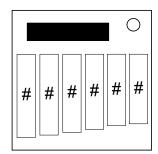
On the Subject of Tallordered Keys

and another one and another one and another one and another one and a

This module consists of 6 coloured keys, each of which is labelled with a coloured number, and a display that shows a counter.



The possible colours for both the keys and the numbers labelling them are: (R)ed, (G)reen, (B)lue, (C)yan, (M)agenta, and (Y)ellow.

Any of the numbers 1 - 6 may appear on each of the keys.

When a module is solved, the counter will decrease and a new set of keys will be generated.

Once the counter reaches zero, a set consisting of previously generated keys will appear. These keys can now be pressed.

Press these keys in order of the positions they were originally in, to disarm this module.

Pressing the keys in the wrong order will cause a strike to be issued and generate a new set of keys to be pressed.

The correct order will not change.

Note: If a key is generated that is identical to a previously generated key before the counter reaches zero, the new key overwrites the previous one. If two or more identical keys are generated in the same set, the rightmost key overwrites the others.