

迷宫15例

15 LABYRINTH INSTANCES

小型迷宫5例 X001-X005

中型迷宫5例 Y001-Y005

大型迷宫5例 Z001-Z005

扫码查看解密路径



<https://tobbye.github.io/labyrinth.html>

The image contains four square mazes arranged in a 2x2 grid. Each maze is composed of black lines forming a complex network of paths and dead ends. A thick blue line traces a specific path through each maze. The paths are as follows: Top-left: Starts at the bottom-left corner, moves right, then follows a series of steps and turns, ending at the top-right corner. Top-right: Starts at the top-left corner, moves right, then follows a series of steps and turns, ending at the bottom-right corner. Bottom-left: Starts at the top-left corner, moves right, then follows a series of steps and turns, ending at the bottom-right corner. Bottom-right: Starts at the bottom-left corner, moves right, then follows a series of steps and turns, ending at the top-right corner.

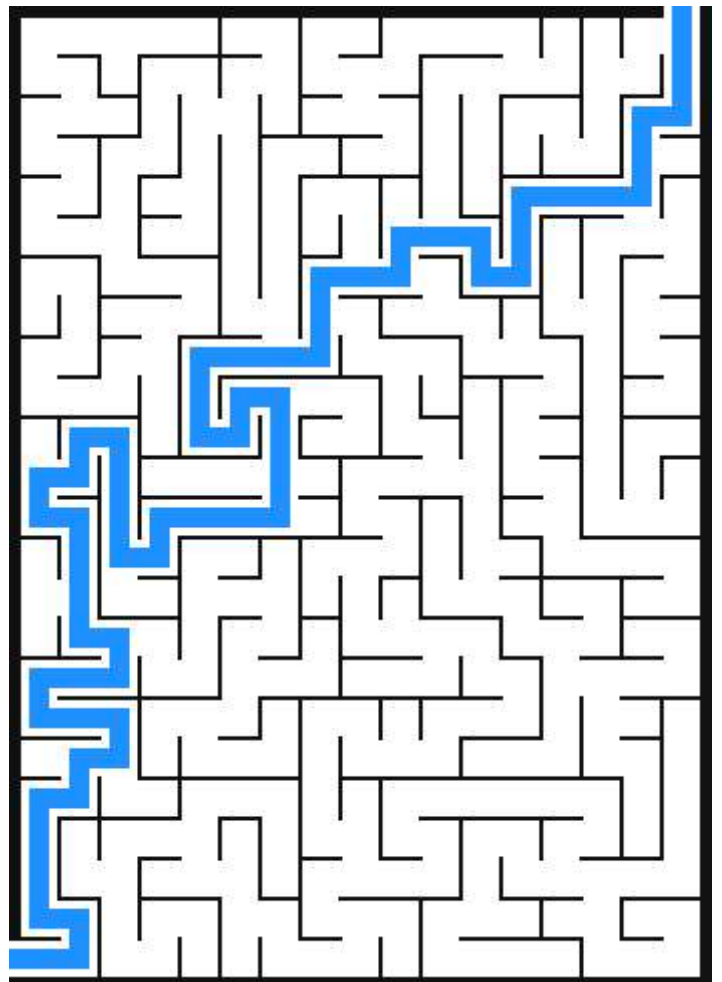
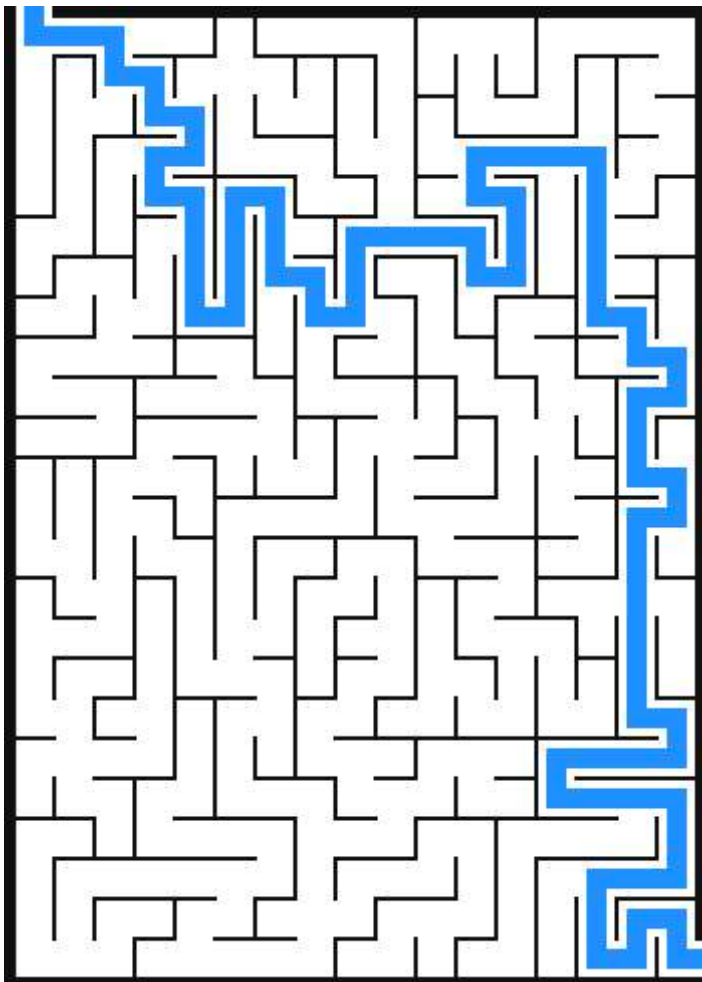
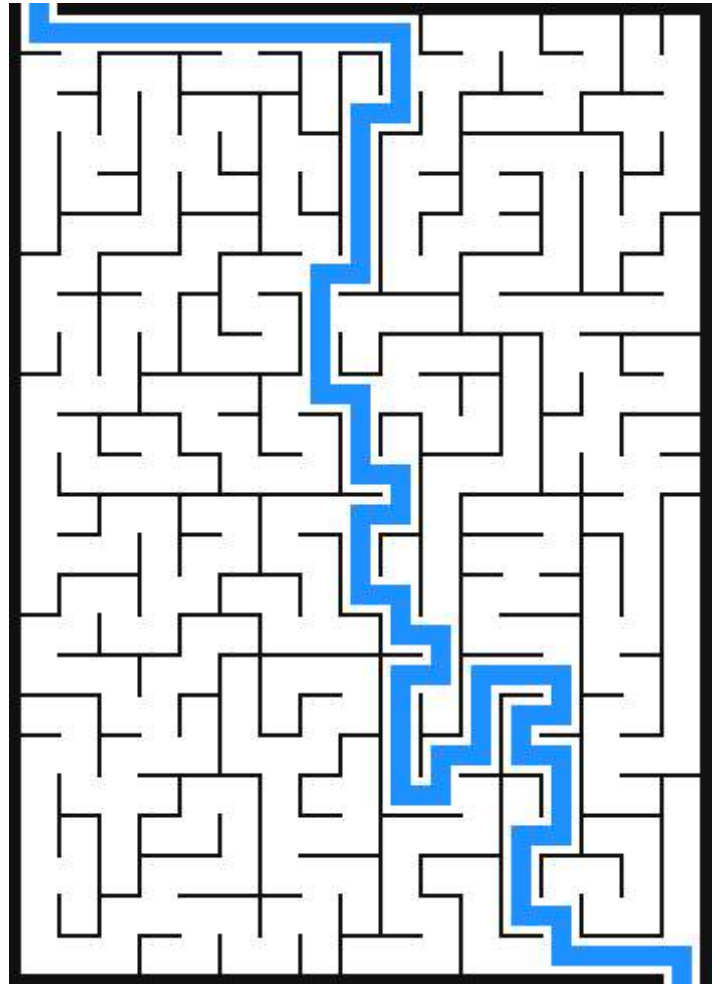
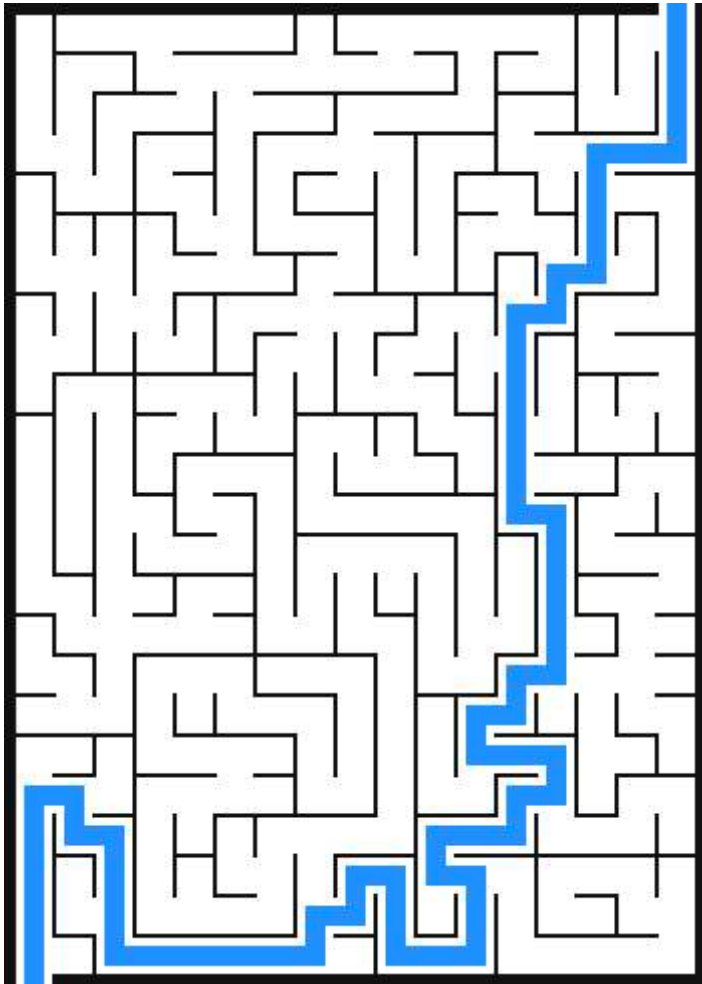
<http://tobbye.github.io/labyrinth.html>

The image contains four square mazes arranged in a 2x2 grid. Each maze is a complex network of black lines forming a grid with various openings and dead ends. A thick blue line traces a specific path through each maze. The paths are non-linear and visit a significant portion of the maze's structure. The mazes are contained within black rectangular frames.

