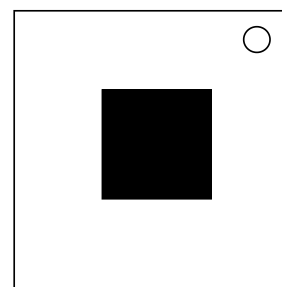


## On the Subject of Discolored Cube

*Yes, this is another module where you have to just “figure it out”.  
No, I will not elaborate, just think about it.*

*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 or (C)yan. Exactly one of the left/right faces is selectable, and exactly one of the front/back faces is selectable.

This module will have a list of six 6-color strips, all of which can be found in the table below:

Value = 1 Y B M G C R	Value = 2 B C Y M G R	Value = 3 R M C G Y B
Value = 4 Y B G M C R	Value = 5 C Y G M R B	Value = 6 G C B Y R M
Value = 7 B G Y C M R	Value = 8 Y M B R G C	Value = 9 Y G B R C M
Value = 10 G C M R Y B	Value = 11 C M B R G Y	Value = 12 G M R C Y B

Additionally, every strip has a **value** associated with it, also obtained from the table. This shouldn't be confused with the strip's **index**, which is the strip's position in the module's list (ranging from 1 to 6).

On the module, the number in the top left corner of the cube's top face will always be the index of the strip that you are currently on. Initially, and only initially, the color of the cube will be the color at your current position in the strip you are on.

Pressing the left/right face will move you to the previous (when pressing the left face) or the next (when pressing the right face) color in the strip, wrapping around to the start/end of the strip if needed.

Pressing the front/back face will move you to the previous (when pressing the back face) or the next (when pressing the front face) strip in order, wrapping around to the first/last strip if needed. Your position in the strip will stay the same. **Do not press the back/front face 6 times in a row before figuring out the strips and their valid colors.**

Whenever you move from one strip to another, the color that you were on at the first strip will append to the strip you moved from and then become the cube's new color.

Once you determine all of the module's strips and their values, determine the valid colors for each strip:

1. Take the strip's index, subtract it from 7, and look at the strip with that index.
2. Take the new strip's value, take it modulo 6, and add 1.
3. The color in the position equal to the result of the previous step **in the initial strip** is its valid color.

Once you are ready, press the front/back face 6 times in a row to enter submission mode (indicated by a unique sound). All strips will reset to their initial states.

You will be brought to the first position of the first strip (if the selectable face is the front face) or the last strip (if the selectable face is the back face). While in submission mode, moving between strips will not append colors to them.

For each strip, navigate to its valid color, and press the front/back face to navigate to the next/previous strip. Once this is done for all six strips, the answer will be submitted. If the answer is correct, the module will solve. Otherwise, a strike will be given, and your position will be regenerated.