

迷宫30例

30 LABYRINTH INSTANCES

小型迷宫10例 X001-X010

中型迷宫10例 Y001-Y010

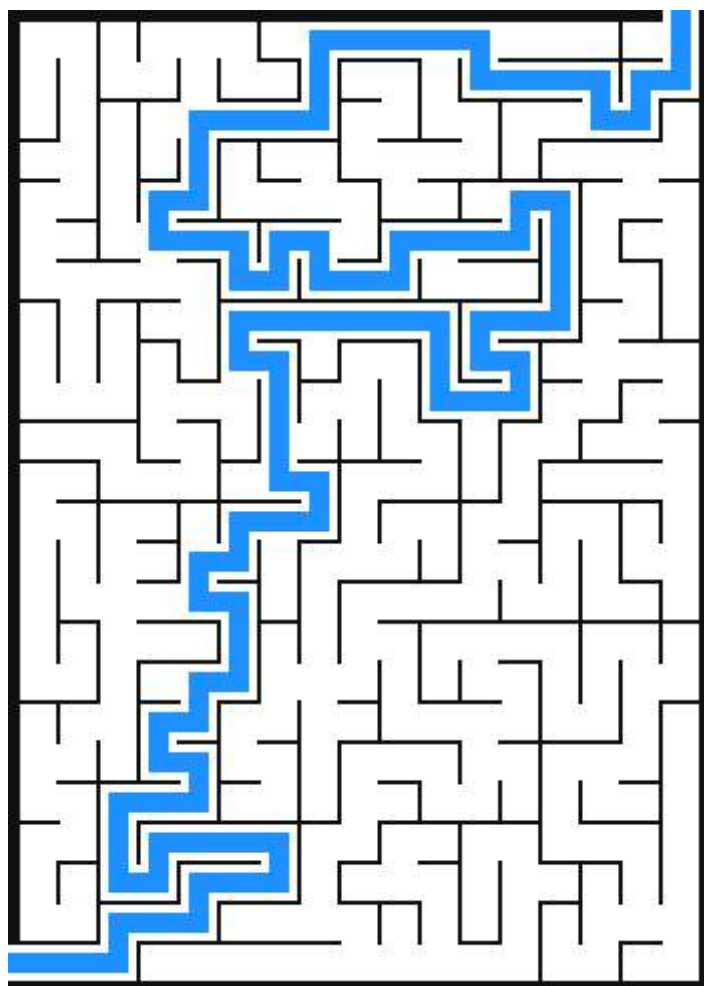
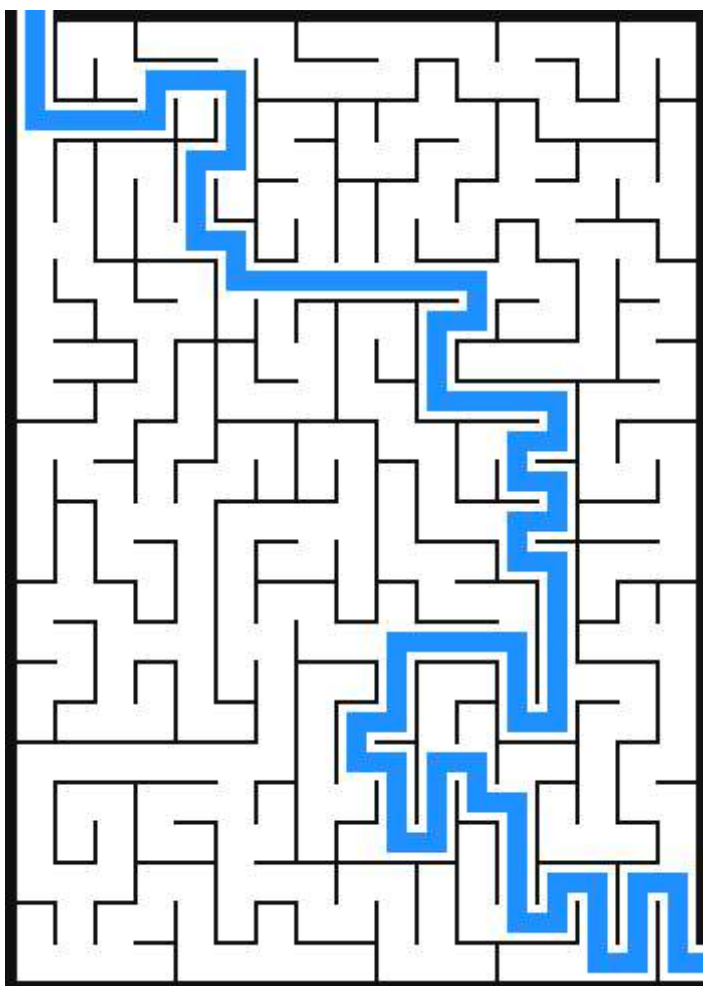
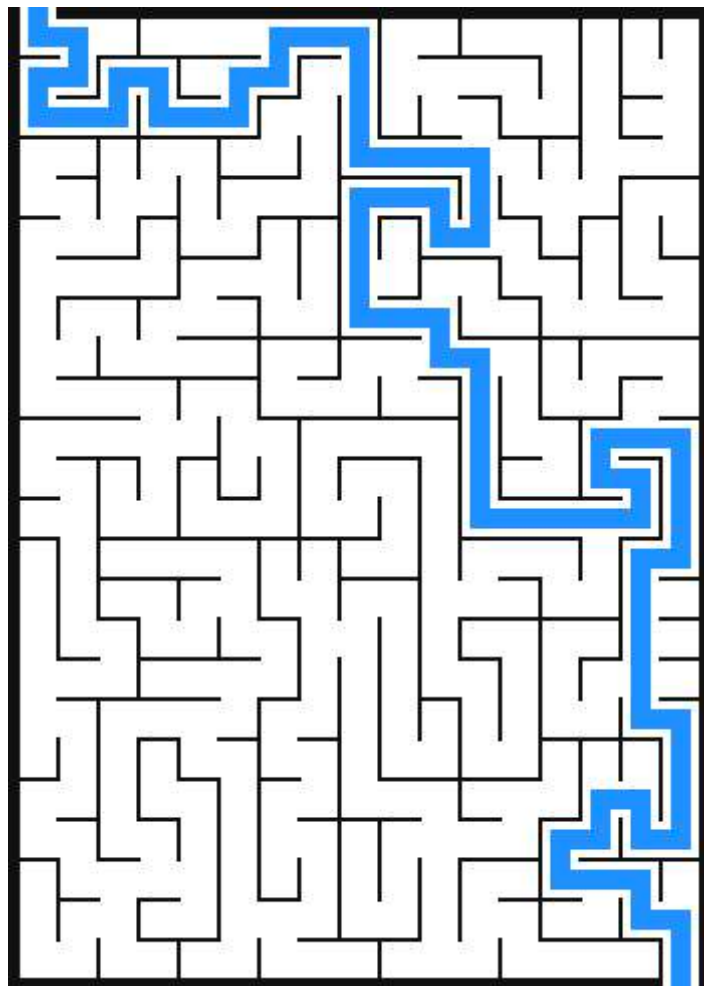
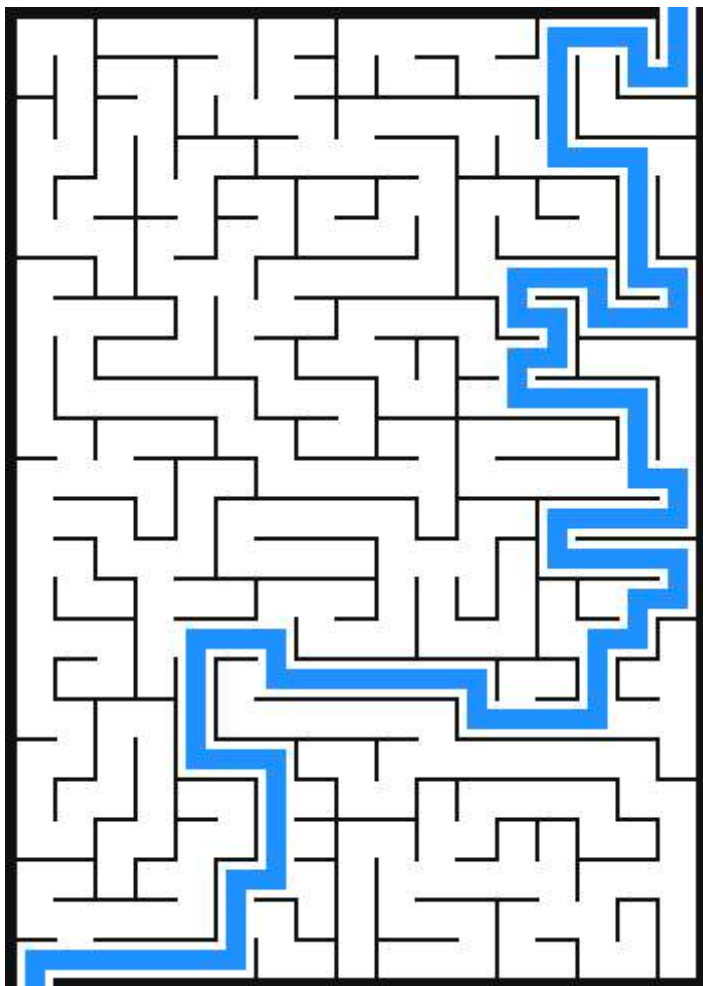
大型迷宫10例 Z001-Z010

扫码查看解密路径

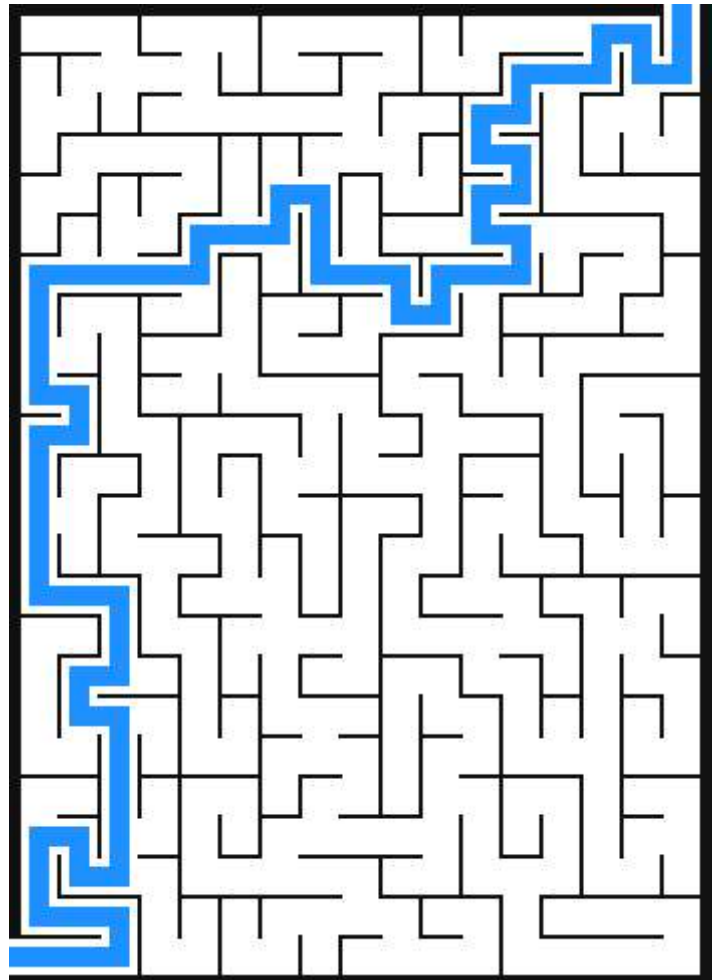
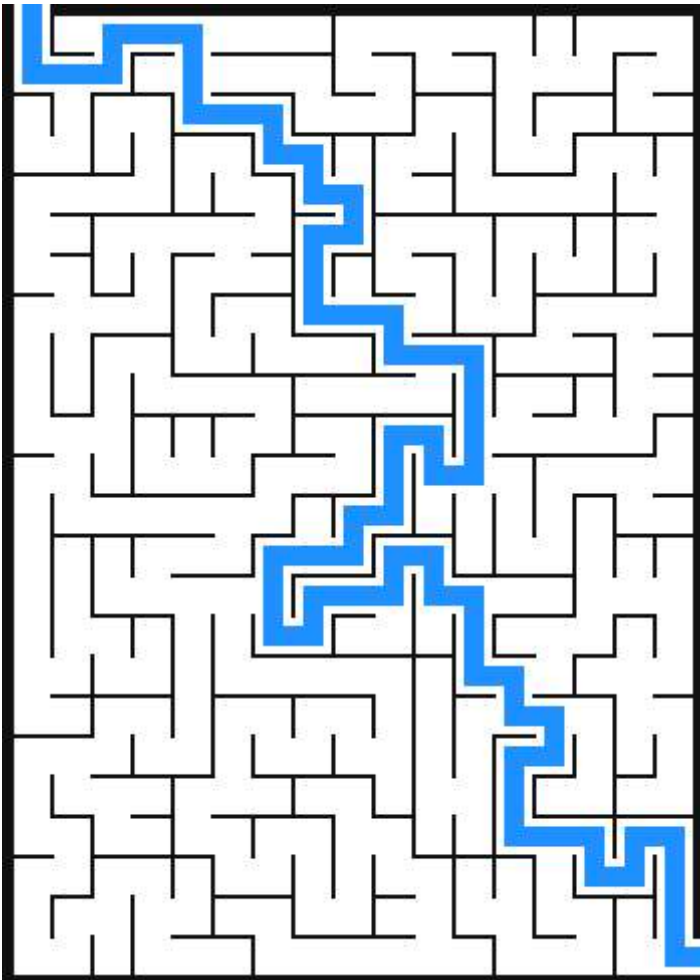
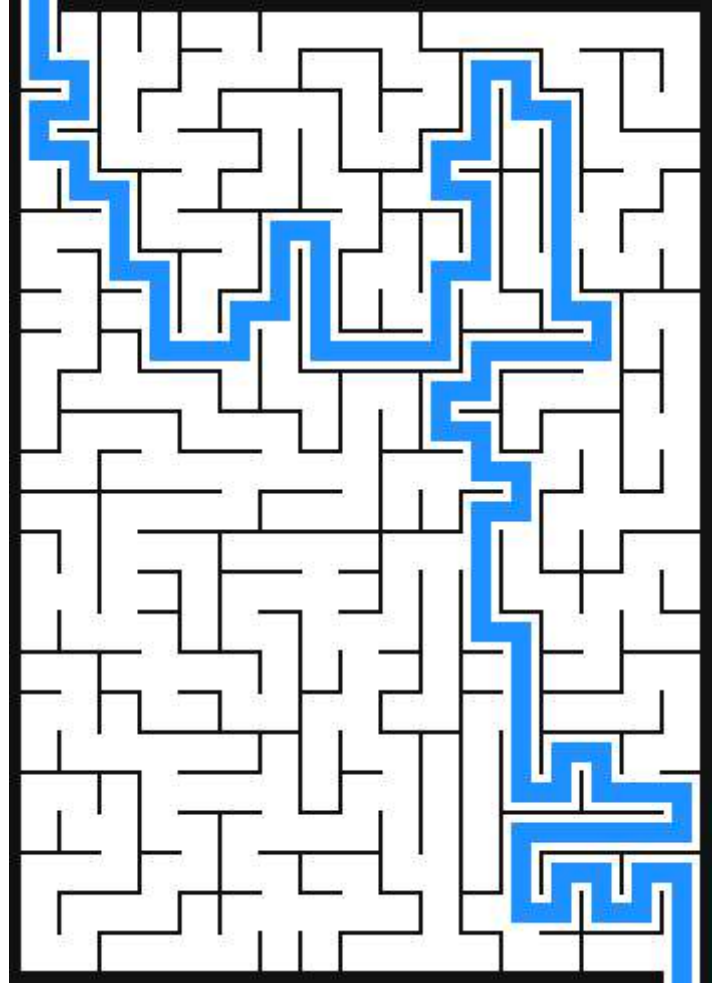
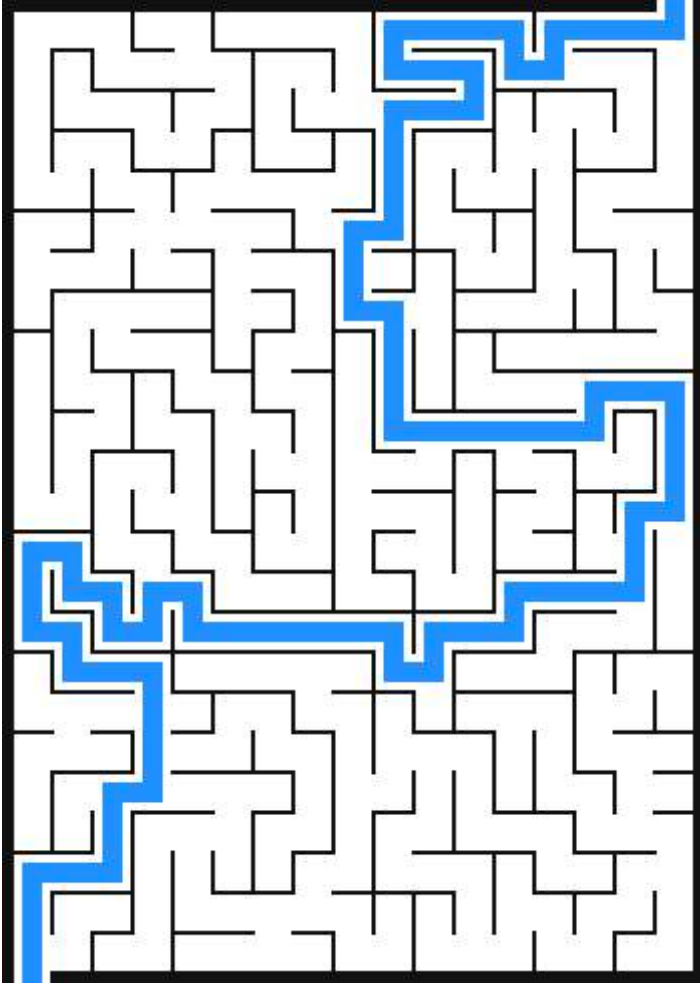


<https://tobbye.github.io/labyrinth.html>

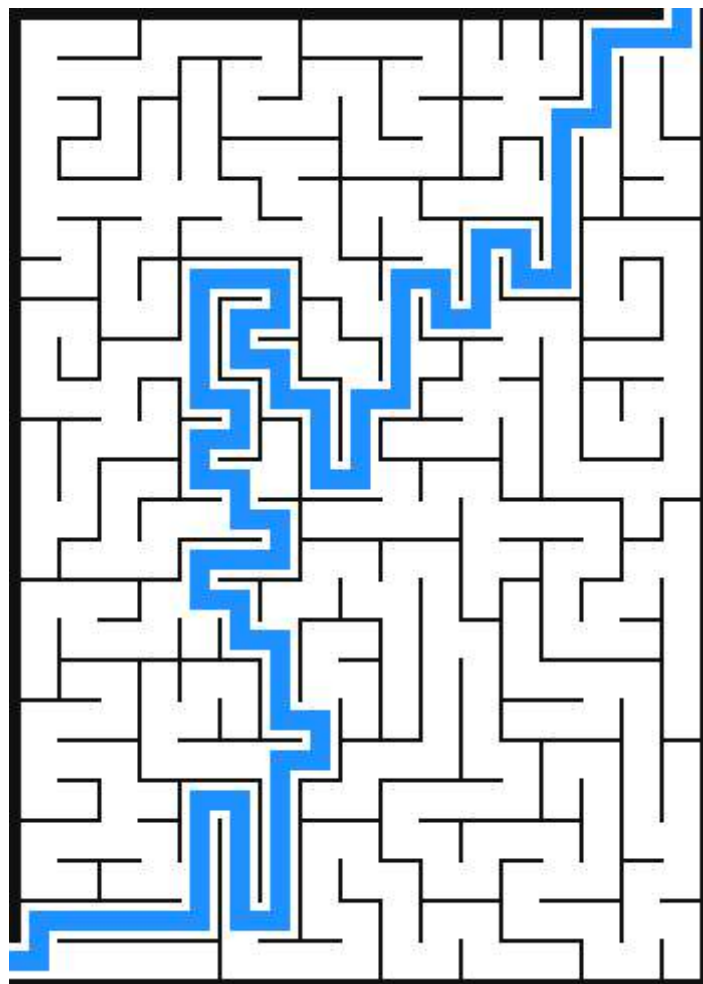
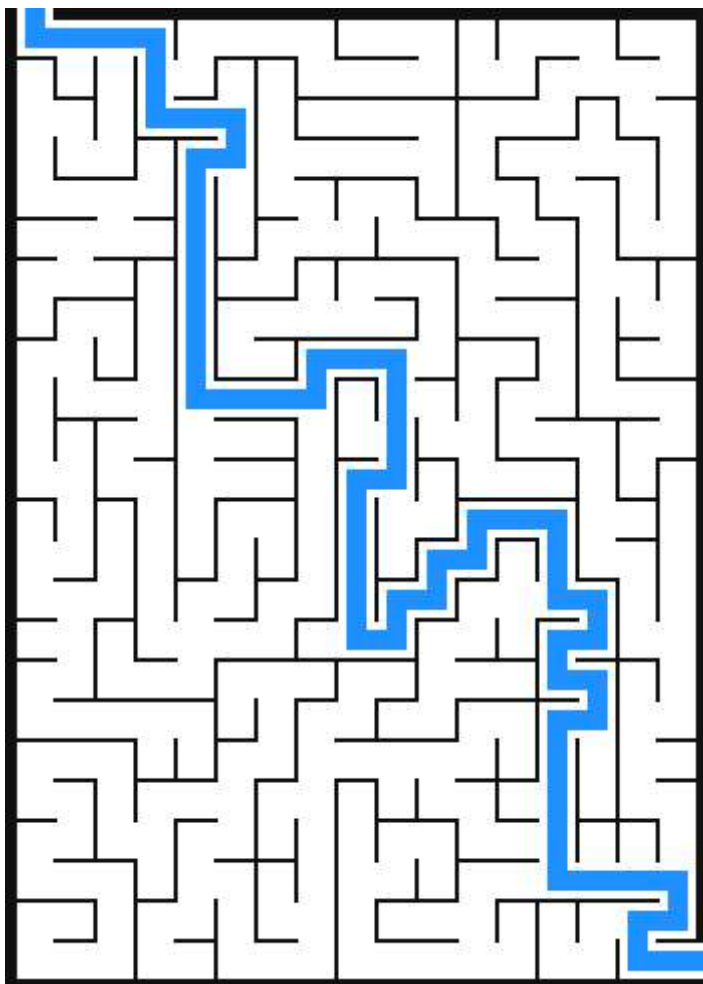
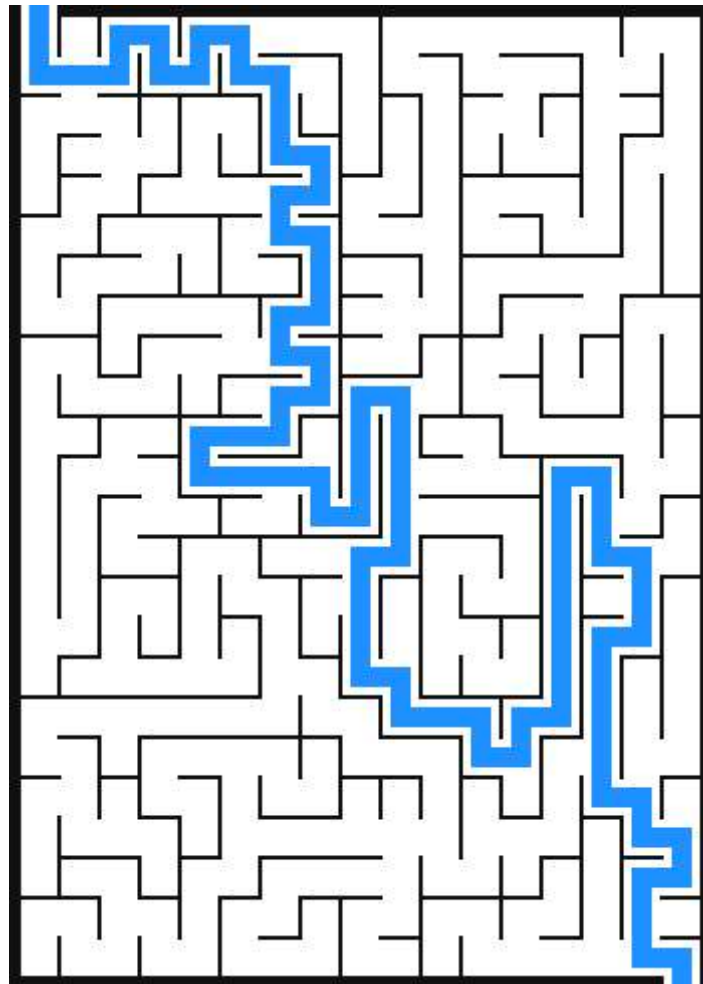
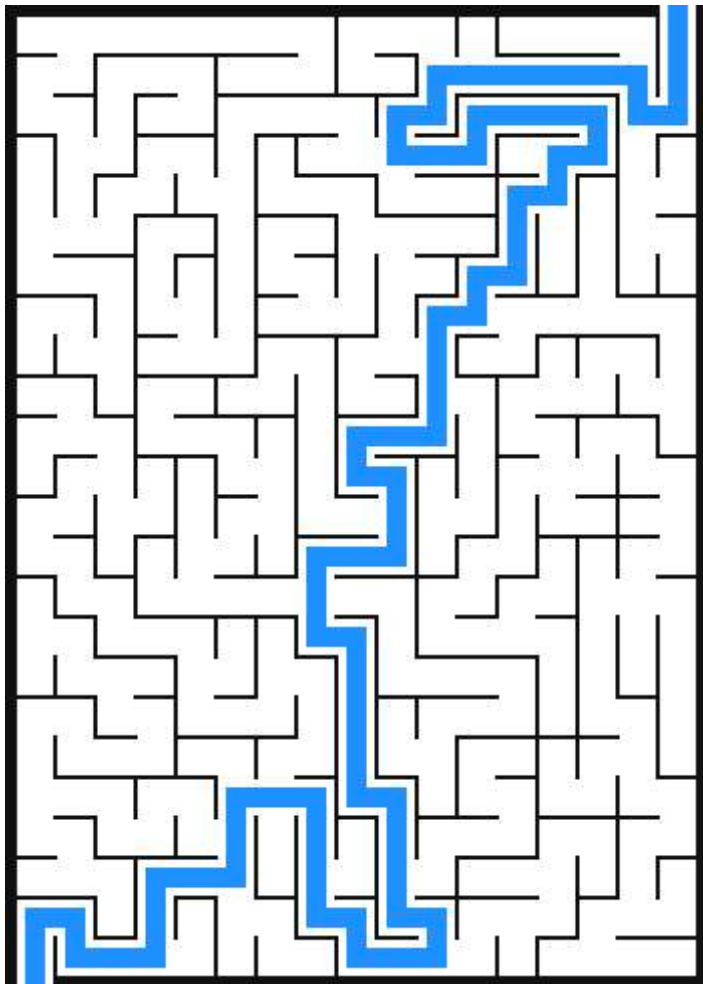
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index=X002 | size=17x24x4