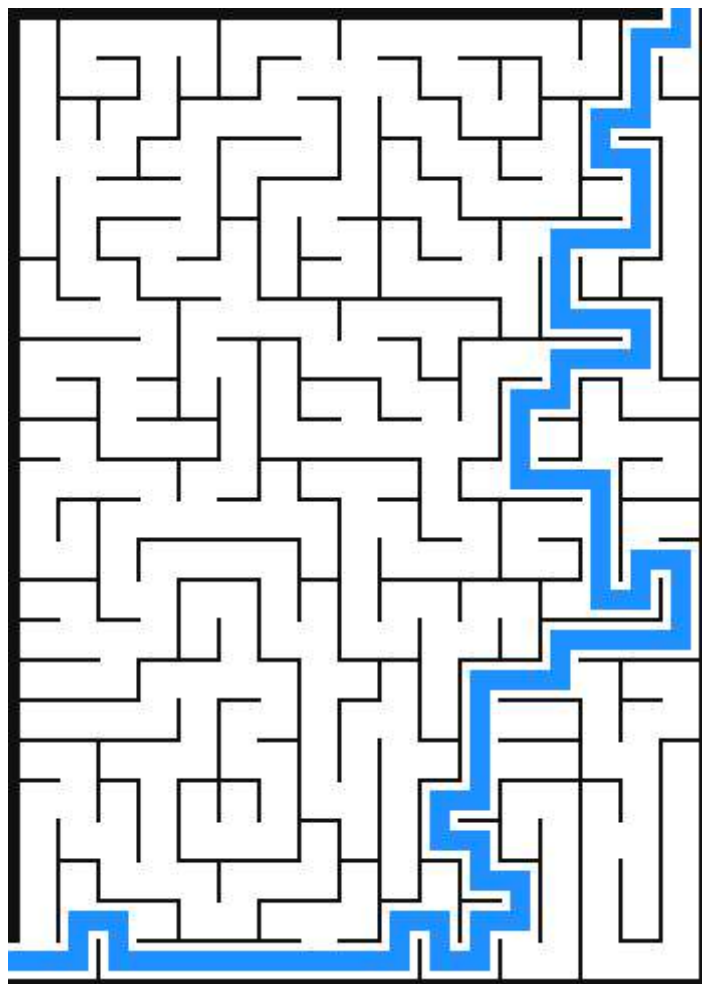
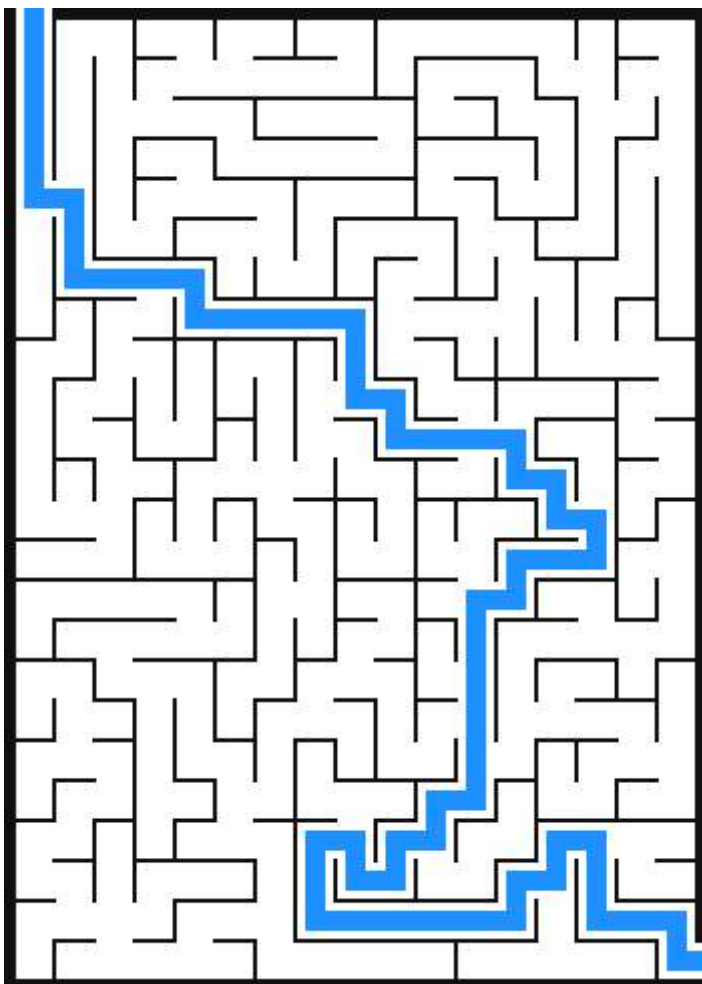
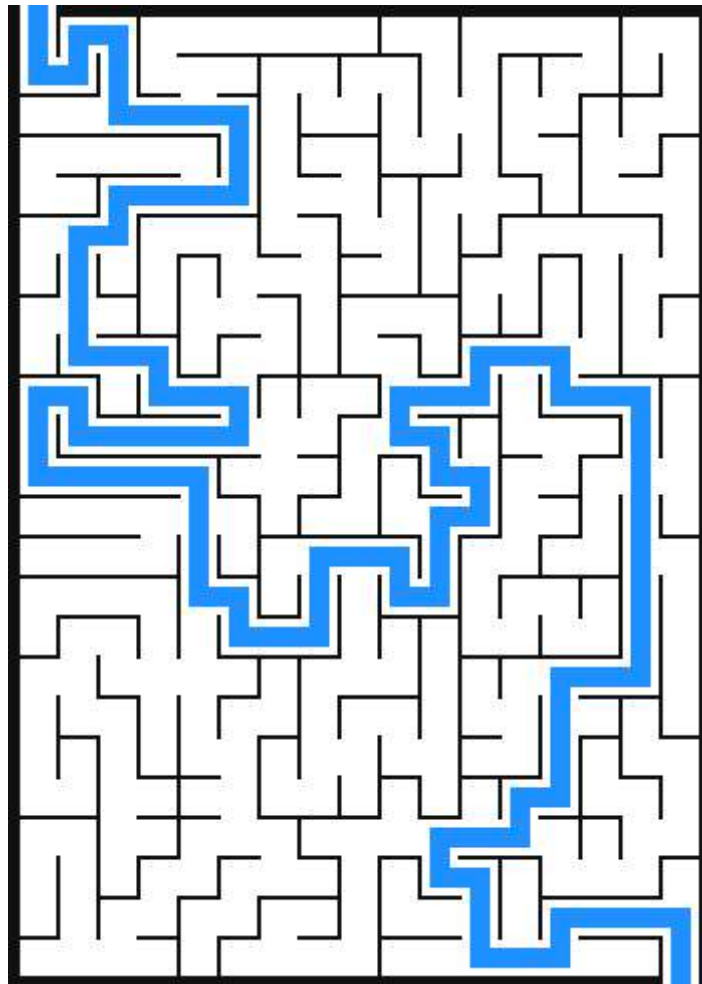
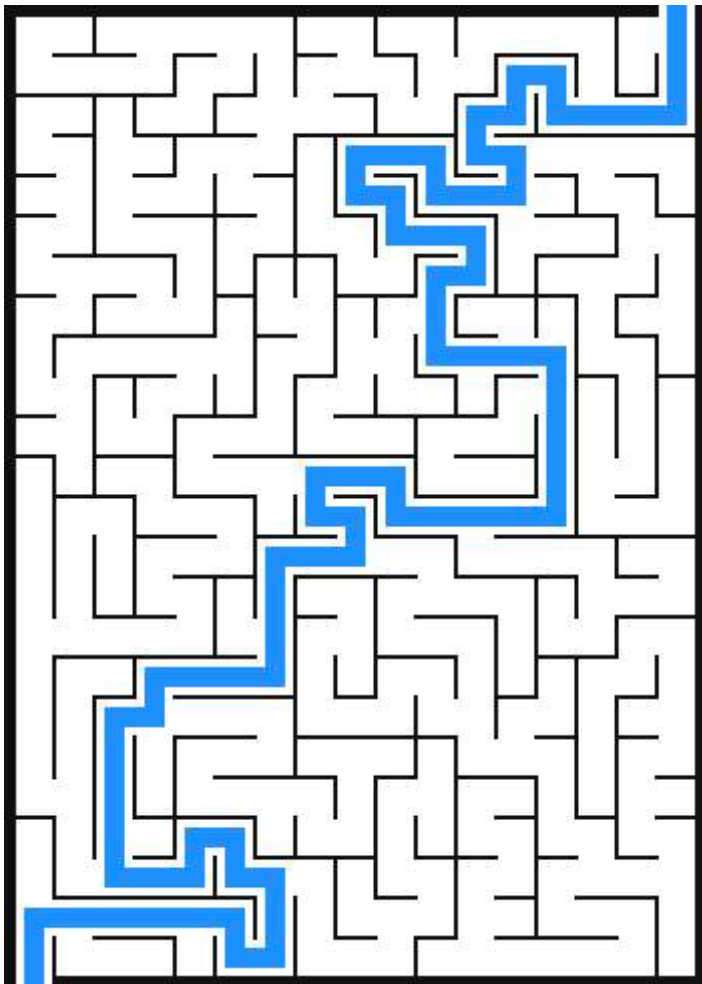
The image displays four square mazes arranged in a 2x2 grid. Each maze is a complex network of black lines forming a grid with various openings and dead ends. A single path in each maze is highlighted in blue, showing a route from one side to the other. The paths are non-linear and complex, illustrating the output of a maze-solving algorithm. The paths in the four mazes are different, showing the variability of the solution.

