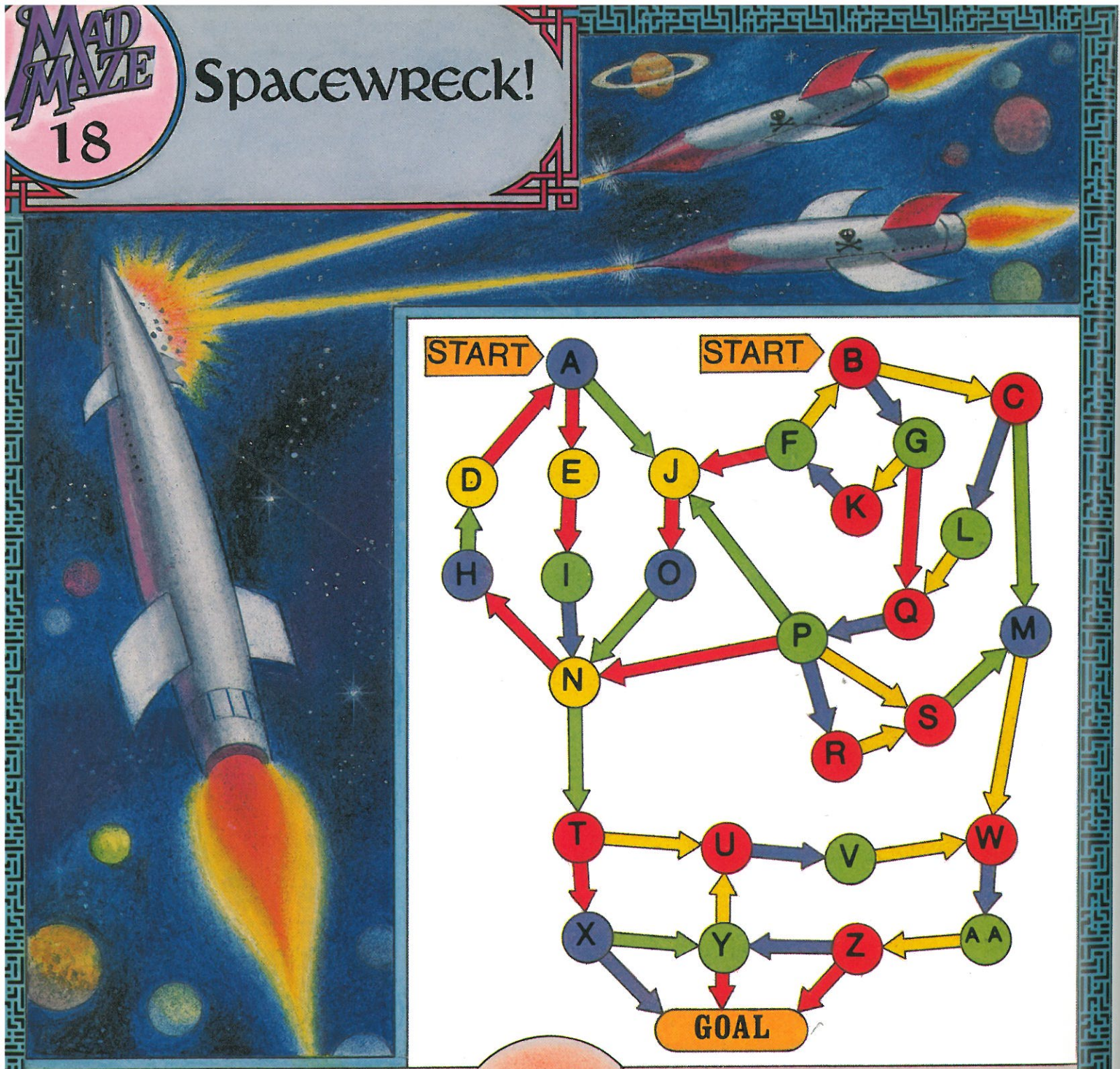
MAD MAZE 18

Spacewreck!



The S.S. Fearless was on a routine spaceflight when it was attacked by space pirates. In a fierce battle, Captain Rocket and Lieutenant Lucky defeated the pirates, but their ship's Master Computer was damaged in the fight. Rocket is trapped in room A and Lucky trapped in room B. They cannot leave their rooms to enter the adjacent corridors because the life support system (normally controlled by the Master Computer) is now inoperative.

Lucky has a brilliant idea: use the manual override in each room to temporarily activate the corridor's life support system. Each room can activate the life support in any corridor of the same color. However, an operator must remain in the room while the corridor is being used. Each corridor is constructed for travel in only one direction, so whoever walks through a corridor must travel in the direction of the arrow. If either Rocket or Lucky can make it to the Master Computer, he can repair it; otherwise, they both will remain lost in space. How can one of them get to the Master Computer—at the point marked "Goal" on the maze?

Here's an example to show how they can move through the spaceship. Since Captain Rocket starts in a purple room, he could operate the controls to enable Lucky to travel along the purple corridor from room B to room G. Lucky would now be in a green room and he could operate the controls to let Rocket travel through the green corridor from room A to room J. Lucky could next move to K; Rocket could move to O; and Lucky could move to F. With Lucky now in a green room, Rocket could move down the green corridor to N; then he could make another move along the green corridor to T. (Note that you don't always have to alternate between Rocket and Lucky.) Captain Rocket is now getting close to the Master Computer and things are looking hopeful. But, alas, if you continue with this example you'll find that both space travelers will soon be trapped in endless loops. Whenever that happens, you'll just have to start over.