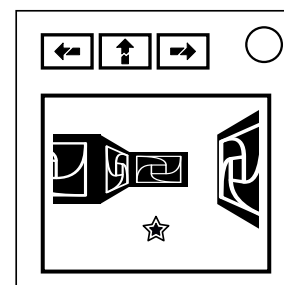


On the Subject of Matching Maze

They're star-crossed because they're both invisible and can't find each other.

Two star-crossed lovers start in two random positions and orientations in the maze below. There will be symbols on the ground, although they convey no meaning.



Locate the lovers using the 3D view of the maze walls, which also shows the symbol on the floor of the current space, and if there is a symbol in the space ahead. The view alternates between the lovers' positions on a timer, at a regular interval.

The maze map is cyclic; moving off one of the edges will take the lover to the space on the opposite side, provided there is no wall in between the space.

None of the walls will cause strikes if moved into, however the lover will not move if this happens. This may cause only one lover to move.

Pressing the left-arrow or right-arrow button will rotate both of the lovers ninety degrees counterclockwise or clockwise, respectively.

Pressing the up-arrow button will move both of the lovers one space forward in the direction that lover is looking.

To defuse the module, hold down the up-arrow button while the lovers are in the same position. Doing so incorrectly will result in a strike.