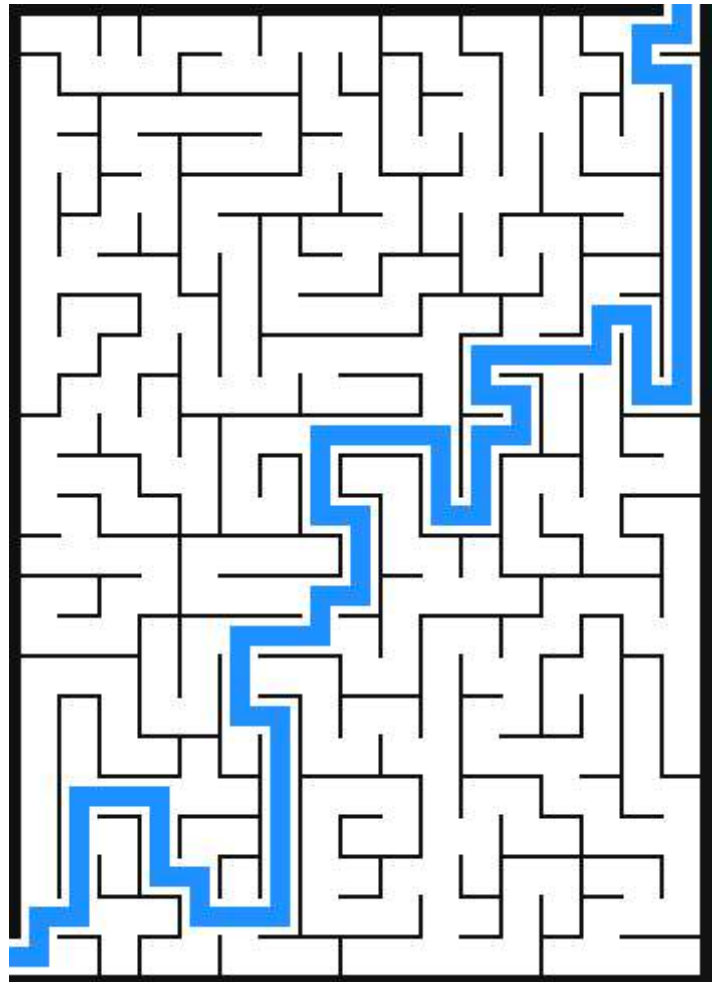
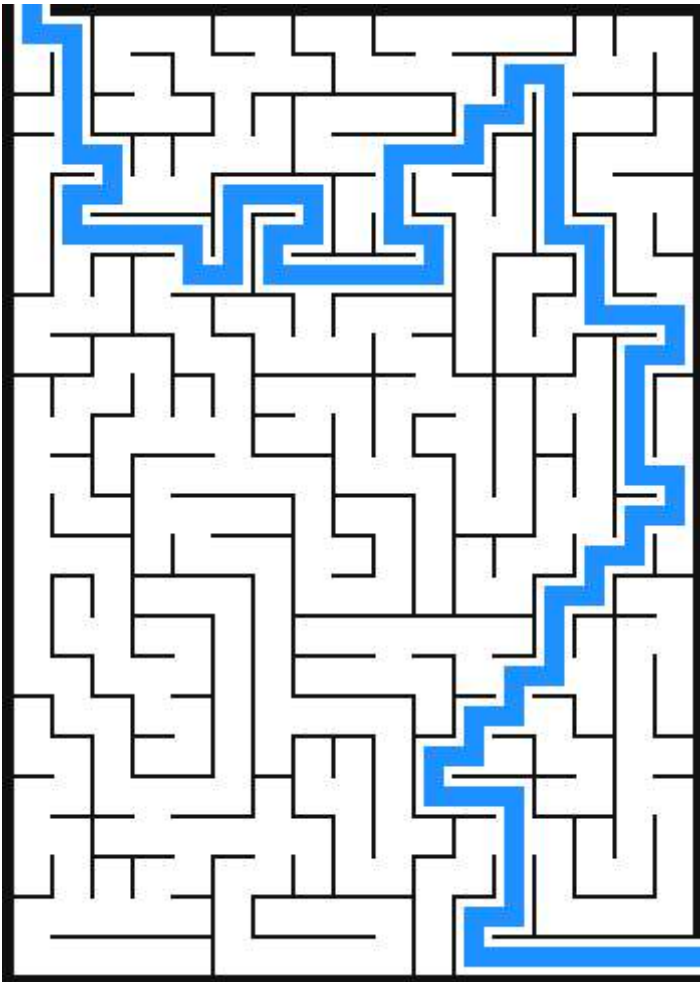
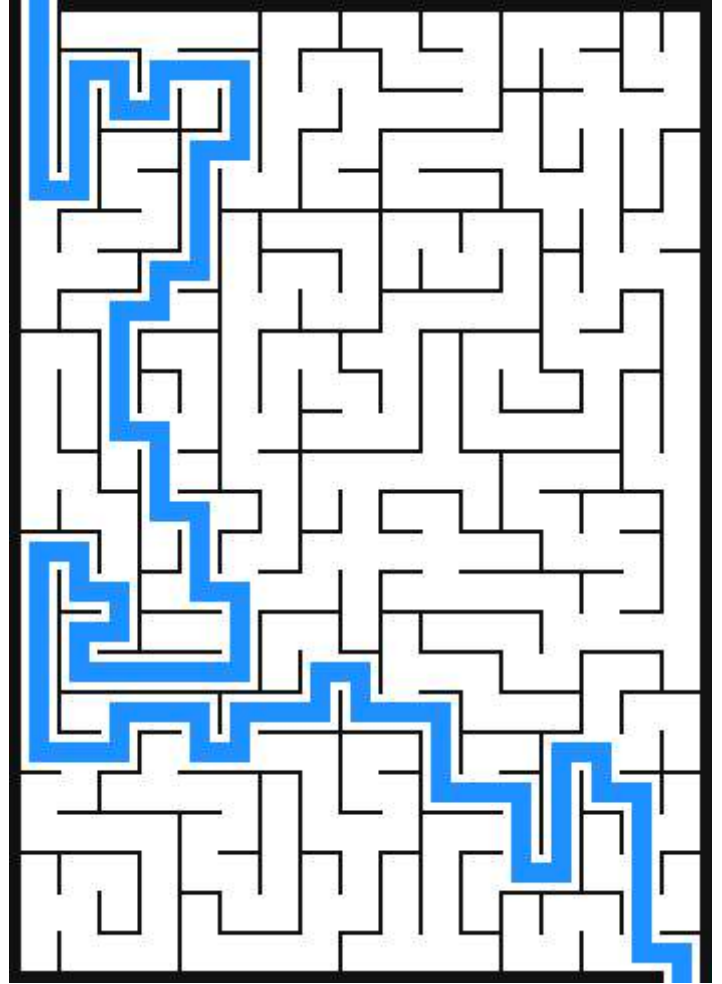
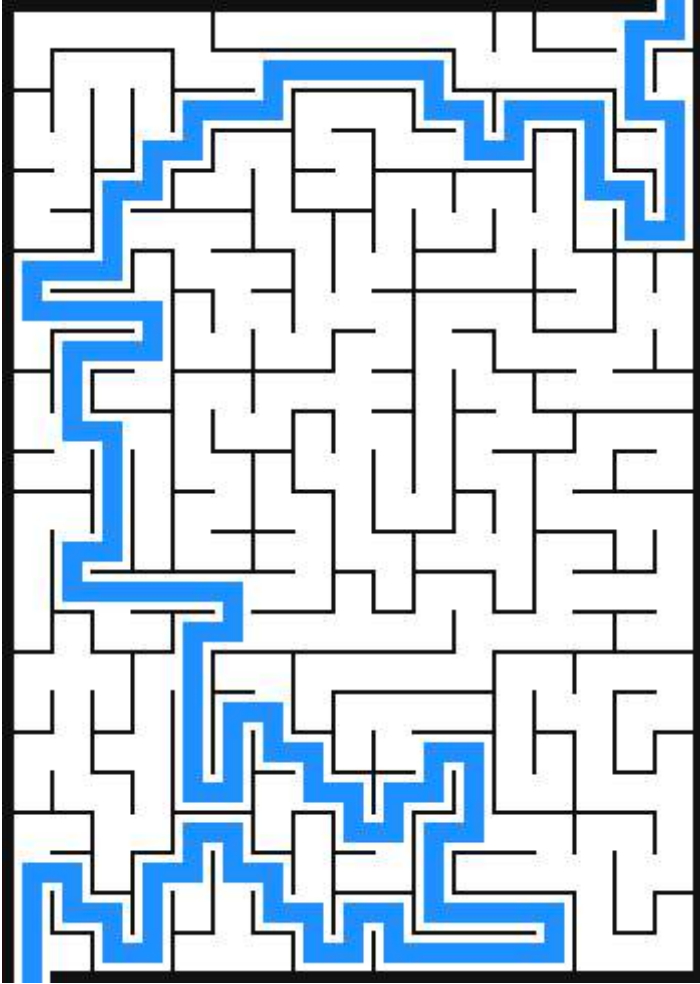


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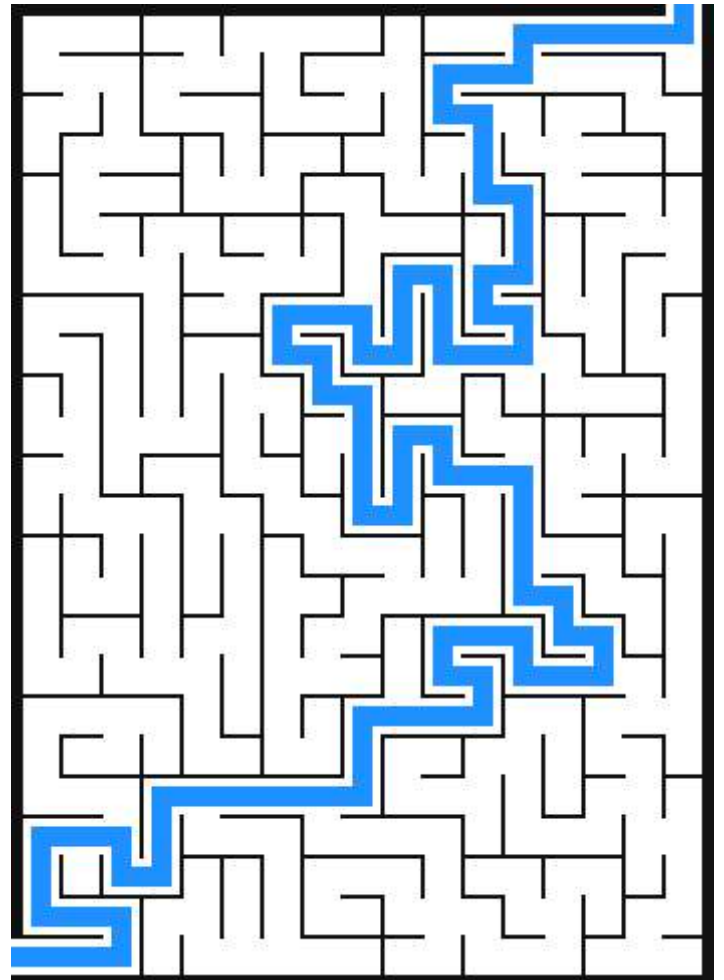
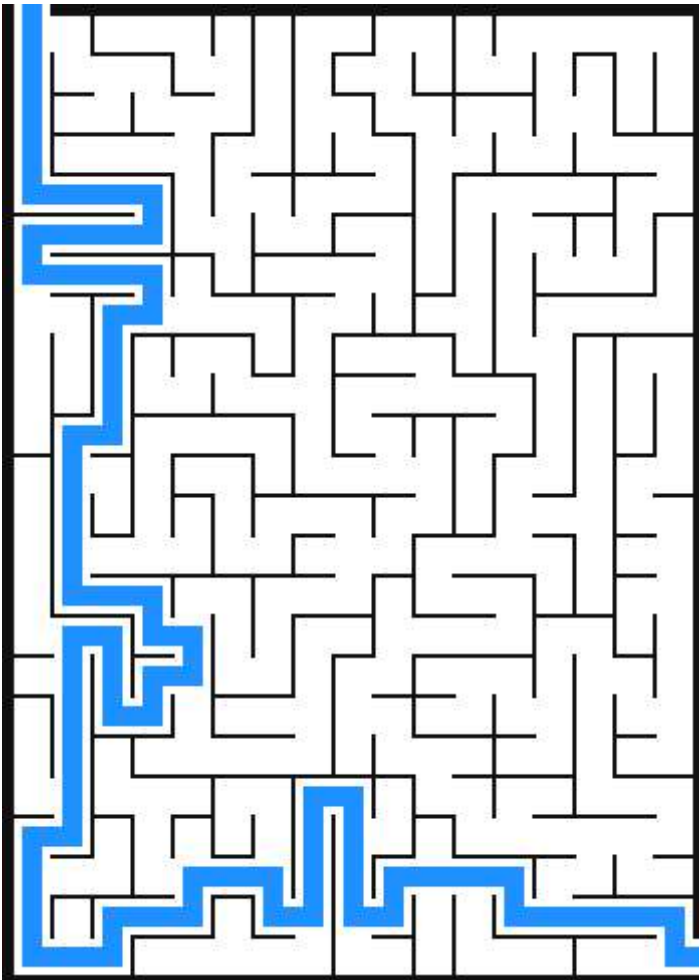
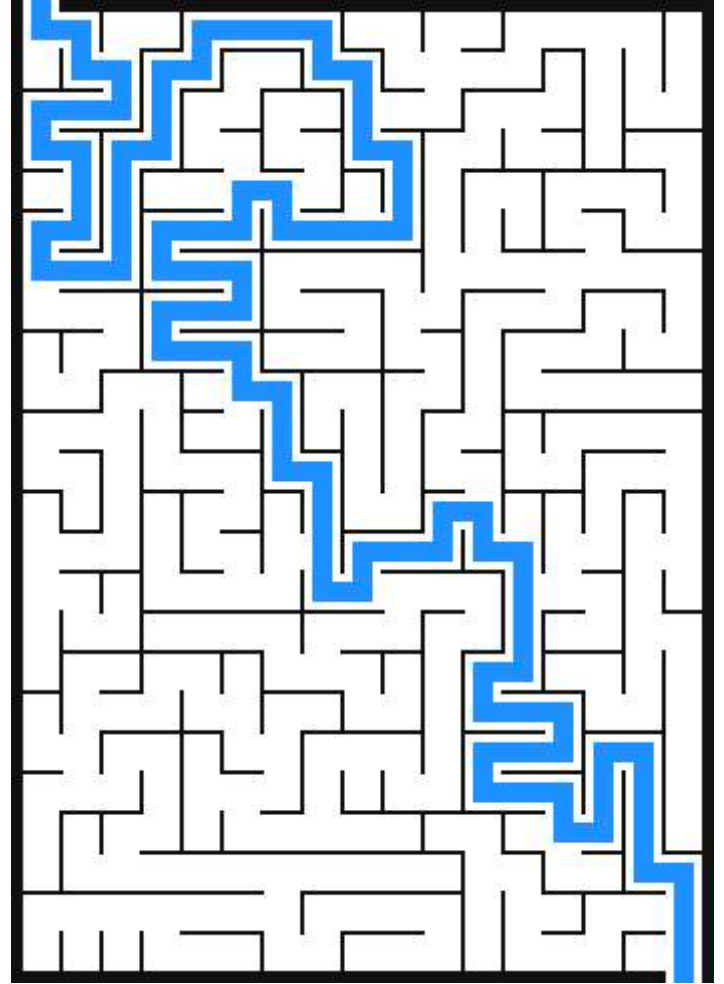
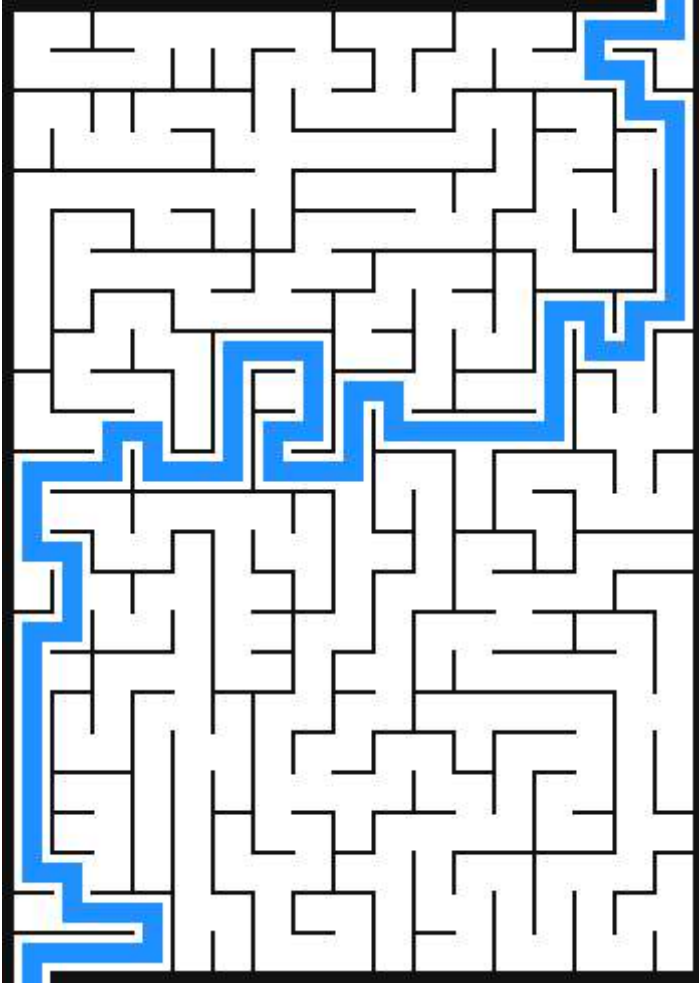
<http://tobbye.github.io/labyrinth.html>

