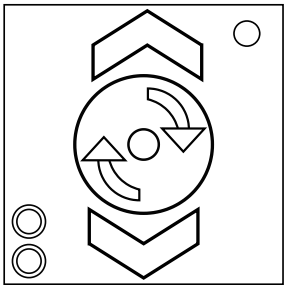


On the Subject of Gyromaze

Now you too can experience... nausea.

- Navigate from the starting position to the ending position using the two arrows. Attempting to pass through a wall in the maze will strike and return you to the starting position.
- The starting position is determined with the number of ports modulo 4 and the number of batteries modulo 4.
- The ending position is determined by the two LEDs beside the module.
- The maze used is determined by the last digit of the bomb's serial number and the material of the wheel in the center of the module.



Bottom LED		Top LED			
		Red	Blue	Green	Yellow
		Red			
		Blue			
		Green			
		Yellow			

Ports % 4		Batteries % 4			
		0	1	2	3
		0			
		1			
		2			
		3			

Mat.	0,1	2,3	4,5	6,7	8,9
Silver					
Gold					

Navigating the Maze

- The maze contains a “pawn”, which begins at the starting position and can move through the maze.
- The pawn initially begins in the same orientation as the module: Pressing the up button will move the pawn one cell upwards, and the down button will move one cell downwards.
- Upon pressing an arrow button, the pawn will move in that direction, and then the pawn will rotate 90° clockwise. This will alter the directions which the buttons will move you.
- The arrow buttons always move the pawn relative to its rotation.