

On the Subject of Unhinges

Zero times one hundred is exactly equal to this module.

See Appendix BLANK in [Blind Alley](#) for blank modules identification.

Note: if there are fewer than four other valid modules on the bomb, then I've made [A Mistake](#).

The module appears blank.

Selecting another module, then immediately selecting this one will be called forcing the module.

Forcing the module with four specific modules makes the module show a color briefly. These four modules will be referred to by the color they make the module flash. If colorblind mode is enabled, the name of the color will be displayed as well.

Use the first letters of the four modules to determine your starting and ending positions in the maze below.

- The first letter of Red is the starting row in the maze below.
- The first letter of Green is the starting column in the maze below.
- The first letter of Blue is the ending row in the maze below.
- The first letter of Black is the ending column in the maze below.

Forcing the module twice in the following specific patterns will perform specific actions.

- Using Blue then Green does nothing.
- Using Black then Red activates the module.
- Using Red then Black resets and deactivates the module.
- Using Green then Blue when the module is activated submits the current position.

While the module is activated, forcing a color will move in the associated direction. Note that the most recent move is "delayed", i.e. it will only be performed on the next force and only if the next force does not cause a special action listed above.