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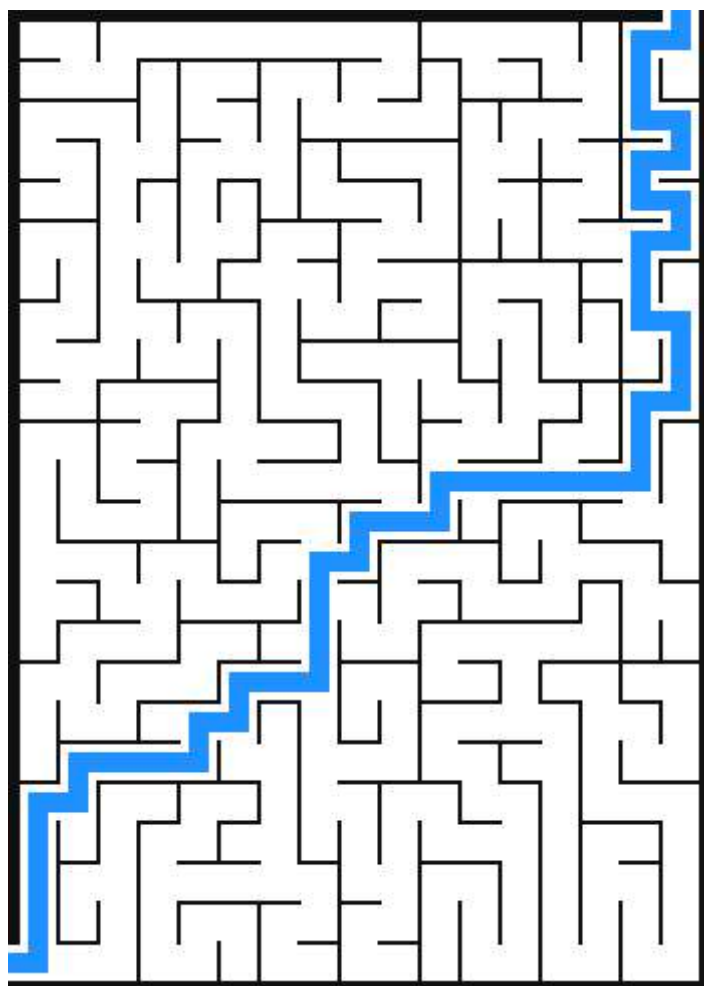
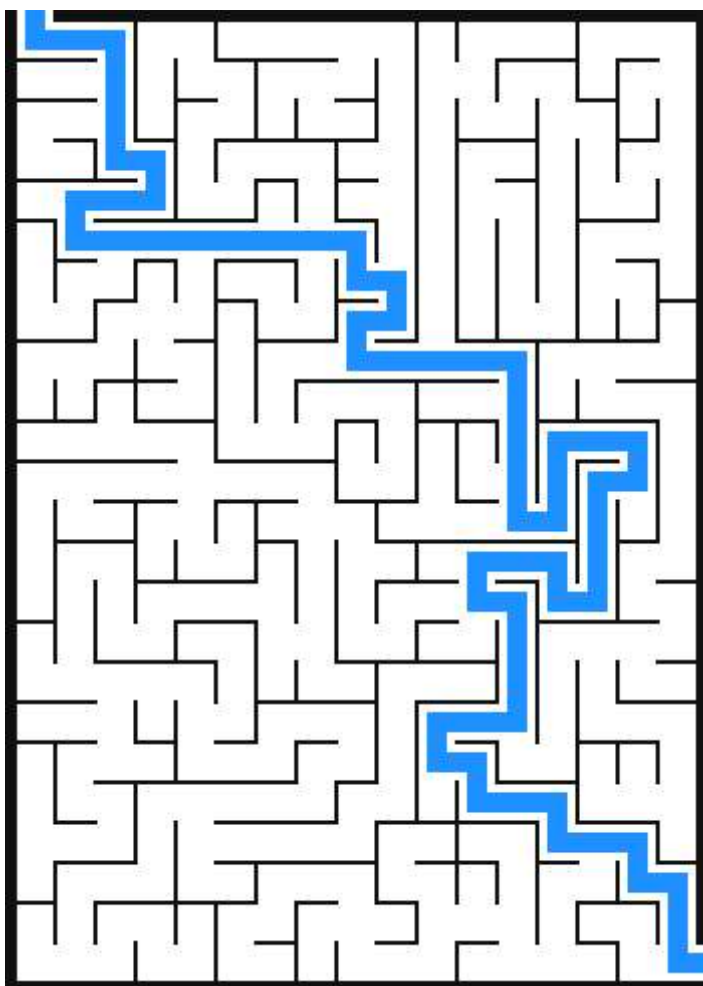
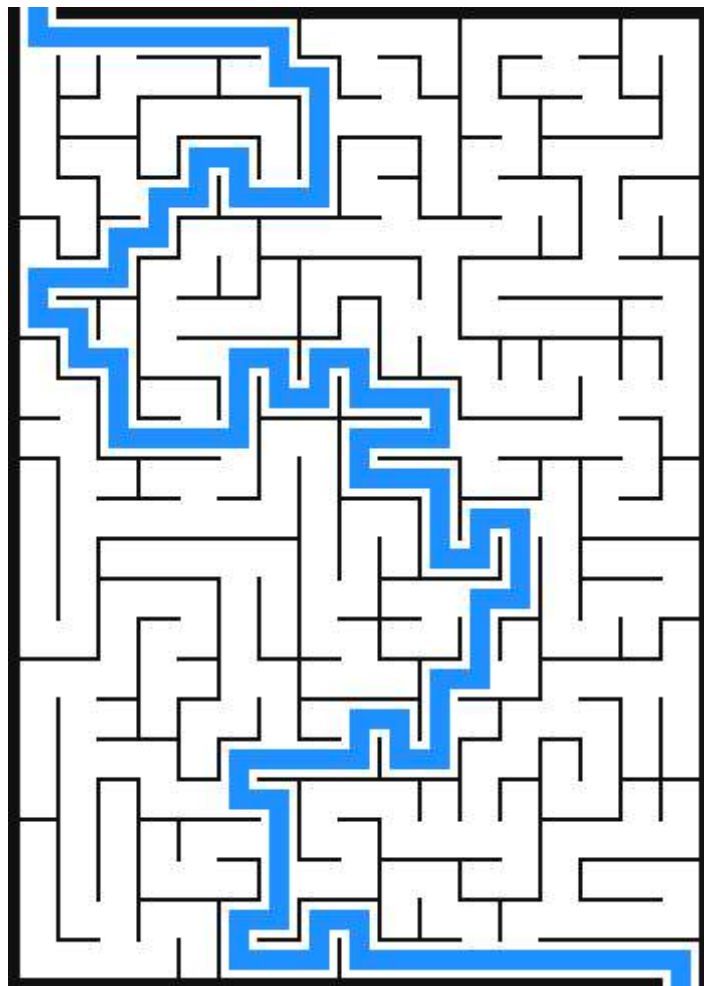
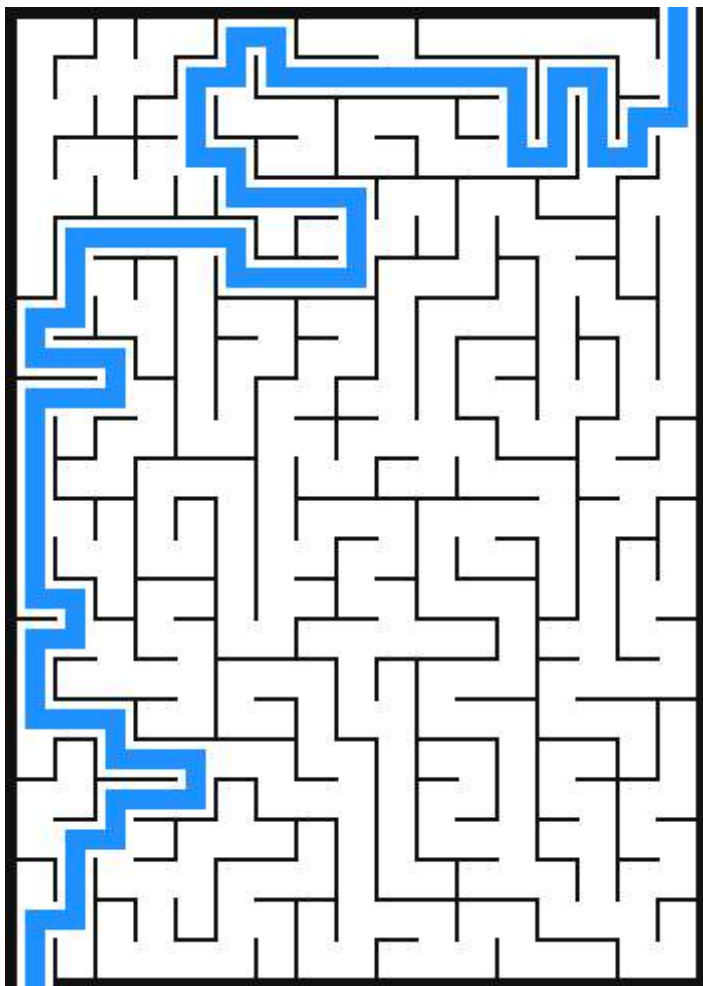
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index=X005 | size=17x24x4



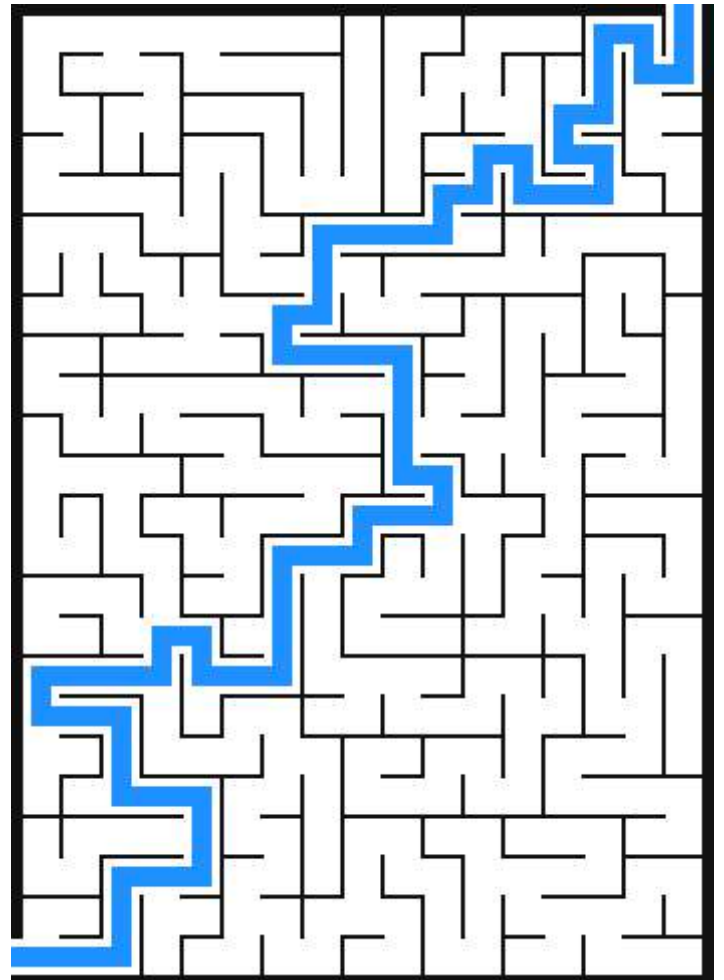
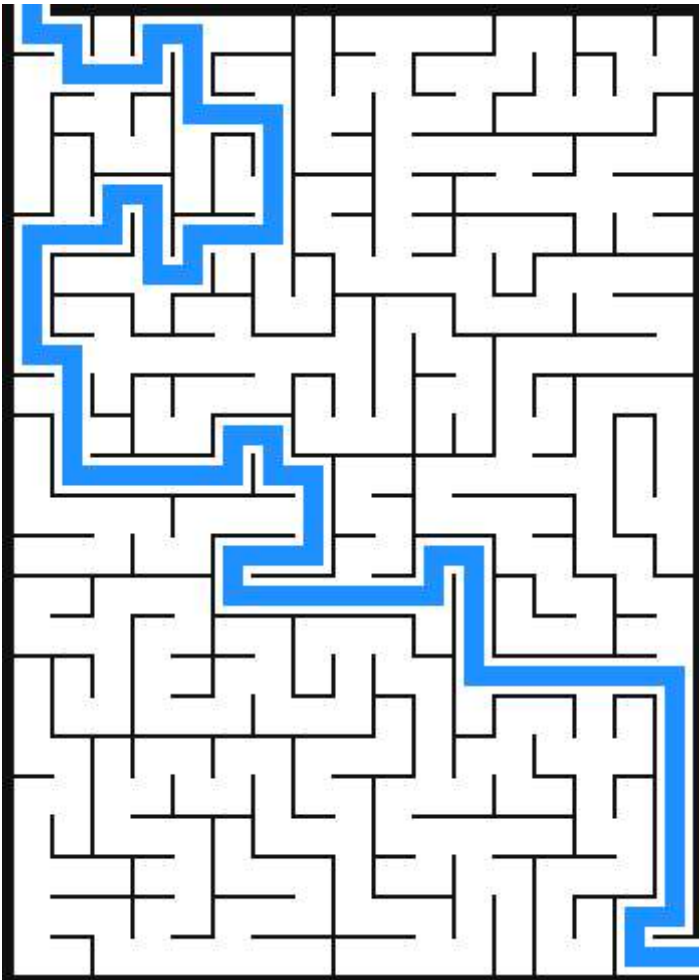
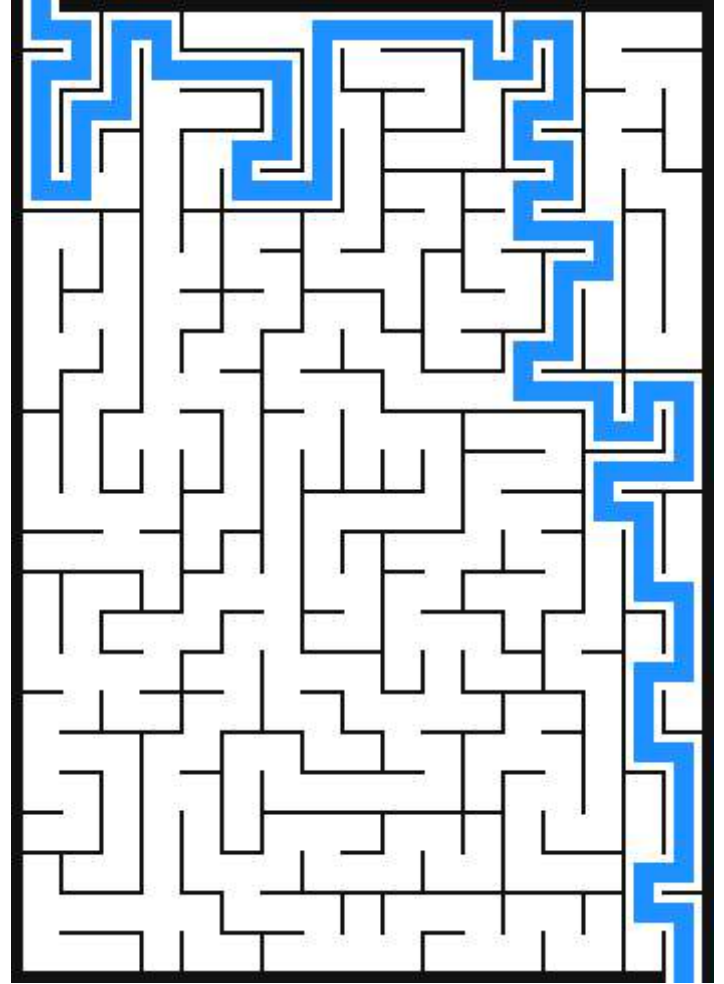
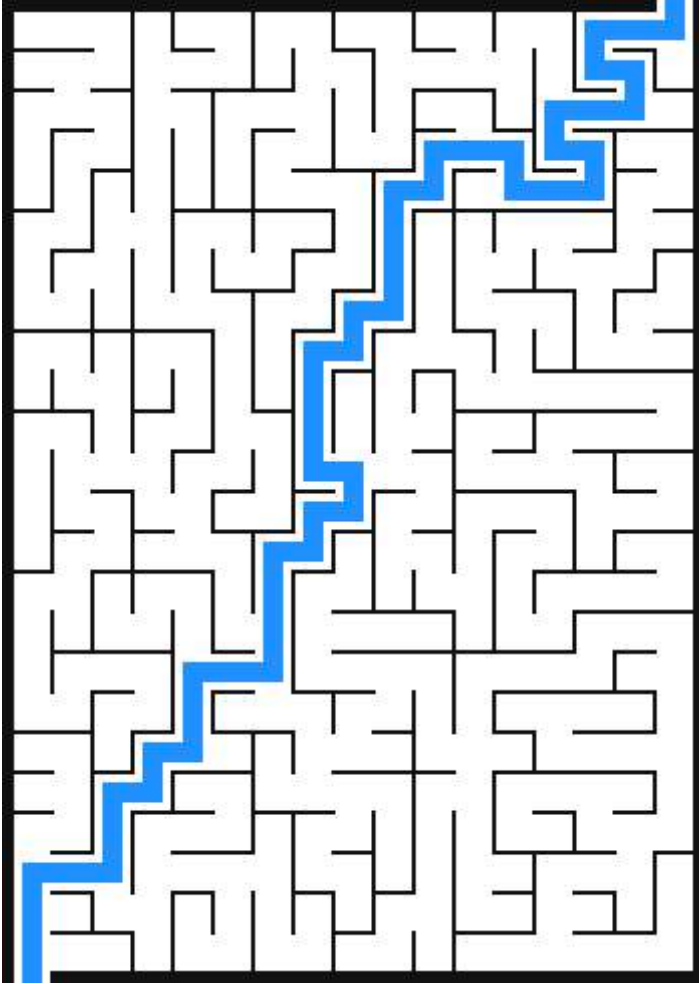
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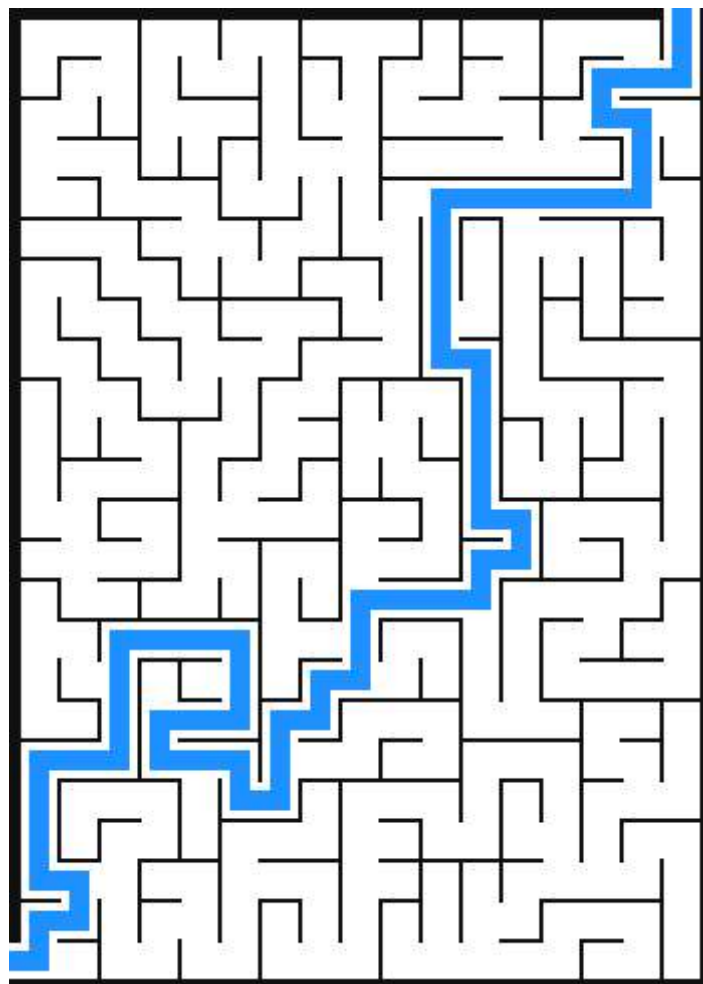
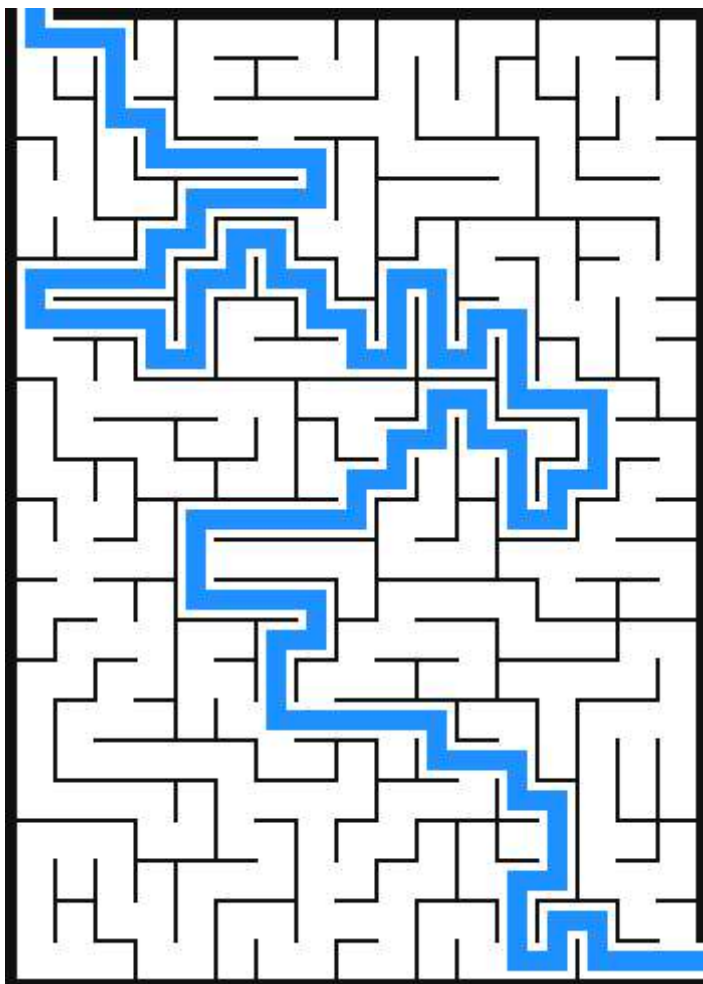
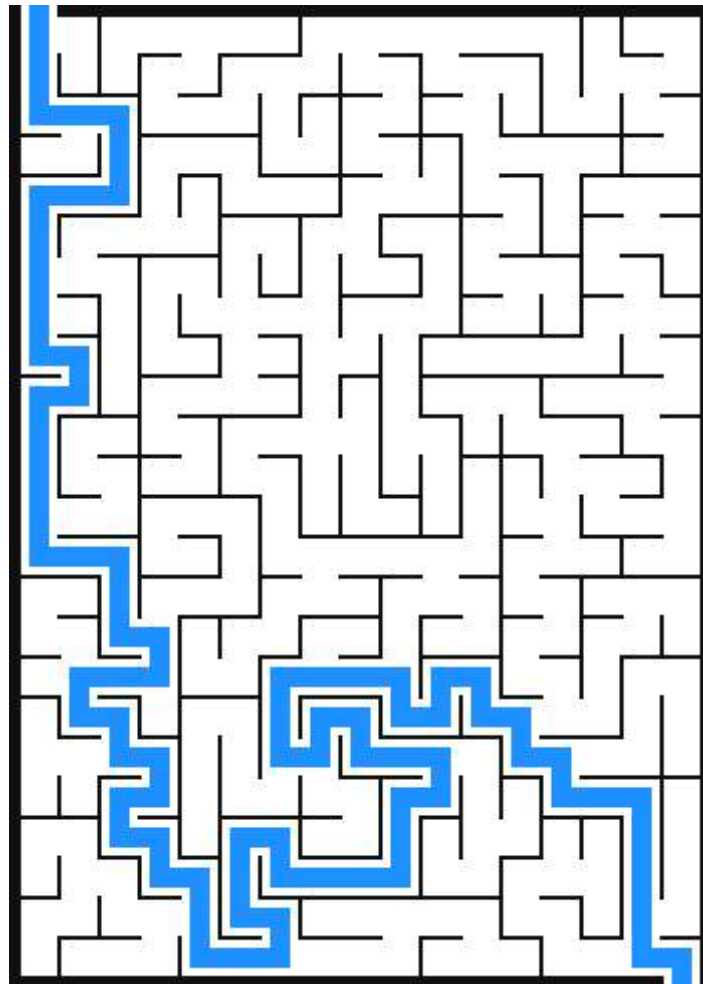
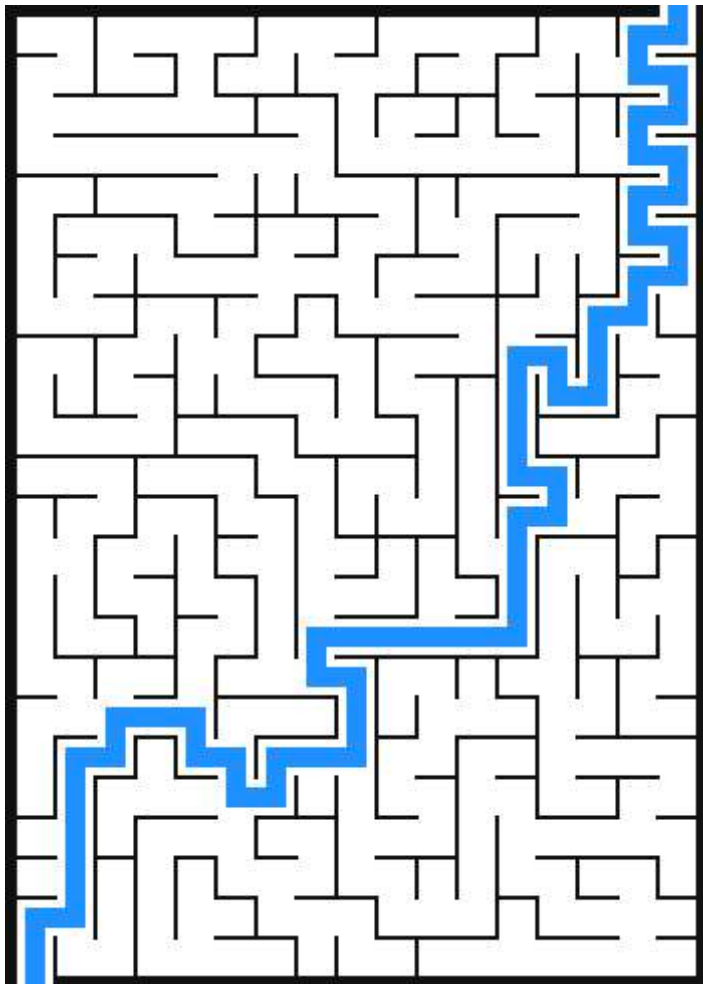