The image displays four square mazes arranged in a 2x2 grid. Each maze is a complex network of black lines forming a grid with various openings and dead ends. A single path in each maze is highlighted in blue, showing a route from the entrance to the exit. The paths are non-linear and complex, illustrating the output of a maze-solving algorithm. The paths in the four mazes are different, showing the variability of the solution.

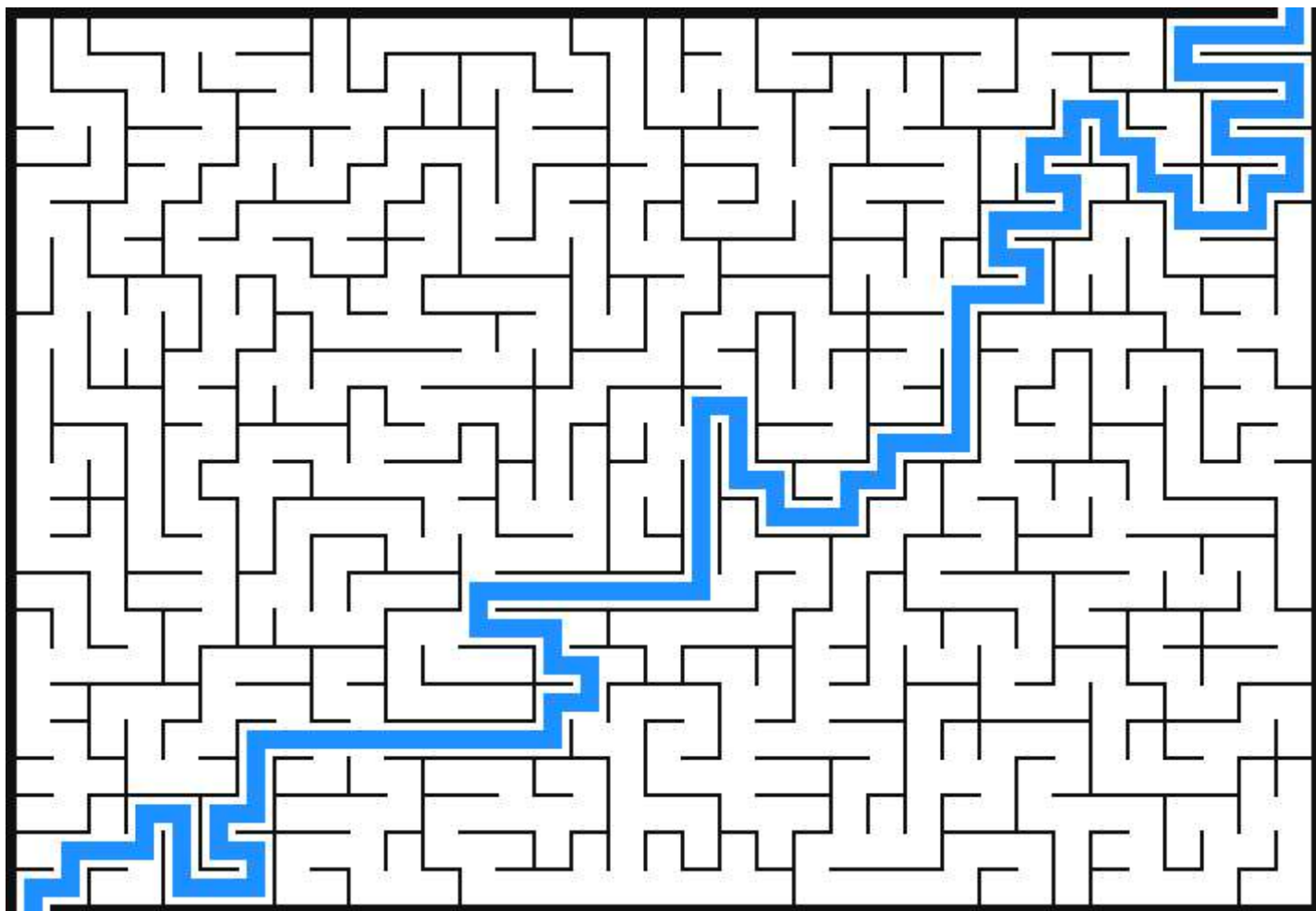
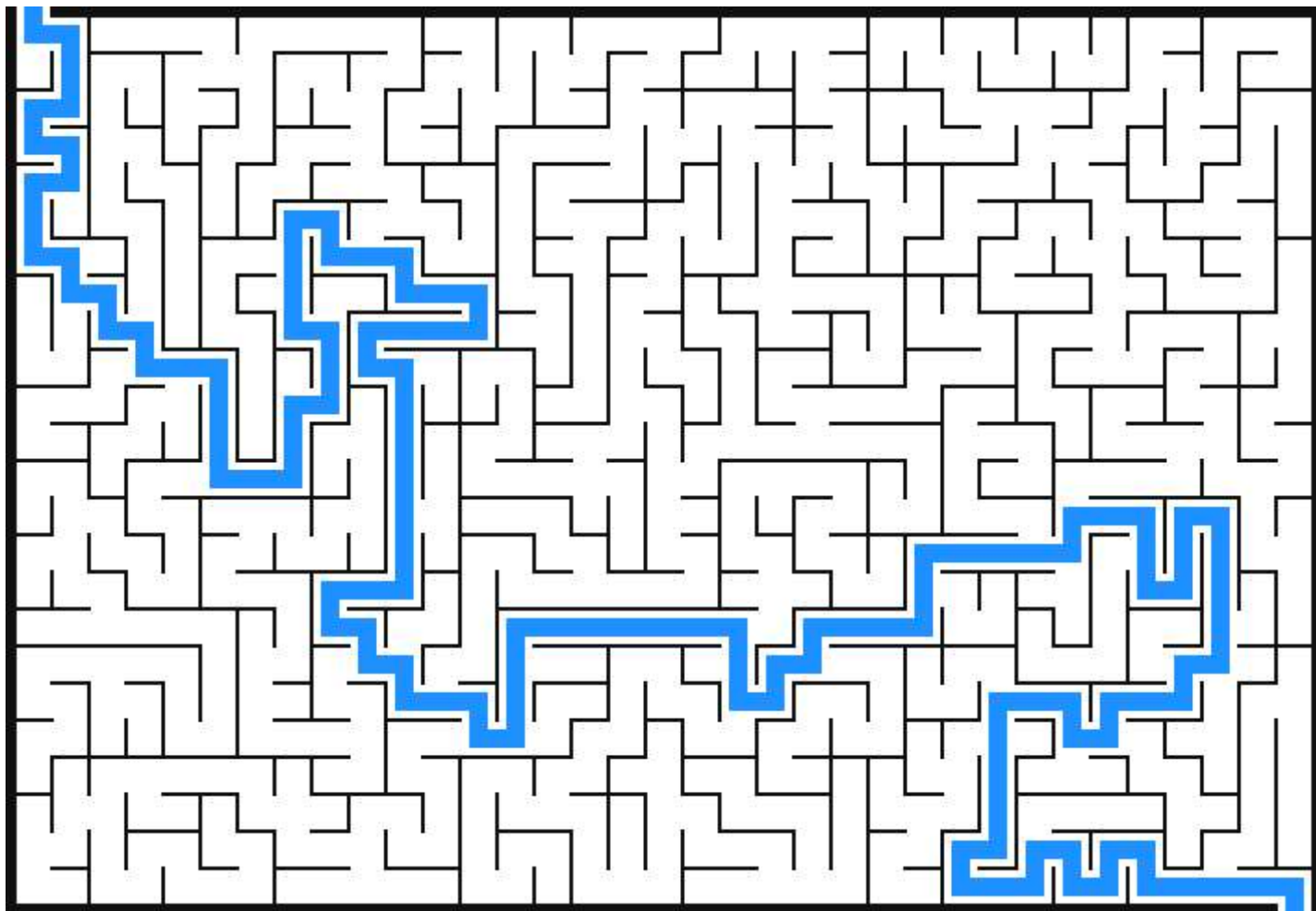
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index=X005 | size=17x24x4

