# On the Subject of Three Switches

So did I just hear three distinct light switch clicks?

- Every time one of the other modules is solved zero or multiple switches need to be flipped.
- The rulesets below are used to determine what switches to flip. The ruleset used is incremented every turn, starting with the ruleset that has no corresponding label on the switches.
- If a module is solved, but the switches are not in the correct configuration, a strike will be dealt.
- After a certain percentage of all modules is solved, the yellow indicator light will turn on.
- When this light is on, switch all switches to one side, or to the other side when they are on one side already, to complete the module.
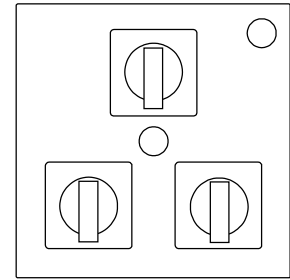
Instruction Set I

- If the number of solved modules is a multiplication of 7, flip switch one.
- If the first letter of the last resolved module is a vowel, flip switch three.
- If the switches are all ON or OFF, flip switch two.
- If the solved module was on the same side as this module, flip switch three.
- If the third switch is ON, flip switch three.
- If you made no mistakes, flip switch one.

Instruction Set II

- If you have made a mistake, flip switch two.
- If not all the switches are ON or OFF, flip switch three.
- If the last letter of the last resolved module is a vowel, flip switch one.
- If the solved module is not on the same side as this module, flip switch one.
- If the number of solved modules is a multiplication of 9, flip switch three.
- If the first switch is ON, flip switch two.

Instruction Set III

- If only the middle switch is ON, flip switch one.
- If you the second switch is ON, flip switch two.
- If the solved module is not on the same side as this module, flip switch two.
- If you have made a two or more mistakes, flip switch three.
- If the last letter of the last resolved module is a number, flip switch three.
- If the number of solved modules is a multiplication of 6, flip switch one.