<http://tobbye.github.io/labyrinth.html>

index=X007 | size=17x24x4

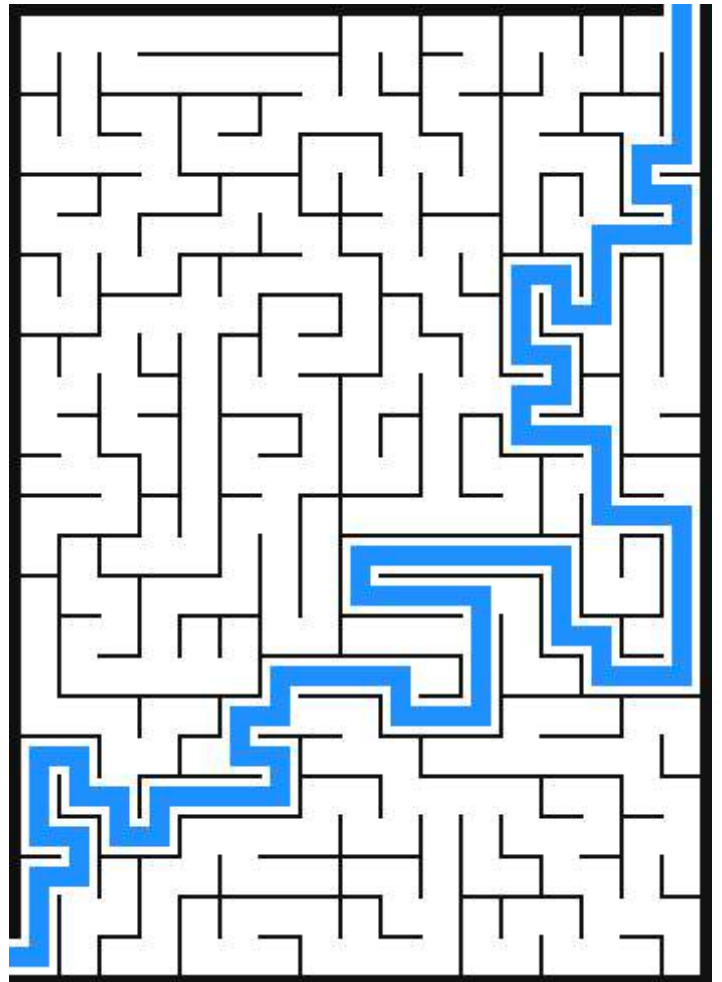
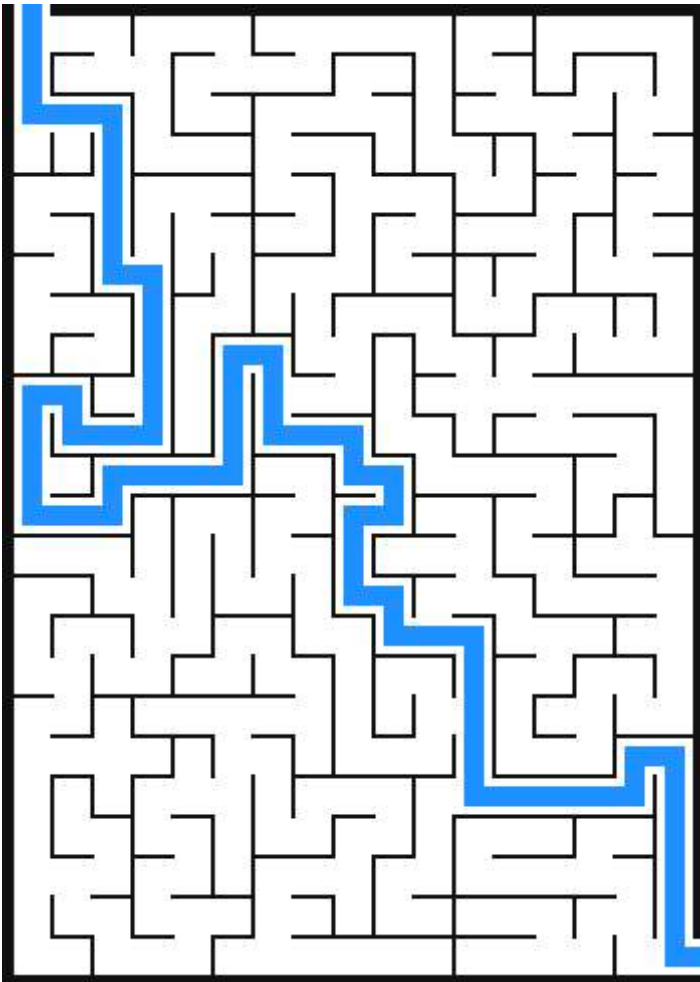
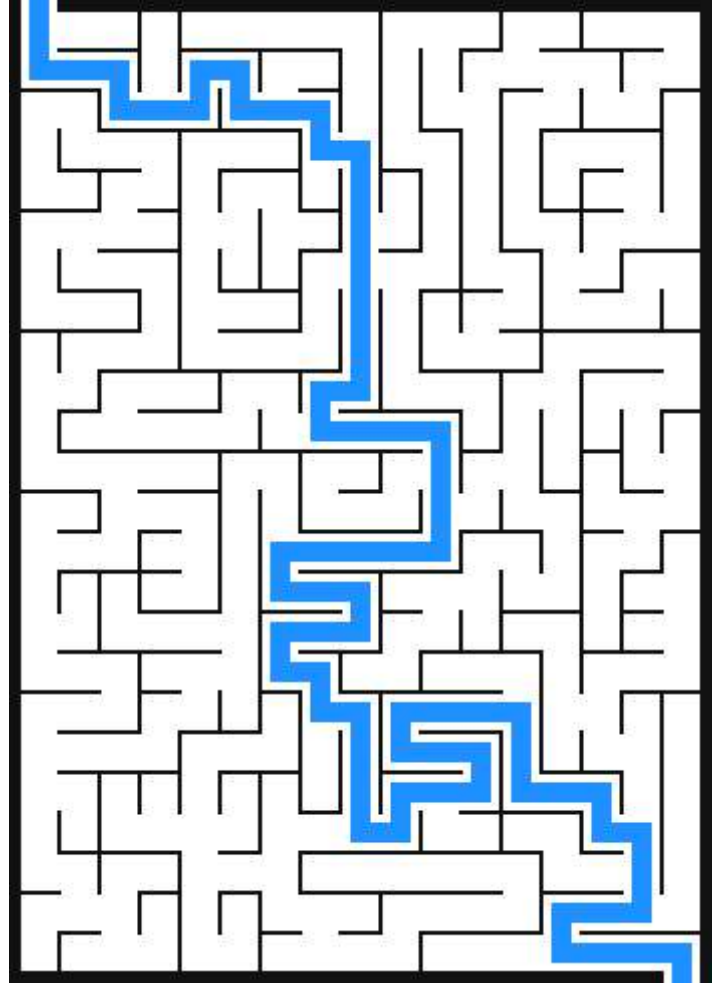
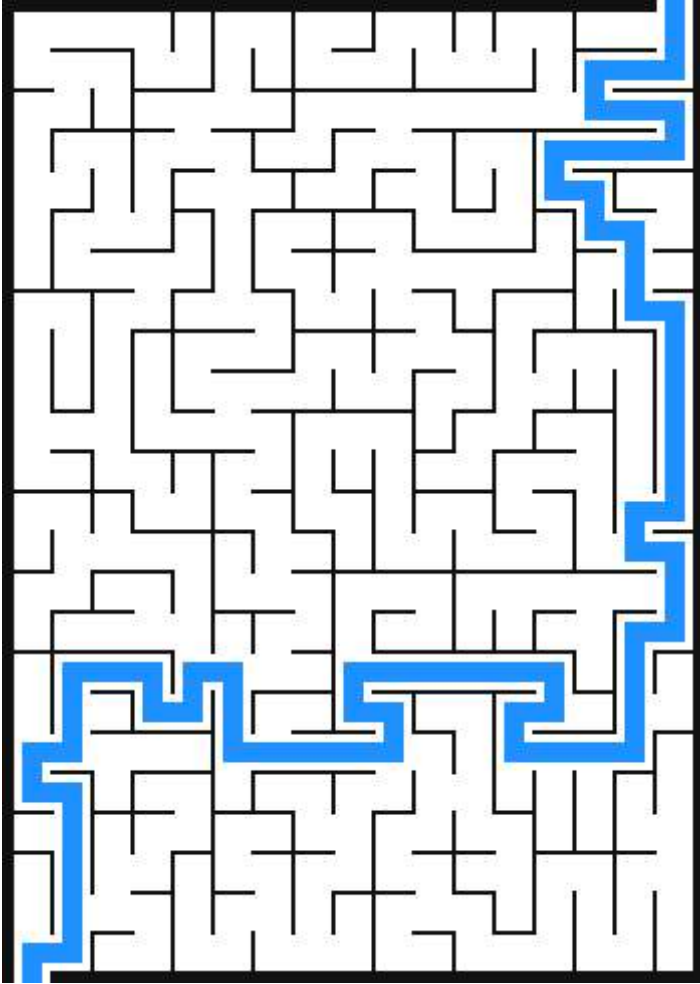


index=X008 | size=17x24x4

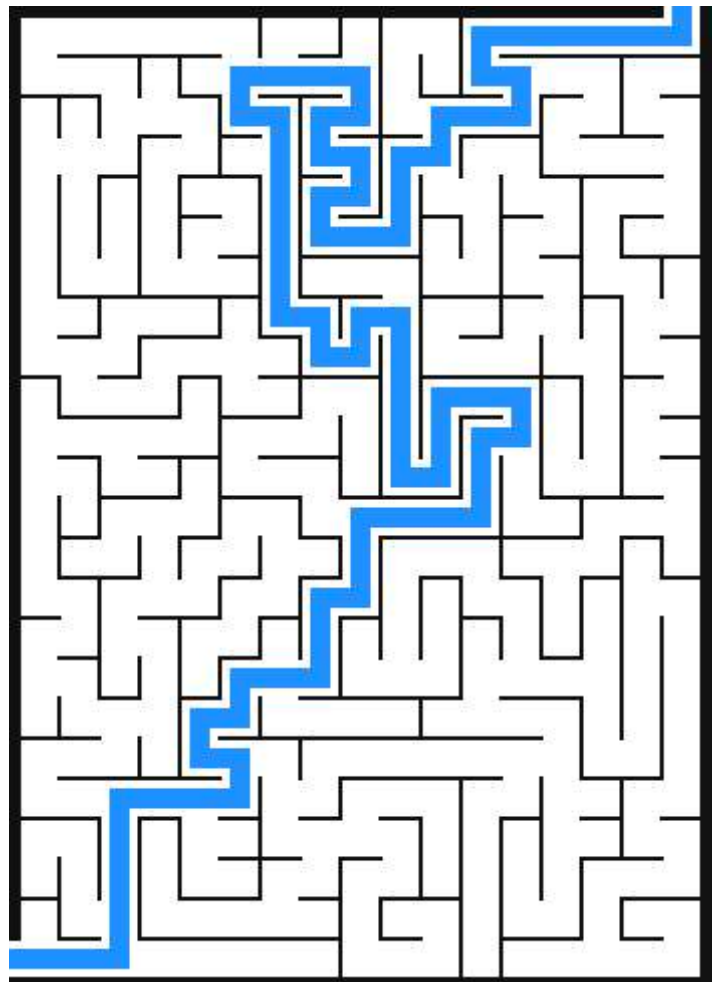
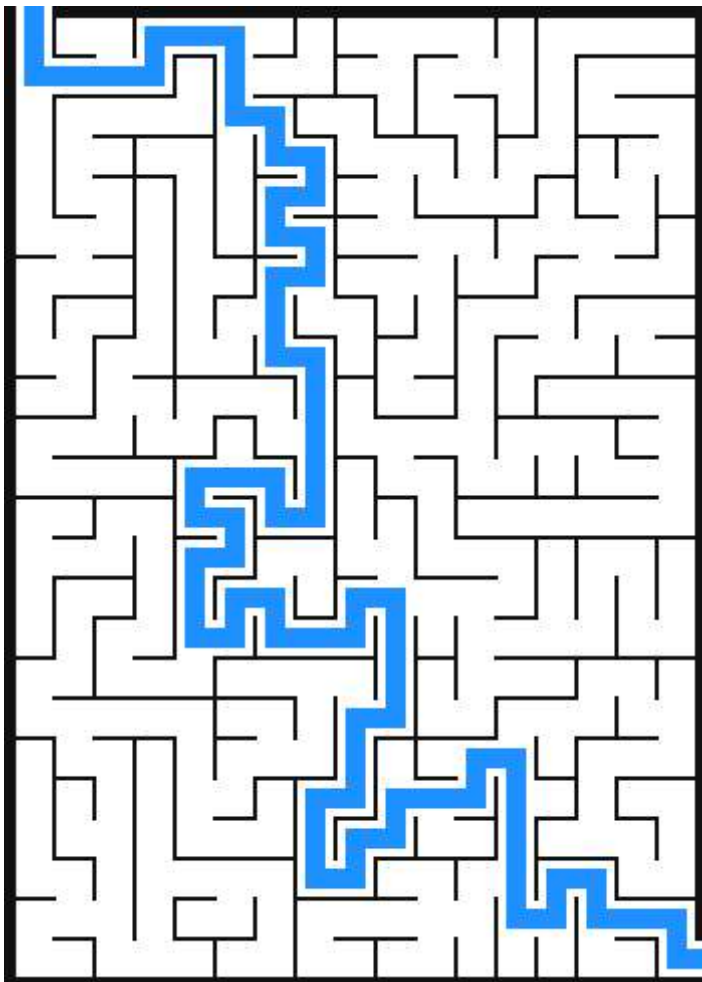
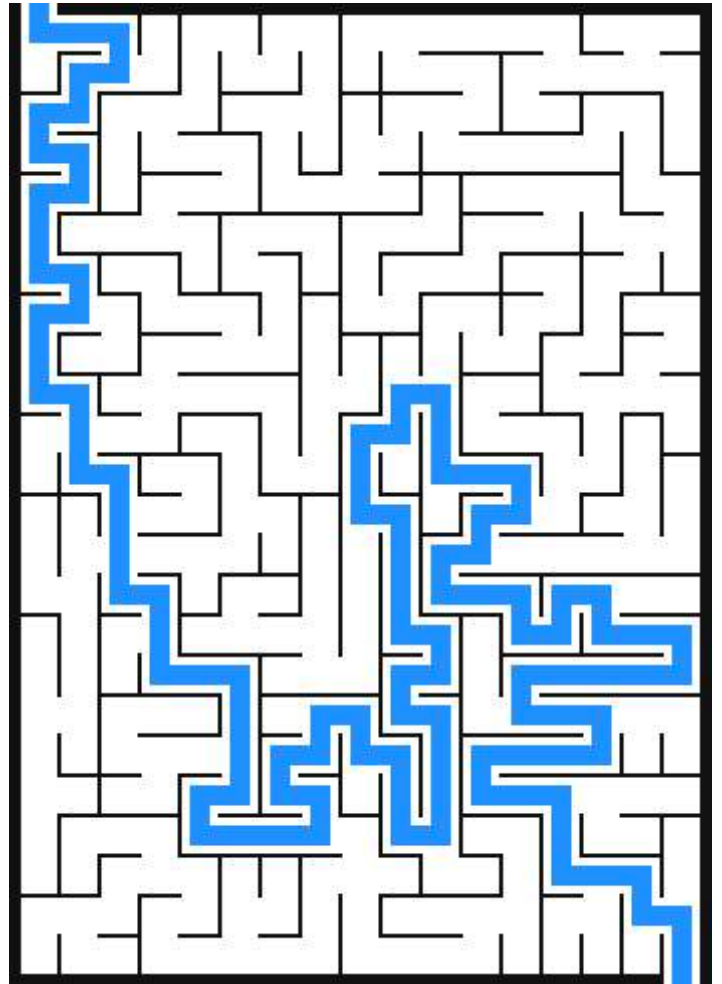
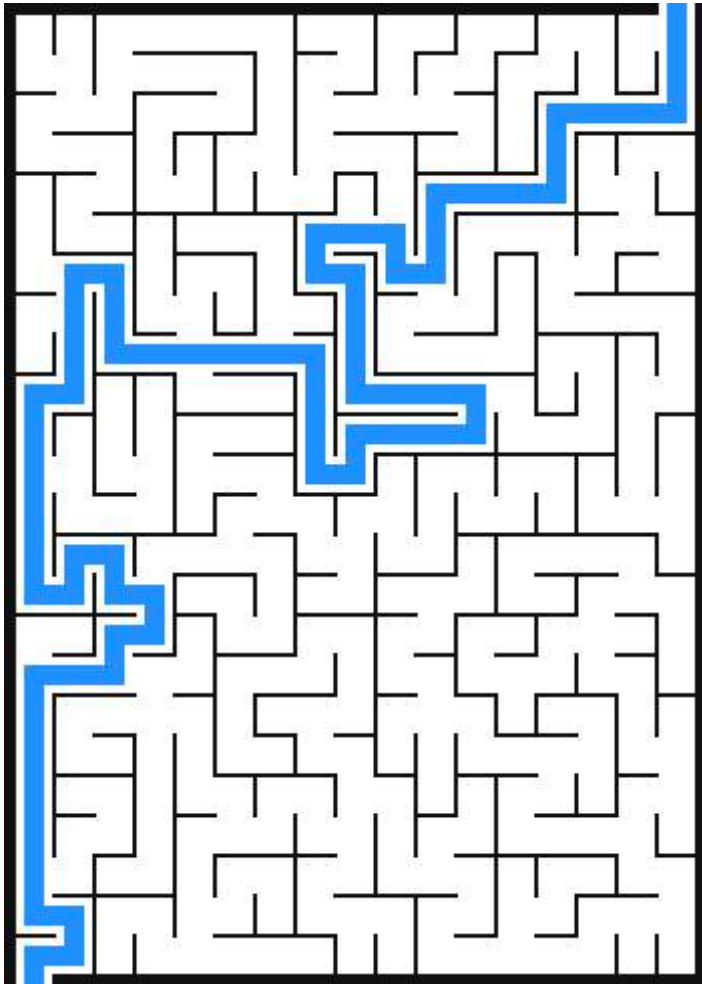


<http://tobbye.github.io/labyrinth.html>

index=X009 | size=17x24x4

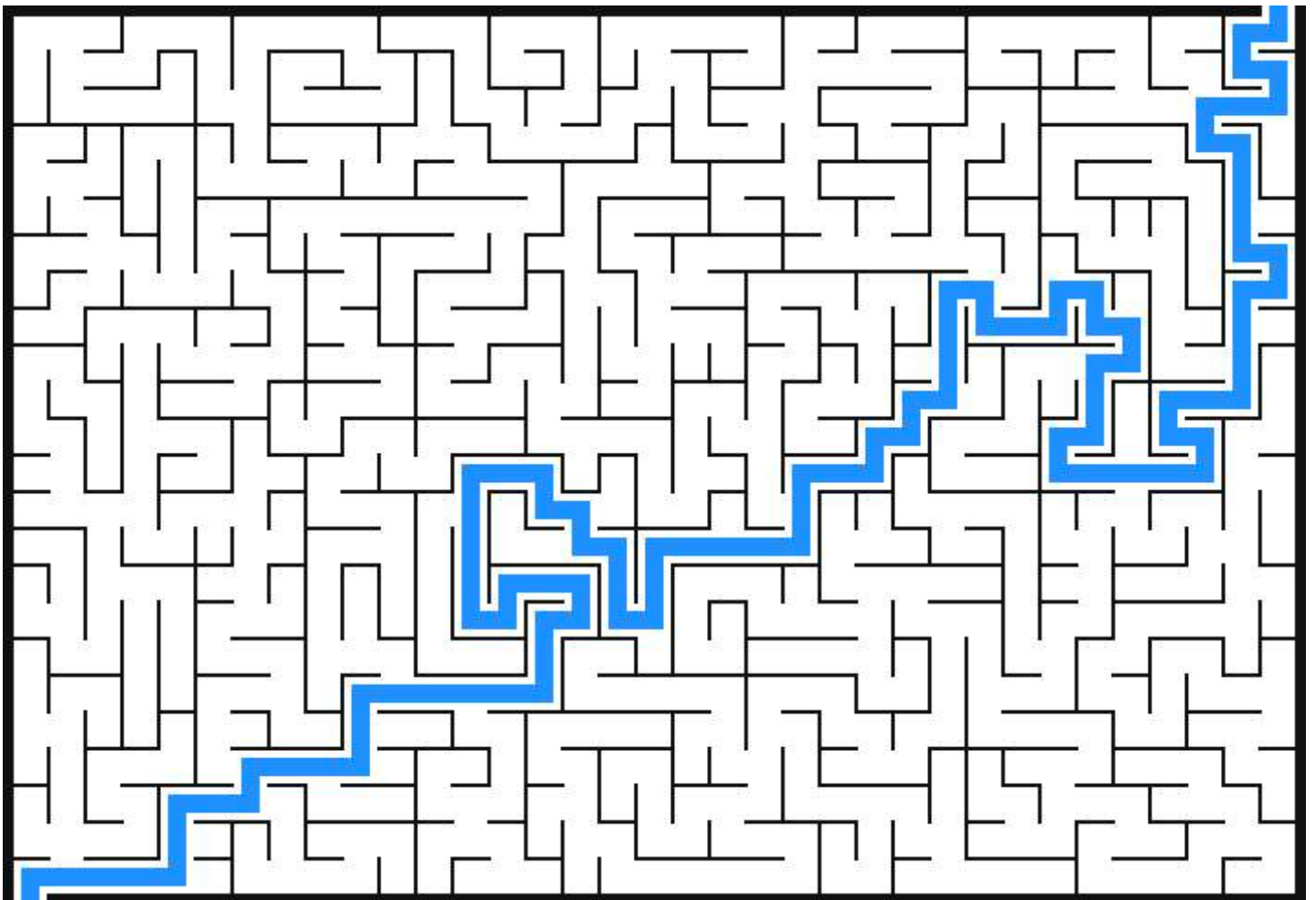
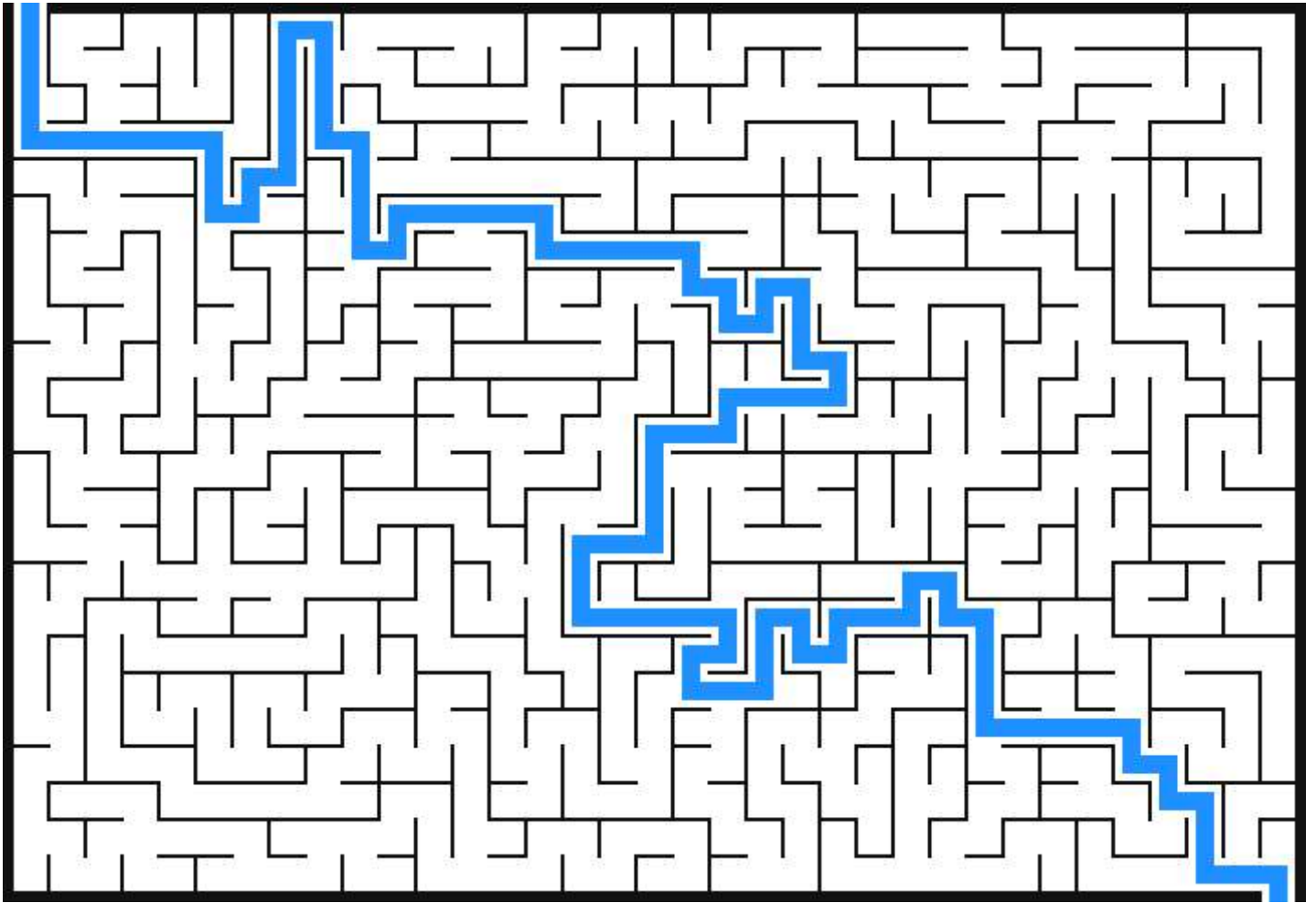


