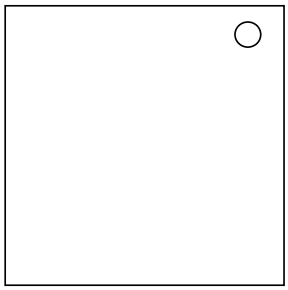
The Big Boss: Defeating The SuperBoss



A level 420 defuser and expert can handle this. How about you?

This module will consist of a stage counter, 5 areas where the components will appear and disappear, a lock/unlock button, and a timer just above the wider component area. To disarm the module, take note of as many stages as possible as well as the components that are shown on the module. Calculate the value needed to input from the individual sections provided. Then, perform the correct action ranging from cutting specific wires in order, entering digits on a keypad, cycling to a correct set of letters or numbers, or inputting similarly to The Sphere (The Sphere.html) when the module requests to input. The module may randomly request an input early if none of the smaller components are revealed, so bare in mind when accounting for that.

Inputting a calculated value incorrectly or letting the timer run out when the module requests an input while multiple solves are being processed will result in a strike.

The smaller components range from a digit on the display, an LED, an arrow pointing in a random direction, and a cube, which may rotate in a random direction.

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Stage Generation Procedures

Each stage will be generated based on the number of non-ignored modules that are solved so far. The timer will count down at 15 seconds per stage that is currently shown and advance when the timer expires. By default, smaller components are randomly selected to be active or not active. However there are rules that can be applied to alter how the stages are generated.

These following rules ALWAYS applies (Top-most rule takes highest priority, bottom-most rule takes lowest priority):

- If there is exactly 1 non-ignored unsolved module left, that given stage must reveal at least 1 of the smaller components. Likewise, the next stage immediately after that will ALWAYS be the input procedure.
- The first 4 stages at the start will ALWAYS reveal exactly 1 of the smaller components.
- If module has revealed none of the smaller components for that given stage, the module will then request an early input. The next 4 stages generated after the current stage must reveal at least 1 of the smaller components. In the case of multiple solves being processed, a stage requiring early inputs will have a timer set for 2 minutes instead of 15 seconds. The timer may be extended by 15 seconds for every stage after the 8th requested stage.
- Excluding the first 4 stages at the start, if the previous 3 consecutive stages changed their required components, the next generated stage will not change the required components. This does not include if the module reveals no components. An invisible counter is used to track the number of times the required components have been changed and will reset to 0 based on the previous condition mentioned above.

Individual Stage Calculations: General Overview

There's so much to prep for.

In order to obtain the calculated value, the expert will need to find the page which only contains the specified components shown on that stage and refer to page on how to retrieve the calculated value. The expert may be required to relay the information back to the defuser. In addition, the defuser may need to read out the properties of the smaller components. If colorblind mode is enabled for SuperBoss, a letter will also be shown to denote the color of the LED if it's on, or no letters at all if it's off. This letter is the first letter of the given color, I.E. R for Red, O for Orange, etc. For clarity on the reading the cube, all "9"'s will be in **bold text** and all "6"'s will not.

Contents in this Section:

Individual Stage Calculations: Singular LED

If the smaller revealed components are not [**LED**], you are looking at the wrong page! Go back to General Overview for Individual Stage Calculations.

The LED will show exactly 1 color which can be one of the following colors: red, orange, yellow, green, cyan, blue, magenta, purple, white, off. If colorblind mode is enabled for SuperBoss, a letter will also be shown to denote the color of the LED if it's on, or no letters at all if it's off. This letter is the first letter of the given color, I.E. R for Red, O for Orange, etc.

The calculated value is determined on the current stage number shown on the module and the color of the LED, from the cell in the given table provided.

