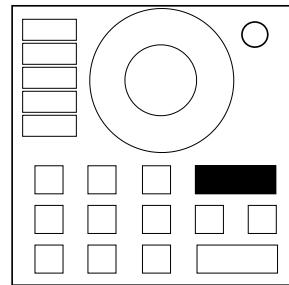


## On the Subject of Planets

*Why do people do this... The Milky Way shouldn't be on a bomb!*

This module consists of a planet, a keypad (0–9), a delete button and a space button.



### Step 1:

- Find the planet's number in the table.
- Multiply by 123.
- Multiply the number of solved modules by 10 then add to the number above.
- This is number A.

### Step 2:

- Get the number of batteries multiplied by 5.
- Multiply the number of lit indicators by 6 then add the number above.
- This is number B.

### Step 3:

- Get the number A.
- Add the number B.
- Add 4 multiplied by the number of ports.
- Add 21 multiplied by 22.
- This is number C.

### Step 4:

- Get the product of all the strip colour number from the reference below.
- Change the value based on the table strip change one.
- Multiply by the number in the table strip change two.
- Multiply by 5 if the last strip is off or white.
- This is number D.

### Step 5:

- Modulo number C and number D by 1000.
- Then multiply them by each other and take the absolute value.
- Enter the code and hit the space!

Planet Number Reference

Mercury	Venus	Earth	Mars	Jupiter	Saturn	Uranus	Neptune	Other
1	2	3	4	5	6	7	8	9

Strip Colour Number Reference

Aqua	Blue	Green	Lime	Orange	Red	Yellow	White	Off
1	2	3	4	5	6	7	8	9

Strip Change One

- Strip one is across the top.
- Strip four is down the side.

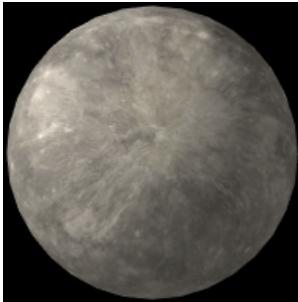
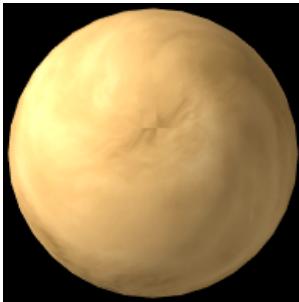
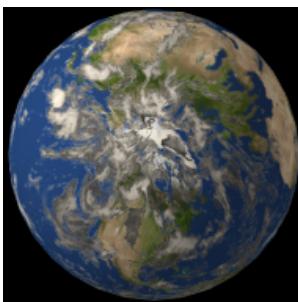
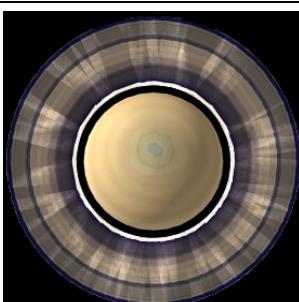
	Aqua	Blue	Green	Lime	Orange	Red	Yellow	White	Off
Aqua	+0	+5	+6	-6	+7	-5	-2	-1	-2
Blue	-3	+6	-2	+7	-5	-9	-1	+8	+9
Green	-5	+2	-8	-4	+3	-2	+9	+3	-3
Lime	+2	+6	-5	-5	-7	-1	-9	+8	-6
Orange	-9	-7	+4	-4	+6	+3	-2	+6	-4
Red	-8	-4	+8	-4	+1	-9	+5	-2	+2
Yellow	-6	+3	+4	-5	-4	-7	+5	+4	+4
White	+1	-8	+2	-3	+4	-5	-8	+4	-3
Off	-4	+3	-1	+8	-9	-9	+0	+8	-1

Strip Change Two

- Strip three is used here.

Aqua	Blue	Green	Lime	Orange	Red	Yellow	White	Off
89	30	41	97	49	63	60	3	74

Planet Identification

Mercury	Venus
	
Earth	Mars
	
Jupiter	Saturn
	
Uranus	Neptune
	