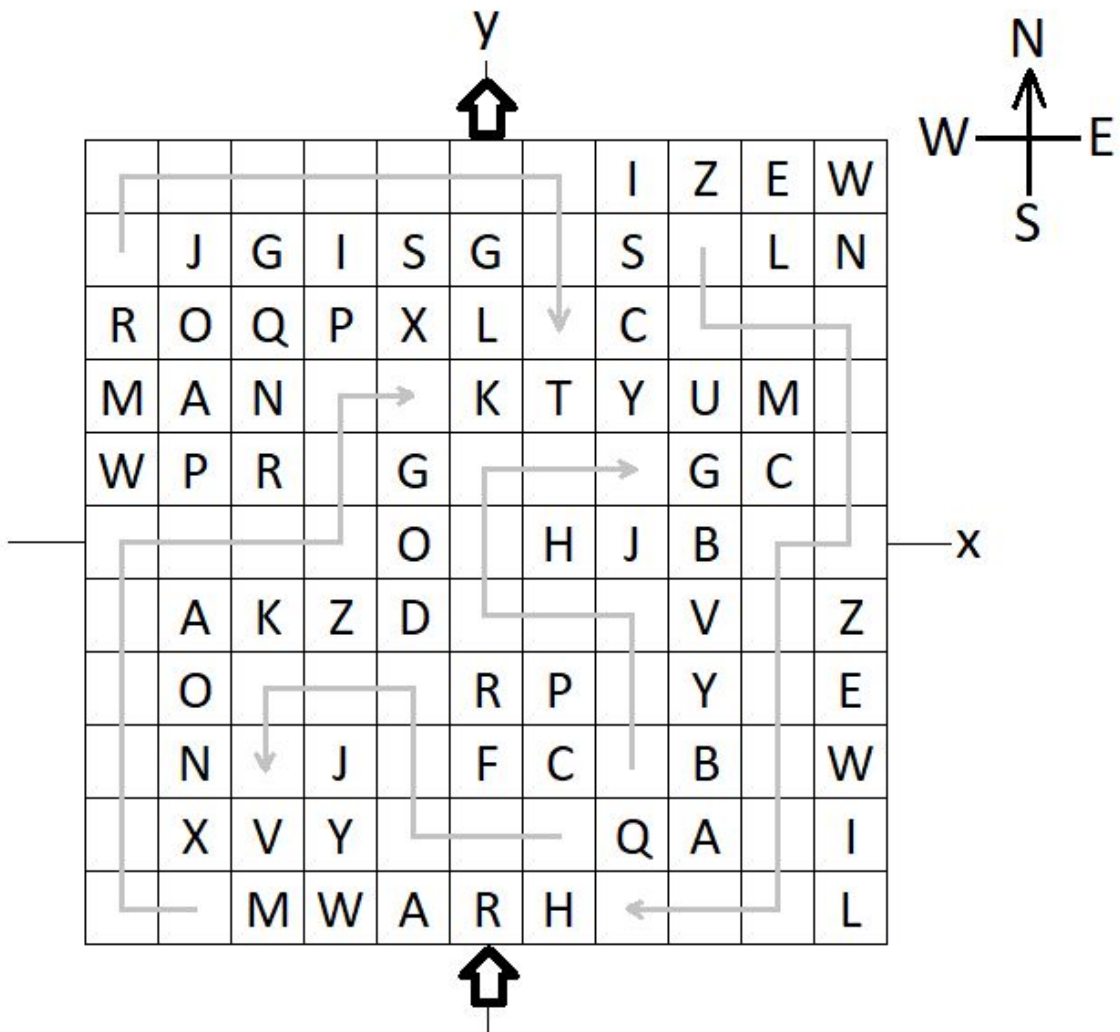


Meta 5

Jacques needs to go through a cursed maze, which has taken the lives of many adventurers. Some have cleared their paths in the maze, but none of them succeeded in escaping. He needs to find something to help him navigate...

- At the beginning, the maze has its X-axis oriented east-west, and Y-axis oriented north-south. The coordinate axes are part of the maze, while the compass directions are not. The compass directions never change.
- You enter the maze at the middle of the bottommost row (coordinate (0, -5)), facing north. You need to leave the maze by getting to the middle of the topmost row (coordinate (0, 5)). Your size and noise level are both normal.
- Record every step you made. Unless a square tells you otherwise, keep moving in the same direction.
- If you encounter a L, turn left; if you encounter an R, turn right; if you encounter a U, take a U-turn. (Turn relative to your current direction.)
- If you encounter a N, move north; similarly, if you encounter E/W/S, move east/west/south. You also turn to face the new direction that you moved in.
- If you encounter an M, your sense of direction (the sense of left/right with respect to the outside world, not the maze itself) is mirrored.
- If you encounter a C, rotate the maze 90 degrees clockwise; if you encounter a G, rotate the maze 90 degrees counterclockwise; if you encounter a Z, rotate the maze 180 degrees. If you encounter an X, the maze is reflected across its X-axis; if you encounter a Y, the maze is reflected across its Y-axis.
- Your position, the direction you are facing, and the coordinate axes are all rotated/reflected as well when any rotation/reflection of the maze happens, but your sense of direction is NOT reflected when the maze is reflected.
- If you encounter a P, pause for one step. This pause still counts as a step.
- If you encounter an I, you are immune to the effect of the next square; if you encounter a J, you jump over the next square instead.
- If you encounter a Q, become quiet; if you encounter a V, become vociferous.
- If you encounter an H, become huge; if you encounter a T, become tiny.
- If you encounter an O, return to the original size, voice level, and sense of direction.
- The A square is an aperture that you can pass only when you are tiny; the B square is a barrier that you can pass only when you are huge; the D square is a door that you can pass only when you are normal size.
- The F square is a forest that you can pass only when you are quiet; the K square is a karaoke room that you can pass only when you are vociferous.



When you finish, use the following key to unlock the secret of the maze:

-6, +7, +1, -6, -10, -2, -3, -10, -5, -9, +13, +6, +8, +8, +2, +1, +3, +9, +2, +9, +8, +15,
 0, -1, +4, -8, 0, +9, +6, +4, +11, +7, -9, +9, +6, +9, -1, +5, 0, +6, -9, +12, +2, -1, +11,
 -10, -10, +12, +3, +9, -1, -3, -8, +2, 0