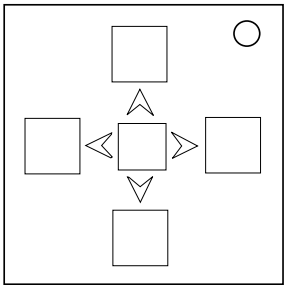


On the Subject of Updog

They always ask "What's Updog?", but do they ever ask "How's Updog?".



- The module has 9 buttons total.
 - 1. 4 Buttons pointing in different directions that look like dogs.
 - 2. 4 Arrows pointing in 4 directions.
 - 3. One more button in the middle that says "Dog".
- In order to defuse the module you need to collect all of the bones in an invisible maze.
 - However, depending on what the button sequence is, you will need to hit either one of the normal directions, or one of the dog directions.
 - Whenever you are over a bone, you need to press the "Dog" button in order to actually collect the bones.
- If you strike, everything in the maze resets, however, the color sequence and the "Dog" button stays the same so there's no need to re-discover where everything is.

Determining the button sequence

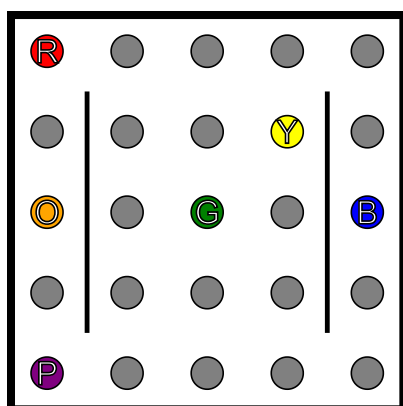
1. On the module there are two sets of directional buttons, the Directional Dog buttons and the normal directional buttons.
2. You will use both the casing of the word "Dog" in the "Dog" button along with the 4th color in the color sequence to determine the sequence of Directional Dog Buttons and Normal Directional Buttons you need to press.
3. Once you reach the end of the button sequence, restart from the same sequence at the beginning.

D=Dog Button N=Normal Button		4th color in the color sequence					
		Red	Yellow	Orange	Green	Blue	Purple
BuTtOn CaSiNg	UPPERCASE	DDDD	DDDN	DDND	DDNN	DNDD	DNND
	lowercase	NNNN	NNND	NNDN	NNDD	NDNN	NDDN

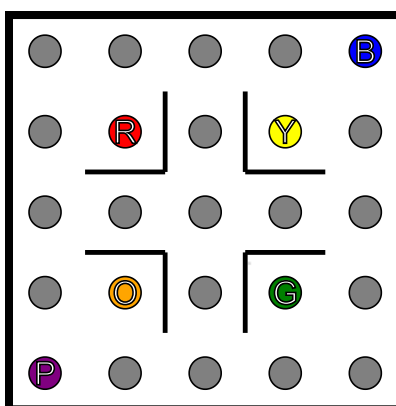
Determining the maze

1. The way the word "Dog" is spelled on the "Dog button" in the middle determines which maze you get.
2. On the grids below there will be several colored dots. To determine both where you will start and where the bones are look at the color sequence on the "Dog" button.
 - The first color in the color sequence determines where the dog actually starts out.

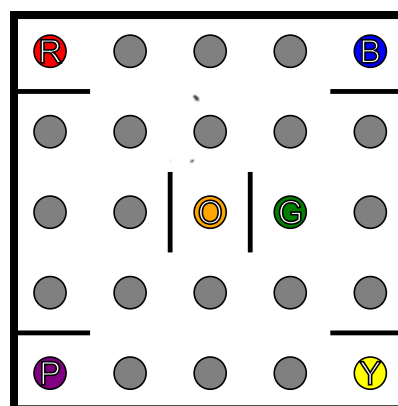
Dog



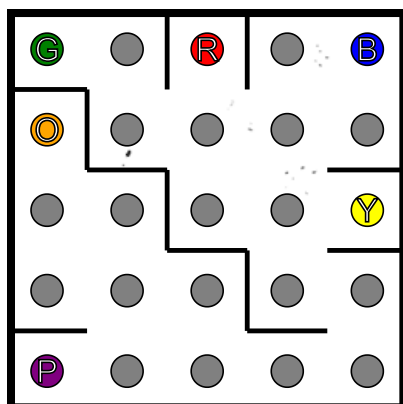
Dawg



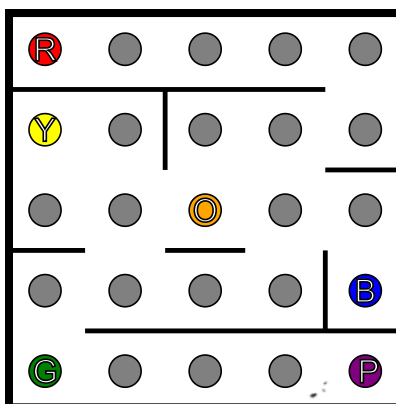
Doge



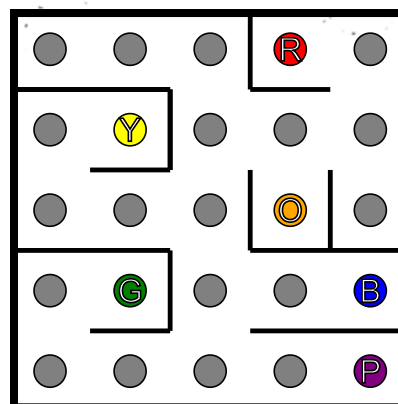
Dag



Dogg



Dage



Determining Bone Locations

- Using the second and third color in the sequence, find the layout of the bones you will be collecting

◦ NOTE: THE CIRCLES IN WHITE ARE BONES

		Second color of sequence		
		Red	Blue	Green
Third color of sequence	Red			
	Blue			
	Green			