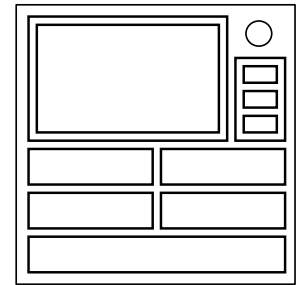


On the Subject of Say Shells

Don't get your tongue tied now.

- The Say Shells module consists of a display and five buttons.
- The buttons and display should be blank. If they aren't, you are looking at a different module.
- To solve this module you must complete 3 stages. These stages can be completed in any order.



Stage 1

- This stage uses a phrase from Sea Shells. You can view the phrase by pressing the top left button.
- Go to the Sea Shells manual and get the sequence of words for this phrase.
- Press the top right button to enter submission mode for this stage. Pressing any other button will exit submission mode.
- Enter the sequence of words you received by saying it. What the module interprets will appear on the display.
- Once the display contains the sequence of words, press the top right button again to submit.
- Submitting the wrong sequence of words will result in a strike and a reset of this stage.

Stage 2

- This stage is the same as stage 1 with a few exceptions:
 - Money Game is used instead of Sea Shells.
 - Each button has a hidden label. If the phrase is being shown, then hovering over a button will show it's label on the display.
 - The middle buttons are used instead of the top buttons.

Stage 3

- This stage uses a phrase from either Sea Shells or Money Game. You can view the phrase by pressing the bottom button.
- Say the phrase exactly as it appears. The module will then highlight words said correctly in green and words said incorrectly in red.
- If any of the words were red, you must reset the stage by pressing the bottom button before trying again.