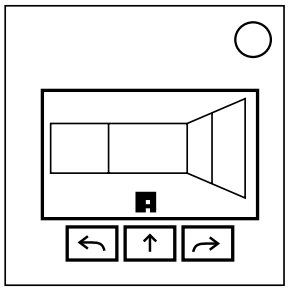
On the Subject of 3D Maze



You are in a maze of twisty passages, all alike. Exits are to the north, south, east, and west.

- The defuser starts in a random position and orientation in one of the ten mazes below.
- Locate the defuser using a 3D view of the maze walls, which also shows the symbol on the floor of the current space, and if there is a symbol in the space ahead.
- The maze map is cyclic; moving off one of the edges will take the defuser to the space on the opposite side, provided there is no wall in between the space.
- One of the walls is the goal, the rest will cause strikes if moved into.
- To defuse the module, locate the goal wall, and move through it from either side.
- Using the methods below, calculate a row (0-7), a column (0-7), and a direction; the goal wall will be the first wall from these coordinates in the given direction.

Row:

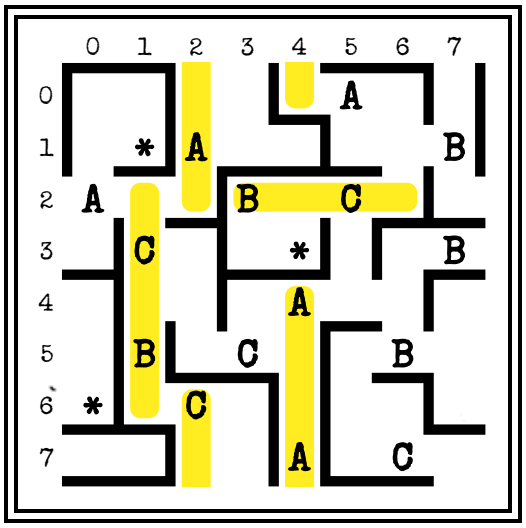
- Start with the **first numeric digit** in the serial number.
- Add 1 for **unlit CAR, CLR, FRK, FRQ, MSA, NSA, SIG, TRN.**
- If the row number is greater than 7, subtract 8.

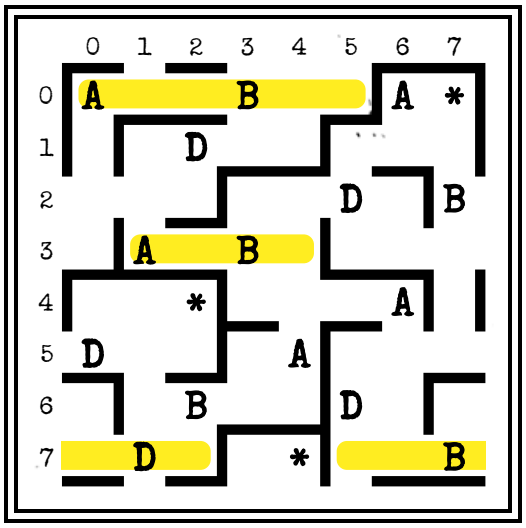
Column:

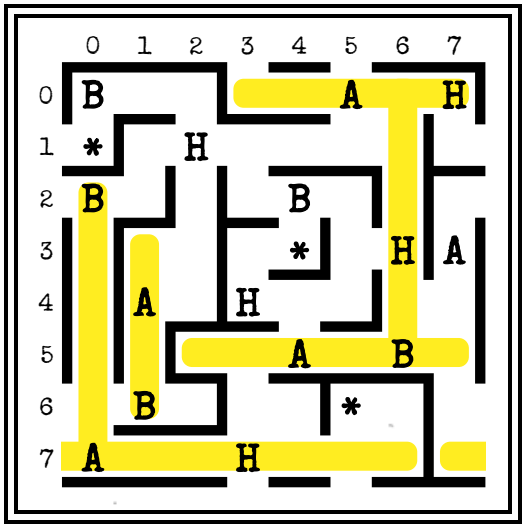
- Start with the **last numeric digit** in the serial number.
- Add 1 for **lit BOB, CLR, IND, MSA, NSA, SIG, SND, TRN.**
- If the column number is greater than 7, subtract 8.

