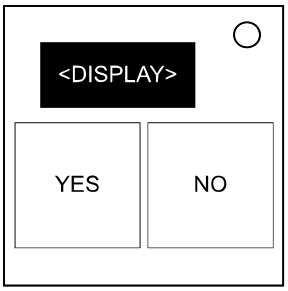
On the Subject of Uncolour Flash



Dictum Onedoh: "If you think you can, you can. If you think you can't, you can't."

- An Uncolour Flash module has an initially blank display.
- Pressing the Yes button while the display is blank will cause the display to cycle through six coloured words with each colour and word appearing exactly once.
- Pressing the No button while the display is blank will cause the display to cycle through twelve coloured words with each colour and word appearing exactly twice.
- Pressing the No button while the Yes sequence is playing will cause the display to cycle through a sequence of twelve words from table C. There is a different sequence for each colour in the Yes sequence.
- Pressing the Yes button while a colour sequence is playing will submit the displayed word and colour.

To determine which displays must be submitted:

1. The colours of the subsequences, in order, are given by table A using the two words in the No sequence that share their colours with the word "white" in the Yes sequence.
2. Each display colour in the No sequence corresponds to a transformation in one of the lists in table B.
   The correct list corresponds to the colour of one of the two words in the No sequence that match the last word in the Yes seqeuence:
   - If the Yes sequence has any word-colour matches, use the first colour.
   - Otherwise use the second colour
3. Apply the transformations to each of the corresponding displays in each of the colour sequences. These yield patterns within a 4x4 grid and four remaining decoys each.
   Use the patterns and their positions within table C to determine the conditions the submitted displays must satisfy.

Table A

		Second word					
		Red	Green	Blue	Yellow	Magenta	White
First Word	Red	RGB	WBM	GYR	MWG	BRY	YMW
	Green	YBM	BWG	MRB	YGW	GMR	WGY
	Blue	WYR	RMY	BGW	GRB	YBM	MWG
	Yellow	BWY	MRW	YMG	RYM	WGR	GBM
	Magenta	GRW	YGR	WBM	BMY	MYB	RWB
	White	MBG	GYB	RWY	WBR	RMW	BRM

Table B

Transformation key:

- R# = Move # spaces to the right.
- D# = Move # spaces down.
- H = Horizontal flip.
- V = Vertcal flip.
- XC = The position of colour X in the Yes sequence.
- XW = The position of word X in the Yes sequence.
- M = The number of word-colour matches in the No sequence.

R		G		B		Y		M		W	
R	R+1	R	H	R	D+YC	R	D-1	R	V	R	R-GW
G	D+2	G	R+GC	G	R-WC	G	H	G	D-YW	G	D+M
B	R-BW	B	D-2	B	D+MC	B	R+BC	B	R+3	B	H
Y	D-RW	Y	R+WW	Y	V	Y	D-M	Y	D-4	Y	D-RC
M	H	M	D+4	M	R+2	M	V	M	R+MW	M	R-1
W	V	W	R-1	W	R-M	W	D+5	W	R+M	W	R+5

Note: The edges of table C wrap around to the opposite side.

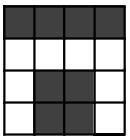
Table C

IVORY	CHERRY	NAVY	OLIVE	LEMON	MAHOGANY	BONE	SAGE	MERLOT	ROSE
SEAFOAM	HONEY	FUCHSIA	SCARLET	PICKLE	FLAMINGO	DIJON	PEACOCK	PINK	CHIFFON
BLONDE	BRICK	LAPIS	PINE	GARNET	COBALT	COTTON	CORAL	CRIMSON	EMERALD
DENIM	FANDANGO	CONIFER	SALT	MAYA	RUBY	FOREST	DOLLY	PLUM	EGGSHELL
MANTIS	PEARL	CINNABAR	FLAX	SHAMROCK	AZURE	PHLOX	FROST	INDIGO	TURMERIC
ORCHID	CERULEAN	CANARY	ALGAE	LINEN	MUSTARD	SANGUINE	EGGPLANT	SPRING	RUST
CARDINAL	JADE	LACE	ATOLL	LILAC	SWAMP	MALIBU	CLARET	CHALK	CREAM
GIMBLET	BOUQUET	SIENNA	MAUVE	MARIGOLD	COCONUT	FERN	LAGOON	MINT	JAVA
CERAMIC	MATISSE	PEAR	SNOW	MILANO	MULBERRY	TACHA	BURGUNDY	CHENIN	BLOSSOM
PRUSSIA	MANGO	SPINEL	CHINO	LAUREL	MARINER	MARBLE	CHERUB	GLACIER	TOPAZ

The cells in table C after transformation resemble the black spaces in one of the diagrams below. If the pattern lies in the middle of table C, either horizontally or vertically, use condition C. Otherwise use the condition corresponding to the quadrant in which the pattern lies.

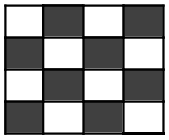
- A "Display is..." condition depends on the display shown before transformation.
- A "Display cooresponds to..." condition depends on the display shown after transformation.

A



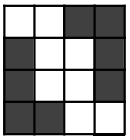
C) Display is a decoy.
TL) Display corresponds to a cell in the top half of the pattern.
TR) Display corresponds to a cell in the right half of the pattern.
BL) Display corresponds to a cell in the left half of the pattern.
BR) Display corresponds to a cell in the bottom half of the pattern.

B



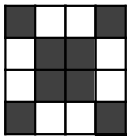
C) Display is a cell that matches its colour.
TL) Display is a red cell.
TR) Display is a green cell.
BL) Display is a blue cell.
BR) Display is a white cell.

C



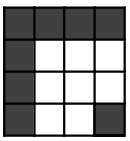
C) Display is a cell in the same 4x4 square as the pattern.
TL) Display corresponds to a cell on the bottom edge of table C.
TR) Display corresponds to a cell on the left edge of table C.
BL) Display corresponds to a cell on the right edge of table C.
BR) Display corresponds to a cell on the top edge of table C.

D



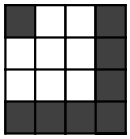
C) Display corresponds to a cell at the centre 2x2 square of the pattern.
TL) Display corresponds to a cell in an even row of the pattern.
TR) Display corresponds to a cell in an odd column of the pattern.
BL) Display corresponds to a cell in an even column of the pattern.
BR) Display corresponds to a cell in an odd row of the pattern.

E



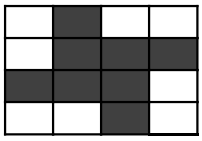
C) Display is the first in the sequence to correspond to a cell in the pattern.
TL) Display is the second in the sequence to correspond to a cell in the pattern.
TR) Display is the third in the sequence to correspond to a cell in the pattern.
BL) Display is the fourth in the sequence to correspond to a cell in the pattern.
BR) Display is the fifth in the sequence to correspond to a cell in the pattern.

F



C) Display is the last in the sequence to correspond to a cell in the pattern.
TL) Display is the first decoy in the sequence.
TR) Display is the second decoy in the sequence.
BL) Display is the third decoy in the sequence.
BR) Display is the last decoy in the sequence.

G



C) Display is four letters long.
TL) Display is five letters long.
TR) Display is six letters long.
BL) Display is seven letters long.
BR) Display is eight letters long.