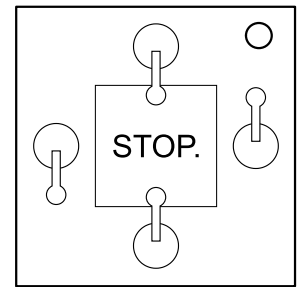# On the Subject of The Phrase Maze

Continue going down until its BLANK. No, I meant LITERALLY BLANK. What do you mean WE JUST BLEW UP?

This module consists of a display with a phrase on it and four switches surrounding the display.

To solve this module the defuser must navigate through the maze on page two from the currently displayed phrase to the goal phrase. The goal phrase can be determined by following the instructions below. In the maze each phrase will be represented with a symbol. Refer to the table on page three and four to find the phrase each symbol represents.
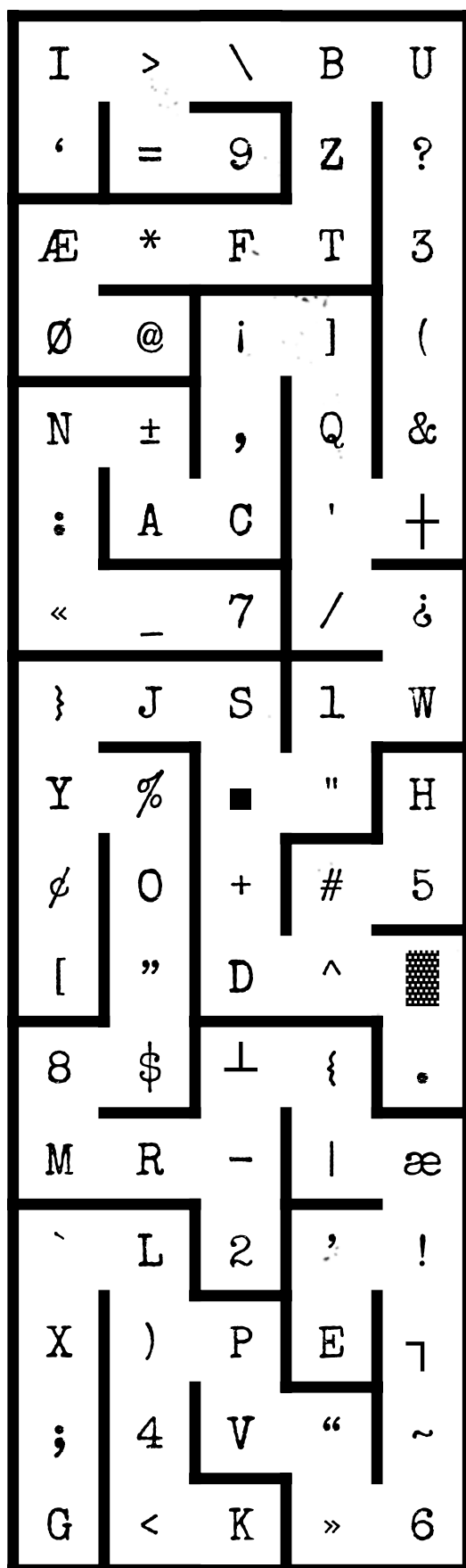
Flipping a switch will move the defuser in this direction if there is not a wall, however the switches can only be flipped at certain times to prevent a strike. For each phrase in the table on page three and four, two values are given. If a switch is up, flip it when any digit of the bomb's timer contains the left value. Otherwise, flip it when any digit of the bomb's timer contains the right value.

Hitting a wall in the maze at any point will cause a strike.

Determining the Goal Phrase

- If there is a Crazy Talk module on the bomb, the goal phrase is the phrase displayed on that module.
    - If there is more than one Crazy Talk module on the bomb, the goal phrase is the first displayed phrase on any Crazy Talk module in the maze from left to right, top to bottom.
- Otherwise, if there is a Regular Crazy Talk, Krazy Talk, or Placeholder Talk module on the bomb, the goal phrase is the first in the maze whose symbol is in the serial number from right to left, bottom to top.
- Otherwise, if the indicators on the bomb contain three or more letters in CRAZY, the goal phrase is the first in the maze whose values are in the serial number from bottom to top, left to right.
    - If none of the phrases have their values in the serial number, the goal phrase is "NO REALLY."
- Otherwise, if a needy module is on the bomb, the goal phrase is "HOLD ON CRAZY TALK WHILE I DO THIS NEEDY".
- Otherwise, the goal phrase is the first in the maze which contains all letters in the serial number from top to bottom, right to left.
    - If none of the phrases contain all letters in the serial number, the goal phrase is "STOP."

Note that anytime you are told to find the first of something in the maze you start from the initially displayed phrase and loop around if necessary.

