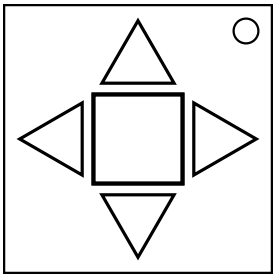


On the Subject of Corridors

"You got the stuff? Good. Now get the hell outta there."

You are in the mansion of a wealthy family. You have stolen all of the expensive items that you want to steal and you now need to escape. However, the mansion's security system has kicked in, making it impossible to see. Your goal is to get out of the mansion without being detected. Don't walk into walls, as this will create lots of noise (and it'll cause a strike and reset the current sequence).



Your wrist device should have detected the situation and activated its pathfinder mode. Note down the two digit number that it displays and its colour before continuing.

Consult the table below using the number on your device to find the route that you should follow, or the "corridor" that you should take. Then, using the set of rules below, duplicate the movement which corresponds to the colour of the number on your device. Disregard any information that your device shows while taking a corridor. Then, repeat the above with the new information from your device. You should only need to take three corridors before reaching the exit.

Don't move back; your goal is to get out of the building. Moving backwards will only waste time.

Table SKP

		Digit 2									
		_0	_1	_2	_3	_4	_5	_6	_7	_8	_9
Digit 1	0_	I	H	J	C	F	A	D	E	B	G
	1_	D	E	B	G	I	H	J	C	F	A
	2_	H	J	C	F	A	D	E	B	G	I
	3_	B	G	I	H	J	C	F	A	D	E
	4_	C	F	A	D	E	B	G	I	H	J
	5_	A	D	E	B	G	I	H	J	C	F
	6_	J	C	F	A	D	E	B	G	I	H
	7_	F	A	D	E	B	G	I	H	J	C
	8_	E	B	G	I	H	J	C	F	A	D
	9_	G	I	H	J	C	F	A	D	E	B

Corridors

- A = FLFRFLFF
- B = LLFRRFF
- C = RRRFFLFF
- D = FFLLFRF
- E = LFRFRFLF
- F = RFLLFFF
- G = FRFFRFLF
- H = LFLRFF
- I = RRRFLFLF
- J = FLFRRFF

Duplicated Movements

- Red - Duplicate movement 1
- Orange - Duplicate movement 2
- Yellow - Duplicate movement 3
- Green - Duplicate movement 4
- Blue - Duplicate movement 5
- Magenta - Duplicate movement 6
- White - Duplicate movement 7