

*and another one*_{and another one}_{and another one}_{and another one}_{and another one}_{and another different another one}_{and another different another one}

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

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

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

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.