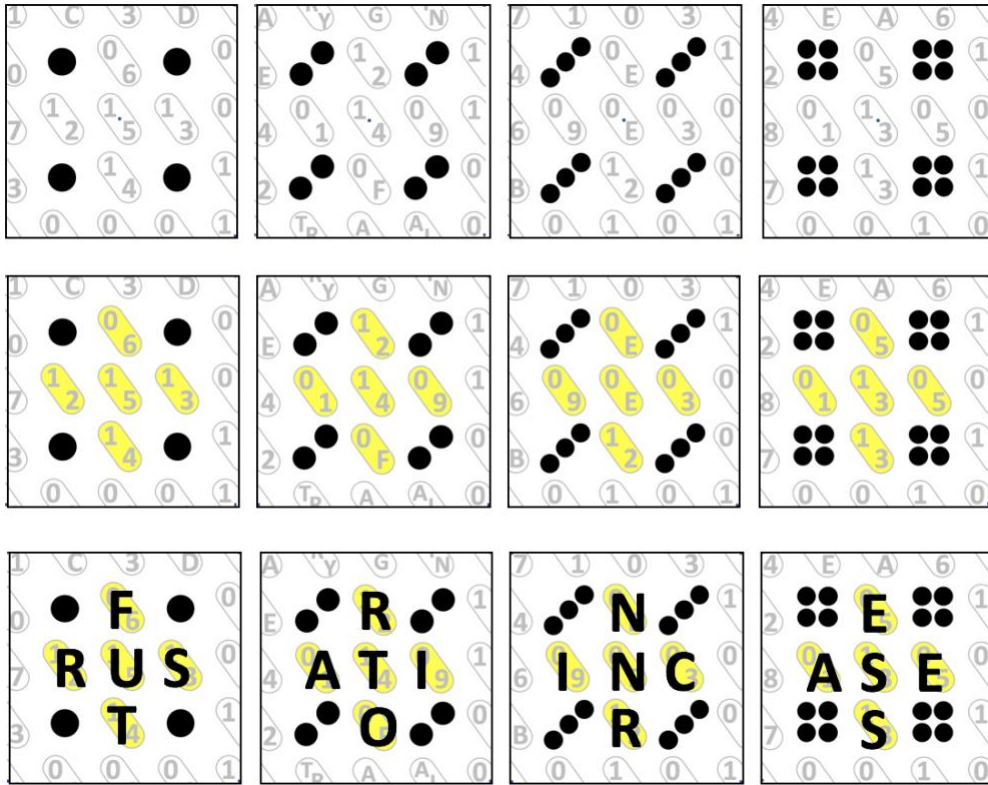


2D: Know when to Fold 'Em

Solution:

When folded correctly (and that is the biggest part of this challenge – especially the threes and fours!) these are what should show up on the 2x2 squares in 1, 2, 3, 4 order: top row (as they appear), middle (with hexadecimal code highlighted) & bottom (translated).



solution: **FRUSTRATION IN CREASES.**

So, what's with all the extra unused characters around the perimeters? If the only numbers and letters on each square were the ones used to derive the highlighted code above, someone could easily solve the puzzle by cutting the entire grid into sixteen separate squares and then arranging them into the above 2x2's with very little effort. The extra digits around the perimeter are intended to prevent this kind of "cheating!"

By the way, to get the 4's, you actually have to bend the flaps a bit like you do when you are trying to close the **top of a cardboard box**. As such, it sort of "locks into shape" and stays that way, which none of the other 2x2's do.

Also, 1's, 3's and 4's each have (I believe) unique solutions. There are four ways, however, to get 2's. Only one of those gives the correct **RATIO** code. The alternative ways (wrong ways) give messages like "Try again" across the mid-line as shown at right.

