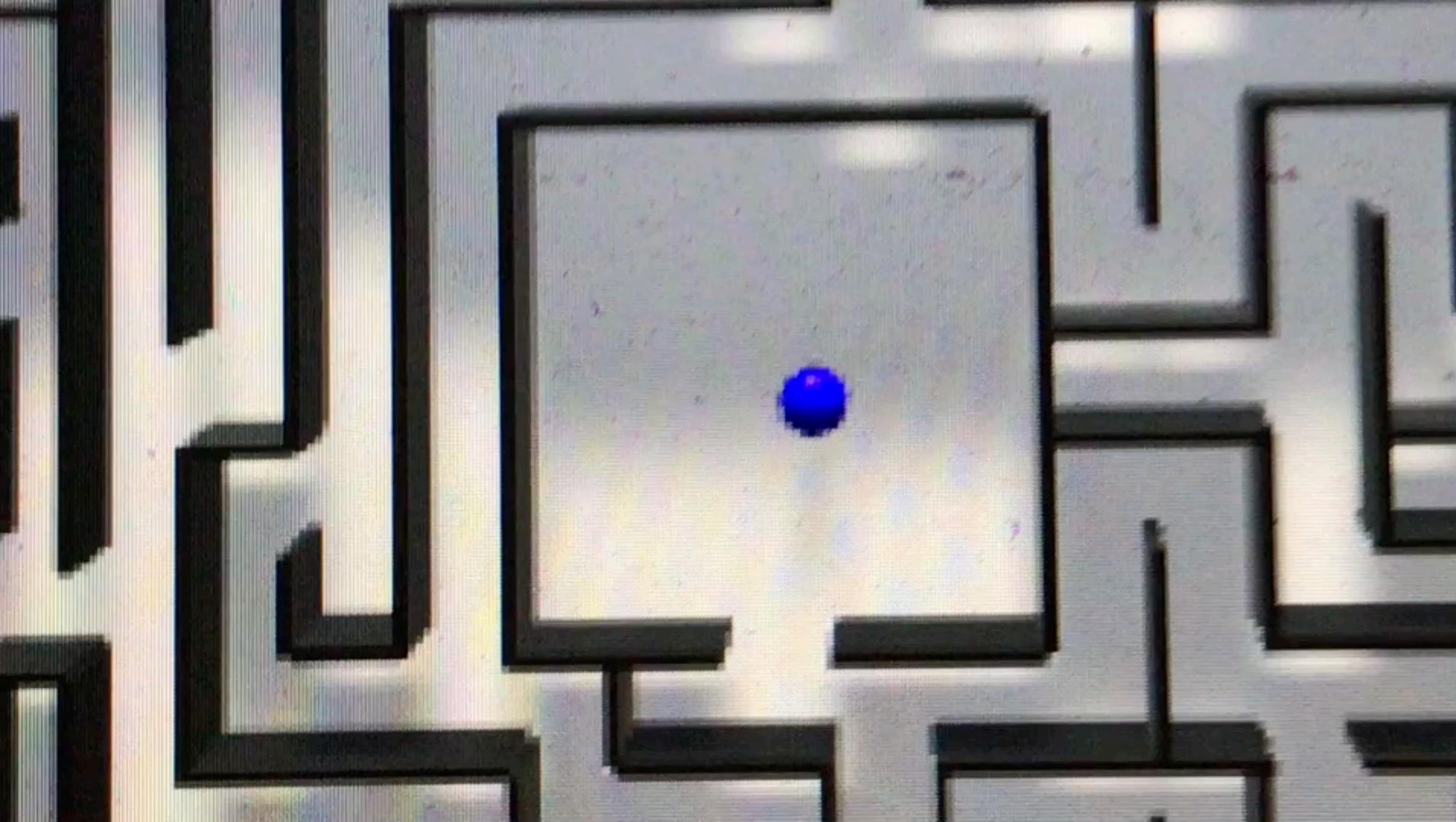
