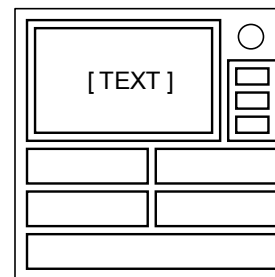


On the Subject of Sea Shells

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