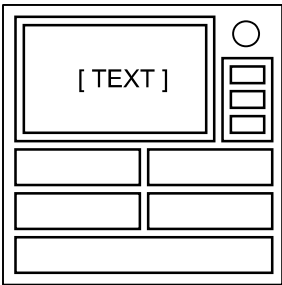


# On the Subject of Sea Shells

Clear communication is crucial when defusing bombs. One can only assume that this module doesn't want to be defused.



- The Sea Shells module consists of a display and five buttons.
- The display shows a phrase. The first two words of the phrase refer to a row of Table 1. The third and fourth words refer to a column of Table 1. The remainder of the phrase refers to Table 2.
- Table 1 will give a code, and Table 2 will provide a key to turn the code into a sequence of words.
- The buttons must be used to input the sequence of words. Pressing an incorrect button will result in a strike and reset the current stage of the module.
- Inputting a correct sequence three times will disarm the module.

Table 1:

|            | SEA SHELLS | SHE SHELLS | SEA SELLS | SHE SELLS |
|------------|------------|------------|-----------|-----------|
| SHE SELLS  | BDABDAB    | ACEEAC     | EACEACE   | DAABDAB   |
| SHE SHELLS | BEEBBE     | CDCCDB     | EAEAEA    | BEEDA     |
| SEA SHELLS | ABABA      | EAAEEA     | DBEAC     | ABDBAA    |
| SEA SELLS  | ACACEAC    | DBAEC      | EBDADAB   | CECEC     |

Table 2:

|                  |                                 |                           |            |
|------------------|---------------------------------|---------------------------|------------|
| ON THE SEA SHORE | A = shoe<br>D = sit             | B = shih tzu<br>E = sushi | C = she    |
| ON THE SHE SORE  | A = can<br>D = 2                | B = toucan<br>E = cancan  | C = tutu   |
| ON THE SHE SURE  | A = witch<br>D = twitch         | B = switch<br>E = stitch  | C = itch   |
| ON THE SEESAW    | A = burglar alarm<br>D = burger | B = Bulgaria<br>E = llama | C = armour |