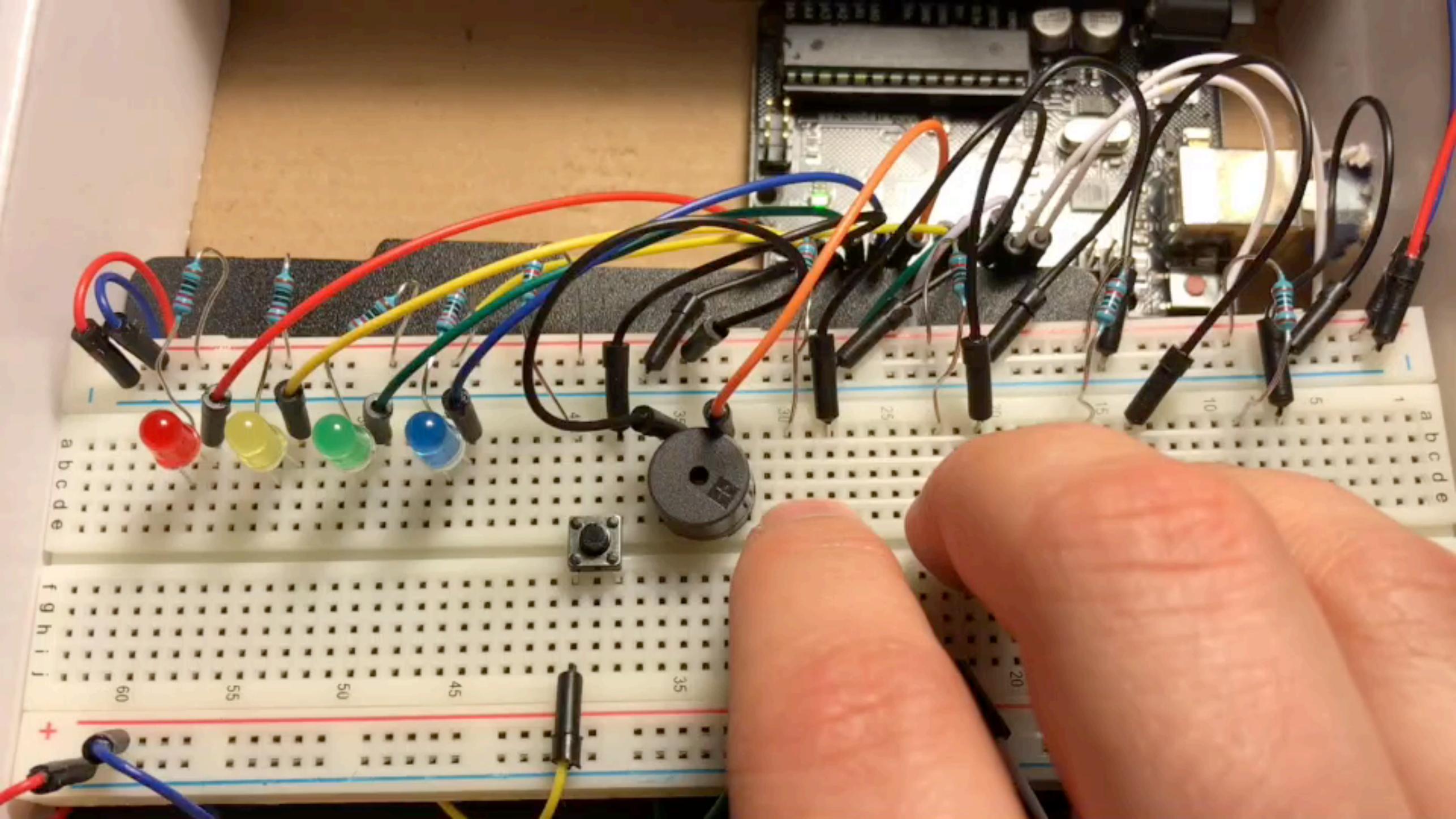
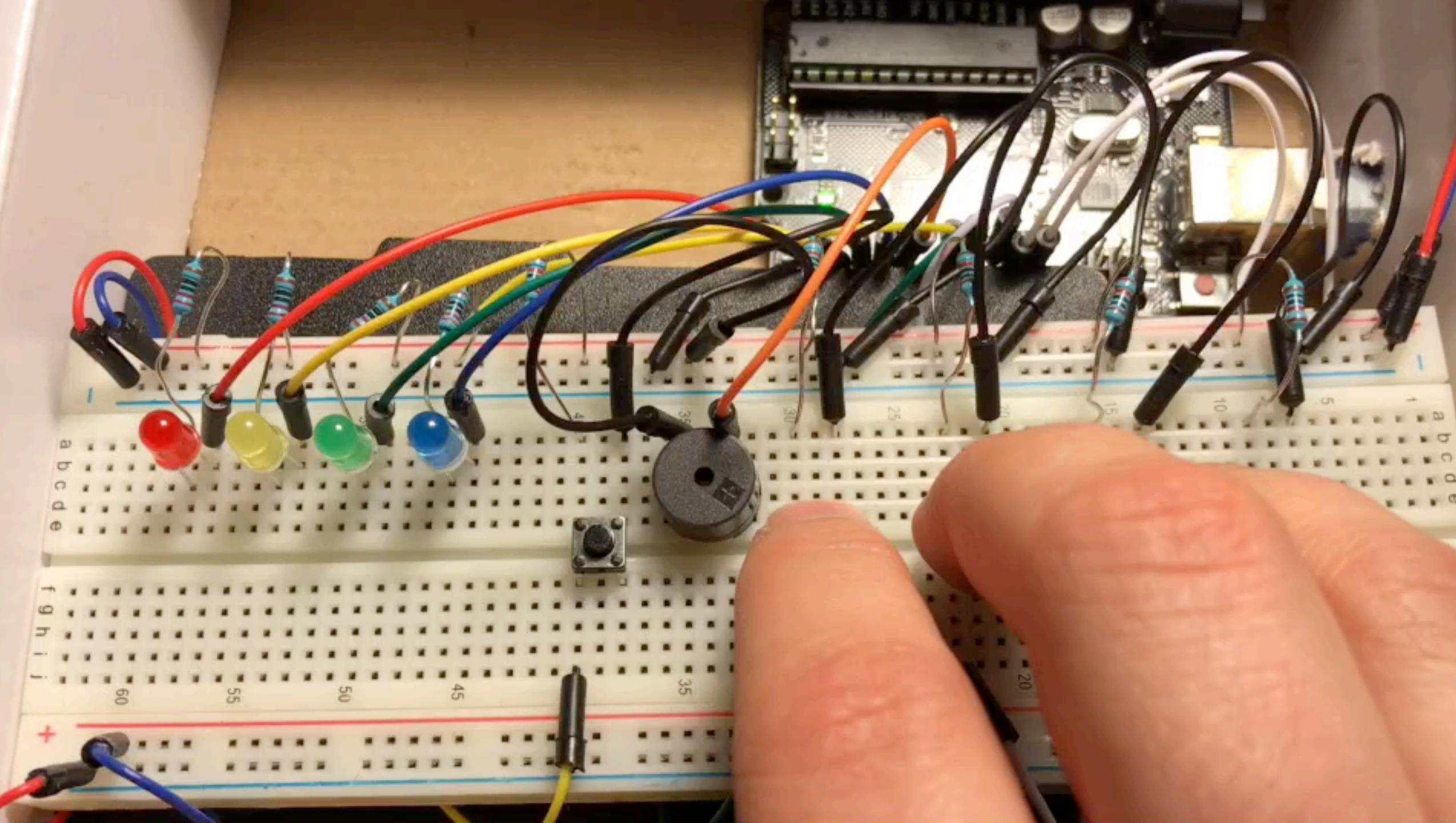


- Player 2 enters sequences of color that Player 1 gives them.
- If they enter a streak of correct patterns, they gain time.
- If they get a wrong pattern, they can lose time.
- The far left button *cools* the system, and to reset the pattern.
- The controller will make different tones depending on whether Player 2 enters a correct or incorrect pattern.

