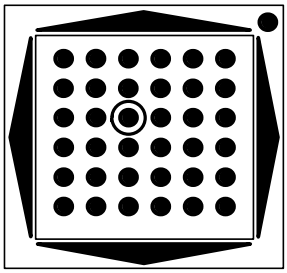
On the Subject of Morse-A-Maze



It is AMazing that the status light got a life of its own.

- Decode the Morse code from the blinking status light. Off state is green, On state is red.**
- The first thing transmitted is the word used to find the maze.
- The second thing transmitted is the coordinates the status light needs to be placed on. Coordinates are a letter from A-F, representing columns, followed by a number from 1-6, representing rows. The upper left is A1.
- If the word is listed in Table 1, use the corresponding information in the table to determine which maze to look up. If the number you get is greater than 17, keep subtracting 18 until you are in the range of 0-17.
- Otherwise, look up the word in Tables 2 and 3.
- **Warning:** Do not cross the lines shown in the maze. These lines are invisible on the bomb.
- If there is an unlit BOB indicator and 4 batteries in 3 holders in the configuration of 2×AA and 2×D, Bob will actively prevent you from earning any strikes. Thanks Bob.

Table 1:

count*	• If any two-factor widgets are present, use the sum of the 2nd least significant digit of each two-factor code. • Otherwise, use the number of unsolved (non-needy) modules.		
assay*	Number of solved modules	bought*	Number of strikes
rabbit	Number of battery holders	stench	Number of distinct port types
submit	Total number of ports	salads	Number of lit indicators
tribes	Number of unlit indicators	awards	Number of indicators
sword	Number of port plates	apron	The last digit of the serial number
county	The sum of the serial number digits	mosaic	Number of batteries
summit	First serial number digit	things	Starting time in minutes
music	Day of week at bomb start (Sunday = 0, Saturday = 6).	tacit	Number of empty port plates
thinks	Position of first serial number letter minus one (A=0, B=1, C=2, ...)		

* – The maze for these words can change.

** – Refer to page 3 for colorblind mode details. Refer to page 4 for some

configuration options.

Table 2:

