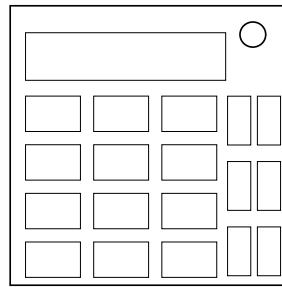


On the Subject of Colour Code

Codes are used for locks! Why not 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 use the colour of the first true statement as your code colour.

- 3 if the number of batteries is 1 or less.
- 6 if there is a lit FRK indicator.
- 7 if the number of ports is more than the number of batteries.
- 9 if the number of lit indicators is more than the number of solved modules.
- 2 if the sum of the number of indicators and ports is less than the sum of the number of Colour Code modules.
- 5 if the number of batteries 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.
- 4 if the number of solved modules is more than half the bomb.
- 0 if none of the above apply.

Digit 2:

Follow the statements below use the digit of the first true statement as your code digit. Otherwise use 0.

| Background colour | Statement |
|-------------------|---|
| Red | If there is a parallel port, the digit is 5. Otherwise the digit is 3. |
| Orange | If batteries is more than number of indicators minus the number of ports, the digit is 9. Otherwise the digit is 4. |
| Green | If the number of lit indicators is more than the number Planets modules, the digit is 8. Otherwise the digit is 1. |
| Yellow | If the sum of the number of unsolved Colour Code and Planets modules is more than the sum of the number of solved Colour Code and Planets modules, the digit is 7. Otherwise the digit is 2. |

If this is the only unsolved module left on the bomb, the digit
Keep Talking and Nobody Explodes Mod

Colour Code

Otherwise the digit is 0.

Digit 3

- Number of batteries add 2 and then multiply by number of solved modules.
- Minus 15 if the number of lit indicators is more than the number of unlit indicators.
- 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. (The last whole digit without rounding is your code digit.)
- I subtract it by 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.

Colour 1

Follow the statements below use the colour of the first true statement as your code colour. Otherwise use purple.

| Background colour | Statement |
|-------------------|--|
| Red | If there are no ports, no indicators and no solved modules, 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 is more than the number of unlit indicators, the colour is Green. Otherwise the colour is Purple. |
| Yellow | If the number of unlit indicators is 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 equals the number of solved modules, the colour is Blue. Otherwise the colour is Purple. |

Colour 2

Follow the statements below use the colour of the first true statement as your code colour.

| 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 the 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

- Number of unsolved modules multiplied by the number of solved modules.
- Divide by 3 is 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 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 click submit only when the seconds digits of the timer display 04 or 40.

Order

Figure out the order of the digits by following the list down and using the next digit/colour if the condition is true.

Then follow the table up from the bottom using the next digit/colour in which the condition is false.

| Type | Condition |
|--------|--|
| Digit | Use if there are more batteries 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 total number of modules 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. |