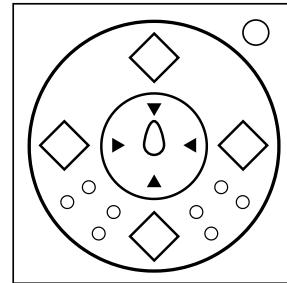


## On the Subject of Simon Swivels

*Imagine if such expertise were used to make something other than a dollar store knockoff.*



1. A sequence of coloured buttons will flash.
2. The knob can be set to one of four possible positions.
3. Use the first satisfied rules in the correct tables below to find which direction is "up" and which direction relative to the "up" direction to set the knob.
4. Use the table corresponding to the colour of the button the knob is pointing at to find a sequence of buttons to press.  
The knob must be in the correct position before any buttons are pressed.
5. The sequence will lengthen by one each time a sequence of presses is correctly entered into the module, until it is solved.
6. Once the first button is pressed, the LEDs will activate and a 40 second timer will begin to count down.
7. The pattern of lit LEDs form a  $2 \times 4$  region in one of the five  $4 \times 6$  tables below.  
When the timer expires, the knob must be facing the corresponding button.
8. The timer will continue to activate until the module is solved.

\*If the sequence begins to flash again after an input is made but not completed, the current input is reset.

### Assigning Up Position

If exactly one of the following is true, use the left table.

Otherwise use the right table:

- The serial number contains a vowel.
- There are two or more batteries on the bomb.

- |   |   |
|---|---|
| <ul style="list-style-type: none"> <li>• If the last flash matches the knob's colour, the <b>Red</b> button faces up.</li> <li>• Otherwise if the same button flashes twice in a row, the <b>Yellow</b> button faces up.</li> <li>• Otherwise if the green button doesn't flash, the <b>Green</b> button faces up.</li> <li>• Otherwise the <b>Blue</b> button faces up.</li> </ul> | <ul style="list-style-type: none"> <li>• If the south-facing button flashes last, the <b>Green</b> button faces up.</li> <li>• Otherwise if the blue button flashes exactly once, the <b>Blue</b> button faces up.</li> <li>• Otherwise if red and yellow flash consecutively, the <b>Yellow</b> button faces up.</li> <li>• Otherwise the <b>Red</b> button faces up.</li> </ul> |
|---|---|

## Setting Knob

If exactly one of the following is true, use the left table.

Otherwise use the right table:

- The bomb has a parallel port.
- There is a lit indicator labelled FRK on the bomb.

<ul style="list-style-type: none"> <li>• If more than one pair of opposite facing buttons flash consecutively, set the knob to the <b>Left</b> position.</li> <li>• Otherwise if the north-facing button flashes exactly once, set the knob to the <b>Down</b> position.</li> <li>• Otherwise if the red button flashes twice or more, set the knob to the <b>Right</b> position.</li> <li>• Otherwise set the knob to the <b>Up</b> position.</li> </ul>	<ul style="list-style-type: none"> <li>• If any button flashes three or more times, set the knob to the <b>Down</b> position.</li> <li>• Otherwise if the button facing down flashes last, set the knob to the <b>Right</b> position.</li> <li>• Otherwise if the button that matches the knob's colour doesn't flash, set the knob to the <b>Left</b> position.</li> <li>• Otherwise set the knob to the <b>Up</b> position.</li> </ul>
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## Press Sequence

Construct the sequence of presses by taking the columns corresponding to the colours that flashed and the rows corresponding to the value of the variable according to the table's colour.

Red = Strikes				
	Blue	Yellow	Green	Red
0	Yellow	Blue	Red	Green
1	Red	Yellow	Blue	Green
2	Red	Green	Yellow	Blue
3+	Yellow	Red	Green	Blue

Yellow = Remaining Bomb Time				
	Blue	Yellow	Green	Red
>75%	Blue	Red	Yellow	Green
50%-75%	Red	Blue	Green	Yellow
25%-50%	Yellow	Red	Blue	Green
<25%	Green	Blue	Yellow	Red

Green = Solved Modules				
	Blue	Yellow	Green	Red
<25%	Green	Yellow	Red	Blue
25%-50%	Yellow	Green	Blue	Red
50%-75%	Red	Blue	Yellow	Green
>75%	Blue	Green	Red	Yellow

Blue = Timer Activations				
	Blue	Yellow	Green	Red
0-1	Red	Green	Blue	Yellow
2-3	Green	Red	Yellow	Blue
4-5	Yellow	Green	Red	Blue
6+	Green	Red	Blue	Yellow

Resetting Timer

Red					
X		X	X		
	X	X		X	
X			X		X
	X		X		X

Yellow					
	X			X	X
X	X	X		X	
	X		X	X	
X		X	X		X

Green					
		X		X	
X	X	X	X		X
	X		X	X	X
		X			

Blue					
X		X			X
	X			X	
	X	X	X	X	
X		X	X		

Knob					
X		X	X	X	X
X			X		
		X	X		X
X	X		X	X	

- X = Lit LED
- Knob = Button that shares its colour with the knob.