

## On the Subject of Mondrian

*Every module should be solved in style. The Style, perhaps?*

- To disarm this module, correctly copy the module's reference image.
- The large display shows an interactive, empty painting. When clicking one of its squares, its neighboring squares will change color.
- At the top, two buttons are located, one resets the module causing a strike, the other switches the current display with the reference image.
- The smaller panel at the top centre indicates the current state of the module, indicating what color will be applied next, as well as the number of interactions left to resolve the module.
- If no positive number of interactions are left, the module has to be reset in order to be resolved.
- If you accomplish to copy the reference image, the module will automatically disarm.

