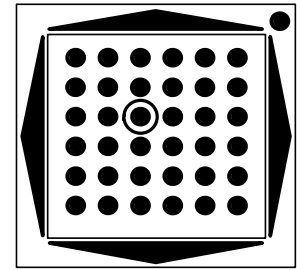


On the Subject of Morse-A-Maze

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



- Decode the Morse code from the blinking status light. Off state is green, On state is red.**
- 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. Coordinates are a letter from A-F, representing columns, followed by a number from 1-6, representing rows. The upper left is A1.
- If the word is listed in Table 1, use the corresponding information in the table to determine which maze to look up. If the number you get is greater than 18, keep subtracting 18 until you are in the range of 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 indicator and 4 batteries in 3 holders in the configuration of 2×AA and 2×D, Bob will actively prevent you from earning any strikes. Thanks Bob.

Table 1:

strobe	<ul style="list-style-type: none"> • If any two-factor widgets are present, use the sum of the 2nd least significant digit of each two-factor code. • Otherwise, use the number of unsolved modules. 		
starts*	Number of solved modules	sucked	Number of strikes
robes*	Number of battery holders	strode	Number of unique ports
prone	Total number of ports	monkey	Number of lit indicators
truth	Number of unlit indicators	scheme	Number of indicators
assay	Number of port plates	pylori	The last digit of the serial number
couch	The sum of the serial number digits	stroke*	Number of batteries
bosses	First serial number digit	tutor	Starting time in minutes
smoke	Day of week at bomb start (Sunday = 0, Saturday = 6).	assent	Number of empty port plates
office	Position of first serial number letter minus one (A=0, B=1, C=2, ...)		

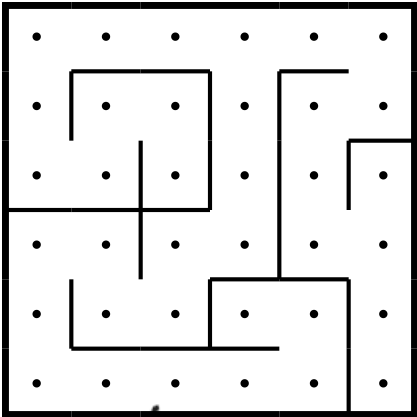
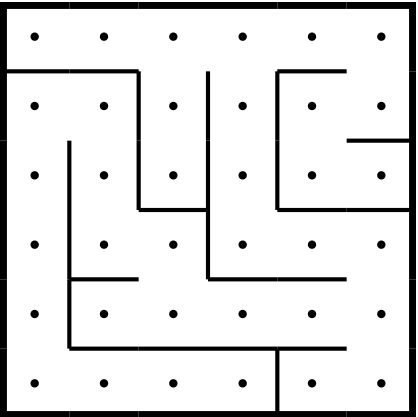
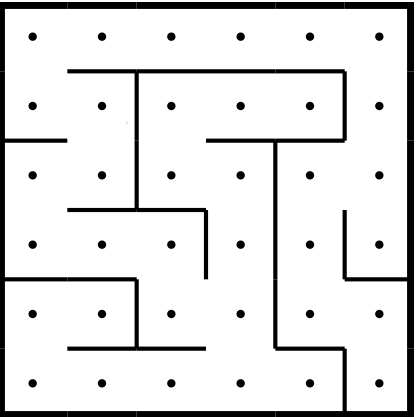
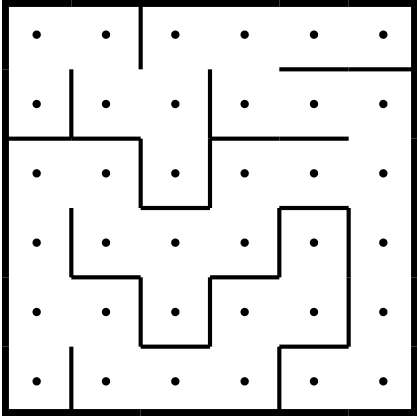
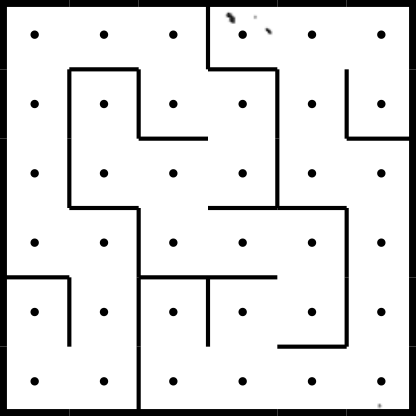
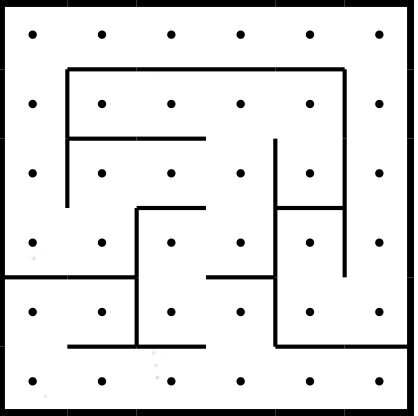
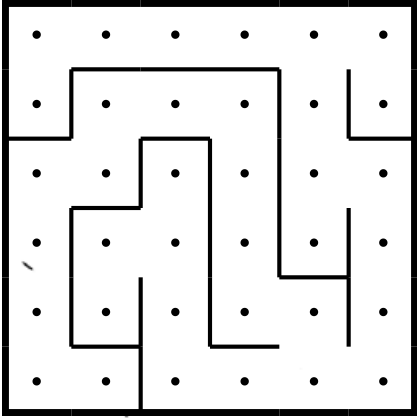
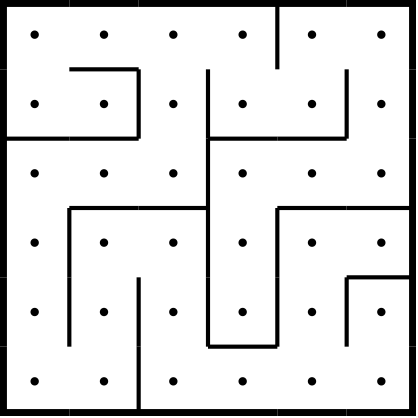
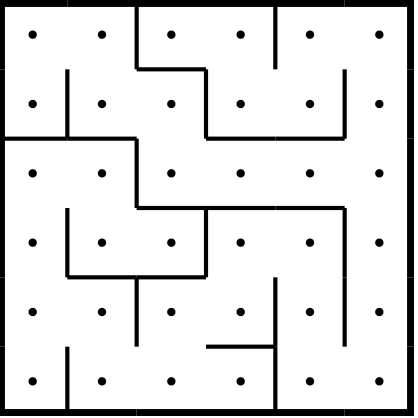
* - The maze for these words can change.

