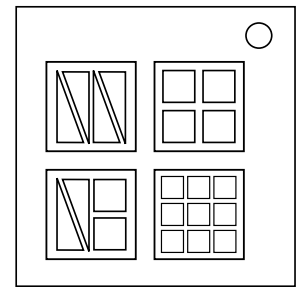# On the Subject of Graphic Memory

It's only colors and shapes... How hard can it be?

- The module consists of four buttons with different colors and shapes.
- Press any button to start disarming the module. Afterwards, continue pressing the correct button until the module is disarmed. This will occur after 4 button presses. Pressing an incorrect button will cause a strike and **reset the module.**
- For each button press, the correct button is any button with the most or tied for the most respective conditions that are applicable in the table below. Conditions always refer to buttons previously pressed in this module.

Top-Left Corner Button	Top-Right Corner Button
- More top-right buttons than any other single position - More blue triangles than any other color-shape combination. - More buttons with more triangles than squares than buttons with more squares than triangles. - Same number of squares and triangles.	- More bottom-left buttons than any other single position - More triangles than squares. - More red, blue and yellow shapes than green, orange and purple shapes. - More green triangles than any other color-shape combination.
Bottom-Left Corner Button	**Bottom-Right Corner Button**
- More bottom-right buttons than any other single position - More yellow squares than any other color-shape combination. - More buttons with more squares than triangles than buttons with more triangles than squares. - Same number of all six possible colors.	- More top-left buttons than any other single position - More squares than triangles. - More green, orange and purple shapes than red, blue and yellow shapes. - More purple squares than any other color-shape combination.