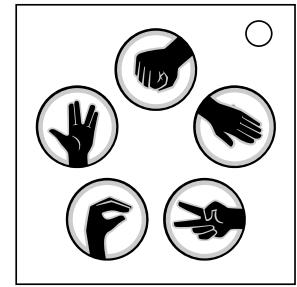# On the Subject of Rock-Paper-Scissors-Lizard-Spock

Anecdotal evidence suggests that in the game of Rock-Paper-Scissors, players familiar with each other will tie 75 to 80% of the time due to the limited number of outcomes. Rock-Paper-Scissors-Lizard-Spock was created by Internet pioneer Sam Kass as an improvement on the classic game. All hail Sam Kass. Hail.

To disarm this module, determine the correct signs to press.

First, determine the decoy. If the five signs are arranged in a regular pentagon, there is no decoy. Otherwise, the decoy is the one that is in the middle of the arrangement or in the middle in a line of three (horizontal, diagonal or vertical).

Next, go through the rows of the following table and determine the highest-scoring sign in each row. Stop at the first row in which there's no tie and the highest-scoring sign is not the decoy. Then press the signs on the module that beat this sign. If no row applies, press all signs except the decoy.

Which sign beats which? It's very simple. Scissors cuts paper. Paper covers rock. Rock crushes lizard. Lizard poisons Spock. Spock smashes scissors. Scissors decapitates lizard. Lizard eats paper. Paper disproves Spock. Spock vaporizes rock. And, as it always has, rock crushes scissors.

# of occurrences of:	Rock	Paper	Scissors	Lizard	Spock
	Paper, Spock	Scissors, Lizard	Rock, Spock	Rock, Scissors	Paper, Lizard
serial number letter Skip this row if the serial number contains X or Y.	R, O	P, A	S, I	L, Z	C, K
port Skip this row if a PS/2 port is present.	RJ-45	Parallel	Serial	DVI-D	Stereo RCA
lit indicator Skip this row if a lit TRN indicator is present.	FRK, FRQ	BOB, IND	CAR, SIG	CLR, NSA	SND, MSA
unlit indicator Skip this row if an unlit TRN indicator is present.	FRK, FRQ	BOB, IND	CAR, SIG	CLR, NSA	SND, MSA
serial number digit	0, 5	3, 6	1, 9	2, 8	4, 7