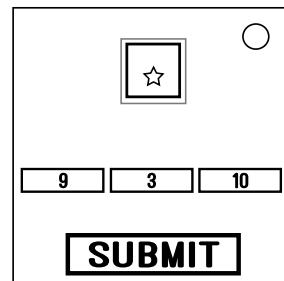


On the Subject of Epic Shapes

Geometry but Cooler.

- The module has 3 buttons, each with a number.
- Each button must be clicked a certain number of times.
- The display contains two figures.
- The button order is from left to right.
- After clicking the buttons the correct number of times, submit it to disarm the module.



In the manual, you will have to use X, Y, Z, etc. and replace them with numbers that will be used to solve the module.

Red Background

If the bigger shape is a star, then $x = 3$.

Otherwise, if the bigger shape is a square, then $x = 1$.

Otherwise, if the bigger shape is a pentagon, then $x = 6$.

Otherwise, $x = 2$.

Blue Background

If the bigger shape is a star, then $x = 2$.

Otherwise, if the bigger shape is a square, then $x = 5$.

Otherwise, if the bigger shape is a pentagon, then $x = 4$.

Otherwise, $x = 1$.

Green Background

If the bigger shape is a star, then $x = 1$.

Otherwise, if the bigger shape is a square, then $x = 3$.

Otherwise, if the bigger shape is a pentagon, then $x = 2$.

Otherwise, $x = 6$.

Other Background

If the bigger shape is a star, then $x = 4$.

Otherwise, if the bigger shape is a square, then $x = 2$.

Otherwise, if the bigger shape is a pentagon, then $x = 1$.

Otherwise, $x = 3$.

When the X value is assigned, go to "Small Figure Types."

Small Figure Types

- Recognize the smaller shape and assign the Y value based on it.
- Keep in mind that shapes can be rotated and filled inside.
 - If the smaller figure is a square and it's not filled in, then $y = 2$.
 - Otherwise, if the smaller figure is a pentagon, it is rotated normally and it is filled in, then $y = 5$.
 - Otherwise, if the smaller figure is a star and it is filled in, then $y = 1$.
 - Otherwise, if the smaller figure is a square and it is filled in, then $y = 4$.
 - Otherwise, $y = 6$.

When the Y value is assigned, go to "Buttons."

Buttons

- Use the numbers on the buttons to assign the Z value.
 - Get the first button number and assign it as A.
 - Get the second button number and assign it as B.
 - If A is greater than B, then perform $A-B$. Otherwise, perform $B-A$.
 - Assign the resulting number from the previous calculation as D.
 - Get the third button number and assign it as C.
 - The Z value will be equal to $D+C$.

Now add the X, Y, and Z values together, and the result of the calculation will be assigned as W.

When the W value is assigned, go to the last step, "Defusing."

Defusing

- After getting all your information, locate the rule that applies first and follow the given instructions from it.

If W is between 0 and 8, then

Click the first button A times, after that
Click the second button B times, after that
Click the third button C times.

Otherwise, if W is between 9 and 16, then

Click the first button 6 times, after that
Click the second button 3 times, after that
Click the third button A times.

Otherwise, if W is between 17 and 25 and there are 2 or more batteries on the bomb, then

Click the first button C times, after that
Click the second button B times, after that
Click the third button C times.

Otherwise, if none of the above applies, then

Click the first button C times, after that
Click the second button once, after that
Click the third button A times.

When each button has been clicked the correct number of times, press the "SUBMIT" button to disarm the module.