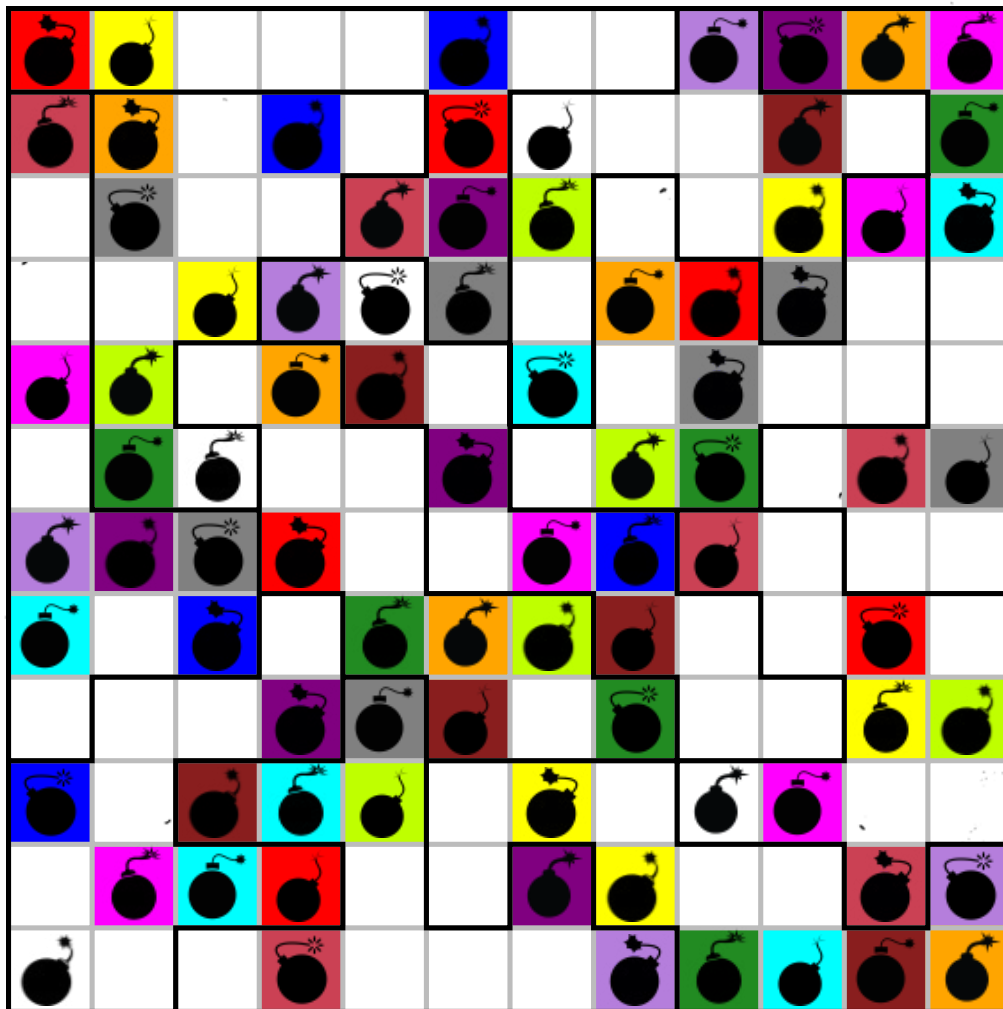


*Everything you need is right in front of you... and in this manual of course.*

- 




























































































Take your number and color of the background of the module's bomb and use the table on the following page to figure out what your solution image is.



To find out where your location is and where you need to go, use the grid on the previous page. Your location has the same color and bomb that is on the module. Use the arrows on the module, which are located on the sides of the image to maneuver around. The image will change with each acceptable arrow movement. Only your starting image will have a color assigned to it. Others will not. The dark black edges on the grid are walls and you cannot go past it. Attempting to do so will result in a strike.

Once you move onto the square on the grid that is the correct answer, press the "SUBMIT" button below the image to solve the module.

If your calculated number is larger than 6, subtract 7 from the calculated number until it is between 0 and 6.

	0	1	2	3	4	5	6
White							
Gray							
Pink							
Red							
Brick Red							
Brown							
Orange							
Yellow							
Lime							
Forest							
Cyan							
Blue							
Lavender							
Purple	