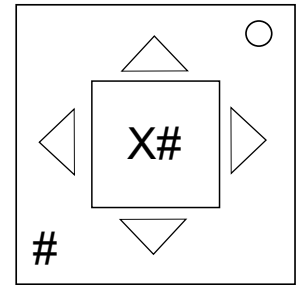


## On the Subject of Forget Maze Not

*flavor in get you I hope didn't lost this text!*



- This module will cycle through a few cells of a maze, showing the walls and coordinates of the cell.
- With every solve, ignoring some specific modules, the module will move to the next stage, revealing more cells. Put them together to form a maze.
- On some stages, a cell will be colored green. After all the non-ignored modules are solved, navigate to these cells in the order of their stage number and submit them by clicking the middle button.
- Any other colored cell are special cells and they are not part of the main maze. Look at the direction's below for the respective color. Click the middle button on a special cell to put the module in interactive mode, and press it again to exit interactive mode.
  - Red: Using the maze below, navigate the defuser to the coordinates on the bottom left. The current position is in the middle of the cell.
  - Yellow: The coordinates in the middle represents a cell that was displayed on an earlier stage. Using the arrows, input the walls of that cell.
  - Blue: Same as yellow, but instead of inputting the walls, input the stage number the cell was displayed on using the arrows.
  - Magenta: The defuser will have to find the exit of a normal 5x5 maze on the module.
  - Cyan: Same as magenta, but the maze is inverted (You can only walk through walls).
- Moving, exiting interactive mode, and submitting cells incorrectly will lead to a strike.

