

## On the Subject of Graph Your Memory



*Know your basic geometry.*

### Required Edgework

- Serial Number
- Strikes
- Time Remaining
- Batteries
- RCA port

### Instructions

- The defuser can only interact with the module when an appropriate amount of green lights are lit. Refer to Table A. When the number is equal to or more than the number in the table, it is OK to interact.
- Refer to Table B to know which button to submit for each stage depending on the color of the text and word. However, follow conditional parameters for each stage depending on the edgework of the bomb.
- Refer to Table C to know the proper alterations to Table B in order to find the correct word for each stage. Refer to the following list to know which scenario to use in Table C.
- If at any moment an incorrect submit occurs, the module will reset and go back to stage 1.

### Scenario:

1. If there is only one battery, otherwise...
2. If there are two or more batteries and the timer has more than 10 minutes remaining, otherwise...
3. If there are two or more batteries and the timer has 10 minutes or less and has 0 strikes, otherwise...
4. If there is two or more batteries and the timer has 10 minutes or less and more than 0 strikes, however...
5. If there is an RCA port on the bomb disregard the previous conditions.
6. If none of the above scenarios apply.

### Short-hand reference

- FSVL = Flip the contents across a symmetrical vertical line
- FSHL = Flip the contents across a symmetrical horizontal line
- R9C = Rotate the table 90° clockwise
- R9CC = Rotate the table 90° counter-clockwise
- RGD = Regard the table on the manual
- FSVHL = Flip the contents across a symmetrical vertical line and then a horizontal line

Table A

		BIZE	FIZZ	JEUX	PHIS	PHIZ	QUAY	QUIZ	ZYME
S E R I A L	Vowel	1+	2+	3+	2+	3+	2+	3+	1+
	No Vowel	1+	3+	2+	3+	2+	3+	2+	1+

Table B

	BIZE	QUAY	PHIS	QUIZ	FIZZ	JEUX	ZYME	PHIZ
WHITE	PHIS	QUAY	BIZE	PIHZ	ZYME	JEUX	FIZZ	PHIZ
BLUE	QUIZ	FIZZ	QUIZ	PHIS	QUAY	BIZE	QUIZ	ZYME
RED	FIZZ	JEUX	ZYME	JEUX	FIZZ	PHIZ	PHIS	JEUX
GREEN	JEUX	ZYME	PHIZ	BIZE	QUIZ	ZYME	QUAY	FIZZ
PURPLE	ZYME	PHIZ	BIZE	QUAY	PHIS	JEUX	BIZE	QUIZ
YELLOW	PHIZ	BIZE	QUAY	PHIS	QUIZ	FIZZ	PHIZ	PHIS
ORANGE	BIZE	QUAY	PHIS	QUIZ	FIZZ	JEUX	ZYME	QUAY
BLACK	QUAY	PHIS	QUIZ	FIZZ	JEUX	ZYME	PHIZ	BIZE

Table C

	1.	2.	3.	4.	5.	6.
Stage 1	FSVL	FSHL	R9CC	FSVL	FSVHL	RGD
Stage 2	FSHL	FSVL	R9CC	R9C	FSVL	FSVL
Stage 3	FSVL	R9C	R9CC	FSHL	FSVHL	FSHL

#### Stage 4

- If you submitted the same word as the display in stage 1, submit...

1. PHIZ
2. BIZE
3. ZYME
4. QUAY
5. PHIS
6. FIZZ

- otherwise, if you submitted the same word for stage 1,2,3 then submit...

1. JEUX
2. QUIZ
3. FIZZ
4. PHIS
5. QUAY
6. BIZE

- otherwise, if you submitted PHIS, FIZZ, and PHIZ for all three stages (any order), submit...

1. QUIZ
2. PHIS
3. QUAY
4. FIZZ
5. JEUX
6. ZYME

- otherwise, if you have more than two strikes and submitted ZYME at any stage, submit...

1. ZYME
2. PHIZ
3. JEUX
4. BIZE
5. FIZZ
6. JEUX

- otherwise, if you have one strike and submitted FIZZ at least two times, submit...

1. FIZZ
2. QUAY
3. PHIS
4. QUIZ
5. BIZE
6. PHIZ

- otherwise, if you have less than 1 minute left on the bomb, submit...

1. PHIS
2. [skip this step]
3. BIZE
4. PHIZ
5. ZYME
6. QUIZ

- otherwise, if you have never submitted the following word, submit it now....

1. QUAY
2. JEUX
3. QUIZ
4. ZYME
5. PHIZ
6. PHIS

- otherwise, submit...

1. BIZE
2. ZYME
3. PHIZ
4. JEUX
5. QUIZ
6. QUAY