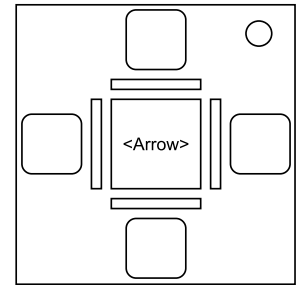


## On the Subject of Know Your Way

*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