

## On the Subject of Tasque Managing

*Chaos, chaos!? No, no! Order, order! Now get rid of that silly logfile!*

- This module contains a 4×4 diamond of tiles, which can be split into four smaller 2×2 diamonds (up, left, down, and right).
- Each one of these diamonds (groups) is associated with a letter from A to D, and contains 4 tiles (subtiles) also associated with one of those letters. The groups are lettered in reading order, while each configuration of subtiles is lettered in clockwise order from the top.
- Press the green tile to activate the module. The Tasque Manager will say two letters. If the last digit of the serial number is even, she gives the letter corresponding to the group first and then the subtile second- if it's odd, it's the other way around.
- Navigate to the tile to which she refers within 15 seconds, then press the round button. Failure to do so will electrocute (and strike) you, resetting the module. The current tile is colored green. Press an adjacent tile to move to it. Move to three correct tiles to solve the module.
- The diamond is also a maze, and attempting to move through a wall will cause a strike. The walls of the maze are depicted below, and are rotated clockwise 90° as many times as the first digit of the serial number.

