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    "SimpleWirePuzzle": "Here is the manual:\nWirePuzzle module can have 3-6 wires on it.\nOnly the one correct wire needs to be cut to disarm the module.\nWire ordering begins with the first on the top.\n\n3 wires:\nIf there are no red wires, cut the second wire.\nOtherwise, if the last wire is white, cut the last wire.\nOtherwise, if there is more than one blue wire, cut the last blue wire.\nOtherwise, cut the last wire.\n\n4 wires:\nIf there is more than one red wire and the last digit of the serial number is odd, cut the last red wire.\nOtherwise, if the last wire is yellow and there are no red wires, cut the first wire.\nOtherwise, if there is exactly one blue wire, cut the first wire.\nOtherwise, if there is more than one yellow wire, cut the last wire.\nOtherwise, cut the second wire.\n\n5 wires:\nIf the last wire is black and the last digit of the serial number is odd, cut the fourth wire.\nOtherwise, if there is exactly one red wire and there is more than one yellow wire, cut the first wire.\nOtherwise, if there are no black wires, cut the second wire.\nOtherwise, cut the first wire.\n\n6 wires:\nIf there are no yellow wires and the last digit of the serial number is odd, cut the third wire.\nOtherwise, if there is exactly one yellow wire and there is more than one white wire, cut the fourth wire.\nOtherwise, if there are no red wires, cut the last wire.\nOtherwise, cut the fourth wire.",
    "WhoPuzzle": "1. Read the display and use step 1 to determine which button label to read.\n2. Using this button label, use step 2 determine which button to push.\n\nStep 1:\nBased on the display, ask the SOLVER to read the label of a particular button and proceed to step 2:\n\"YES\": Middle Left\n\"FIRST\": Top Right\n\"DISPLAY\": Bottom Right\n\"OKAY\": Top Right\n\"SAYS\": Bottom Right\n\"NOTHING\": Middle Left\n\"(No Text)\": Bottom Left\n\"BLANK\": Middle Right\n\"NO\": Bottom Right\n\"LED\": Middle Left\n\"LEAD\": Bottom Right\n\"READ\": Middle Right\n\"RED\": Middle Right\n\"REED\": Bottom Left\n\"LEED\": Bottom Left\n\"HOLD ON\": Bottom Right\n\"YOU\": Middle Right\n\"YOU ARE\": Bottom Right\n\"YOUR\": Middle Right\n\"YOU'RE\": Middle Right\n\"UR\": Top Left\n\"THERE\": Bottom Right\n\"THEY'RE\": Bottom Left\n\"THEIR\": Middle Right\n\"THEY ARE\": Middle Left\n\"SEE\": Bottom Right\n\"C\": Top Right\n\"CEE\": Bottom Right\n\nStep 2:\nUsing the label from step 1, push the first button that appears in its corresponding list:\n\"READY\": YES, OKAY, WHAT, MIDDLE, LEFT, PRESS, RIGHT, BLANK, READY, NO, FIRST, UHHH, NOTHING, WAIT\n\"FIRST\": LEFT, OKAY, YES, MIDDLE, NO, RIGHT, NOTHING, UHHH, WAIT, READY, BLANK, WHAT, PRESS, FIRST\n\"NO\": BLANK, UHHH, WAIT, FIRST, WHAT, READY, RIGHT, YES, NOTHING, LEFT, PRESS, OKAY, NO, MIDDLE\n\"BLANK\": WAIT, RIGHT, OKAY, MIDDLE, BLANK, PRESS, READY, NOTHING, NO, WHAT, LEFT, UHHH, YES, FIRST\n\"NOTHING\": UHHH, RIGHT, OKAY, MIDDLE, YES, BLANK, NO, PRESS, LEFT, WHAT, WAIT, FIRST, NOTHING, READY\n\"YES\": OKAY, RIGHT, UHHH, MIDDLE, FIRST, WHAT, PRESS, READY, NOTHING, YES, LEFT, BLANK, NO, WAIT\n\"WHAT\": UHHH, WHAT, LEFT, NOTHING, READY, BLANK, MIDDLE, NO, OKAY, FIRST, WAIT, YES, PRESS, RIGHT\n\"UHHH\": READY, NOTHING, LEFT, WHAT, OKAY, YES, RIGHT, NO, PRESS, BLANK, UHHH, MIDDLE, WAIT, FIRST\n\"LEFT\": RIGHT, LEFT, FIRST, NO, MIDDLE, YES, BLANK, WHAT, UHHH, WAIT, PRESS, READY, OKAY, NOTHING\n\"RIGHT\": YES, NOTHING, READY, PRESS, NO, WAIT, WHAT, RIGHT, MIDDLE, LEFT, UHHH, BLANK, OKAY, FIRST\n\"MIDDLE\": BLANK, READY, OKAY, WHAT, NOTHING, PRESS, NO, WAIT, LEFT, MIDDLE, RIGHT, FIRST, UHHH, YES\n\"OKAY\": MIDDLE, NO, FIRST, YES, UHHH, NOTHING, WAIT, OKAY, LEFT, READY, BLANK, PRESS, WHAT, RIGHT\n\"WAIT\": UHHH, NO,
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BLANK, OKAY, YES, LEFT, FIRST, PRESS, WHAT, WAIT, NOTHING, READY, RIGHT, MIDDLE\n\"PRESS\": RIGHT, MIDDLE, YES, READY, PRESS, OKAY, NOTHING, UHHH, BLANK, LEFT, FIRST, WHAT, NO, WAIT\n\"YOU\": SURE, YOU ARE, YOUR, YOU'RE, NEXT, UH HUH, UR, HOLD, WHAT?, YOU, UH UH, LIKE, DONE, U\n\"YOU ARE\": YOUR, NEXT, LIKE, UH HUH, WHAT?, DONE, UH UH, HOLD, YOU, U, YOU'RE, SURE, UR, YOU ARE\n\"YOUR\": UH UH, YOU ARE, UH HUH, YOUR, NEXT, UR, SURE, U, YOU'RE, YOU, WHAT?, HOLD, LIKE, DONE\n\"YOU'RE\": YOU, YOU'RE, UR, NEXT, UH UH, YOU ARE, U, YOUR, WHAT?, UH HUH, SURE, DONE, LIKE, HOLD\n\"UR\": DONE, U, UR, UH HUH, WHAT?, SURE, YOUR, HOLD, YOU'RE, LIKE, NEXT, UH UH, YOU ARE, YOU\n\"U\": UH HUH, SURE, NEXT, WHAT?, YOU'RE, UR, UH UH, DONE, U, YOU, LIKE, HOLD, YOU ARE, YOUR\n\"UH HUH\": UH HUH, YOUR, YOU ARE, YOU, DONE, HOLD, UH UH, NEXT, SURE, LIKE, YOU'RE, UR, U, WHAT?\n\"UH UH\": UR, U, YOU ARE, YOU'RE, NEXT, UH UH, DONE, YOU, UH HUH, LIKE, YOUR, SURE, HOLD, WHAT?\n\"WHAT?\": YOU, HOLD, YOU'RE, YOUR, U, DONE, UH UH, LIKE, YOU ARE, UH HUH, UR, NEXT, WHAT?, SURE\n\"DONE\": SURE, UH HUH, NEXT, WHAT?, YOUR, UR, YOU'RE, HOLD, LIKE, YOU, U, YOU ARE, UH UH, DONE\n\"NEXT\": WHAT?, UH HUH, UH UH, YOUR, HOLD, SURE, NEXT, LIKE, DONE, YOU ARE, UR, YOU'RE, U, YOU\n\"HOLD\": YOU ARE, U, DONE, UH UH, YOU, UR, SURE, WHAT?, YOU'RE, NEXT, HOLD, UH HUH, YOUR, LIKE\n\"SURE\": YOU ARE, DONE, LIKE, YOU'RE, YOU, HOLD, UH HUH, UR, SURE, U, WHAT?, NEXT, YOUR, UH UH\n\"LIKE\": YOU'RE, NEXT, U, UR, HOLD, DONE, UH UH, WHAT?, UH HUH, YOU, LIKE, SURE, YOU ARE, YOUR",