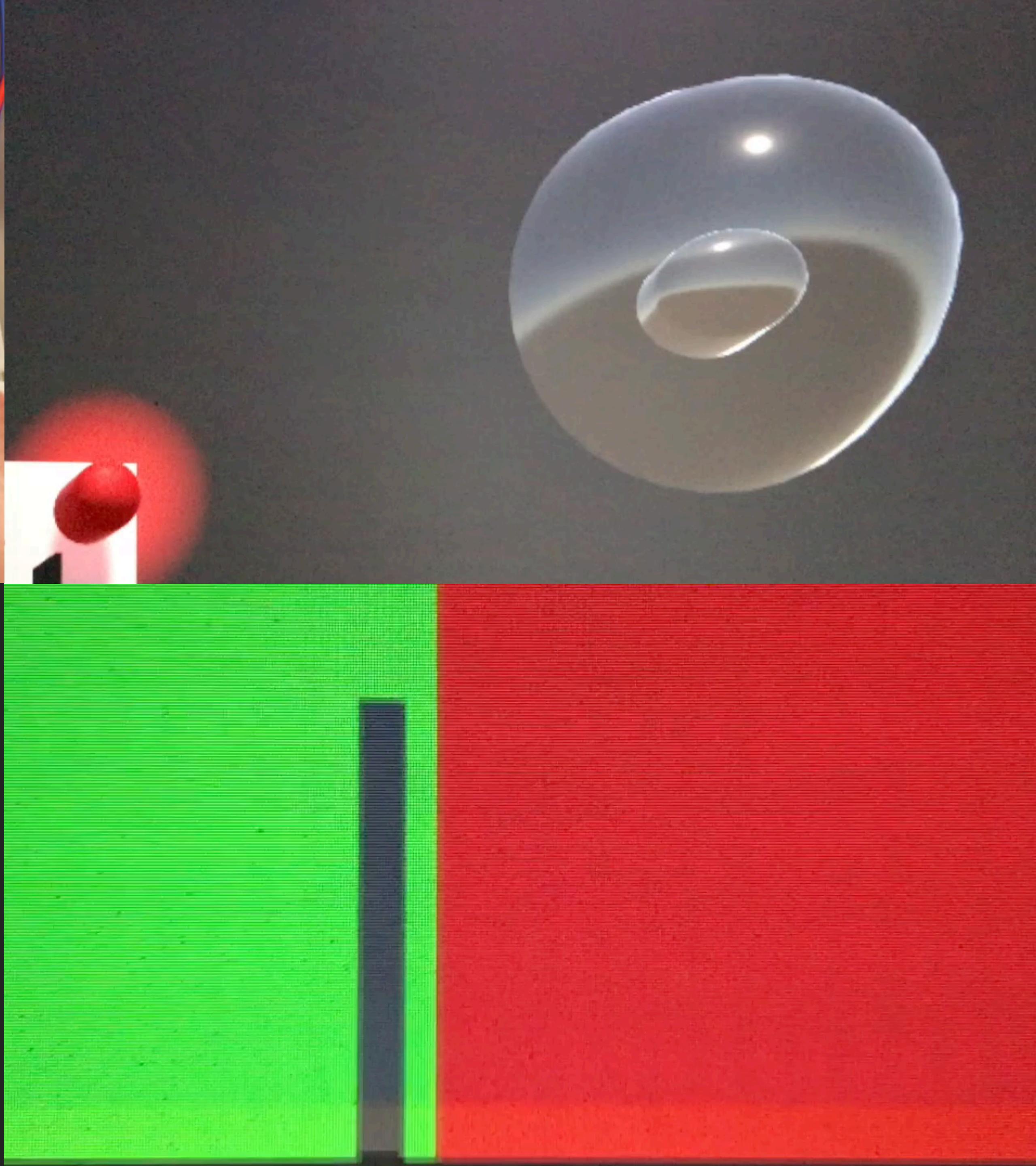








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END GAME

- ▶ Win by escaping the maze without the timer running out or the system burning up.
- ▶ Lose when the timer runs out or the system burns up.