Stage no. % 10	LED Color									
	Off	Red	Orange	Yellow	Green	Cyan	Blue	Magenta	Purple	White
9	0	1	2	3	4	5	6	7	8	9
8	1	2	3	4	5	6	7	8	9	0
7	2	3	4	5	6	7	8	9	0	1
6	3	4	5	6	7	8	9	0	1	2
5	4	5	6	7	8	9	0	1	2	3
4	5	6	7	8	9	0	1	2	3	4
3	6	7	8	9	0	1	2	3	4	5
2	7	8	9	0	1	2	3	4	5	6
1	8	9	0	1	2	3	4	5	6	7
0	9	0	1	2	3	4	5	6	7	8

Individual Stage Calculations: Floating Cube

If the smaller revealed components are not **[Cube]**, you are looking at the wrong page! Go back to General Overview for Individual Stage Calculations.

The cube will show a unique digit from 1 to 6 on each face except for one face which will be referred to as the starting face. The cube will rotate to another face 1 to 3 times and then reverse its rotation to go back to the starting face.

The calculated value is determined by adding up the digits the cube has rotated to as the new reference face (The original reference face is marked as "X"), subtracting the missing value, and then taking the absolute value of that result, modulo 10.

As an example, take for instance the net of the cube where the "X" face is the top face:

1			
X	5	4	2
6			

If the cube now rotates to show the top face numbered 5, and then rotates to show the top face numbered 6 before reversing the rotations, the sum from the referred faces is now 11. Since the replaced digit is a 3, you would do 11 - 3 to get your calculated value of 8.

Individual Stage Calculations: Spinning Arrow

If the smaller revealed components are not **[Arrow]**, you are looking at the wrong page! Go back to General Overview for Individual Stage Calculations.

The arrow will rotate to show two different directions on the module by rotating quickly to one of the directions, and then rotating quickly again to another direction before resting for a short amount of time. The north and east positions are marked on the module for convenience.

The calculated value is referred to a Semaphore (Semaphore.html) numeral based on the two directions the arrow points to in that specific order.

Just for reference, here is a table denoting the possible values for these.

First Arrow Direction	Second Arrow Direction	Resulting Digit
South-West	South	1
West	South	2
North-West	South	3
North	South	4
South	North-East	5
South	East	6
South	South-East	7
West	South-West	8
South-West	North-West	9
South-West	North	0
North-West	South-East	-
North	North-East	(signifies digits)

Individual Stage Calculations: Lonely Digit

If the smaller revealed components are not **[Digit]**, you are looking at the wrong page! Go back to General Overview for Individual Stage Calculations.

The digit shown will show a random number from 0 - 9 on the module when it is revealed. The digit may also show a random color which can be safely ignored as the color has no relevance for this section.

Start with the digit currently on the display. Modify it by this table underneath in respect to the conditions:

Condition	Modifier
Serial number contains a vowel	-1
Batteries	+1 for each
The last digit of the serial number is even	+1
CAR indicator is present	+1
Parallel port and lit NSA are both present	Undo those modifications

Then keep adding or subtracting 10 after the using the table provided, until you have a number with 0 - 9 inclusive. This your calculated value for this stage.

Individual Stage Calculations: Simple LED Math

If the smaller revealed components are not **[LED, Digit]**, you are looking at the wrong page! Go back to General Overview for Individual Stage Calculations.

A digit and LED will show denoting a possible expression made by the color of the digit, the LED, and the number shown on the digit. The digit will be colored in one of 3 different possibilities while the LED will be in one of 10 different colors, including off. If colorblind mode is enabled for SuperBoss, a letter will also be shown to denote the color of the LED if it's on, or no letters at all if it's off; likewise, the color of the digit will also be shown underneath the digit that is currently shown.

The calculated value is determined by evaluating this expression: (digit shown) (digit color)(LED color) and then adding or subtracting 10 continuously until the result is within 0 - 9 inclusive. Do bare in mind (digit color) and (LED color) need to be replaced with specific operators and values respectively!

LED color	Value
Off	9
Red	0
Orange	8
Yellow	1
Green	7
Cyan	2
Blue	6
Magenta	3
Purple	5
White	4

Color of Digit	Operator
White	+
Green	−
Magenta	×

Individual Stage Calculations: Misguided Color Compass

If the smaller revealed components are not **[LED, Arrow]**, you are looking at the wrong page! Go back to General Overview for Individual Stage Calculations.

