MazelibCollisionSolver - Maze [8, 6] (Successful)

Std. Start Std. End

														29	30
														29	30
														28	
												25	26	27	
												24			
												23			
												22			
								17	18	19	20	21			
								16							
				11	12	13	14	15							
				10											
		7	8	9											
		[6]													
	B 4	5													
	2														
0															
0 1															