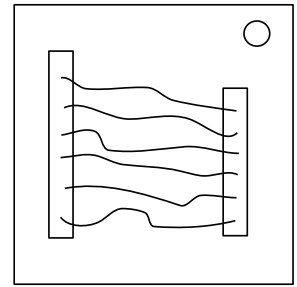


On the Subject of Wires

*Wires are the lifeblood of electronics! Wait, no, electricity is the lifeblood.
Wires are more like the arteries. The veins? No matter...*

- A wire module can have 3-6 wires on it.
- Only the one correct wire needs to be cut.
- Wire ordering begins with the first on the top.



3 wires:

- if (#red == 0) : cut second wire
- if (#blue > 1) AND (third != white) : cut last blue wire
- else : cut third wire

4 wires:

- ASK 'Is SN odd?' 'How many red?'
- if (#red > 1) AND (SN == odd) : cut last red wire
- ASK 'Describe fourth wire.'
- if (#red == 0) AND (fourth == yellow) : cut first wire
- ASK 'How many blue?'
- if (#blue == 1) : cut first wire
- ASK 'How many yellow?'
- if (#yellow > 1) : cut fourth wire
 - else : cut second wire

5 wires:

- ASK 'Is SN odd?' 'Describe 5th wire.'
- if (5th == black) AND (SN == odd) : cut fourth wire
- ASK 'How many red / black / yellow?'
- if (#black == 0) AND (#red != 1) OR (#yellow < 2) : cut second wire
 - else : cut first wire

6 wires:

- ASK 'Is SN odd?' 'How many yellow / red / white?'
- if (#yellow == 0) AND (SN == ODD) : cut third wire
 - if (#yellow != 1) AND (#red == 0) AND (#white < 2) : cut last wire
 - else : cut fourth wire