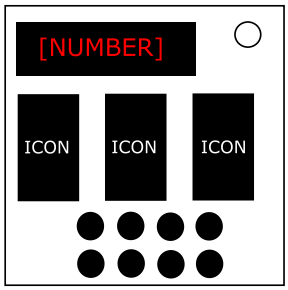
On the Subject of Rustic Reversal



"Yummy tetanus in my bloodstream... mhrrrm... yes..." - An impressionable youth

This is a module in which you select the correct button of an old mechanical display, from a large calculation table. If you get a strike, both the icons, their colors, and the number will be reset.

Display Number

There will be a 6-digit number on the top display. Follow the rules in order to get the correct number to provide the next table.

- Reverse the number shown on the display.
- Add the number of solved modules.
- Add all the digits of the number to themselves. (123456 becomes 21)
- This is your calculation number. Proceed to the next table.

Colored Icons

On the module, there will be three icons, each randomly colored. There can be duplicates of the same color/icon. Find the matches of each symbol and color; and perform them to your calculation number in order from left to right. If the match tells you to go to a different color, go to the different color for the same icon.

If the number you end up with have decimals, round up to the nearest integer. If the number is negative, your number is 1. Take the last digit from this number. If the number is larger than 8, subtract 2 until this number until it is within the range from 1-8. This will be the button you will press.

Color						
Red	Add by 20	Subtract by 10	Multiply by 5	Divide by 3	Subtract by 1	Add by 1337
Blue	Subtract by 25	Half (÷2)	Double (x2)	Multiply itself	Subtract itself	If serial number has vowel, add by 1

Green	Divide by number of batteries	Add last digit of serial number	Subtract first digit of serial number	Multiply by 12	Divide by amount of ports	Add number of solved modules

Table (cont.)

Color						
Magenta	Subtract by 12	Add by 27	Divide by 4	Multiply by 45	Subtract number of unsolved modules	Subtract the IRL date
Yellow	Go to Red	Multiply by 7	Divide by 6	Add by 9	Go to Green	Subtract 2 if RCA is present
Orange	Add 7 if RJ45 is present	Go to Blue	Add by 333	Divide by 3	Multiply by 99	Go to Red