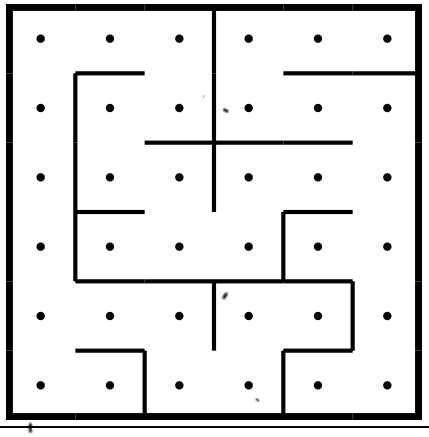
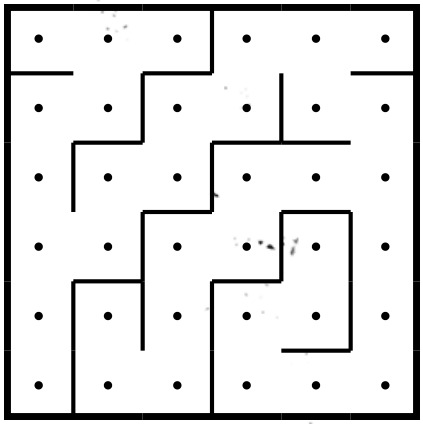
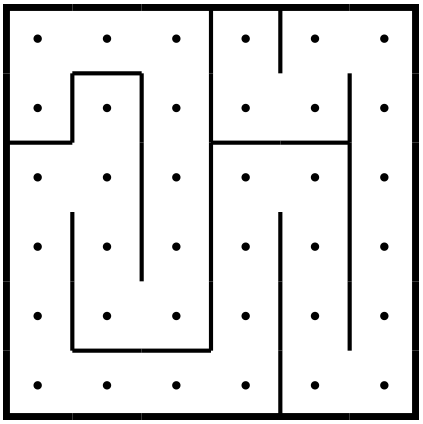
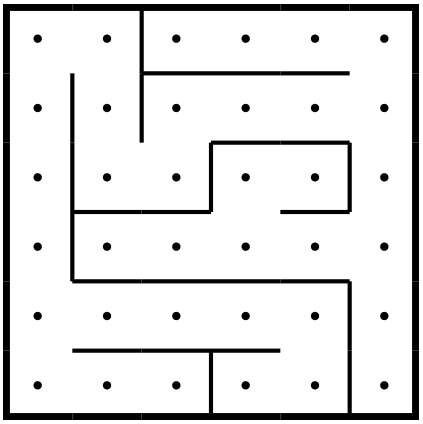
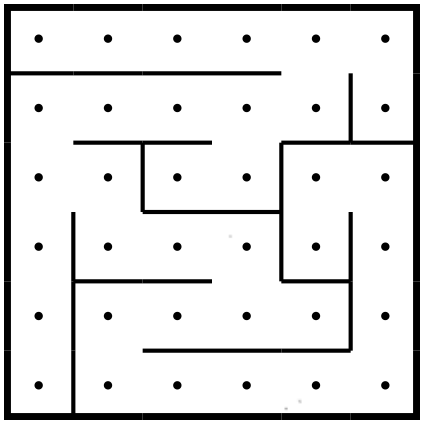
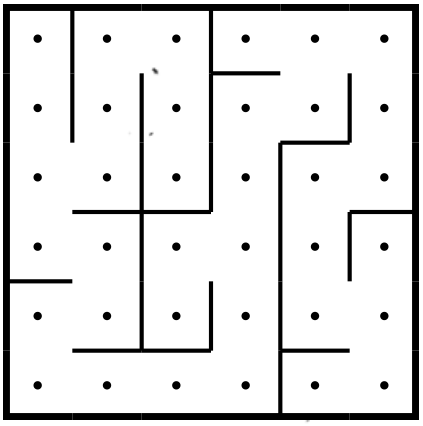
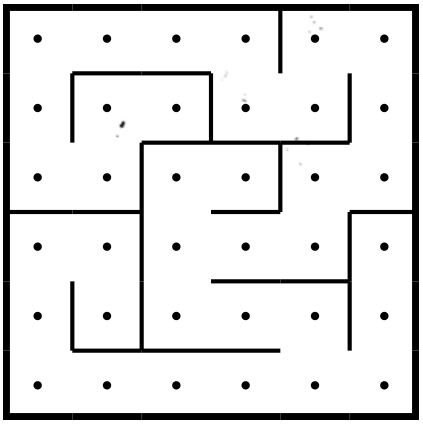
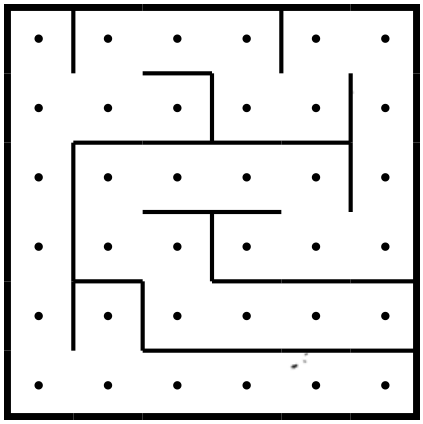
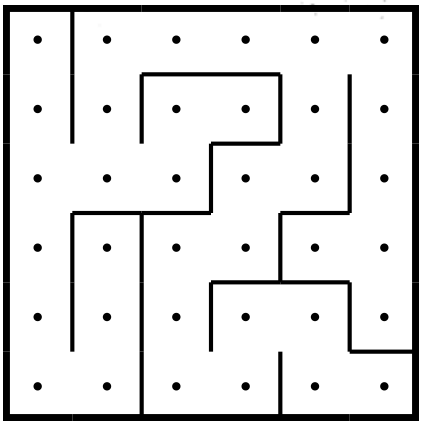
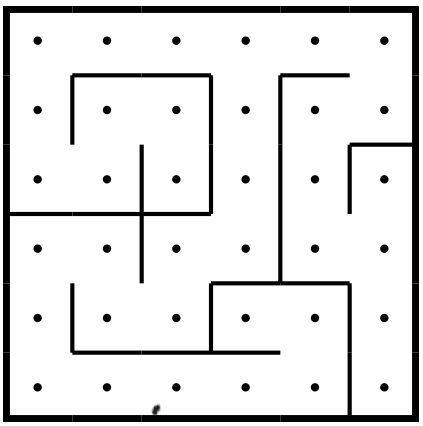
