The Adventures of Lomax Password System FAQ

by moron_erick Updated on Dec 14, 2005

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|                LOMAX PASSWORD SYSTEM GUIDE                        |
|              (Version 1.00, 12 December 2005)                     |
|                                                                   |
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[1] Introduction
** Explains briefly what this FAQ could offer.

[2] Symbols to number assignments
** Conversion used for the numbers /\ to X - 0 to 3.

[3] Password Table
** A handy reference for making Lomax Passwords. Basically a table of
   repeating patterns involving the numbers 0(zero) to 3(three). Well,
   lets just say that our number system may look weird from time to
   time.

[4] Making Lomax Passwords
** A brief explanation with examples on how to make Lomax Passwords
   to transport us into the desired level, alongside with the desired
   number of lives and continues...

[5] The "[+|-]" sign...
** We use this notation to compute for some patterns.

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| [1] Introduction                                                  |
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** This game has an eight-character password system composed of the
   three basic playstation symbols (/\, O, [], X). Each password
   string encapsulates the STAGE, number of LIVES and CONTINUES.
   This FAQ should enable everyone to create and modify Lomax pass-
   words using the numbers 0 to 3...

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| [2] Symbols to number assignments                                 |
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** To avoid confusion we'll be using this assignments for each basic
   Playstation symbols:
      --------------------
      |  Symbol   |Value |
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Triangle	0
Circle	1
Square	2
X	3

[3] Password Table

** Since the construction of the password string is eight-characters of a selecion for 4 figures then each password string should revolve/rotate between the numbers 0 to 3 while dividing itself from some divisible to 2, 4, 8, 16, and so on figures...

Stage	B1	B2	B3	B4
1	0	0	0	1
2	1	0	1	1
3	2	0	2	1
4	3	0	3	1
5	0	1	0	1
6	1	1	1	1
7	2	1	2	1
8	3	1	3	1
9	0	2	0	1
10	1	2	1	1
11	2	2	2	1
12	3	2	3	1
13	0	3	0	1
14	1	3	1	1
15	2	3	2	1
16	3	3	3	1
17	0	0	1	0
18	1	0	0	0
19	2	0	3	0
20	3	0	2	0
21	0	1	1	0
22	1	1	0	0

Continues	Reverse
0	3
1	2
2	1
3	0

Lives	L1	L2	L3	L4	L5
0	0	3	1	0	2
1	0	3	1	2	0
2	1	2	1	0	2
3	1	2	1	2	0
4	2	1	1	0	2
5	2	1	1	2	0
6	3	0	1	0	2
7	3	0	1	2	0
8	0	3	0	0	3
9	0	3	0	2	1
10	1	2	0	0	3
11	1	2	0	2	1
12	2	1	0	0	3
13	2	1	0	2	1
14	3	0	0	0	3
15	3	0	0	2	1
16	0	3	3	0	0
17	0	3	3	2	2
18	1	2	3	0	0
19	1	2	3	2	2
20	2	1	3	0	0
21	2	1	3	2	2
22	3	0	3	0	0
23	3	0	3	2	2
24	0	3	2	0	1
25	0	3	2	2	3
26	1	2	2	0	1
27	1	2	2	2	3
28	2	1	2	0	1
29	2	1	2	2	3
30	3	0	2	0	1
31	3	0	2	2	3

[4] Making Lomax Passwords

** In order for us to build an eight-character Lomax Password we are allowed to chose one shape/value from those 4 playstation shapes (respectively numbered from 0 to 3) for each character that forms the string. We would need to give 3 values before we could start making our desired password - 1) what stage; 2) how many lives; 30 how many continues - do we really want. Lets say we would want

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   to create the password that would take us to
   <stage 16; with 0 Life and 1 continue>:

   Heres how:
   1st character/shape: B3 [+|-] L5
   2nd character/shape: Reverse [+|-] B2 [+|-] L1
   3rd character/shape: B1
   4th character/shape: B2
   5th character/shape: B4 + L4
   6th character/shape: L2
   7th character/shape: L3
   8th character/shape: Continues

   So we want to go to stage 16 with 0 Life and 1 Continue...

   The first password character would be derived from B3 [+|-] L5:
   Basing on our Password Table above, B3 for stage 16 would be 3;
   L5 for 0 Life would be 2. So 3 [+|-] 2 would result to 1. So we
   now have 1 for our first character; and 1 would be coverted to
   the Circle symbol says our Symbols to number assignments.

   Our second character would be derived from
   Reverse [+|-] B2 [+|-] L1: We check again our Password Table;
   thus, 3[+|-]3[+|-]0. Our second character woul result again to 1.

   Then B1 and B2 would be 3...

   We'll derive our 5th character from B4+L4...
   B4 which is 1 + L4 which is 0 would be 1... And so on...

   If we follow the above how-tos we would get the password for
   stage 16 with 0 Life and 1 Continue...

   We would get this result: 1 1 3 3 1 3 1 1 =
           Circle Circle X X Circle X Circle Circle

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| [5] The "[+|-]" sign...                                             |
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** Add the numbers if the result would be 3 or less...
   Subtract if the result would be more than 3...
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