An arrow will spin in a random direction constantly and then stop for a short amount of time on a provided direction. An LED will also light up denoting the color that the arrow has stopped on. Determine how many distinct LED colors the compass has shown and obtain the calculated value based on the combination of LEDs in any order. If colorblind mode is enabled for SuperBoss, a letter will also be shown to denote the color of the LED based on where the arrow is pointing.

3 Distinct LED Colors			
LED Combinations			**Calculated Value**
Red	Yellow	Green	1
Red	Yellow	Blue	2
Red	Blue	Green	3
Blue	Yellow	Green	4
2 Distinct LED Colors			
LED Combinations			**Calculated Value**
Red	Yellow		5
Red	Green		6
Red	Blue		7
Yellow	Green		8
Blue	Yellow		9
Green	Blue		0
1 Distinct LED Color			
LED Combinations			**Calculated Value**
Red			(Last digit in serial number, 0 if none)
Green			(First digit in serial number, 0 if none)
Blue			(Number of batteries, modulo 10)
Yellow			(Number of battery holders, modulo 10)

Individual Stage Calculations: AlphaForget

To be fair, he saw a harder variant of this and didn't approve that difficulty. At all.

If the smaller revealed components are not **[LED, Cube]**, you are looking at the wrong page! Go back to General Overview for Individual Stage Calculations.

An LED will light up alongside a cube constantly rotating in one direction very quickly. Determine the calculated value by plugging in the function for that given rotation. The diagram shown here will show the axis for each rotation specified.

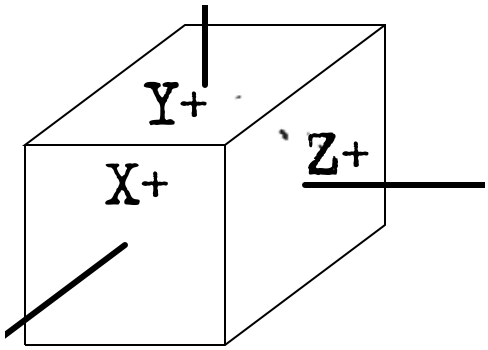


Figure Not To Scale

LED Color -> LED Value									
Red	Orange	Yellow	Green	Cyan	Blue	Magenta	Purple	White	Off
7	4	1	8	5	2	9	6	3	0

For the rotation table provided, D is referred to the sum of digits in the serial number; S refers to the stage number the module is currently on when this combination of smaller components were revealed; and L is the LED value of the wider table provided above for that stage. The +Y-axis is referred when looking top-down at the module, .

Rotation Shown	Function To Apply
X (X axis CW)	CV = (L + S) % 10
X' (X axis CCW)	CV = |S − L| % 10
Y (Y axis CW)	CV = (D + S) % 10
Y' (Y axis CCW)	CV = |D − S| % 10
Z (Z axis CW)	CV = (L + D) % 10
Z' (Z axis CCW)	CV = |D − L| % 10

Individual Stage Calculations: Cubing Digits

If the smaller revealed components are not **[Cube, Digit]**, you are looking at the wrong page! Go back to General Overview for Individual Stage Calculations.

On the module consists of a digit consisting of a number from 0 to 9 as well as a random color, white most of the time. The cube will also show a value on each face from 0 to 99. To obtain the rule of omitting specific values, use this table to determine the first rule of obtaining the omitted values.

Digit Shown	Faces To Omit
(any digit not in white)	All faces whose value does NOT contains that digit shown.
2, 3, 5, 7	Any faces whose value is a prime number
1, 4, 9	Any faces whose value is a perfect square, including 0
0	None of the faces
6	Any faces whose value contains the last digit of the serial number (0 if no digits)
8	Any faces whose value contains an 8.

Using the remaining faces, obtain the sum of those. Then add the cube of that digit shown (D for digit shown on that stage: "D×D×D"), and then modulo 10 to get your calculated value.