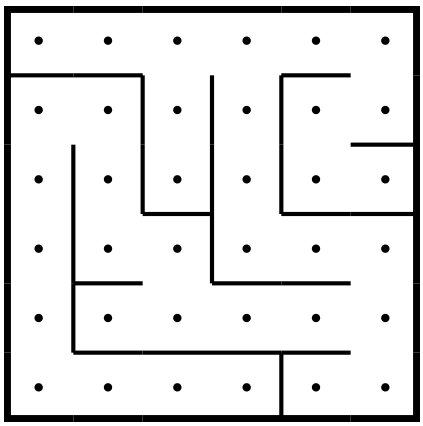
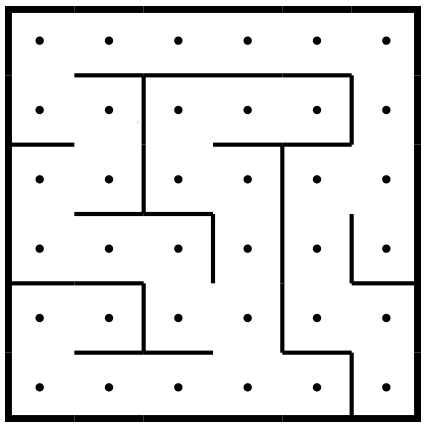
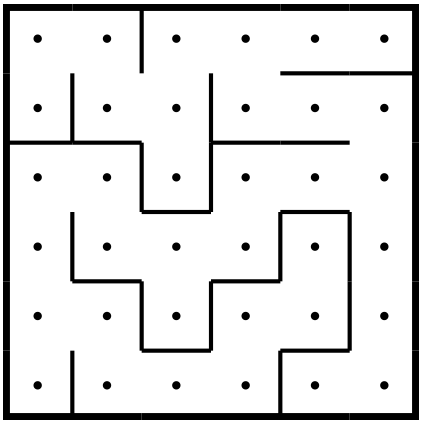
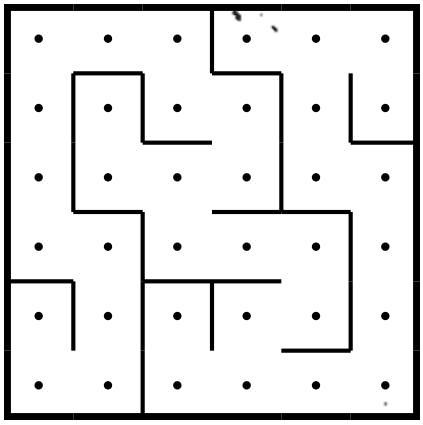
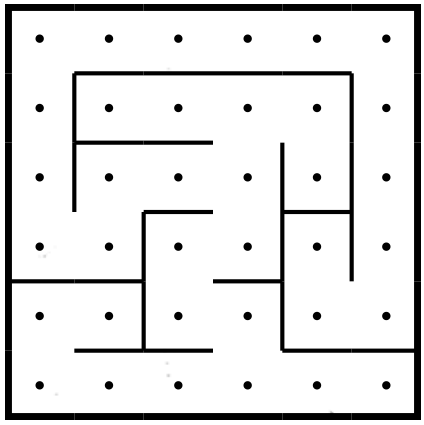
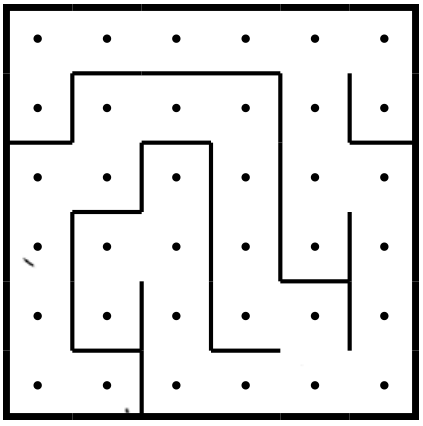
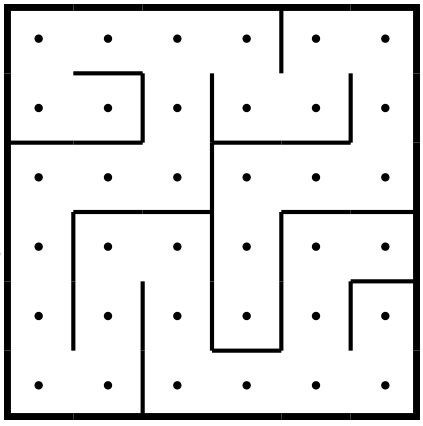
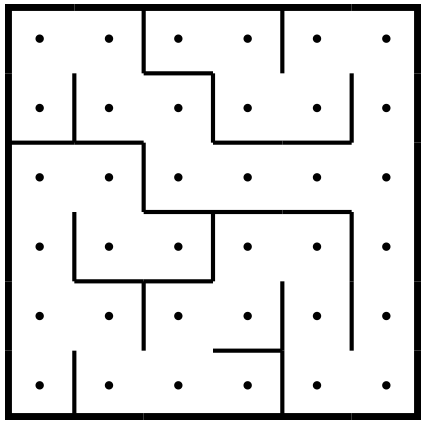
0 – pulses 	1 – pulse 	2 – cousin 
3 – brass 	4 – spurs 	5 – prove 
6 – guards 	7 – essays 	8 – strobe 

