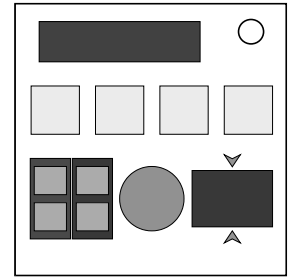


On the Subject of Co-op Harmony Sequence

A harmony is to the musician's ears as a 2-by-4 is to the woodworker.

Co-op Harmony Sequence is a module where you have to listen to a sequence of notes and arrange them in the correct order.



How it works

- Identify the instruments used to identify the order and input the order (see page 2).
- Select the correct instrument for any given stage and identify the order in which the notes go lowest to highest (from here on called "sorted order").
 - To listen to the notes, press and hold the red button.
 - To cycle the instruments, press the up or down button above or below the screen where the instrument is shown.
- Manipulate the sorted order for all four stages (from here on called "new order") (see page 3).
- Select the correct instrument for any given stage and input the new order.
 - To input a sequence, press the 4 flashing buttons
- What stage is currently active can be seen on the bottom left of the module. Solved stages are lit, unsolved unlit
- If a wrong button is pressed or an input was made on an incorrect instrument, the current stage is reset and a strike is issued.
- **WARNING: Listening to the notes on the wrong instrument will give you an incorrect order!**

Identify the instruments

• Stage 1

- If the sum of the digits in the serial number is greater than or equal to the number of the batteries, then MUSIC BOX is the instrument used to identify the sorted order and PIANO is used to input the new order.
- Otherwise the instruments are XYLOPHONE to input and HARP to identify.

• Stage 2

- If there are more than 15 solvable modules on the bomb, then PIANO is the instrument used to identify the sorted order and XYLOPHONE is used to input the new order.
- Otherwise the instruments are HARP to input and MUSIC BOX to identify.

• Stage 3

- If there are exactly 2 letters in the serial number, then XYLOPHONE is the instrument used to identify the sorted order and HARP is used to input the new order.
- Otherwise the instruments are MUSIC BOX to input and PIANO to identify.

• Stage 4

- If an indicator with the letter A is present on the bomb, then HARP is the instrument used to identify the sorted order and MUSIC BOX is used to input the new order.
- Otherwise the instruments are PIANO to input and XYLOPHONE to identify.

Manipulate the sorted order

Write down the positions of the buttons in the sorted order, for example 3412 (lowest to highest note).

Manipulate the order of the buttons for each stage by following the steps given for the stages.

Input the new order on the correct instrument for any given stage.

• Stage 1

- Swap the fourth with the second position and the third with the first position.

• Stage 2

- Reverse the order.

• Stage 3

- Cycle the order to the left according to the first position.

• Stage 4

- Input the first, then the third, followed by the second and lastly the fourth position.