# On the Subject of Mystic Maze

Ultimate Bamboozling Cruel Faulty Not Maze³-125 [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.
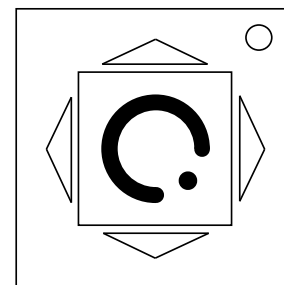
Maze Specifications

- The maze is a 10x10, 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.
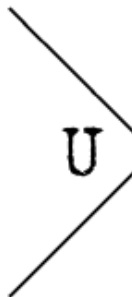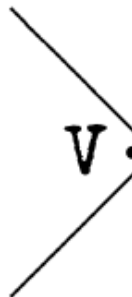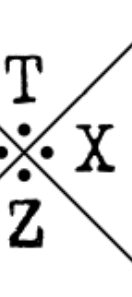
Character Mapping

To find out where are walls placed, Displayed character will represent which cell current cell is.
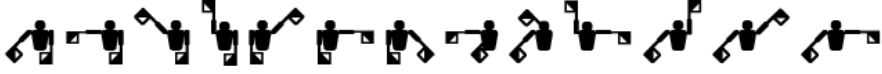
- If at any point number is greater than 26, subtract 26.
- Take first character of serial number. If it is a letter, convert it to a number(A = 1, B = 2, C = 3, D = ... etc.).
- Add that number to previous number. if this is first number, use initially displayed character as previous number.
- If that number is already exist, add 1 until it's not.
- Repeat this with next character of serial number. loop back if necessary.
- Stop when you got 18 numbers. Convert each number to letter(A = 1, B = 2, C = 3, D = ... etc.).
- Each letter represents cell below, in reading order. last three cells are key 1, key 2, and exit.

Letter Decryption

Displayed letter will encrypted by one of types below.

Lombax	A B C D E F G H I J K L M (symbols) N O P Q R S T U V W X Y Z (symbols)
Zoni	A B C D E F G H I J K L M (symbols) N O P Q R S T U V W X Y Z (symbols)
Pigpen	(Pigpen cipher grids with letters A C E / G I K / M O Q and B D F / H J L / N P R, and X-grids with S U W Y and T V X Z)

Semaphore	A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
R'lyehian	A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
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.