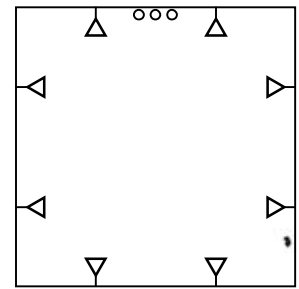# On the Subject of Simon Senses

Careful. He's aware of your presence now.

Surrounding the module are eight coloured bulbs, each with a button attached.

These bulbs will flash in sequence, awaiting a sequence of inputs in response.

In order to respond to the sequence:

1. Press the button whose bulb flashes first in the sequence.
2. The walls of the maze corresponding to the colour of the next flash will activate.
3. Traverse the maze to the button of the bulb that flashed next after that and select it.
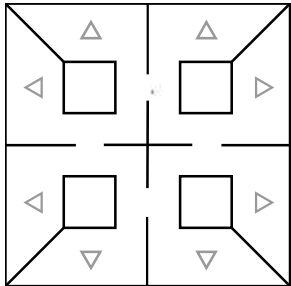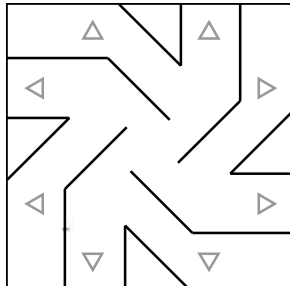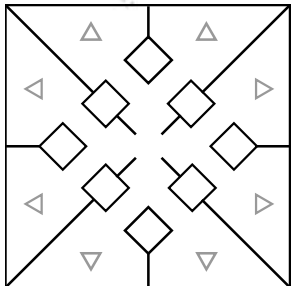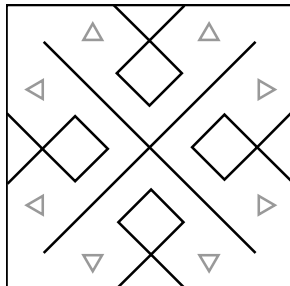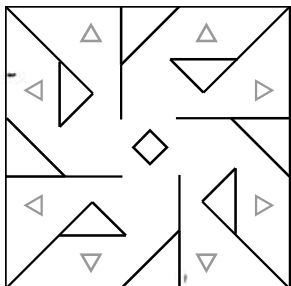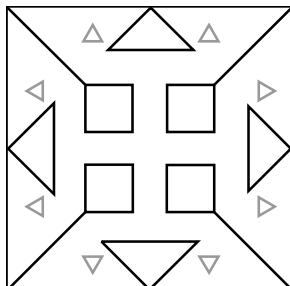4. Repeat the second and third steps until the end of the sequence.

If done correctly, the module will progress to the next stage, disabling the maze and generating a new, longer sequence of flashes.

Highlighting any of the walls or deselecting the module while the maze is active will trigger a strike and reset any progress made on the current stage.

The images below describe the configuration of walls corresponding to each bulb colour.

With the exception of the border, which appears white, the walls of the maze cannot be seen by the defuser.

The grey triangles in each image denote the positions of each button on the module.

Red	Cyan
Orange	Blue
Yellow	Violet
Green	Pink