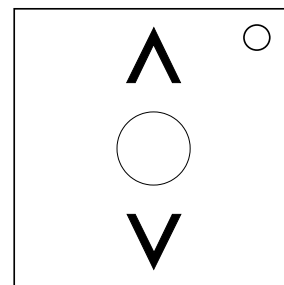# On the Subject of the 1D Maze

Let's take this to a previous dimension.

- The defuser will start in a random cell from the grid below, with the color of that grid displayed on the LED
- Pressing the up and down arrows will navigate you through the maze, looping down from one column to the column on its right whenever you reach the bottom of said column (The last column goes to the first column)
- To solve the module, figure out where you are in the maze, navigate to any cell in the row containing the last digit of the serial number, and press the LED to submit that cell
- If the submitted cell is incorrect, a strike will be recorded and the module will not reset

Row									
0	□	□	□	□	■	■	□	□	□
1	□	□	■	■	■	□	□	□	□
2	□	■	□	■	■	■	■	□	□
3	□	□	■	■	□	□	■	■	■
4	■	■	■	□	■	□	□	■	■
5	□	■	□	□	□	■	□	□	□
6	□	□	■	■	■	□	■	■	□
7	■	■	□	■	□	□	■	□	■
8	■	■	■	□	■	□	■	■	■
9	□	□	■	□	□	□	■	■	■