

Professor Kosbie hasn't
slept in days!

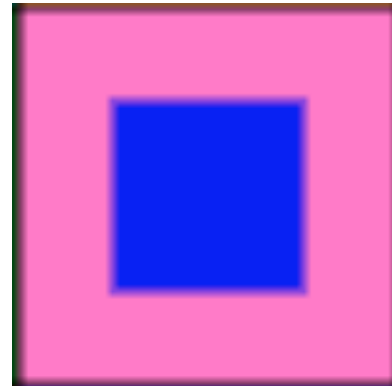
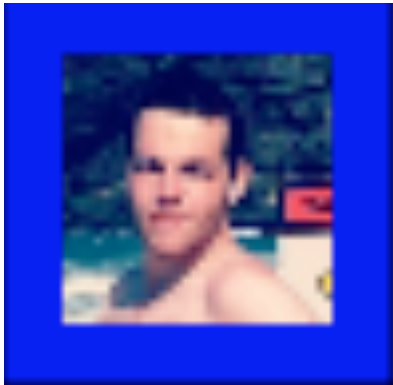


ZZZ

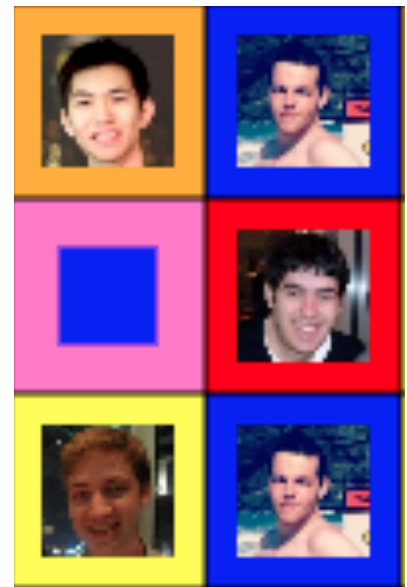
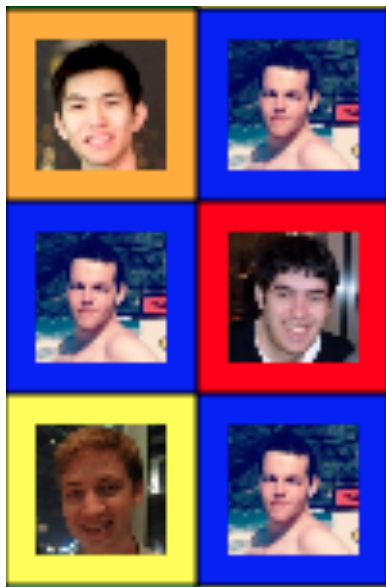
Your mission is to help him get through this puzzling maze of TAs to his peaceful bed:



To help Kosbie make it through the maze, you can click on a TA like Tomer's face to highlight them.



We want Tomer to form a row of three or more Tomer's. After highlighting Tomer, if swapping Tomer with one of his neighbors, like Brandon, forms a row of three Tomers, you can click on that neighbor to swap them. Then all three Tomers disappear!



With a poof, the three Tomer's are gone. The course staff above the row of Tomers drop down and are replaced by more TAs from above.

If the three Tomers had instead been in a horizontal row, the course staff would have slid to the right and been replaced by more TAs from the left.

You will clear away TAs along the rows and column Professor Kosbie's occupies, gradually bringing him down and to the right, until he reaches his bed!