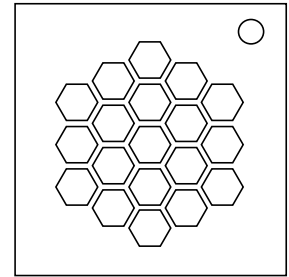


## On the Subject of Simon Stacks

*Don't worry Simon! It's not your tax.*

This module has 19 hexes which form a hexagon.

Follow the steps below through 5 stages to solve the module.



### Getting a stage's solution

- Some of the hexes will flash, and a single color will be shown on the hexes.
- The module's flashed pattern is the result of XOR'ing some of the patterns in the "Flashed" column of Table HEX(see page 2).
- Using the color shown on the hexes as the column, obtain cells within that column that is in the same rows as the "Flashed" column.
- XOR all of the obtained cell's patterns to obtain the solution pattern.

### Submission

- To start submitting, press the background, at which the flashing will stop.
- Press hexes to form the solution pattern.
- Finally, press the background one more time to submit the current pattern.  
If the submitted pattern is incorrect, the module will strike. Otherwise, the module will advance to the next stage.

### Later stages

- Start with the submitted pattern in the previous stage.
- Repeat the steps above with the added flash.

**Table HEX**

Filled hex represents 1, unfilled hex represents 0.

Flashed	Red	Green	Blue	Yellow