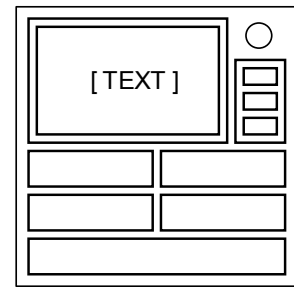


## On the Subject of Sea Shells

Clear communication is crucial when defusing bombs. One can only assume that this module doesn't want to be defused.



- The Sea Shells module consists of a display and five buttons.
- The display shows a phrase. The first two words of the phrase refer to a row of Table 1. The third and fourth words refer to a column of Table 1. The remainder of the phrase refers to Table 2.
- Table 1 will give a code, and Table 2 will provide a key to turn the code into a sequence of words.
- The buttons must be used to input the sequence of words. Pressing an incorrect button will result in a strike and reset the current stage of the module.
- Inputting a correct sequence three times will disarm the module.

**Table 1:**

	SEA SHELLS	SHE SHELLS	SEA SELLS	SHE SELLS
SHE SELLS	BDABDAB	ACEEAC	EACEACE	DAABDAB
SHE SHELLS	BEEBBE	CDCCDB	EAEAEA	BEEDA
SEA SHELLS	ABABA	EAAEEA	DBEAC	ABDBAA
SEA SELLS	ACACEAC	DBAEC	EBDADAB	CECEC

**Table 2:**

ON THE SEA SHORE	A = shoe D = sit	B = shih tzu E = sushi	C = she
ON THE SHE SORE	A = can D = 2	B = toucan E = cancan	C = tutu
ON THE SHE SURE	A = witch D = twitch	B = switch E = stitch	C = itch
ON THE SEESAW	A = burglar alarm D = burger	B = Bulgaria E = llama	C = armour