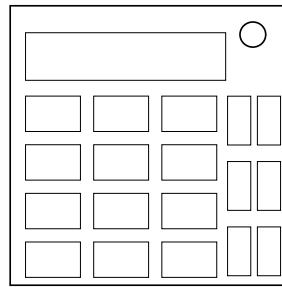


## On the Subject of Colour Code

*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 and use the digit 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 number of indicators plus ports is less than 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 and use the digit of the first true statement as your code digit. If no background colour matches, 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 of 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  
~~Blue~~  
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.
- 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 one's place without rounding and ignoring the sign is your code digit.)
- 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.

Colour 1

Follow the statements below. Use the colour of the first true statement as your code colour. If none match, 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 number of batteries plus 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 module 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.
- Turn this into a colour.

0	1	2	3	4	5
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 than the number of the current month (January=1, February=2, etc.).
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.