

## On the Subject of Morse AMaze

*It is AMazing that the status light got a life of its own.*

- Decode the Morse code from the blinking status light.  
The lights off state is actually green.
- The first thing transmitted is the word used to find the maze.
- The second thing transmitted is the coordinates the status light needs to be placed on.
- If the word is listed in Table 1, use the matching information in the table to determine what maze to look up. If the number you get is greater than 18, keep subtracting 18 until you are in a number between 0-17.
- Otherwise Look up the word in Tables 2 and 3.
- **Warning:** Do not cross the lines shown in the maze. These lines are invisible on the bomb.
- If there is an unlit BOB and 4 Batteries in 3 holders in the configuration of 2xAA and 2xD, Bob has made the walls visible for the defuser. Thanks Bob.

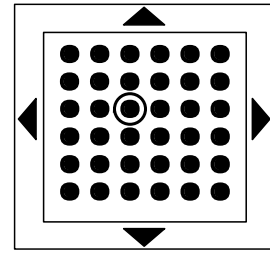
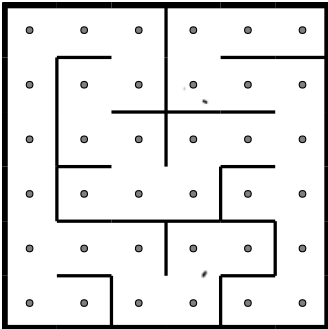
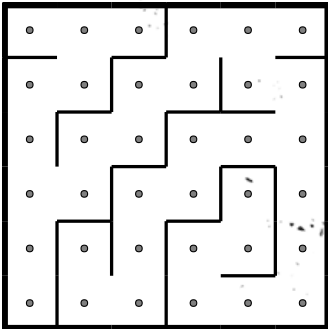
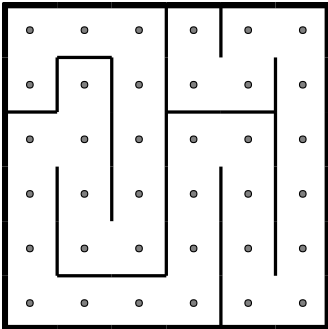
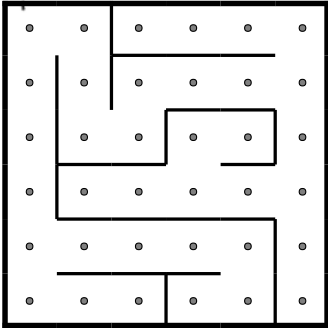
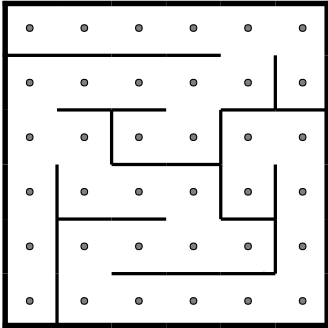
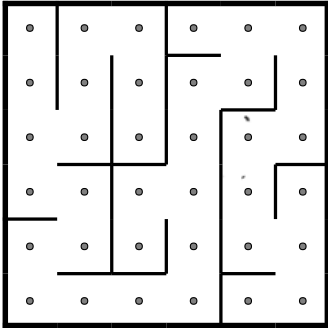
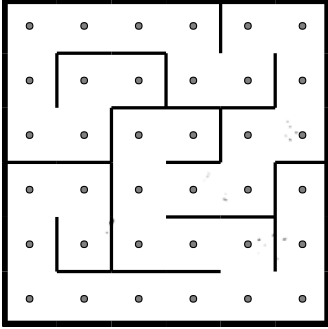
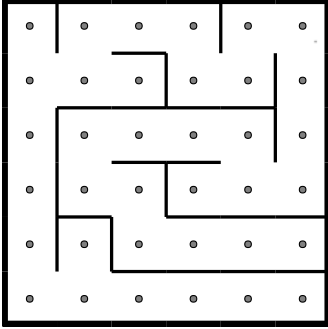
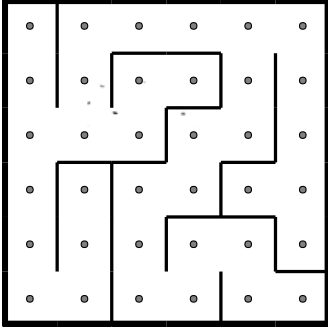