Reference Table of Values	
Specified Group of Numbers	**All Values Under 100 That Meet Within That Group**
Prime Numbers	2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41, 43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97
Perfect Squares	0, 1, 4, 9, 16, 25, 36, 49, 64, 81
Values That Contain an 8	8, 18, 28, 38, 48, 58, 68, 78, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 98

Individual Stage Calculations:

If the smaller revealed components are not **[Cube, Arrow]**, you are looking at the wrong page! Go back to General Overview for Individual Stage Calculations.

Individual Stage Calculations: Misguided Widdleshins

It's not counter-clockwise! Or is it?

If the smaller revealed components are not **[Arrow, Digit]**, you are looking at the wrong page! Go back to General Overview for Individual Stage Calculations.

An arrow will appear and rotate in a random direction. A digit is also shown to show how many 45° rotations the arrow needs to perform before it changes. There are exactly 4 digits that can show up in between each rotation, with a pause in between each one and a longer pause at the end of the rotations.

The calculated value is determined by simply adding up all of the values on each of the digits that are shown, inversing the digit shown based on how the arrow rotates and the stage number the module is at from the table provided. Do note that "widdleshins" is noted as counter-clockwise in the table provided on this page.

Arrow Direction	Stage Number is...	
	Even	Odd
Clockwise	Do not invert	Invert
Widdleshins	Invert	Do not invert

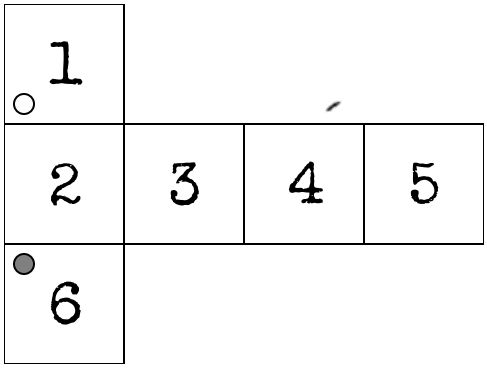
Individual Stage Calculations:

If the smaller revealed components are not **[LED, Cube, Arrow]**, you are looking at the wrong page! Go back to General Overview for Individual Stage Calculations.

Individual Stage Calculations: The Cube Lite

If the smaller revealed components are not [**LED, Cube, Digit**], you are looking at the wrong page! Go back to General Overview for Individual Stage Calculations.

The LED will show a random color out of red, orange, white, green, blue, and purple; the digit will cycle between 2 different digits; and the cube will show 6 digits on the module from 0-9 inclusive, with the first and last faces being marked with an LED. To distinguish between the first and last faces with the LED, the first face will have the LED on the bottom left in white and the last face will have the LED on the top left in dark gray. The faces are labeled in the net shown on this page here, as if the faces are right-side up.



The first table in this page provide the LED value for this stage. MSD and LSD are referred to as the most significant digit and least significant digit in the provided table. For stages such as "0#", the most significant digit in that stage will be 0 for this instance only.

Red	No. of Modules (including needies) + 5	**Orange**	LSD in Stage No.	**White**	2
Green	MSD in Stage No. + 5	**Blue**	1 + (number of letters in Serial No.)	**Purple**	Sum of digits in the cube

The cube will also perform a single rotation every couple of seconds. The movement is determined from a top-down perspective and is converted into a given value from the table provided.

Rotate CCW	2nd face digit	**Rotate CW**	5th face digit	**Tilt Up**	1st face digit
Tilt Down	6th face digit	**Tip Right**	3rd face digit	**Tip Left**	4th face digit

Add the LED value with the value of the provided rotation and then modulo 8 if the current stage number is 10 or 5, 9 if the current stage number is 1 or 6, 10 otherwise. Add that result with the sum of the digits that are shown, and then modulo 10. This results in your calculated value for that stage.

Individual Stage Calculations:

If the smaller revealed components are not **[LED, Arrow, Digit]**, you are looking at the wrong page! Go back to General Overview for Individual Stage Calculations.

