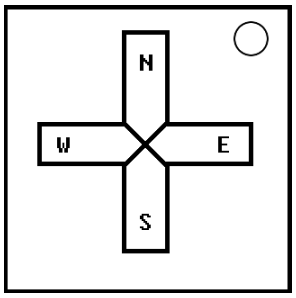
On the Subject of Blind Maze

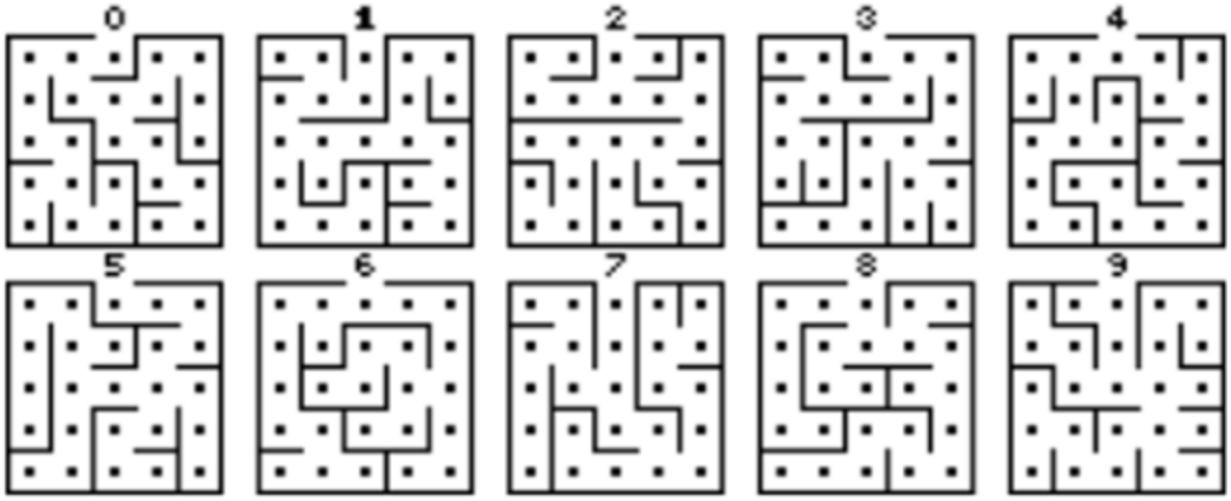


Not only do you have to find the exit, you have to find the beginning!

This module has four buttons labeled N for North, E for East, S for South, and W for West. The defuser must use the keys to navigate a maze they cannot see. Use the following steps to discover your current maze, where you are in the maze, and which side of the maze the exit is on.

Step 1: Finding the Maze

- Take the last digit of the serial number.
- Add the number of solved modules.
- If the number is above nine, subtract 10 until it is between 0 and 9.
- Locate the maze below with the same number as your final result. This is your maze, but it may be rotated.



Step 2: Finding the Rotation

Use the first conditional that applies out of the following list to determine what rotation the maze has.

- If there are at least two red buttons, rotate the maze 90 degrees clockwise and then calculate starting position.
- Otherwise, if there are at least 5 batteries, calculate starting position and then rotate the maze 90 degrees clockwise.
- Otherwise, if there is an IND indicator, rotate the maze 180 degrees and then calculate starting position.
- Otherwise, if there are no yellow buttons and at least one red button, rotate the maze 90 degrees counter-clockwise and then calculate starting position.
- Otherwise, if there is at least 1 other type of maze-based module on the bomb*, calculate starting position and then rotate the maze 180 degrees clockwise.
- Otherwise, if there is at most 1 port type on the bomb, calculate starting position and then rotate the maze 90 degrees counter-clockwise.
- Otherwise, keep the maze as it is.

Step 3: Finding the Starting Location

Look at the keys and use Table A and refer to the color of the key and its letter to find the value of each key.

- For X: Add the values of the North and South keys together.
- For Y: Add the values of the East and West keys together.
- If the sum is above 5, subtract 5 until the number is between 1 and 5.
- Column X moves from left to right and Row Y moves from top to bottom. The top left coordinate of the maze is [1,1].

	Red	Green	White	Gray	Yellow
North	1	5	2	2	3
East	3	1	5	5	2
West	2	5	3	1	4
South	3	2	4	3	2

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*Registered maze-based modules are: Maze, Morse-A-Maze, 3D Maze, Mouse In The Maze, Hexamaze, Blind Maze, and Polyhedral Maze. Two Hexamazes would only count as one unique type of maze-based module for this criterion.