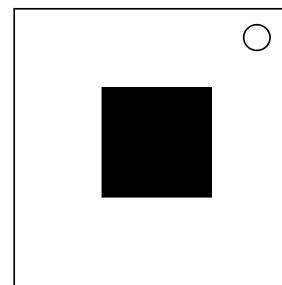


## On the Subject of Decolored Cube

*All this spinning's making me dizzy, and all these colors are making my eyes hurt!  
Aaah!*

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). Exactly one of the front/left/back/right faces is selectable.

In the 10×10 grid of colors below, find your starting position:

- Multiply the number of solvable (non-needy) modules on the bomb by [(starting bomb time, in minutes) + 1].
- Take the product modulo 100, then add 1.
- Count as many cells in the grid in reading order as the obtained result – this is your starting position.

Quickly tapping the selectable face will move you in the grid of colors in the direction of the face one cell, wrapping around if needed (front moves down, left moves left, back moves up and right moves right).

Move through the grid of colors until you get to a cell with the same color as the color of the cube. Once you get to that cell, press and hold the selectable face for 1 real-time second (indicated by a unique sound).

If done correctly, the selectable face will rotate to the next face in clockwise order. If you held the face when you shouldn't have, or you tapped the face when you should've held it, the module will strike and bring you back to the starting position, the selectable face will also go to the face it started on.

The module will solve once you navigate back to your starting position.

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