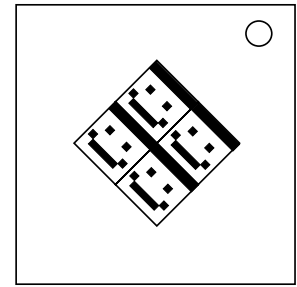


On the Subject of Simon Smiles

*"Hey Simon, wanna see me defuse this bomb?" *Pulls out logfile**

- This module contains four colored buttons, but all four colored buttons may have a face.
- If there isn't a face on the module, you are looking at a different module.
- To activate the module, press any button.
- Upon activation, one of three sound effects will be heard, and a potential face will pop up.
- Once a button is pressed, both the defuser and expert will have 10 seconds to press the next correct button.
- Use the audio heard, and the button previously pressed in the tables below to find the next button to press.
- Note down each successful press, as it will be used later.
- To progress past stage 1, press 10 correct buttons in succession.
- An incorrect button press on stage 1 will incur a strike and reset all previous inputs.
- Pressing the status light will emit a sound that plays a medium tone.



If the pressed color showed a face:

		Red Press	Blue Press	Green Press	Yellow Press
Button to press:	Low	Yellow	Red	Blue	Green
	Medium	Green	Blue	Yellow	Red
	High	Blue	Red	Green	Yellow

If the pressed color did not show a face:

		Red Press	Blue Press	Green Press	Yellow Press
Button to press:	Low	Green	Yellow	Blue	Red
	Medium	Yellow	Red	Blue	Green
	High	Yellow	Green	Red	Blue

- Using the string of previously pressed buttons, substitute colors with numbers in RBGY order (0-indexed), and convert that number from base 4 to 10. If the number is less than 7 digits, append zeros to your number until it is 7 digits long.
- Using the number of batteries and the 7 digit string, associate each number in the sequence to a color, and press each color accordingly.
- Pressing an incorrect color will incur a strike and flash the sequence.

Table							
0-1 Batteries		2-3 Batteries		4-5 Batteries		6+ Batteries	
0	Blue	0	Green	0	Yellow	0	Yellow
1	Yellow	1	Red	1	Green	1	Blue
2	Green	2	Yellow	2	Blue	2	Red
3	Red	3	Blue	3	Red	3	Yellow
4	Red	4	Green	4	Yellow	4	Red
5	Blue	5	Red	5	Red	5	Blue
6	Blue	6	Yellow	6	Green	6	Green
7	Green	7	Blue	7	Yellow	7	Red
8	Yellow	8	Blue	8	Blue	8	Yellow
9	Blue	9	Yellow	9	Green	9	Blue

To convert a number from base 4 to 10, multiply all of the digits of your base number by 4 to the power of its 10 minus its position.