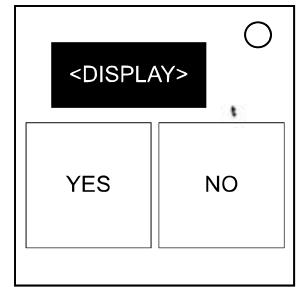


On the Subject of Juxtacolour Flash

Dictum Quatanium: "Whether you are black, white, yellow, or purple, we should all help the guy who is purple. He's choking!"



- A Juxtacolour Flash module displays a sequence of words in different colours with no breaks between repeats.
- The sequence is generated by two scanners moving in alternating directions along rails of 5 cells in length somewhere in the 11×11 grid below. Initially, one moves horizontally and the other vertically.
- One of the scanners translates the colours of the cells into words and the other generates the colours of the words.
- Press the buttons to move the rails from their initial positions to their corresponding targets without making any invalid moves.

Initial and Target positions

- The initial position of a rail is at its centre.
- The target position of the word rail is the position of the first character of the serial number.
- The target position of the colour rail is the position of the second character of the serial number.

Movement

- Pressing the buttons recalibrates the scanners by moving the centres of their rails to the scanners' locations and rotating them 90° .
- Pressing the Yes button recalibrates the rail of the word scanner and pressing the No button recalibrates the rail of the colour scanner.
- Rails cannot go off of the edge of the grid. Instead the rail is centred at the cell that is 2 spaces away from the edge. The position of the rail is unchanged, and thus does not align with its centre.
- No recalibrations are performed if the movement is invalid.

Invalid Moves

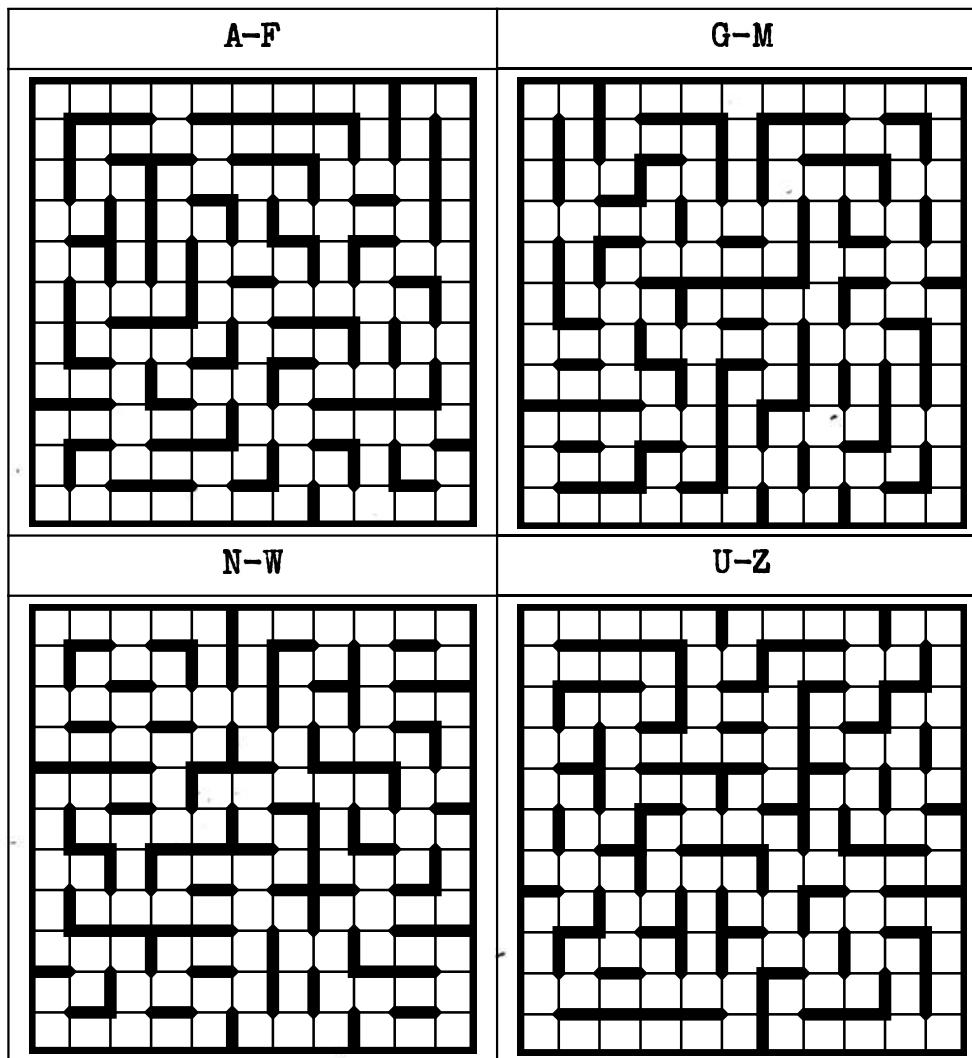
- There is a wall between the scanner and the position of the rail.

