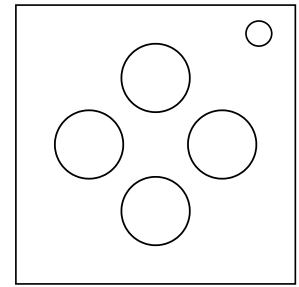


## On the Subject of Simon Said

*What color did we press last time? Okay press that same color.*

This module has four buttons in four colors: Red, Blue, Green, and Yellow. One button will flash and the defuser must input a color based on the criteria below. Each previous stage must be inputted in order before the new color. Upon an incorrect input a strike will be issued and the module will reset back to stage 1.



### STAGE 1:

- If Red flashed, press the left button.
- If Blue flashed, press the top button.
- If Green flashed, press Green.
- If Yellow flashed, press Red.

### STAGE 2:

- If Red flashed, press the button opposite to the button pressed in stage 1.
- If Blue flashed, press the same button pressed in stage 1.
- If Green flashed, press the bottom button.
- If Yellow flashed, press Blue.

### STAGE 3:

- If Red flashed, press the button one clockwise to the button pressed in stage 1.
- If Blue flashed, press the button one counter-clockwise to the button pressed in stage 2.
- If Green flashed, press the button one clockwise to the button pressed in stage 2.
- If Yellow flashed, press the button one counter-clockwise to the button pressed in stage 1.

### STAGE 4:

- If Red flashed, press the button one clockwise to the button pressed in stage 3.
- If Blue flashed, press the button one clockwise to the button pressed in stage 2.
- If Green flashed, press the button one clockwise to the button pressed in stage 1.
- If Yellow flashed, press the button one counter-clockwise to the button pressed in stage 3.

**STAGE 5:**

- If Red flashed, press the same button that was pressed in stage 4.
- If Blue flashed, press the top button.
- If Green flashed, press Yellow.
- If Yellow flashed, press the button opposite to the button pressed in stage 2.

**STAGE 6:**

- If Red flashed, press the same button that was pressed in stage 3.
- If Blue flashed, press the button one clockwise to the button pressed in stage 5.
- If Green flashed, press Green.
- If Yellow flashed, press Yellow.