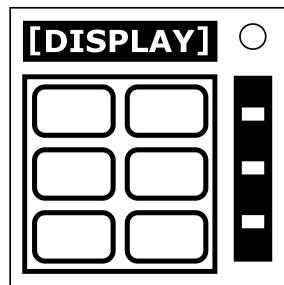


## On the Subject of Who's Simon?

No, seriously. Think about it. Who is he? Why does he only do things that begin with S? Why am I asking you all these questions?

1. The coloured buttons on the module will flash in a sequence.
2. Use the tables below to obtain a colour from a button in a particular position when a "LOOK AT" instruction is given.
3. Starting in the list corresponding to this colour, obtain a sequence of colours to input into the module by moving along the list until there are as many inputs as there are flashes.  
Switch to another list **before** obtaining a colour if its condition is met.  
Only do this once per input.
4. The module will advance to the next stage and increase the length of the sequence by one each time a sequence is correctly input until it is disarmed.
5. If the module is left idle before an input is complete, the sequence will begin to flash again and the input is reset.



### Stage 1

LOOK AT the colour or position in the display.

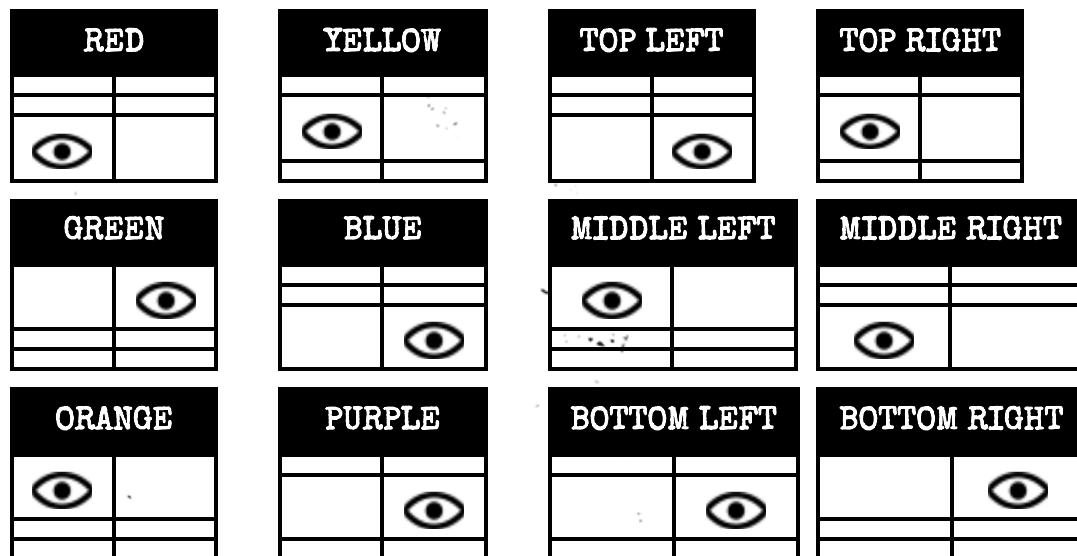
### Stage 2

If the display is a colour, LOOK AT the position of the button that is the displayed colour.

If the display is a position, LOOK AT the colour of the button in the displayed position.

### Stage 3

1. If the display is a colour, LOOK AT the position of the button that is the displayed colour.  
If the display is a position, LOOK AT the colour of the button in the displayed position.
2. Then, LOOK AT the obtained colour.



RED	PURPLE, GREEN, YELLOW, RED, BLUE, ORANGE
YELLOW	GREEN, RED, PURPLE, YELLOW, ORANGE, BLUE
GREEN	BLUE, PURPLE, ORANGE, GREEN, RED, YELLOW
BLUE	YELLOW, ORANGE, BLUE, PURPLE, GREEN, RED
ORANGE	ORANGE, YELLOW, RED, BLUE, PURPLE, GREEN
PURPLE	RED, BLUE, GREEN, ORANGE, YELLOW, PURPLE

**Stage 1**

IF the colour in the list occurs at, or earlier than, its position in the sequence of flashes, GO TO the list corresponding to the colour in the list.

**Stage 2**

IF the colour in the sequence of flashes occurs at, or earlier than, its position in the list, LOOK AT the position of the button that flashed and GO TO the list corresponding to the obtained colour.

**Stage 3**

IF the colour in the list at the position of the flash in the sequence never occurs in the sequence of flashes;

1. If the display is a colour, LOOK AT the colour in the list.  
If the display is a position, LOOK AT the position of the button whose colour is the colour in the list.
2. Then, GO TO the list corresponding to the obtained colour.