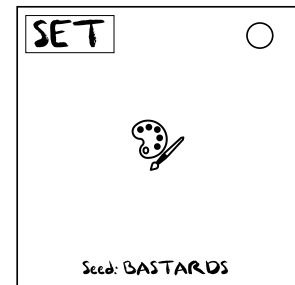


## On the Subject of Switching Maze

*Bad for people with certain conditions.*

The module contains a **Set** button and a **Seed** identifier. Certain buttons will appear when you hover over certain areas of the module.



You are currently trapped on a virtual dungeon. You can see the dungeon is colored. You are currently placed on a random cell on a 6 by 6 maze. You are able to identify the seed of your current maze. That could provide you enough info for this dungeon.

You need to use the seed to identify your actions. To identify your current position and exit, pair the first and second character, the third and the fourth character, the fifth and the sixth character, and the seventh and eighth character. Convert the 4 Base 64 pairs to decimal, modulo 6.

Pair the first and second number, and the third and fourth number. The first pair is your current position and the second pair is the exit of the maze. The first number of each pair is the row and the second number of each pair is the column.

Move your way around the maze until you reach the exit cell. However, there is a third of a chance that the current dungeon changes color after you move to another cell. You previously read that each color of the dungeon provides different maze patterns.

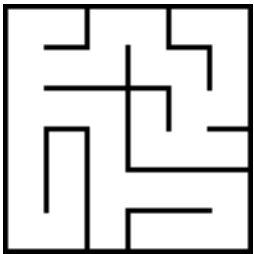
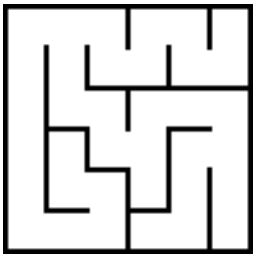
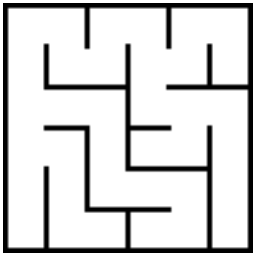
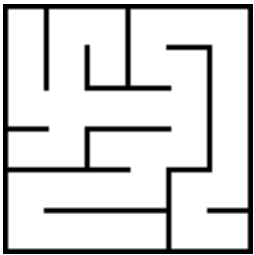
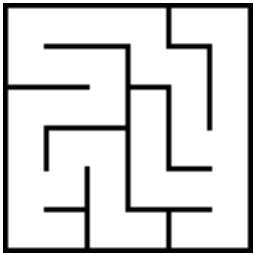
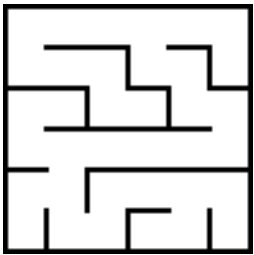
You can not see the walls. However, you have a guide in you that allows you to navigate each maze pattern possible.

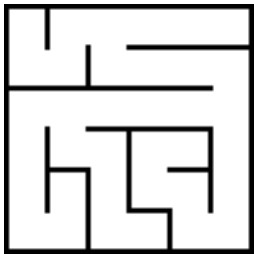
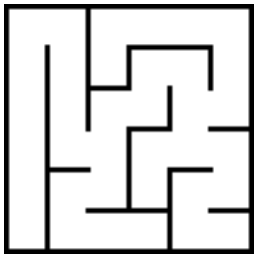
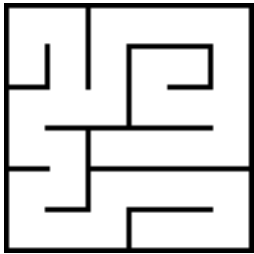
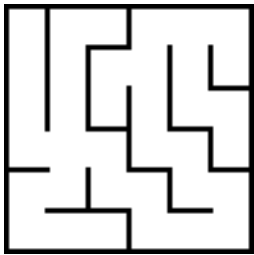
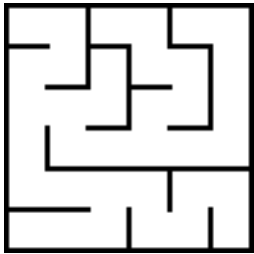
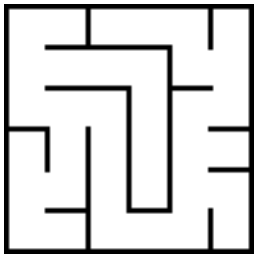
If you slam on a wall, the dungeon will shake and change to a new color with a brand new seed. Then, the module will strike.

If you are certain that you are on the exit cell, press the **Set** button. This will forcefully activate that platform. The dungeon will shake after that. If the selected platform is incorrect, the dungeon will change to a new color with a brand new seed. Then, the module will strike. If the selected platform is correct, the module will be solved. However, did you escape the dungeon?

The BASE64 Alphabet										
Char.	Dec.	Hex.		Char.	Dec.	Hex.		Char.	Dec.	Hex.
A	0	00		W	22	16		s	44	2C
B	1	01		X	23	17		t	45	2D
C	2	02		Y	24	18		u	46	2E
D	3	03		Z	25	19		v	47	2F
E	4	04		a	26	1A		w	48	30
F	5	05		b	27	1B		x	49	31
G	6	06		c	28	1C		y	50	32
H	7	07		d	29	1D		z	51	33
I	8	08		e	30	1E		0	52	34
J	9	09		f	31	1F		1	53	35
K	10	0A		g	32	20		2	54	36
L	11	0B		h	33	21		3	55	37
M	12	0C		i	34	22		4	56	38
N	13	0D		j	35	23		5	57	39
O	14	0E		k	36	24		6	58	3A
P	15	0F		l	37	25		7	59	3B
Q	16	10		m	38	26		8	60	3C
R	17	11		n	39	27		9	61	3D
S	18	12		o	40	28		+	62	3E
T	19	13		p	41	29		/	63	3F
U	20	14		q	42	2A				
V	21	15		r	43	2B		=	(pad)	(pad)

The Mazes

Red	
Green	
Blue	
Magenta	
Cyan	
Yellow	

	Black
	White
	Gray
	Orange
	Pink
	Brown