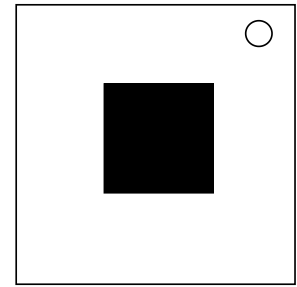


On the Subject of Perspecticolored Cube

A cube is only a “cube” subjectively – depending on how you look at it, it may instead be a cubic prism or even just a square.

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). All of the visible faces of the cube are selectable.

When the module is tilted so that the defuser is looking directly at one of the cube's visible faces, the cube will change its color to the corresponding face's color (otherwise, the cube will be colored with the top face's color). All faces of the cube are **uniquely colored, which includes the cube's invisible bottom face**, whose color cannot be seen but may be deduced later on if needed.

Each face of the cube (again, including the bottom face) refers to one other face of the cube. **Each face of the cube is referred to by exactly one other face.**

Tapping a face will modify the number in the top left corner of the cube's top face by following the process below:

- Use the tapped face's color as the row, and its referred face's color as the column in the modification table below.
- Apply the recieved modification to the number.
- Take the result modulo 100.

	R	G	B	Y	M	C	W	K
R	X	+51	+45	+67	*62	-94	*42	+11
G	-92	X	-19	*53	-90	-55	-47	-34
B	*59	+96	X	-79	+63	+26	+50	-52
Y	+14	-27	-10	X	-83	+15	+6	*75
M	*18	+22	-85	+99	X	-37	+73	+4
C	+35	*66	*97	+77	-13	X	+80	-25
W	-28	+57	-69	-93	-68	-41	X	+8
K	-24	*88	+43	-3	+60	+64	-56	X

Once all of the faces' referred faces are determined, **there should be exactly one pair of faces which refer to each other**. Call one of those faces Face A, and the other - Face B.

Determine Face A's numerical value - Value A:

- Use Face A's color as the **column**, and Face B's color as the **row** in the modification table on the previous page.
- Take only the number part of the modification (i.e. discard the operation sign).
- Take the recieved number modulo 10 - this is Value A.

Follow the same process to determine Face B's numerical value - Value B, using Face B's color as the **column**, and Face A's color as the **row** instead.

Hold Face A when the last digit of the timer is Value A for at least two seconds (indicated by a unique sound), then release the face, then follow the same process with Face B, using Value B instead, to solve the module.

Note: if Face A is the bottom face, instead hold Face B when the last digit of the timer is Value A, and vice versa if Face B is the bottom face.

If an incorrect face was held or a correct face was held at the wrong time, the module will strike, but only after recieved the two required holds.