On the Subject of Not The Screw

Don't... screw up...?

- The module contains 4 buttons labelled A, B, C, and D, 6 holes with colored outlines below the buttons, and a screen display.
- If upon unscrewing the screw, the number in the display does not disappear, you are in a different module.
- Your current row is marked by the position of the A button. If B is to the left of both C and D, you are in the left two columns. If B is between C and D, you are in the middle two columns. If B is to the right of C and D, you are in the right two columns. If C is left of D, you are in an odd column. If C is right of D, you are in an even column.
- The ending position's column is indicated by the position of the red hole. The row is indicated by the position of green among the non-red holes.
- To traverse an edge, put the screw into the hole of the edge's color and press the lettered button associated with that edge. Pressing a lettered button that does not match up with the selected color will incur a strike.
- You must travel through every color, every letter, and every number at least once. You must not travel through the same edge twice in a row. You must not land on the ending position without completing all the previously mentioned requirements, although doing so will still move you to that cell.