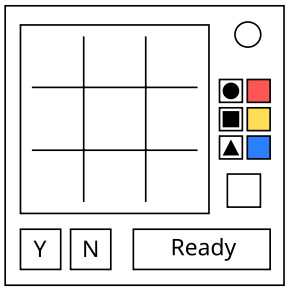
On the Subject of Zendo



We all learn from our mistakes. Well, except the ones that explode.

- This module has a hidden rule that must be determined through experimentation.
- According to this rule, patterns of shapes placed on the grid are categorized as either valid or invalid.
- Once you determine the rule, you must correctly categorize five challenge patterns to disarm the module.

Determining the rule

The module starts in edit mode with an example of a valid pattern on its grid. The module will never issue a strike until you press the "Ready" button.

To edit the grid, select a shape and color from the palette on the right of the module, then touch the grid to draw that symbol. You can also press the display on the right to erase symbols instead. Press the display twice to clear the entire grid.

As you edit the grid, the buttons below the grid will indicate the validity of the current pattern. If the pattern is valid, the "Y" button will light up. Otherwise, the "N" button will light up.

Additionally, you can press the "Y" button to show a random example of a valid pattern, and the "N" button to show a random example of an invalid pattern.

Disarming the module

When you think you know the rule and are ready to disarm the module, press the "Ready" button to switch to challenge mode.

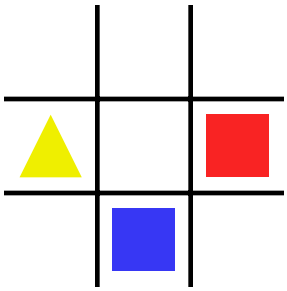
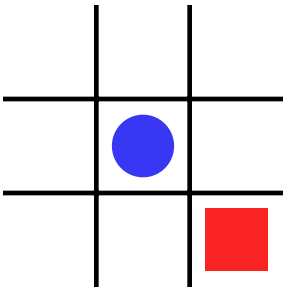
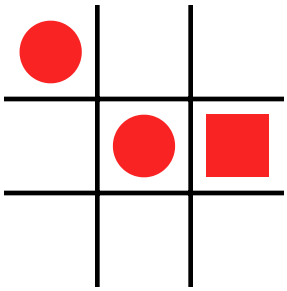
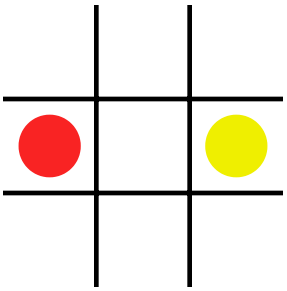
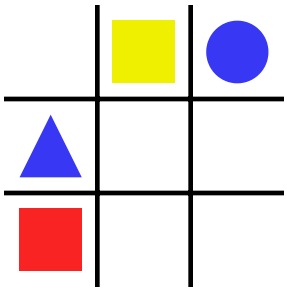
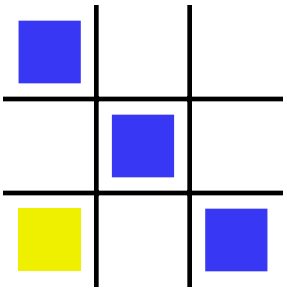
The grid will display a pattern. If the pattern matches the rule, press "Y", otherwise press "N". Repeat until the module is disarmed.

If you are unsure of the rule, you can press "Ready" again to safely return the module to edit mode.

If you make a mistake, the module will strike and return to edit mode with a new rule.

Addendum: Example rules

The below table gives examples of rules and patterns which might appear on this module. This is NOT an exhaustive list, it is merely an illustration of how the module behaves.

Rule	Valid pattern	Invalid pattern
Every circle is red		
All symbols in the same row are the same color		
There is a blue symbol adjacent to a square		
Symbols of the same color form a connected cluster