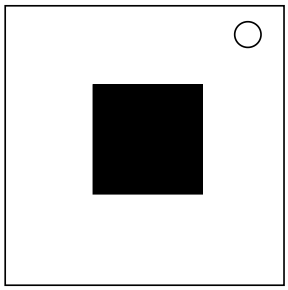
On the Subject of Colored Cube



the cube!!1!1!11!111111

See Appendix CLC-DLC for identifying Colored Cube variants.

This module contains a Colored Cube, which can be either (R)ed, (G)reen, (B)lue, (Y)ellow, (M)agenta, (W)hite or Blac(K). All of the faces of the cube are selectable.

The cube will start at the 1st position of the generated sequence (indicated by the number top left corner of the cube's top face), which contains 3 colors. To cycle the cube through the sequence, press the top face when the last digit of the timer is the number you get from the table below.
NOTE: You cannot cycle after starting movement.

First Color in the Sequence	When to press the cube
Red	(Number of letters in # + 8) % 10
Green	(Number of digits in # + 3) % 10
Blue	(Unlit Indicators + 1) % 10
Yellow	(Batteries + 5) % 10
Magenta	(Ports + 9) % 10
White	(Lit Indicators + 4) % 10
Black	(Last digit in # + 7) % 10

- Serial Number

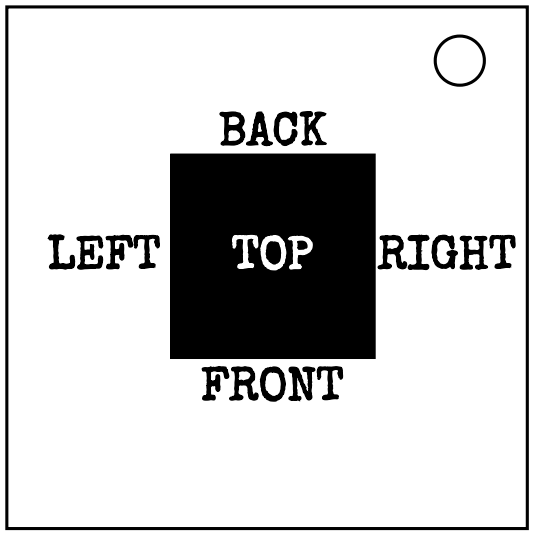
In the below grid, find your starting position. On the rows on the left, find the second color of the sequence, this is the row of your starting position. Repeat the same process on the columns on the top, using the third color of the sequence.

	R	G	B	Y	M	W	K
R	R	M	B	W	G	K	Y
G	W	K	R	G	Y	B	M
B	K	B	Y	M	R	W	G
Y	G	Y	M	B	K	R	W
M	M	R	K	Y	W	G	B
W	Y	W	G	R	B	M	K
K	B	G	W	K	M	Y	R

Next, find the three target positions you should submit. Take the serial number and split it into 3 pairs. In each pair, replace any 0s with 1s, and convert any letters into their alphabetic positions (A = 1, B = 2...Z = 26), then subtract 7 from each value unitl they are in the range 1 to 7. The first number will be used as the row, counting from the top to bottom on the rows on the left, and the second number will be used as the column, counting from left to right on the columns on the top.

Use the faces of the cube to move along the grid: the left and right faces move you left and right, the back face moves you up, and the front face moves you down. The grid does **not** wrap around. Move to the target positions in any order **avoiding the cells labeled with the second color of the sequence (if you start on such a cell, the module will not strike you, and if such a cell is one of the target positions, you may move to it without striking) and without trying to leave the grid** and press the top face of the cube. This will submit your current position. If you have a duplicate target position, submit it multiple times.

A strike will occur whenever you submit a wrong position. Once you submit all three of the target positions, the module will solve.



In case you get lost, hold the top face of the cube for 2 or more seconds (indicated by a unique sound), and then release it. This will reset your current position in the grid, your current position in the color sequence, and the target positions that you have to submit.

Appendix CLC-DLC: Identifying Colored Cube variants

To identify which Colored Cube variant you are looking at, hover over the cube and note the cube's selectable elements:

- If the entire cube is selectable:
  - If it does **not** have a number in top left corner of its top face, you are looking at Colored Cube Simple. Use the table from the first page of this manual to determine when to press the cube. If done correctly, the module will solve, otherwise, a strike will be given.
  - If it **does** have a number in top left corner of its top face, you are looking at Not Colored Cube.
- If the cube is split into 27 smaller cubes, forming a 3×3×3 cube, out of which 25 are selectable, you are looking at Recolored Cube.
- If the cube is split into two equal halves - a front-face half and a back-face half, you are looking at Uncolored Cube.
- If **all** of the cube's faces (left, right, front, back and top) are selectable, you are looking at Colored Cube. Use this manual to solve the module.
- If **exactly one** of the left/right/front/back faces is selectable, you are looking at Decolored Cube.
- If **exactly one** of the left/right faces **and exactly one** of the front/back faces are selectable (in other words, two adjacent faces are selectable), you are looking at Discolored Cube.