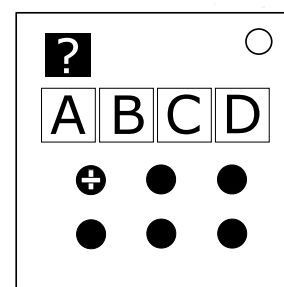


On the Subject of Not The Screw

Don't... screw up...?



- Use the color of the holes to determine a starting and ending position in the grid below.
- Your current row is marked by the position of the **A** button. If **B** is to the left of both **C** and **D**, you are in the left two columns. If **B** is between **C** and **D**, you are in the middle two columns. If **B** is to the right of **C** and **D**, you are in the right two columns. If **C** is left of **D**, you are in an odd column. If **C** is right of **D**, you are in an even column.
- The ending position's column is indicated by the position of the red hole. The row is indicated by the position of green among the non-red holes.
- To traverse an edge, put the screw into the hole of the edge's color and press the lettered button associated with that edge. Pressing a lettered button that does not match up with the selected color will incur a strike.
- You must travel through every color, every letter, and every number at least once. You must not travel through the same edge twice in a row. You must not land on the ending position without completing all the previously mentioned requirements, although doing so will still move you to that cell.

