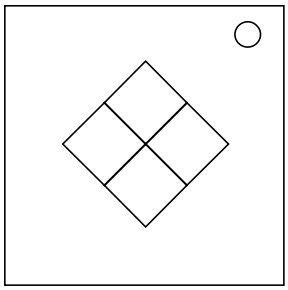
On the Subject of Not Simazes



This is like one of those modules you played with as a defuser where you have to distort the pattern that appears, except this one is a knockoff that was probably made by a person with very little common sense.

The module contains four flashing coloured buttons. If the buttons are not in the arrangement shown below, you are looking at a different module.

This is not a Simon module; this is a Maze module.

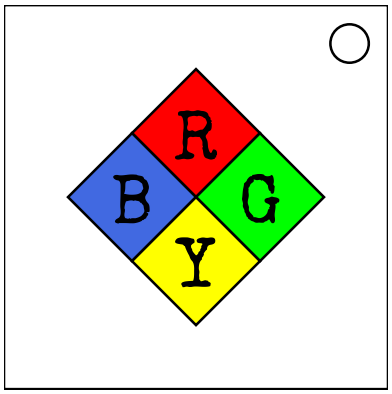
The module will start by flashing five colours. The first colour indicates which of the mazes below you need to use, the next two colours indicate your starting position, and the last two colours indicate your goal.

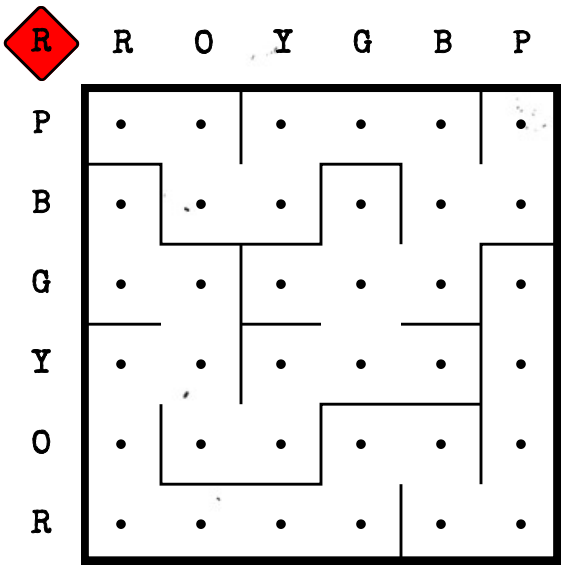
The first colour of a pair represents the column, and the second colour represents the row.

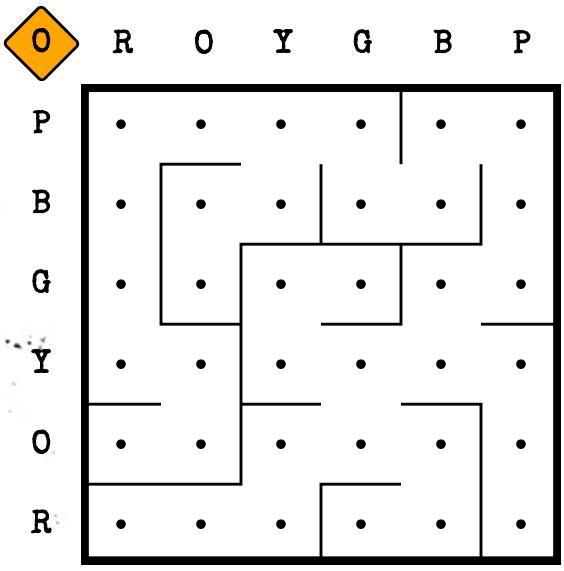
Use the buttons as a directional control pad (red is up, green is right, yellow is down, and blue is left) to move from the starting position to the goal without hitting the walls.

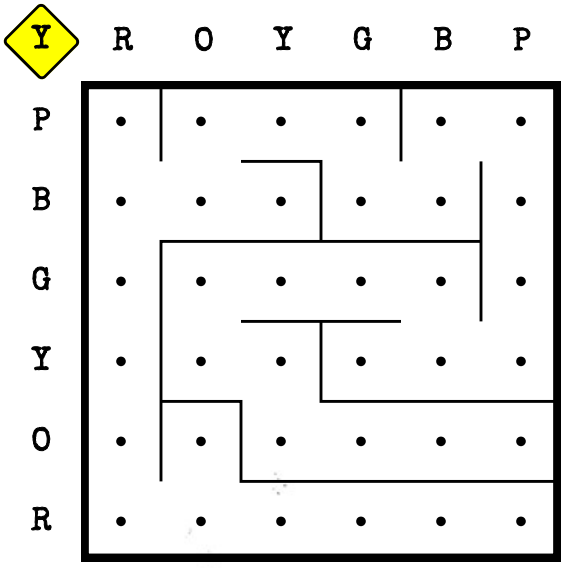
After a valid first move have been made, the module will continue to flash two colours. Those are your current coordinates, in case you forget.

