# On the Subject of Simon Spells

Because Simon passed second grade.

This module has a **total of five stages**. In each stage, you must input a letter by pressing two colored buttons. Find the letter in the table below, and press the button in its column, then the button in its row. After every letter is input, the buttons' colors may change. The word submitted must always be a valid word listed in *Appendix SSWB*.
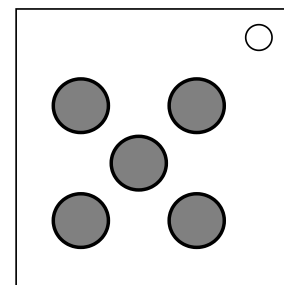
	TL	TR	M	BL	BR
Red	A	B	C	D	E
Yellow	F	G	H	I	K
Blue	L	M	N	O	P
Green	Q	R	S	T	U
Black	V	W	X	Y	Z

Stage 1

Start with the position of the black button. Move one step in the grid's top row towards the position of the red button in that row. This is your **Key Position**. If any of the yellow button, the blue button, or the green button are in the **Key Position**, use the **Key Position**. Otherwise, use the position of the blue button.

Start with the color of the bottom right button. Move one step in the grid's first column towards the color of the top left button in that cloumn. This is your **Key Color**. If any of the top right button, the middle button, or the bottom left button is colored with the **Key Color**, use the **Key Color**. Otherwise, use the color of the middle button. Use the letter in the column of the position you are using and the row of the color you are using.

Stage 2

Start with the letter from stage 1. Move* in the grid according to each cell in the table below. Only move in a direction if its condition is true. Use the letter in that position or the one directly to its left* or right*.

Left	The top right button is green	**Right**	The bottom left button is yellow
Up	The middle button is black	**Up**	The blue button is in the top left
Down	The middle button is red	**Down**	The blue button is in the bottom right

* Wrap around if necessary. When you do, stay on the same row or column.

Stage 3

Find the five cells that would result from pressing each button twice. Rotate that set of cells ninety degrees clockwise around the center cell. Use the letter in one of those cells.

Stage 4

Consider the table to be cyclical. If a position has been pressed more than once, use that position. Otherwise, if the three positions that have been pressed are adjacent, use the middle of those three. Otherwise, use the position not adjacent to the other two. Repeat the same with colors. Use any letter in either that row or that column, or both.

Stage 5

Use any letter.

Strike

Upon striking, all inputs will be reset. This all 5 stages must be entered again. The colors of the buttons may change.