CRYPTOPSYCHOLOGY

In its state-of-the-art psychology labs, NPLabs conducts constant study on lab rats using historically proven methods. Subjects are put through an intensive set of learning protocols that provide harmless feedback, in an attempt to learn the ordering of various rules. Once they have mastered the rules and their order, the subjects are introduced into a maze and expected to use what they have learned to find their way through. NPLabs believes that, with the proper encouragement, armies of trained rats can learn to foresee dangerous conditions and lead people to safety.

(A) The Training

Watching you proceed through the training, we see great promise, as you instinctively never violate more than one rule per step. You will use your training to give a specific order to the rules that you seem to know innately, but which start off somewhat disorganized in your mind. Always start at START, stay out of empty rooms, and visit all other non-empty rooms once each.

TWISTY	WHERE	PREFER	
START		MISPLACE	

BZ!

START	HINDER	DETOURED	
		ANIMAL	CRANIUM

BZ! BZzZzZzZzZ! BZzZzZzZz!

	START		METHODS
	SELF	REACTION	PREFER

BZz! BZzZzZzZzZz!

START	CAPTURE		
		SWIFT	WANT	HUNGER

BZzZ! BZzZ!

START	ATTACK		
	DREAMER	EVENT	CAGED

BZzZ! BZzZzZz!

START	ENABLE	DETERMINE	
		PANIC	QUIT

BZzZ! BZzZzZzZzZz!

	START		SQUELCH
	TRAVEL	SWIFT	PACIFY

BZzZz! BZzZz!

PRESS	FLINCH	CHARGED	
START		AVOID	

BZzZzZz! BZzZzZzZzZ!

DELIGHT	FROZEN		
START	ALERT	ASSESS	

BZzZzZzZ! BZz!

TEMPER	EMOTION	OVERDO	
START		REST	

BZzZzZzZ! BZzZzZ!

EARTH	RESISTANT		
START	BRINK	ASPIRIN	

BZzZzZzZz! BZzZzZzZzZz!
BZzZzZzZz!

EXCEED	FINAL	RESUMED	
START		THANK	

BZzZzZzZzZ! BZzZzZzZzZ!
BZzZzZzZzZ! BZzZzZzZzZ!

CONTINUE	EGO	CENTER	
START		PROCEDURE	

BZzZzZzZzZz! BZzZzZ!
BZzZzZzZzZz! BZzZzZzZzZz!

START	HANDLE	REGRET	
		RANGE	THROUGH

(*Nothing!*)

(B) The Rules

Based upon your training, determine the proper order of the rules before proceeding to the Maze.

1 DON'T MOVE TO ___PREDICATE_____

2 DON'T MOVE TO ___PREDICATE_____

3 DON'T MOVE TO ___PREDICATE_____

4 DON'T MOVE TO ___PREDICATE_____

5 DON'T MOVE TO ___PREDICATE_____

6 DON'T MOVE TO ___PREDICATE_____

7 DON'T MOVE TO ___PREDICATE_____

8 DON'T MOVE TO ___PREDICATE_____

9 DON'T MOVE TO ___PREDICATE_____

10 DON'T MOVE TO ___PREDICATE_____

Predicates (in alphabetical order)

...A GREY WORD IF YOU ARE STANDING ON A PURPLE WORD.

...A NON-ORANGE WORD THAT CONTAINS EXACTLY EIGHT LETTERS.

...A PURPLE WORD IF YOU ARE STANDING ON A WORD THAT CONTAINS EXACTLY SEVEN LETTERS.

...A WORD OF THE SAME COLOR AS THE WORD YOU ARE STANDING ON IF THE WORD YOU STOOD ON IMMEDIATELY BEFORE THE WORD YOU ARE STANDING ON WAS A WORD OF THE SAME COLOR AS THE WORD YOU ARE STANDING ON.

...A WORD STARTING WITH THE SAME LETTER AS THE WORD YOU ARE STANDING ON IF YOU ARE STANDING ON AN ORANGE WORD.

...A WORD THAT CONTAINS A TRIGRAM (THREE-LETTER STRING) THAT ALSO APPEARS IN THE WORD YOU ARE STANDING ON.

...A WORD THAT CONTAINS MORE THAN TWO LETTERS MORE THAN THE WORD YOU ARE STANDING ON.

...A WORD THAT CONTAINS NO LETTERS IN COMMON WITH THE WORD YOU ARE STANDING ON.

...AN ORANGE WORD THAT CONTAINS THE SAME NUMBER OF LETTERS AS THE WORD YOU ARE STANDING ON.

...ANY WORD IMMEDIATELY AFTER TURNING TO YOUR LEFT WHILE STANDING ON A GREY WORD.

(C) The Maze

Proceed through the maze from **START** to **CHEESE**, one adjacent room at a time (not diagonally), never walking through or over the thick walls, of course. When you arrive in each room, you must make either exactly one 90-degree turn to the right, or exactly one 90-degree turn to the left, or no turn at all. You must then immediately proceed to the next room. You may step over rats when appropriate — they do not block your path (you're bigger than they are!). You will not visit every room, and you will never have more than one valid step open to you at a time.

To achieve complete understanding: each time you encounter a rat that you decide not to step over, consider the sum total of the reasons that you decided to take a different path.

THEORY	TRUST	PATHWAY	FUTILE	NETWORKS	NEURON	
AGAIN	HOPEFUL	REWARD	PROVEN	PRAISE	DISCOVER	
CANCEL	INSTINCT	LOCATION	LOST	CHANGED	ESCAPE	CHEESE
START	SCIENCE	BEHAVIOR	ORGANIZE	LAB	CONTROL	MODIFY
LABYRINTH	RODENT	FORGET	SCURRY	HABITUAL	EXAMINE	
CORNER	ASYLUM	COERCED	LEARN	REPEAT	ADAPT	