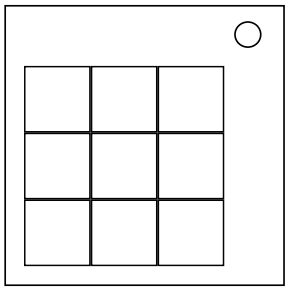
On the Subject of Simon Shapes



A pattern is a pattern is a pattern.

- This module has 6 colored buttons (colored red, green, blue, cyan, magenta, and yellow) and 3 gray buttons forming a 3×3 grid.
- For each stage, there will be a flashing sequence of 2–5 colors. Using the positions of the flashes in reading order (indexing from 1, and only counting the colored squares), follow the steps in Section 1 below to create a shape. Find that shape in Table B and input the row and column colors back into the module according to Section 2. The inputs should stack upon each stage.
- After 2–5 successful stages, the colors will stop flashing. The cells within Table B used in the previous stages will make another shape in Table B. Form that shape using the 3×3 grid to solve the module.
- **NOTE:** Shapes can wrap around the table in both Table A and B.

Section 1

For each stage, determine a reference digit using edgework:

- Stage 1: Sum of the serial number digits % 12
- Stage 2: (Batteries + Ports)^2 % 12
- Stage 3 and onwards: Sum of the alphabetic positions of the first letter of each indicator % 12

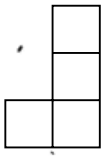
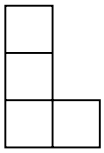
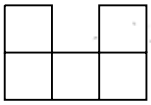
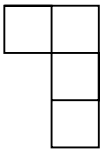
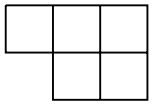
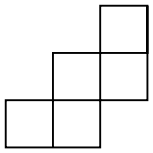
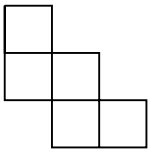
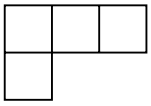
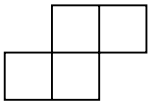
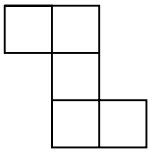
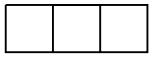
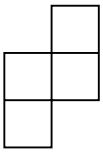
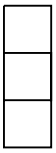
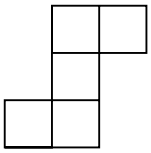
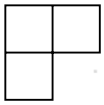
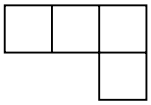
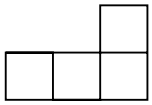
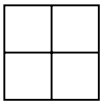
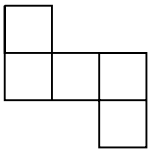
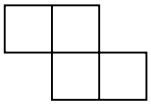
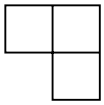
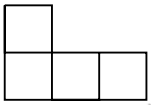
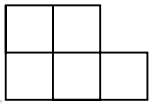
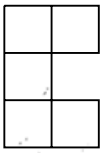
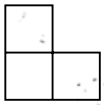
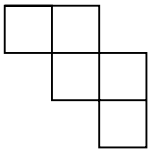
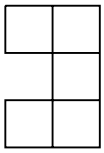
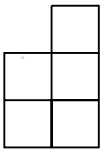
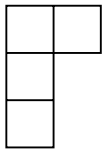
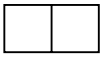
Find the stage's first flash within the row/column of the reference digit. Move around the grid to adjacent cells (not diagonally) that match the position of each flash. This should result in a shape from Table B.

Table A:

	0	1	2	3	4	5
6	1	2	3	4	5	6
7	4	5	6	1	2	3
8	2	3	4	5	6	1
9	6	1	2	3	4	5
10	3	4	5	6	1	2
11	5	6	1	2	3	4

Section 2

If the first digit of the serial number is even, input the column first, otherwise input the row first.

Table B	Red	Green	Blue	Yellow	Magenta	Cyan
Red						
Green						
Blue						
Yellow						
Magenta						
Cyan