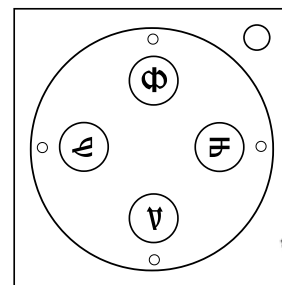# On the Subject of Spinning Buttons

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					
	f	l	q	w	y	d
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