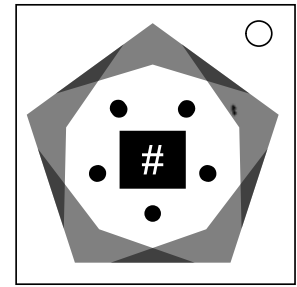


On the Subject of Simon's Star

Simon has given up on doing stuff and started possessing stuff instead.



- The module consists of five coloured buttons and a cycling number.
- To disarm the module you must correctly input the response at each of the five stages in accordance with the table below.
- Each subsequent stage adds another colour to the sequence.
- At each stage, you must first press the buttons of the previous stages.
- The current sequence will repeat after a short delay until you press a button.
- Pressing a correct button will pause the sequence until you have correctly entered the whole response.
- Pressing an incorrect button will cause a strike and restart the current sequence.
- In the table, a '+' button denotes a clockwise movement. A '-' button denotes a counterclockwise movement. A '#' symbol denotes the displayed number.

<p>Stage 1</p>	<ul style="list-style-type: none"> • If red flashed, press <u>green + 2</u>. • Otherwise, if blue flashed, press <u>yellow - #</u>. • Otherwise, if yellow flashed, press <u>purple + #</u>. • Otherwise, if green flashed, press <u>red - 1</u>. • Otherwise, press <u>blue - 2</u>.
<p>Stage 2</p>	<ul style="list-style-type: none"> • If green flashed and the colour that flashed at stage 1 was not purple or red, press <u>blue - #</u>. • Otherwise, if red flashed and the colour that was pressed at stage 1 was not green or blue, press <u>yellow + 3</u>. • Otherwise, if blue flashed and the colour that was pressed at stage 1 was purple or yellow, press green. • Otherwise, if yellow flashed and the colour that flashed at stage 1 was not red, press <u>red - 2</u>. • Otherwise, if purple flashed and the colour that flashed at stage 1 was green or red, press <u>purple + #</u>. • Otherwise, press the colour that flashed at stage 1.

Stage 3	<ul style="list-style-type: none"> • If three unique colours have flashed, press <u>yellow - #</u>. • Otherwise, if two unique colours have been pressed, press <u>blue + 2</u>. • Otherwise, if neither green or purple have been pressed, press <u>red + #</u>. • Otherwise, if blue or red flashed, press <u>purple - 1</u>. • Otherwise, press the colour that was pressed at stage 1.
Stage 4	<ul style="list-style-type: none"> • If the colour that flashed at <u>stage 3 + #</u> has been pressed, press the colour that was pressed at stage 2. • Otherwise, if the colour that flashed at <u>stage 4 - 2</u> has not been pressed, press the colour that flashed at <u>stage 3 - #</u>. • Otherwise, if the colour that was pressed at <u>stage 2 - #</u> has flashed, press the colour that flashed at stage 1. • Otherwise, if the colour that was pressed at <u>stage 1 + 2</u> has not been pressed, press the colour that was pressed at <u>stage 3 + #</u>. • Otherwise, press the colour that flashed at stage 2.
Stage 5	<ul style="list-style-type: none"> • If all five colours have flashed, press green. • Otherwise, if purple has not been pressed, press red. • Otherwise, if yellow has not flashed, press blue. • Otherwise, if <u>red - #</u> has not been pressed, press purple. • Otherwise, if <u>blue + #</u> has not flashed, press yellow. • Otherwise, if green has flashed and been pressed, press <u>red + #</u>. • Otherwise, press <u>blue - #</u>.

- Once you have passed a stage, the pass light will indicate what the central digit was at that stage, with stage 1 being the southern light and subsequent pass lights being read clockwise.

Colour	Digit
Blue	0
Green	1
Purple	2
Red	3
Yellow	4