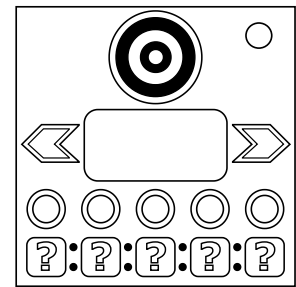


On the Subject of Many Poly

Metronomic beats to fall asleep / lose your sense of rhythm to.

- Selecting the module will make the five sounds it plays audible.
- Each sound corresponds to the color of one of the buttons on the module.
- Each sound occurs a different number of times within a loop of random length that restarts once all five sounds play simultaneously.
This number is the sound's frequency.
- Three of frequencies are coprime integers in the range $2 \leq x \leq 10$.
- One of the frequencies shares a factor with exactly one of the previous three frequencies and lies in the range $4 \leq x \leq 20$.
- The fifth frequency shares factors with at least two of the other four frequencies and lies in the range $30 \leq x \leq 60$.
- Use the arrow buttons to increment/decrement the displayed frequency.
Holding an arrow will rapidly alter the display until it is released.
- Submit the displayed frequency by selecting a coloured button.
If the displayed frequency matches the frequency of the sound corresponding to the colour of the selected button, the submission is accepted.
- Correctly submit all five frequencies to solve the module.



	Kick Drum
	Hi-hat
	Bamboo
	Glass Tap
	Finger Snap
	Marimba
	Tambourine
	Bongo Drum
	Castanets
	Triangle
	Steel Drum
	Clap
	Sleigh Bell
	Maracas
	Cowbell