Individual Stage Calculations:

If the smaller revealed components are not **[Cube, Arrow, Digit]**, you are looking at the wrong page! Go back to General Overview for Individual Stage Calculations.

Individual Stage Calculations: Paranormal Modkit

If the smaller revealed components are not [**LED, Cube, Arrow, Digit**], you are looking at the wrong page! Go back to General Overview for Individual Stage Calculations.

All except 1 of the smaller components will behave normally. The following smaller component is behaving normally if for the...

- **Cube:** The cube is rotating a random direction with no flickering in between its moves before pausing. Exactly 1 digit is also on the cube.
- **Digit:** The digit is showing a single digit and its color constantly and not flickering into another digit or color.
- **Arrow:** The arrow rotates to point in consecutive directions before pausing for a short bit and doesn't suddenly rotate to a new direction.
- **LED:** The LED is showing the same color consistently, and doesn't blink.

Once you determined which of the smaller components is not behaving normally, determine the calculated value based of the specified abnormal component. The result after going through the procedure, and adding or subtracting 10 until the value is within 0 - 9 inclusive, is the calculated value.

LED Color -> LED Value									
Red	Orange	Yellow	Green	Cyan	Blue	Magenta	Purple	White	Off
0	1	2	3	4	5	6	7	8	9

If the LED is abnormal...

1. Start with the value of the digit currently shown.
2. Add the number of times the arrow stops in between a full revolution.
3. If the LED is flickering on and off triple this value. (Flickering on and off would be not the off colored LED and then changing into an off LED color) Otherwise, add 5.
4. Subtract the number that is shown on the cube.

If the Arrow is abnormal...

1. Count the number of sudden rotations the arrow took before pausing. This is your starting value.
2. Subtract the value with the digit currently shown.
3. Add the number that is shown on the cube.
4. Add the value of the LED, based on the color it is currently showing. Use the table provided in this section for the value.

If the Digit is abnormal...

1. Start with the number that is shown on the cube.
2. Add the value of the LED, based on the color it's currently showing. Use the table provided in this section for the value.
3. Subtract the number of times the arrow stops in between a full revolution.
4. Add the positive difference between the digits that were shown if the digits flicker between different values, otherwise multiply your current value by -1.

If the Cube is abnormal...

1. Start with the value of the LED, based on the color it's currently showing. Use the table provided in this section for the value.
2. If the cube's rotations are flickering, subtract the number of times the cube flickered before pausing. Otherwise, add the sum of the digits on the cube.
3. Add the value with the digit currently shown.
4. Add the number of times the arrow stops in between a full revolution.

Input Procedures: General Overview

When the module successfully reveals no components or is ready to solve, the wider component will open up and reveal one of the five input methods that the defuser can interact with. Each of the provided pages underneath will provide different procedures that are required to disarm the module. If any inputs were incorrect for that stage, the module may reshow that given stage that was inputted incorrectly.

The order of the inputs by default is by when each stage was shown and excluding previous correct sets if there are any. Some components revealed by the wider component may request a different stage that may be out of the standard order.

If the defuser manages to input all of the requested stages correctly when the module successfully reveals no components, the module will clear all of the requested stages up to this input procedure and speeds up the timer if the timer has not ran out yet for this stage. Those stages that were inputted correctly will NOT be included in the final input procedure. If this is the final input procedure, the module will instead self-destruct to disarm itself instead. This may break the status light in the process, but it cannot blow up the bomb.

Contents in this Section:

Input Procedures: 10 Digit Keypad

It's going to Forget Me. Not. Or is it Now?

If the wider revealed component is not **[Keypad]**, you are looking at the wrong page! Go back to General Overview for Input Procedures.

The keypad will show 10 digits ranging from 0-9 respectively. This will **always** be revealed when the module is ready to solve or randomly otherwise when none of the smaller components are revealed.

Start with the least significant digit of the calculated value from each stage that requests it. The digit to input for each stage will be the least significant digit of the absolute value of the calculated value modified by the first condition from the given set of conditions.

