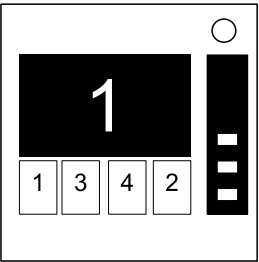# On the Subject of Memory 🔑

Memory is a fragile thing but so is everything else when a bomb goes off, so pay attention!

- Press the correct button to progress the module to the next stage. Complete all stages A-E to disarm the module.

- Pressing an incorrect button will reset the module back to stage A and record a strike.

- Button positions are ordered from left to right.

Use the table to determine which button to press in which stage. As in the last two columns below, take note of the label and the position of the pressed button. If the instruction references a position, press the button in that position. If the instruction references a label, press the button with that label. The colors serve as a quick reference and do not appear in the module.

Stage	Display	Instruction	Label	Position
A	1	Position 2		
A	2	Position 2		
A	3	Position 3		
A	4	Position 4		
B	1	Label "4"		
B	2	Position from A		
B	3	Position 1		
B	4	Position from A		
C	1	Label from B		
C	2	Label from A		
C	3	Position 3		
C	4	Label "4"		
D	1	Position from A		
D	2	Position 1		
D	3	Position from B		
D	4	Position from B		
E	1	Label from A		
E	2	Label from B		
E	3	Label from D		
E	4	Label from C		

M

Cut me off

\#
A

B

C

D
E

F

G
H

I
J
K

L

M

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me
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