Description

The goal of this game is to figure out the five-character passcode. Players will use the Matrix, a collection of arrays containing cells with codes, to figure out the passcode. The Matrix is divided into five vertical partitions, and each has a number at the very top that denotes how many times a particular code occurs in that partition. The player must parse through these partitions using the occurrence count at the top and other logical clues to figure out which cell contains the single-character code. The code may either be a letter or number. If the player chooses incorrectly five times, then they will lose. However, if they manage to figure out the passcode, the player wins and is treated to a fancy animation.

Do you possess the wit, the intellectual acuity-do you have the sharpness required to figure out the code to this mildly interesting puzzle? I'm sure you ~~don't~~ do. 😊

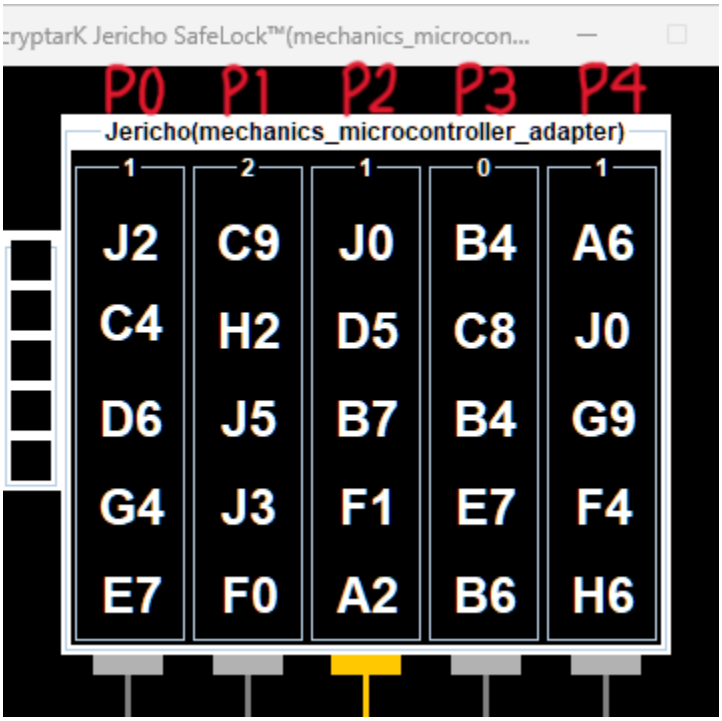
Controls

Directional Keys (Up, Down, Left, Right)	Navigates the Matrix
Spacebar	Confirms Selection
W	Shift to Top Channel
S	Shift to Bottom Channel
A	Navigate left within a Channel (previous Bus Line, Port, Bus Stop)
D	Navigate right within a Channel (next Bus Line, Port, Bus Stop)

*The functions relating to the WASD keys have no bearing on the game as the mechanic surrounding those keys were not implemented, although the keys still perform.

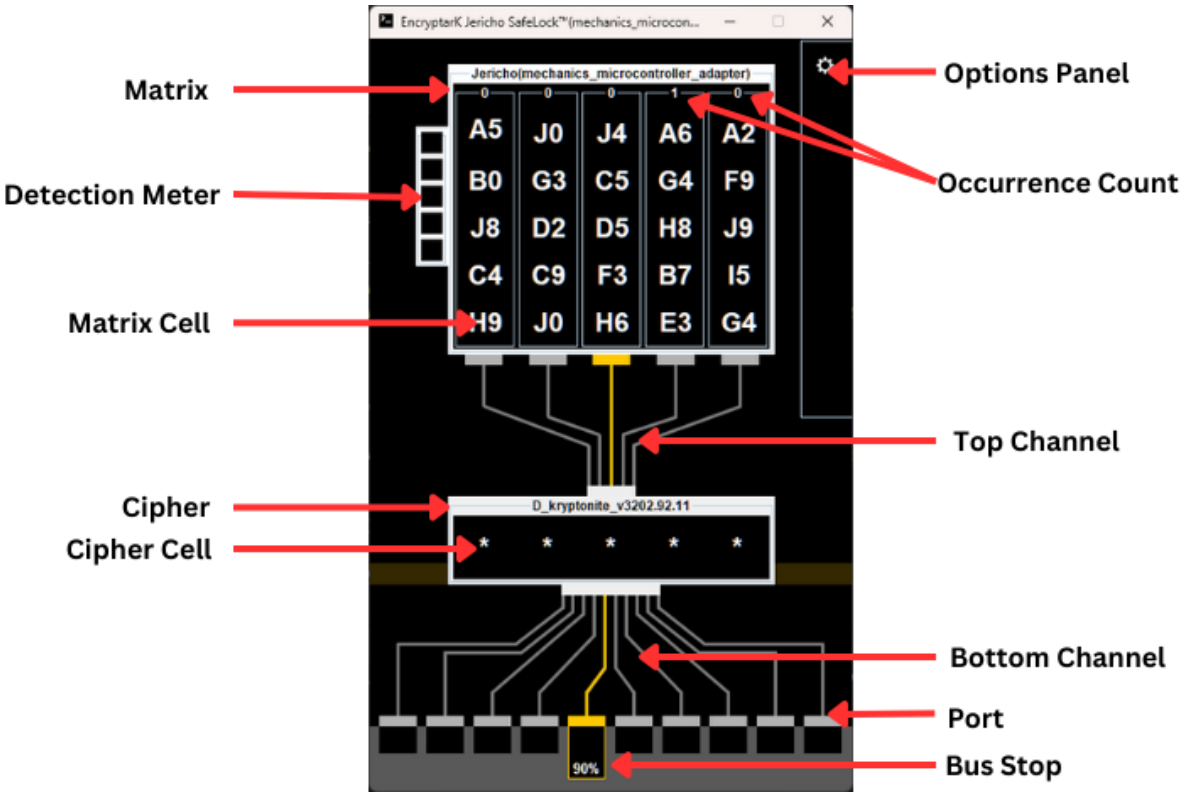
Mouse	Navigate Matrix and Options Panel
Left Mouse Click	Confirms Selection