To find where the walls lie:

1. Take the configuration of walls corresponding to the range of letters the last letter of the serial number falls into.
 2. Take the sum of the numbers in the serial number modulo 6 and apply its corresponding transformation.
- The move would result in the two rails intersecting one another.
 - This does not apply if the intersection point is one of the rails' target positions.
 - If the module was in a position where intersecting rails are unavoidable, the module will reset the rails to their initial positions, keeping their current orientations.

The module is solved once both rails are positioned at their respective targets.

0	Green	Blue	Magenta	Yellow	White	Green	Yellow	Red	Blue	White
1	Yellow	Green	White	Red	Blue	White	Green	White	Magenta	Blue
2	Red	White	Yellow	Green	Blue	White	Red	Green	White	Yellow
3	White	Blue	Red	Green	Yellow	Red	White	Green	Blue	White
4	Blue	White	Magenta	Yellow	Green	Red	White	Magenta	Yellow	Red
5	White	Yellow	Red	Blue	White	Red	White	Blue	White	Yellow
6	Blue	Green	White	Red	Magenta	Yellow	Blue	White	Magenta	Red
7	Yellow	Blue	Red	Green	White	Yellow	Red	Green	Blue	White
8	Red	White	Yellow	Green	Magenta	Red	White	Yellow	Green	Blue
9	White	Blue	Red	Green	Yellow	Red	White	Green	Blue	White
A	Blue	White	Magenta	Yellow	Green	Red	White	Blue	White	Yellow
B	White	Yellow	Red	Blue	White	Red	White	Blue	White	Yellow
C	Blue	White	Magenta	Yellow	Red	Green	Blue	White	Red	Yellow
D	Yellow	White	Red	Green	Blue	White	Yellow	Red	Green	Blue
E	Red	White	Yellow	Green	Magenta	Red	White	Yellow	Green	Blue
F	White	Blue	Red	Green	Yellow	Red	White	Blue	Red	Green
G	Blue	White	Magenta	Yellow	Green	Red	White	Blue	White	Yellow
H	White	Yellow	Red	Blue	White	Red	White	Blue	White	Yellow
I	Green	White	Magenta	Yellow	Red	Blue	Green	Red	Magenta	Yellow
J	Yellow	White	Red	Green	Blue	White	Yellow	Red	Green	Blue
K	Red	White	Yellow	Green	Magenta	Red	White	Yellow	Green	Blue
L	White	Blue	Red	Green	Yellow	Red	White	Blue	Red	Green
M	Blue	White	Magenta	Yellow	Green	Red	White	Blue	Red	Yellow
N	White	Yellow	Red	Blue	White	Red	White	Blue	White	Yellow
O	Magenta	White	Blue	Red	Green	Yellow	Magenta	Red	Blue	White
P	Red	White	Blue	Green	Magenta	Yellow	Red	Blue	Green	White
Q	White	Blue	Red	Green	Yellow	Red	White	Blue	Red	Green
R	Blue	White	Magenta	Yellow	Green	Red	White	Blue	Red	Yellow
S	White	Yellow	Red	Blue	White	Red	White	Blue	Red	Yellow
T	Blue	White	Magenta	Yellow	Green	Red	White	Blue	Red	Yellow
U	White	Magenta	Yellow	Red	Blue	White	Red	Blue	White	Yellow
V	Magenta	White	Red	Blue	White	Red	White	Blue	White	Yellow
W	Red	White	Blue	Green	Magenta	Yellow	Red	Blue	Green	White
X	White	Blue	Red	Green	Yellow	Red	White	Blue	Red	Yellow
Y	Blue	White	Magenta	Yellow	Green	Red	White	Blue	Red	Yellow
Z	White	Yellow	Red	Blue	White	Red	White	Blue	Red	Yellow



0	None
1	90° Clockwise Rotation
2	90° Anticlockwise Rotation
3	Vertical Flip
4	Horizontal Flip
5	180° Rotation