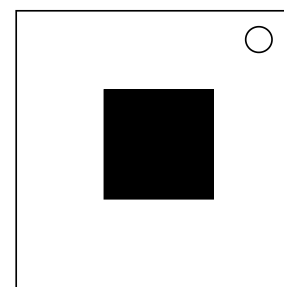


On the Subject of Juxtacolored Cube

The destination of a search for acceptance.

See Appendix CLC-DLC from [Colored Cube](#) for identifying Colored Cube variants.



This module contains a Colored Cube, which will be colored with one of the ternary colors from the table below. Only the four corners and the center part of the top face are selectable.

The four selectable corners will be called the Top-Left, Top-Right, Bottom-Left, and Bottom-Right corners respectively (when viewing the module straight-on).

	Color	R	G	B		Color	R	G	B		Color	R	G	B
	Blac(K)	0	0	0		Maroo(N)	1	0	0		(R)ed	2	0	0
	(I)ndigo	0	0	1		Pl(U)m	1	0	1		Ro(S)e	2	0	1
	(B)lue	0	0	2		(V)iolet	1	0	2		(M)agenta	2	0	2
	(F)orest	0	1	0		(OL)ive	1	1	0		(O)range	2	1	0
	(T)eal	0	1	1		Gr(E)y	1	1	1		(SA)lmon	2	1	1
	A(Z)ure	0	1	2		(MA)ya	1	1	2		(P)ink	2	1	2
	(G)reen	0	2	0		(L)ime	1	2	0		(Y)ellow	2	2	0
	(J)ade	0	2	1		(MI)nt	1	2	1		(CR)eam	2	2	1
	(C)yan	0	2	2		(A)qua	1	2	2		(W)hite	2	2	2

The cube will start in a random position in the grid of color modifiers (encoded with letters) on the next page. Pressing the Top-Left/Top-Right/Bottom-Left/Bottom-Right corners of the cube will make the it move up-left/up-right/down-left/down-right, respectively, one cell in the grid, wrapping around if necessary. Every time the cube moves, its color will be modified according to the color modifier of the cell the cube ended up on.

Additionally, colorblind mode may be manually toggled by pressing the module's status light.

Color Modifiers Grid

H	D	A	F	B	C	E
F	H	B	I	G	D	C
B	D	A	G	E	C	I
H	I	B	F	A	D	C
J	I	B	C	J	E	J
E	F	A	D	G	H	J

A	Invert all color components ($0 \leq 2$).
B	[Increment/Decrement] all color components by 1 (Incrementing: $0 \rightarrow 1 \rightarrow 2 \rightarrow 0$) (Decrementing: $2 \rightarrow 1 \rightarrow 0 \rightarrow 2$).
C	Cycle the color components once to the [left/right] (Left: RGB \rightarrow GBR) (Right: RGB \rightarrow BRG).
D	Invert the [Red/Green/Blue] color component ($0 \leq 2$).
E	Increment the [Red/Green/Blue] color component by 1 ($0 \rightarrow 1 \rightarrow 2 \rightarrow 0$).
F	Decrement the [Red/Green/Blue] color component by 1 ($2 \rightarrow 1 \rightarrow 0 \rightarrow 2$).
G	Set the current color to [COLOR].
H	Set the Red color component to [0/1/2].
I	Set the Green color component to [0/1/2].
J	Set the Blue color component to [0/1/2].

Some color modifiers will have missing elements within them, which will be randomly filled in from one of the options in the modifiers' [square brackets] (with the options being separated with slashes). "[COLOR]" represents any ternary color from the previous page's table.

The cube's goal is to navigate to and submit three goal colors in order.

Convert the number in the top left corner of the cube's top face into a 3-digit ternary number - this is your base ternary.

Follow the process below for the three serial number character pairs (1st and 2nd, 3rd and 4th, 5th and 6th) to obtain the three goal colors, in order:

- Interpret the pair of characters as a single two-digit base-36 number and convert it into ternary. Take only the last three digits of the result.
- Find the only ternary number that forms a **set** with the obtained ternary number from the previous step and the base ternary.
 - I'll explain this one - a **set** is a group of three like objects with any number of parameters, such that for each parameter, its value is either the same, or different for all three objects. For example, the ternary numbers 200, 020, and 110 form a set, while the numbers 122, 120, and 222 do not.
- The ternary number obtained from the previous step represents the ternary representation of the obtained goal color (first digit is the Red component, second - the Green component, and third - the Blue component).

Finally, if you end up with duplicate goal colors, follow the process below until you no longer have duplicates:

1. If the **second** goal color is the same as the **first**, increment all of **second** goal color's components by 1.
2. If the **third** goal color is the same as the **first**, increment all of **third** goal color's components by 1.
3. If the **third** goal color is the same as the **second**, increment all of **third** goal color's components by 1.

Navigate the cube to the first goal color, then press the center part of the cube's top face to submit it. Do the same with the second and the third goal colors to accomplish the cube's goal and solve its module.

A strike will occur whenever you submit an incorrect goal color or an invalid* path.

Holding the center part of the cube's top face for at least 2 seconds (indicated by a unique sound) and then releasing it will bring the cube back to its initial position and color, **but will not reset the submitted goal colors**.

* There was a note attached to this section of the manual that stated the following:

*"FROM START, EACH POSSIBLE IN 3-7 MOVES; SHORTER/LONGER PATHS ARE **INVALID**"*