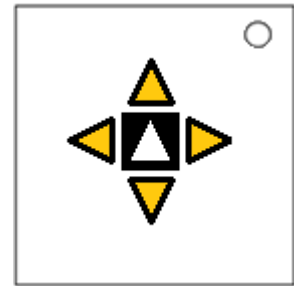


# On the Subject of Not Yellow Arrows

*Pointlessly complicated.*

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

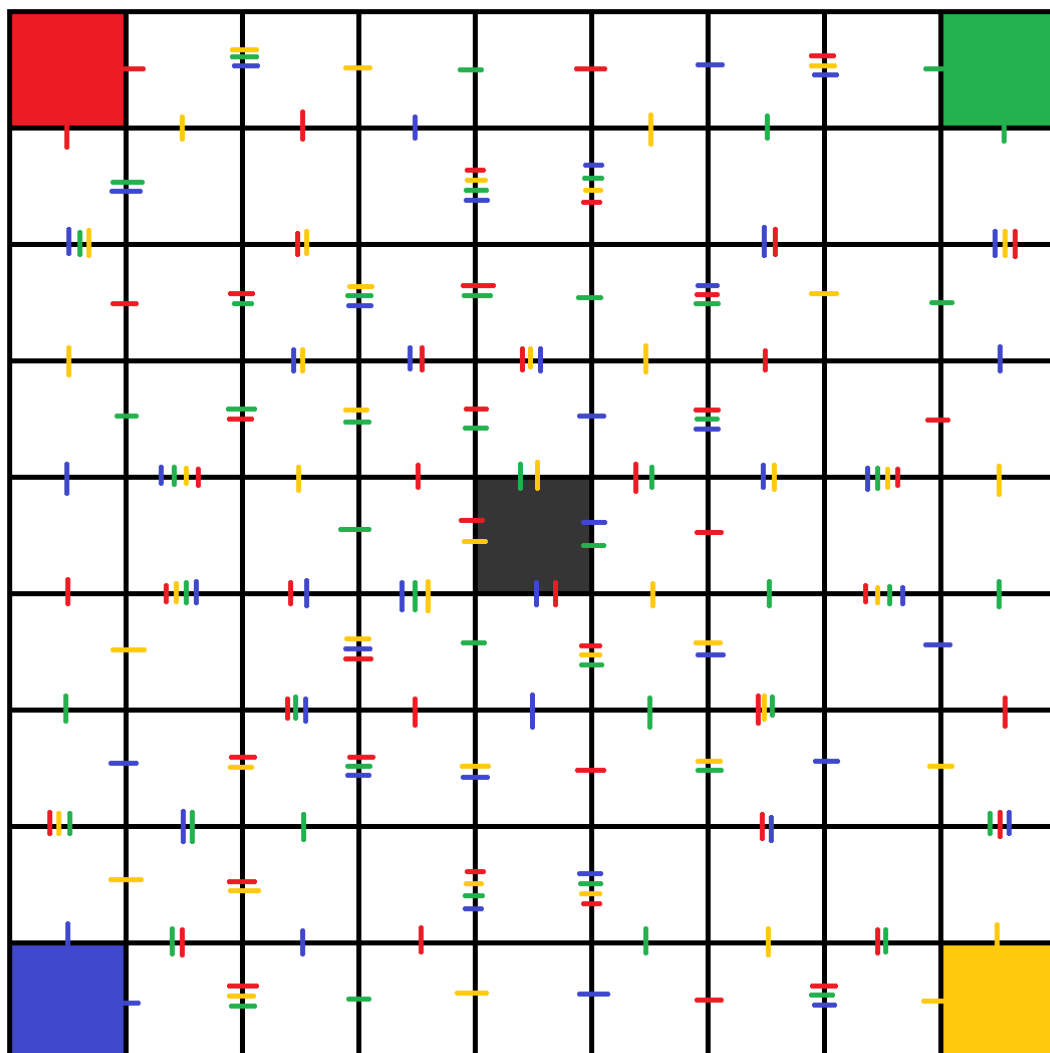


If the buttons are not Yellow, or the screen is not  
showing a white arrow, you're looking at a different module.

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. You are allowed to walk back onto a region you have  
already visited, but not the one you were previously on.

Making an invalid move will register a strike.



NORTH