

## On the Subject of Faulty Colour Flash

*Turns out it's a hit module series...*

- A Faulty Colour Flash module displays a sequence of eight words representing colours in different colours at different speeds.
- Each word can be broken down into a number between zero to three, which is the number of RGB components that are different between the word's colour and the word itself.
  - If that word was flashed at a faster speed, then add two to this number.
- When the eight numbers are split into pairs of two, the resulting pairs can be converted into a letter using Tap Code. Refer to the table in [Tap Code \(Tap%20Code.html\)](#)'s manual.
  - When using the table, take the first number in the pair and use it as the row, then use the second number as the column.
  - If one or both of the numbers are zero, then that pair represents K.
- Take the letter received from the first two words in the sequence and locate it's row in the table on the left below.
  - If there is a module on the bomb whose name (excluding spaces) contains anything in this row, press Yes.
  - Otherwise, press No.
- Now repeat the process with the second two words, the third, and finally the fourth.
- Any incorrect press will cause a strike and clear all correct presses.

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<DISPLAY>

YES

NO

<b>A</b>	1D, 3D, Perspective, Orientation	<b>N</b>	Talk, Say, Shout, Scream
<b>B</b>	Bravo, Kilo, Golf, X-Ray	<b>O</b>	Color, Colour, Rainbow, Art
<b>C</b>	Red, Blue, Green, Yellow	<b>P</b>	Password, Code, Cipher, Encrypt
<b>D</b>	Crazy, Insane, Mad, Wild	<b>Q</b>	Guitar, Piano, Music, Song
<b>E</b>	Press, Tap, Hold, Mash	<b>R</b>	&, #, ?, !
<b>F</b>	Word, Letter, Character, Symbol	<b>S</b>	Math, Equation, Calculus, Derivative
<b>G</b>	Boolean, Logic, Gate, And	<b>T</b>	Faulty, Cruel, Ultimate, Bamboozling
<b>H</b>	Alpha, Omega, Eta, Xi	<b>U</b>	Wire, Button, Maze, Simon
<b>I</b>	Morse, Flash, Light, LED	<b>V</b>	Chess, Knight, Pawn, King
<b>J</b>	Binary, Ternary, Zero, One	<b>W</b>	Time, Clock, Date, Day
<b>K</b>	Sound, Audio, Pitch, Listen	<b>X</b>	Balance, Order, Harmony, Rule
<b>L</b>	Who, What, Why, When	<b>Y</b>	Forget, Memory, Amnesia, Elder
<b>M</b>	Line, Triangle, Square, Hexagon	<b>Z</b>	Sugar, Candy, Taco, Snack