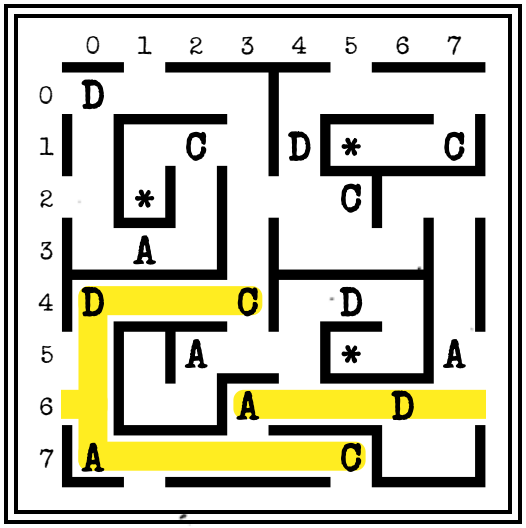
Direction:

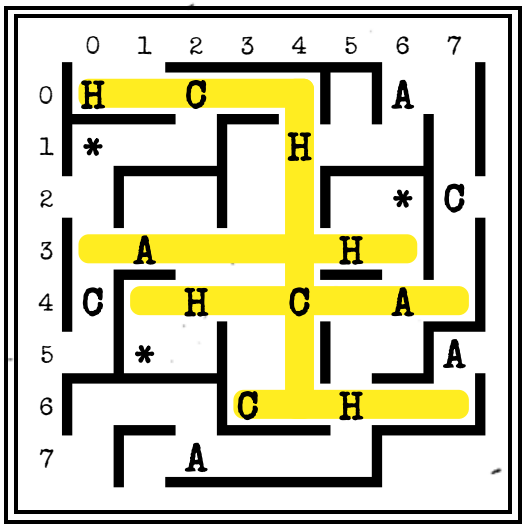
- Each maze contains three star icons marked on the map.
- On the floor in each of these locations is a letter, which maps to the direction to the goal wall: “N” becomes North, “S” becomes South, “E” becomes East, and “W” becomes West.
- Beware of letters not in these marked locations, they carry incorrect decoy instructions!

