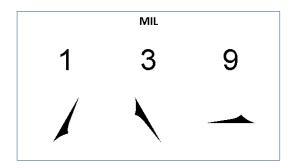
Prexcyt Quest: The First Cryptex Hunt Solution Guide

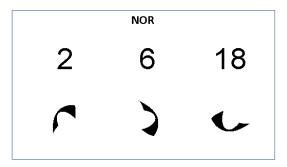
The Sage Alphabet

Several puzzles have dependencies on understanding the Sage Alphabet and the corresponding numbering system. The rules are described in the *Prexcyt Anthology* short story, *The Sages*.

Numbering system

In short, the numbering system is base 27 and uses the the runes for Mil, Lum, and Nor, as shown by their names at the end of the Prexcyt Manual. The Mil rune is assigned a value of 1 and the Nor rune is assigned a value of 2. The Mil rune and Nor rune can each be rotated 120 degrees clockwise once or twice, each rotation tripling the previous value





When these basic runes are combined to form a new rune ("interbreeding!"), their values are added together. For example, on the next page, you'll see that a 5 is formed by combining an unrotated Nor = 2 and singly-rotated Mil = 3.

The numbering system is Base-27. Like other numbering systems, this means that each position from right to left represents an increasing power of the base, in this case 27.

For example, in our Base-10 decimal system:

Base-10:
$$5234 = (5 * 10^3) + (2 * 10^2) + (3 * 10^1) + (4 * 10^0)$$

Base-27 would be the same except that each position would be 27 to the corresponding power.

Base-27:
$$5234 = (5 * 27^3) + (2 * 27^2) + (3 * 27^1) + (4 * 27^0) = 99,958$$
 decimal

Note: There are Internet tools for conversion between Base 27 and Base 10, but you'll need to play around with them to be sure you understand how they represent values above 9. In Base 27, it's common to use 0-9 and A-Q to represent digits 0-26, with A representing 10, B for 11, and so on... this can be confusing if you're not used to it, and you should be careful not to confuse an A that representing a digit 10 with an A that is the 1st character.

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The alphabet

The alphabet is encoded by taking the corresponding rune and flipping it vertically (compare 1 and A, 2 and B...).

