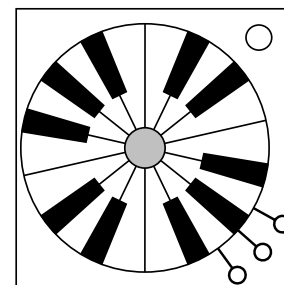


## On the Subject of Simon Sings

*Never gonna sing in tune, never gonna flash maroon, never gonna call up Simon and show up. Never gonna seal your fate, never gonna detonate, never gonna solve your modules and blow up.*



- This module consists of a round piano board with colored keys. There is also a light in the center of the module that flashes the colors of some of the keys.
- The light cycles through a sequence of 8 colors. Black indicates a space between repetitions. Identify which piano keys have these colors and translate them to binary digits according to Table 1 below. Each group of 4 constitutes one 4-digit binary number.
- The module consists of three stages. In each stage, the two binary numbers point to two new piano keys to press according to Table 2. In each stage, press the keys from the previous stages plus the new ones.
- The keyboard has two octaves, one on the left half of the wheel and the other on the right. Each key to press is on the other side from the previous. Start on the left if the serial number has a vowel and on the right otherwise.

**Table 1**

<b>C</b>	This is the first or last digit in its 4-digit binary number.
<b>C#/D<math>\flat</math></b>	This is the second or third digit in its 4-digit binary number.
<b>D</b>	If this is the first of the 8 digits: The last digit of the serial number is odd. Otherwise: The previous digit was 0.
<b>D#/E<math>\flat</math></b>	The position of this digit in the 4-digit number matches the number of port plates.
<b>E</b>	If there are no port plates: There is an odd number of batteries. Otherwise: The position of this digit in the 4-digit number matches the number of ports on the port plate with the most ports on it.
<b>F</b>	We are in the third stage of the module.
<b>F#/G<math>\flat</math></b>	The current stage number matches the number of letters in the serial number minus one.
<b>G</b>	If this is the first digit in its 4-digit binary number: There is an odd number of indicators. Otherwise: This number's first color referred to a sharp/flat key.

<b>G#/A<math>\flat</math></b>	If we are in the first stage: There is an odd number of ports. Otherwise: Any of the colors flashing in the previous stage referred to a sharp/flat key.
<b>A</b>	If we are in the first stage: The number of lit indicators and the number of unlit indicators have the same parity. Otherwise: One of the 4-digit numbers in the previous stage was less than 2.
<b>A#/B<math>\flat</math></b>	Another color in this 4-digit number refers to F or F#.
<b>B</b>	This digit's number would be a prime number if this digit is 1.

**Table 2**

Binary	Key	Binary	Key	Binary	Meaning
0000	C	0110	F#	1100	First key in this number
0001	C#	0111	G	1101	Second key in this number
0010	D	1000	G#	1110	Third key in this number
0011	D#	1001	A	1111	Fourth key in this number
0100	E	1010	A#		
0101	F	1011	B		

**Key/note chart**

	<b>C#</b>	<b>D#</b>		<b>F#</b>	<b>G#</b>	<b>A#</b>
	<b>D<math>\flat</math></b>	<b>E<math>\flat</math></b>		<b>G<math>\flat</math></b>	<b>A<math>\flat</math></b>	<b>B<math>\flat</math></b>
<b>C</b>	<b>D</b>	<b>E</b>	<b>F</b>	<b>G</b>	<b>A</b>	<b>B</b>