

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 Stop)
D	Navigate right within a Channel (next 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
Right Mouse Click	(On cell) Flag/Unflag cell

Example

The screenshot shows a software window titled "cryptarK Jericho SafeLock™(mechanics_microcon...". Inside, a sub-window titled "Jericho(mechanics_microcontroller_adapter)" displays a 5x5 grid of characters. Above the grid, five partitions are labeled P0, P1, P2, P3, and P4 in red. Above each column of the grid is an occurrence count: 1, 2, 1, 0, and 1 respectively. The grid contains the following characters:

1	2	1	0	1
J2	C9	J0	B4	A6
C4	H2	D5	C8	J0
D6	J5	B7	B4	G9
G4	J3	F1	E7	F4
E7	F0	A2	B6	H6

Below the grid, there are five vertical bars corresponding to the partitions. The bar for Partition 3 is highlighted in yellow.

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





