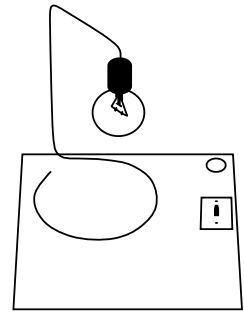


## On the Subject of Simon Shines

*Click... Clack.. the sound of a nervous person fiddling with the light switch.*

Simon Shines is a module that consists of a table lamp and a light switch.

To solve this module, you have to switch the lamp on at specific times.



### Necessary steps to solve this module

1. Calculate the initial time by following these steps:

1. Sum the digits of the serial number. Multiply this by 2.
2. Take the digital root of that number.

2. Press the light switch when the last second of the bomb timer is equal to the initial time/new time.

3. Observe the flashing color(s) and calculate the new time.

- Take the previously obtained digit and modify it following these rules:
  - **Red:** Digital Root(Digit \* 2)
  - **Green:** Digital Root(Digit + Indicator/Battery Count)
  - **Blue:** Digital Root(Digit ÷ 2)
  - **Yellow:** Digital Root(Digit + Battery Holder/Port Plate Count)

4. Repeat steps 2 and 3 until the module is solved.

### Additional information:

The order of operations is ALWAYS RGBY.

In case of Edgework/Edgework take the greater of the 2.

The Light can never be on for longer than 2 bomb seconds.

After every division operation, remove all decimals from the result.

In case of a strike, the module resets back to the beginning.

Digital Root is the continuous summing of a number's digits until 1 digit remains. For Example: 38 -> 3+8 = 11 -> 1+1 = 2