First Digit to Input

- If an FRK indicator is present, the modifier is +2 if that indicator is lit, -2 if unlit.
- Otherwise, if there are no lit indicators, the modifier is -(number of unlit indicators).
- Otherwise, if there are more lit indicators than unlit indicators, the modifier is -7.
- Otherwise, the modifier is +(2nd digit of the serial number).

Second Digit to Input

- If there is an empty port plate, the modifier is 0.
- Otherwise, if the previous digit inputted is divisible by 3, the modifier is +(number of stages required to input % 10)
- Otherwise, the modifier is +(1st digit inputted - 1).

All Other Digits to Input

- If any of the last 2 inputted values were a 0, the modifier is +(h(n-2) % 10, where n is the current stage number, h(x) referring to the graph from Forget Me Now (Forget Me Now.html))
- Otherwise, if the 2nd to last inputted value is even and the last inputted value is odd, the modifier is +(sum of all odd digits in the serial number).
- Otherwise, the modifier is +(left-most digit of the sum of the last 2 inputted values).

Input Procedures: Questionable Wire Sequences

This is Wire Sequence? I have many questions about this.

If the wider revealed component is not **[Wire Sequences]**, you are looking at the wrong page! Go back to General Overview for Input Procedures.

The module will show 2 colored wires on each panel with a number on the left denoting the stage referenced by that wire. There is also an up and down arrow buttons on the right which are used to switch between panels alongside a 3rd display will can safely be ignored. These wires are always single-colored for this instance. The defuser can hold the up arrow to go back to the first panel or the down arrow to go to the most recent panel.

Account for the number of times the given wire color has occurred and cut based on if the calculated value for that stage displayed on the left modulo 10, is any of the given values in provided cell. Calculated Value will be referred to as CV for this table provided. If at any case there are 13 or more occurrences of 1 wire color, wrap back to the top of the table and continue downwards from there. "(any)" represents "0, 1, 2, 3, 4, 5, 6, 7, 8, 9" for the CVs; likewise "(none)" represents "". Cutting a wire that does not need to be cut will result in a strike but it will not reshow that stage. However, attempting to advance to the next panel when at least 1 wire needs to be cut on the current panel will result in a strike while reshowing the stages based off of the displayed stages in that panel.

Black Wire Occurrences	
Wire Occurrence	**Cut if the stage's CV is...**
1st white	2, 6
2nd white	3, 1, 6, 7, 0
3rd white	6, 5, 2, 3
4th white	9, 8, 1, 7, 2
5th white	6, 4, 9
6th white	(any)
7th white	7, 1, 6, 2, 4
8th white	0, 5, 3, 2
9th white	4, 8, 9
10th white	(none)
11th white	4, 1, 8, 0
12th white	2, 5

Red Wire Occurrences	
Wire Occurrence	**Cut if the stage's CV is...**
1st red	(any)
2nd red	0, 2, 4, 6, 8
3rd red	1, 3, 5, 7, 9
4th red	3, 7, 8
5th red	7, 8
6th red	0, 1, 9
7th red	4, 0, 7
8th red	1, 4, 3, 5
9th red	6, 5
10th red	5, 7, 0, 8, 9
11th red	(none)
12th red	2, 3, 5

Blue Wire Occurrences	
Wire Occurrence	**Cut if the stage's CV is...**
1st blue	7, 2, 1
2nd blue	6, 7
3rd blue	1, 2, 0, 6, 5
4th blue	8, 5, 9, 7
5th blue	1
6th blue	9, 4, 8
7th blue	(any)
8th blue	6, 9, 4
9th blue	(none)
10th blue	8, 1, 2, 9
11th blue	9
12th blue	2, 8, 5

Input Procedures: Recyclable Letters

This is not the 100th level.

If the wider revealed component is not **[Cycling Letters]**, you are looking at the wrong page! Go back to General Overview for Input Procedures.

Input Procedures: Recyclable Digits

This is also not the 101st level. This is also not Forget Everything.

