

On the Subject of Colorful Insanity

The madness can be even worse.

There's a set of 35 buttons on the module.

You need to press the correct buttons in order to disarm the module.

First, you need to find 2 pairs of buttons:

1. 2 buttons that have the same pattern, but one has reversed colors.
2. 2 buttons that are exactly the same; they have the same pattern and colors.

With the pattern of the first pair, you can determine which patterns for the buttons are allowed for press.

On **Table 1**; locate where is your pattern, and the allowed patterns will be the ones that are directly adjacent to it. This means up/left/right/down.

Use **Table 2** to determine the allowed colors, based on the colors of the second pair.

The color for the columns is the one with black color on **Table 1**.

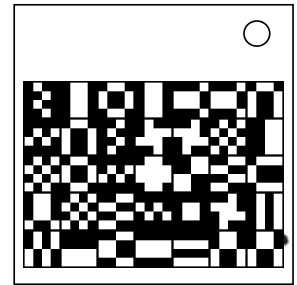
The color for the rows is the other color.

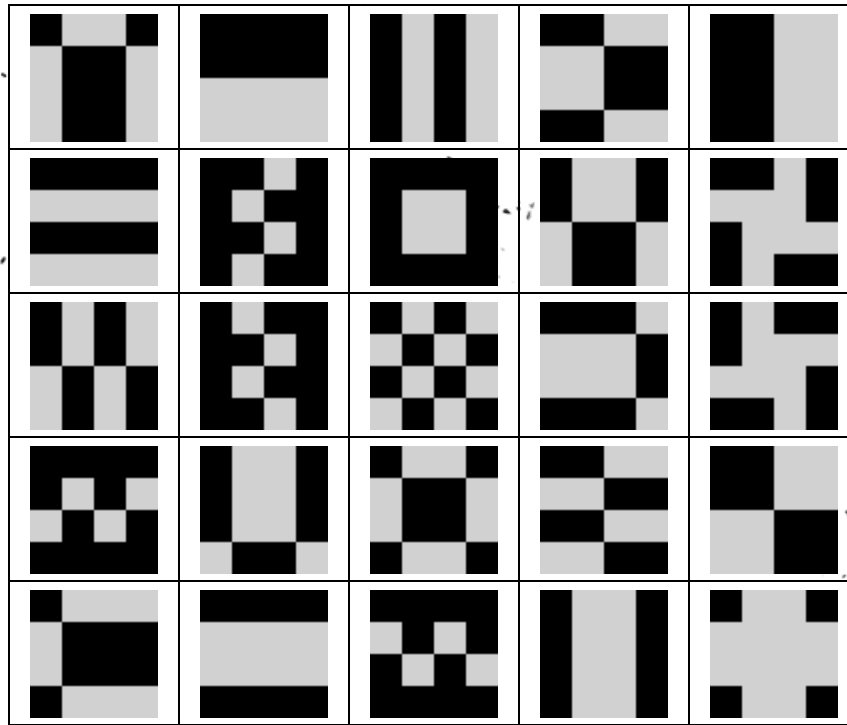
Color's reference

- **X**: No color
- **R**: Red
- **O**: Orange
- **Y**: Yellow
- **G**: Green
- **C**: Cyan
- **A**: Azure
- **B**: Blue
- **M**: Magenta
- **P**: Purple
- **Blank**: Any color

You need to press the buttons that have both any of the allowed patterns **AND** any of the allowed colors.

If none of the buttons match, press the first and the second pair.



Pattern table (Table 1)Color table (Table 2)

	Red	Orange	Yellow	Green	Cyan	Azure	Blue	Magenta	Purple
Red	X	MR	BR	RAB	YM	ARM	YP	AP	YB
Orange	PY	X	YR	GMR	GM	P	BCR	A	BA
Yellow	CRO	PMC	X	CYO	MG	OM	RYO	MP	AP
Green	Y	AR	YA	X	MBC	AGO	RYP	CRY	MB
Cyan	AG	MYB	PCA	RA	X	BG	OCR	YOC	MAP
Azure	P	GR	PRO	PMA	YBM	X	MGP	A	OB
Blue	RCY	CBA	BCG	YO	MP	MB	X	MR	COP
Magenta	OP	OA	YG	GMC	AG	RG	PA	X	BR
Purple	C	OB	OG	MAP	RYG	PB	YBG	BP	X

See **Color's** reference for the color letters.