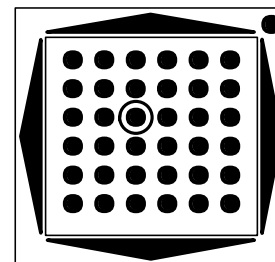


On the Subject of Morse-A-Maze

It is AMazing that the status light got a life of its own.



- Decode the Morse code from the blinking status light. Off state is green, On state is red.
- The first thing transmitted is the word used to find the maze.
- The second thing transmitted is the coordinates the status light needs to be placed on. Coordinates are a letter from A-F, representing columns, followed by a number from 1-6, representing rows. The upper left is A1.
- If the word is listed in Table 1, use the corresponding information in the table to determine which maze to look up. If the number you get is greater than 18, keep subtracting 18 until you are in the range of 0-17.
- Otherwise, look up the word in Tables 2 and 3.
- **Warning:** Do not cross the lines shown in the maze. These lines are invisible on the bomb.
- If there is an unlit BOB indicator and 4 batteries in 3 holders in the configuration of 2×AA and 2×D, Bob has made the walls visible. Thanks Bob.

Table 1:

SHELL*	<ul style="list-style-type: none"> • If any two-factor widgets are present, use the sum of the 2nd least significant digit of each two-factor code. • Otherwise, use the number of unsolved modules. 		
LEAKS*	Number of solved modules	STRIKE*	Number of strikes
HELLO	Number of battery holders	VICTOR	Number of unique ports
ALIEN 3	Total number of ports	BISTRO	Number of lit indicators
TANGO	Number of unlit indicators	TIMER	Number of indicators
BOXES	Number of port plates	TRICK	The last digit of the serial number
PENGUIN	The sum of the serial number digits	STING	Number of batteries
ELIAS	First serial number digit	KTANE	Starting time in minutes
MANUAL	Day of week at bomb start (Sunday = 0, Saturday = 6).	ZULU	Number of empty port plates
NOVEMBER	Position of first serial number letter minus one (A=0, B=1, C=2, ...)		

* - The maze for these words can change.

Table 2:

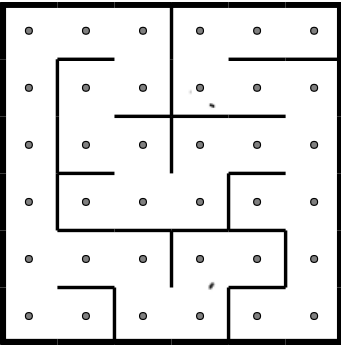
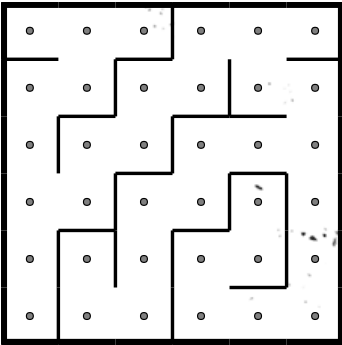
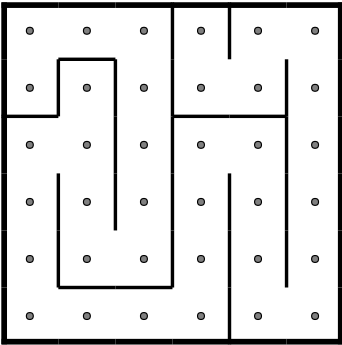
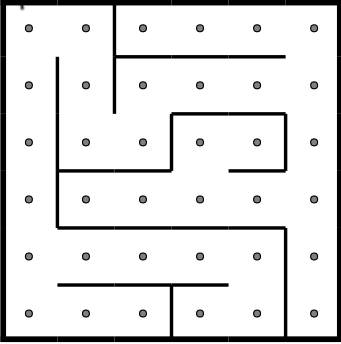
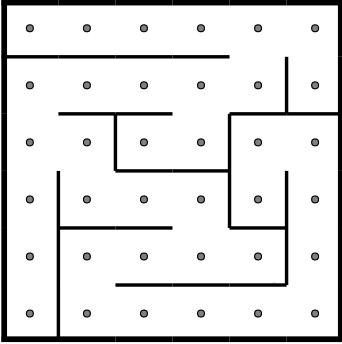
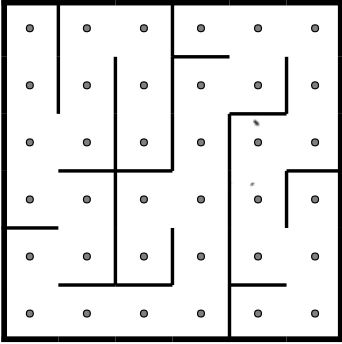
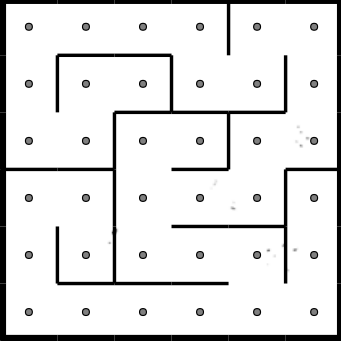
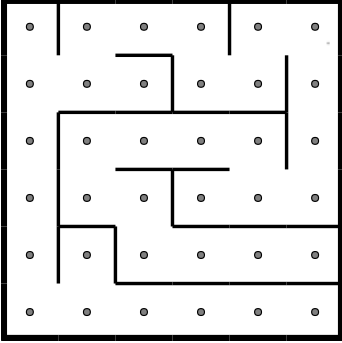
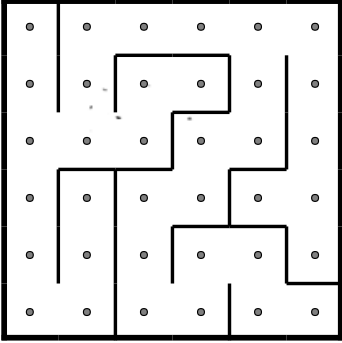
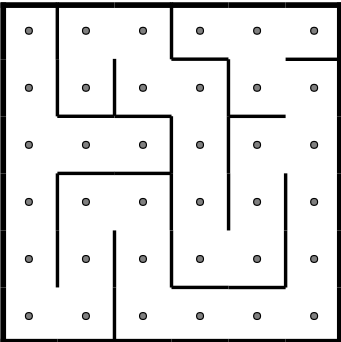
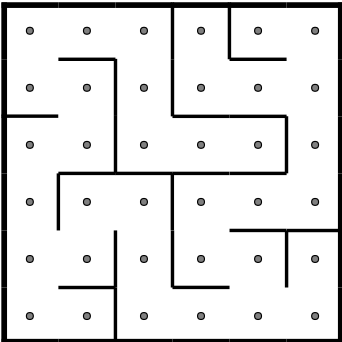
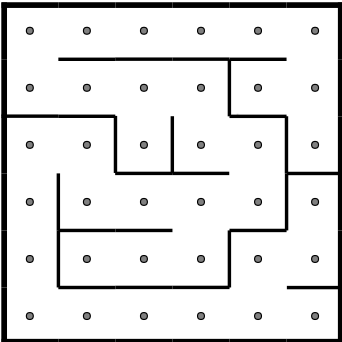
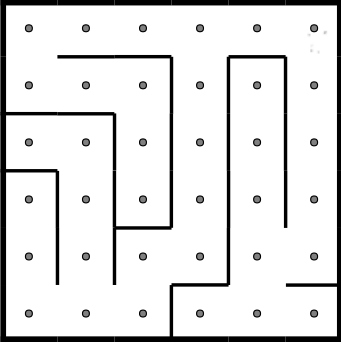
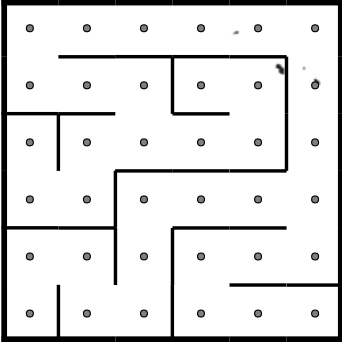
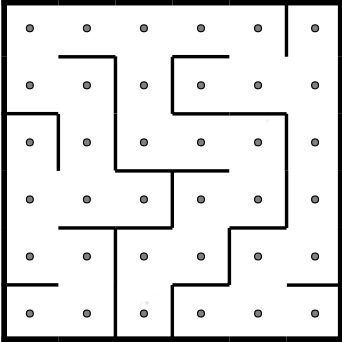
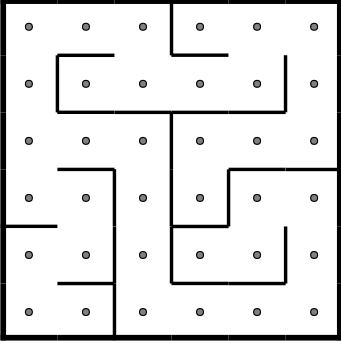
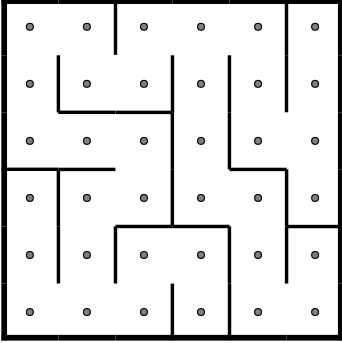
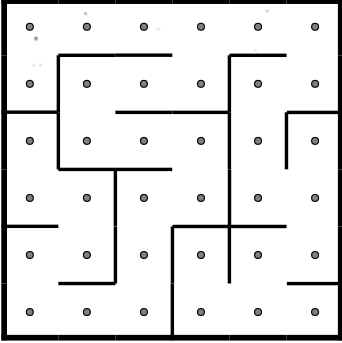
0 - KABOOM  A 10x10 grid maze with a single path from the top-left to the bottom-right.	1 - UNICORN  A 10x10 grid maze with a single path from the top-left to the bottom-right.	2 - QUEBEC  A 10x10 grid maze with a single path from the top-left to the bottom-right.
3 - BASHLY  A 10x10 grid maze with a single path from the top-left to the bottom-right.	4 - SLICK  A 10x10 grid maze with a single path from the top-left to the bottom-right.	5 - VECTOR  A 10x10 grid maze with a single path from the top-left to the bottom-right.
6 - FLICK  A 10x10 grid maze with a single path from the top-left to the bottom-right.	7 - TIMWI  A 10x10 grid maze with a single path from the top-left to the bottom-right.	8 - STROBE  A 10x10 grid maze with a single path from the top-left to the bottom-right.