  "MemoryPuzzle": "Press the correct button to progress the module to the next stage. Complete all stages to disarm the module.\nPressing an incorrect button will reset the module back to stage 1.\nButton positions are ordered from left to right.\n\nStage 1: If the display is 1, press the button in the second position.\nIf the display is 2, press the button in the second position.\nIf the display is 3, press the button in the third position.\nIf the display is 4, press the button in the fourth position.\n\nStage 2: If the display is 1, press the button labeled \"4\".\nIf the display is 2, press the button in the same position as you pressed in stage 1.\nIf the display is 3, press the button in the first position.\nIf the display is 4, press the button in the same position as you pressed in stage 1.\n\nStage 3: If the display is 1, press the button with the same label you pressed in stage 2.\nIf the display is 2, press the button with the same label you pressed in stage 1.\nIf the display is 3, press the button in the third position.\nIf the display is 4, press the button labeled \"4\".\n\nStage 4: If the display is 1, press the button in the same position as you pressed in stage 1.\nIf the display is 2, press the button in the first position.\nIf the display is 3, press the button in the same position as you pressed in stage 2.\nIf the display is 4, press the button in the same position as you pressed in stage 2.\n\nStage 5: If the display is 1, press the button with the same label you pressed in stage 1.\nIf the display is 2, press the button with the same label you pressed in stage 2.\nIf the display is 3, press the button with the same label you pressed in stage 4.\nIf the display is 4, press the button with the same label you pressed in stage 3.",

