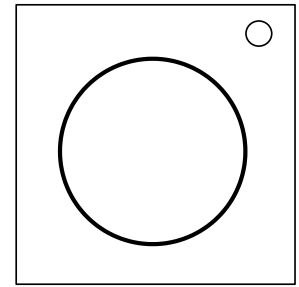# On the Subject of Blind Circle

Huh? Where did the colors go? Ohhhhh, I didn't know it could do that!

This Big Circle look-alike module has 8 colorless, rotating wedges.

- When no wedge is colored, pressing any wedge will make the circle flash 3 colors in sequence.
- After these flashes one of the wedges will be colored and the module is ready to be disarmed by pressing a sequence of 3 wedges.
- Based on the flashing colors, the direction of rotation and the now lit wedge determine the three wedges to press according to the table on the next page.

- The three flashing colors will give you a row to use, where the 1st flash is for the 1st press, 2nd flash for 2nd press and 3rd flash for 3rd press.
- The column will be determined by whether both, neither or exactly one of these two rules is true:
    - The circle is rotating counterclockwise.
    - There are at least 3 indicators.

- After having determined what wedges need to be pressed, input the sequence to solve the module.
- A strike will be given if a wrong input is made. This will also reset the module back to its uncolored form and generate a new solution.

Determining wedges

Color	Exactly 1 condition is true	0 or 2 conditions are true
Red	+1	− battery holders
Orange	black	1st flash
Yellow	−1	orange
Green	− port types	+ port count
Blue	3rd flash	magenta
Magenta	green	3 counterclockwise
White	− uniques	− battery count
Black	2 clockwise	+ repeats

Explanations

- **+X:** means to press the wedge X-many positions in the direction of rotation, starting from the colored wedge. (+0 means to press the colored wedge)
- **−X:** similar to +X but you go in the opposite way of rotation.
- **uniques:** count the amount of unique colors from the colors **that flashed**
- **repeats:** tally up the amount of times each color flashed and take the highest amount
- **Xth flash:** references the color of the Xth flash (see color below)
- if a rules tells you to press a **color** then select the corresponding wedge in relation to the shown color in the following sequence (going clockwise): red, green, yellow, white, black, magenta, orange, blue

    - **Example:** If the lit color is black, and a rule tells you to press the green wedge, then the wanted wedge is 3 spaces counterclockwise