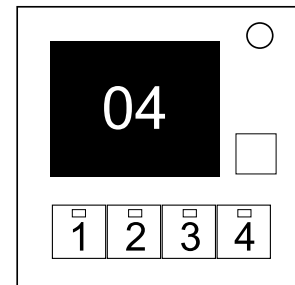


## On the Subject of Mad Memory

*Bonus points to any team who can disarm this without writing everything down.*

- Select all the correct buttons and then press the green button to progress the module to the next stage.
- Complete all stages to disarm the module.
- Pressing the green button when an incorrect button is selected, or when a correct button is not selected, will reset the module back to stage 1.
- Button positions are ordered from left to right.
- For each stage except stage 1, use only the first rule that applies.
- "Type" is referring to the display showing either a digit, two digits, a numeral or a similar word.



### Stage List

*Note: Due to the extensive nature of the following text, its size was reduced as much as possible. Synchronicity Datalabs apologizes for the possibility of inconvenient consequences.*

#### **Stage 1:**

If the display shows one digit, select the button in the third position.  
 If the display shows two digits, select the button in the second position.  
 If the display shows a numeral, select the button labeled "2".  
 If the display shows another word, select the button labeled "1".

If the displayed text resembles a 1, select the button in the fourth position.  
 If the displayed text resembles a 2, select the button labeled "3".  
 If the displayed text resembles a 3, select the button labeled "4".  
 If the displayed text resembles a 4, select the button in the first position.

#### **Stage 2:**

If the display is the same as in stage 1, select the buttons on the positions unselected in stage 1.  
 If the display has the type from stage 1, select the buttons with the labels selected in stage 1.  
 If the displayed text resembles the number from stage 1, select the buttons with the labels that are less or equal to the number of characters on the display in stage 1.  
 Otherwise, select the button labeled "4" and the button in the position on the display.

#### **Stage 3:**

If the display is the same as in stage 1 or 2, select the buttons with the labels unselected in stage 2.  
 If the display has the type from stage 2, select the buttons with the labels unselected in stage 1.  
 If the displayed text resembles the number from stage 1, select the button with the number of characters on the display in stage 2 (if such button exists) and the button with the label on the display.  
 Otherwise, select the buttons with previously unselected labels and the buttons in previously unselected positions.

#### **Stage 4:**

If the previously displayed text resembled three different numbers, select the buttons in the respective positions.  
 If there's exactly one unpressed label, select all buttons except the button with that label as its position.  
 If the display has the type from any other stage, select all the buttons with the labels displayed on any such stages.  
 If the display has the number from any other stage, select the button with the position displayed on all such stages.  
 Otherwise, select the buttons in all the positions that have been selected less than three times.