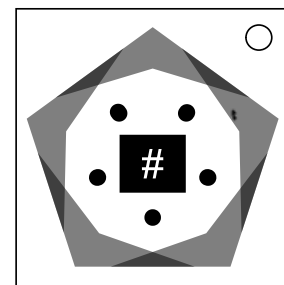# On the Subject of Simon's Star

Simon has given up on doing stuff and started possessing stuff instead.

- The module consists of five coloured buttons and a cycling number.
- To disarm the module you must correctly input the response at each of the five stages in accordance with the table below.
- Each subsequent stage adds another colour to the sequence.
- At each stage, you must first press the buttons of the previous stages.
- The current sequence will repeat after a short delay until you press a button.
- Pressing a correct button will pause the sequence until you have correctly entered the whole response.
- Pressing an incorrect button will cause a strike and restart the current sequence.

- In the table, a '+' denotes a clockwise movement. A '−' denotes a counterclockwise movement. A '#' symbol denotes the displayed number.

Stage 1	- If red flashed, press green + 2. - Otherwise, if blue flashed, press yellow − #. - Otherwise, if yellow flashed, press purple + #. - Otherwise, if green flashed, press red − 1. - Otherwise, press blue − 2.
Stage 2	- If green flashed and the colour that flashed at stage 1 was not purple or red, press blue − #. - Otherwise, if red flashed and the colour that was pressed at stage 1 was not green or blue, press yellow + 3. - Otherwise, if blue flashed and the colour that was pressed at stage 1 was purple or yellow, press green. - Otherwise, if yellow flashed and the colour that flashed at stage 1 was not red, press red − 2. - Otherwise, if purple flashed and the colour that flashed at stage 1 was green or red, press purple + #. - Otherwise, press the colour that flashed at stage 1.

Stage 3	• If three different colours have flashed, press yellow – #. • Otherwise, if two different colours have been pressed, press blue + 2. • Otherwise, if neither green or purple have been pressed, press red + #. • Otherwise, if blue or red flashed, press purple – 1. • Otherwise, press the colour that was pressed at stage 1.
Stage 4	• If <u>the colour that flashed at stage 3</u> + # has been pressed, press the colour that was pressed at stage 2. • Otherwise, if <u>the colour that flashed at stage 4</u> – 2 has not been pressed, press <u>the colour that flashed at stage 3</u> – #. • Otherwise, if <u>the colour that was pressed at stage 2</u> – # has flashed, press the colour that flashed at stage 1. • Otherwise, if <u>the colour that was pressed at stage 1</u> + 2 has not been pressed, press <u>the colour that was pressed at stage 3</u> + #. • Otherwise, press the colour that flashed at stage 2.
Stage 5	• If all five colours have flashed, press green. • Otherwise, if purple has not been pressed, press red. • Otherwise, if yellow has not flashed, press blue. • Otherwise, if red – # has not been pressed, press purple. • Otherwise, if blue + # has not flashed, press yellow. • Otherwise, if green has flashed and been pressed, press red + #. • Otherwise, press blue – #.

• Once you have passed a stage, the pass light will indicate what the central digit was at that stage, with stage 1 being the southern light and subsequent pass lights being read clockwise.

Colour	Digit
Blue	0
Green	1
Purple	2
Red	3
Yellow	4