index=X010 | size=17x24x4



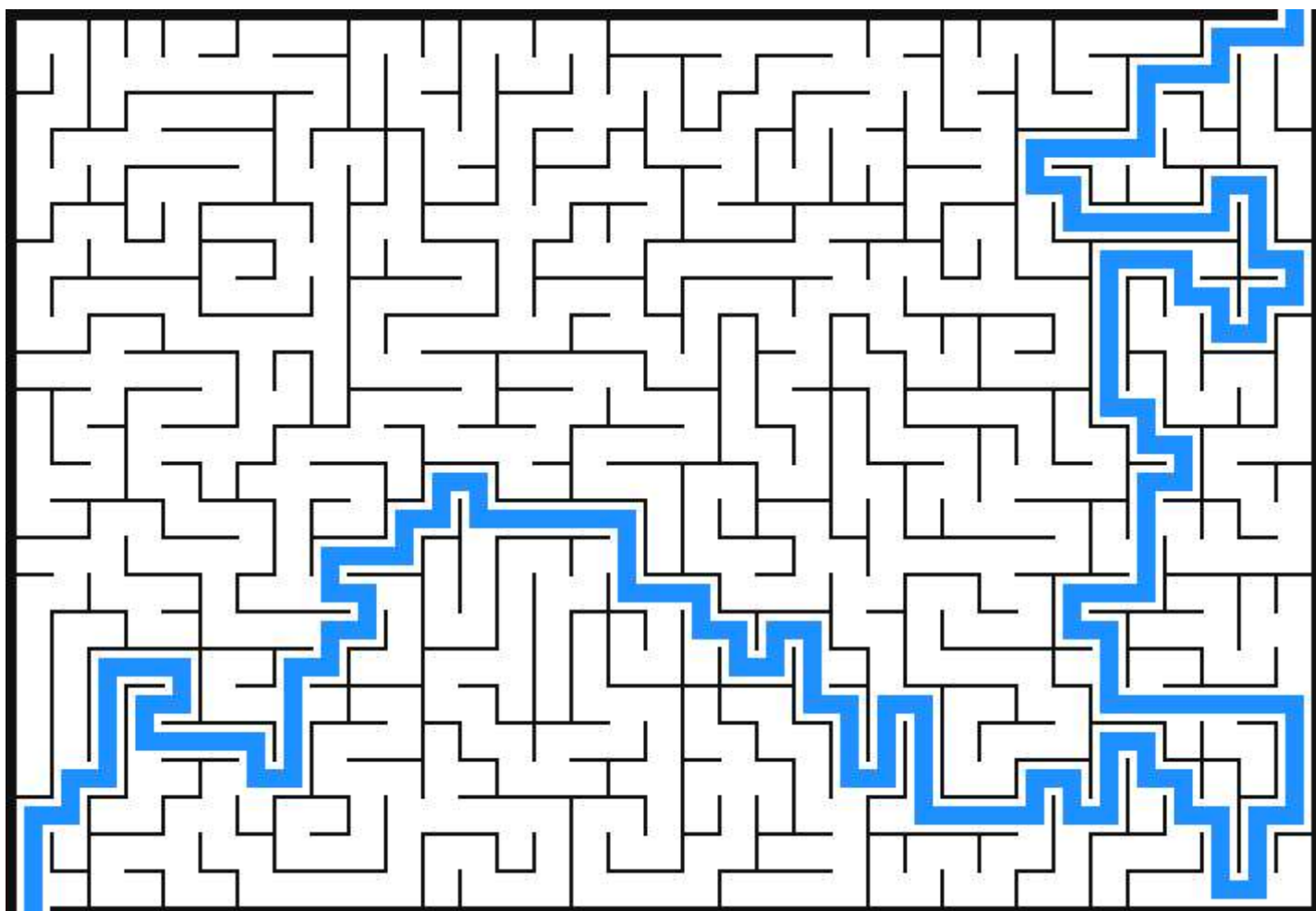
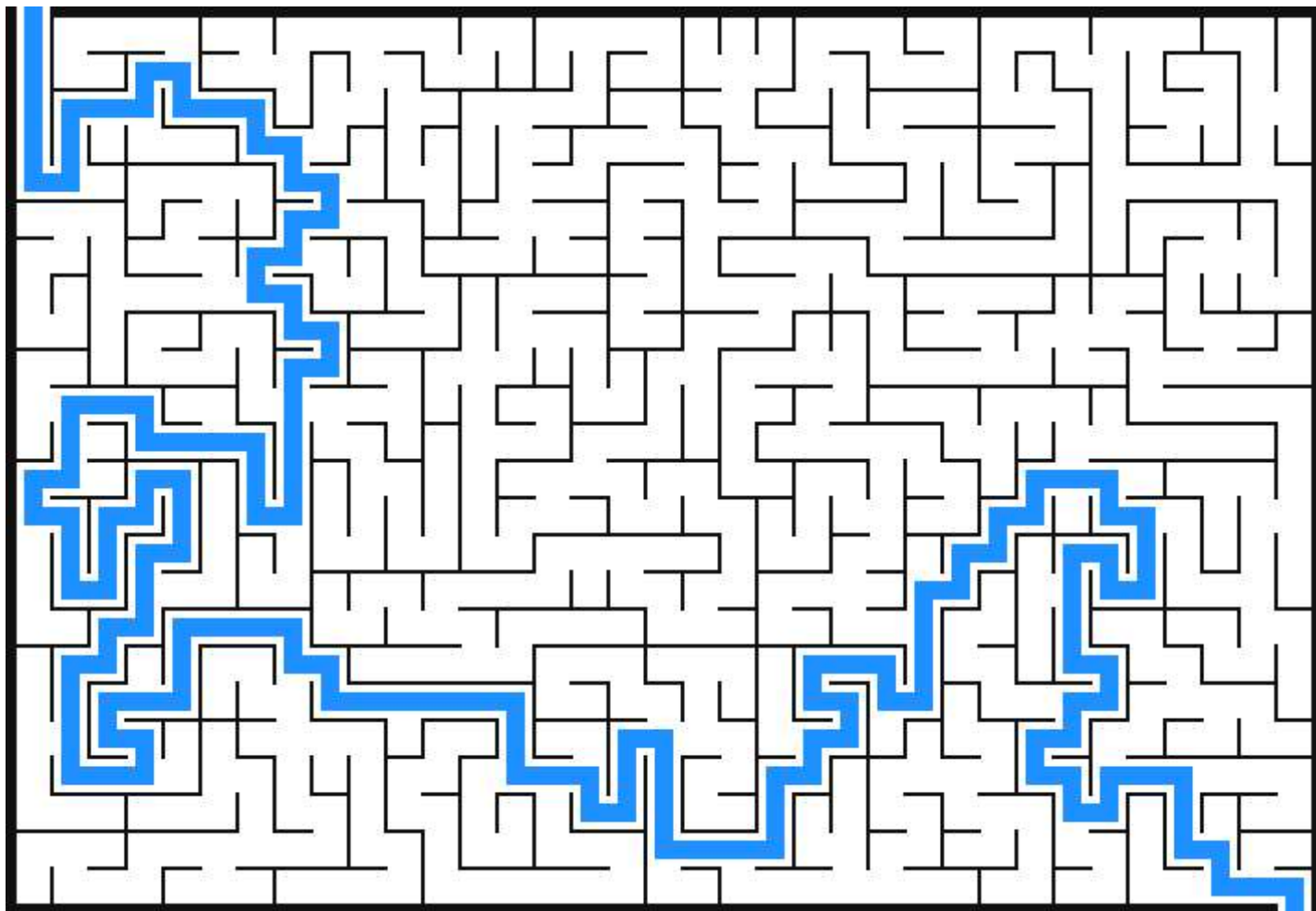
<http://tobbye.github.io/labyrinth.html>

index=Y001 | size=35x24x2



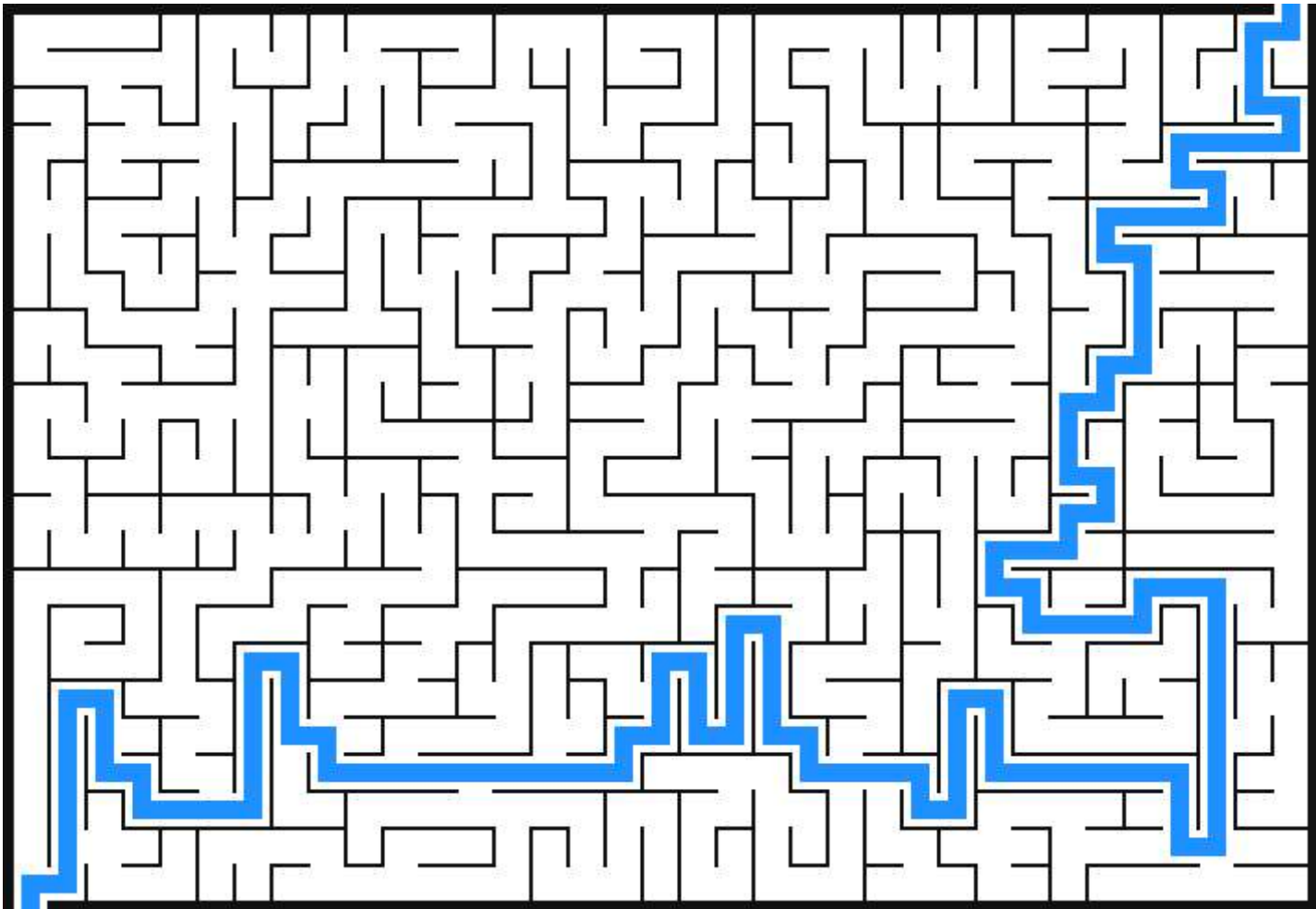
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index=Y002 | size=35x24x2

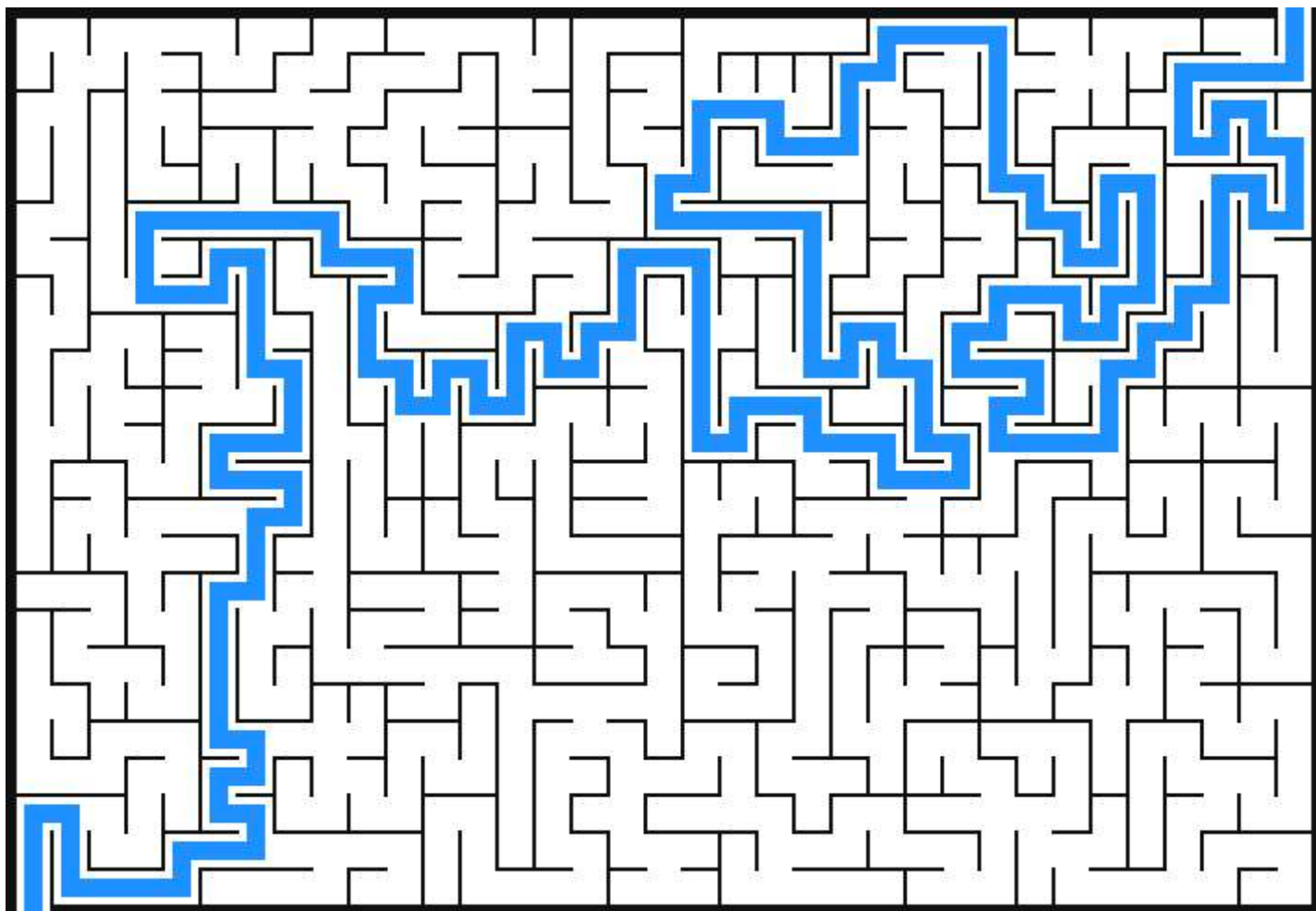
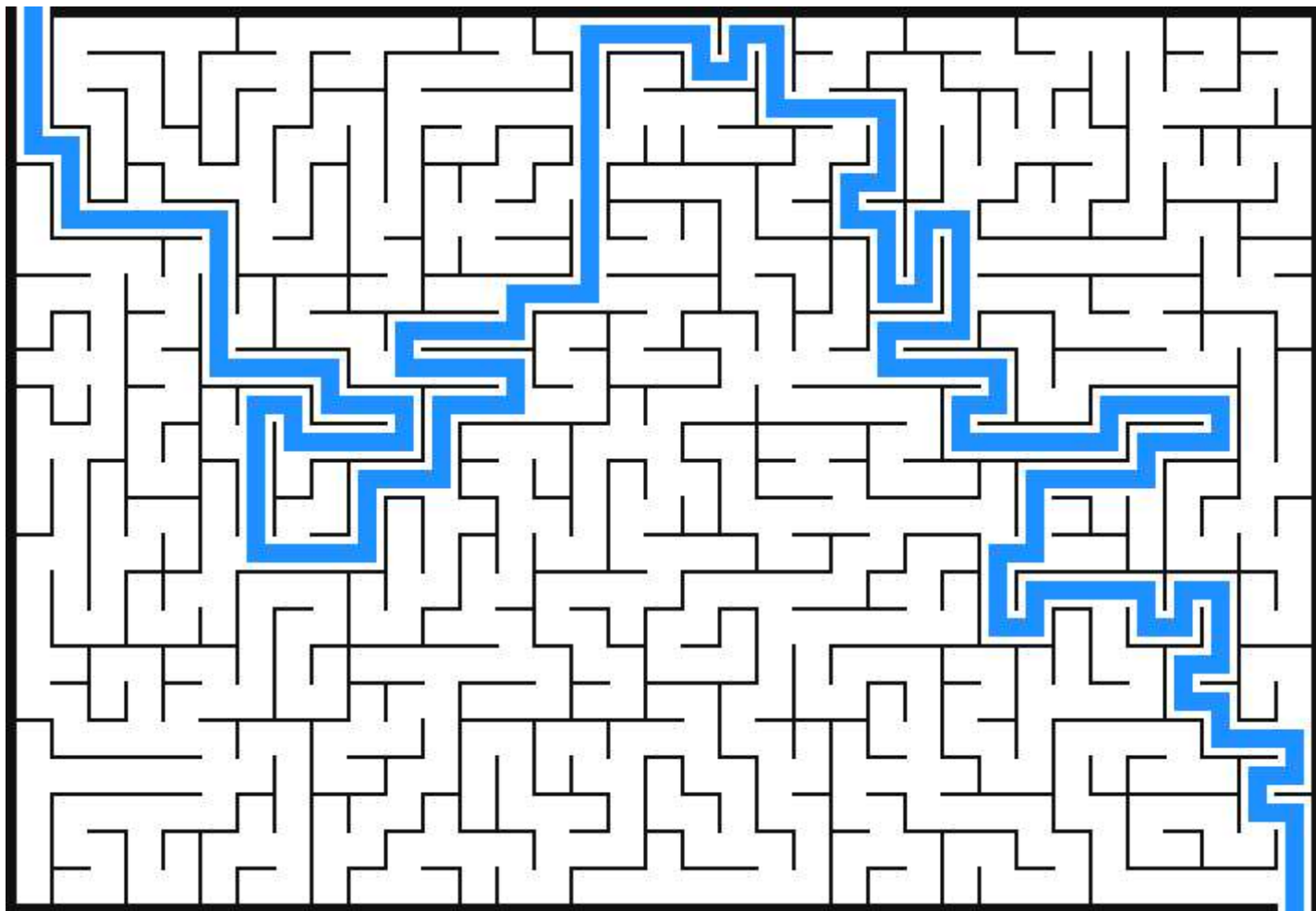


<http://tobbye.github.io/labyrinth.html>

A complex black and white maze with a blue path highlighted. The path starts at the top left corner and winds through the maze, ending at the bottom right corner. The maze is composed of many interconnected paths and dead ends, creating a challenging navigation task. The blue path is clearly visible against the black lines of the maze.

