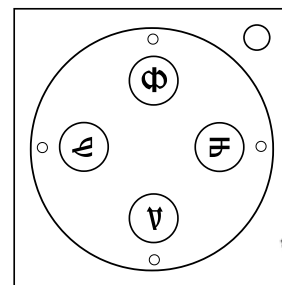


On the Subject of Spinning Buttons

You spin me right round baby, right round!

- The module shows four spinning coloured buttons on a spinning turntable.
- To disarm the module press all four buttons in the correct order in accordance with the rules below.
- Each button will contain one of six Cyrillic characters and be one of six colours.
- The combined character and colour gives each button a value as defined in the table below.
- Find the value of each button and then press them in ascending order.
- If two or more buttons have the same value, their order is interchangeable.
- Pressing an incorrect button will reset the buttons and cause a strike.



| Button Colour | Button Character | | | | | |
|---------------|------------------|---|---|---|---|----|
| | Ф | Л | Ъ | Ы | Д | |
| Red | 0 | 1 | 2 | 3 | 4 | 5 |
| Purple | 1 | 2 | 3 | 4 | 5 | 6 |
| Orange | 2 | 3 | 4 | 5 | 6 | 7 |
| Grey | 3 | 4 | 5 | 6 | 7 | 8 |
| Green | 4 | 5 | 6 | 7 | 8 | 9 |
| Blue | 5 | 6 | 7 | 8 | 9 | 10 |