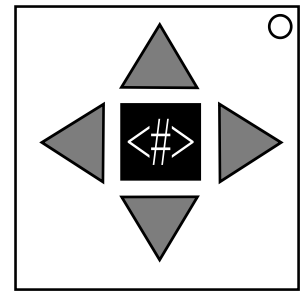


On the Subject of Flashing Arrows

Pointy point point pointer pointy point.

On the module are 4 directional buttons, and a display screen in the middle.

If the arrows are not flashing colors, you're looking at a different module.



The display will show a two digit number and each arrow will flash three colors, exactly one of which being black.

To solve the module, first calculate a number. Take the first numerical digit in the serial number, using the number of port plates if there are none, and add this to the displayed number. Modulo this by 5. If the new number is zero, make it one.

Now use the number you obtained to refer to the table below to find the arrow to refer to in the next step.

1	2	3	4
Left	Right	Down	Up

Using the arrow determined in the table above, calculate the order of arrows to press in the table below. Use the color that flashed before the black flash as the column, and the color that flashed after the black flash as the row.

Inputting the wrong sequence will result in a strike but the displayed number and the correct sequence of the arrows will not change. The flashing sequence may get shifted for each arrow, but the usage will remain the same.

	Red	Orange	Yellow	Green	Blue	Purple	White
Red	UDLR	RDLU	DURL	RUDL	DURL	LURD	LUDR
Orange	DRUL	RULD	DURL	RDLU	DULR	LDRU	DULR
Yellow	RULD	DRUL	UDRL	DURL	RLDU	DLRU	DLRU
Green	RLUD	RULD	RDUL	LRUD	LUDR	LDRU	RUDL
Blue	LURD	RDUL	DLUR	DLRU	RULD	DURL	RULD
Purple	LUDR	ULDR	UDLR	LDRU	LUDR	DRUL	RUDL
White	DLRU	RLDU	DLRU	RLDU	DURL	DRLU	RUDL