

## On the Subject of Rotating Squares

*A good memory and a good sense of direction is all you need. Easy, right?*

When the needy module activates, press a button that has not been pressed before. Upon doing this successfully, the platform on which the buttons are placed my rotate.

When all 16 buttons have been pressed, they will flash red and a sound will play, signaling that every button has returned to an unused stage.

