On the Subject of Mystic Maze

Ultimate Bamboozling Cruel Faulty Not Maze'-125 [3].

- This module has an arrow buttons and large display in center.
- To solve this module, you have to interact with exit of the maze when you have two keys.
- Press each arrow buttons to move that direction.
- Press display to interact with current position.
- Move into wall or interact with exit without two keys or interact with nothing will incur a strike.

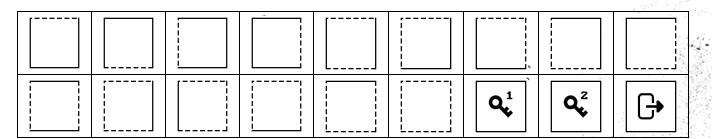
Maze Specifications

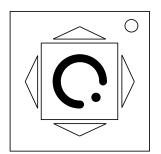
- The maze is a 8x8, with the outer edges of the maze being covered completely by walls.
- The walls, keys, and exit locations are completely randomized.
- A wall can separate two spaces orthogonally.
- Note that initial position always has no walls, keys and exit always has three walls. which mean it has only one entrance.

Character Mapping

For making decision of next move, Displayed character will indicate which cell current cell is and where are walls placed.

- Take first character of serial number. If it is a letter, convert it to a number(A = 1, B = 2, C = 3, $D = \dots$ etc.).
- Shift previous letter by that number (caesar shift). if this is first letter, use initially displayed letter as previous letter.
- If that letter is already exist or it's same as initially displayed letter, Shift l until it's not.
- Repeat this with next character of serial number. loop back to first character if necessary.
- · Stop when you got 18 letters.
- Each letter represents cell below. last three letters represent key 1, key 2, and exit.





<u>Letter Decryption</u>

Displayed letter will encrypted by one of types below.

Lombax						H %				
						U •				
Zoni						H (·)				
						U 3				
,	7	_	_	C	E K	B	' '	+•	F 	
Pigpen		1	M	0	Q	N	P	• •]	R	
	, ,		U	S	N	V	T Z	X		
<u>``</u> .		/			\	/			\	

Semaphore	ABCDEFGHIJKLM ABCDEFGHIJKLM NOPQRSTUVWXYZ
R'lyehian	ABCDEFGHIJKLM FESSERLE FOR STUVWXYZ TO FOR STUVWXYZ
Binary	 Convert binary to decimal. Convert that number to letter(A = 1, B = 2, C = 3, D = etc.).
Morse	How to Interpret 1. A short flash represents a dot. 2. A long flash represents a dash. 3. There is a long gap between letters. 4. There is a very long gap before the word repeats. A