

On the Subject of Rock-Paper-Scissors-Lizard-Spock

Anecdotal evidence suggests that in the game of Rock-Paper-Scissors, players familiar with each other will tie 75 to 80% of the time due to the limited number of outcomes. Rock-Paper-Scissors-Lizard-Spock was created by Internet pioneer Sam Kass as an improvement on the classic game. All hail Sam Kass. Hail.

The rules are very simple. Scissors cuts paper. Paper covers rock. Rock crushes lizard. Lizard poisons Spock. Spock smashes scissors. Scissors decapitates lizard. Lizard eats paper. Paper disproves Spock. Spock vaporizes rock. And, as it always has, rock crushes scissors.

First, determine the decoy. If the five icons are arranged in a pentagon, there is no decoy. Otherwise, one of them is clearly in the middle, or the middle in a row of three. That one is the decoy.

Next, go through the rows of the following table and determine the winning icon in each row. Keep going until there's no tie and the winner is not the decoy. Then press the icons on the module that beat the winning icon.

Occurrences of:	Rock	Paper	Scissors	Lizard	Spock
serial number letter	R, O	P, A	S, I	L, Z	C, K
port	RJ-45	Parallel	Serial	DVI-D	Stereo RCA
lit indicator	FRK, FRQ	BOB, IND	CAR, SIG	CLR, NSA	SND, MSA
unlit indicator	FRK, FRQ	BOB, IND	CAR, SIG	CLR, NSA	SND, MSA
serial number digit	0, 5	3, 6	1, 9	2, 8	4, 7

If there's still no winner, press all icons except the decoy.

