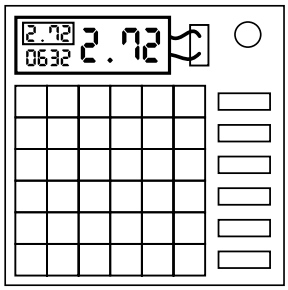
On the Subject of Stability



It doesn't matter what kind of explosives we're dealing with.
It all looks the same when it goes off.

- This module contains 3 important things.
  - A display with 3 numbers on it.
  - A 6x6 pixel grid that cycles through 6 states.
  - And 6 LED strips that can be on or off, and can be 3 different colors.
- The objective is to fully stabilize the explosives underneath the module. As of right now, they're only partially stabilized.
- The monitor contains 3 important pieces of information:
  - The current stability (the large number)
  - The natural stability (the boxed number)
  - The identification number (the small 4-digit number)
- The explosives are unstable when the current stability strays at least 0.04 units over the natural stability. Any interaction with the module during that time will result in a strike.
- 2 to 6 LED strips will be lit next to the grid. A lit strip can be red, yellow, or blue.
- The pixel grid cycles through 6 states. Every pixel is on (light green) for 3 states and off for the other 3 (in random order).
- Using the tables, ID number, and the colored strips, press squares on the grid corresponding to the strips. Commands must be done from top to bottom.
- If a correct square is pressed, the corresponding strip will turn green.
- Pressing the wrong squares, pressing the right squares at the wrong times, or pressing anything when the explosives are unstable, will result in strikes, and a new identification number will be given.
- Once all the correct squares are pressed, the current stability will drop to 0.00 (fully stabilized) and the module will disarm.
- *NOTE: Once all correct squares are pressed, the display will gradually decrease to 0.00. Once it does, the display will be replaced with* **"STABILIZED"**, *the grid and LEDs will turn off, and all useful information will be gone. So it's recommended that you write down everything just in case there are any modules that require you to look back to information on already solved modules.*

How these tables work: The *n*th table corresponds to the color of the *n*th ***lit*** LED strip and the *n*th digit of the identification number (except for the 5th and 6th). A1 is top left. Letter is the row. Number is the column. I = On, O = Off

1st	0	1	2	3	4	5	6	7	8	9
Red	B3/I	B2/I	F3/O	C6/O	D1/I	A6/I	C6/I	A2/O	E4/I	F1/O
Yel.	D1/I	E6/O	D3/I	A1/O	F3/O	F2/O	E4/I	D6/O	C4/I	B5/I
Blue	F3/O	A1/I	B4/I	C6/I	E2/I	D3/I	B1/O	E1/O	F3/I	E3/O

2nd	0	1	2	3	4	5	6	7	8	9
Red	E6/I	D5/O	E6/I	B3/I	B5/I	A2/I	B6/O	C3/I	B6/O	C2/I
Yel.	F5/O	B4/I	D2/O	D6/I	F2/I	A4/I	B6/I	B3/O	E2/I	C2/I
Blue	C3/O	E1/O	A4/I	A5/I	F1/I	F1/O	C3/I	D5/I	C4/I	E5/I

3rd	0	1	2	3	4	5	6	7	8	9
Red	C4/O	C1/I	D6/I	F4/I	F1/O	A1/O	C4/O	F5/I	B1/O	C2/I
Yel.	F3/I	E4/O	A2/I	A6/O	F3/O	F1/I	B2/O	E3/I	C6/O	F5/I
Blue	C1/O	D3/O	D5/O	F2/I	A6/O	A3/I	D4/O	B3/I	F5/I	D2/O

4th	0	1	2	3	4	5	6	7	8	9
Red	D5/O	A2/O	C3/O	C3/I	F6/O	E1/O	F4/I	F4/O	D6/O	D6/O
Yel.	A1/I	A4/O	E1/I	A1/O	E6/I	F3/I	B3/O	F6/I	D2/O	C5/O
Blue	F3/O	E2/I	A1/I	C4/I	E6/I	A5/O	A5/O	F3/O	B1/O	A2/I

5th: Add up all the digits of the identification number. Press that square on the grid in reading order. If the strip is blue, press the square when it's off. If it's red or yellow, press it when it's on. If the outcome is 0, any square can be pressed.

6th: Add up all the digits of the identification number. Subtract it from 36. Press that square on the grid in reading order. If the strip is blue or yellow, press the square when it's off. If it's red, press it when it's on. If the outcome is 0, any square can be pressed.