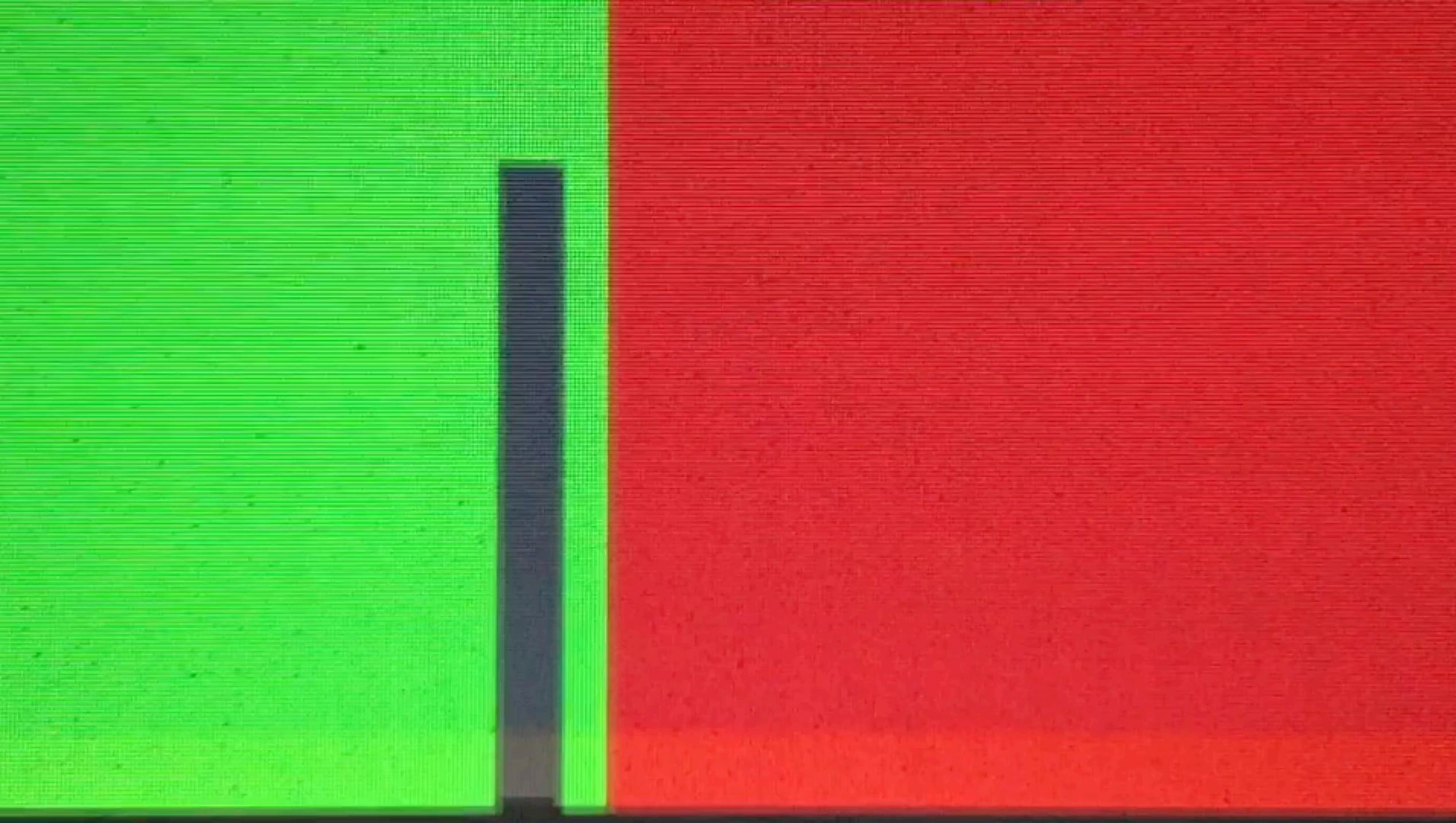
