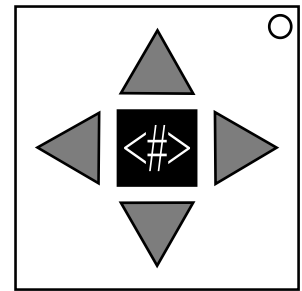


## On the Subject of Not Yellow Arrows

*Pointlessly complicated.*

On the module are 4 directional buttons, and a small screen in the middle.

If the buttons are not Yellow, or the screen is not showing a white arrow, you're looking at a different module.



Every time a button is pressed, the arrow on the screen may change colour and/or point to a different button. That arrow always indicates which button is assigned to North. To disarm the module, use the buttons to navigate through the grid, and move from the starting Gray region onto one of the corner.

Each “regions” of the grid are connected by coloured bridges. For each move, you are not allowed to take bridges with the colour currently shown on the screen.

Making an invalid move will register a strike and change the display corresponding to where you are.