Symbol	Phrase	Values	Symbol	Phrase	Values
A	← ← → ← → →	5/4	V	NO REALLY.	5/2
B	1 3 2 4	3/2	W	← LEFT → LEFT → RIGHT	5/6
C	LEFT ARROW LEFT WORD RIGHT ARROW LEFT WORD RIGHT ARROW RIGHT WORD	5/8	X	ONE AND THEN 3 TO 4	4/7
			Y	STOP TWICE	7/6
			Z	LEFT	6/9
D	BLANK	1/3	Ø	..	8/5
E	LITERALLY BLANK	1/5	1	PERIOD PERIOD	8/2
F	FOR THE LOVE OF ALL THAT IS GOOD AND HOLY PLEASE FULLSTOP FULLSTOP.	9/0	2	THERE ARE THREE WORDS NO PUNCTUATION READY? STOP DOT PERIOD	5/0
G	AN ACTUAL LEFT ARROW LITERAL PHRASE	5/3	3	NOVEBMER OSCAR SPACE, LIMA INDIGO TANGO ECHO ROMEO ALPHA LIMA LIMA YANKEE SPACE NOVEMBER OSCAR TANGO HOTEL INDEGO NOVEMBER GOLF	2/9
H	FOR THE LOVE OF – THE DISPLAY JUST CHANGED, I DIDN'T KNOW THIS MOD COULD DO THAT. DOES IT MENTION THAT IN THE MANUAL?	8/7			
I	ALL WORDS ONE THREE TO FOR FOR AS IN THIS IS FOR YOU	4/0	4	FIVE WORDS THREE WORDS THE PUNCTUATION FULLSTOP	1/9
J	LITERALLY NOTHING	1/4	5	THE PHRASE: THE PUNCTUATION FULLSTOP	9/3
K	NO, LITERALLY NOTHING	2/5	6	EMPTY SPACE	1/6
L	THE WORD LEFT	7/0	7	ONE THREE TWO FOUR	3/7
M	HOLD ON IT'S BLANK	1/9	8	IT'S SHOWING NOTHING	2/3
N	SEVEN WORDS FIVE WORDS THREE WORDS THE PUNCTUATION FULLSTOP	0/5	9	LIMA ECHO FOXTROT TANGO SPACE ALPHA ROMEO ROMEO OSCAR RISKY SPACE SIERRA YANKEE MIKE BRAVO OSCAR LIMA	1/2
O	THE PHRASE THE WORD STOP TWICE	9/1			
P	THE FOLLOWING SENTENCE THE WORD NOTHING	2/7	!	ONE 3 2 4	3/4
Q	ONE THREE TO FOR	3/9	@	STOP.	7/4
R	THREE WORDS THE WORD STOP	7/3	#	.PERIOD	8/1
S	DISREGARD WHAT I JUST SAID. FOUR WORDS, NO PUNCTUATION. ONE THREE 2 4.	3/1	$	NO REALLY STOP	5/1
			%	1 3 TOO 4	2/0
T	1 3 2 FOR	1/0	^	PERIOD TWICE	8/3
U	DISREGARD WHAT I JUST SAID. TWO WORDS THEN TWO DIGITS. ONE THREE 2 4.	0/8	&	WE JUST BLEW UP	4/2

Symbol	Phrase	Values	Symbol	Phrase	Values
*	1 3 TOO WITH 2 OHS FOUR	4/2	,	THIS ONE IS ALL ARROW SYMBOLS NO WORDS	2/8
(	1 3 TO 4	3/0	>	←	6/3
)	STOP DOT PERIOD	5/0	.	THE WORD STOP TWICE	9/4
-	LEFT LEFT RIGHT LEFT RIGHT RIGHT	6/7	?	←← RIGHT LEFT →→	6/1
-	IT LITERALLY SAYS THE WORD ONE AND THEN THE NUMBERS 2 3 4	4/5	/	THE PUNCTUATION FULLSTOP	9/2
+	ONE IN LETTERS 3 2 4 IN NUMBERS	3/5	"	1 3 TOO WITH TWO OS 4	4/1
=	WAIT FORGET EVERYTHING I JUST SAID, TWO WORDS THEN TWO SYMBOLS THEN TWO WORDS: ←← RIGHT LEFT →→	1/6	"	THREE WORDS THE PUNCTUATION FULLSTOP	9/9
~	1 THREE TWO FOUR	3/6	'	OK WORD FOR WORD LEFT ARROW SYMBOL TWICE THEN THE WORDS RIGHT LEFT RIGHT THEN A RIGHT ARROW SYMBOL	6/0
`	PERIOD	7/9	'	DOT DOT	8/6
{	.STOP	7/8	■	LEFT ARROW	6/8
[	NOVEBMER OSCAR SPACE, LIMA INDIA TANGO ECHO ROMEO ALPHA LIMA LIMA YANKEE SPACE NOVEMBER OSCAR TANGO HOTEL INDIA NOVEMBER GOLF	0/7	±	AFTER I SAY BEEP FIND THIS PHRASE WORD FOR WORD BEEP AN ACTUAL LEFT ARROW	7/2
}	LIMA ECHO FOXTROT TANGO SPACE ALPHA ROMEO ROMEO OSCAR WHISKEY SPACE SIERRA YANKEE MIKE BRAVO OSCAR LIMA	6/5	«	ONE THREE 2 WITH TWO OHS 4	4/3
]	NOTHING	1/2	»	LEFT ARROW SYMBOL	6/4
		THERE'S NOTHING	1/8	▓	AN ACTUAL LEFT ARROW	6/2
\	STOP STOP	7/5	æ	THAT'S WHAT IT'S SHOWING	2/1
:	RIGHT ALL IN WORDS STARTING NOW ONE TWO THREE FOUR	4/9	Æ	THE PHRASE THE WORD NOTHING	2/6
;	THE PHRASE THE WORD LEFT	7/1	¢	THE WORD ONE AND THEN THE NUMBERS 3 2 4	4/8
"	LEFT ARROW SYMBOL TWICE THEN THE WORDS RIGHT LEFT RIGHT THEN A RIGHT ARROW SYMBOL	5/9	⌐	ONE 3 2 FOUR	3/8
'	LEFT LEFT RIGHT ← RIGHT →	5/7	⊥	ONE WORD THEN PUNCTUATION. STOP STOP.	0/9
<	NO COMMA LITERALLY NOTHING	2/4	┼	THE WORD BLANK	0/1
			¡	FULLSTOP FULLSTOP	8/4
			¿	HOLD ON CRAZY TALK WHILE I DO THIS NEEDY	2/1