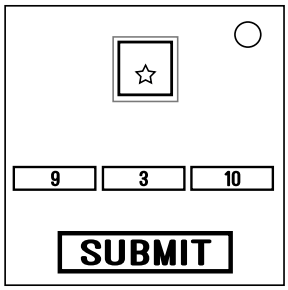
On the Subject of Epic Shapes



Geometry but Cooler.

- The module has 3 buttons, each with a number.
- Each button must be clicked a certain number of times.
- The display contains two figures.
- The button order is from left to right.
- After clicking the buttons the correct number of times, submit it to disarm the module.

In the manual, you will have to use *X*, *Y*, *Z*, etc. and replace them with numbers that will be used to solve the module.

Red Background If the bigger shape is a star, then *X* = 3. Otherwise, if the bigger shape is a square, then *X* = 1. Otherwise, if the bigger shape is a pentagon, then *X* = 6. Otherwise, *X* = 2.
Blue Background If the bigger shape is a star, then *X* = 2. Otherwise, if the bigger shape is a square, then *X* = 5. Otherwise, if the bigger shape is a pentagon, then *X* = 4. Otherwise, *X* = 1.
Green Background If the bigger shape is a star, then *X* = 1. Otherwise, if the bigger shape is a square, then *X* = 3. Otherwise, if the bigger shape is a pentagon, then *X* = 2. Otherwise, *X* = 6.
Other Background If the bigger shape is a star, then *X* = 4. Otherwise, if the bigger shape is a square, then *X* = 2. Otherwise, if the bigger shape is a pentagon, then *X* = 1. Otherwise, *X* = 3.

When the *X* value is assigned, go to "Small Figure Types."

Small Figure Types

- Recognize the smaller shape and assign the *Y* value based on it.
- Keep in mind that shapes can be rotated and filled inside.
  - If the smaller figure is a square and it's not filled in, then $Y = 2$.
  - Otherwise, if the smaller figure is a pentagon, it is rotated normally and it is filled in, then $Y = 5$.
  - Otherwise, if the smaller figure is a star and it is filled in, then $Y = 1$.
  - Otherwise, if the smaller figure is a square and it is filled in, then $Y = 4$.
  - Otherwise, $Y = 6$.

When the *Y* value is assigned, go to "Buttons."

Buttons

- Use the numbers on the buttons to assign the *Z* value.
  - Get the first button number and assign it as *A*.
  - Get the second button number and assign it as *B*.
  - If *A* is greater than *B*, then perform $A-B$. Otherwise, perform $B-A$.
  - Assign the resulting number from the previous calculation as *D*.
  - Get the third button number and assign it as *C*.
  - The *Z* value will be equal to $D+C$.

Now add the *X*, *Y*, and *Z* values together, and the result of the calculation will be assigned as *W*.

When the *W* value is assigned, go to the last step, "Defusing."

Defusing

- After getting all your information, locate the rule that applies first and follow the given instructions from it.

If *W* is between 0 and 8, then Click the first button *A* times, after that Click the second button *B* times, after that Click the third button *C* times.
Otherwise, if *W* is between 9 and 16, then Click the first button 6 times, after that Click the second button 3 times, after that Click the third button *A* times.
Otherwise, if *W* is between 17 and 25 and there are 2 or more batteries on the bomb, then Click the first button *C* times, after that Click the second button *B* times, after that Click the third button *C* times.
Otherwise, if none of the above applies, then Click the first button *C* times, after that Click the second button once, after that Click the third button *A* times.

When each button has been clicked the correct number of times, press the "SUBMIT" button to disarm the module.