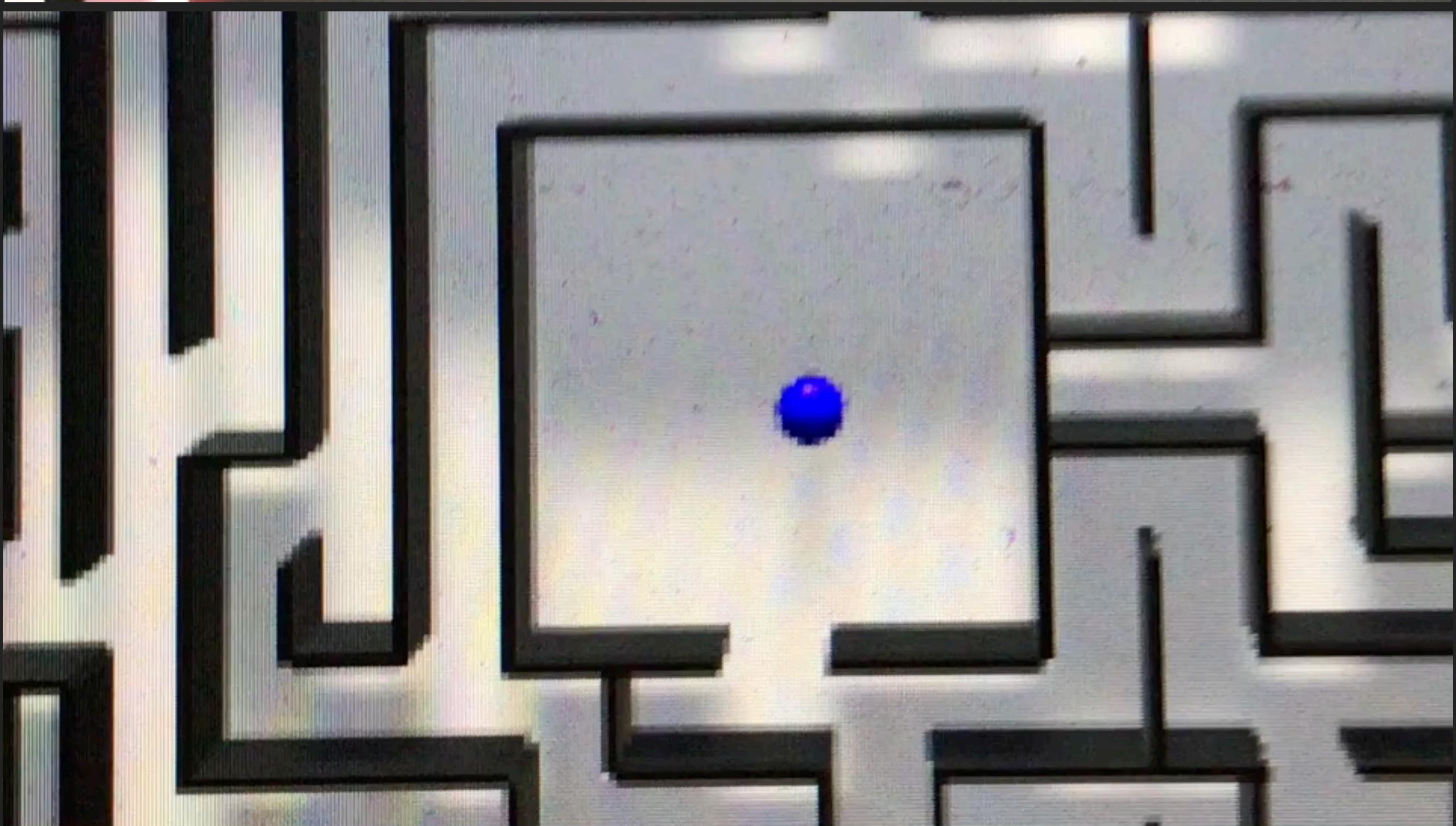