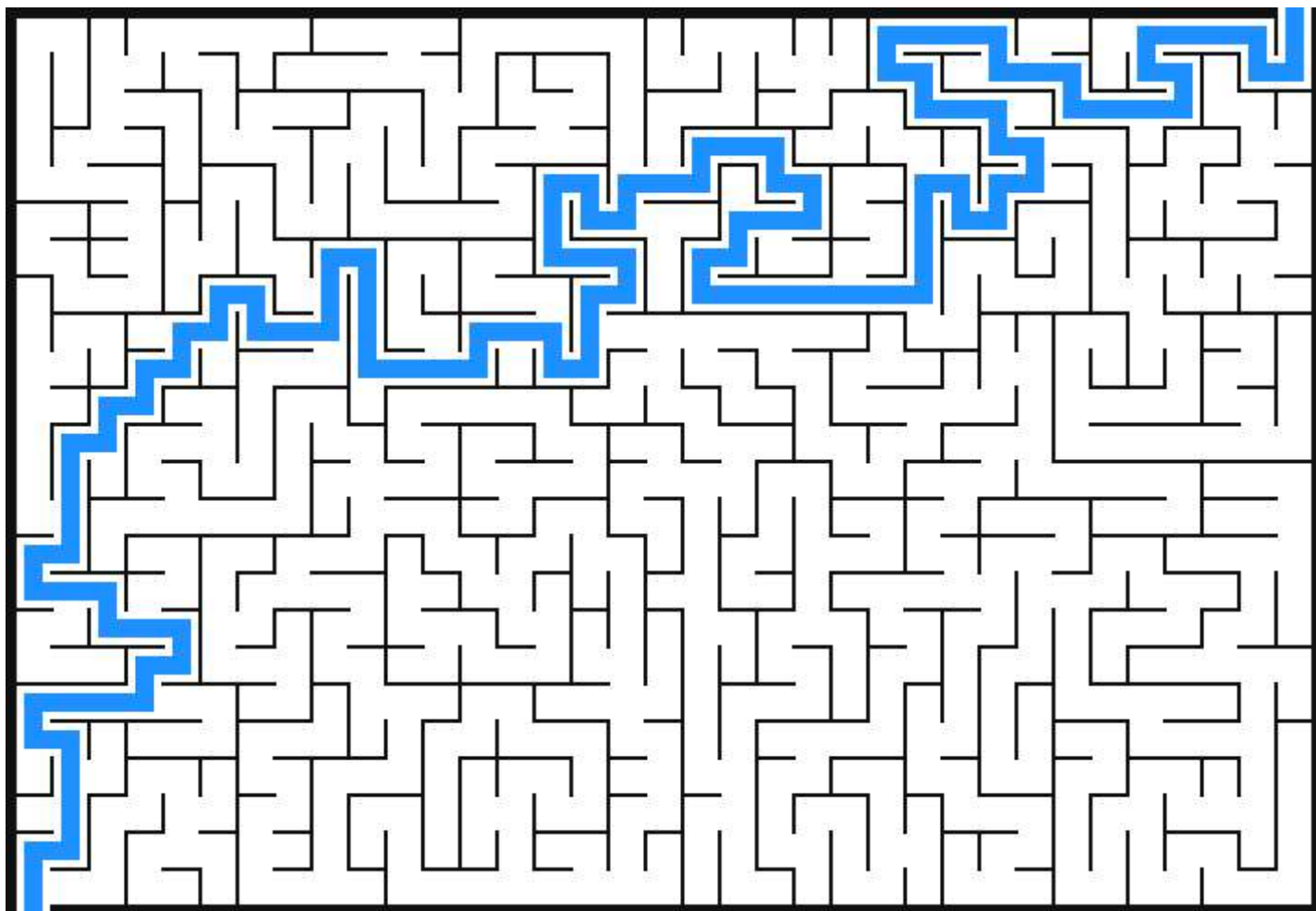
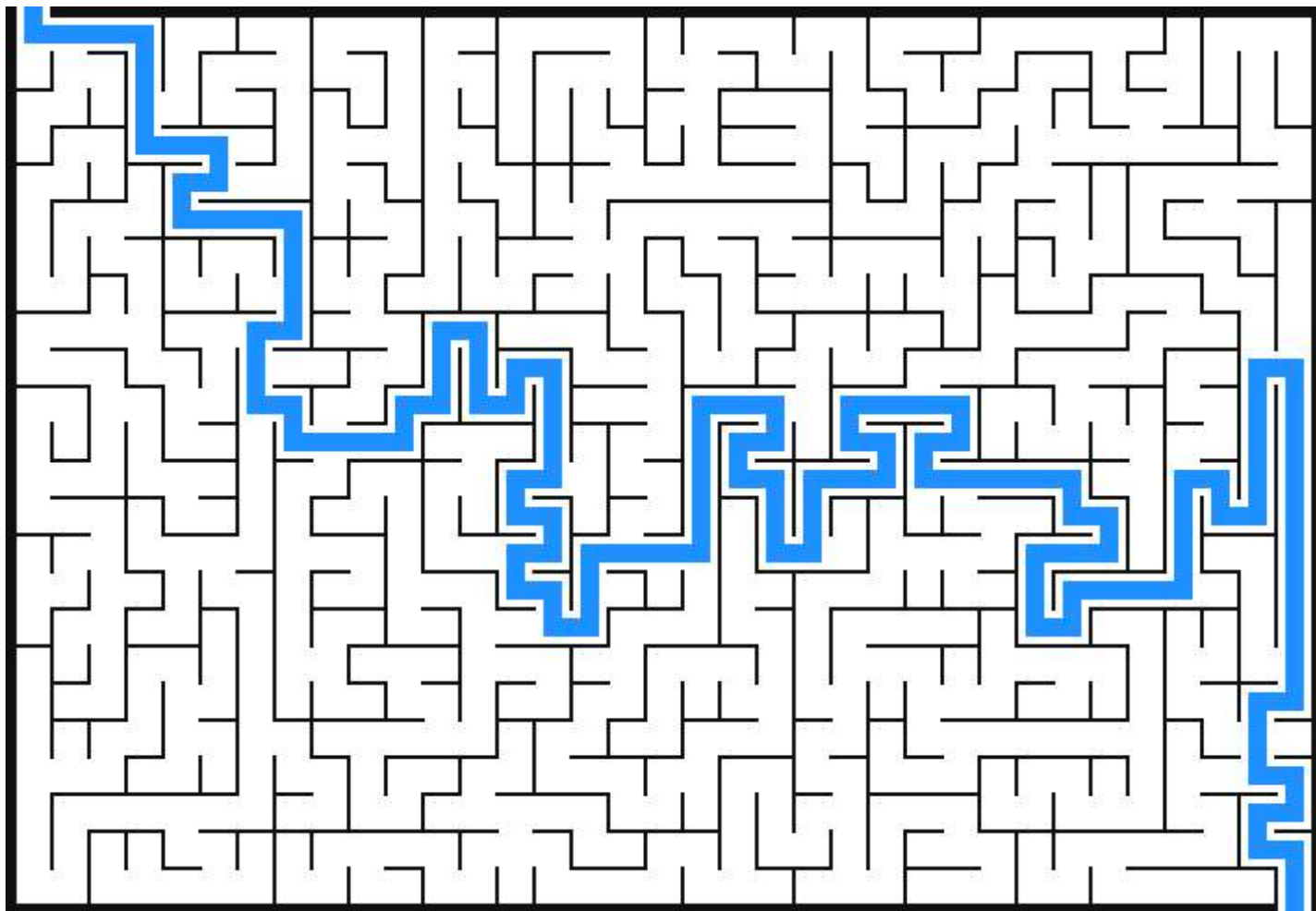


