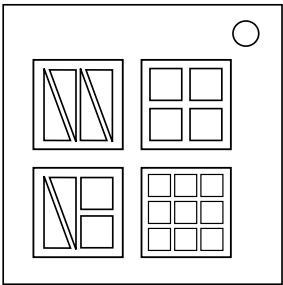


On the Subject of Graphic Memory

Now it's less graphic, I assume?

- Press any button to start disarming the module.
- This module has 5 to 8 stages (4–7 presses). 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:-
 - Position of pressed button (TL/TR/BL/BR). (TL Table)
 - Number of R,B,Y,G,O,P squares and number of R,B,Y,G,O,P triangles (TR Table)
 - Number of majority squares (more squares than triangles) and majority triangles (more triangles than squares) pressed. (ML Table)
 - Total of RBY (combined) and GOP (combined) colors. (MR Table)
 - Number of triangles and squares. (BL Table)
 - Total of R,B,Y,G,O,P color (BR Table)
- On every stage, add the numbers determined above to the calculated number on previous stages.



More ... buttons are pressed		More ... than other shape	
Top-Left	BR	Blue Triangles	TL
Top-Right	TL	Green Triangles	TR
Bottom-Left	TR	Yellow Squares	BL
Bottom-Right	BL	Purple Squares	BR
(two or more buttons are equal)	Skip	(none applies)	Skip

More buttons with ... are pressed		Previously pressed have more ...	
Majority triangles	TL	Total of RBY than GOP colors	TR
Majority squares	BL	Total of GOP than RBY colors	BR
(none applies)	Skip	(Total of RBY = GOP)	Skip

More total ...		Rare case	
Squares	BR	Equal amount of all possible colors	TL
Triangles	TR	Otherwise	Skip
(Squares = Triangles)	TL		