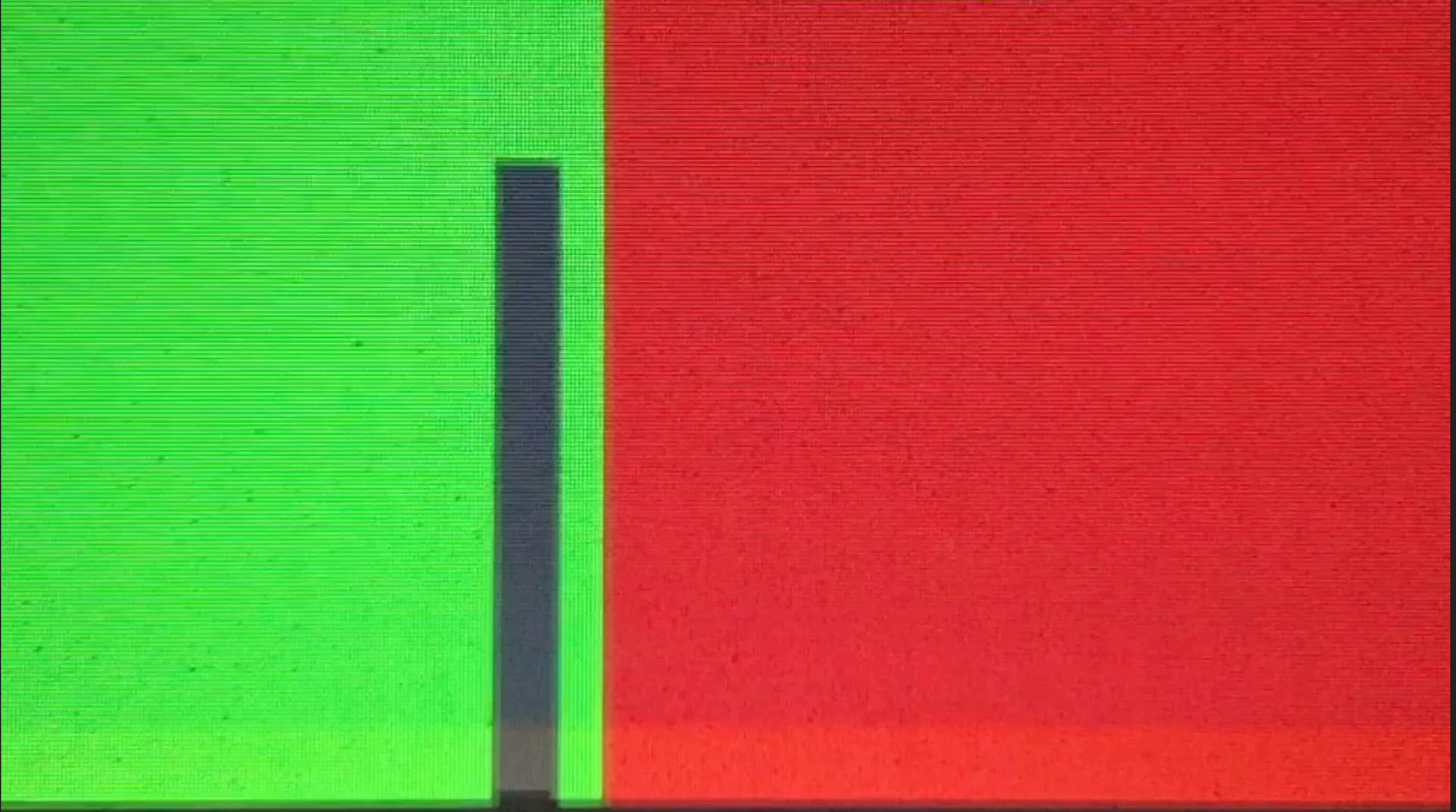


