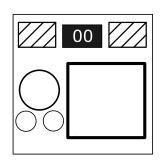# On the Subject of Hide and Seek

Ready or not...

In this module the defuser needs to find the white space and stand on top of it in a 5x5 maze. Running into walls will not incur a strike, however you cannot walk through walls.

Once the 90-second timer expires if you are not standing on the white space a strike will be given.

Use the button with an up arrow to move forward. Use the button with an arrow turning left to turn left. Use the button with an arrow turning right to turn right.

As an expert, there is nothing you can do. Stare. Stare at the bottom half of this page.