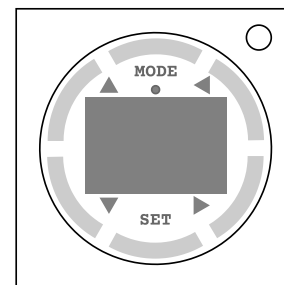# On the Subject of Thermostat

That feeling of playing with the thermostat as a kid when your father told you not to, except even father doesn't know how this thing works

The module holds a round thermostat, containing 6 buttons and an LCD screen showing a temperature and weather icon

To solve, use the arrow and MODE buttons and navigate to the correct space located on a specific level, then submit using the SET button

- The module is comprised of 3 levels, each containing a different maze from page 2. **No maze is used twice.**
- Your initial position is always on level 1. The MODE button always moves down 1 level. Moving past level 3 will loop back to 1.
- Running into a wall will flash a small, red LED on the thermostat. **No strikes will be given.**

Due to the limited information you're given, you will need to stumble around and determine which maze is used on each level needed.

The correct space is determined by 3 items. To find the correct data, <u>you'll need the right temperature...</u>

- Convert every letter in the serial number to a digit (A = 1, B = 2, etc.)
- Add them together, then:
    - If *C, subtract 40 until < 41
    - If *F, subtract 99 until < 100

<u>...Weather icon...</u>

Add all the digits in the serial number. Mod 3 if result > 3. Use 3 if result = 0. Determine which maze is at this level.

Start at the icon of the determined maze in the right table:

take the **third** character and shift down that many spaces, looping across the edge.

take the **sixth** character and shift right that many spaces, looping across the edge.

<u>...And correct level.</u> This is easily found by using the difference between the number of indicators and port plates. Mod 3 if result > 3. Use 3 if result = 0.

MAZES

Alpha

Beta

Gamma

Delta

Epsilon

Zeta

Eta

Theta

NOTES
Mazes loop across open boarders
[--] helps separate spaces on the grid