Language consists of 4 verbs and their opposites, the goal for the player is to learn all the other verbs in order to be able to define what is “open” for the elevator.

Vocabulary:

- On / Off
- Lift / Lower
- Open / Close
- Play / Mute

4 colours in a sequence define the words

GREEN
RED
CYAN
YELLOW

The verb provided to the player from the Conveyor Belt research object is ON

ON = GRRR
Opposite for ON is OFF and for that we get the first rule of opposite words:
Rule 1. **The opposite of RED is YELLOW.**

Thus, **OFF** = **GYYY**. (Player has to deduce this based on other clues in order to turn the static field off)

The Green however stays the same as later described in rule 2.

Lower is a word we can get from Octopus by asking to lower the press (at least)
LOWER = **YYGR**
and thus we get the opposite
LIFT = RRGY, except that what is the opposite of GREEN? with ON and OFF it remained the same, but that only happens for the first character.

RULE 2. **The first colour of a word is the same as the first colour of its opposite.**

So with rule 2 applied, **LIFT** becomes **YRGY**

But the **GREEN** here still stays the same, which is next as the third rule

Rule 3. **The GREEN always stays where it is.**

With these rules it is possible to find out Play / Mute:

MUTE is the another word that the player can see at the start,

its colour code is : **CRYG**

In order to have some use of it we need its opposite, **PLAY** (which turns the music player on (or siren))

So, according to rules 1,2 and 3

PLAY = CYRG.

So this leaves us with the much needed keywords **OPEN / CLOSE**.

We can find out **CLOSE** by asking the Octopus to show us an open box close its lid (at least).

CLOSE = RCGG

And here we need to use all the previously learned rules and additionally to realize that as the opposite of **RED** was **YELLOW** so the opposite of **CYAN** has to be **GREEN**. So now we realize that

OPEN = RGGG

This technically leaves two alternative solutions for the word CLOSE but maybe that's okay in this design

Octopus animations:

- Confusion = 2 tentacles on both sides go up and head tilts to side
    - wrong code inserted
- Lift = all tentacles go up slowly
- Play = tentacles dance, head goes from side to side
- On = tentacles form an “O”
- Off = tentacles form an “X”
- Lower = all tentacles go down slowly
- Mute = tentacles go in front of “mouth”
- Open = tentacles form a wall that “opens” up sideways
- Close = tentacles form a wall that “closes”
- Can’t see marker = one tentacle above eyes, head turning sideways

There’s going to be a set of four screens on the wall with instructions to communicating with the octopus. Some of the screens are off and show only static. The player must come up with the rest of the “rules”.

Sign on the wall, saying: “The title “Experimental communication guide #005”.
Preserved on the screen are:

- Just one verb (mute or lift)
- Another verb, but with the actual verb masked behind a fractured screen (the opposite of the previous one)
- A picture of the octopus expression