index=Y001 | size=35x24x2



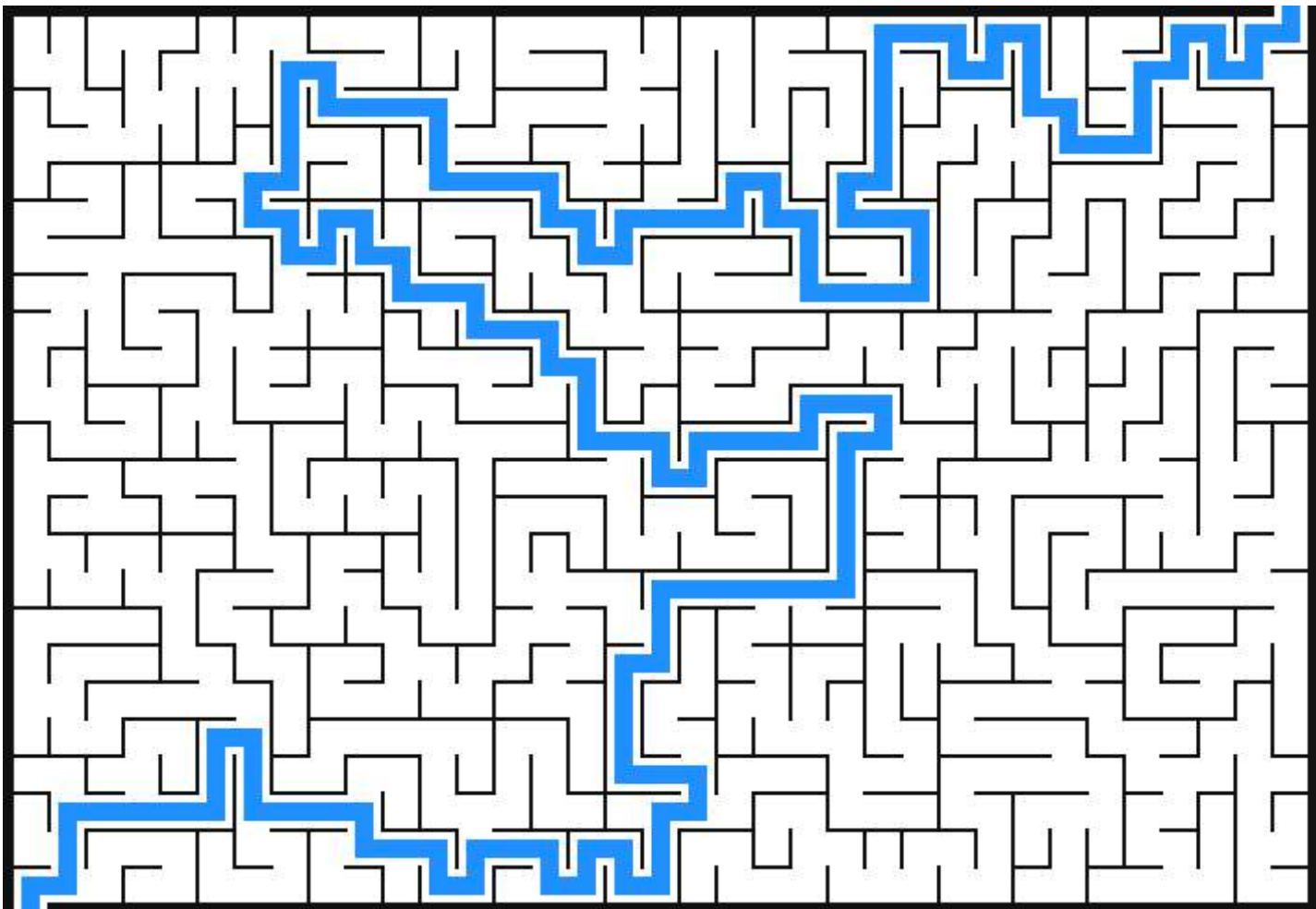
<http://tobbye.github.io/labyrinth.html>

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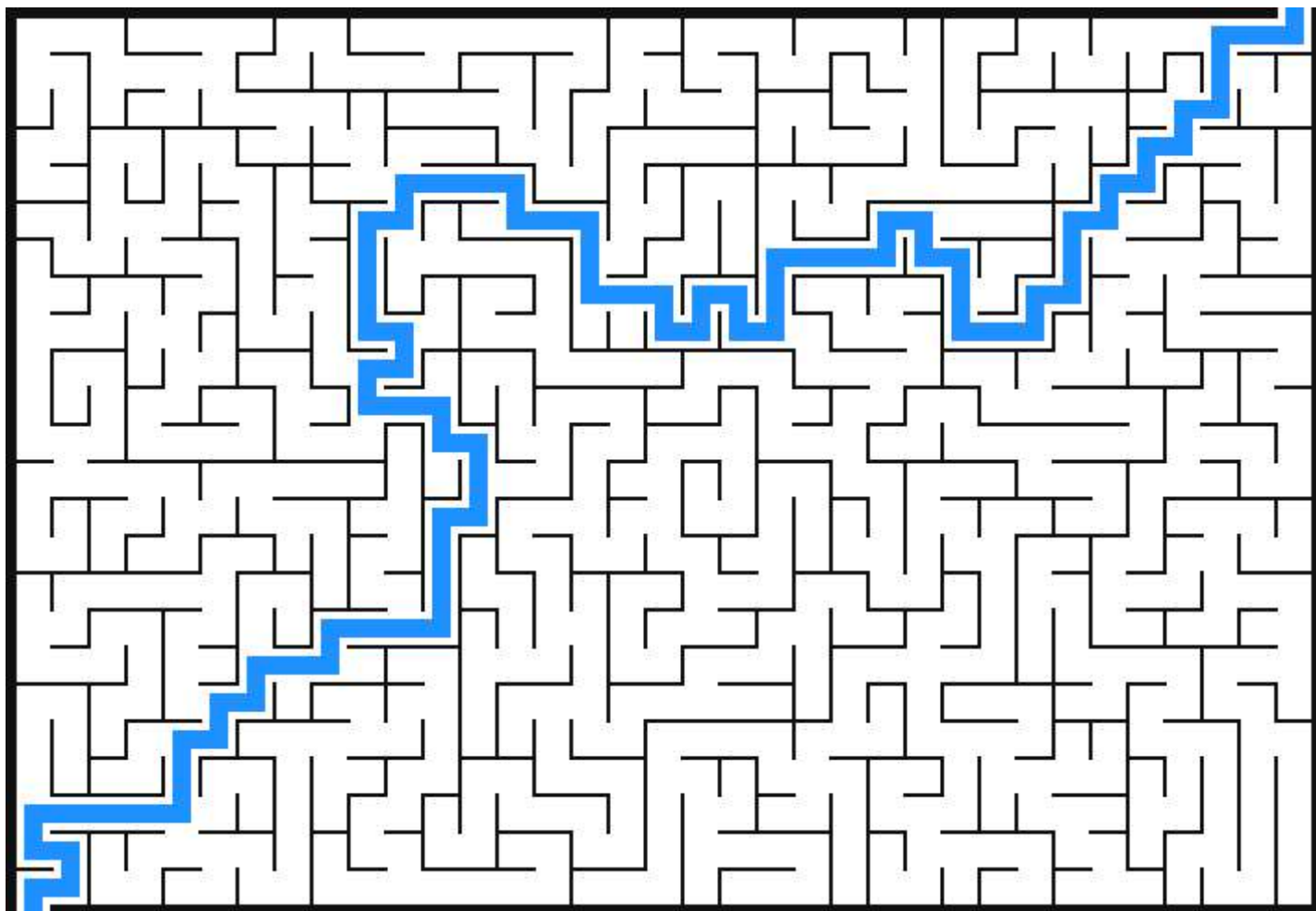
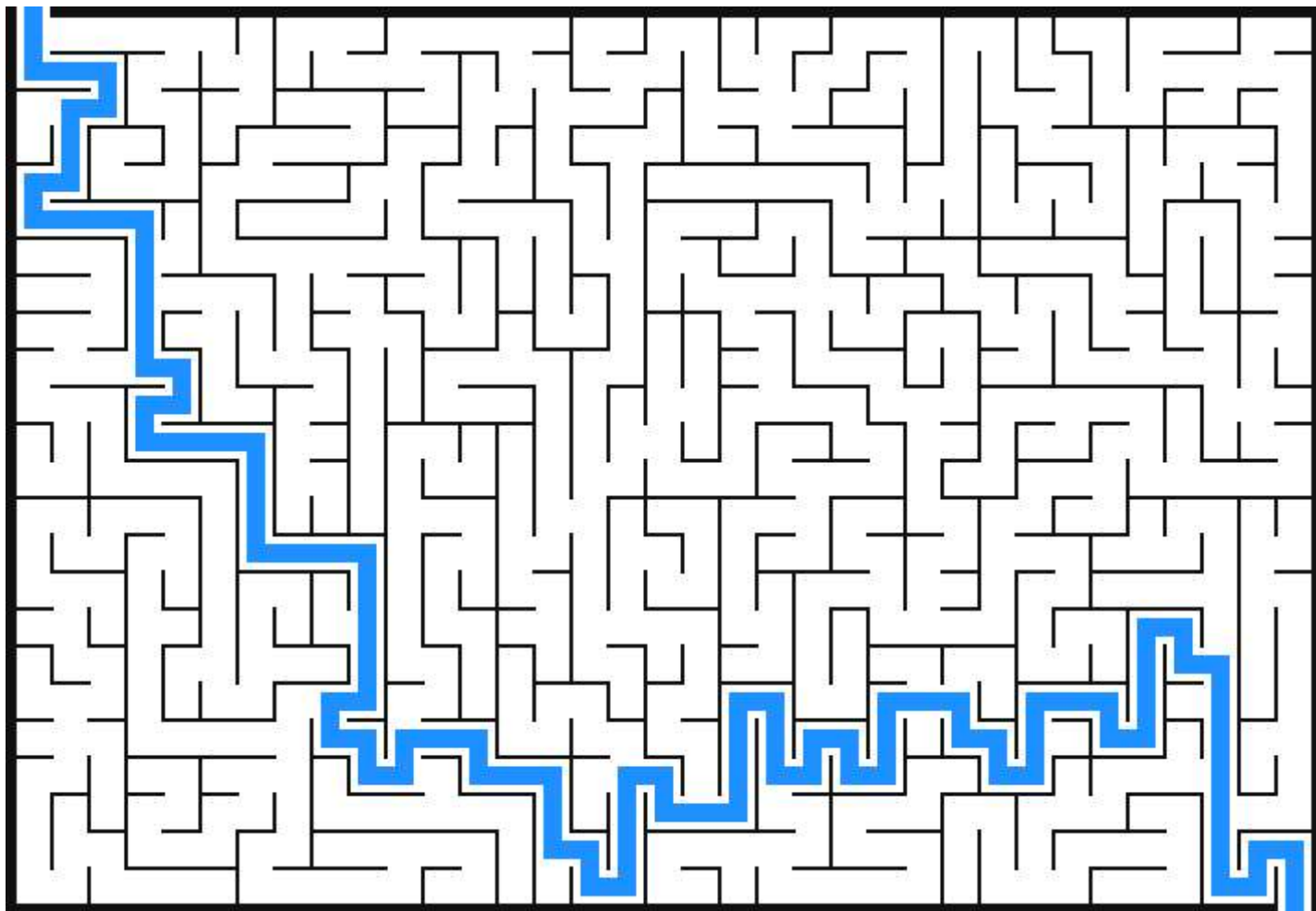


<http://tobbye.github.io/labyrinth.html>

A complex black and white maze with a blue path highlighted. The path starts at the top left corner, moves down, then right, then down again, and continues in a series of turns, eventually reaching the bottom right corner. The path is composed of several segments, some of which are highlighted in blue. The maze is a square grid with a thick black border. The path is a single continuous line that starts at the top left and ends at the bottom right, with a blue highlight on the final segment.

