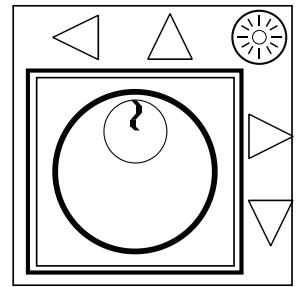


On the Subject of the Lockpick Maze

*The only time you're legally allowed to pick a lock is if you're defusing a bomb...
I hope...*

SEE APPENDIX M4T3R1AL FOR COMMON LOCK MATERIALS AND HOW TO DIFFER THEM



On this module, a lock and 4 colored directional buttons can be found. Pressing the lock will reveal a maze. The maze will only stay open for 30 seconds after which it will close again, giving you a strike. To solve this module, you'll need to find out what maze you have and direct your pawn to the desired position, before 30 seconds have passed. However, beware not to start too early, or a security alert will go off, giving you a strike.

Step A: Finding the correct maze.

A maze is determined by its lock material. Find out what maze you have below.

<u>Lock types & mazes</u>																																																																																																																																																			
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Step B: Determining the unlock time

Be aware, a security alarm was installed, which will strike you if you initiate when it's active. However, it seems to only work at specific times. Determine a safe time to initiate by following the rules below.

- Take the current time on your PC, displayed on the alarm clock.
- If the current time on the bomb does not contain any numbers that are also on the minutes part of the alarm clock, you can initiate the lockpick maze.
- Note: This does not apply if the bomb timer has less than 60 seconds on it.
In which case, you can freely initiate.

Step C: Determining your starting location.

Since the maze cannot be used until initiating and you only have 30 seconds, you need to plan a route by determining your starting and goal location by following the rules below.

Column position:

The column is decided by the colors on the up and down arrows.

- For every red arrow, add 1
- For every blue arrow, add 2
- For every yellow arrow, add 3
- For every green arrow, add 4

Your starting column is the letter correspondent to the alphabetic position of your current number.

Row position:

The column is decided by the colors on the left and right arrows.

- For every red arrow, add 4
- For every blue arrow, add 3
- For every yellow arrow, add 2
- For every green arrow, add 1

Your starting row is your current number.

Step D: Determining the goal location.

The goal position is not shown on the maze at all. To find the goal, follow the rules below. (Note: all Lockpick Maze modules are excluded)

Column position:

The column is decided by other modules on the bomb

- Take the amount of modules...
- For each module with a name containing "Color", add 5
- For each module with a name containing "Maze", add 3
- For each module with a name containing "Button", add 1

Special cases:

- If there is a combination lock or safety safe, subtract 3 (For each)
- If there is a Retirement, subtract 4 (Only once)
- If there is a lit indicator with label "BOB" and no other special case applies, then your digit becomes the last digit in the serial number.

Your starting column is the letter correspondant to the alphabetic position of your current number. If this number is greater than 8, subtract 8. If lower than 0, add 8.

Row position:

The column is decided by Edgework.

- Take the first number of the Serial Number.
- Add the amount of unlit indicators and add 2 for every lit indicator.
- If there is less than 4 batteries, add the amount of batteries.

Your starting row is your current number. Once again, if this number is greater than 8, subtract 8.

Appendix M4T3R1AL: All common lock materials.

Down below is a list of all different lock materials, and how to tell them apart.

<u>Lock types & mazes</u>		
Lock type:	Bronze	Silver
Distinction:	A <u>light brown</u> looking color	A <u>dark to middle grey</u> color.
Lock type:	Gold	Platinum
Distinction:	A <u>light yellowish</u> color.	A <u>light gray</u> color.