

On the Subject of Decolour Flash

Whether you think you can or think you can't, you may be spending too much time thinking about it.

- A Decolour Flash module cycles through three displays with a break indicating the end of the sequence. Each word-colour pair refers to positions in the hexagonal diagram. The colour refers to the color of the cell, and the word refers to the single-letter abbreviation of the cell.
- Note down the word-colour pairs, then press either button.
- The display will then cycle between three different word-colour pairs with no breaks. The positions of these displays are vertices that form a triangle in the diagram, representing your current position. The central position in the diagram will show a blank display.
- Press the 'NO' button to remove the current display as a vertex from the triangle and add a new vertex that would form another triangle with the other two vertices, therefore moving your position in the diagram. Hold 'NO' for at least one second to return to the initial sequence.
- Travel to each of the initial three displays in order, and press 'YES'.
- Attempting to move off the grid, pressing 'YES' on an incorrect display, or moving to the central cell without submitting all three displays will incur a strike.
- After reaching all three displays, travel to the central cell of the diagram, and press 'YES' to disarm the module.

<DISPLAY>
☐

YES

NO

