

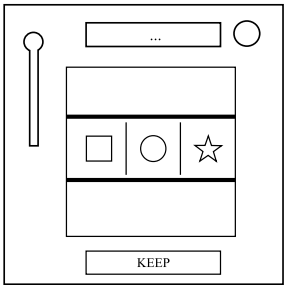
On the Subject of Silly Slots

Sassy Sally said sorry since soggy Steven slurped soup.

Only press the KEEP button when the slots are in a LEGAL state. Only pull the lever when the slots are in an ILLEGAL state. The module will automatically defuse after 4 pulls of the lever.

The slots are in an ILLEGAL state if any of these statements are true:

- There is a single Silly Sausage.
- There is a single Sassy Sally.
- There are 2 or more Soggy Stevens.
- There are 3 Simons, unless any of them are Sassy.
- There is a Sausage adjacent to two Sallies.
- There is a Sausage adjacent to a Sally, unless that Sally is Soggy.
- There are exactly 2 Silly slots, unless they are both Steven.
- There is a single Soggy slot, unless the previous stage had any number of Sausage slots.
- All 3 slots are the same symbol and colour, unless there has been a Soggy Sausage in any previous stage.
- All 3 slots are the same colour, unless any of them are Sally or there was a Silly Steven in the last stage.
- There are any number of Silly Simons, unless there has been a Sassy Sausage in any previous stage.



This manual works with the **original** Silly Slots (with bugs).

UNDERLINED words are placeholders, substitute them for the correct word using the matrix below and the keyword found on the module's display. This keyword changes when the lever is pulled.

		Placeholder						
		Sassy	Silly	Soggy	Sally	Simon	Sausage	Steven
Key Word	Sassy	Blue	Red	Green	Cherry	Grape	Bomb	Coin
	Silly	Blue	Green	Red	Coin	Bomb	Grape	Cherry
	Soggy	Green	Blue	Red	Coin	Cherry	Bomb	Grape
	Sally	Red	Blue	Green	Grape	Cherry	Bomb	Coin
	Simon	Red	Green	Blue	Bomb	Grape	Cherry	Coin
	Sausage	Red	Blue	Green	Grape	Bomb	Coin	Cherry
	Steven	Green	Red	Blue	Cherry	Bomb	Coin	Grape