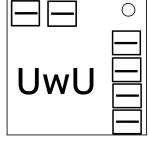
# On the Subject of Fursona

UwU

- On this module, there is an anthropomorphic creature.
- There are also 18 sliders to change its various colors.
- In reading order, and in groups of three, the sliders control head color, eye color, primary main color, secondary main color, tertiary main color, and miscellaneous color.
- To solve the module, correctly color the creature.



#### <u>Identifying Eye Color</u>

Using the creature's species in the table below, identify the column with the greatest number. In case of a tie, use the further right column.

	Red	Green	Blue	Cyan	Magenta	Yellow
Bat	*I	!I	В	ВН	P	!P
Canine	S3	S6	*P	SL	SN	MC
Dragon	!P	MC	P	SN	ВН	SL .
Goat	SL	S3	ВН	*I	SN	S6 .
Lion	P	!I	MC	*P	!P	В
Manokit	S6	В	SN	!P	*I	*P
Protogen	ВН	MC	S3	!I	SL	P
Sergal	*P	P	*1	SL	!P	!I
Skulldog	SN	S3	В	MC	S6	ВН
Tiger	!I	BH	!P	S6	SL	MC

\*I = lit indicators

!I = unlit indicators

B = batteries

BH = battery holders

P = ports

!P = empty port plates

S3 = third serial number character

S6 = sixth serial number character

\*P = port plates

SL = number of letters in serial number

SN = number of numbers in serial number

MC = number of modules on bomb

### Identifying Other Colors

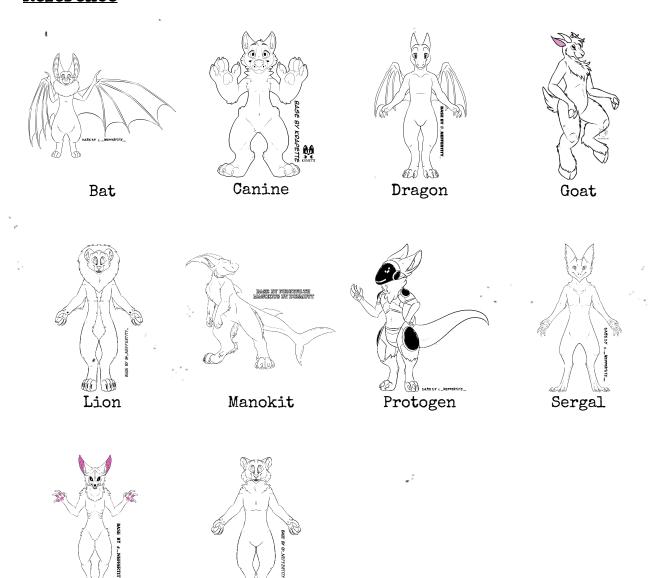
The creature's head color is always complementary to its eye color. The other four colors are assigned to the other four regions, but order doesn't matter.

## <u>Submission</u>

Once you have colored the creature correctly, the module will automatically solve. You cannot strike on this module.

### Reference

Skulldog



Tiger