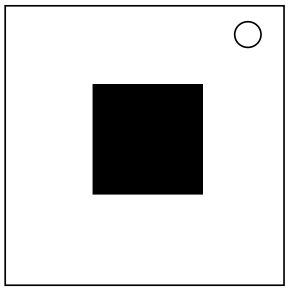
On the Subject of Recolored Cube



You mean REEEEEEEEEEEcolored Cube?

See Appendix CLC-DLC from Colored Cube 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, (C)yan, (W)hite or Blac(K). The cube is split into 27 smaller cubes (from now on – cubelets), forming a 3×3×3 cube. 25 out of the 27 cubelets are selectable (the 2 unselectable cubelets are located in the center of the bottom and middle layers).

Note down the cube's color – this is your Target Color – then press any of the cubelets to start the module.

Once you start the module, you will be brought to a 3×3×3 RGB Lights Out puzzle:

- Every time you press a cubelet, it will toggle some channel of its color and its immediately adjacent (above/below on the cube, to the right/left on the layer, above/below on the layer) cubelets' colors. You may use the table at the bottom of this page to see what each color will turn into depending on the toggled channel (toggled color – column, toggled channel – row).
- The toggled channel is determined by the last digit of the timer when the cubelet is pressed:
  - 1, 2 or 3 – Red
  - 4, 5 or 6 – Green
  - 7, 8 or 9 – Blue
- To solve the puzzle (and the module), turn all of the selectable cubelets' colors into the Target Color.

To make things easier, only **6–8** (indicated by the number in the top left corner of the cube's top face before you start the module) unique selectable cubelets get toggled following the rules above once the module starts (each cubelet may have gotten multiple channels toggled). You do not have to follow the same constraint – you are allowed to toggle as many cubelets as you like.

If at any point you want to reset the puzzle to its initial state, press any 2 cubelets (which do not have to be unique) when the last digit is 0 without any cubelet toggles inbetween.

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