

On the Subject of Recolour Flash

Dictum ex sequentia: "If you think you can't, you can't. If you think you can, you still can't."

A Recolour Flash module cycles through two displays with a break indicating the end of the sequence.

The first flash represents a position in the grid on the right. The word of the first flash refers to the column, and the colour of the first flash refers to the row.

The word of the second flash indicates what color should be filled in at that position.

The colour of the second flash indicates what colour should be placed one space in the direction determined by the serial number. The place to fill the second colour may wrap around to the opposite side of the grid.

If the first two characters of the serial number are...

- Letter-Letter: Go up.
- Number-Letter: Go right.
- Number-Number: Go down.
- Letter-Number: Go left.

Then, answer the following question using the YES and NO buttons:

Has a cell in the grid been recoloured with a new colour?

If a cell has not been recoloured, repeat the same process with the new sequence.

Once a cell has been recoloured, the display will change to show one word in one colour. Take note of the colour previously at that cell, and the colour that was used to recolour that cell. (There may be multiple instances of a recolour.)

Then, answer the following question using the YES and NO buttons:

Does the word match the colour used to recolour a position in the grid, and does the colour of the word match the colour that had been recoloured with a new colour in that same position in the grid?

Answering any question incorrectly will incur a strike and reset you to the start of the module. Answering the second question correctly with 'YES' will disarm the module.

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<DISPLAY>

YES

NO

	R	Y	G	B	M	W
R						
Y						
G						
B						
M						
W						