** - Refer to page 3 for colorblind mode details. Refer to page 4 for some configuration options.

Table 2:

<p>0 - glass</p> <p>A 6x6 grid with a path from the top-left to the bottom-right. The path is formed by the following cells (row, column): (0,0), (1,0), (1,1), (2,1), (2,2), (3,2), (3,3), (4,3), (4,4), (5,4), (5,5).</p>	<p>1 - anchor</p> <p>A 6x6 grid with a path from the top-left to the bottom-right. The path is formed by the following cells (row, column): (0,0), (1,0), (1,1), (2,1), (2,2), (3,2), (3,3), (4,3), (4,4), (5,4), (5,5).</p>	<p>2 - cough</p> <p>A 6x6 grid with a path from the top-left to the bottom-right. The path is formed by the following cells (row, column): (0,0), (1,0), (1,1), (2,1), (2,2), (3,2), (3,3), (4,3), (4,4), (5,4), (5,5).</p>
<p>3 - spoon</p> <p>A 6x6 grid with a path from the top-left to the bottom-right. The path is formed by the following cells (row, column): (0,0), (1,0), (1,1), (2,1), (2,2), (3,2), (3,3), (4,3), (4,4), (5,4), (5,5).</p>	<p>4 - syntax</p> <p>A 6x6 grid with a path from the top-left to the bottom-right. The path is formed by the following cells (row, column): (0,0), (1,0), (1,1), (2,1), (2,2), (3,2), (3,3), (4,3), (4,4), (5,4), (5,5).</p>	<p>5 - money</p> <p>A 6x6 grid with a path from the top-left to the bottom-right. The path is formed by the following cells (row, column): (0,0), (1,0), (1,1), (2,1), (2,2), (3,2), (3,3), (4,3), (4,4), (5,4), (5,5).</p>
<p>6 - apron</p> <p>A 6x6 grid with a path from the top-left to the bottom-right. The path is formed by the following cells (row, column): (0,0), (1,0), (1,1), (2,1), (2,2), (3,2), (3,3), (4,3), (4,4), (5,4), (5,5).</p>	<p>7 - author</p> <p>A 6x6 grid with a path from the top-left to the bottom-right. The path is formed by the following cells (row, column): (0,0), (1,0), (1,1), (2,1), (2,2), (3,2), (3,3), (4,3), (4,4), (5,4), (5,5).</p>	<p>8 - taste</p> <p>A 6x6 grid with a path from the top-left to the bottom-right. The path is formed by the following cells (row, column): (0,0), (1,0), (1,1), (2,1), (2,2), (3,2), (3,3), (4,3), (4,4), (5,4), (5,5).</p>

Table 3:

9 - profit 	10 - times 	11 - accent 
12 - convey 	13 - themes 	14 - couple 
15 - stated 	16 - sacked 	17 - essays 

*If Colorblind mode is enabled, the module will ensure that at least the **OffState** or the **MorseXmitState** is set to Off, regardless of current configuration options.

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	■■ ■■ ■■ ■■ ■■

Configuration Options for MorseAMaze-settings.txt

It is possible to change the colors of the status light for the various states of the module. The following colors are possible.

- 0 - Off
- 1 - Green
- 2 - Red
- 3 - Random

These are the options that can be configured, and their default values.

- **SolvedState** - The state the status light changes to once the module is solved. (default: **Off**)
- **StrikeState** - The state the status light changes to for one second when a strike is earned. (default: **Off**)
- **OffState** - The off state of the status light while morse code is being transmitted. (default: **Green**)
- **MorseXmitState** - The on state of the status light while morse code is being transmitted. (default: **Red**)

Finally, if you wish to reset everything back to default, just change "ResetToDefault" from false to true