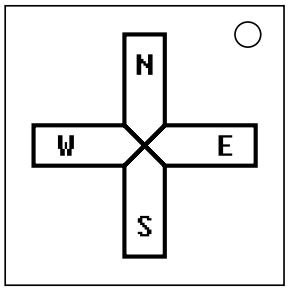
On the Subject of Blind Maze

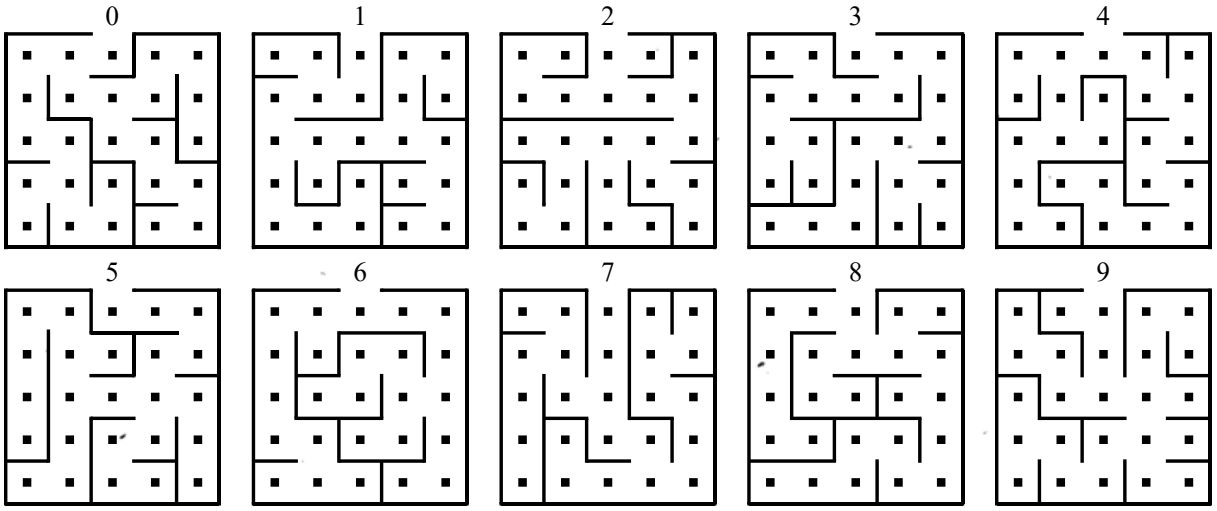


Not only do you have to find the exit, you have to find the beginning!

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 result 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 the maze, but it may be rotated...



Step 2: Finding the Rotation

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

- If there is exactly one D battery and no AA batteries, rotate the maze 90 degrees clockwise.
- Otherwise, if there are less than 3 unique port types on the bomb, rotate the maze 270 degrees clockwise.
- Otherwise, if there is a lit IND indicator and there is a vowel in the serial number, rotate the maze 180 degrees.
- Otherwise, if there are no yellow buttons and at least one red button, rotate the maze 90 degrees counter-clockwise.
- Otherwise, if there are at least 3 types of maze-based modules on the bomb*, rotate the maze 180 degrees clockwise.
- Otherwise, if there are two or more red buttons and there is an unlit MSA indicator, rotate the maze 270 degrees counter-clockwise.
- Otherwise, don't rotate the maze.

Step 3: Finding the Starting Location

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 either sum is above 5, subtract 5 until that number is between 1 and 5.
- Note that both the X and Y positions are after rotating the maze, and correspond to the new left to right and top to bottom axes, respectively. [1,1] is in the top-left corner of the rotated maze.

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