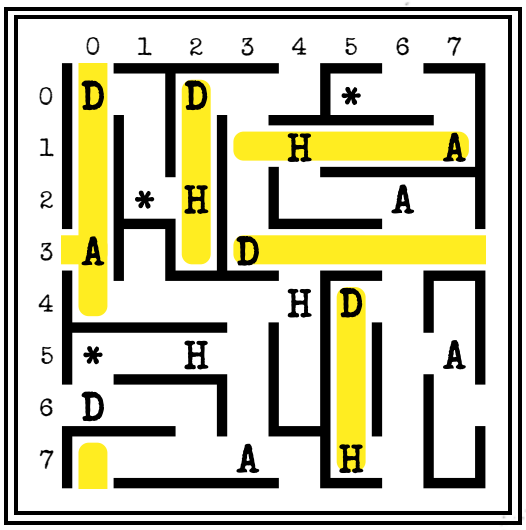

0 1 2 3 4 5 6 7
0 A
1 * A B
2 A B C
3 C * B
4 A
5 B C B
6 * C
7 A C

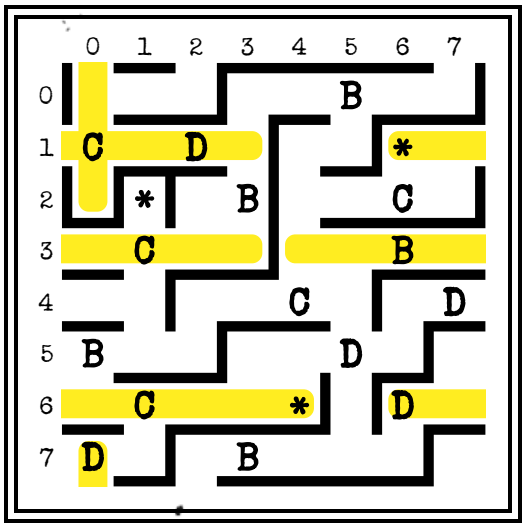

0 1 2 3 4 5 6 7
0 A B A *
1 D
2 D B
3 A B
4 * A
5 D A
6 B D
7 D * B

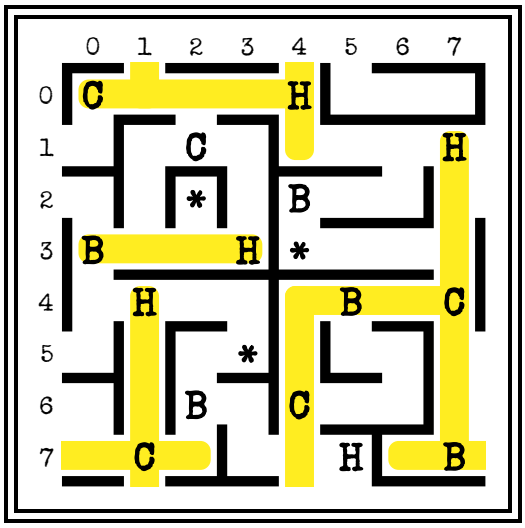

0 1 2 3 4 5 6 7
0 B A H
1 * H
2 B B
3 * H A
4 A H
5 A B
6 B *
7 A H

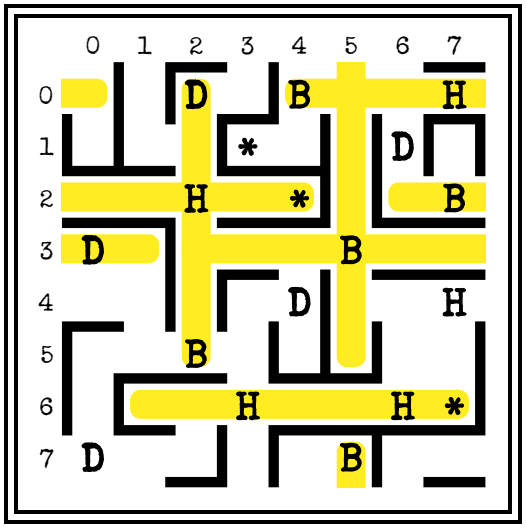

0 1 2 3 4 5 6 7
0 D
1 C D * C
2 * C
3 A
4 D C D
5 A * A
6 A D
7 A C

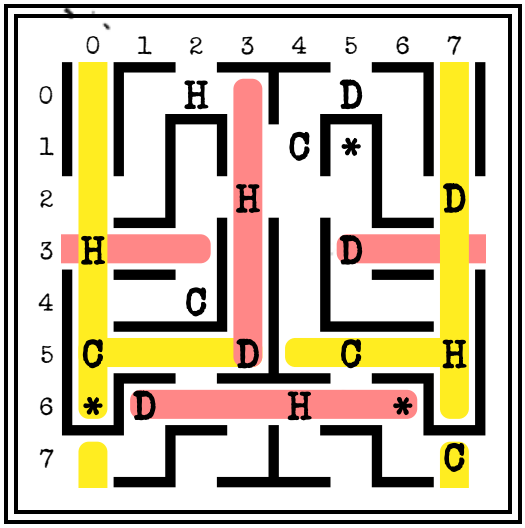

0 1 2 3 4 5 6 7
0 H C A
1 * H
2 * C
3 A H
4 C H C A
5 * A
6 C H
7 A


0 1 2 3 4 5 6 7
0 D D *
1 H A
2 * H A
3 A D
4 H D
5 * H A
6 D
7 A H


0 1 2 3 4 5 6 7
0 B
1 C D *
2 * B C
3 C B
4 C D
5 B D
6 C * D
7 D B


0 1 2 3 4 5 6 7
0 C H
1 C H
2 * B
3 B H *
4 H B C
5 *
6 B C
7 C H B


0 1 2 3 4 5 6 7
0 D B H
1 * D
2 H * B
3 D B
4 D H
5 B
6 H H *
7 D B


0 1 2 3 4 5 6 7
0 H D
1 C *
2 H D
3 H D
4 C
5 C D C H
6 * D H *
7 C