  "PasswordPuzzle": "The buttons above and below each letter will cycle through the possibilities for that position.\nEach cycle will have 3 consecutive letters.\nOnly one combination of the available letters will match a password below.\nPress the submit button once the correct word has been set.\n\nThe list of possible words are: ['about', 'after', 'again', 'below', 'could',

'every', 'first', 'found', 'great', 'house', 'large', 'learn', 'never', 'other', 'place', 'plant', 'point', 'right', 'small', 'sound', 'spell', 'still', 'study', 'their', 'there', 'these', 'thing', 'think', 'three', 'water', 'where', 'which', 'world', 'would', 'write'].",

"ButtonPuzzle": "Follow these rules.\n\nIf the button is yellow, hold the button and refer to the next set of instructions of when to release it.\n\nIf you start holding the button down, a colored strip will light up on the right side of the module. Based on its color, you must release the button at a specific point in time:\n\nBlue strip: release when the countdown timer has a 4 in any position.\nWhite strip: release when the countdown timer has a 1 in any position.\nYellow strip: release when the countdown timer has a 5 in any position.\nAny other color strip: release when the countdown timer has a 1 in any position.",

"LedPuzzle": "Two to five LEDs are installed at the top of the module, representing stages. To disarm the module, these stages must be solved in order.\nFour buttons with four different letters are shown. The letters change at each stage.\nThe current stage is indicated by a number in the top left of the module.\nThe current stage's multiplier is indicated by that stage's LED according to the following mapping:\n\nRed 2, Green 3, Blue 4, Yellow 5, Purple 6, Orange 7\n\nAssign each letter of the alphabet to the numbers 0-25 (A = 0, B = 1, C = 2, etc.).\nA button is correct if its letter value, multiplied by the current stage's multiplier, modulo 26, is equal to the value of the letter on its diagonally opposite button.\nAt each stage, press a correct button. There may be more than one possible answer.",