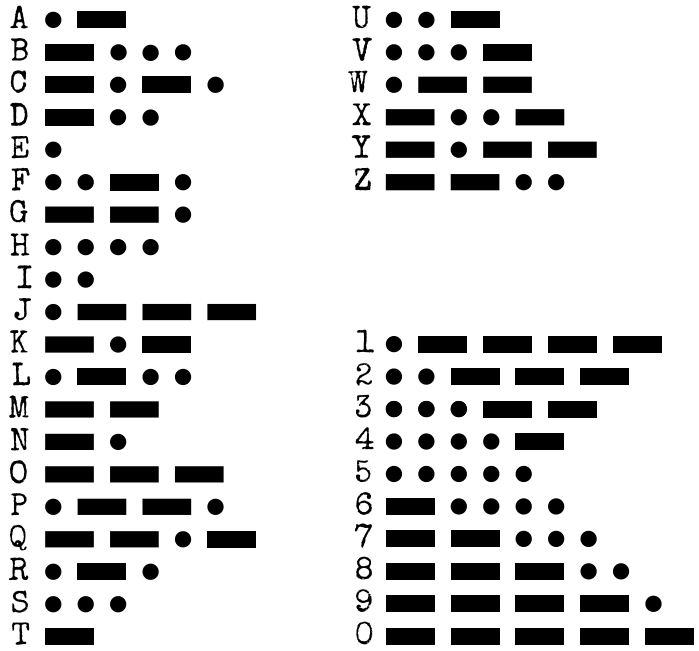
Table 3:

9 - stroke 	10 - tactic 	11 - counts 
12 - artist 	13 - opener 	14 - award 
15 - toast 	16 - stayed 	17 - prone 

*If Colorblind mode is enabled, the module will ensure that at least the **OffState** or the **MorseXmitState** is set to Off, regardless of current configuration options.

How to Interpret

1. A short flash represents a dot.
2. A long flash represents a dash.
3. There is a long gap between letters.
4. There is a very long gap before the word repeats.



Configuration Options for **MorseAMaze-settings.txt**

It is possible to change the colors of the status light for the various states of the module. The following colors are possible.

- 0 - Off
- 1 - Green
- 2 - Red
- 3 - Random

These are the options that can be configured, and their default values.

- **SolvedState** - The state the status light changes to once the module is solved. (default: **Off**)
- **StrikeState** - The state the status light changes to for one second when a strike is earned. (default: **Off**)
- **OffState** - The off state of the status light while morse code is being transmitted. (default: **Green**)
- **MorseXmitState** - The on state of the status light while morse code is being transmitted. (default: **Red**)

Finally, if you wish to reset everything back to default, just change "**ResetToDefault**" from **false** to **true**