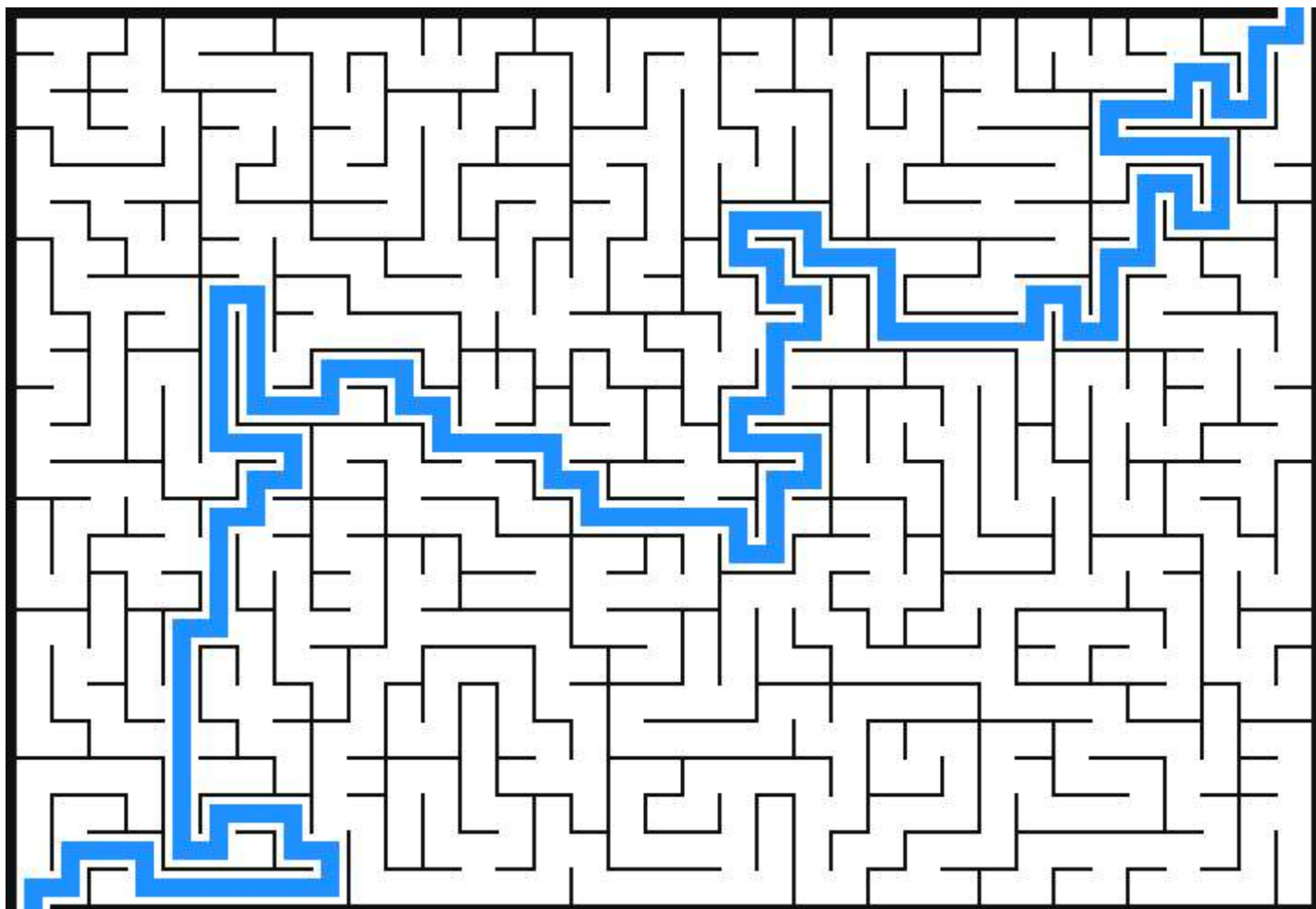
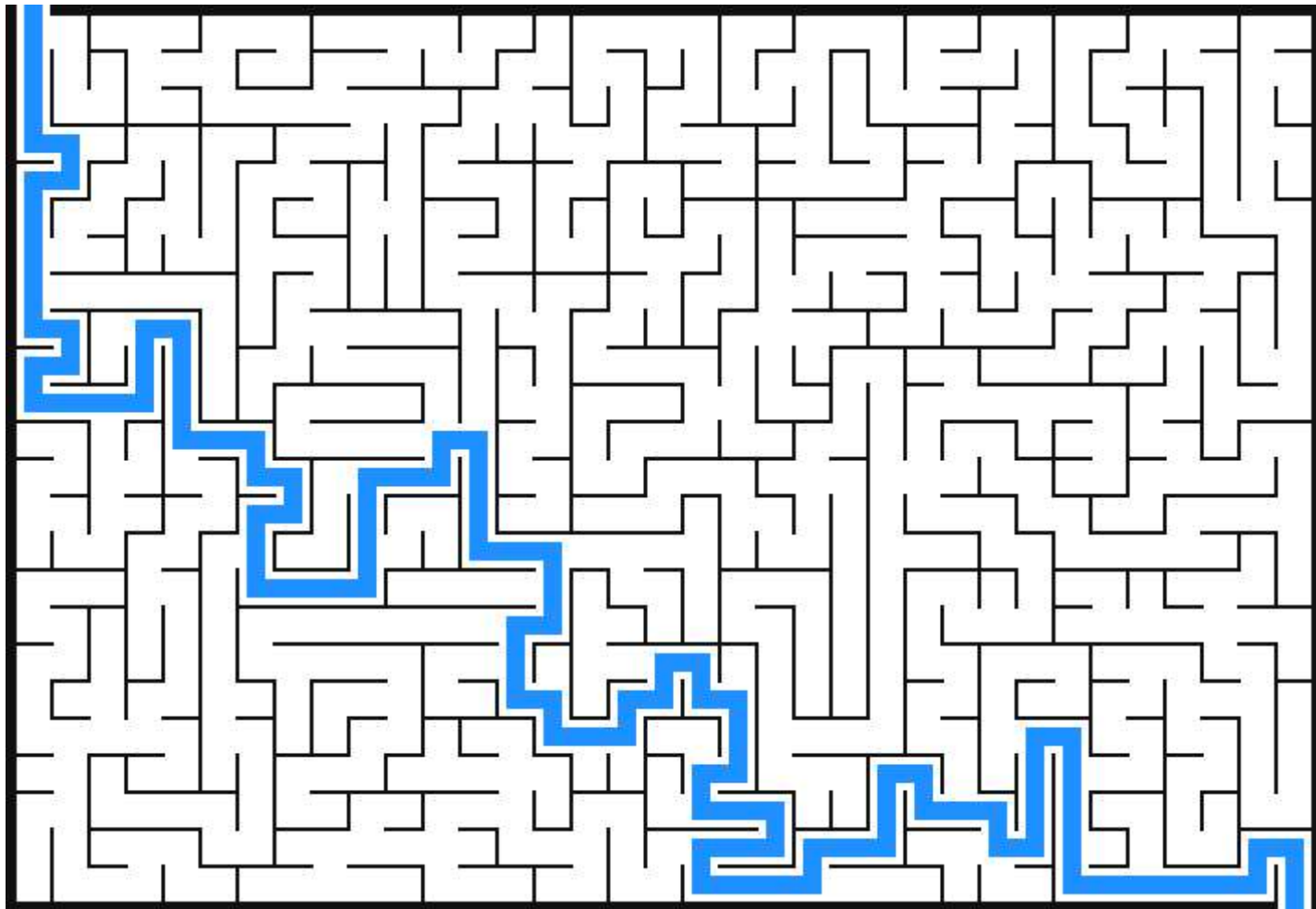