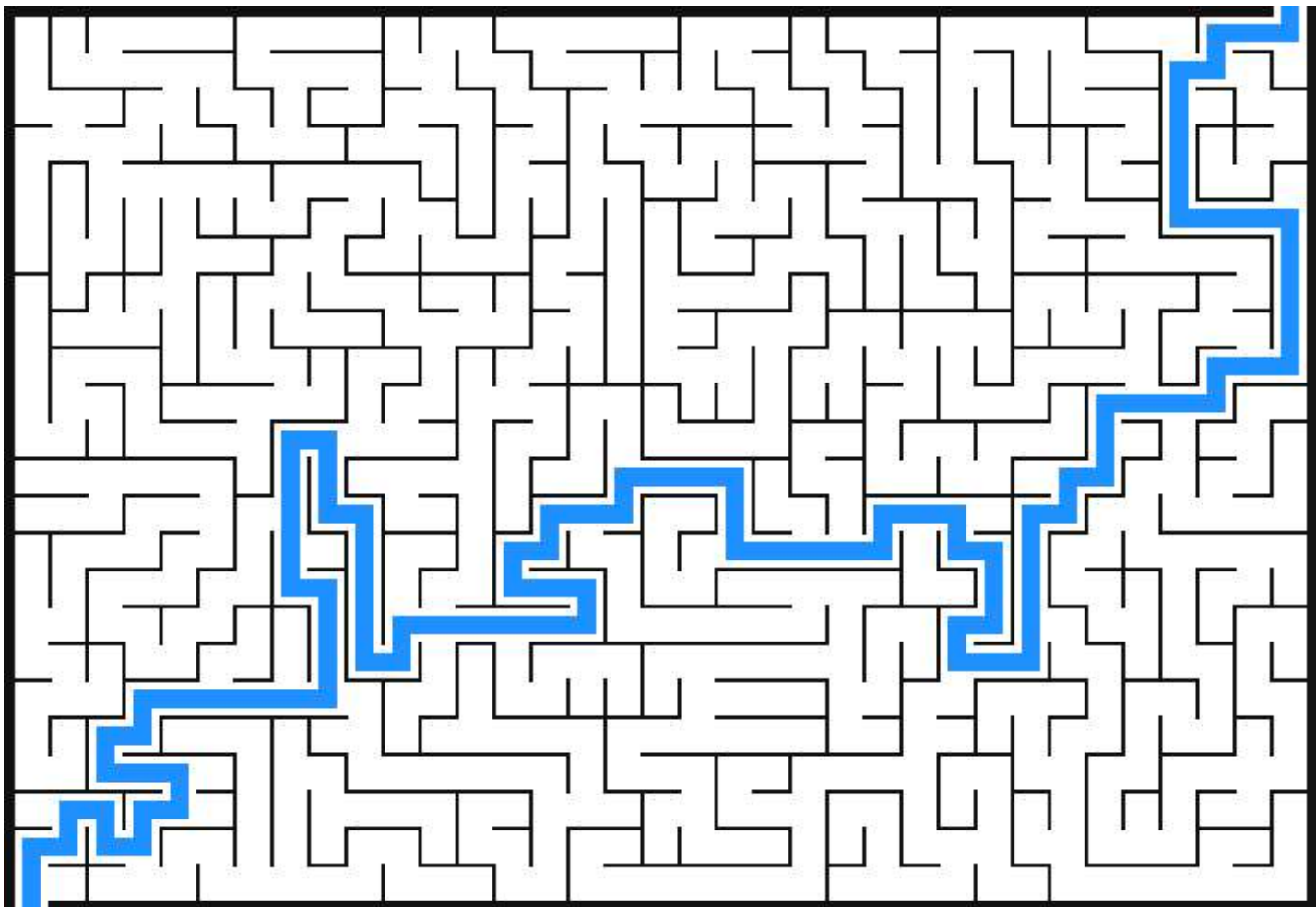


index=Y004 | size=35x24x2

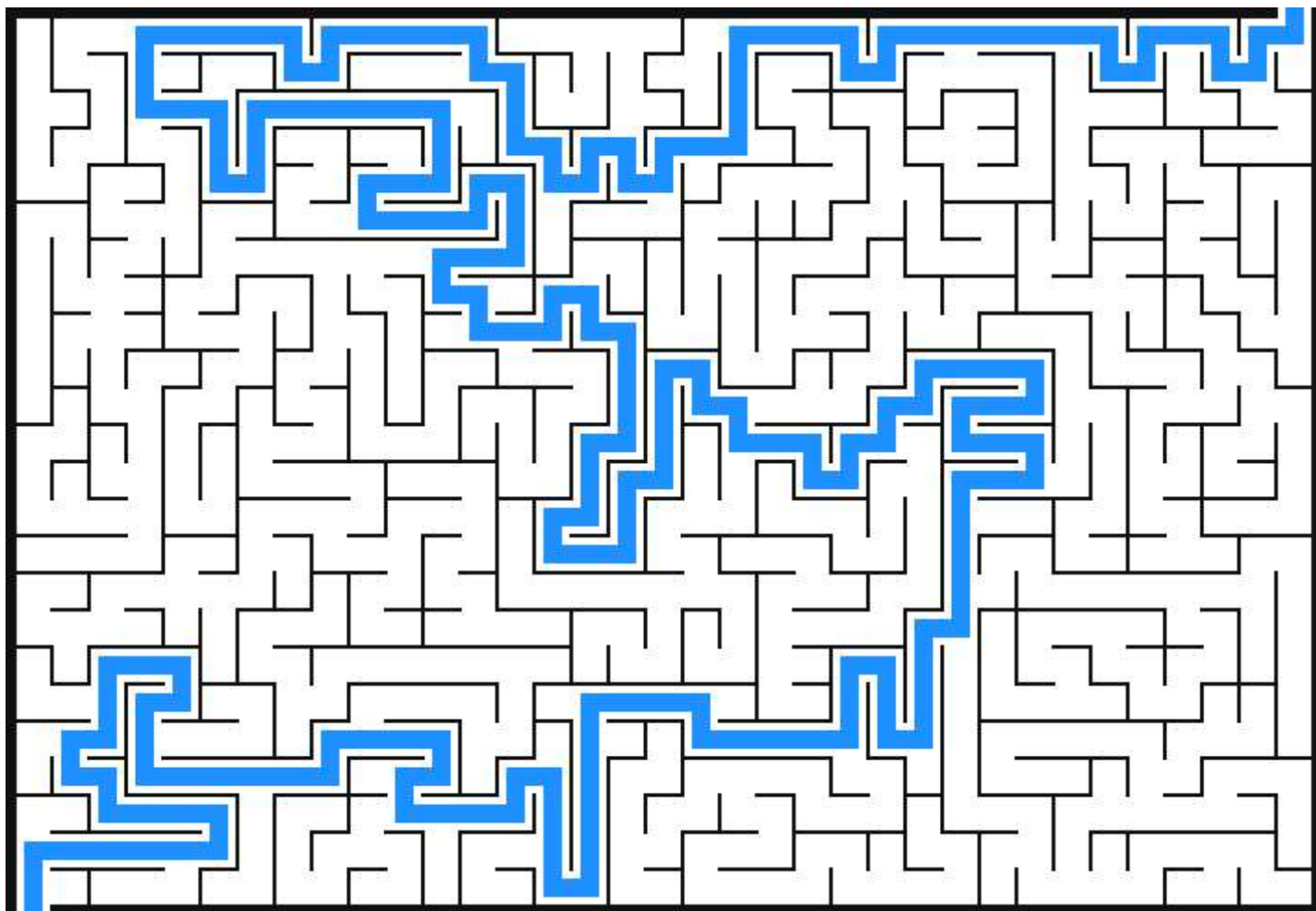
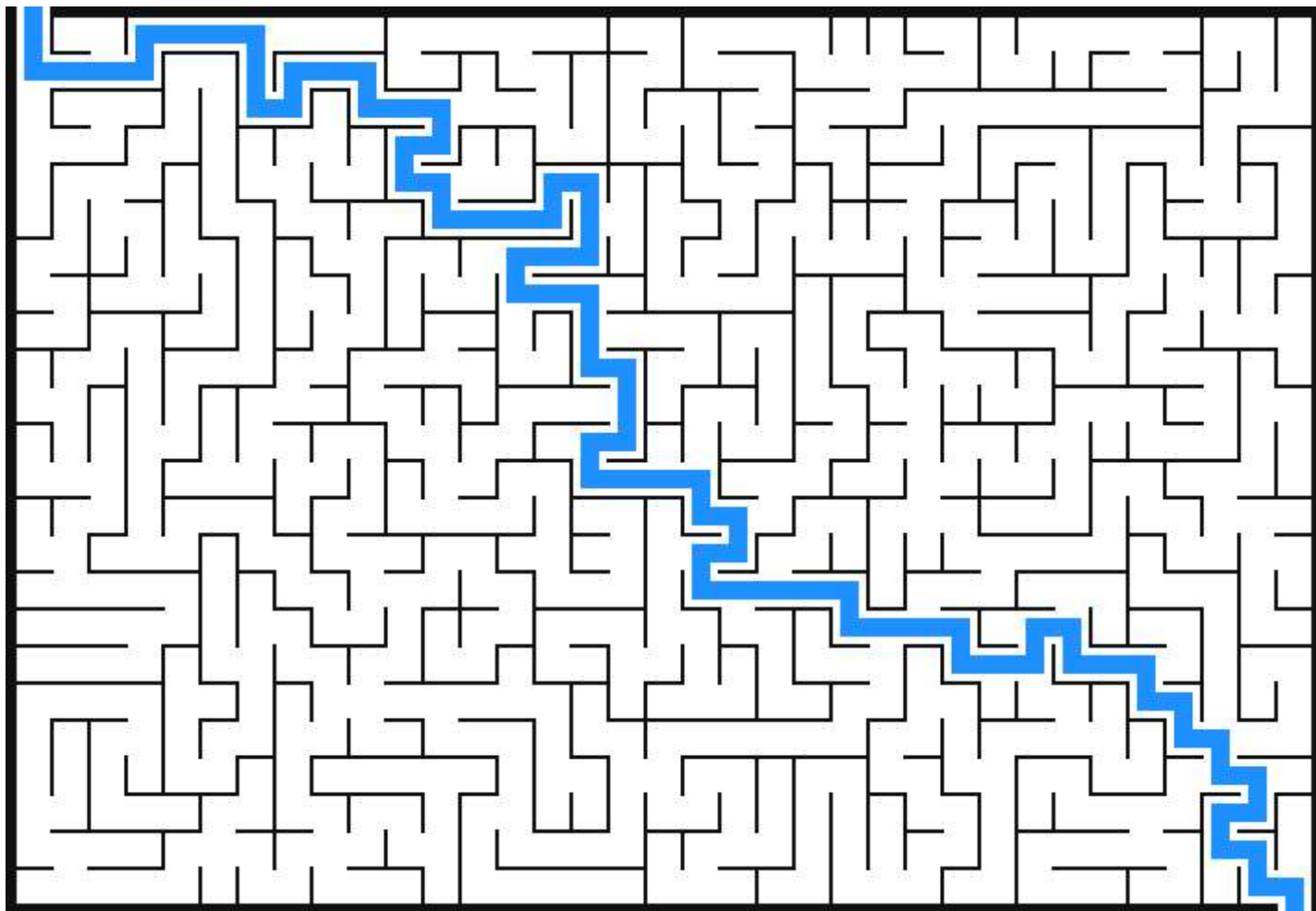


<http://tobbye.github.io/labyrinth.html>

A complex black and white maze with a blue path highlighted. The path starts at the top left, moves right, then down, then right again, and continues in a winding pattern through the maze, eventually exiting at the bottom right. The path is composed of several interconnected loops and dead ends, with the blue line clearly marking the route through the maze.

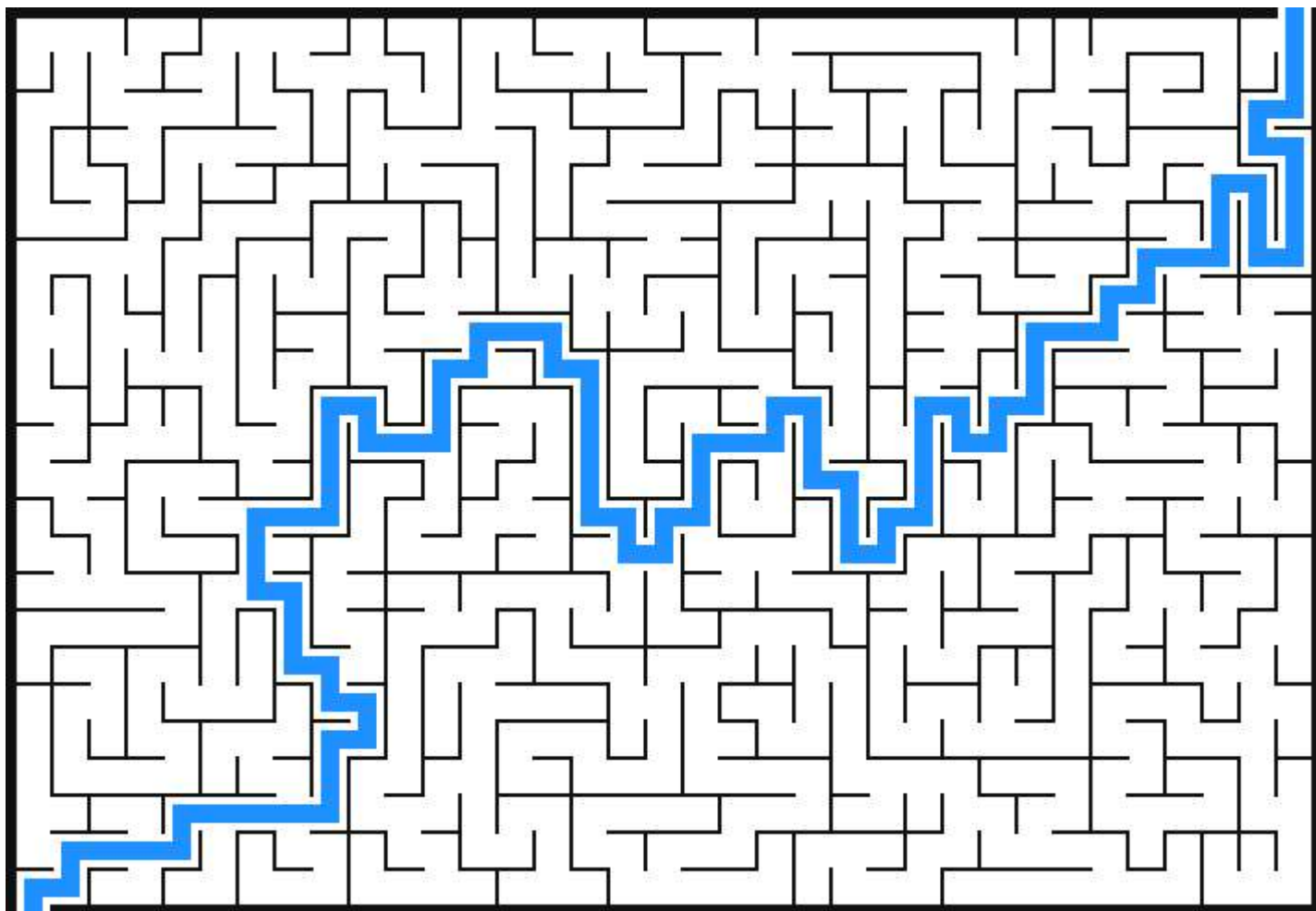
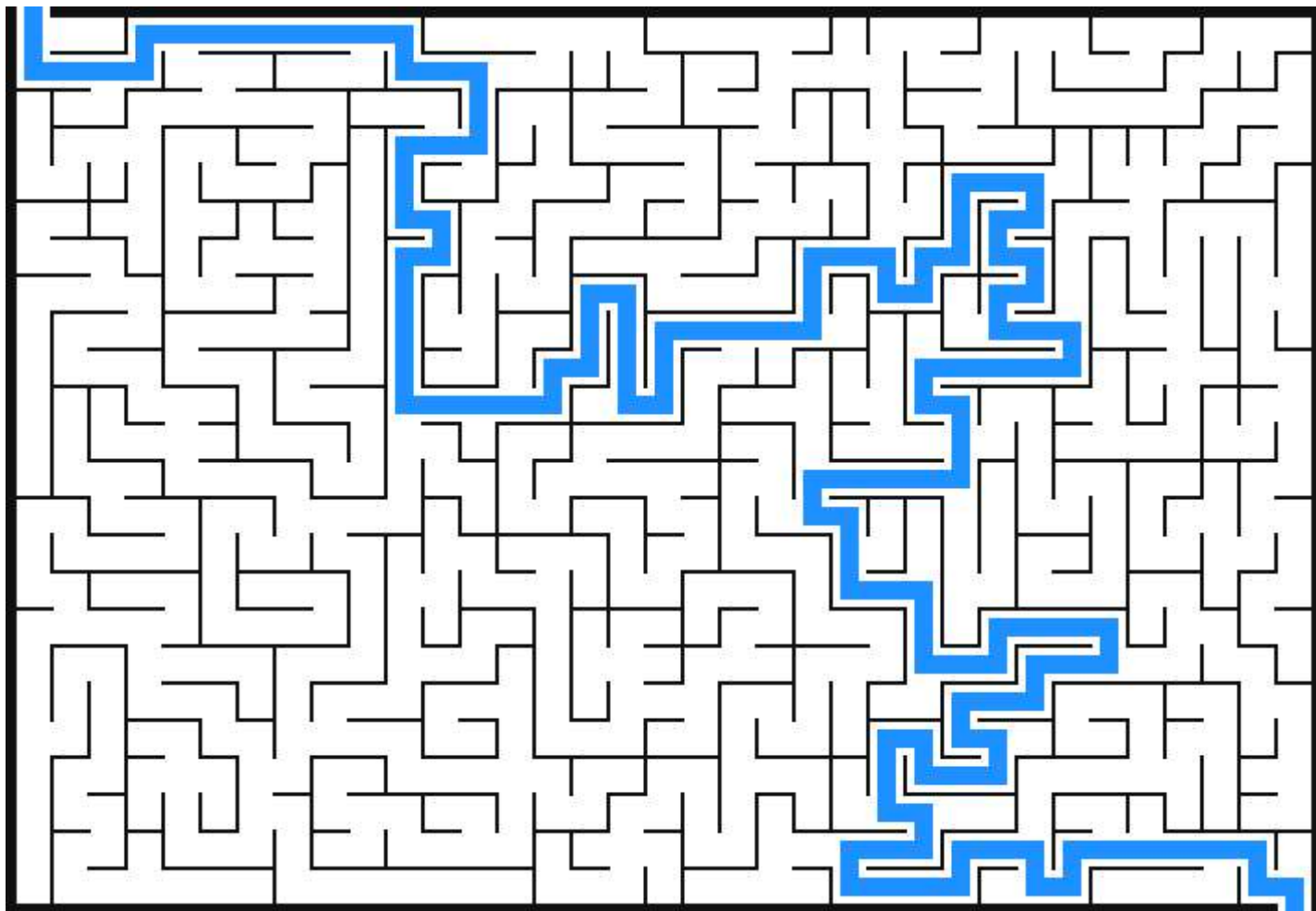


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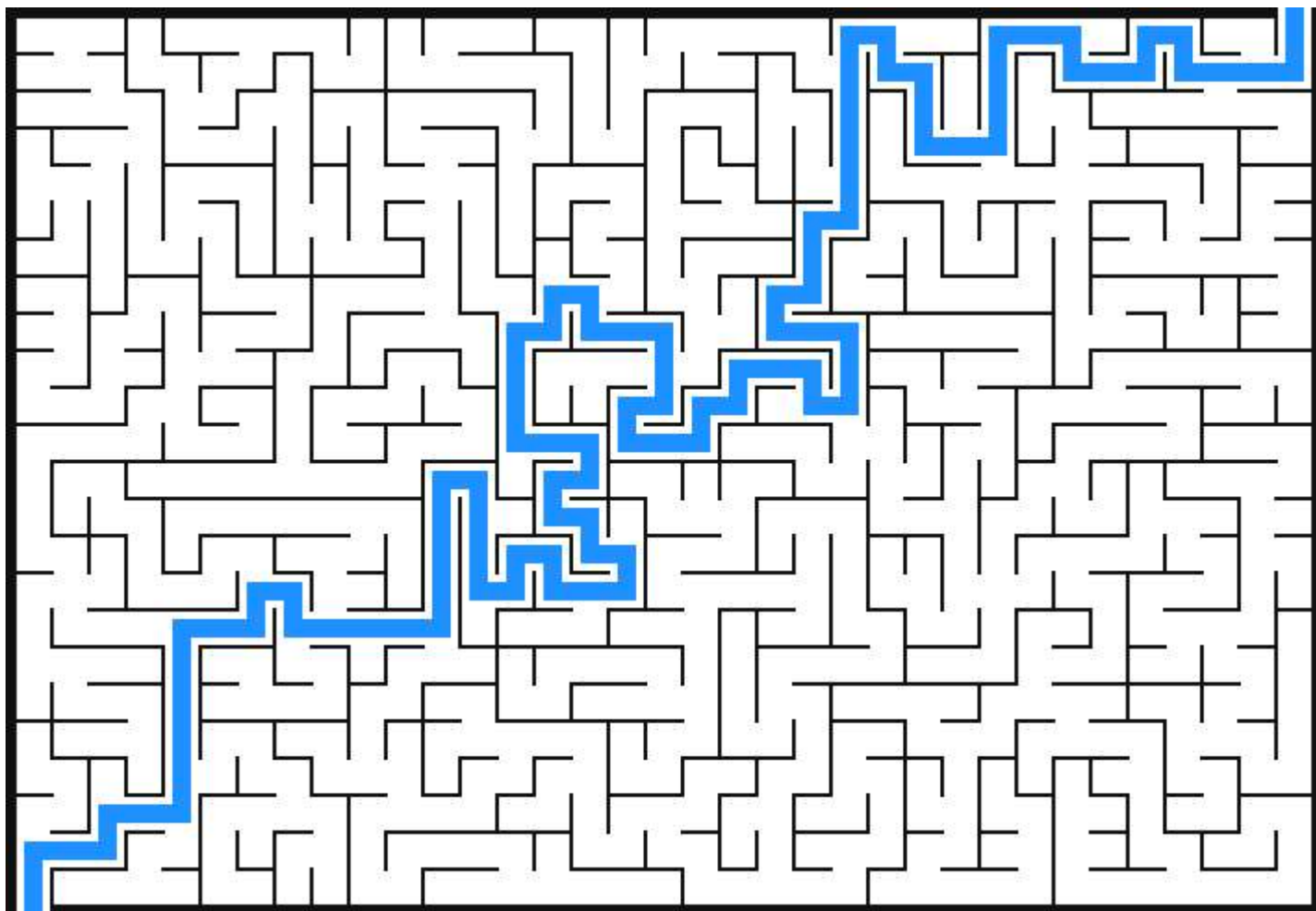
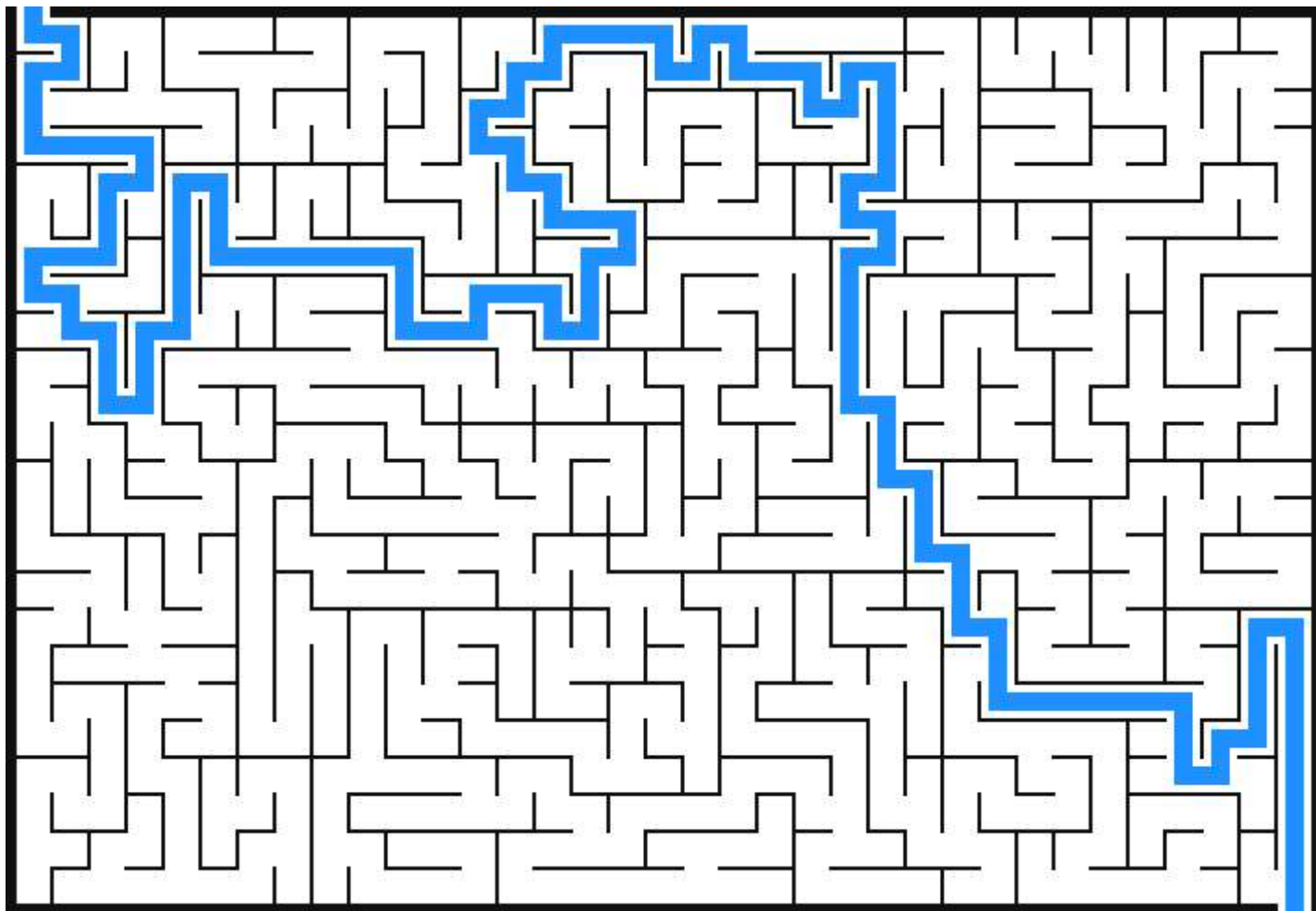
<http://tobbye.github.io/labyrinth.html>

