# On the Subject of Graphic Memory

Now it's less graphic, I assume?

- Press any button to start disarming the module.
- This module has 5 to 8 stages. Pressing an incorrect button will cause a strike and **reset the module.**
- For each button press, refer to all the tables below to determine the correct button (with the most conditions that applies). If there are tie, press any of the tied buttons.
- What you need to note:-
  - Which button is pressed the most (TL/TR/BL/BR).
  - Number of triangles/squares with their respective colors.
  - Determine whether the button contains more triangles than squares, or more squares than triangles.
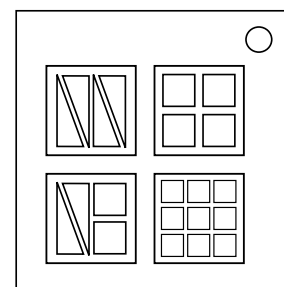
On every button presses, more ... buttons are pressed	
Top-Left	BR
Top-Right	TL
Bottom-Left	TR
Bottom-Right	BL
(two or more buttons are equal)	Skip

Previously pressed have more ... than other shape	
Blue Triangles	TL
Green Triangles	TR
Yellow Squares	BL
Purple Squares	BR
(none applies)	Skip

On every button presses, more buttons with ... are pressed	
More triangles than squares	TL
More squares than triangles	BL
(none applies)	Skip

Previously pressed have more ...	
Total of RBY than GOP colors	TR
Total of GOP than RBY colors	BR
(Total of RBY = GOP)	Skip

Previously pressed have more ...	
Squares	BR
Triangles	TR
(Squares = Triangles)	TL

Rare case	
Equal amount of all possible colors	TL
Otherwise	Skip