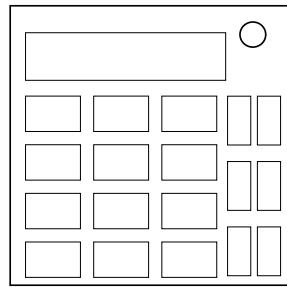


## On the Subject of Colour Code

*Codes are used for locks! Why not [include] colours?*

The code is made of 4 digits and 3 colours. Each section in the manual gives you a number or colour the code contains.



### Digit 1:

Follow the statements below and use the digit of the first true statement from top to bottom as part of your code.

- 3 if the number of batteries on the bomb is 1 or less.
- 6 if there is a lit FRK indicator.
- 7 if the number of ports on the bomb is more than the number of batteries on the bomb.
- 9 if the number of lit indicators on the bomb is more than the number of solved modules.
- 2 if the sum of the number of indicators and ports on the bomb is less than the number of **Colour Code** modules.
- 5 if the number of batteries on the bomb is less than the number of **Planets** modules.
- 8 if there are still more than 40 modules to be solved.
- 1 if there are exactly 2 AA batteries and exactly 2 D batteries on the bomb.
- 4 if the number of solved modules is more than half of the bomb.
- 0 if none of the above apply.

**Digit 2:**

Follow the statements below and use the digit of the first true statement as your code digit. If the background colour on the module cannot be used for this table, use 0.

Background colour	Statement
Red	If there is a parallel port on the bomb, the digit is 5. Otherwise the digit is 3.
Orange	If the number of batteries on the bomb is more than (the number of indicators on the bomb - the number of ports on the bomb), the digit is 9. Otherwise the digit is 4.
Green	If the number of lit indicators is more than the number of <b>Planets</b> modules, the digit is 8. Otherwise the digit is 1.
Yellow	If the sum of the number of unsolved <b>Colour Code</b> and <b>Planets</b> modules is more than the sum of the number of solved <b>Colour Code</b> and <b>Planets</b> modules, the digit is 7. Otherwise the digit is 2.
Blue	If this is the only unsolved module left on the bomb, the digit is 6. Otherwise the digit is 0.

**Digit 3**

- Add 2 to the number of batteries and then multiply that by the number of solved modules.
- Subtract 15 if the number of lit indicators is more than the number of unlit indicators on the bomb.
- Add 150 if the background colour of the module is red.
- Divide by 3 if the number is a multiple of 3.
- Modulo 10.
- Double if a 0 is the first code digit.
- Multiply by 4 if a 0 is the second code digit.
- Modulo 10.
- The absolute value of this is the code digit.
- Click the code digit when the last digit of the seconds on the bomb timer is the code digit.

## Digit 4

- I think of a number.
- I subtract the number of unlit indicators.
- I add the number of unsolved modules (excluding needies) and the total number of Colour Code modules on the bomb.
- I find the sum of the first 3 code digits and add that on.
- My answer is 100.

The last digit of my number is the code digit.

## Colour 1

Follow the statements below and use the colour of the first true statement as your code colour. If the background colour on the module cannot be used for this table, use purple.

Background colour	Statement
Red	If there are no ports, no indicators and no solved modules on the bomb, the colour is Red. Otherwise the colour is Purple
Orange	If the sum of the digits in the serial number modulo 10 equals the number of batteries, the colour is Orange. Otherwise the colour is Purple.
Green	If the number of ports on the bomb is more than the number of unlit indicators, the colour is Green. Otherwise the colour is Purple.
Yellow	If the number of unlit indicators on the bomb is exactly 1 and the last digit of the serial number is odd, the colour is Yellow. Otherwise the colour is Purple.
Blue	If the number of batteries on the bomb equals the number of solved modules, the colour is Blue. Otherwise the colour is Purple.

**Colour 2**

Follow the statements below and use the colour of the first true statement as your second code colour from top to bottom in the table provided.

Code Colour	Statement
Blue	If the last digit of the serial number is even.
Green	If there is a parallel port on the bomb.
Orange	If the sum of number of batteries and the sum of the digits in the serial number, modulo 10, is 5 or less.
Red	If all the batteries on the bomb are AA and there is at least 1 battery.
Yellow	If the background of the bomb is yellow.
Purple	If none of the above apply.

**Colour 3**

- Start with the number of unsolved modules multiplied by the number of solved modules.
- Divide by 3 if the number is a multiple of 3.
- Modulo 10.
- Multiply by 2 if the first colour in the code is purple.
- Multiply by 4 if the second colour in the code is purple.
- Modulo 10.
- Multiply by the number of batteries.
- Modulo 6, then add 1.
- Turn this result into a colour.

1	2	3	4	5	6
Orange	Blue	Red	Purple	Yellow	Green

**Don't forget me**

If the code has exactly one 0 and one purple, submit only when the seconds digits of the timer display 04 or 40.

**Order**

Moving from top to bottom, if the condition in the right column is true, use the item in the left column. When you get to the bottom move from bottom to top, and if the condition in the right column is false, use the item in the left column.

Type	Condition
Digit	Use if there are more batteries than the number for the current month (January=1, Feburary=2, ...).
Colour	Use if the product of code digits (excluding zeros) is more than the total number of modules modulo 10.
Digit	Use if I am the only Colour Code module.
Colour	Use if it is between 3:00am and 4:00pm local time.
Digit	Use if the number of modules on the bomb is 101 or 81.
Colour	Use if the number of Colour Code modules is more than the square root of half the total number of modules.
Digit	Use if there are three letters in the serial number.