index=Y007 | size=35x24x2



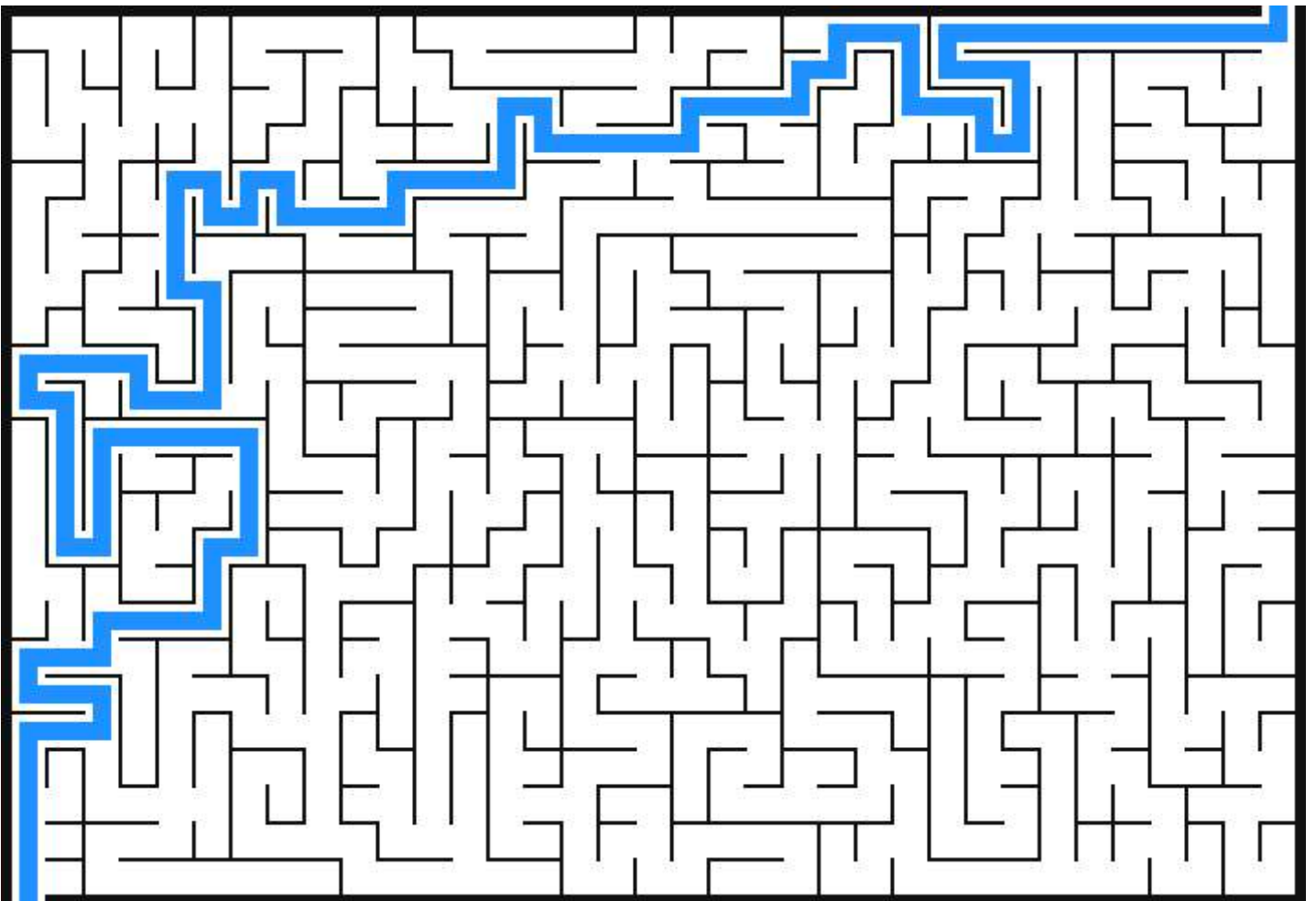
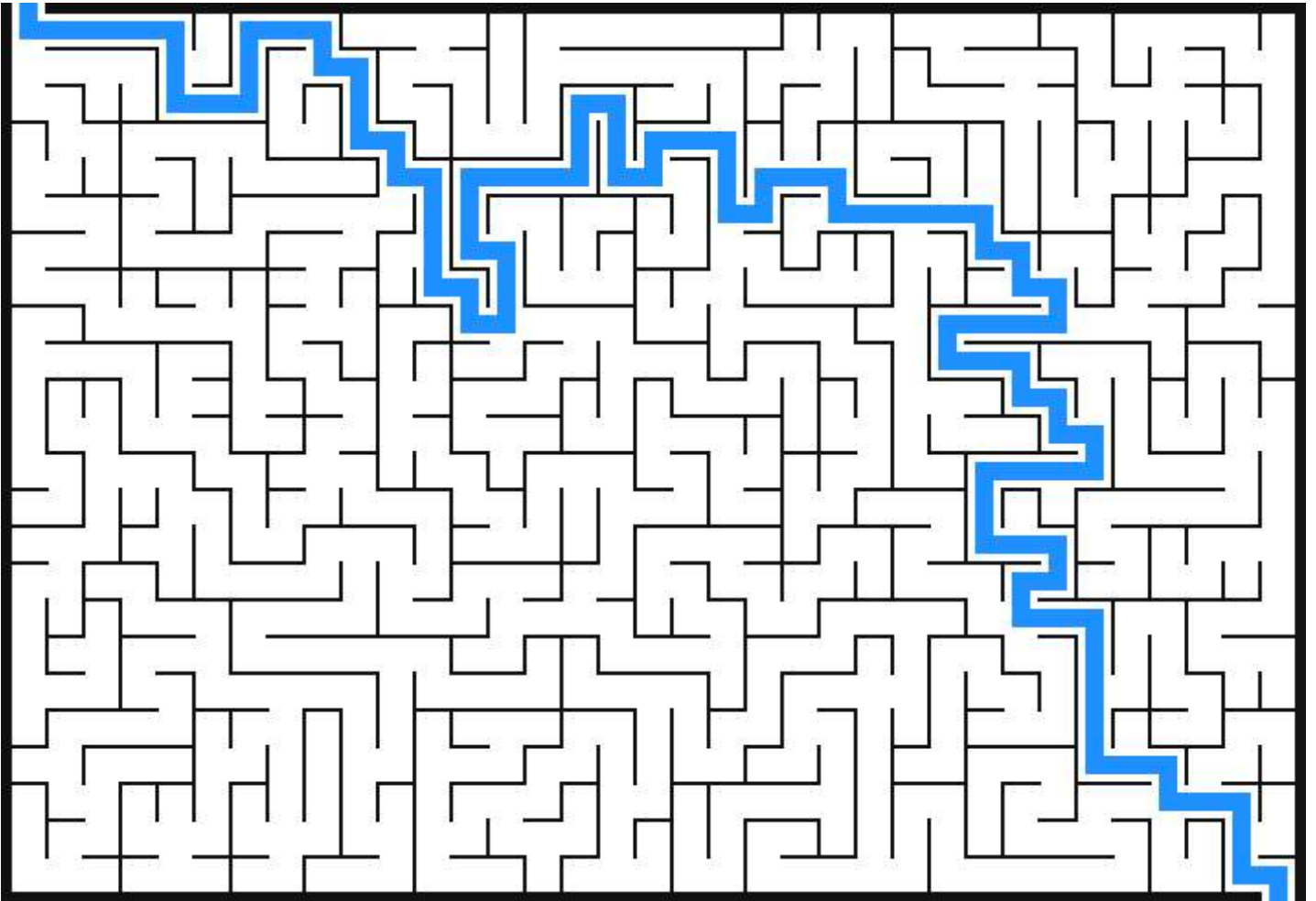
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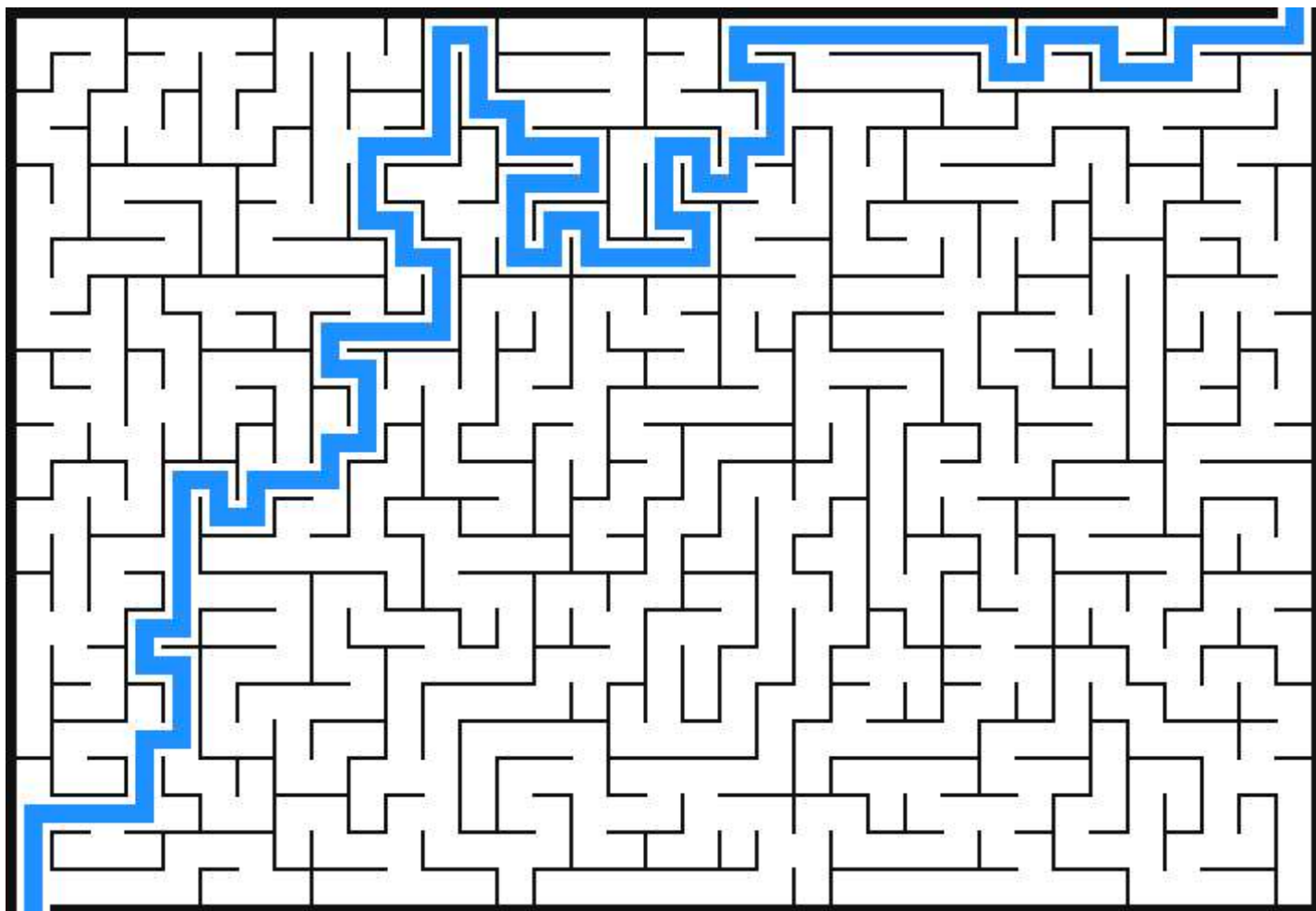
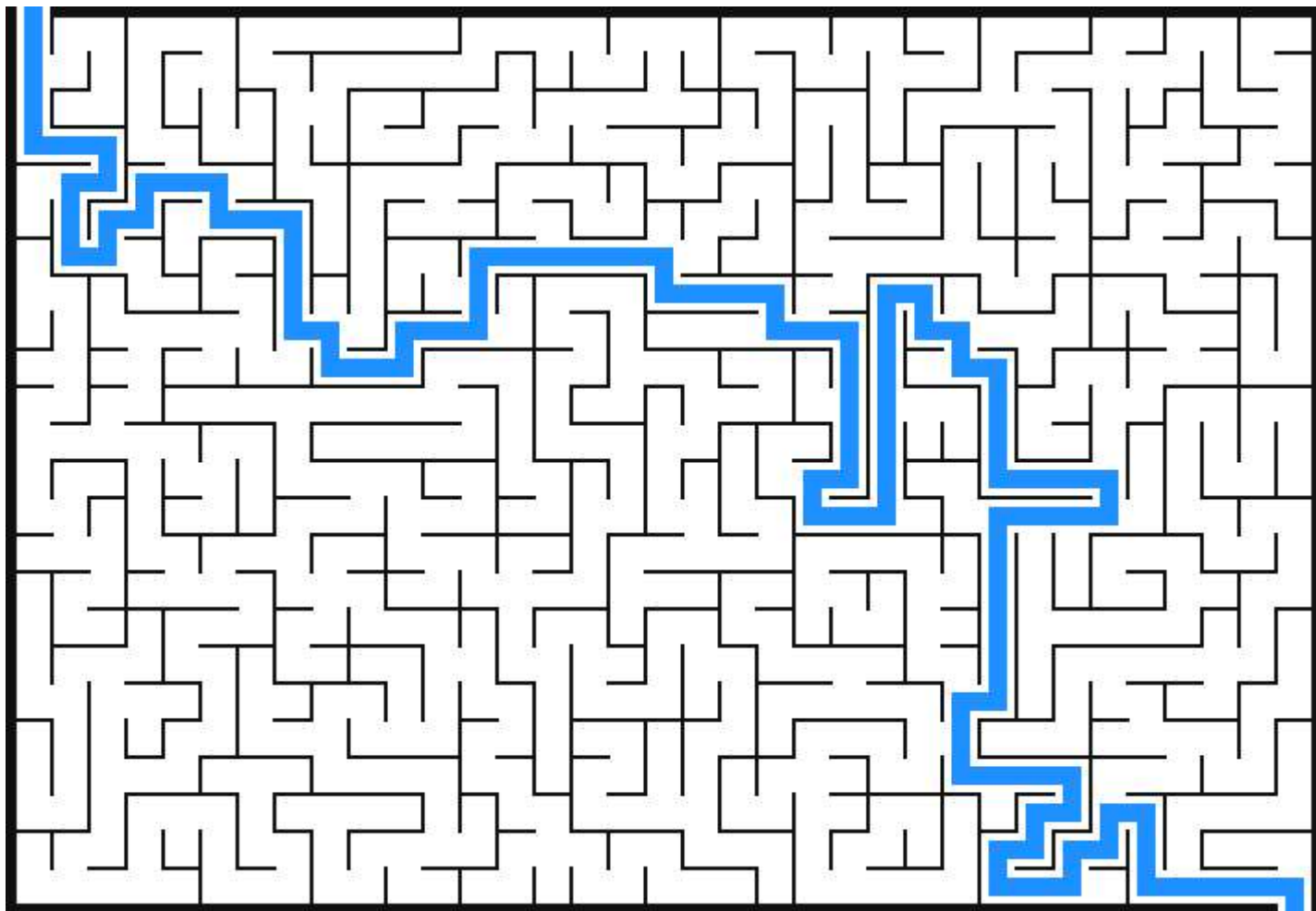
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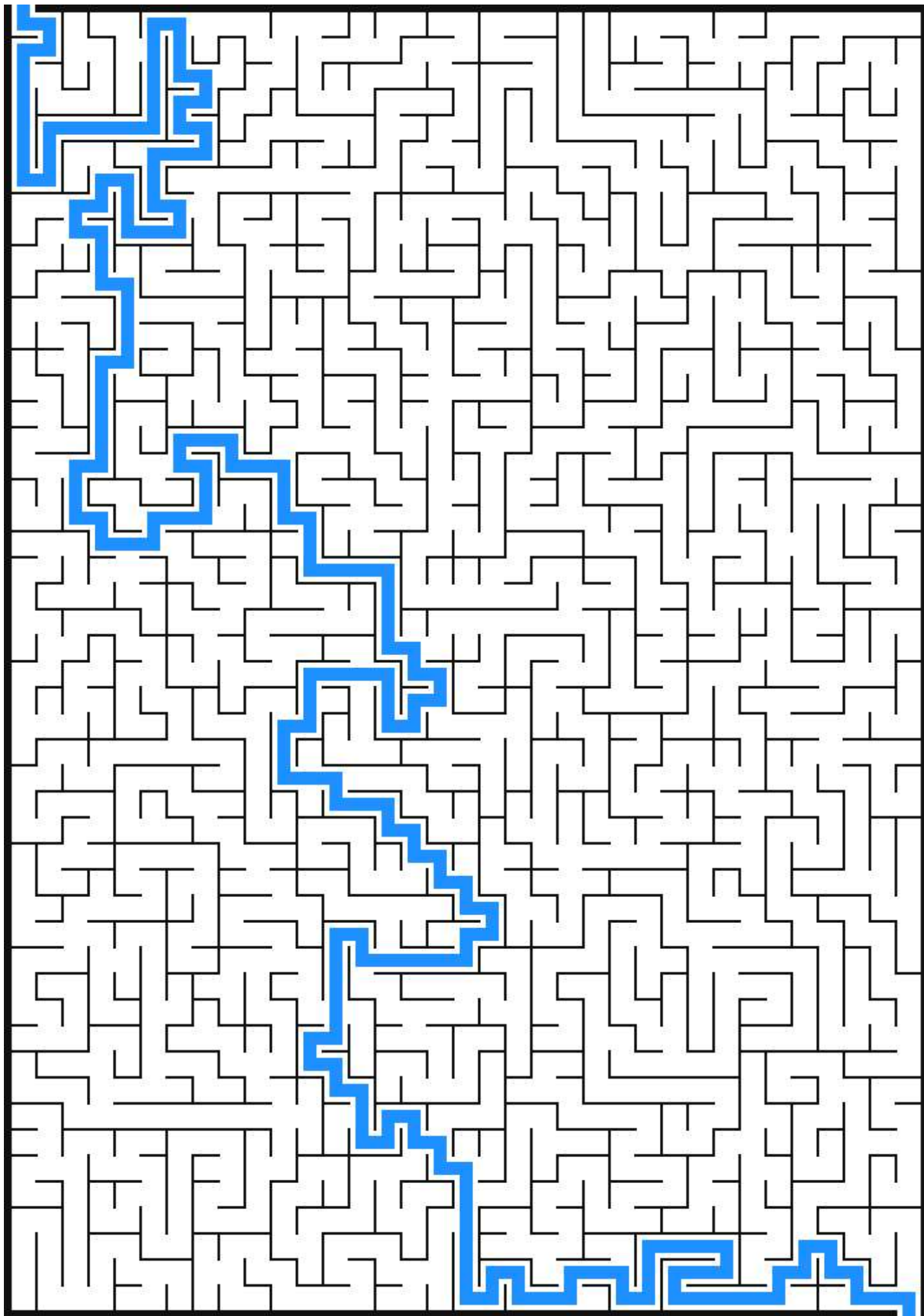
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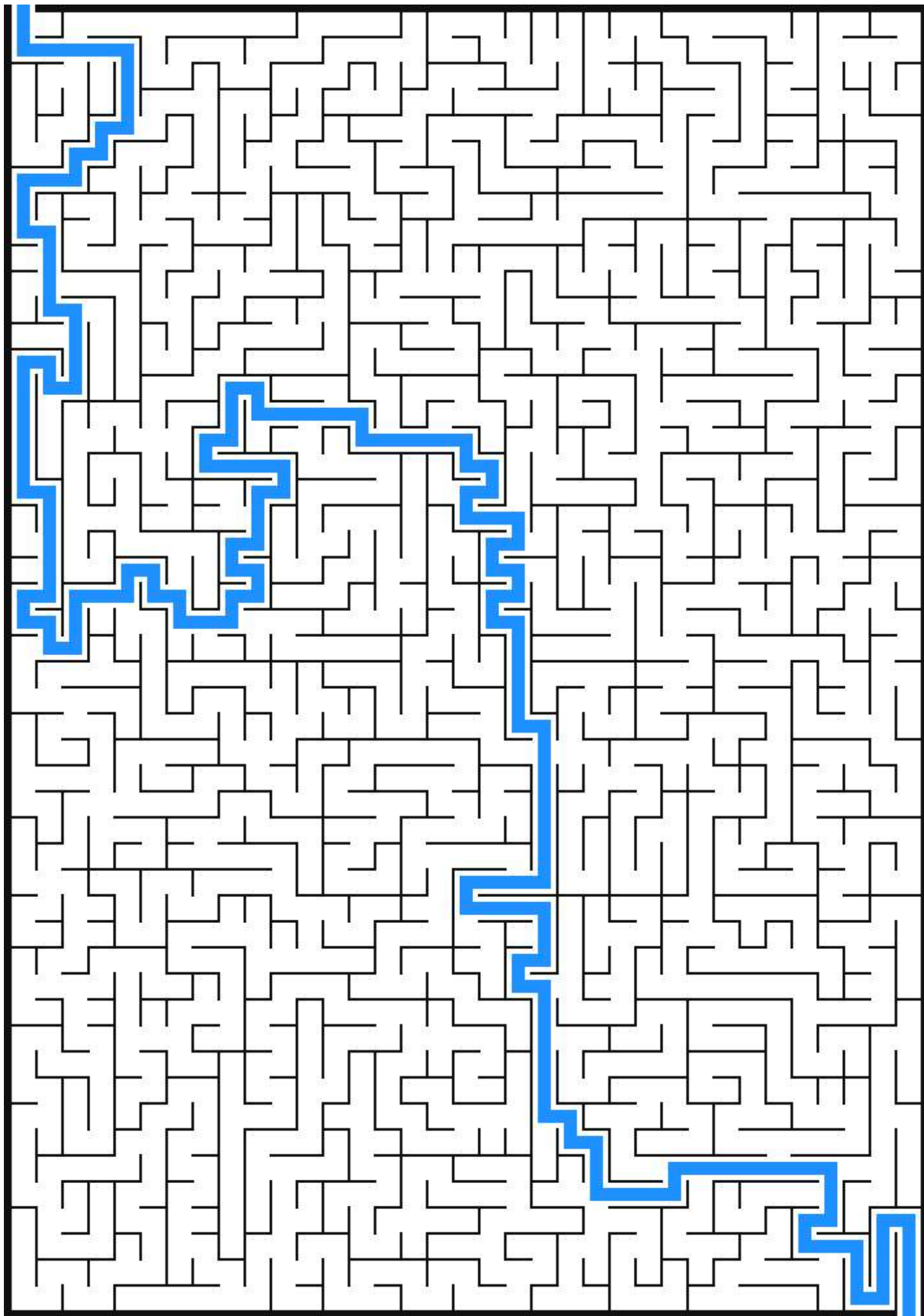
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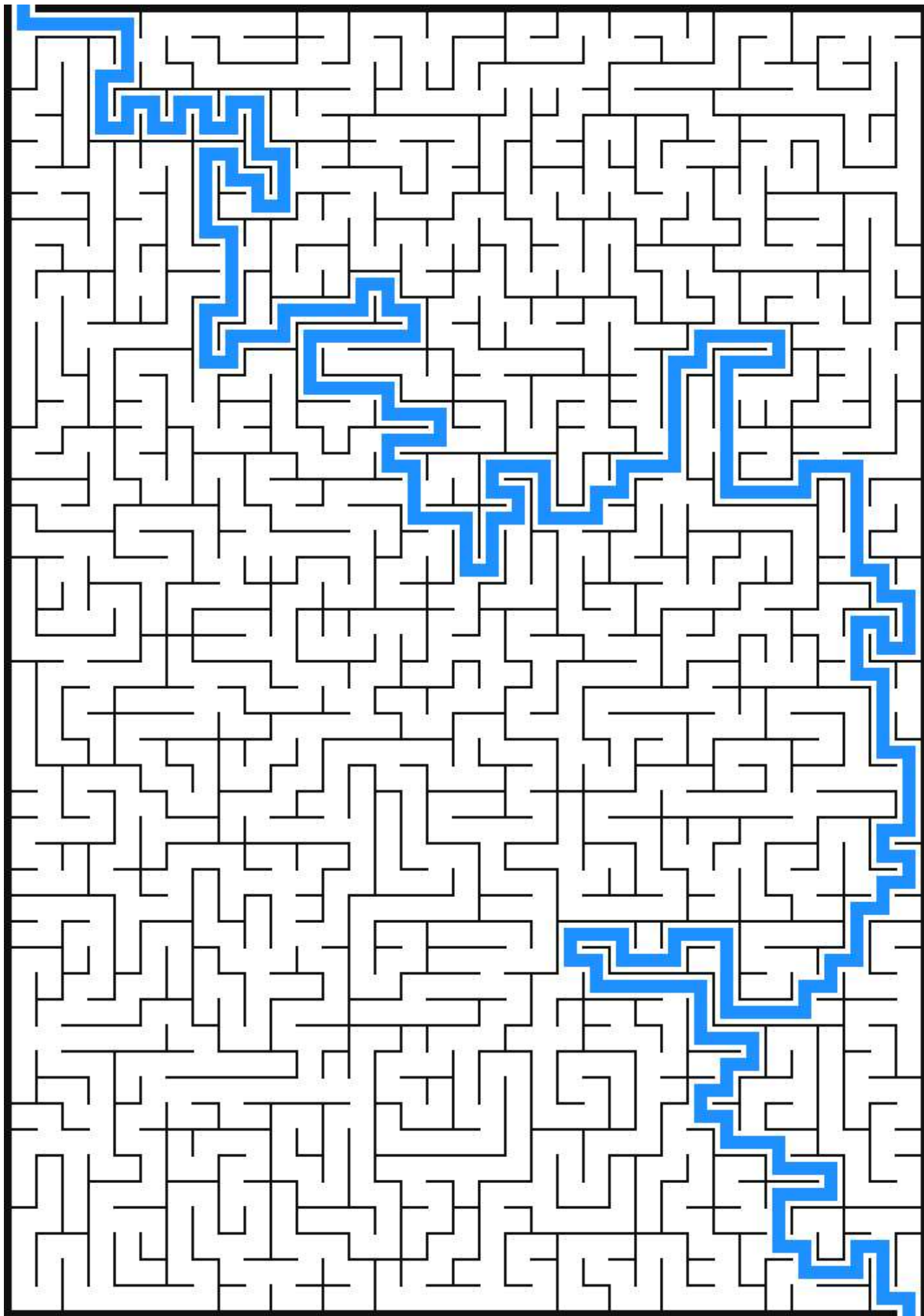
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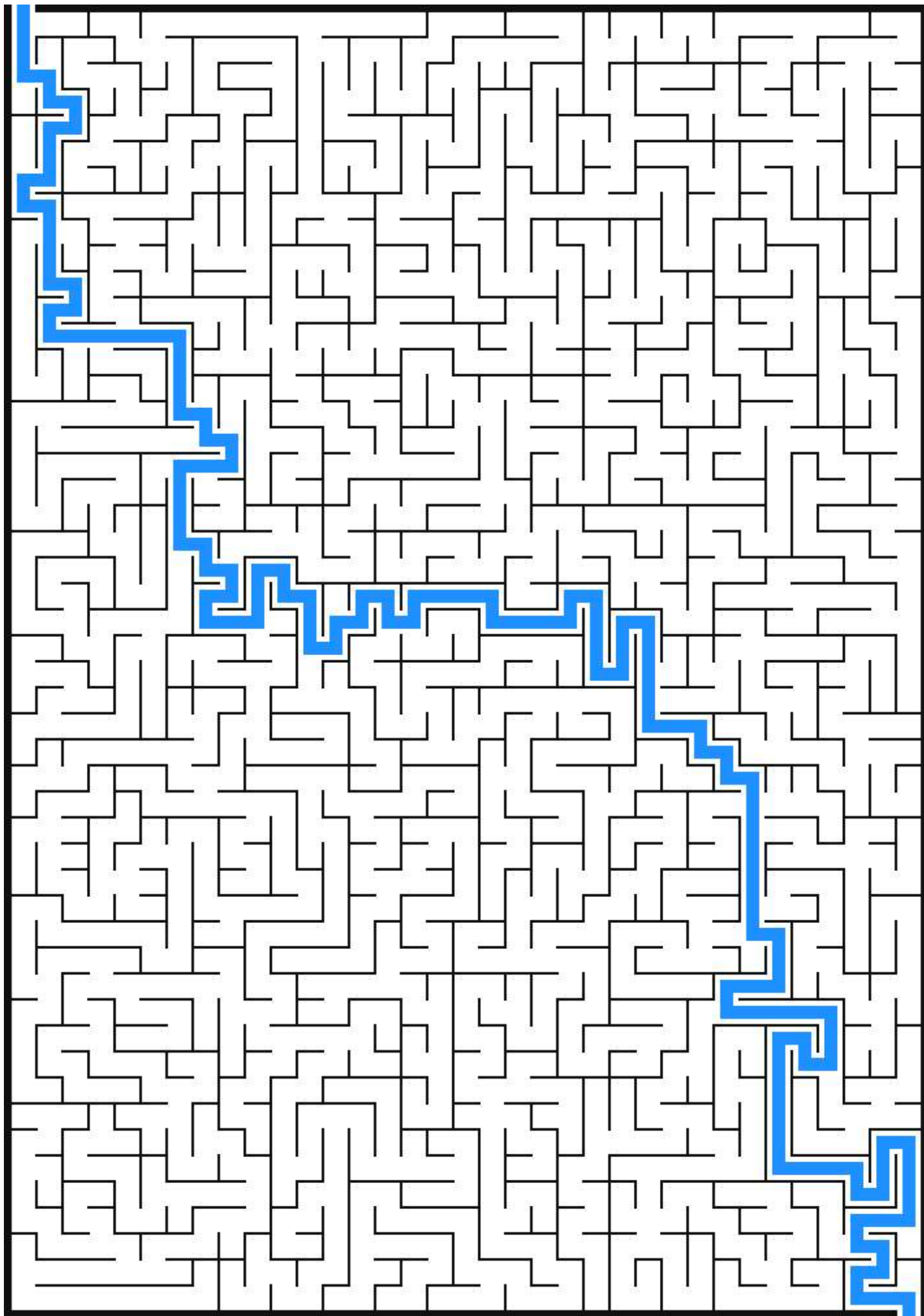
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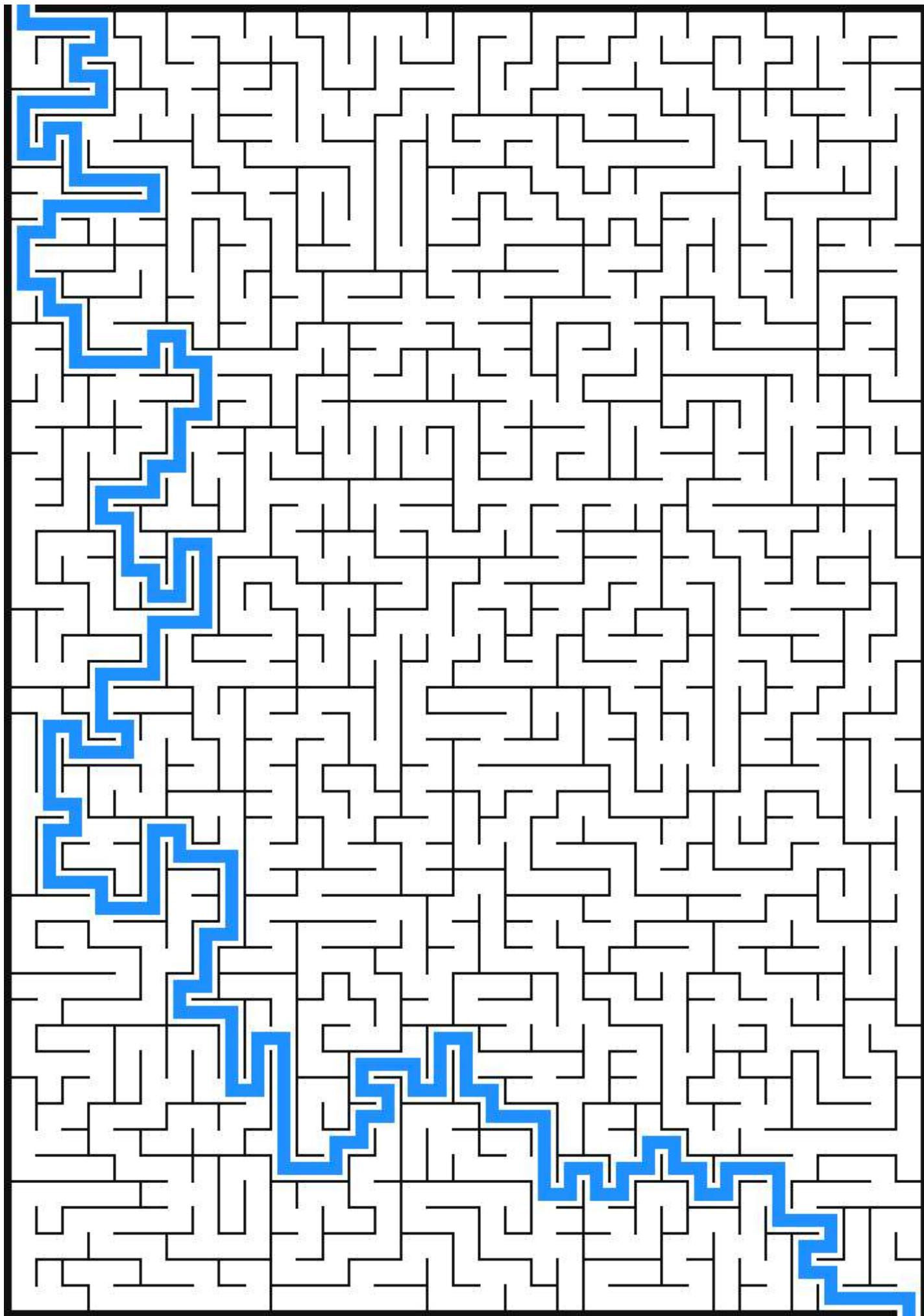
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index=Z004 | size=35x50x1



