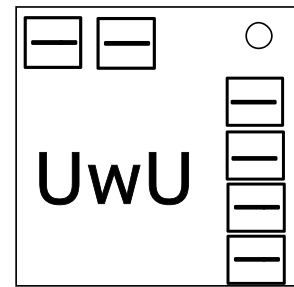


On the Subject of Fursona

UwU

- On this module, there is an anthropomorphic creature.
- There are also 18 sliders to change its various colors.
- In reading order, and in groups of three, the sliders control head color, eye color, primary main color, secondary main color, tertiary main color, and miscellaneous color.
- To solve the module, correctly color the creature.



Identifying Eye Color

Using the creature's species in the table below, identify the column with the greatest number. In case of a tie, use the further right column.

	Red	Green	Blue	Cyan	Magenta	Yellow
Bat	*I	!I	B	BH	P	!P
Canine	S3	S6	*P	SL	SN	MC
Dragon	!P	MC	P	SN	BH	SL
Goat	SL	S3	BH	*I	SN	S6
Lion	P	!I	MC	*P	!P	B
Manokit	S6	B	SN	!P	*I	*P
Protogen	BH	MC	S3	!I	SL	P
Sergal	*P	P	*I	SL	!P	!I
Skulldog	SN	S3	B	MC	S6	BH
Tiger	!I	BH	!P	S6	SL	MC

*I = lit indicators

!I = unlit indicators

B = batteries

BH = battery holders

P = ports

!P = empty port plates

S3 = third serial number character

S6 = sixth serial number character

*P = port plates

SL = number of letters in serial number

SN = number of numbers in serial number

MC = number of modules on bomb

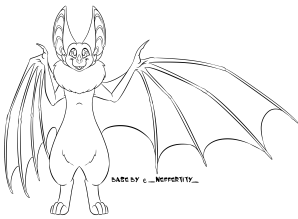
Identifying Other Colors

The creature's head color is always complementary to its eye color. The other four colors are assigned to the other four regions, but order doesn't matter.

Submission

Once you have colored the creature correctly, the module will automatically solve. You cannot strike on this module.

Reference



Bat



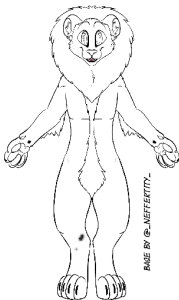
Canine



Dragon



Goat



Lion



Manokit



Protogen



Sergal



Skulldog



Tiger