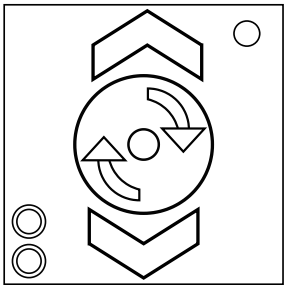


On the Subject of Gyromaze

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 and orientation.
- 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.



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

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

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.
- Pressing the wheel will rotate the pawn without moving.
- The arrow buttons always move the pawn relative to its rotation.