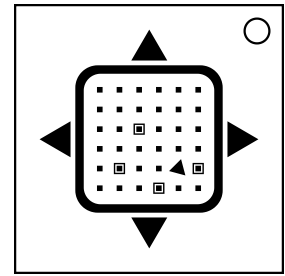


## On the Subject of Maze Swap

*So. There was a wall here, let's move this way - Oh. Now there's a wall here. Nice.*

The module consists of a 6x6 grid on a screen surrounded by four arrow buttons.



- Find the mazes with matching circular markings.
- Separate mazes will have different colored circular markings (Green or Cyan).
- Every time the player moves, there is a 33% chance that the maze will swap from the current one to the other one.
- The color of the triangle (Green or Cyan) determines the current maze the defuser is navigating through, corresponding to the colored markings.
- A swap is signified by the triangle changing color.
- The defuser must navigate to the triangle using the arrow buttons.
- **Warning:** Do not cross the lines shown in the maze. These lines are invisible on the bomb.

