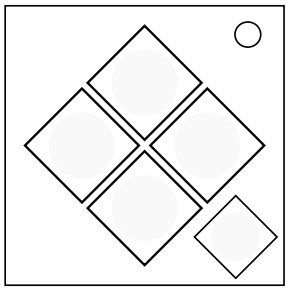
On the Subject of Simon Smothers



What do you mean you think I misread the color? Everything is blue!

- Press the submit button (bottom-right) to activate the module. Two Simon Smothers modules cannot be simultaneously active in the same room.
- The lights in the room will begin flashing colors and the buttons correspondingly flash directions.
- Complete 4 stages to disarm the module.

Placing the Flashes

0 or 5	2,3,2,3
1 or 6	3,2,3,2
2 or 7	3,3,2,2
3 or 8	2,2,3,3
4 or 9	3,2,2,3

- Begin at the center of an empty, infinitely vast square grid.
- Use the **first** digit of the serial number in the table to the right to obtain a sequence of square sizes.
- For each flash, do the following:
  - Let p be the position of the flash in its sequence.
  - Create a square whose side length is equal to the pth number of the obtained sequence and whose color is the color of the flash.
  - Place this square's top-left corner in the center of the grid.
  - Take the first p flashing directions, and rotate them 90° clockwise $(p - 1)$ times.
  - For each of these altered directions, shift the square one tile in that direction.
  - Note: One additional square will be placed on the grid for each flash; squares will not move over the course of the module.
- Once all flashes have been accounted for, determine the final colors of the grid using the below process on each tile:
  - Take every RGB color channel of every placed square which overlaps this tile.
  - The final color of the tile is the mix of every channel which appears an **odd** number of times in this set.
- Once this has been done, the tiles which are not empty (different from black) is the pattern which must be entered into the module.

Submitting the Module

- Begin in the center of an infinitely vast grid.
- Pressing a directional button will move in that direction.
- You cannot move to a cell you have already visited.
- To pass a stage, move such that the visited cells form the shape of the obtained pattern and then press the submit button twice in a row.
- Press the submit button once if and only if the next visited cell's color is different from the current cell's color.
- The identities of the colors on the grid are irrelevant, the only thing that matters is the distinction between different colors.
- A strike will reset your input progress.