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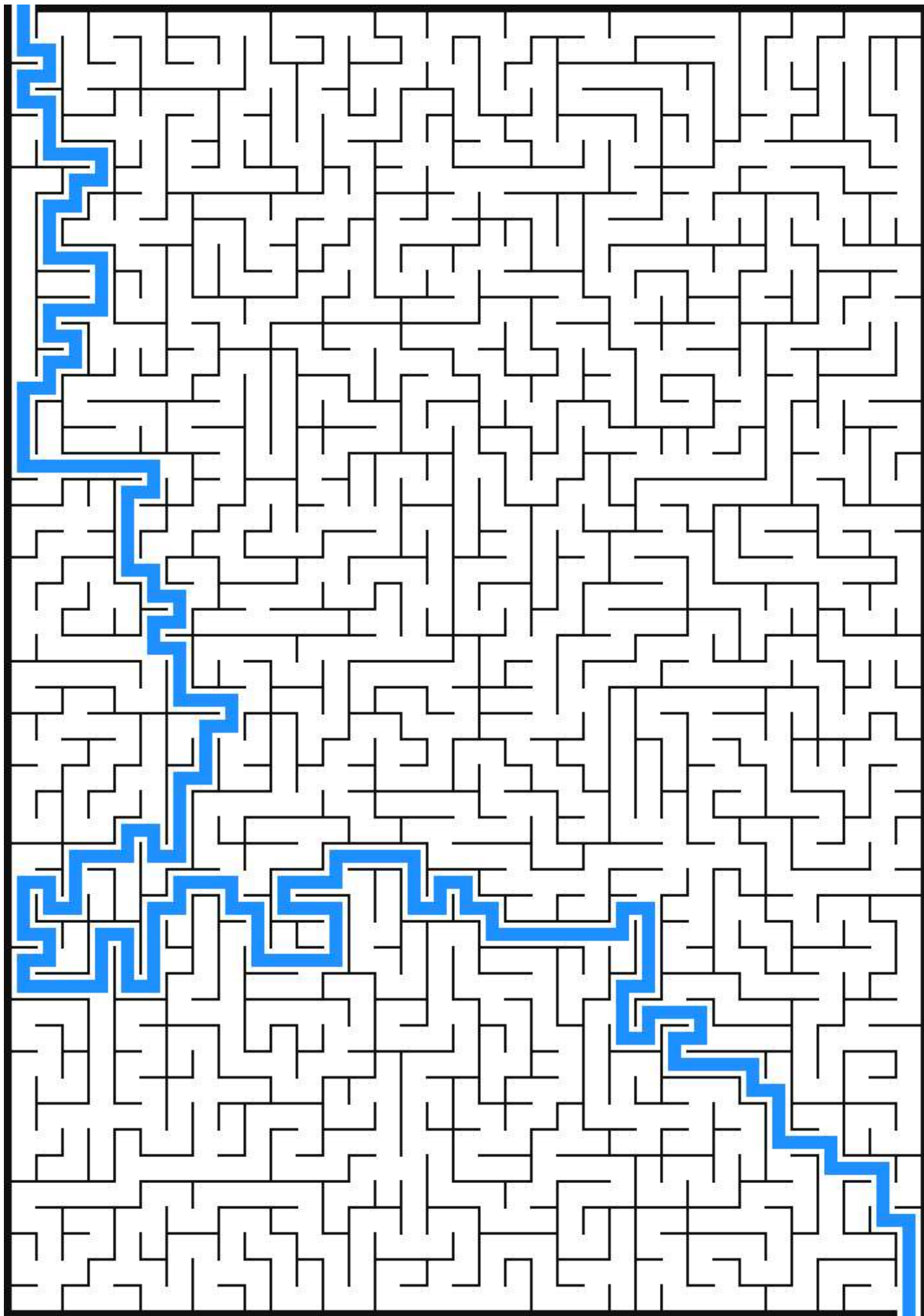
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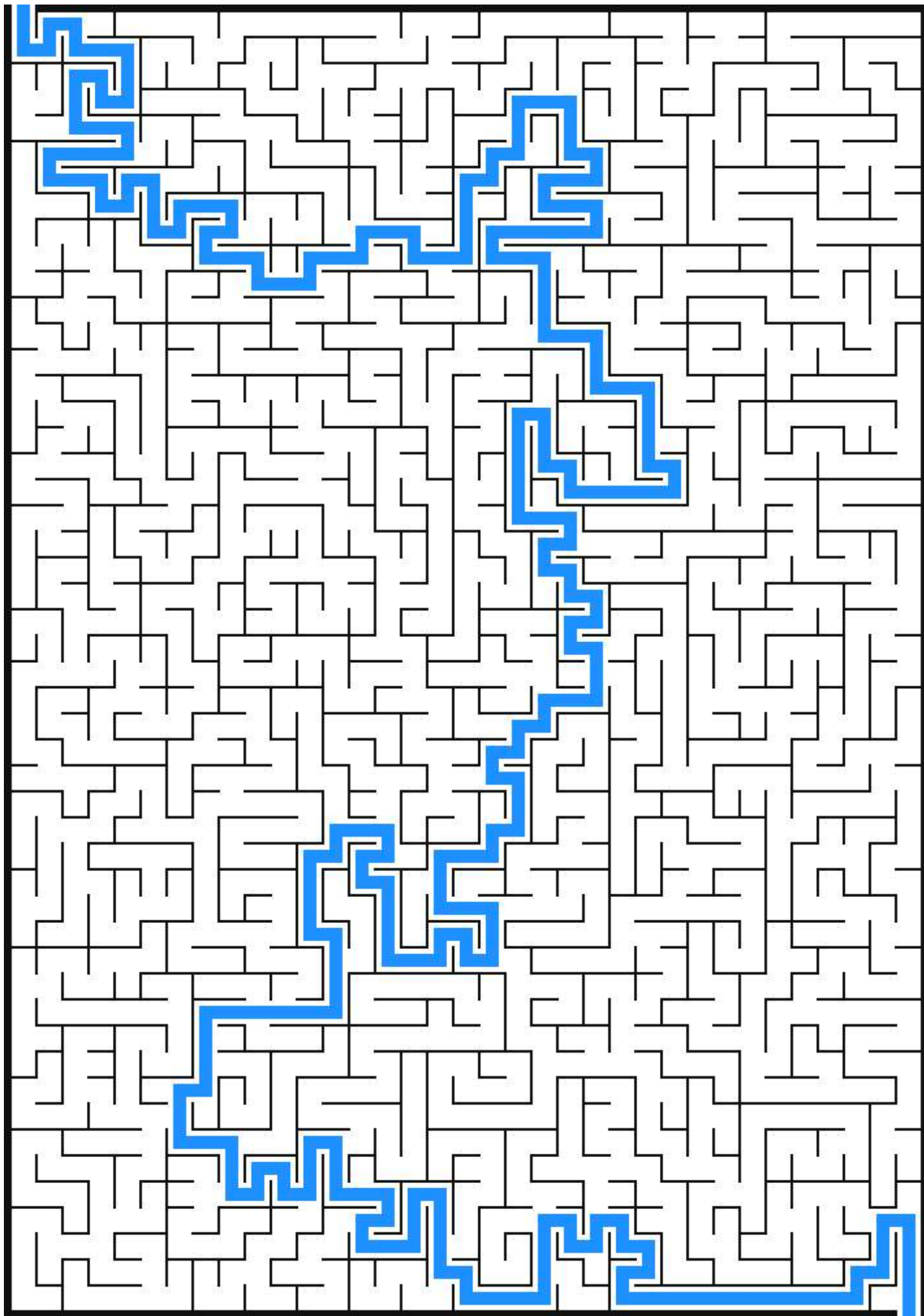
<http://tobbye.github.io/labyrinth.html>

index=Z001 | size=35x50x1



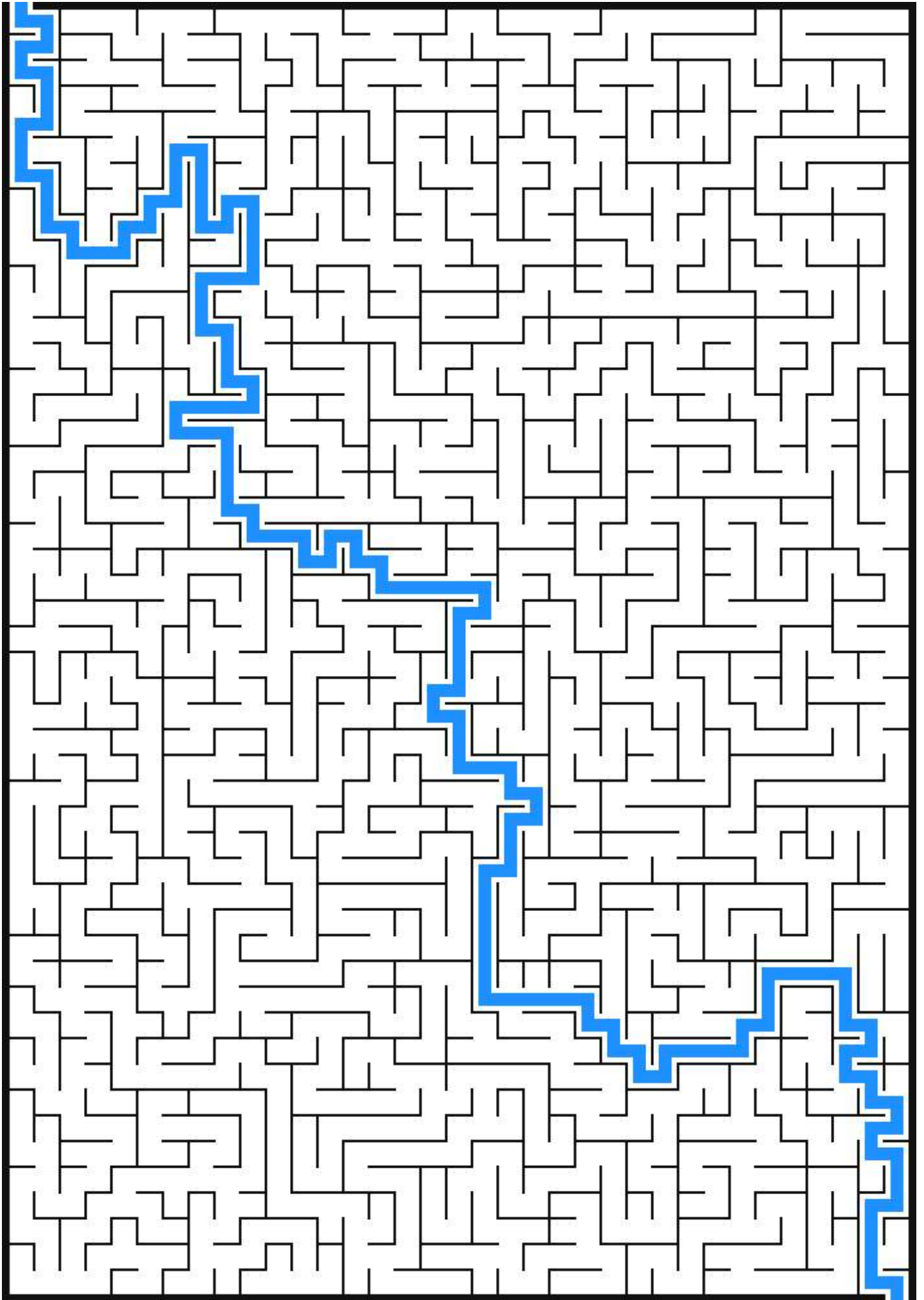
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index=Z002 | size=35x50x1



