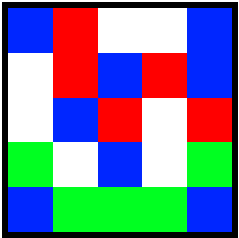
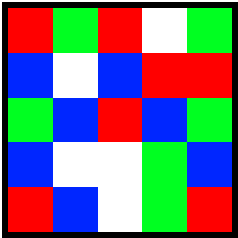
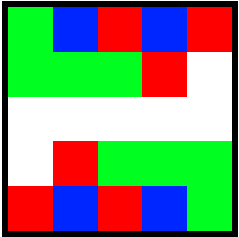
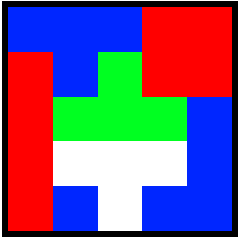
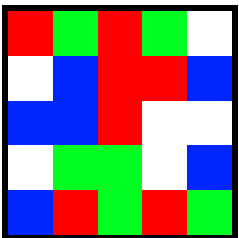
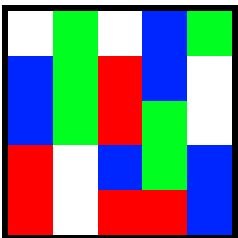
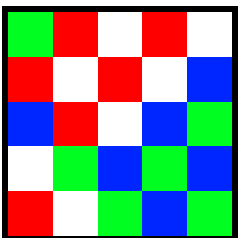
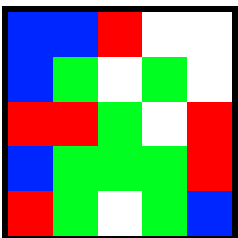
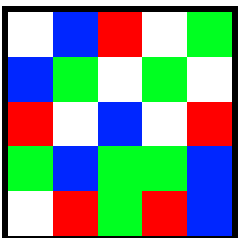


On the Subject of Visual Impairment

Don't look at this manual too long, or you will actually go blind!

- On the module, there will be gray-scaled squares that represent one of the pictures below.
- Find the picture the squares represent and click on the squares that are the same color as the indicator.
- The pictures shown on the module could be rotated, and mirrored.
- Upon a strike, the current stage resets.

Use the colors of the corners to find the right picture, then use the descriptions to identify the colors.			
	4B R: Center G: Banana B: Corners W: 2L on ad. Edges		3R/1G R: 3 Corners G: 1 Corner B: 3D W: "L"
	2R/2G R: "V" G: Gun B: 2S on op. Edges W: Big "Z"/"S"		2R/2B R: Square G: Middle B: "T" in Corner W: "T" Touching 1S
	1R/1G/1B/1W R: Center G: "L" op. "T" B: "L" Touching "T" Top W: "L" Touching "T" Bottom		1R/1G/1B/1W R: Center G: 3L B: 1S in Middle W: 2S on Edge
	2G op./1R/1W R: 1S op. 3Ds in Crnr. G: 2 Corners B: No Corners W: Center		2B op./1R/1W R: 1S Above Creeper G: Creeper B: 2 Corners W: 1S Below Creeper
	2W ad./1G/1B R: Star Points G: "L" B: 2L W: 2 Corners	Key R: RED B: BLUE G: GREEN W: WHITE #S: Singles #L: #-Long Line #D: #-Long Diagonal op.: Opposite ad.: Adjacent	