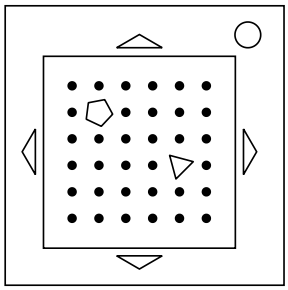
On the Subject of Encrypted Maze



Get your square peg into an octagonal hole.

This module consists of a screen displaying coordinates of a 6x6 maze and four arrow buttons for navigating the maze.

- To solve the module, navigate from your current position to the goal.
- These positions and the correct maze are encrtypted by two spinning markers shown on the display.
- Moving into a wall will cause a strike. The module will not reset and the maze will not change.

Decrypt the positions

Your current position is encrypted by the marker spinning clockwise.
Thegoal is encrypted by the marker spinning counter-clockwise.

- Each maker denotes a shape feature and a numerical value.
- A markers numerical value is equal to its vertical coorinate (1-6, counting top to bottom) added to its shape value. If it's greater 6, subtract 6 until you get a value that is between 1 and 6.
- Feed the shape feature and the numerical value of each marker into the corresponing table to find the respective postition on the 6x6 grid.

Current Position

	1	2	3	4	5	6
○	•	•	•	•	•	•
⊙	•	•	•	•	•	•
●	•	•	•	•	•	•
⊙	•	•	•	•	•	•
○	•	•	•	•	•	•
⊗	•	•	•	•	•	•

Goal

	○	●	⊗	○	⊙	⊙
4	•	•	•	•	•	•
5	•	•	•	•	•	•
1	•	•	•	•	•	•
3	•	•	•	•	•	•
2	•	•	•	•	•	•
6	•	•	•	•	•	•

Shape values				
△	□	⬠	⬡	⯃
Number of D batteries	Number of unlit indicators	Number of AA batteries	Number of lit indicators	Number of port-types