Table 3:

<p>9 - BOMBS</p>  A 6x6 grid maze with a single path from the top-left to the bottom-right. The path is formed by open spaces, while all other cells are blocked by walls.	<p>10 - BRAVO</p>  A 6x6 grid maze with a single path from the top-left to the bottom-right. The path is formed by open spaces, while all other cells are blocked by walls.	<p>11 - LAUNDRY</p>  A 6x6 grid maze with a single path from the top-left to the bottom-right. The path is formed by open spaces, while all other cells are blocked by walls.
<p>12 - BRICK</p>  A 6x6 grid maze with a single path from the top-left to the bottom-right. The path is formed by open spaces, while all other cells are blocked by walls.	<p>13 - KITTY</p>  A 6x6 grid maze with a single path from the top-left to the bottom-right. The path is formed by open spaces, while all other cells are blocked by walls.	<p>14 - HALLS</p>  A 6x6 grid maze with a single path from the top-left to the bottom-right. The path is formed by open spaces, while all other cells are blocked by walls.
<p>15 - STEAK</p>  A 6x6 grid maze with a single path from the top-left to the bottom-right. The path is formed by open spaces, while all other cells are blocked by walls.	<p>16 - BREAK</p>  A 6x6 grid maze with a single path from the top-left to the bottom-right. The path is formed by open spaces, while all other cells are blocked by walls.	<p>17 - BEATS</p>  A 6x6 grid maze with a single path from the top-left to the bottom-right. The path is formed by open spaces, while all other cells are blocked by walls.

How to Interpret

1. A short flash represents a dot.
2. A long flash represents a dash.
3. There is a long gap between letters.
4. There is a very long gap before the word repeats.

A ● ■■
B ■■ ● ● ●
C ■■ ● ■■ ●
D ■■ ● ●
E ●
F ● ● ■■ ●
G ■■ ■■ ●
H ● ● ● ●
I ● ●
J ● ■■ ■■ ■■
K ■■ ● ■■
L ● ■■ ● ●
M ■■ ■■
N ■■ ●
O ■■ ■■ ■■
P ● ■■ ■■ ●
Q ■■ ■■ ● ■■
R ● ■■ ●
S ● ● ●
T ■■

U ● ● ■■
V ● ● ● ■■
W ● ■■ ■■
X ■■ ● ● ■■
Y ■■ ● ■■ ■■
Z ■■ ■■ ● ●

1 ● ■■ ■■ ■■ ■■
2 ● ● ■■ ■■ ■■
3 ● ● ● ■■ ■■
4 ● ● ● ● ■■
5 ● ● ● ● ●
6 ■■ ● ● ● ●
7 ■■ ■■ ● ● ●
8 ■■ ■■ ■■ ● ●
9 ■■ ■■ ■■ ■■ ●
0 ■■ ■■ ■■ ■■ ■■