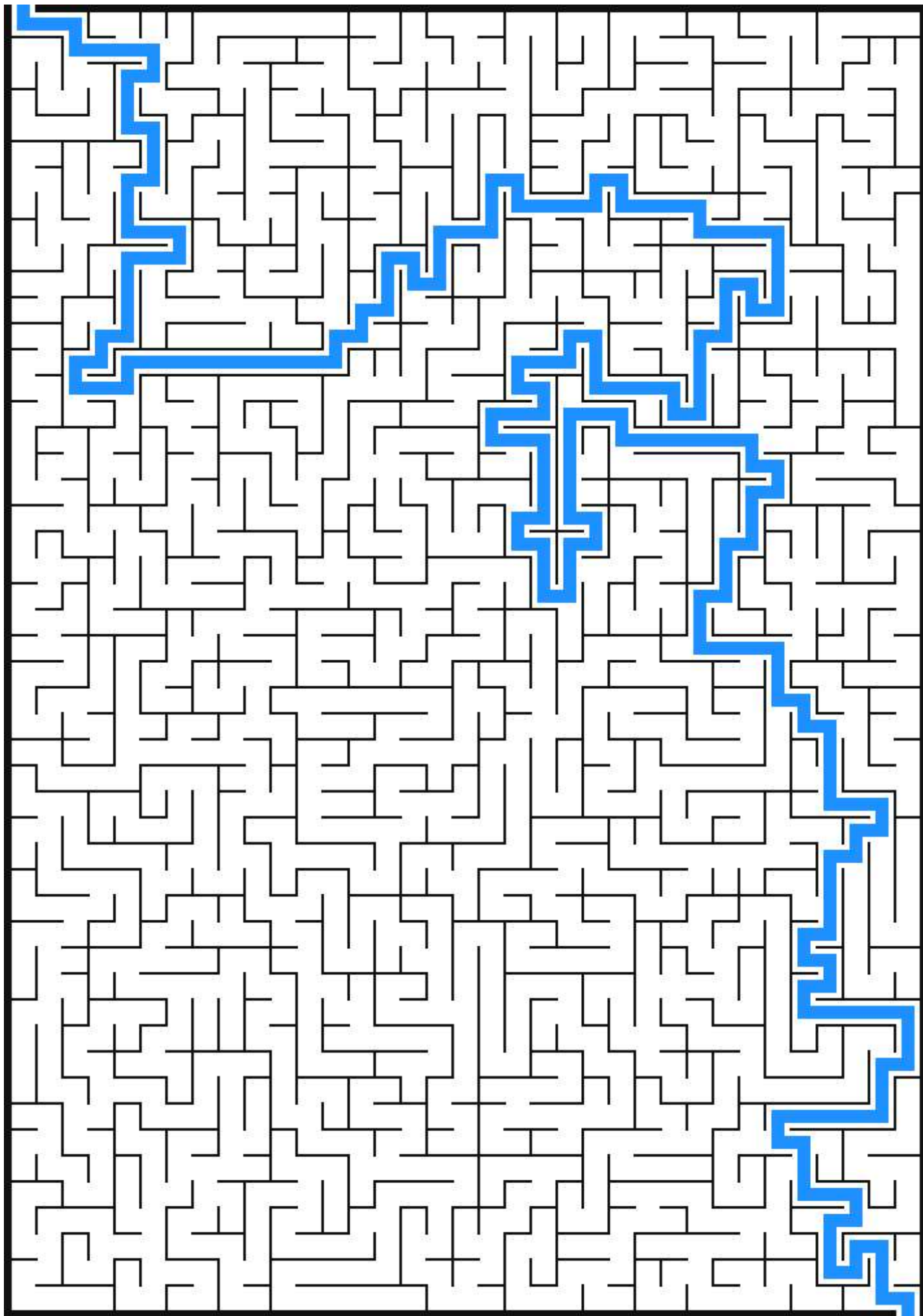
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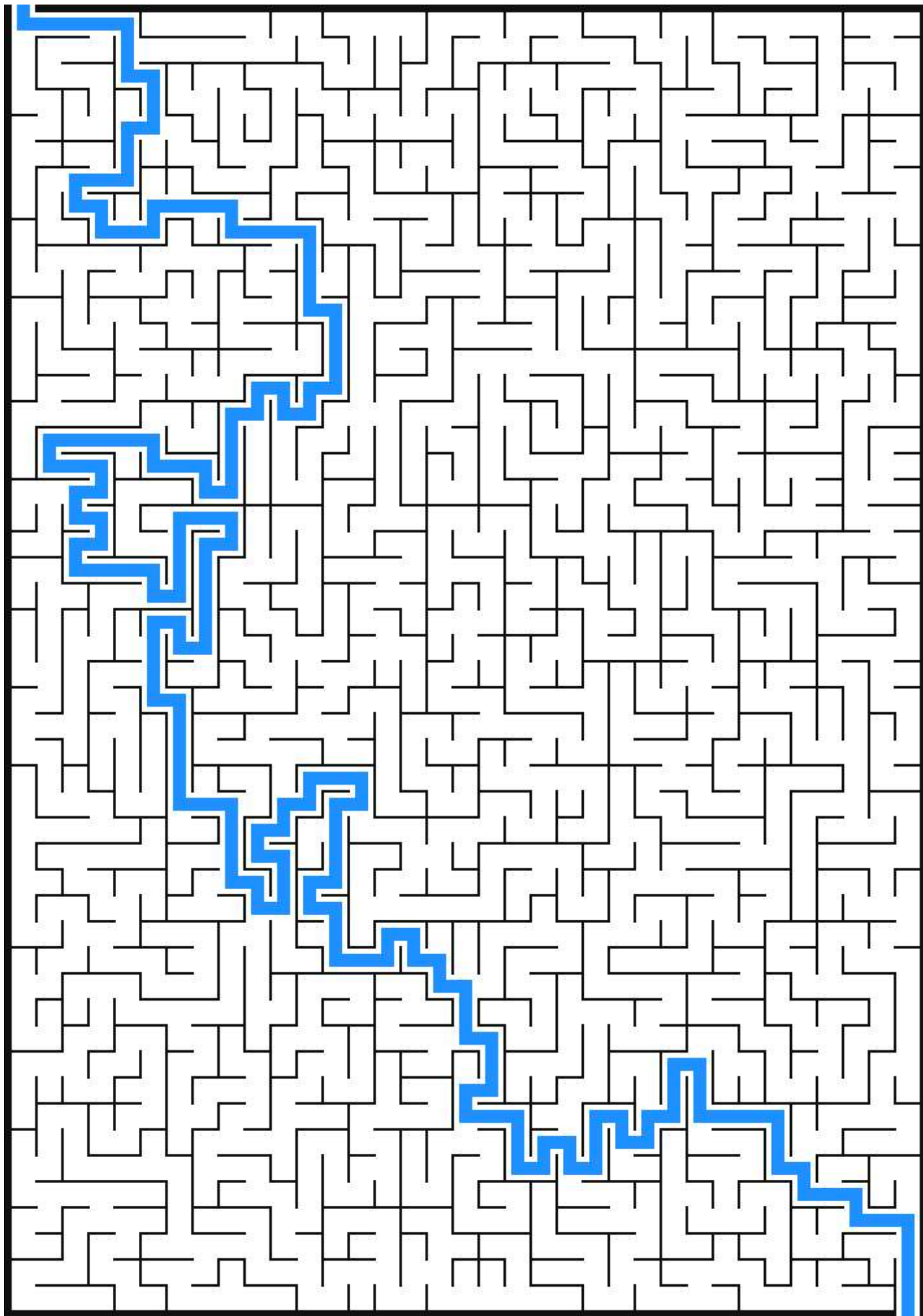
<http://tobbye.github.io/labyrinth.html>

index=Z004 | size=35x50x1



<http://tobbye.github.io/labyrinth.html>

index=Z005 | size=35x50x1



<http://tobbye.github.io/labyrinth.html>