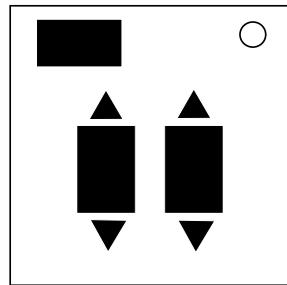


## On the Subject of Table Madness

*The flavor text must be lost in one of these tables...*

This module consists of a display with a coordinate, and two bigger displays which can be changed using arrow buttons to select a final coordinate.



### Introduction

- In order to solve this module, you must navigate a mess of tables to find a final coordinate. The arrows can be used to display this final coordinate, and then the screen at the top can be pressed to submit the answer.
- If you try to submit when the displays are not set to the correct coordinate, you will receive a strike, and nothing will reset on the module.
- The tables are nested. This means that sometimes a cell in a table refers to a table, and sometimes it refers to a coordinate in a table.
- In these tables, letters A-E are used as the **rows** from top to bottom, and numbers 1-5 are used as the **columns** from left to right. The top left cell of each table is located at position A1.

### Untangling the mess

1. First, find the starting table and cell. The small display in the top left (which is also the submit button) displays the coordinates of the first cell. To get the starting table, use the first letter and first number of the serial number. If the letter is out of the range A-E, convert to the corresponding value A1Z26 and subtract 5 until it is in the range 1-5 then convert back to the corresponding letter A-E. Convert the first number of the serial to a number in the range 1-5 in a similar way. This letter number pair is your starting table.
2. You will also have to determine the number of iterations. To do this, take all the digits in the serial, and add them together. Subtract 3 from the sum until it is in the range 3-5. This is the number of iterations you will have to make through the next section of the manual before you are finished and have a solution.

## Down the Rabbit Hole

**NOTE:** Make sure you perform this series of steps a number of times equal to the number of iterations you found in the previous section.

1. Find the starting cell in the starting table. Move to the table with the name in this cell.
2. Look at the same cell in the new table as you did in the starting table. Move to the cell with the coordinate this cell refers to in the same table.
3. The cell you ended up in in the previous step tells you the name of the next table. Head to this table now.
4. The name of the starting table is the coordinate of the cell you should locate in your current table.
5. If this is the final iteration, the value of this cell is the solution, otherwise, the value of this cell is the new starting table, and the name of your current table is the coordinate of the new starting cell.

