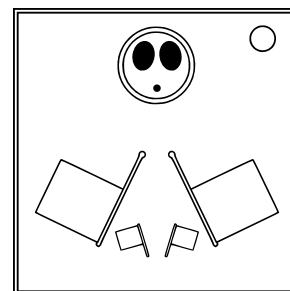# On the Subject of Shy Guy Says

*Hey, you're not Simon!*

To activate the module, press the Shy Guy at the top. When activated, a 60 second timer will begin, and he will show a sequence of seven flags, each one a random color (red, white, green, or blue) and with a random letter (A, B, L, or R) on it.

Pressing the status light will toggle colorblind mode, and pressing the Shy Guy during a stage will mute/unmute the module.

Sometimes, Shy Guy will try to trick you by raising both flags at once! Ignore the flag which he puts down first, as this one is fake.

Use each flag's color and letter to determine which of the bottom flags to press. Then, press those flags in the order obtained to clear the stage before the timer runs out.

Press the Shy Guy again after clearing the current stage to begin the next stage. Each subsequent stage's flags will be shown faster than in the previous stage, and the timer is extended by 10 seconds. Clear all 3 stages to disarm the module.

If the timer runs out or an incorrect input is made, the Shy Guy will fault you and award a strike, resetting your progress to the beginning of the current stage. Press the Shy Guy again to receive the sequence and restart the timer.

## Flag Charts

Use the left chart for the left flag, and the right chart for the right flag.

|   | Red | White | Green | Blue |
|---|-----|-------|-------|------|
| A | Opp | O     | X     | Opp  |
| B | X   | X     | O     | O    |
| L | O   | Opp   | Opp   | X    |
| R | O   | X     | X     | Opp  |

| Blue | Green | White | Red |   |
|------|-------|-------|-----|---|
| O    | Opp   | O     | X   | A |
| X    | X     | Opp   | O   | B |
| Opp  | O     | X     | Opp | L |
| O    | Opp   | O     | X   | R |

| O = Press this flag. | X = Skip this flag. | Opp = Press the other flag. |
|----------------------|---------------------|------------------------------|