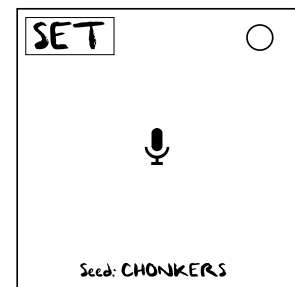


On the Subject of Shifting Maze

I hope RNG will be nice with this one.

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 have no light source available. You only have a sound frequency generator on your inventory. You are currently placed on a random cell on a 6 by 6 maze. However, you are able to identify the seed of your current maze.

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, every time you move to another cell, some walls will appear on your current cell position. You can't see the walls.

To locate the walls around your position, use the sound frequency generator on your inventory. You will scan your current cell starting north, moving clockwise.

If the sound bounces back loudly, there is a wall on that direction. You can only use the item once however. It will recharge on your next movement. If you slam on a wall, the dungeon will shake and generate a brand new maze 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 generate a brand new maze 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)