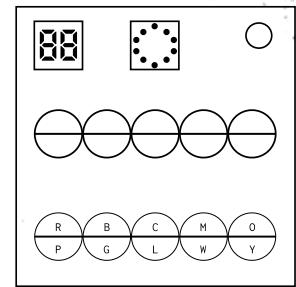


## On the Subject of Simon's Stages

*Simon's angsty teenage years; in monochrome and causing as much pain as possible...*



- The module shows a stage counter, a colour indicator and ten flashing lights with corresponding buttons.
- The lights will flash in one of ten colours (see the below table). An initial will confirm the colour for both the light and the colour indicator.
- On solving each module\*, a 3-5 note sequence will flash, a colour will be displayed on the indicator and the solve counter will increase by one.
- **Take note of the sequence and the colour of the indicator.**
- When *Simon's Stages* is the last solvable module, the solve counter will go blank and the indicator will emit a steady blink.
- **The module is now ready to be solved. Attempting to press any button before the module is ready to be solved will cause a strike.**
- Submit the correct sequence for each stage (in order) in accordance with the rules in the below table. The final press of a stage will be signified by a stronger interaction punch upon pressing the button.

Indicator Colour	Solution
Red	Submit the sequence exactly as it flashed
Blue	Submit the sequence in reverse
Yellow	Submit the first two colours of the sequence
Orange	Submit the first two colours of the sequence in reverse
Magenta	Submit the last two colours of the sequence
Green	Submit the last two colours of the sequence in reverse
Pink	Submit the colours opposite the sequence
Lime	Submit the colours opposite the sequence in reverse
Cyan	Submit the colours opposite the first and the last colours of the sequence
White	Submit the colours opposite the third and second colours of the sequence

- If you make an error, a strike will occur upon completion of the sequence.
- A continuous sequence of the stages where an error occurred will be played.
- When the error sequence has played, a 5-second pause will occur. You can then start to re-submit the sequences. Only re-submit incorrect sequences.
- When you have successfully submitted the full sequence correctly, the module will disarm.

*\* Simon's Stages will ignore the modules **Forget Me Not**, **Forget Everything**, **Souvenir**, **The Time Keeper**, **Turn the Key**, **The Swan** & other instances of *Simon's Stages*.*