# On the Subject of Graphic Memory

*Now it's less graphic, I assume?*

- The module consists of four buttons with different colors and shapes.
- 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, the correct button is any button with the most conditions that applies.
- If there are tie, press any of the tied buttons.
- Conditions always refer to the button **previously pressed,** except the first table, which refers to ALL previously pressed.
- What you need to note:-
    - Number of button pressed (TL/TR/BL/BR)
    - Number of triangles/squares with their respective colors
    - Determine whether the button is "Majority Squares" or "Majority Triangles"
    - Number of "Majority Squares" and "Majority Triangles" button pressed
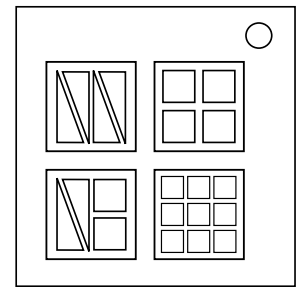
| More ... buttons pressed | TL | BR |
| | TR | TL |
| | BL | TR |
| | BR | BL |
| | Majority Triangles | TL |
| | Majority Squares | BL |

| More ... than other shape | |
|---|---|
| Blue Triangles | TL |
| Green Triangles | TR |
| Yellow Squares | BL |
| Purple Squares | BR |
| **Shapes in R B Y is ... than G O P** | |
| More | TR |
| Less | BR |
| **Same ...** | |
| Number of Squares and Triangles | TL |
| Number of all possible colors | BL |
| **More ...** | |
| Squares | BR |
| Triangles | TR |