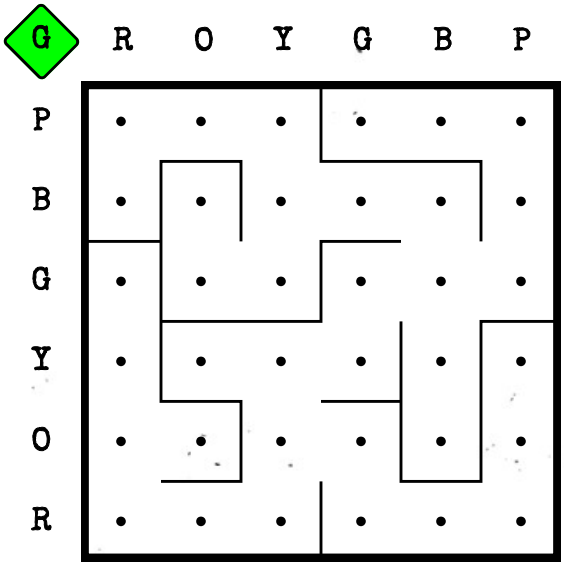
* If two colours flash at the same time, mix them together. For example, if both red and yellow flash, that indicates orange. The green button will always flash alone.




R
R O Y G B P
P
B
G
Y
O
R


O
R O Y G B P
P
B
G
Y
O
R


Y
R O Y G B P
P
B
G
Y
O
R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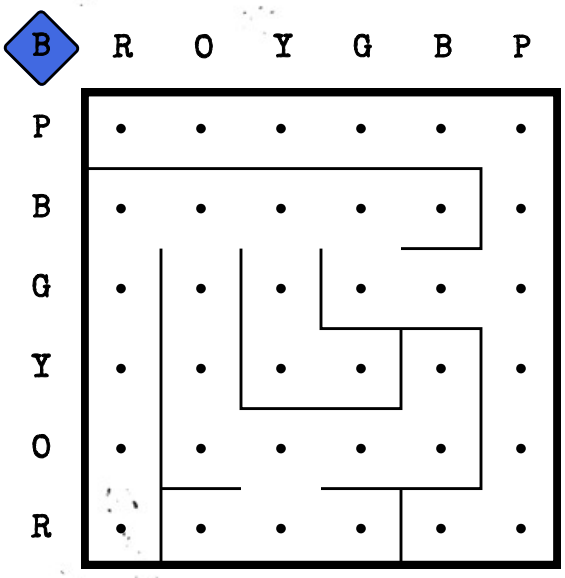
R O Y G B P
P
B
G
Y
O
R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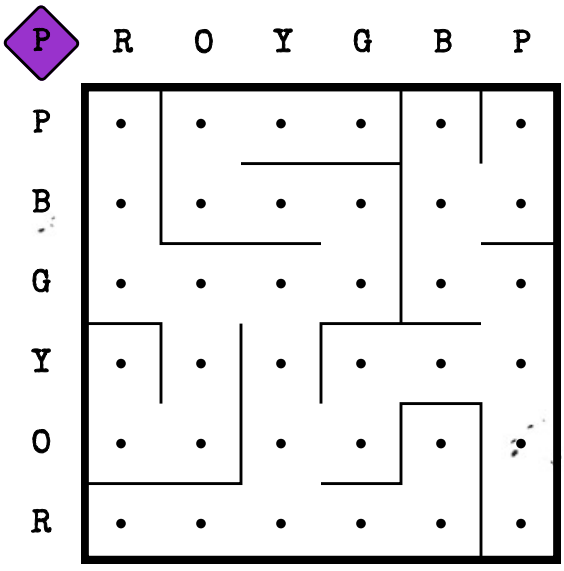
R O Y G B P
P
B
G
Y
O
R


P
R O Y G B P
P
B
G
Y
O
R