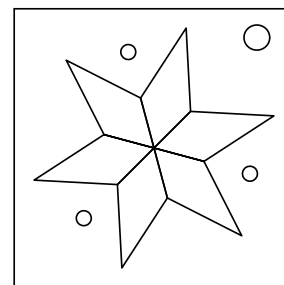


On the Subject of Simon Screams

He's angry! He's furious! He's enraged! He's had it!

- This module has six lights colored red, orange, yellow, green, blue and purple. These will flash in a sequence that grows longer with each stage. There are 3 stages.
- At each stage, consider the whole sequence of flashes. In the large table, find the first applicable row and the correct column. From that entry, take the letter corresponding to the current stage (e.g. in the second stage, take the second letter) and look at its corresponding column in the smaller table.
- Go through that column from top to bottom and press every color whose condition applies. The colors are (R)ed, (O)range, (Y)ellow, (G)reen, (B)lue, (P)urple, and “#” means “serial number”.
- Every time the sequence flashes again, your current stage's input is reset.



	A	C	D	E	F	H
≥ 3 indicators	Y	O	G	R	B	P
≥ 3 ports	P	Y	R	B	O	G
≥ 3 numbers in #	O	G	B	P	R	Y
≥ 3 letters in #	G	B	O	Y	P	R
≥ 3 batteries	R	P	Y	O	G	B
≥ 3 bat. holders	B	R	P	G	Y	O

Stage 1: first flashing color

Stage 2: second flashing color

Stage 3: third flashing color

	red	orange	yellow	green	blue	purple
If three adjacent colors flashed in clockwise order	FFC	CEH	HAF	ECD	DDE	AHA
Otherwise, if a color flashed, then an adjacent color, then the first again	AHF	DFC	ECH	CDE	FEA	HAD
Otherwise, if at most one color flashed out of red, yellow, and blue	DED	ECF	FHE	HAA	AFH	CDC
Otherwise, if there are two colors opposite each other that didn't flash	HCE	ADA	CFD	DHH	EAC	FEF
Otherwise, if two adjacent colors flashed in clockwise order	CAH	FHD	DDA	AEC	HCF	EFE
Otherwise	EDA	HAE	AEC	FFF	CHD	DCH