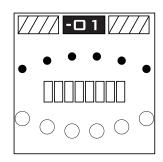
On the Subject of Reaction

And it gets faster.

The module has 6 LEDs on top and 6 buttons on the bottom. The objective is simple: Do not let all the lights be on at the same time. Watch out, because less modules remaining makes it go faster, and unlike other needy modules... well... It doesn't seem to deactivate.



Turning off the lights

- Each module is differently wired, meaning that which button is connected to which LED isn't the same. Thankfully, there are a number of rectangular white markings in the middle of the module (note that this number could be 0) which tells us how it was wired, and therefore, which buttons to click.
- In the table located on the next section, the relationship between the number of markings and the button-to-LED connections are shown. Buttons and LEDs are counted from <u>left to right</u>. Click a button that is connected to an LED that's on and it'll turn it off. It is strongly advised not to click the button of an LED that's off.

Number of markings	Wiring
0	Button 1> LED #5
	Button 2> LED #6
	Button 3> LED #2
	Button 4> LED #3
	Button 5> LED #1
	Button 6> LED #4
1.	Button 1> LED #3
	Button 2> LED #6
	Button 3> LED #2
	Button 4> LED #5
	Button 5> LED #1
	Button 6> LED #4
2	Button 1> LED #4
	Button 2> LED #1
	Button 3> LED #2
	Button 4> LED #5
	Button 5> LED #6
	Button 6> LED #3

8	Button 4> LED #4 Button 5> LED #6 Button 6> LED #1
	Button 1> LED #5 Button 2> LED #2 Button 3> LED #3
	Button 6> LED #4
7	Button 3> LED #1 Button 4> LED #6 Button 5> LED #3
	Button 1> LED #2 Button 2> LED #5
6	Button 4> LED #1 Button 5> LED #5 Button 6> LED #2
	Button 2> LED #4 Button 3> LED #3
	Button 1> LED #6
5	Button 5> LED #2 Button 6> LED #3
	Button 4> LED #5
	Button 1> LED #6 Button 2> LED #1 Button 3> LED #4
4	Button 5> LED #6 Button 6> LED #5
	Button 3> LED #4 Button 4> LED #2 Button 5 -> LED #6
	Button 1> LED #1 Button 2> LED #3
3	Button 5> LED #2 Button 6> LED #6
	Button 4> LED #4
	Button 2> LED #5 Button 3> LED #3