# On the Subject of Blind Maze

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

This module has four buttons labeled N for North, E for East, S for South, and W for West. The defuser must use these buttons to navigate through a maze they cannot see. Use the following steps to discover what the maze looks like, where you are in the maze, and which side of the maze the exit is on.
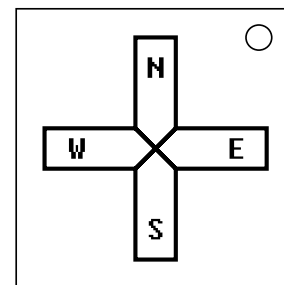
Step 1: Finding the Maze

- Take the last digit of the serial number and add the number of solved modules.
- If the number is above nine, subtract 10 until it is between 0 and 9.
- Locate the maze below with the same number as the result. This is your maze, but it may be rotated.
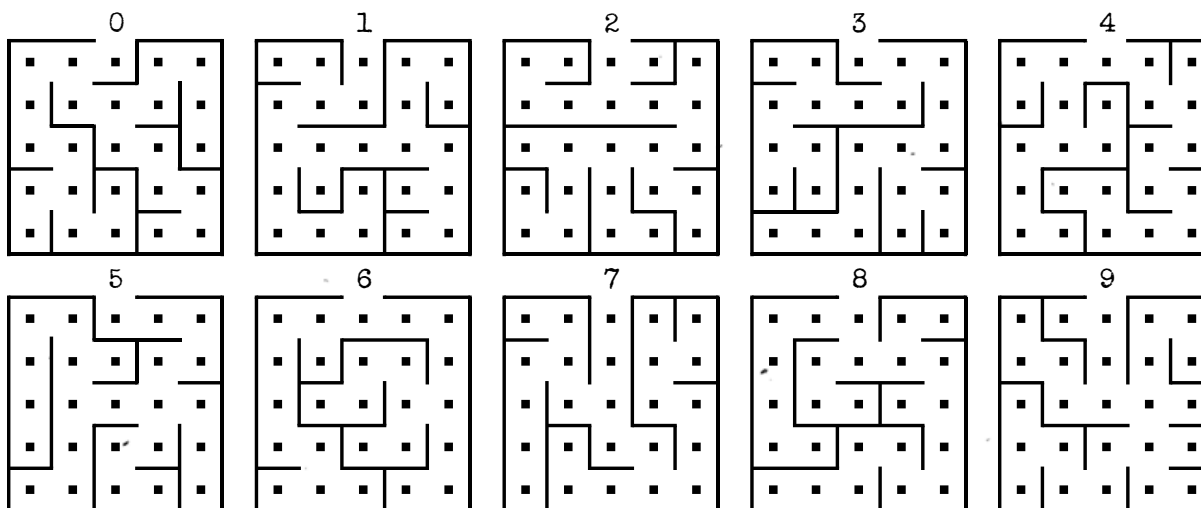
Step 2: <u>Finding the Rotation</u>

Use the first conditional that applies out of the following list to determine what rotation the maze has.

- If there are at least two red buttons, rotate the maze 90 degrees clockwise and then calculate starting position.
- Otherwise, if there are at least 5 batteries, calculate starting position and then rotate the maze 90 degrees clockwise.
- Otherwise, if there is an IND indicator, rotate the maze 180 degrees clockwise and then calculate starting position.
- Otherwise, if there are no yellow buttons and one red button, rotate the maze 90 degrees counter-clockwise and then calculate starting position.
- Otherwise, if there is at least 1 other type of maze-based module on the bomb*, calculate starting position and then rotate the maze 180 degrees clockwise.
- Otherwise, if there is at most 1 port type on the bomb, calculate starting position and then rotate the maze 90 degrees counter-clockwise.
- Otherwise, keep the maze as it is.

Step 3: <u>Finding the Starting Location</u>

Look at each button and use the table below to determine it's value. Then, use these rules to determine the starting location in the maze:

- X Position: Add the values of the North and South buttons together.
- Y Position: Add the values of the East and West buttons together.
- If the sum is above 5, subtract 5 until the number is between 1 and 5.
- Column X moves from left to right and Row Y moves from top to bottom. The top left coordinate of the maze is [1,1].

	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

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*Any modules with "Maze" in its name will be considered a maze-based module. Other <u>Blind Maze</u> modules will not count for this criterion.