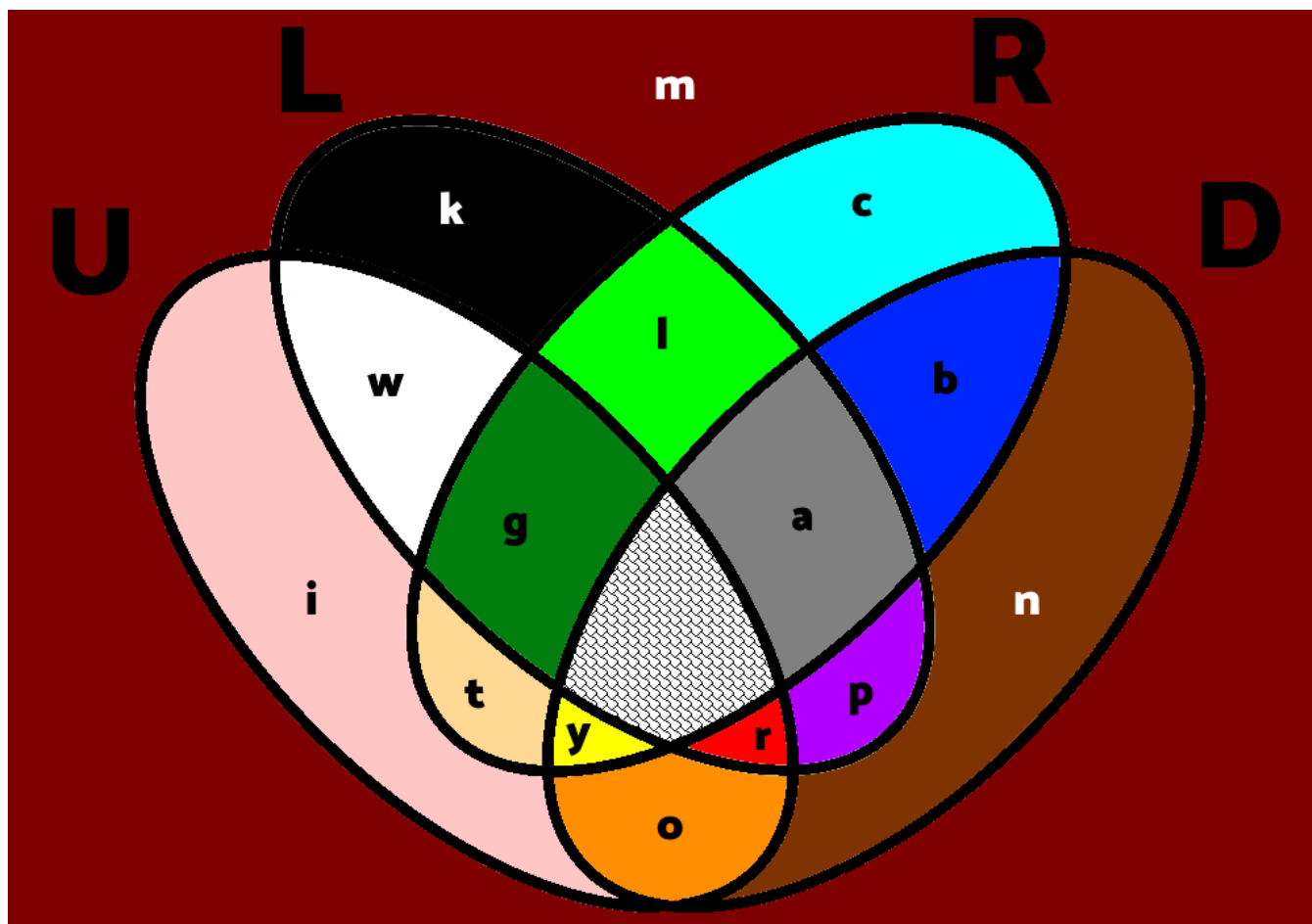
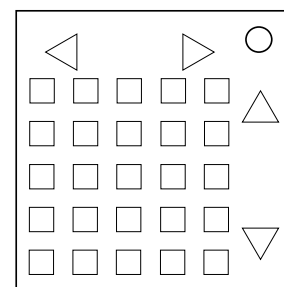


Pink tiles do nothing, green makes you fight a monster, orange changes your flavor to ora...what do you mean "wrong game?"

- Each tile on the module will be colored based on the walls that surround said tile.
- The colors can be found in the Venn diagram below.



- Once you have constructed your maze, press any arrow to start.
- There will be three nodes colored cyan that you must visit an odd amount of times. Your current position in the maze is colored orange. When you are over a cyan node, it will be colored purple.
- Running into the walls will result in the module resetting.

Appendix: Interactive Table

Keep Coordinates on Seen Mark:

Arrows behavior:

A1	B1	C1	D1	E1
A2	B2	C2	D2	E2
A3	B3	C3	D3	E3
A4	B4	C4	D4	E4
A5	B5	C5	D5	E5

Table Controls	Command:	Effect:
Cell Control Commands	Click (Cell)	Selects the cell
	[Move]: Arrow Keys [Toggle Borders]: Disabled	Selects the adjacent cell (Or top-left if none are selected)
	Tab Key	Selects the cell to the right (Or top-left if none are selected)
	Shift + Tab Key	Selects the cell below (Or top-left if none are selected)
	Enter Key	Deselects current cell
Cell Content Commands	Right-click (Cell) or S Key	Marks/Unmarks the cell for submission
	Double-click (Cell) or A Key	Marks/Unmarks the cell as seen
Border Commands	[Move]: Alt/Ctrl/Shift + Arrow Keys [Toggle Borders]: Arrow Keys	Toggles the adjacent border to the selected cell(s)
General Commands	Ctrl + Z	Undos last command (Clears after reset button pushed)
	Ctrl + Y/ Ctrl + Shift + Z	Redos last undone command (Clears after other executed command)

Manual based from D4rkSly's FMzN Development