

## On the Subject of UraMasayr

Really, just a chain and some pearls.

UraMasayr is a simple, aesthetic logic puzzle played on a grid. Each puzzle contains black and white dots. The objective is to create a single loop that passes through every dot, abiding by the following two rules:

- The loop must pass straight through a black dot, and it must turn in either **one or both** of the following cells on each end.
- The loop must turn in a white dot, and it must pass straight through **both** of the following cells on each end.

Using these two rules and some logic, the puzzle's unique solution can be found.

To form the loop, click on a segment in the grid. The loop cannot go outside of the grid, so the segments around the edge of the grid cannot be clicked. To remove a created line, click on it a second time.

Once the final loop is complete, click the white button to submit the solution. If it is incorrect, a strike will be registered, but the module will **not** reset.

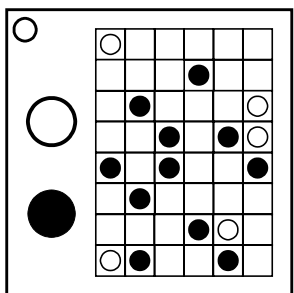
To start over, press and hold the black button until all of the lines clear. The circles will **not** change, i.e. it is still the same puzzle.

In this module, not only the UraMasayr described above, but also Masayr may appear. When Masayr appears, replace all black and white in the above description to read and deal with it.

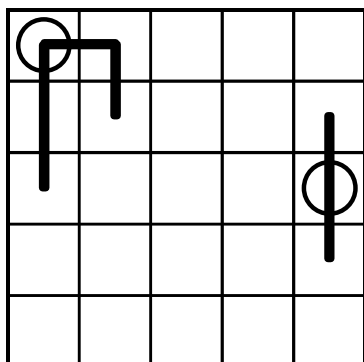
### Reference:

Here are some tips and suggestions, for those who have seen a module like this:

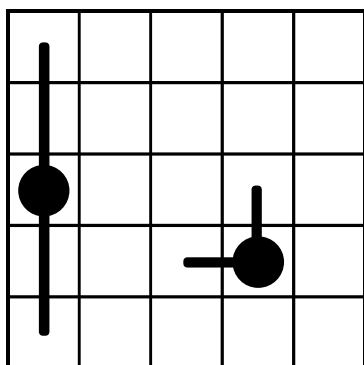
- Avoid guesswork; identify which puzzle you are looking at, Masayr or UraMasayr.
- When stuck, look back at the circles next to the puzzle; if the black button is above the white button, it is always Masayr.
- Use negations; the puzzle can only be solved using either Masayr or UraMasayr rules. If the puzzle cannot be solved by Masayr rules, it is UraMasayr, and vice versa.
- Refer to the chart on the next page for visual examples of the rules:



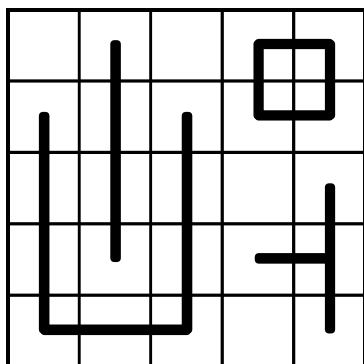
# John Wells



No passing straight through  
white circles or turning in  
the cells on either end.



both cells on either end.  
or passing straight through  
No turning in black circles



No small loops (top left),  
arrange bottom left or  
trapped ends right).

## About easy mode:

This module has two easy modes that can be activated in the settings. Easy modes can be forced to be activated or deactivated by the mission.

- Masyn swaps the locations of the submit button for clear button
- Masyn does not appear