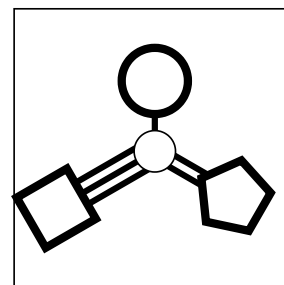


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On the Subject of Simon Spins

You're good as long as it's not your head that's spinning.



- There are three paddles attached to a pivot. The table on the left lists 20 properties that each paddle has, and the 3 values of each property.
- Use the third character of the serial number to determine which property to start at. If the sixth character of the serial number is odd, add 10.
- In the first stage, press the paddle where the starting property has the first value listed in the table. However, also remember what its value for the next property is.
- In the second stage, press the paddle with the remembered value, and then the paddle where the second property's value is the next listed in the table and remember what its value for the next property is.
- In each subsequent stage, press all of the paddles with the remembered property values, plus the one where the last remembered property has the next value listed in the table, and remember the next property's value for that paddle.
- There are between 3 and 5 stages to this module.
- The properties and their values wrap around.
- Pressing an incorrect paddle at any time will incur a strike and reset the module to stage 1.

* Properties marked with an asterisk relate to the bottom side of a paddle. You can long-press a paddle to turn it to the other side.