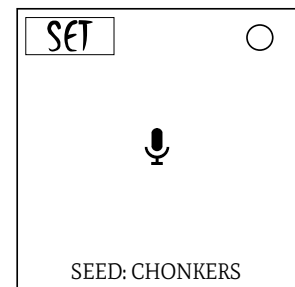# On the Subject of Shifting Maze

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.

SET   ◯

🎤

SEED: CHONKERS

You are currently trapped in 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 celled 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 into a 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. You noted that the top-left section of the maze has a coordinance of (0, 0).

Move your way around the maze until you reach the exit cell. However, every time you move to another cell; some walls will appear in your current maze 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 in that direction. You can only use the item once, however. It will recharge after 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 standing on the exit, 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)	