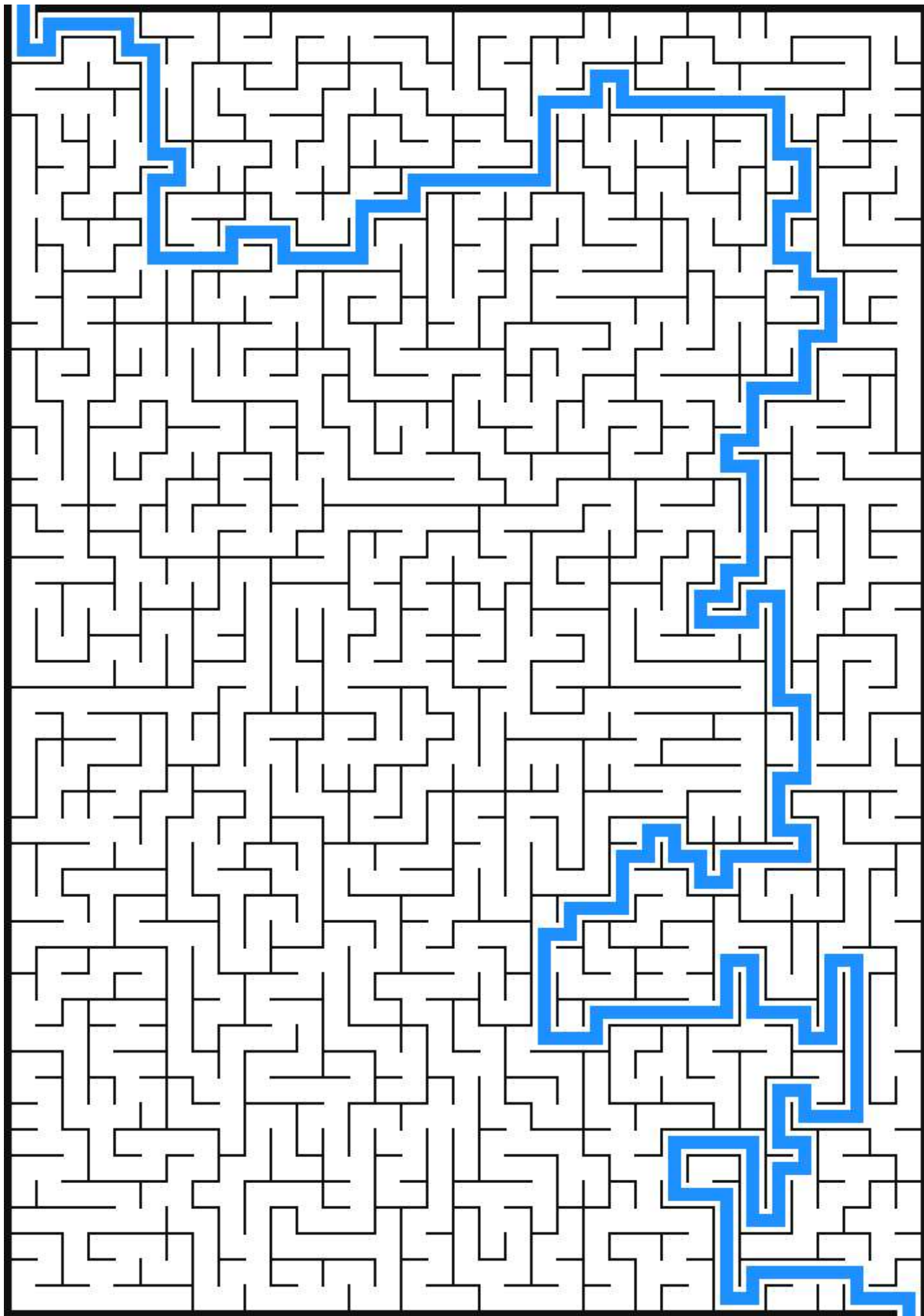
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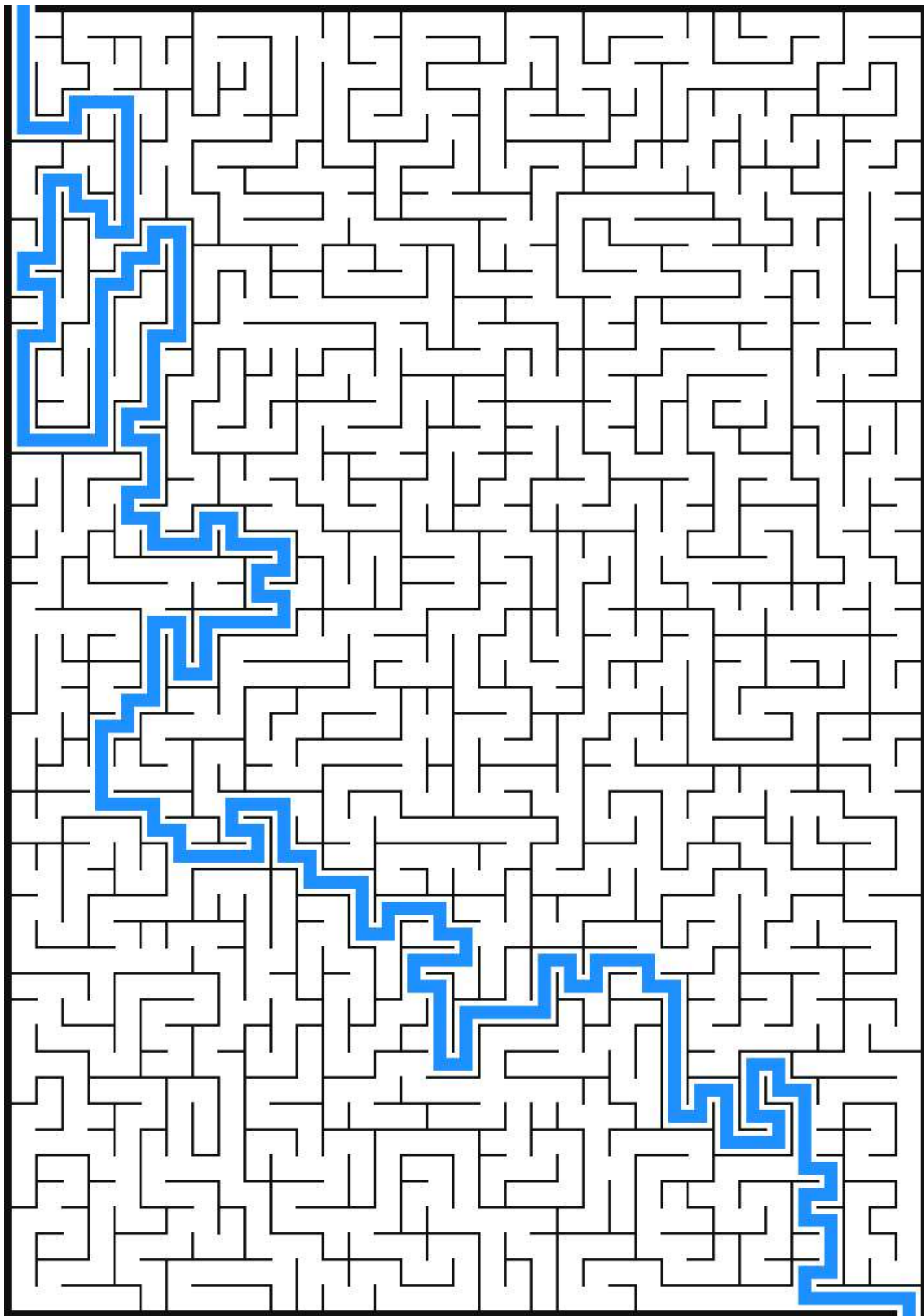
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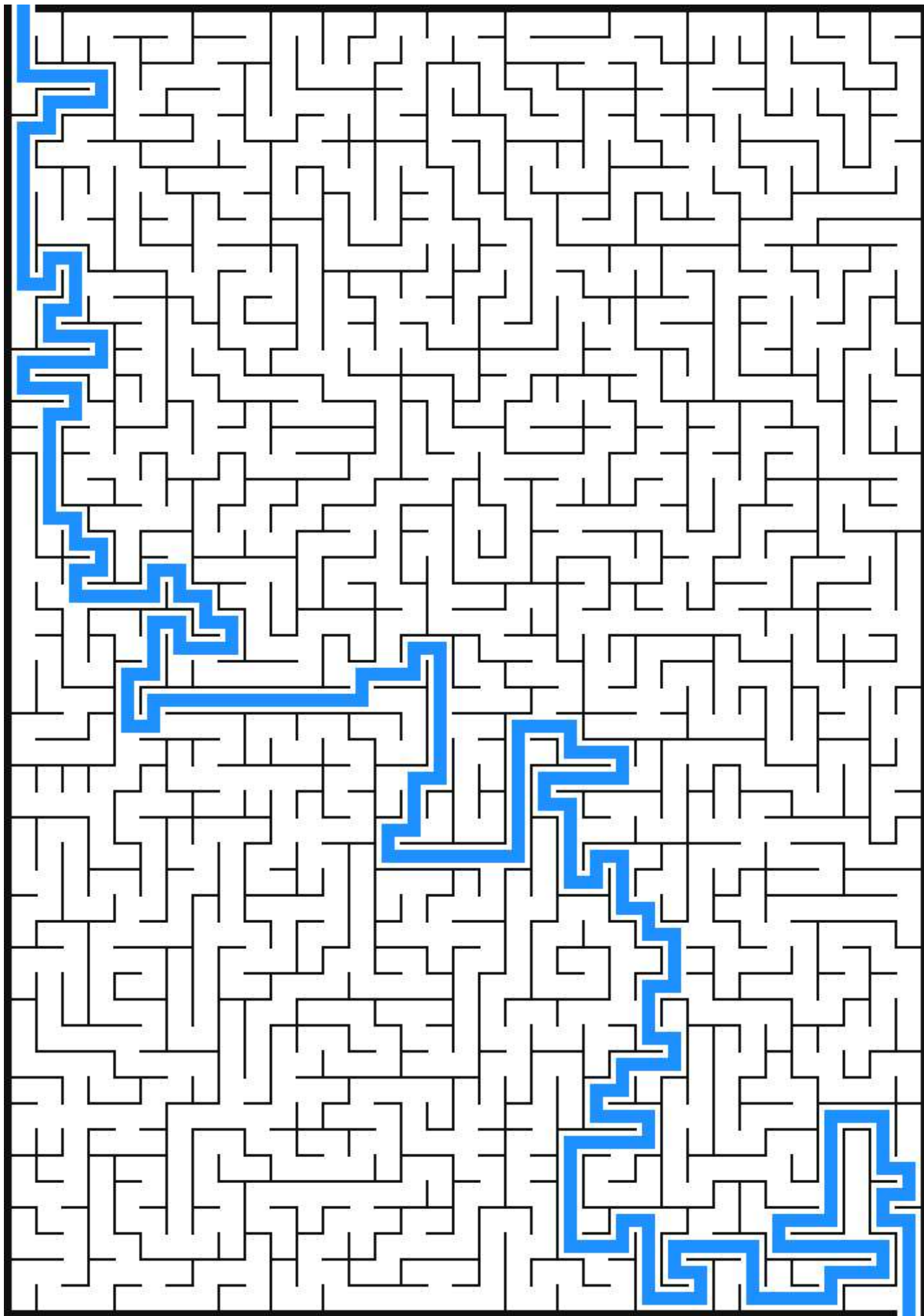
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index=Z007 | size=35x50x1



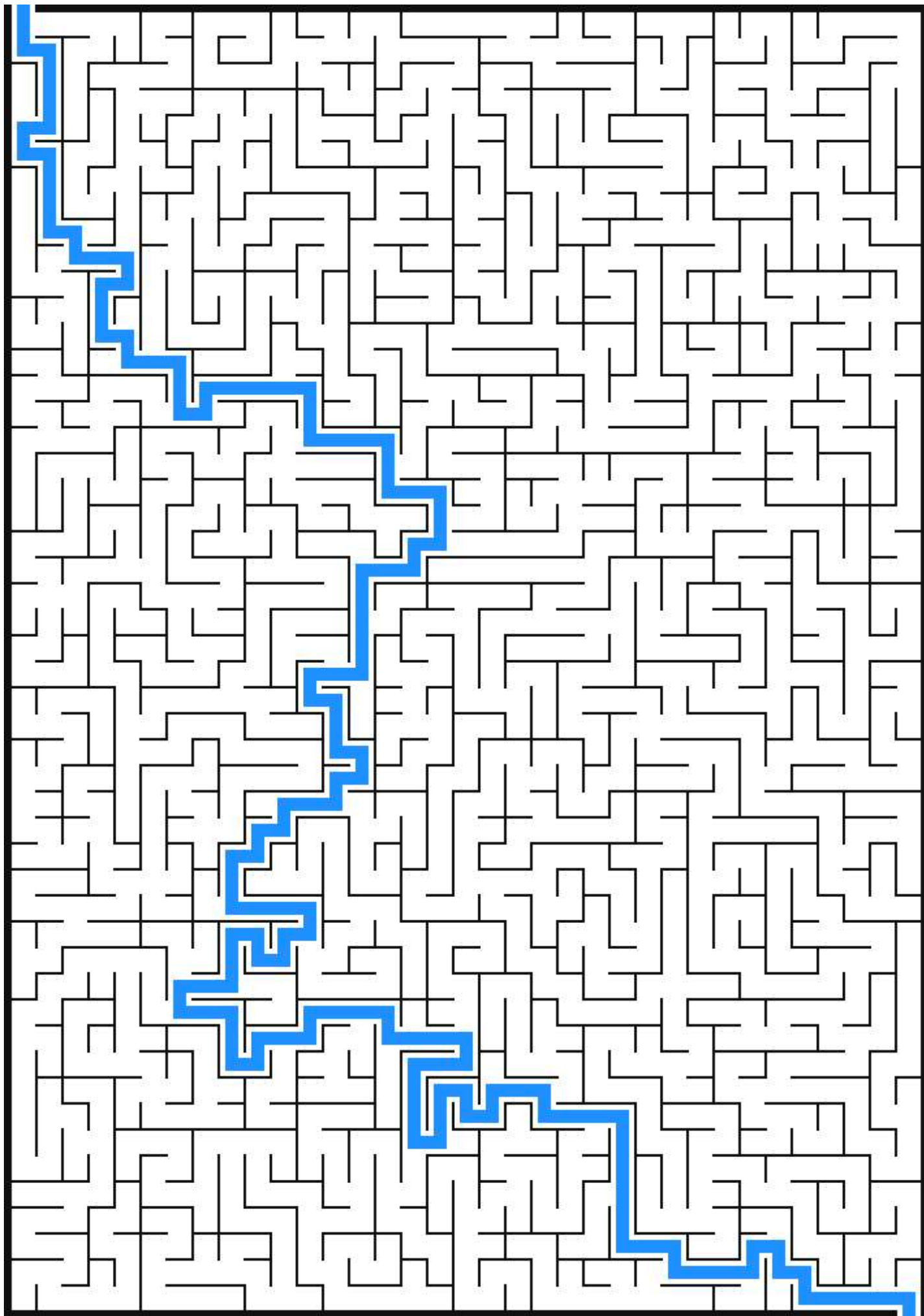
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index=Z008 | size=35x50x1



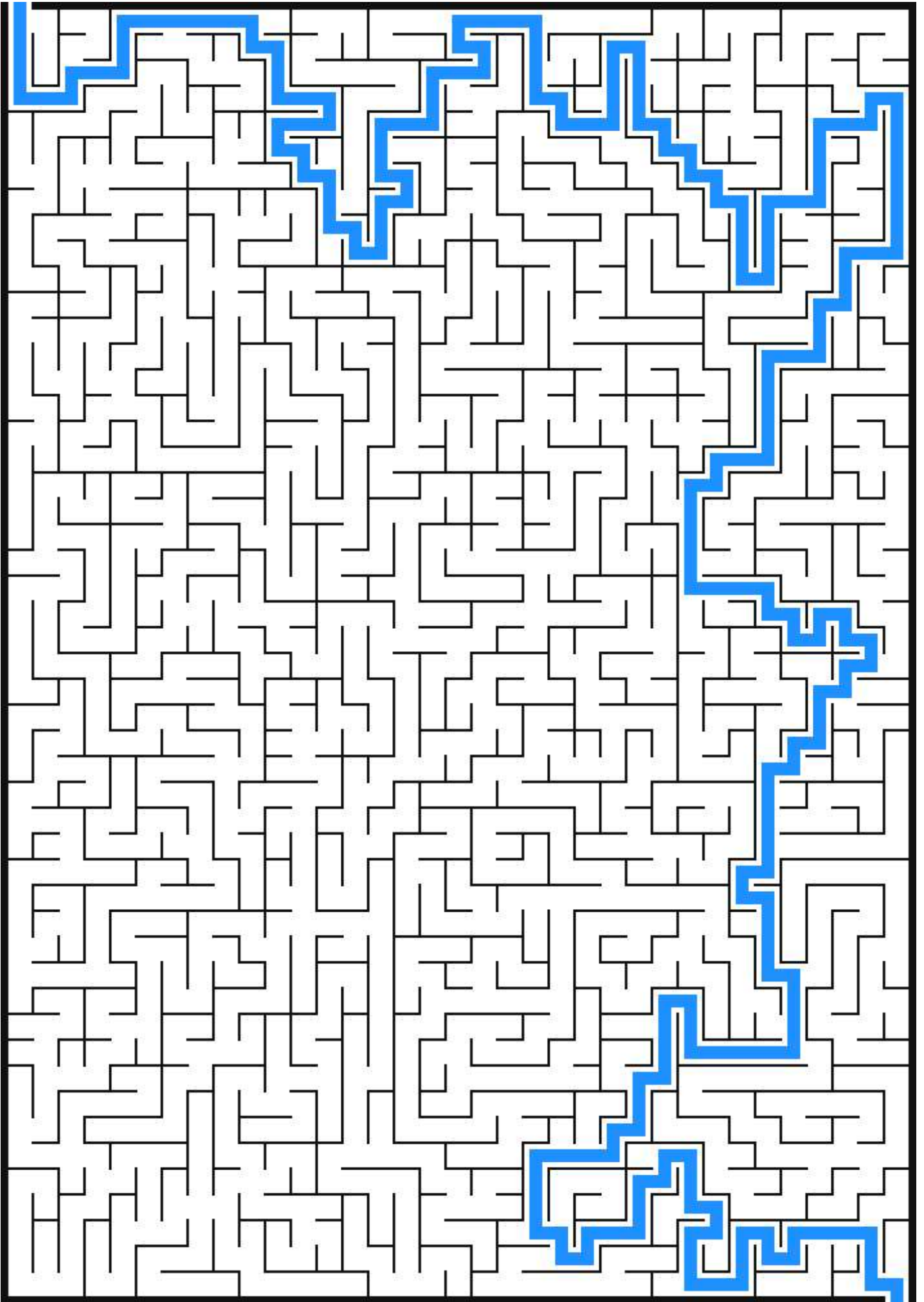
<http://tobbye.github.io/labyrinth.html>

index=Z009 | size=35x50x1



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

index=Z010 | size=35x50x1



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