

On the Subject of Ordered Keys

No. This is not a glockenspiel.

This module consists of 6 coloured keys, each of which is labelled with a coloured number.

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.

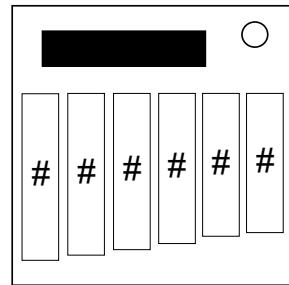
The information given by each key is used to locate a cell within a 6x6 subgrid of a 6x6 grid which will have a unique value in the range 1 - 6.

On this grid,

- the row along the top refers to the colour of the key.
- the row along the bottom refers to the label on the key.
- the column along the left refers to the colour of the label.
- the column along the right refers to the position of the key from left to right.

Push the keys in ascending order of the corresponding values obtained in the grid to progress to the next stage.

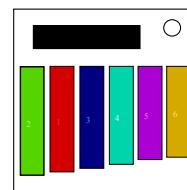
Pushing the keys in the wrong order will result in a strike.



Appendix: Identification of Ordered Keys variants

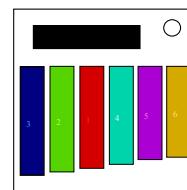
If the entire display is highlightable:

Unordered Keys (Unordered Keys.html)



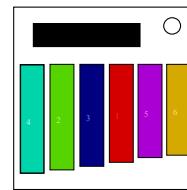
If all of the keys turn black when highlighted:

Reordered Keys (Reordered Keys.html)



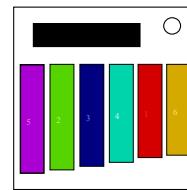
If one of the keys turns black when highlighted:

Misordered Keys (Misordered Keys.html)



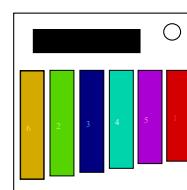
If all of the keys have coloured highlights and a number is displayed when a key is highlighted:

Bordered Keys (Bordered Keys.html)



If the display is partially highlightable:

Recorded Keys



If each key has a missing piece of information:

Disordered Keys



If there are buttons on either side of the display:

Tall ordered Keys



Otherwise:

Ordered Keys (Ordered Keys.html).

