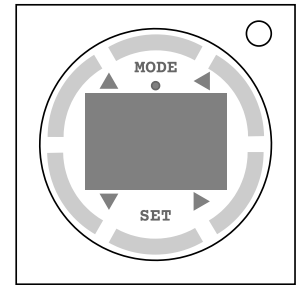


On the Subject of Thermostat

That feeling of playing with the thermostat as a kid when your father told you not to, except even father doesn't know how this thing works.

The module holds a round thermostat, containing 6 buttons and an LCD screen showing a temperature and weather icon.



To solve, use the arrow and MODE buttons and navigate to the correct space located on a specific level, then submit using the SET button.

- The module is comprised of 3 levels, each containing a different maze from page 2. **No maze is used twice.**
- Your initial position is always on level 1. The MODE button always moves down 1 level. Moving past level 3 will loop back to 1.
- Running into a wall will flash a small, red LED on the thermostat. **No strikes will be given.**

Due to the limited information you're given, you will need to stumble around and determine which maze is used on each level needed.

The correct space is determined by 3 items. To find the correct data, you'll need the right temperature...

- Convert every letter in the serial number to a digit (A = 1, B = 2, etc.)
- Add them together, then:
 - If *C, subtract 40 until < 41
 - If *F, subtract 99 until < 100

...Weather icon...

Add all the digits in the serial number.

Mod 3 if result > 3. Use 3 if result = 0.

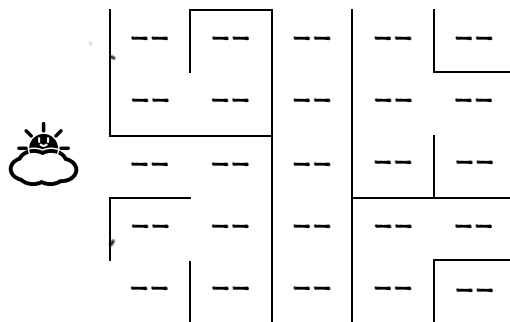
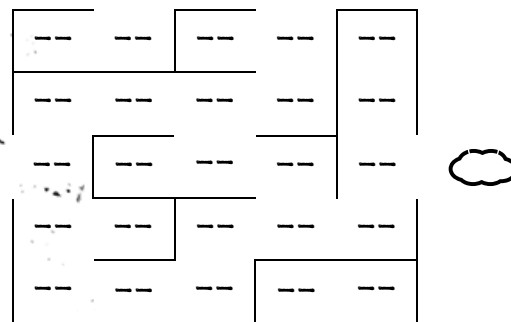
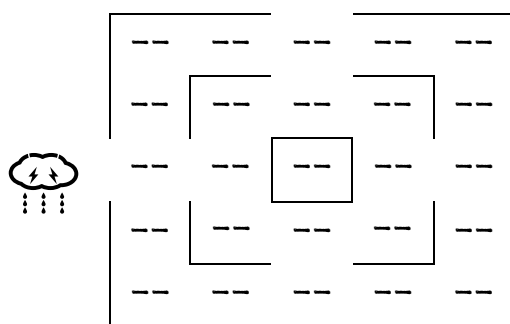
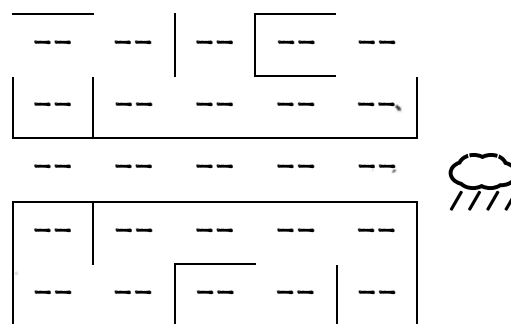
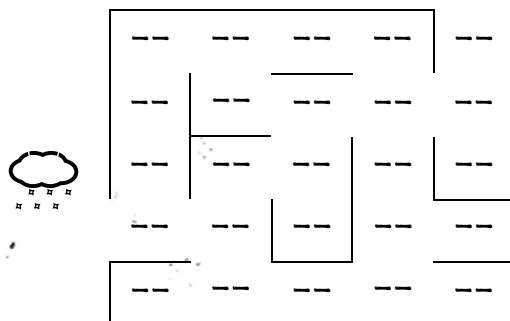
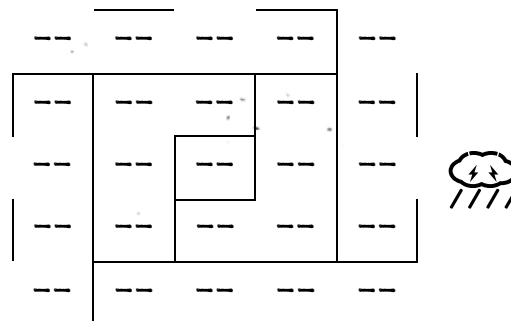
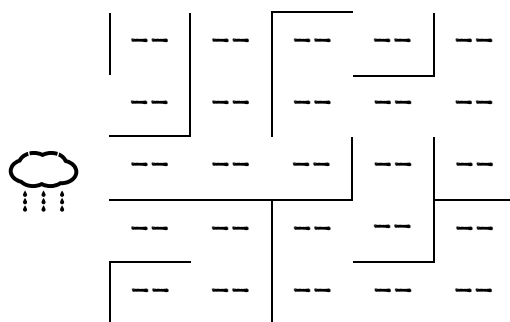
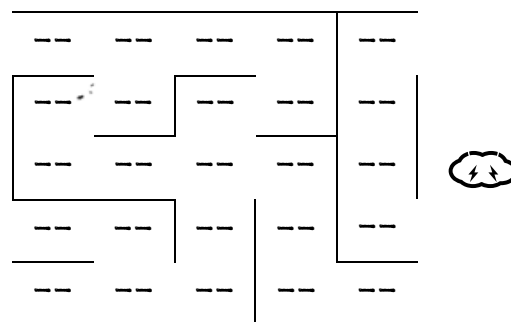
Determine which maze is at this level.

Start at the icon of the determined maze in the right table:

Take the **third** character and shift down that many spaces, looping across the edge.

Take the **sixth** character and shift right that many spaces, looping across the edge.

...And correct level. This is easily found by using the difference between the number of indicators and port plates. Mod 3 if result > 3. Use 3 if result = 0.

MAZES**Alpha****Beta****Gamma****Delta****Epsilon****Zeta****Eta****Theta****NOTES**

Mazes loops across open borders
 [--] helps separate spaces on the grid