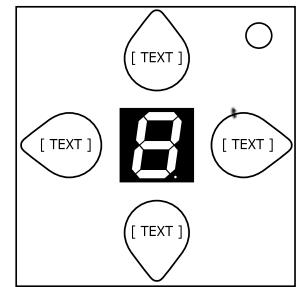


On the Subject of A-maze-ing Buttons

What's so amazing about these buttons? I've been pressing ones just like them for ages!



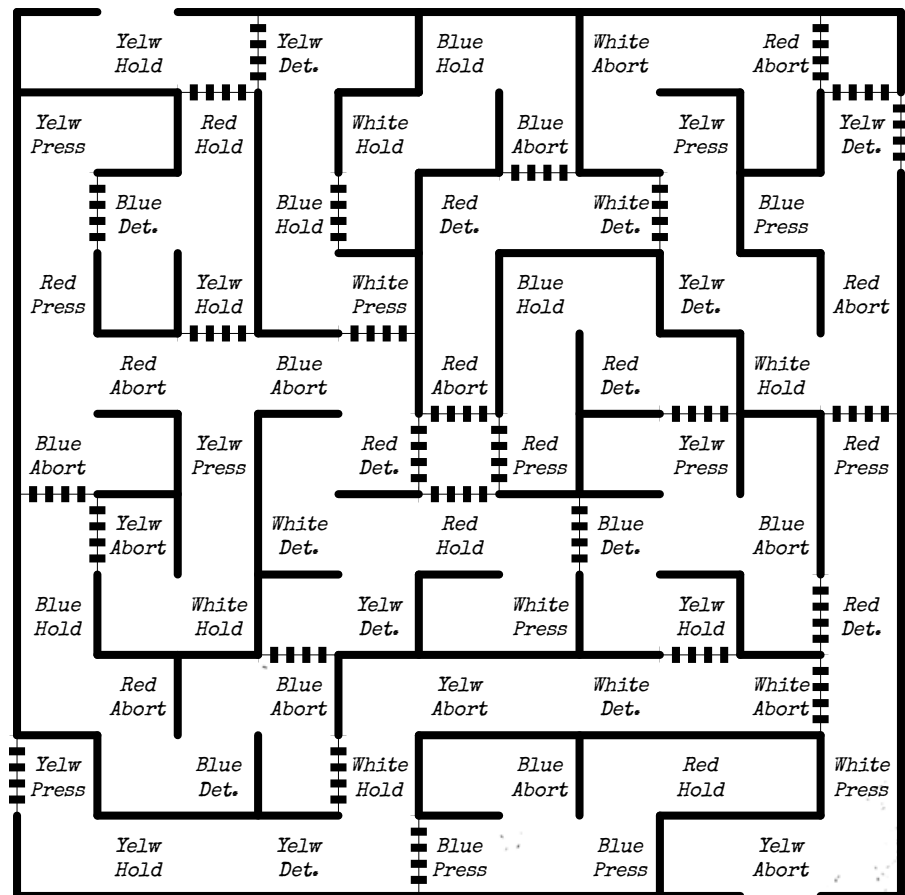
- This module contains four buttons in each cardinal direction, and a seven-segment display in the middle. Each button can vary in both color and label.
- Find the starting location using the colors and labels of all four buttons. Only one square will be adjacent to all four buttons; this square is the starting location.
- The maze may be rotated. Reorient the maze so that the colors and labels match their positions on the module.
- Navigate from the starting location to any of the four exits.
- Solid lines may not be crossed. Dashed lines may be crossed, but only by holding the corresponding button instead of tapping.
- After any button is held, refer to "Releasing a Held Button" for what time it is safe to release the button.

Attempting to move past a solid line, or navigating in the incorrect manner (tapping instead of holding, or vice versa) will result in a strike without movement.

If a move crosses a solid line, the center segment of the seven-segment display will flash red.

If a tap is used in place of a hold, the center segment will flash yellow.

If a hold is used in place of a tap, the center segment will flash green.



To return to the starting location, hold the seven-segment display until all segments begin to flash.

Releasing a Held Button

If a button is held down, the colored seven segment display will light up in the middle of the module. Based on its color and the number it displays, follow the rules below in the order listed.

Releasing a button at an inappropriate time will result in a strike without movement. The seven-segment display will *not* flash when this happens.

For the purposes of this section, the "number of seconds remaining" refers to just the two seconds digits on the countdown timer. Ignore the number of minutes, and centiseconds if they are present.

1. If the display shows more than one color, and the displayed digit is 0 or 1, release when the number of seconds remaining is a triangular number^[1].
2. If the displayed digit is 0, release when the number of seconds remaining ends in 5.
3. If the display shows more than one color, and the displayed digit is prime, release when the number of seconds remaining is prime.
4. If the display is completely blue, and the displayed digit is less than 3 or greater than 7, release when both seconds digits are even.
5. If the display is completely red, release when the displayed digit is present on either seconds digit.
6. If the display is completely green, release when the displayed digit is **not** present on either seconds digit.
7. If the displayed digit is even, and the display is not completely blue, release when both seconds digits are odd.
8. If the display is completely yellow, release when the number of seconds remaining is a multiple of the displayed digit.
9. Otherwise, release when the displayed digit is present on exactly one seconds digit.

[1]: i.e. 0, 1, 3, 6, 10, 15, 21, 28, 36, 45, 55, ...