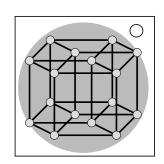# On the Subject of Hypermatch



*Balling in the fourth dimension.*

A Hypermatch module has a constantly rotating hypercube that has sixteen vertices with eight color pairs.

Pressing any vertex while the hypercube is rotating will stop the rotations and go into submission mode. The vertices will then turn blank.

Match the vertices on the still hypercube to where they were on the rotating hypercube to solve the module.

Pressing a vertex will set it to its color. Pressing its paired vertex will set them to their correct colors. Pressing the incorrect pair will strike, and the hypercube will return to rotating.

Holding a vertex while in submission mode will reset the module, and the hypercube will return to rotating.