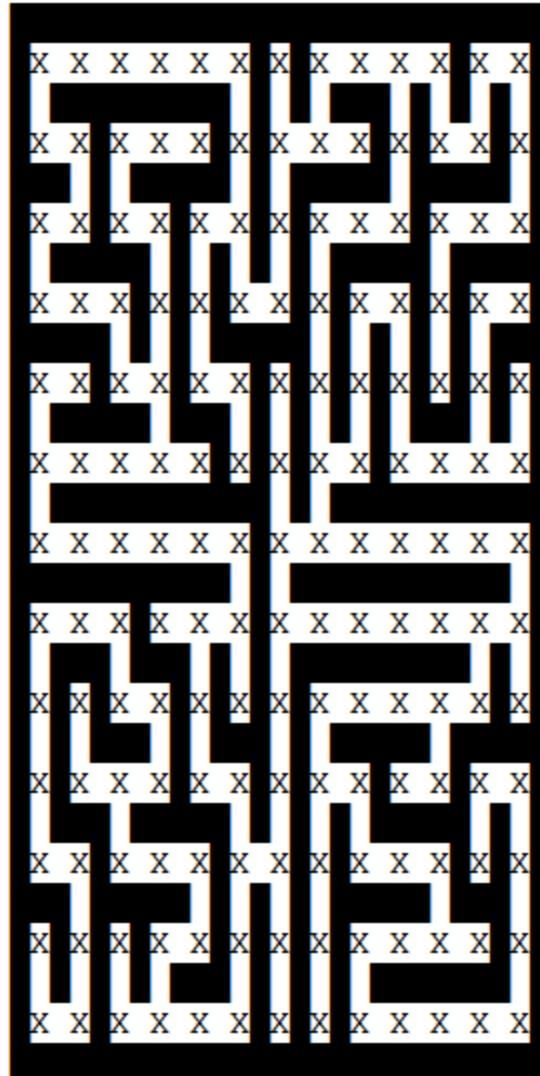# On the Subject of Reiteration

Fall into the mirror dimension. .noisnemid rorrim eht otni llaF

- On the module, there will be two coordinates. The left one refers to your starting coordinate while the right one refers to the ending coordinate.
- There will also be a button for each orthogonal direction to help you move through the maze.

- Each X, as well as all diagonally adjacent squares that are not part of the perimeter, counts as a coordinate (with top left being A1).
- Each black square is (initially) a wall.
- For each second move you make, invert the maze in such a way that all black squares are valid to walk upon and all white squares are walls.

- The perimeter will never be inverted unless the connected black tiles cannot go anywhere else.
- Whenever the inversion happens, you will be transported to the nearest square that is not a wall. Whenever there is a tie, it will prioritize squares northeast of you, then to the southeast of you, then southwest of you, then northwest of you.
- On a strike, the module will update to show your current position.