

On the Subject of Maze Running

The walls are shifting...

- You are stuck in a maze that is constantly shifting.
- To find your initial position, go around the perimeter an amount equal to the sum of the serial number. If you are about to run into a square that you have already visited or you are about to go off the edge, turn clockwise and continue.
- If your sum exceeds 25, then subtract 25.
- After each odd-numbered move, all odd numbered columns will shift up. If there is a vowel in the serial number they will shift down. All walls connected to them will move.
- After each even-numbered move, all even numbered rows will shift right. If there is an RJ-45 port, they will shift left. All walls attached to them will move.
- The maze wraps around at the edges unless there is a dark black line.
- Navigate to the green spot in the maze. Do not attempt to cross a black line between two spaces.
- The button in the center of the module has three functions:
 - If you are on the green spot in the maze, press it to disarm the module.
 - If you are in a cell that has walls on all four sides, you will wait one movement.
 - If neither of the above conditions are met, you will be reset to the initial maze with the total movements also being reset to 0.