## The Pit of Tables

**REMINDER:** These tables use letters A-E as rows from top to bottom, and values 1-5 as columns from left to right.

**Table A1**

E4	A3	C5	A1	D5
C4	A5	D1	E3	E1
A4	D2	E2	D4	B2
A2	B4	B5	C3	B1
B3	E5	C2	C1	D3

**Table A2**

E1	B4	E3	D5	E4
D3	B3	E2	C2	A4
A1	D2	A3	C4	B5
B2	B1	D1	A2	C5
C1	D4	C3	A5	E5

**Table A3**

C4	A5	C5	E2	C2
D2	A4	E4	D1	E5
B1	D5	D3	B5	A1
B3	B2	C3	A3	B4
E3	C1	E1	D4	A2

**Table A4**

A2	E4	E5	C4	B3
D3	D5	A1	D2	C5
E2	A5	B4	E1	C2
A3	A4	D1	D4	C1
E3	C3	B5	B2	B1

**Table A5**

B3	B1	D3	B2	E2
C3	E3	A2	D1	C2
A1	E1	C5	D5	D4
B4	E4	E5	B5	C1
C4	A4	D2	A3	A5

**Table B1**

C2	D4	C5	A1	C1
E4	D5	D1	B4	C3
A4	A2	D3	C4	A3
E1	A5	E3	B1	B2
D2	B5	B3	E2	E5

**Table B2**

B2	A3	D3	A4	C3
C1	E4	B5	D5	A1
E2	C2	D1	E5	B3
C5	E1	C4	A5	B1
D4	A2	D2	E3	B4

**Table B3**

B4	B5	D5	E2	C5
E4	C1	A3	D2	D3
E1	E3	D1	E5	C3
A1	D4	B3	A4	C4
B2	C2	A2	B1	A5

**Table B4**

E5	A5	D5	C2	C4
E4	B5	A1	A2	C3
D4	D1	D3	B2	E2
C1	E3	D2	A4	E1
B1	B3	B4	A3	C5

**The Pit of Tables (cont.)**

**REMINDER:** These tables use letters A-E as rows from top to bottom, and values 1-5 as columns from left to right.

**Table B5**

A1	A3	C2	C1	D3
B2	E1	D4	A2	C4
C5	E3	D1	B3	E4
D2	B1	A5	C3	E5
D5	B5	B4	E2	A4

**Table C1**

D5	A5	C3	E5	A1
E2	E4	B3	E1	D4
C5	B5	A2	A3	C2
D2	A4	D3	E3	D1
B2	B1	B4	C1	C4

**Table C2**

E1	A3	C2	B1	C1
C5	B2	B4	A2	E5
D3	A1	E3	E2	E4
A5	D5	A4	C3	D4
D2	B5	D1	C4	B3

**Table C3**

A1	D2	E5	D4	D3
B1	B4	E1	A5	D5
D1	B5	A3	C4	C2
B2	E2	A4	C1	C5
E3	C3	A2	E4	B3

**Table C4**

B2	D4	E1	A2	B3
E2	D5	A3	E3	C3
C1	E5	D2	D1	D3
A1	E4	B5	B1	A4
C5	B4	C4	C2	A5

**Table C5**

A1	E5	D5	B3	D4
C5	A4	A3	A5	C4
D2	A2	B1	D1	B5
E1	E3	C1	C2	C3
B2	B4	D3	E2	E4

**Table D1**

D2	D5	A4	B1	E3
E5	E1	A2	E4	C2
A3	C5	A1	C4	C1
D3	A5	E2	B5	B4
B2	D4	B3	D1	C3

**Table D2**

B1	A1	C4	B3	C2
A2	E1	B4	D2	D4
C3	A4	E5	E2	D1
C1	A3	B5	E4	E3
D5	D3	B2	C5	A5

**Table D3**

E4	C5	B3	B1	A3
C2	C4	D4	E2	D1
D2	B5	E5	D5	A2
C1	A4	B4	A5	E3
B2	A1	E1	C3	D3

**The Pit of Tables (cont.)**

**REMINDER:** These tables use letters A-E as rows from top to bottom, and values 1-5 as columns from left to right.

**Table D4**

B2	B1	D2	B3	A1
D3	D5	C4	D1	A5
A3	E3	A2	D4	C5
E5	E2	C3	E4	E1
B5	B4	C2	C1	A4

**Table D5**

A4	D5	B4	D4	B2
E4	B1	E1	C4	A5
A1	E3	B5	C3	D3
A2	C2	B3	E2	C1
D2	C5	D1	E5	A3

**Table E1**

D4	E3	D5	B3	E2
C4	D3	A4	A1	C2
C3	A3	D2	B4	E1
D1	E4	A2	B5	B2
C5	A5	C1	B1	E5

**Table E2**

A2	E2	A3	C3	A4
D3	B3	E1	B2	E4
E3	B5	D1	A5	D4
B4	C5	D5	B1	C2
C1	C4	E5	D2	A1

**Table E3**

D2	D1	A3	C4	E3
C3	B1	E1	B4	D4
D3	C5	C1	B2	A5
A2	D5	E4	B5	B3
A1	E5	C2	A4	E2

**Table E4**

A2	B5	A1	C1	B2
E1	D4	A4	C3	B4
C5	D5	B3	A3	E4
E5	E3	D1	D2	C2
C4	D3	E2	B1	A5

**Table E5**

B1	D5	C2	B2	D2
D3	B4	C3	A2	C1
B5	E5	A4	C4	A3
A5	B3	E3	E1	A1
E2	E4	C5	D4	D1