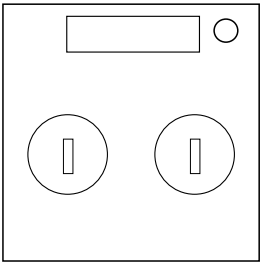


On the Subject of Turn The Keys

Order is everything.

This module has two keys and a display. The display indicates the module's priority (higher is more important). Any other module affected by this module is marked with a key symbol (P).

If the defuser is handling multiple bombs, the below rules apply to all bombs collectively, not individually.



WARNING:

Do not disarm any of the following five modules before disarming all Turn The Keys modules:

- Complicated Wires
- Memory
- Cryptography
- Wire Sequence
- Maze

1. Step

Disarm all the following modules:

- The Button
- Round Keypad (Not "Keypad")
- Colour Flash
- Two Bits
- Morse Code
- Wires (Not "Complicated Wires" nor "Wire Sequence")

2. Step

Turn all right keys in order of their priority (highest to lowest).

3. Step

Disarm all the following modules:

- Astrology
- Password
- Combination Lock
- Plumbing
- Crazy Talk
- Semaphore
- Keypad (Not "Round Keypad")
- Simon Says
- Listening
- Switches
- Orientation Cube
- Who's On First

4. Step

Turn all left keys in reverse order of their priority (lowest to highest).

# A	Keep Talking and Nobody Explodes v.1	Turn The Keys
B		
C		
D E		
F		
G H		
I J K		
L		
M		
N O		
P		
Q R		
S		
T		
U V W		
X Y Z		