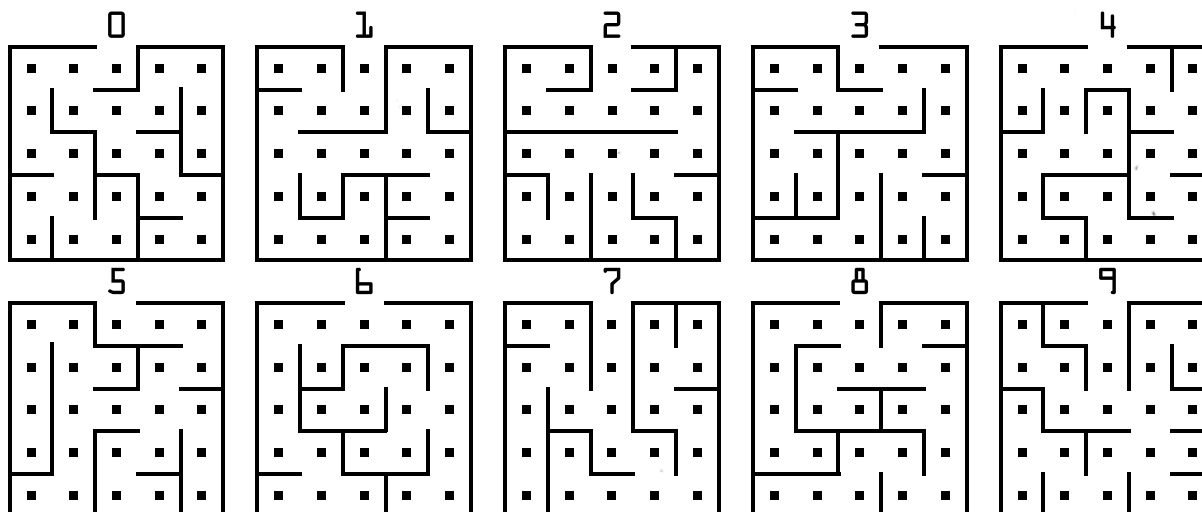
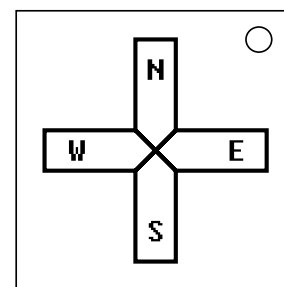


On the Subject of Blind Maze

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: 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.