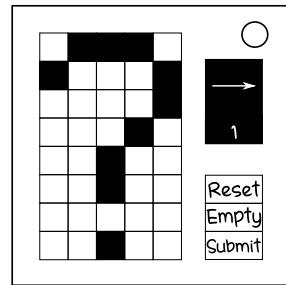


On the Subject of Shapes And Bombs

I wonder what shape would I input today...

- You have a set of buttons which you can press to light/unlight.
- The lit squares have a color and form a letter.
- With this information, you have to determine which shape to submit based on the steps below.



Letter values (Table 1):

| A | B | D | E | G | I | K | L | N | O | P | S | T | X | Y |
|---|---|---|---|---|---|---|---|---|---|----|----|----|----|----|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 |

Sequence number table (Table 2):

| Yellow | Green | Cyan | Blue | Purple |
|-----------------------|---------------------------|-----------------------------|-------------------------------|------------------|
| Module's letter value | Number of current modules | Number of total lit squares | Number of total unlit squares | Use the number 0 |

- When using this table you need to keep the **Initial number**. This means the number you got before applying the step bellow.
- If the number you got is greater than or equal to 15, subtract 15.

Letter tables (Table 3):

| Yellow | | | Green | | | Cyan | | | Blue | | | Purple | | |
|--------|---|---|-------|---|---|------|---|---|------|---|---|--------|---|---|
| K | E | P | K | I | N | O | N | S | A | B | D | Y | X | T |
| T | A | L | G | S | L | L | Y | P | E | G | I | S | P | O |
| I | N | G | E | D | Y | K | I | D | K | L | N | N | L | K |
| D | O | B | O | P | X | T | X | B | O | P | S | I | G | E |
| Y | X | S | T | A | B | A | E | G | T | X | Y | D | B | A |

If the squares' color is white, skip these steps and go to Step 3.

Step 1 (Expert):

- Use the corresponding table in **Table 3** based on the squares' color.
- After that, you need to do these steps:
 - Start on the position of the module's initial letter.
 - Based on the arrow sequence of the module, start from the number you got from **Table 2**.
 - Follow the directions indicated by the arrows. If you leave the table, wrap to the other side.
 - Repeat the step above until the arrow sequence of the module resets back to 0.
 - When you've finished the steps above, the number in where you need to start the arrow sequence in the module is the value of the letter (**Table 1**) on which you ended.

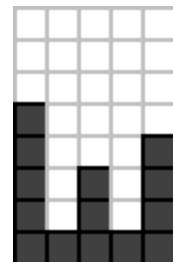
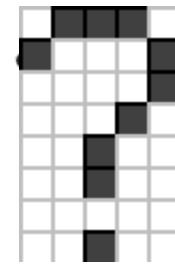
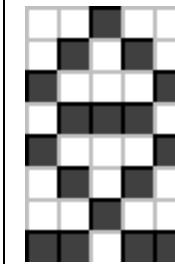
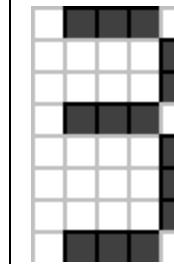
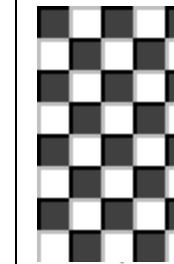
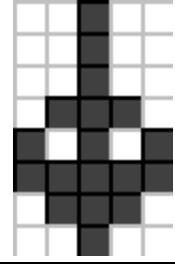
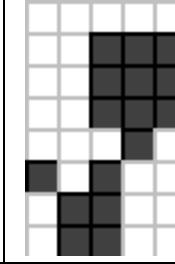
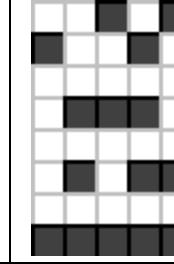
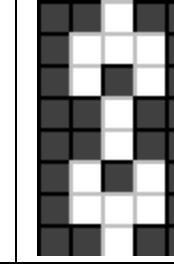
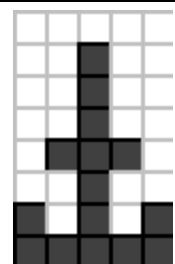
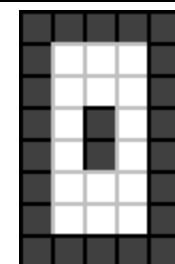
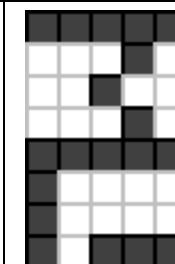
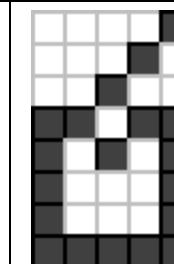
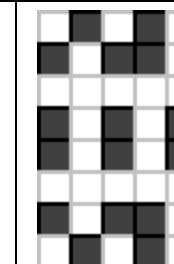
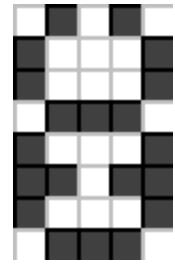
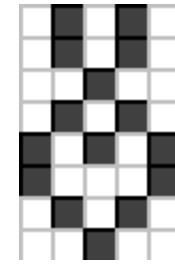
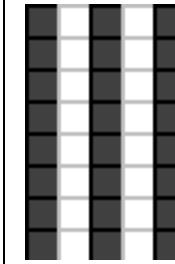
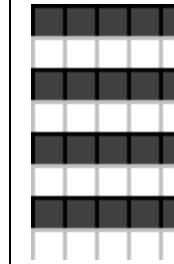
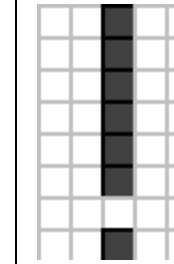
Step 2 (Defuser):

- Now that you got the number on where to start the arrow sequence on the module:
 - You need to start in the square from the **Initial number** (**Table 1**) plus one, left-to-right and top-to-bottom starting from 1 on the top-left. If the number is greater than 40, leave it at 40.
 - In the arrow sequence, start from the number that you got at the end of **Step 1**.
 - After following an arrow direction, you have to light/unlight the square you're at.
 - If the current square you're on before following an arrow direction is unlit, follow the direction on the opposite side.
Example: Right-Down becomes Left-Up
 - Repeat these steps until the arrow sequence resets back to 0.
- After you've done all of these steps, you can go to **Step 3**.
- Press the number below the arrow screen to go to the next number.
- Press "Reset" to go back to the initial letter state.
- Press "Empty" to unlight all the current lit squares.

Step 3 (Shape):

- If the last digit of the serial number is even, count the lit squares; otherwise, count the unlit squares.

- If the module's initial letter value (**Table 1**) is even, only count in the upper half; otherwise, only count in the bottom half.
- Next, look up the corresponding table to see which shape fits the number you got:
- If the number is smaller than 5, leave it at 5, otherwise; if it is greater than 14, leave it at 14.
- **NOTE:** White squares means unlit and gray squares means lit.

| | 5 | 6 | 7 | 8 | 9 |
|------------------------|---|---|---|--|---|
| Solved modules is even |  |  |  |  |  |
| | 10 | 11 | 12 | 13 | 14 |
| |  |  |  |  |  |
| Solved modules is odd | 5 | 6 | 7 | 8 | 9 |
| Solved modules is odd |  |  |  |  |  |
| Solved modules is odd | 10 | 11 | 12 | 13 | 14 |
| Solved modules is odd |  |  |  |  |  |

- Once you've determined the shape, you need to make that shape in the module and press the button "Submit".