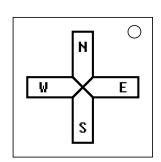
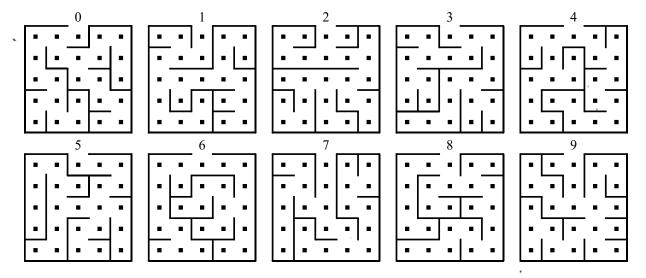
On the Subject of Blind Maze

Not only do you have to find the exit, you have to find the beginning!

Step 1: Maze

(Last digit of serial number + solved modules) mod 10





Step 2: Rotation

• =1 D & no AA: 90 clockwise

• <3 port types: 90 anti-clockwise

• lit IND & vowel in S.N.: 180

• no yellow & ≥1 red: 90 anti-clockwise

• ≥3 types of maze modules: 180

• ≥2 red & unlit MSA: 90 clockwise

• Otherwise: nothing

Step 3: Starting Position

• X: North + South

• Y: East + West

• Subtract 5 until between 1 and 5.

• (1,1) is top-left after rotation.

	Red	Green	White	Gray	'Yellow
North	1	5	2	2	3
East	3	1	5	5	2
West	2	5	3	1	4
South	3	2	4	3	2

^{*}Registered maze-based modules are: <u>Maze</u>, <u>Morse-A-Maze</u>, <u>3D Maze</u>, <u>Mouse In The Maze</u>, <u>Hexamaze</u>, <u>Blind Maze</u>, and <u>Polyhedral Maze</u>. Two Hexamazes and a 3D Maze would only count as two unique types of maze-based modules for this criterion.