1. Player 1 attempts to move a ball to an exit that matches its color...
2. While telling player 2 what colors to enter into their controller...
3. While telling player 2 when to use the *Cooldown button*...
4. While minding the countdown timer to their doom.

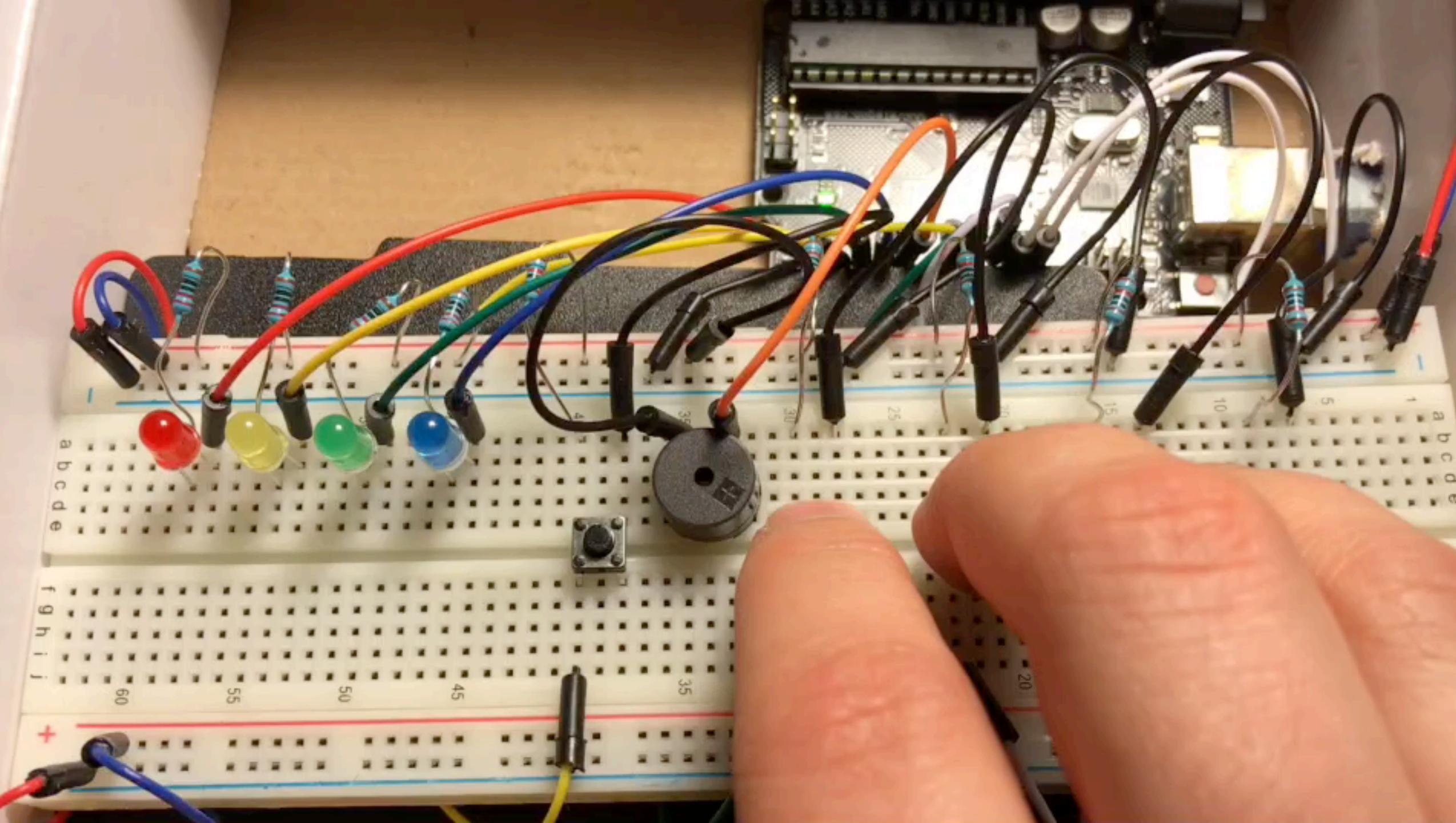








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- Player 2 enters sequences of color that Player 1 gives them.
- If they enter a streak of correct patterns, they gain time.
- If they get a wrong pattern, they can lose time.
- The far left button *cools* the system, and to reset the pattern.
- The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

