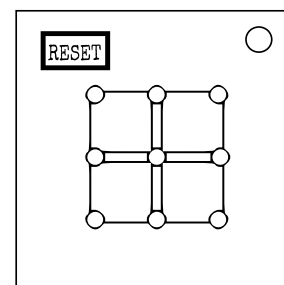# On the Subject of Maze Scramblers

So pressing up several times will move you in literally every direction but up, that's almost as bad as 7 being the bottom left in a module with numbered buttons that are in a random order.

This module will present a four colored buttons and 9 LEDS. As well as a reset button in the top left of the module.

Use the yellow LEDs to locate your maze below, you must navigate the blue LED to the red LED. When you are over a yellow LED, it will turn green, if the goal is over a yellow LED, it will turn orange.

Before interacting with the module, look at the top row of the table below to determine which button moves the Blue LED in which direction. Each interaction with the buttons will change the direction the buttons will go in. Follow the table down each time you press a button, repeating to the top if you reach the bottom row.

If you hit a wall, the Blue LED will reset to its original position, and your presses will be cleared, reverting your position on the table to the top. Lastly, when hitting a wall the bomb will register a strike.

	RED	BLUE	GREEN	YELLOW
1	UP	LEFT	RIGHT	DOWN
2	LEFT	RIGHT	UP	DOWN
3	RIGHT	LEFT	UP	RIGHT
4	DOWN	UP	LEFT	RIGHT
5	DOWN	RIGHT	LEFT	UP
6	RIGHT	UP	DOWN	LEFT
7	UP	LEFT	RIGHT	DOWN
8	UP	RIGHT	LEFT	DOWN
9	DOWN	UP	RIGHT	LEFT
0	LEFT	DOWN	UP	RIGHT

The X's in the table below refer to the positions of the yellow LEDs of each maze.