

On the Subject of Bob Barks

Bob, do I have all five stages right?

See Appendix A for indicator identification reference.

BOB			ETC
KEY			CAR

- This module contains four indicator labels with corresponding buttons.
- One of the four buttons will flash per stage.
- Each stage will also repeat the flashes from previous stages.
- The sequence will repeat after a short delay. Your input *is not* reset when this happens.
- Using the tables below, press the correct indicator button based on which indicator button was flashing.
- When a correct button is pressed, the indicator labels will disappear.
- If you press an incorrect button, the indicator labels will reappear, and your input *is* reset.
- The sequence will lengthen by one each time you correctly enter a sequence until the module is disarmed.

Use Table 1 for determining which indicator button should be pressed first, and Table 2 for determining which indicator buttons should be pressed in each subsequent stage. Use the rule from the first row in each table that applies.

Table 1

If the flashing indicator is...	If the flashing button's position is...			
	Top-left	Top-right	Bottom-left	Bottom-right
...present, is lit, named "BOB", and the labels "CAR" and "KEY" are also on the module:	You just won a BRAND NEW CAR! The correct button for every stage is the one with the label "CAR". Ignore all other rules.			
...present, is lit, and named "BOB":	TL	TR	BL	BR
...present, is lit, but not named "BOB":	BR	BL	TR	TL
...present, but is not lit:	TR	TL	BR	BL
...not present:	BL	BR	TL	TR

**Table 2**

Each cell contains an indicator name, and a location in *italics*. If there is a label with the indicated name on the module, press the button that corresponds to that label. Otherwise, press the button in the location in *italics*.

If the previously pressed indicator is...	If the flashing indicator is...											
	BOB	CAR	CLR	IND	FRK	FRQ	MSA	NSA	SIG	SND	TRN	Other
...present and lit	CAR <i>BL</i>	CLR <i>TR</i>	SIG <i>BR</i>	SND <i>OPP</i>	FRQ <i>TL</i>	FRK <i>TL</i>	NSA <i>CCW</i>	MSA <i>BR</i>	TRN <i>BL</i>	IND <i>TR</i>	BOB <i>CW</i>	<i>FLS</i>
...present, but not lit	SND <i>TL</i>	NSA <i>BL</i>	FRQ <i>CCW</i>	SIG <i>TR</i>	MSA <i>BR</i>	TRN <i>TR</i>	BOB <i>BR</i>	IND <i>TL</i>	CAR <i>CW</i>	FRK <i>FLS</i>	CLR <i>BL</i>	<i>OPP</i>
...DOG or BUB	FRK <i>FLS</i>	IND <i>TL</i>	SND <i>BR</i>	CLR <i>CW</i>	TRN <i>TR</i>	SIG <i>BR</i>	FRQ <i>BL</i>	CAR <i>CCW</i>	NSA <i>TR</i>	BOB <i>BL</i>	MSA <i>TL</i>	<i>CCW</i>
...KEY or ETC	TRN <i>OPP</i>	BOB <i>CW</i>	FRK <i>TL</i>	CAR <i>BR</i>	SIG <i>CCW</i>	IND <i>BL</i>	CLR <i>TL</i>	FRQ <i>BL</i>	MSA <i>TL</i>	SND <i>BR</i>	NSA <i>TR</i>	<i>CW</i>
...not present, but flashing is present	FRQ <i>BR</i>	SIG <i>TR</i>	BOB <i>BL</i>	FRK <i>TL</i>	CLR <i>BL</i>	MSA <i>CCW</i>	TRN <i>BR</i>	SND <i>TL</i>	IND <i>TR</i>	NSA <i>CW</i>	CAR <i>OPP</i>	n/a
...not present	CLR <i>TR</i>	FRQ <i>BR</i>	MSA <i>CW</i>	BOB <i>BL</i>	NSA <i>FLS</i>	SND <i>TR</i>	IND <i>BL</i>	SIG <i>BR</i>	FRK <i>CCW</i>	CAR <i>TL</i>	TRN <i>BR</i>	<i>FLS</i>

**Notes:**

- The "flashing indicator" refers to the indicator label next to the currently flashing button.
- The "previously pressed indicator" refers to the indicator label next to the button that was pressed in the previous stage.
- **TL / TR / BL / BR:** Press the top-left / top-right / bottom-left / bottom-right indicator buttons, respectively.
- **CW / CCW:** Press the button one position clockwise / counter-clockwise from the flashing indicator button, respectively.
- **OPP:** Press the button directly opposite the flashing indicator button. (e.g.: If the top-left button is flashing, press the bottom-right button.)
- **FLS:** Press the flashing indicator button.