Table 1:

SHELL*	<ul style="list-style-type: none"> <li>• If any Two factor are present, use the sum of the 2nd least significant digit of each Two Factor code</li> <li>• Otherwise, use the Number of Unsolved modules.</li> </ul>		
LEAKS*	Number of Solved modules.	STRIKE*	The Number of strikes you have.
HELLO	Number of Battery Holders	VICTOR	Number of Unique Ports
ALIEN 3	Total Number of Ports	BISTRO	Number of Lit Indicators
TANGO	Number of Unlit Indicators	TIMER	Number of Indicators
BOXES	Number of Port Plates	TRICK	The Last digit of the Serial number
PENGUIN	The Sum of the serial number digits	STING	Number of Batteries
ELIAS	First Serial number digit.	KTANE	Starting Time in Minutes
MANUAL	Day of Week of Defuser	ZULU	Number of Empty Port Plates
NOVEMBER	Position of First Serial Number Letter. (A=0, B=1 C=2 etc...)		

\* - The Maze for these words can change.

Table 2:

<p>0 - KABOOM</p>  <p>A 10x10 grid maze with a single path from the top-left to the bottom-right. The path is formed by a series of horizontal and vertical segments connecting the start and end points.</p>	<p>1 - UNICORN</p>  <p>A 10x10 grid maze with a single path from the top-left to the bottom-right. The path is formed by a series of horizontal and vertical segments connecting the start and end points.</p>	<p>2 - QUEBEC</p>  <p>A 10x10 grid maze with a single path from the top-left to the bottom-right. The path is formed by a series of horizontal and vertical segments connecting the start and end points.</p>
<p>3 - BASHLY</p>  <p>A 10x10 grid maze with a single path from the top-left to the bottom-right. The path is formed by a series of horizontal and vertical segments connecting the start and end points.</p>	<p>4 - SLICK</p>  <p>A 10x10 grid maze with a single path from the top-left to the bottom-right. The path is formed by a series of horizontal and vertical segments connecting the start and end points.</p>	<p>5 - VECTOR</p>  <p>A 10x10 grid maze with a single path from the top-left to the bottom-right. The path is formed by a series of horizontal and vertical segments connecting the start and end points.</p>
<p>6 - FLICK</p>  <p>A 10x10 grid maze with a single path from the top-left to the bottom-right. The path is formed by a series of horizontal and vertical segments connecting the start and end points.</p>	<p>7 - TIMWI</p>  <p>A 10x10 grid maze with a single path from the top-left to the bottom-right. The path is formed by a series of horizontal and vertical segments connecting the start and end points.</p>	<p>8 - STROBE</p>  <p>A 10x10 grid maze with a single path from the top-left to the bottom-right. The path is formed by a series of horizontal and vertical segments connecting the start and end points.</p>

<p>9 - BOMBS</p>	<p>10 - BRAVO</p>	<p>11 - LAUNDRY</p>
<p>12 - BRICK</p>	<p>13 - KITTY</p>	<p>14 - HALLS</p>
<p>15 - STEAK</p>	<p>16 - BREAK</p>	<p>17 - BEATS</p>

A 10x10 grid with a black path and a red dot at (5,5). The path starts at (1,1), goes right to (10,1), then up to (10,5), then left to (5,5), then down to (5,1), then left to (1,1). The red dot is at (5,5).

[illegible]

How to Interpret

- 1. A short flash represents a dot.
- 2. A long flash represents a dash.
- 3. There is a long gap between letters.
- 4. There is a very long gap before the word repeats.

A	• —	U	• • —
B	— • • •	V	• • • —
C	— • — •	W	• — —
D	— • •	X	— • • —
E	•	Y	— • — —
F	• • — •	Z	— — • •
G	— — •		
H	• • • •		
I	• •		
J	• — — —		
K	— • —	1	• — — — —
L	• — • •	2	• • — — —
M	— —	3	• • • — —
N	— •	4	• • • • —
O	— — —	5	• • • • •
P	• — — •	6	— • • • •
Q	— — • —	7	— — • • •
R	• — •	8	— — — • •
S	• • •	9	— — — — •
T	—	0	— — — — —