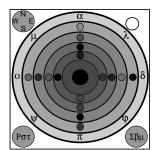
# On the Subject of The Jewel Vault

How did the Ancient Greeks make such an advanced lock? It must be aliens!

- The module consists of a locked five-wheel door, a compass rose, a reset button (bottom left) and a submit button (bottom right).
- The outermost-wheel contains eight Greek symbols and cannot be directly controlled. The other wheels each contain four different coloured jewels and can be rotated.
- There are eight potential jewels that you may encounter. Each jewel can only appear once on any given wheel:
  - Amethyst (purple)
  - Emerald (green)
  - Glass (silver/clear)
  - o Onyx (black)
  - Poudretteite (pink)
  - Ruby (red)
  - Sapphire (blue)
  - Scapolite (yellow)
- To solve the module, set the correct jewels to the correct orientation and press the submit button.
- Submitting an incorrect configuration of jewels will cause a strike, shuffle the wheels and change the orientation.
- Turning the wheels a total of thirteen times without resetting will shuffle the wheels and change the orientation.
- Pressing the reset button will return the wheels to their original orientations.
- The central orb of the door changes colour depending on the action currently being undertaken:
  - White = stationary
  - Yellow = manual movement
  - Blue = manual reset
  - Pink = limiter shuffle
  - Red = strike shuffle
  - Green = solved



#### Wheel Mechanics

- The four rotatable wheels will be referred to by one of two names:
  - Wheels 1-4 refer to the physical locations of the wheels (1 being the outermost, 4 being the innermost).
  - Wheels A-D refer to the mechanics of how the wheels affect each other and are assigned randomly.
- The mechanics of the lettered wheels are as follows:
  - Wheel A will turn itself clockwise.
  - Wheel B will turn itself clockwise and wheel A counter-clockwise.
  - Wheel C will turn itself clockwise and wheel B counter-clockwise.
  - Wheel D will turn itself clockwise and wheel C counter-clockwise.

#### **Greek Letters**

- The eight letters are used to determine the correct jewel on each wheel.
- Each wheel has two letters associated with it. Use the below tables to determine which priority list to use.
- The highest priority jewel that is present on the wheel is correct.
- Note: the below tables refer to wheels 1-4.

Wheel 1						Wheel 2							
Letter	α	β	Υ	δ	ε	ζ	Letter	η	θ	ι	ĸ	λ	μ
Alpha (a)	1	9	3	11	6	7	Eta (η)	5	8	3	9	7	4
Beta (β)	9	5	6	1	9	2	Theta (0)	8	2	7	1	5	10
Gamma (y)	3	6	2	7	10	8	Iota(l)	3	7	11	6	12	2
Delta (δ)	11	1	7	12	4	5	Kappa (K)	9	1	6	4	3	8
Epsilon (ε)	6	9	10	4	10	12	Lambda (\(\lambda\)	7	5	12	3	11	12
Zeta (ζ)	7	2	8	5	12	4	ми (µ)	4	10	2	8	12	9

Wheel 3						Wheel 4							
Letter	ν	ξ	0	п	ρ	٩	Letter	τ	ប	φ	X	ψ	ε
Nu (ν)	12	5	10	1	5	3	Tau (τ)	9	4	1	10	6	2
Xi(ξ)	5	2	6	5	11	8	Upsilon	4	3	7	4	12	8
Omicron	7.0			-	7.0	0	(v)						
(0)	10	6	8	3	12	2	Phi $(\phi)$	1	7	8	11	9	3
Pi (π)	1	5	3	11	1	10	Chi(X)	10	4	11	1	10	6
Rho (p)	5	11 .	12	1	4	9	Psi (ψ)	6	12	9	10	5	11
Sigma (σ)	3	8	2	10	9	6	Omega (ω)	2	8	3	6	11	7

### Target Orientation

- The target orientation of the four correct jewels is determined by the most abundant jewel.
- If there is more than one jewel in equally high abundance, take the last digit of the serial number and use that priority list to determine which of the most abundant jewels you should reference. Use list 10 if the last digit is 0.

Target Orientation	Jewel Type			
North	Glass			
NOTCH	Poudretteite			
- East	Amethyst			
цаь•	Emerald			
South	Onyx			
South	Sapphire			
West	Ruby			
MEDU	Scapolite			

## <u>Priority Lists</u>

• Priority order is read from left to right.

List#	Jewel Type									
1	Ро	Ru	Sa	Em	On	Am	Sc	Gl		
2	Am	0n	Em	Sc	Sa	Ро	Gl	Ru		
`3	On	Sa	Ru	Am	Sc	Gl	Em	Ро		
4	Em	Sc	Ро	Sa	Gl	Ru	On	Am		
5	Ru	Am	Sc	Gl	Em	Sa	Ро	On		
6	Sc	Em	Gl	Ru	Ро	On	Am	Sa		
7	Sa	Gl	On	Ро	Am	Em	Ru	Sc		
8	Gl	Ро	Am	0n	Ru	Sc	Sa	Em		
9	On	Sc	Em	Sa	Ро	Am	Ru	Gl		
10	Ро	Am	Ru	Gl	On	Sc	Em	Sa		
11	Gl	Em	Am	On	Sa	Ru	Sc	Ро		
12	Sa	Ru	Sc	Ро	Gl	Em	Am	0n		

- Am = Amethyst
- Em = Emerald
- Gl = Glass
- On = Onyx
- Po = Poudretteite
- Ru = Ruby
- Sa = Sapphire
- Sc = Scapolite