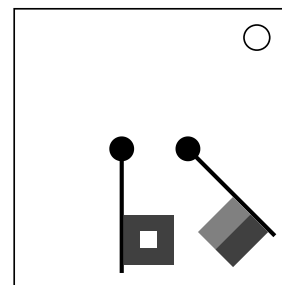


On the Subject of Maritime Semaphore

Make up your mind on what flags to use.

There are six flag configurations which can be viewed by pressing the left and right flagpoles. Each configuration consists of two maritime flags (the colorful patterns) and a semaphore (the way the flags are angled). The semaphore is always to be interpreted as a letter.



One configuration, the “dummy”, has at least one maritime flag that encodes a digit (rather than a letter).

Leaving a configuration unchanged for 10 seconds will submit it. Only one configuration will disarm the module. Otherwise, only the dummy is safe to stay on. The remaining 4 configurations will incur a strike when submitted.

To find out which configuration is the disarm configuration, obtain 10 digits from the table on the following page. Each row corresponds to a configuration in order. In each row that corresponds to a non-dummy configuration, obtain a digit from each half corresponding to the alphabetic distance between the semaphore and each maritime flag letter. Use the alphabetically earlier maritime flag letter in the left half and the later one in the right half, regardless of which one is on the left or right flag.

Add up all of those digits, then also add any numerical maritime flags used by the dummy. Finally, repeatedly subtract 6 until the result is in the range 1-6. The configuration in that position is the disarm configuration.

Table

← Earlier maritime flag letter										Pos	Later maritime flag letter →									
-10	-9	-8	-7	-6	-5	-4	-3	-2	-1		+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
0	2	4	9	6	5	8	7	1	3	1	0	2	1	5	9	6	8	4	7	3
3	7	9	1	2	8	5	0	4	6	2	7	3	6	5	1	0	4	2	8	9
2	7	1	4	8	5	9	3	0	6	3	8	6	5	3	2	9	4	7	1	0
8	0	3	4	2	5	6	9	1	7	4	5	1	9	4	7	0	2	6	3	8
1	8	7	6	3	4	9	0	5	2	5	6	2	7	1	8	5	4	9	0	3
2	0	8	3	7	1	6	5	4	9	6	7	6	5	4	9	2	1	8	3	0

Alphabet

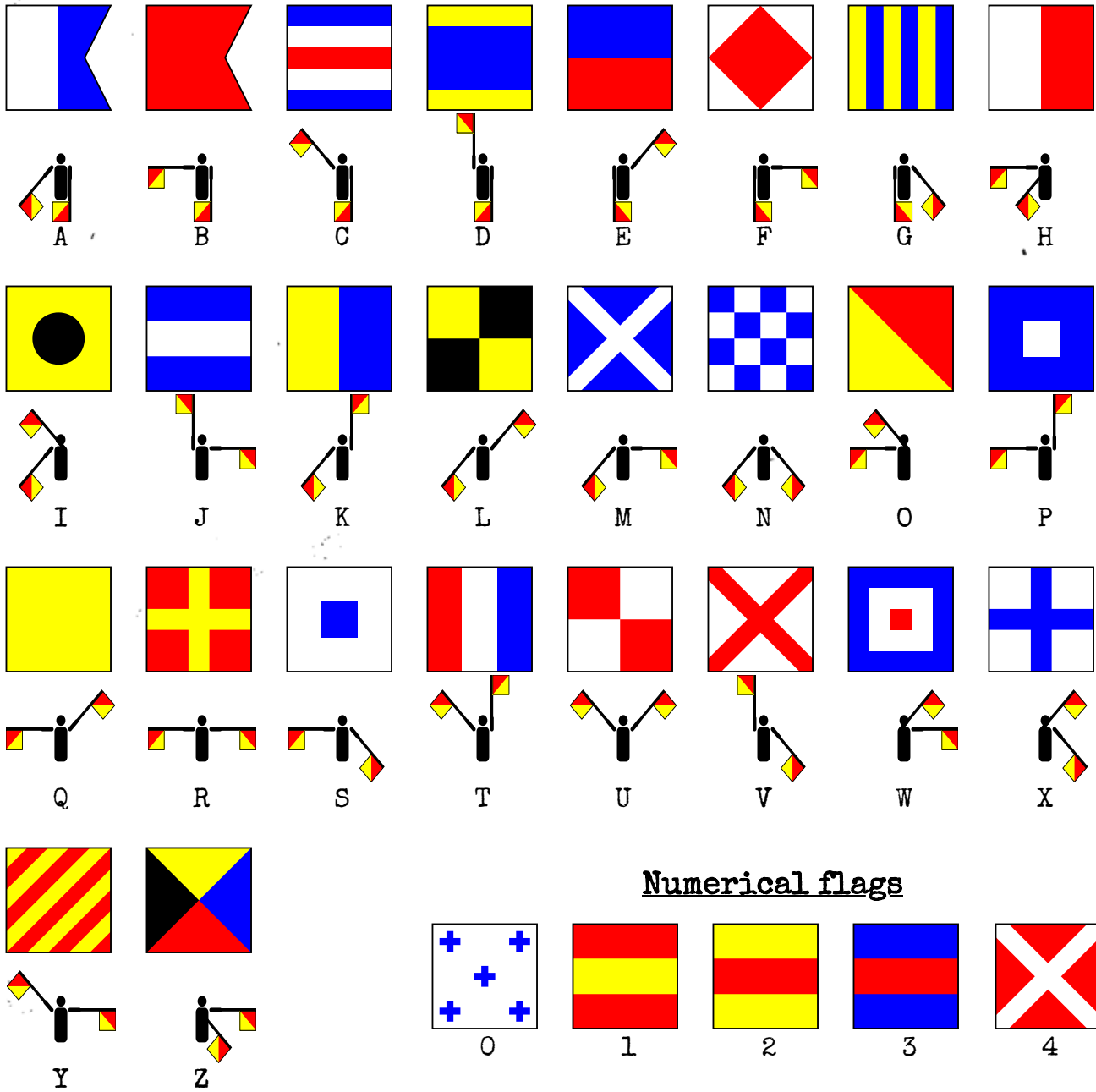
A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

In Twitch Plays

In TP, the 10-second submit timer does not trigger automatically. Use the `prev` and `next` commands to browse the configurations.

When the dummy is encountered for the first time, use `dummy`. Do not navigate away from the dummy without issuing this command first.

Use `submit` to submit the correct configuration. It will still take 10 seconds to disarm (or strike).

Letter flagsNumerical flags