

Appendix A: Encrypted Indicators

Finally, encryption that's not NP hard!

This indicator works like any other, except its label has been encrypted! The three letters next to the indicator light have been replaced with arcane symbols.

Find the sum of the numbers gained from looking up each symbol in the left table. If the result is in the range

[1,11], then use that result in the second table to find the label. Otherwise, each symbol instead represents the letters in the first table.



Symbol	in position		
	X__	_X_	__X
?	5 / G	0 / D	4 / G
h	4 / Z	0 / D	5 / R
3	0 / C	-1 / S	4 / O
W	0 / J	2 / X	5 / Y
u	2 / V	1 / B	2 / L
p	-2 / T	5 / L	5 / J
q	4 / L	1 / A	2 / O
IA	3 / G	5 / A	4 / S
JL	4 / F	4 / S	2 / M
JJ	3 / P	2 / O	3 / F
Q	-1 / K	3 / Q	4 / K
Q	-1 / D	-2 / N	4 / L
X	5 / Q	0 / O	5 / Z

Result	Indicator
1	CLR
2	IND
3	TRN
4	FRK
5	CAR
6	FRQ
7	NSA
8	SIG
9	MSA
10	SND
11	BOB

*Warning: vanilla modules cannot solve the encryption, so they completely ignore these indicators.