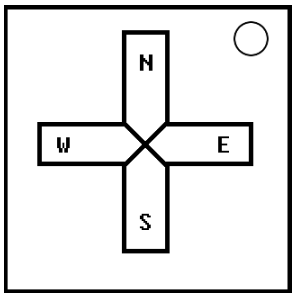
On the Subject of Blind Maze

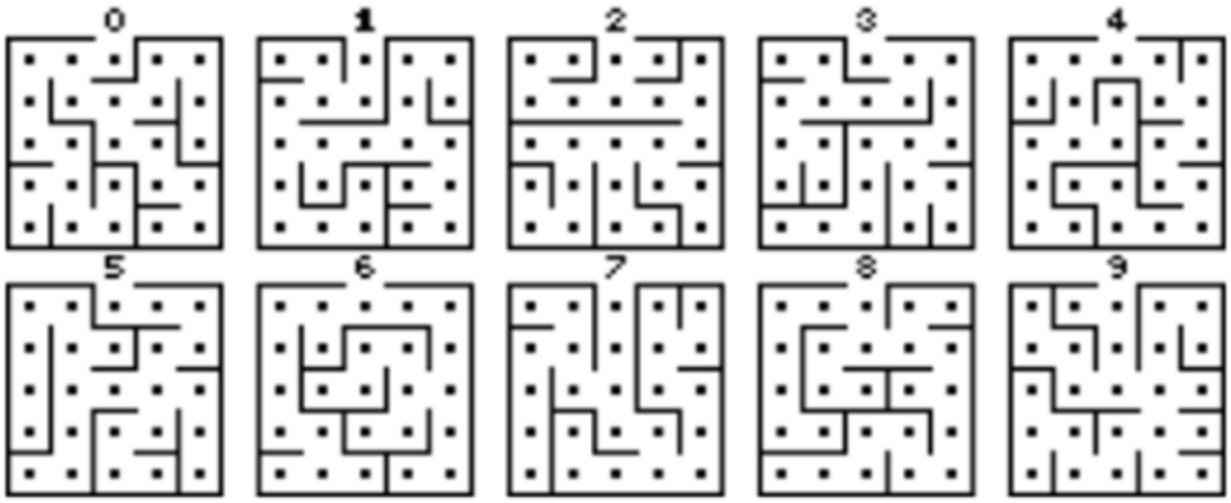


Notonly do you have to find the exit, you have to find the beginning!

This module has four buttons labeled N for North, E for East, S for South, and W for West. The defuse must use the keys to navigate a maze they cannot see. Use the following steps to discover your current maze, 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.
- 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 your final result. This is your maze, but it may be rotated.



Step 2: Finding the Rotation

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

- If there is exactle one D battery and no AA batteries, rotate the maze 90 degrees clockwise.
- Otherwise, if there are less than 3 uniqure 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 counterclockwise.
- 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 counterclockwise.
- Otherwise, keep the maze as it is.

Step 3: Finding the Starting Location

Look at the keys and use Table A and refer to the color of the key and its letter to find the value of each key.

- For X: Add the values of the North and South keys together.
- For Y: Add the values of the East and West keys together.
- Note that both X and Y are after rotation, and move left to right and top to bottom respectively.

	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