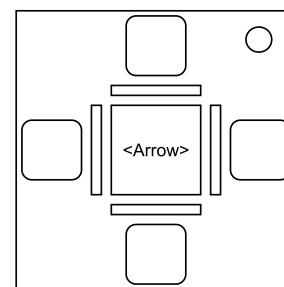


On the Subject of Know Your Way

If DOWN is on the LEFT I have to press RIGHT if I wanna submit UP. Easy.

This module wants you to enter a sequence of four buttons. Pressing a wrong button will give you a strike and reset your input.



Buttons are considered to be located UP/RIGHT/DOWN/LEFT. But the orientation of them is not consistent for your sequence. Therefore a button considered to be UP before may become DOWN after you pressed something correct. In Table 1 you get one orientation indicator for each button you need to press. These will help you later to locate the correct buttons.

In Table 1 go from left to right in each row until a condition applies.

The “upper button” is always the highest button on the module.

Table 1

The green [LED] indicates where...is.			
If the button labeled 'U' is LEFT	If the arrow points RIGHT	If the direction of arrow and LED are different	Otherwise
The [arrow] indicates where...is.			
If the arrow points in opposite direction of the LED	If the LED points to the button labeled 'R'	If the LED doesn't point RIGHT	Otherwise
The [upper button] indicates where...is.			
If the LED points DOWN	If the arrow doesn't point to the 'L' or 'R' buttons	If the button labeled 'U' is not UP	Otherwise
The ['U' button] indicates where...is.			
If the arrow points to the 'U' button	If the LED doesn't point to 'D' or 'U' buttons	If the arrow doesn't point DOWN	Otherwise
DOWN	UP	LEFT	RIGHT

In this next list check if the received directions from Table 1 are similar.
That's how you get the direction with the correct button.

Keep in mind when submitting: Buttons are located relative to the button related orientation.

First Button: LED orientation

Use **UP** if the arrow indicates the same direction as the LED
Otherwise **RIGHT** if the upper button indicates the same direction as the LED
Otherwise **DOWN** if the 'U' button indicates the same direction as LED
Otherwise **LEFT** if the LED indicates a unique direction

Second Button: Arrow orientation

Use **RIGHT** if the upper button indicates the same direction as the arrow
Otherwise **DOWN** if the 'U' button indicates the same direction as the arrow
Otherwise **LEFT** if the LED indicates the same direction as the arrow
Otherwise **UP** if the arrow indicates a unique direction

Third Button: Upper button orientation

Use **DOWN** if the 'U' button indicates the same direction as the upper button
Otherwise **LEFT** if the LED indicates the same direction as the upper button
Otherwise **UP** if the arrow indicates the same direction as the upper button
Otherwise **RIGHT** if the upper button indicates a unique direction

Fourth Button: 'U' button orientation

Use **LEFT** if the LED indicates the same direction as the 'U' button
Otherwise **UP** if the arrow indicates the same direction as the 'U' button
Otherwise **RIGHT** if the upper button indicates the same direction as the 'U' button
Otherwise **DOWN** if the 'U' button indicates a unique direction

Example for the LED related button:

- The LED is located UP and it indicates where LEFT is
- If UP is your solution you would have to press the RIGHT located button