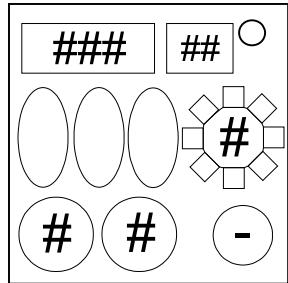


On the Subject of Forget The Colors

Since when was trigonometry relevant to colors?

Forget The Colors has 2 displays, a gear with an LED and number, 2 nixie tubes, 3 colored cylinders, and a key.

Do not interact with the module until it's ready to be solved.



To solve this module, take note of everything it shows you at the start, as well as after every solve* and get every stage's calculated number.

*Some modules are ignored by Forget The Colors.

Apply the following for every stage:

Refer to the second page to get the **CALCULATED GEAR NUMBER**. Do both steps 1 & 2.

- Take the 2 calculated nixie tubes as well as the **CALCULATED GEAR NUMBER** and merge them into a 3-digit number in the order mentioned.
- Get the Sine (degrees) of that number, and take only the first 5 decimals, discarding the decimal point. This number can be negative.
- Add the Sine number above to the **STAGE NUMBER** calculated previously.

This number is now the calculated number for that stage, hold onto it.

After every solvable module is solved**:

Add all of the calculated stage numbers together, even if negative.

- If the number has more than 5 digits, remove the leftmost digit(s).
- If the number has less than 5 digits, add 0's to the leftmost position.

Add a 0 and a decimal point before the first digit and make it a positive number. Use Cos^{-1} to receive a degree from 0 to 90. **Floor ALL decimals.**

Input the final number by clicking the 2 Nixie tubes to change their values. Proceed to turn the key to submit your number.

**BUT if there are exactly 0 solvable modules on your bomb, ignore all other rules. The module did the work for you. Just throw a 90. Thanks module.

Step 1

Take the large display and Cosine it using degrees. Keep it a positive number. Only keep the first 5 decimals, and remove the decimal point. That is the **STAGE NUMBER**.

Take the 3 colors from the cylinders and the 2 nixie tubes, then apply them with the table to the right.

Add/Remove 10 to have it remain a positive single digit number.

Add the nixie tubes and the gear number together, then modulo the sum by 10, that number is the **TOTAL NUMBER**.

If...	First Nixie Tube	Second Nixie Tube
Red	Add 5	Remove 1
Orange	Remove 1	Remove 6
Yellow	Add 3	Do Nothing
Green	Add 7	Remove 4
Cyan	Remove 7	Remove 5
Blue	Add 8	Add 9
Purple	Add 5	Remove 9
Pink	Remove 9	Add 4
Maroon	Do Nothing	Add 7
White	Remove 3	Add 5

If...	Then...
Red	Add # of batteries.
Orange	Remove # of total ports.
Yellow	Add the last digit in serial.
Green	Remove # of solved modules.
Cyan	Add # of port plates.
Blue	Remove # of total modules.
Purple	Add # of battery holders.
Pink	Remove # of lit indicators.
Maroon	Add # of total indicators.
White	Remove # of unlit indicators.

Step 2

Look at the table to the left, start on the color from the LED on the gear.

Before applying the condition, move up [Calculated Nixie tube 1] and move down [Calculated Nixie tube 2] through the left table (wrapping if necessary), then apply the rule in which you landed on.

Apply it to the **TOTAL NUMBER**. Modulo it by 10.

That is the **CALCULATED GEAR NUMBER**. You can now return to the first page.