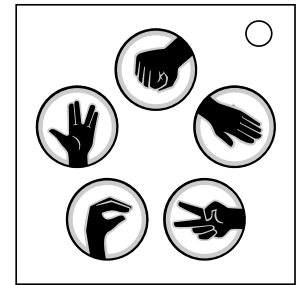


## On the Subject of Rock-Paper-Scissors-Lizard-Spock

*Anecdotal evidence suggests that in the game of Rock-Paper-Scissors, players familiar with each other will tie 75 to 80% of the time due to the limited number of outcomes. Rock-Paper-Scissors-Lizard-Spock was created by Internet pioneer Sam Kass as an improvement on the classic game. All hail Sam Kass. Hail.*



To disarm this module, determine which of the five icons to press.

First, determine the decoy. If the five icons are arranged in a pentagon, there is no decoy. Otherwise, the decoy is the one that is in the middle of the arrangement or in the middle in a line of three (horizontal, diagonal or vertical).

Next, go through the rows of the following table and determine the highest-scoring icon in each row. Stop at the first row in which there's no tie and the highest-scoring icon is not the decoy. Then press the icons on the module that beat this icon. If no row applies, press all icons except the decoy.

Which icon beats which? It's very simple. Scissors cuts paper. Paper covers rock. Rock crushes lizard. Lizard poisons Spock. Spock smashes scissors. Scissors decapitates lizard. Lizard eats paper. Paper disproves Spock. Spock vaporizes rock. And, as it always has, rock crushes scissors.

# of occurrences of:	Rock	Paper	Scissors	Lizard	Spock
<b>serial number letter</b> Skip this row if the serial number contains an X or Y.	R, O	P, A	S, I	L, Z	C, K
<b>port</b> Skip this row if a PS/2 port is present.	RJ-45	Parallel	Serial	DVI-D	Stereo RCA
<b>lit indicator</b> Skip this row if a lit TRN indicator is present.	FRK, FRQ	BOB, IND	CAR, SIG	CLR, NSA	SND, MSA
<b>unlit indicator</b> Skip this row if an unlit TRN indicator is present.	FRK, FRQ	BOB, IND	CAR, SIG	CLR, NSA	SND, MSA
<b>serial number digit</b>	0, 5	3, 6	1, 9	2, 8	4, 7

Rock	is beaten by	Paper, Spock
Paper	is beaten by	Scissors, Lizard
Scissors	is beaten by	Rock, Spock
Lizard	is beaten by	Rock, Scissors
Spock	is beaten by	Paper, Lizard