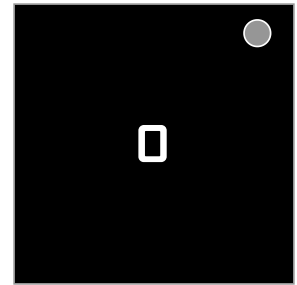


On the Subject of Blackout

Even the flavour text is black!

The module's screen will initially show a color. Upon every solve of a non-ignored module, the screen will change color, and a voice clip will play.



You have to press the screen when it's a **Blackout**. Pressing the screen when it's not a Blackout or solving a module before pressing the screen when it's a Blackout will incur a strike.

The module will automatically solve once all other non-ignored modules are solved.

Calculating Blackout

Every color on the screen is considered to be a sum of three RGB components. There is an **Internal Color** that must be remembered throughout the bomb.

For the initial state of the module, the **Internal Color** is the color shown on the module. (or the **Displayed Color**.) For the first solve, the **Internal Color** is the color shown on the previous stage. For all future solves, the **Internal Color** is the resulting color of the previous solve.

For each solve after the first stage, determine a logic gate to use:

- Take the name of the most recently solved module, remove all spaces, and remove any diacritics.
- If the module name directly contains the name of a logic gate, use that logic gate.*
 - e.g. **Unordered Keys** = NOR
- Otherwise, if the module name contains the letters of a logic gate in order with any amount of letters separating them, use that logic gate.*
 - e.g. The **Xenocryst** = XOR
- Otherwise, use the logic gate next in the logic gate priority list (or XOR if this is the first stage.)
- **Priority List:** XOR, NOR, AND, NOT**, OR.
 - *If multiple logic gates are present, use the logic gate found earlier in the priority list.
 - **Use only the **Internal Color** for this logic gate.

Apply this logic gate to the **Internal Color** and the **Displayed Color**.

If the resulting color is black, it's a **Blackout**.