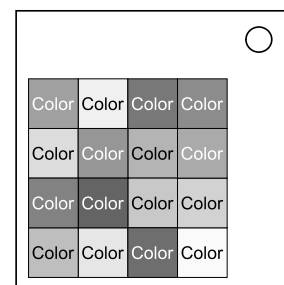# On the Subject of Tombstone Maze

As above, so below.

See Appendix SQUARE for identifying modules in Colored Squares family.

- You are playing a game of Gravedigger against an AI.
- Gravedigger is played on two 4 by 4 grids. Each has a maze.
- Each player can only see their grid.
- Each grid starts with your piece in the bottom leftmost cell and your opponent's piece (the pawn) in the upper rightmost cell.
- Play begins with you, and you both take turns either moving or digging.
- To move, press a square not in the rightmost column. Your piece slides in the direction given by the row (Up, Right, Down, Left from top to bottom) the number of spaces given by the column (1, 2, 3 from left to right). This happens on both grids simultaneously. Running into a wall or the pawn will halt your movement on that grid only.
- To dig, press a square in the rightmost column. You will dig one space from where you are standing in the direction given by the row. If the squares turn red, there is something in the way on your opponent's grid. If the squares turn green, you successfully dug. In this case, One square will turn white indicating where you dug on your opponent's grid.
- Whether you move or dig, your opponent's move will be indicated by a square flashing white. Treat this as though they would have pressed that square, but to move the pawns instead of your pieces.
- You win (and the module will solve) when you dig your opponent's starting square on their grid.
- You lose (and the module will strike and regenerate) when your opponent digs your starting square on your grid. However, if you moved 3 spaces in the prior turn, their pawns will be reset to their starting positions instead (or one space below if you're already there).

Red (R) [DRL]	Blue (B) [DL]	Yellow (Y) [DUL]	Green (G) [RL]	
Magenta (M) [UL]	Orange (O) [L]	Cyan (C) [URD]	Purple (P) [UR]	In brackets are the directions of impassable walls.
Chestnut (H) [RD]	Brown (N) [R]	Mauve (V) [UD]	Azure (Z) [U]	
Jade (J) [D]	Forest (F) [ ]	White (A) [URL]	Black [URDL]	