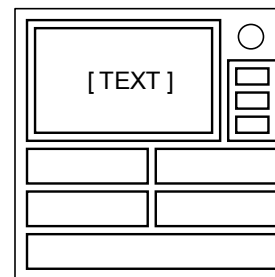


On the Subject of Sea Shells

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:

	EH	HH	EE	HE	
	SEA SHELLS	SHE SHELLS	SEA SELLS	SHE SELLS	
SHE SELLS	BDABDAB	ACEEAC	EACEACE	DAABDAB	HE
SHE SHELLS	BEEBBE	CDCCDB	EAEAEA	BEEDA	HH
SEA SHELLS	ABABA	EAAEEA	DBEAC	ABDBAA	EH
SEA SELLS	ACACEAC	DBAEC	EBDADAB	CECEC	EE

Table 2:

ON THE SEA SHORE	A = shoe BR D = sit TR	B = shih tzu Long E = sushi BL	C = she TL
ON THE SHE SORE	A = can TR D = 2 BR	B = toucan Long E = cancan BL	C = tutu TL
ON THE SHE SURE	A = witch BR D = twitch TR	B = switch Long E = stitch TL	C = itch BL
ON THE SEESAW	A = burglar alarm Long D = burger TL	B = Bulgaria BR E = llama TR	C = armour BL

Above and to the side of Table 1 are the second letter of the first four words.

In table 2, the letters are the positions of the corresponding buttons. These positions never change. The five buttons' positions in reading order are: TL, TR, BL, BR, and Long.