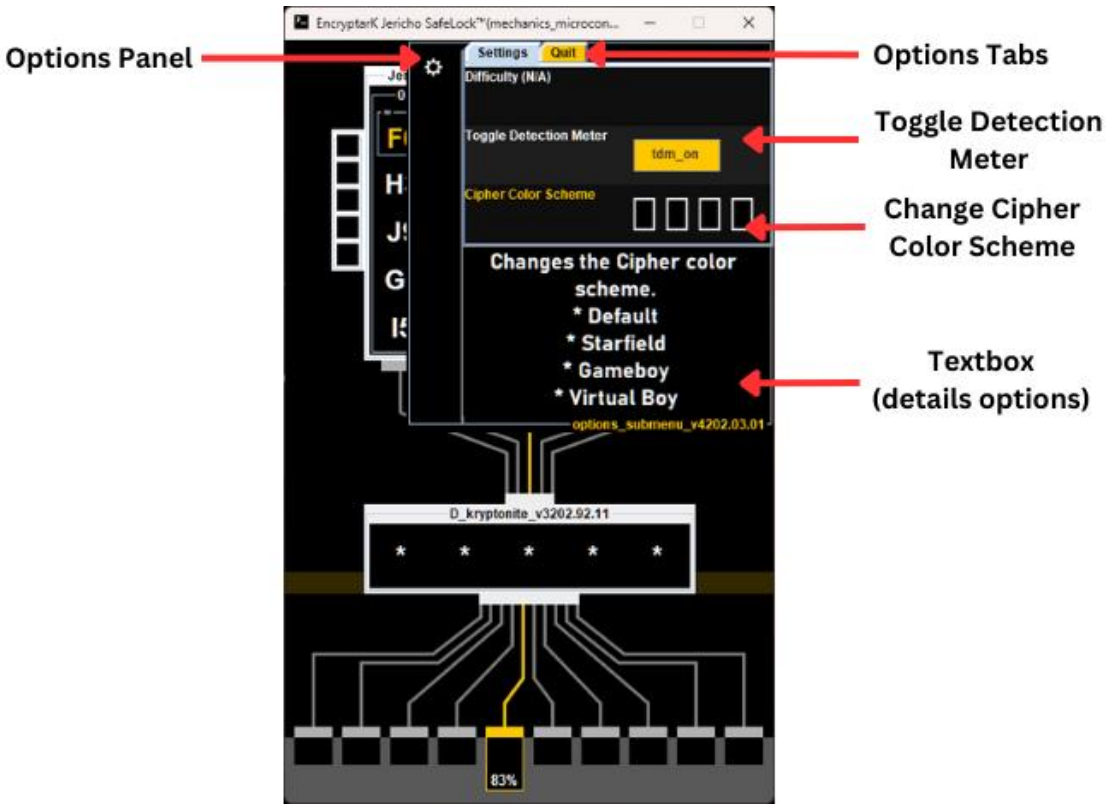
Example

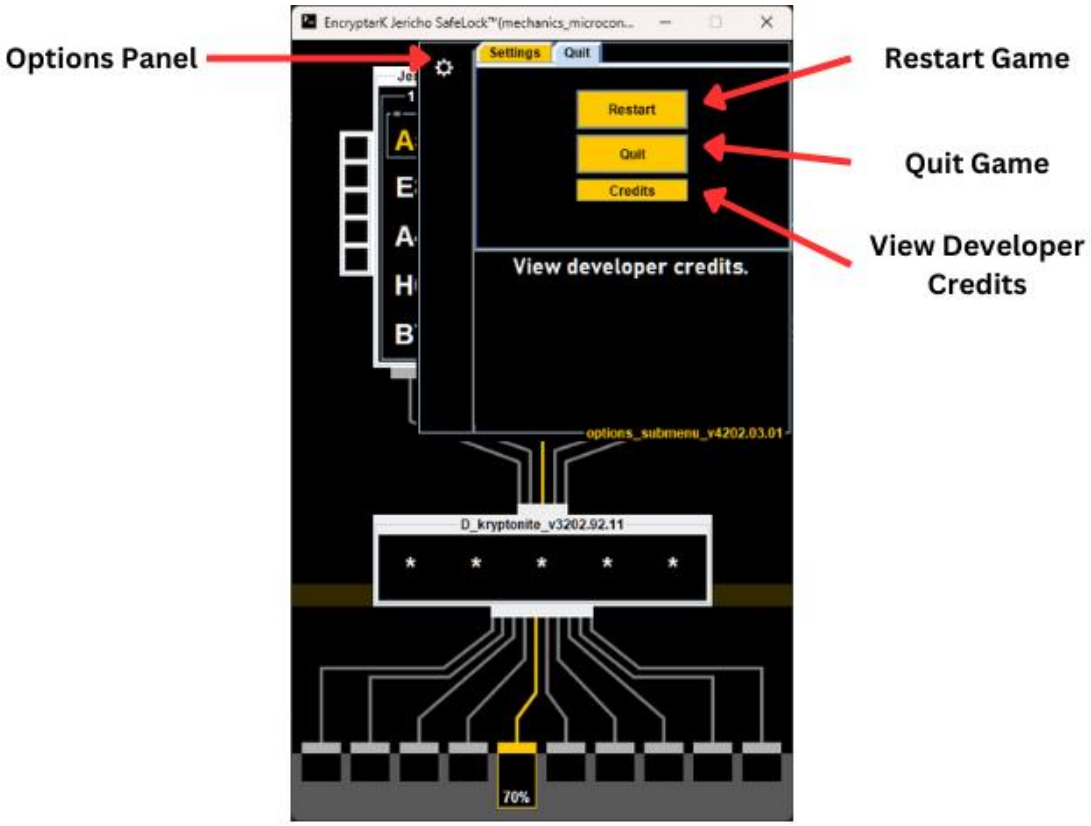


In this example, we can see that the code we are looking for is contained in all but one partition. Partition 3 does not contain the code, so it has a ‘0’ in its occurrence count. We’ll start by looking at partitions with the code that occur more than once as it is easier to find those outliers. Partition 1 has an occurrence count of two, and scanning every cell we can see that the only character that occurs twice is the character ‘J’. That is evidence enough to select any cell with the ‘J’ character, although there will undoubtedly be times when a partition has two or more characters that fit the bill for a particular partition, but fails for the others, so watch out for that.

Diagrams


Matrix
Detection Meter
Matrix Cell
Cipher
Cipher Cell
Options Panel
Occurrence Count
Top Channel
Bottom Channel
Port
Bus Stop
Jericho(mechanics_microcontroller_adapter)
A5 J0 J4 A6 A2
B0 G3 C5 G4 F9
J8 D2 D5 H8 J9
C4 C9 F3 B7 I5
H9 J0 H6 E3 G4
D_kryptonite_v3202.92.11
90%


Options Panel
Options Tabs
Toggle Detection Meter
Change Cipher Color Scheme
Textbox (details options)
EncryptarK Jericho SafeLock™(mechanics_microcon...
Settings
Quit
Difficulty (N/A)
Toggle Detection Meter
tdm_on
Cipher Color Scheme
Changes the Cipher color scheme.
* Default
* Starfield
* Gameboy
* Virtual Boy
options_submenu_v4202.03.01
D_kryptonite_v3202.92.11
83%


Options Panel
Restart Game
Quit Game
View Developer Credits
EncryptarK Jericho SafeLock™(mechanics_microcon...
Settings
Quit
Restart
Quit
Credits
View developer credits.
options_submenu_v4202.03.01
D_kryptonite_v3202.92.11
70%