On the Subject of Not Perspective Pegs

Everything is different from the pegging of another. Wait, what?

The pegs on a Not Perspective Pegs module will each have five uniquely colored faces. Initially, in the first stage, one colored face on one of the pegs will flash. Based on the flash, determine which peg to press. Complete five stages to disarm the module.

In the first stage, the top peg is Peg 0. The value of the pegs increase for each peg you move clockwise.

The first value, <u>Value A</u>, of the flash is based on the perspective in which it flashed from, with respect to Peg 0. (e.g. If Peg 0 is top left, perspective 2 will be top right.) The second value of the flash, <u>Value B</u>, is based on its color, found in the <u>Color Table</u> on the right.

Take these two values, and apply a <u>quinary logic gate</u> based on the peg's position. (Refer to Page 2.) Press the peg at the position of the result of the logic gate, still with respect to Peg 0.

For each subsequent stage, press the pegs from the previous peges before pressing the pegs for the current stage. Additionally, <u>the position of Peg 0 will go clockwise one position for each subsequent stage.</u> This does <u>NOT</u> change the position of the correct pegs for the previous stages.

Pressing an incorrect peg will incur a strike, and you will have to press all required pegs for that stage again.
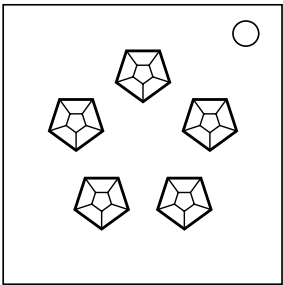
Color Table	
Blue	0
Green	1
Purple	2
Red	3
Yellow	4

Appendix QLG: Quinary Logic Gates

Use <u>Value A</u> along the left and <u>Value B</u> along the top.

Peg 0 — OR

A\B	0	1	2	3	4
0	0	1	2	3	4
1	1	1	2	3	4
2	2	2	2	3	4
3	3	3	3	3	4
4	4	4	4	4	4

Peg 1 — AND

A\B	0	1	2	3	4
0	0	0	0	0	0
1	0	1	1	1	1
2	0	1	2	2	2
3	0	1	2	3	3
4	0	1	2	3	4

Peg 2 — SUM

A\B	0	1	2	3	4
0	0	1	2	3	4
1	1	2	3	4	0
2	2	3	4	0	1
3	3	4	0	1	2
4	4	0	1	2	3

Peg 3 — IMPLIES

A\B	0	1	2	3	4
0	4	4	4	4	4
1	3	4	3	4	3
2	2	2	4	4	2
3	1	2	3	4	1
4	0	0	0	0	4

Peg 4 — COMPARISON

A\B	0	1	2	3	4
0	2	1	0	0	0
1	3	2	1	0	0
2	4	3	2	1	0
3	4	4	3	2	1
4	4	4	4	3	2