If the wider revealed component is not [**Cycling Digits**], you are looking at the wrong page! Go back to General Overview for Input Procedures.

This component consists of 1 to 5 cycling digits depending on the number of requested stages, each with a different color representing functions to apply on each set. There will also be a number on the left denoting the starting stage number of the current set of calculations. On the right is a button to check for each set of individual calculations. Pressing that button when all of the digits are locked will check if all of those digits are correct and advance to the next set if so. Pressing the digit shown on that dial will lock in the answer for that dial. Pressing that digit while its locked will unlock it and allow the dial to cycle again.

Create the initial batch of values by concatenating the first X requested stages where X is the number of cycling digits shown upon revealing this component. Then for each stage after those, check if the stage is required to be calculated based on these rules:

- The initial batch of values are ALWAYS required to be calculated.
- If the previous 2 consecutive stages must be calculated, this stage cannot be calculated.
- Otherwise, if the previous 2 consecutive stages must not be calculated, this stage must be required to calculate.
- Otherwise, this stage must be required to calculate if this stage has an odd number of smaller revealed components.

Perform those calculations from the table underneath for each cycling digit in respect to those stages if the stage is required to be calculated. Keep the result within 0 - 9 inclusive by adding or subtracting 10 if it's not within the range. Do note that D_n represents a single cycling number's value and CV_S represents the calculated value for that stage required to be calculated.

Color on the Given Digit			
Red	**Lime**	**Yellow**	**Blue**
$D_n = D_{n-1} + CV_S$	$D_n = D_{n-1} + CV_S + 5$	$D_n = D_{n-1} - CV_S$	$D_n = CV_S - D_{n-1}$

For example, if the calculated values were "040 747 084 3" and the module is showing 3 cycling digits, your initial batch would be 040. If your current set to calculate is "RXG", where R/G/Y/B are the colors of the required stages to be calculated and X representing stages to not calculate, you would calculate the 1st and 3rd dials and skip the 2nd. Your calculated value for that set would be "742" from this point. Then if the next 3 colors shown are "XYB", you should get "762" as the next set.

Refer to Forget Everything (Forget%20Everything.html) on clarification on how to calculate this.

Input Procedures: The Floating Sphere

Looks like someone made the sequel of The Cube again. This time, it wants more than just simple math.

If the wider revealed component is not [**Sphere**], you are looking at the wrong page! Go back to General Overview for Input Procedures.

The sphere will emerge from the wider component and expand once it is at the center of this module. The wider component will then flip to show a screen consisting of the last 10 inputs, indicated by smaller spheres, on the left side of the wider component alongside a detailed input and a left arrow button on the right side of the module. The left arrow button can be used to delete the last input if the last input was done improperly. This cannot be done on the last requested stage's input.

The detailed input on the right side will show 2 characters when interacting with the sphere with "T" denoting a tap, "H" denoting a hold, and a number to the right of that denoting the calculated value inputted. The smaller spheres will be colored dark cyan if the action was a hold and light green if the action was a tap.

If for each stage, that stage has an odd number of components revealed, the calculated value from that stage must be inputted as a hold. Otherwise the calculated value must be inputted as a tap. However, if the sphere is glowing, swap all taps with holds and vice versa. The sphere will play a sound every time it glows to confirm.

For each tap, tap the sphere when the last seconds digit is the calculated value, modulo 10, for that given stage. Likewise, for each hold, hold the module until the calculated value, modulo 10, is how long the sphere was held, based on the countdown timer. A 0 for that calculated value should actually be inputted as a 10 for those holds. Refer to The Sphere (The Sphere.html) for clarifications. These must be inputted in order by when these stages were obtained. Try not to hold for more than 10 timer ticks, otherwise the module WILL strike at a cost of deleting that input in the process.

Failure to input all of the requested stages correctly with the correct actions will reshow all stages that were incorrect by hiding the sphere first, and then proceeding to reshow each stage that has its calculated value inputted incorrectly. Only reinput the stages that were shown again when the module is ready for input again.