

On the Subject of Mad Memory

Defuser: (Easy)

Expert: (Medium)

Specialist: (Hard)

		Type			
		A	B	C	D
Value	1	1	01	ONE	WON
	2	2	02	TWO	TOO
	3	3	03	THREE	TREE
	4	4	04	FOUR	FOR

Shorthand

D% = Display

t% = Type

v% = Value

#c = character(s)

O/wF = Otherwise, if

O/w = Otherwise

"" = label

'==' = equal

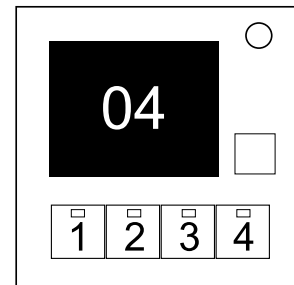
'!=' = unequal

'||' = or

'~' = not

S1 = Stage 1

[ifx] = if it exists



Stage 1:

- If t% == 'A': 3rd pos
O/wF, t% == 'B': 2nd pos
O/wF, t% == 'C': "2"
O/w: "1"
- Also If v% == 1: 4th pos
O/wF, v% == 2: "3"
O/wF, v% == 3: "4".
O/w: 1st pos

Stage 2:

- If D%(S2==S1): ~"S1"
O/wF t%(S2==S1): "S1"
O/wF v%(S2==S1): "< #c(S1)"
O/w: "4" & pos(v%(S2))

Stage 3:

- If D%(S3 == (S2 || S1)): ~"S2"
O/wF, t%(S3==S2): ~"S1"
O/wF, v%(S3==S1): [ifx]"==#c(S2)" & "v%(S3)"
O/w: ~"S1 || S2" & ~pos(S1 || S2)

Stage 4:

- If D%(S1 != S2 != S3): pos(v%(S1&S2&S3))
O/wF, 1 unpressed: all whose pos is != "unpressed"
O/wF, t%(S4==(S1 || S2 || S3)): v%(S1 || S2 || S3)
O/wF, v%(S4== (S1 || S2 || S3)): pos(v%(S4))
O/w: pos(selected <3 times)

Display Numbers

S1 _____

S2 _____

S3 _____

S4 _____

Übermodule

#

Tap Code: 3,2

Morse Code: --