On the Subject of Invisible Alley

Sense and nonsense, I can't even see what you're talking about.

See Appendix BLANK in Blind Alley for blank modules identification.

The module appears blank, but has seven touch-sensitive regions laid out as in the following diagram (one of them is missing, but never the middle one).

Start in the missing region. Follow the rules in the current region repeatedly, moving between regions. If a region has already been visited or is not present on the module, skip any rules that bring you there. When you can no longer move, press the current region. Repeat the same steps (beginning at the region you just pressed), but treat any pressed regions as being absent from the module. Once no further presses are possible, the module will solve. An incorrect press will strike and reset your inputs; you will have to start over.

D > 0 AA Batteries R < 5 Batteries R D	L < 1 vowel in SN D < 2 lit indicators D L	
R > 0 stereo RCA ports U > 3 Batteries D > 1 unlit indicator R U D	D > 2 indicators U > 2 port plates L < 2 unlit indicators R < 1 empty port plates L U D R	L < 2 D Batteries D > 1 lit indicator L D
U > 0 PS/2 ports R > 0 D Batteries R U	R > 0 serial ports L > 0 RJ-45 ports U > 0 Batteries R U L	L < 4 AA Batteries U > 0 empty port plates L U

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How to read the table

Go through the conditions in the current region in order, from top to bottom. The letter tells you which direction to move (Left, Right, Up, or Down), and the statement tells you when to move in that direction (only move if the condition applies). No condition means always.