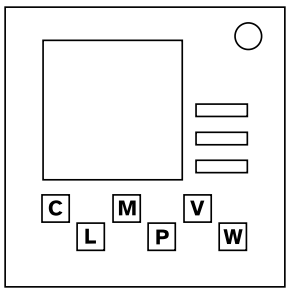
On the Subject of Noise Identification



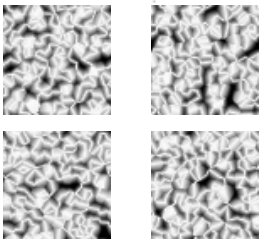
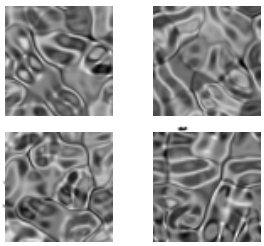
Listen very closely, and you'll probably hear nothing. It's not that kind of noise.

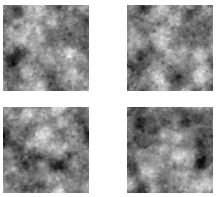
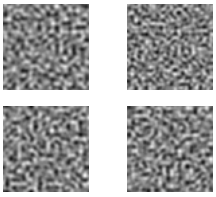
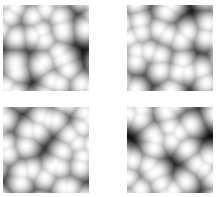
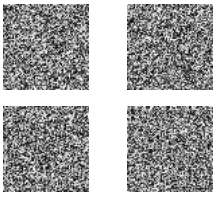
The module consists of six buttons marked with the letters "C" "L" "M" "P" "V" and "W", three LEDs indicating the current stage, and a display showing one type of Procedural Noise.

A Procedural Noise is a texture consisting of greyscale pixels that is generated algorithmically to be used in computer graphics. Six different types of Procedural Noises can appear on this module.

Input the correct Noise Type shown on the display using the button marked with its associated initial.

Inputting the wrong Noise Type will result in a strike, but will not reset any stages nor the image.

Visual Examples	Visual Description	Noise Name
	Harsh white lines making their way through the texture. Angular grey and black shapes appear in-between.	**Crystal**
	Mostly grey, elongated cell-like shapes, like those appearing at the bottom of a swimming pool.	**Liquid**

	Grainy texture, with both large dark or light spots. Similar to paint splatters.	**Moisture**
	Similar to blurred TV static, with noticeable dark and light pixels blurring with their neighbours.	**Perlin**
	Large white cells squeezed together, with thin black lines in-between dividing them.	**Voronoi**
	Similar to crisp TV static, all dark and light pixels are clearly distinct from their neighbours.	**White**