"ColourPuzzle": "Press all squares in the correct group to progress the module.\nPressing a square will cause it to light up white.\nMake all squares white to disarm the module.\nTo begin, press the color group containing the fewest squares.\nIf there is a tie, you should choose the first color that appears in the list [\"Red\", \"Blue\", \"Green\", \"Yellow\", \"Magenta\"].\nThen use the table to determine the next group to press in each stage.\n\"Group\" refers to all squares of a particular color, or all non-white squares in the topmost row or leftmost column containing non-white squares.\nPressing an incorrect square will result in a strike and reset the module.\nWhite squares will remain white for the duration of the module, but non-white squares may change color in each stage.\nThe table below is given to help choose what to subgroup to press next. The numbered keys are the number of currently white squares and the \"previously pressed colour\" key gives you values that you can use to get the index for what colour you need for the corresponding number of white squares.\n\n{\"previously pressed colour\": [\"Red\", \"Blue\", \"Green\", \"Yellow\", \"Magenta\", \"Row\", \"Column\"], 1: [\"Blue\", \"Column\", \"Red\", \"Yellow\", \"Row\", \"Green\", \"Magenta\"], 2: [\"Row\", \"Green\", \"Blue\", \"Magenta\", \"Red\", \"Column\", \"Yellow\"], 3: [\"Yellow\", \"Magenta\", \"Green\", \"Row\", \"Blue\", \"Red\", \"Column\"], 4: [\"Blue\", \"Green\", \"Yellow\", \"Column\", \"Red\", \"Row\", \"Magenta\"], 5: [\"Yellow\", \"Row\", \"Blue\", \"Magenta\", \"Column\", \"Red\", \"Green\"], 6: [\"Magenta\", \"Red\", \"Yellow\", \"Green\", \"Column\", \"Blue\", \"Row\"], 7: [\"Green\", \"Row\", \"Column\", \"Blue\", \"Magenta\", \"Yellow\", \"Red\"], 8: [\"Magenta\", \"Red\", \"Green\", \"Blue\", \"Yellow\", \"Column\", \"Row\"], 9: [\"Column\", \"Yellow\", \"Red\", \"Green\", \"Row\", \"Magenta\", \"Blue\"], 10: [\"Green\", \"Column\", \"Row\", \"Red\", \"Magenta\", \"Blue\", \"Yellow\"], 11: [\"Red\", \"Yellow\", \"Row\", \"Column\", \"Green\", \"Magenta\", \"Blue\"], 12: [\"Column\", \"Row\", \"Column\", \"Row\", \"Row\", \"Column\", \"Row\"], 13: [\"Row\", \"Column\", \"Row\", \"Column\", \"Row\", \"Column\", \"Column\"], 14: [\"Column\", \"Column\", \"Row\", \"Row\", \"Column\",

\"Row\", \"Column\"], 15: [\"Row\", \"Row\", \"Column\", \"Row\", \"Column\", \"Column\", \"Row\"]}",

    "MazePuzzle": "The mouse can move forward or backward or turn left or right.\nTo disarm the module, navigate the mouse to the accepting position and press the circular button with the labyrinth.\nPressing the button at any other location causes a strike.\nThe accepting position is marked with one of four colored spheres.\nWhich one depends on the color of the torus in the middle of the maze, according to the table below.\n\ntorus_colors = [\"Green\", \"Blue\", \"Red\", \"Yellow\"]\nsphere_colors = [\"Blue\", \"Red\", \"Green\", \"Yellow\"]",

    "SoundPuzzle": "Press the play button to play a sound clip through the speaker. Each sound clip has a corresponding code that contains any of the four symbols $ * & #. Match the sound clip to the options below and enter the corresponding code via the four button keypad.\n\nTaxi Dispatch &&&**\nCow &$#$&\nExtractor Fan $#$*&\nTrain Station #$$**",

    "EXPERT": "You are the expert in a cooperative game involving solving puzzles. As the expert, you hold the puzzle solution manual, containing vital information on various modules and their corresponding solution procedures. Your task is to listen carefully to the solver's descriptions of the puzzles and provide clear and accurate instructions to guide them through the solution. Be as concise and precise in your instructions as possible. If the solver does not provide you with enough information, ask for clarification if needed. ONLY FINISH THE EXPERT'S DIALOGUE.",

    "SOLVER": "You are the solver in a cooperative game involving solving puzzles. As the solver, you are presented with an image of the puzzle, along with possible actions you may take. You should only attempt some actions if you are certain of the solution. Otherwise, you should describe the image and ask the expert. When asking the expert, keep in mind the expert cannot see the image. Your description should be concise but also detailed enough to convey the details to the expert through text only. Once you are certain of the solution, respond with just the name of the action you chose. ONLY FINISH THE SOLVER'S DIALOGUE.",

    "history": "You are also being provided a history of past interactions in the game that led to a successful completion of the puzzle. You can use this information as well to determine which paths are more useful when coming up with suggestions"
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