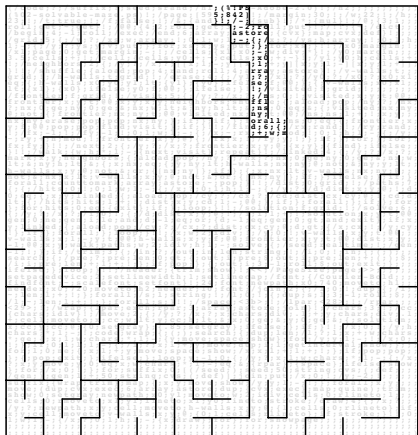


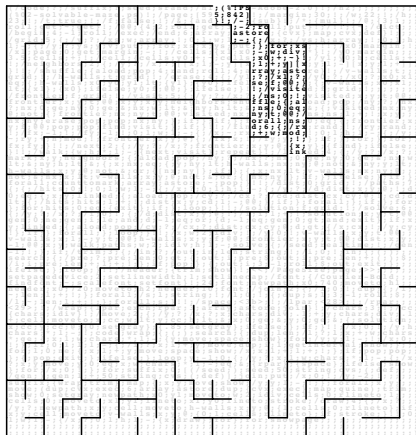
Generation 10

```
%!PS-Adobe-2.0
%02-solvable-maze.ps
```

[illegible]

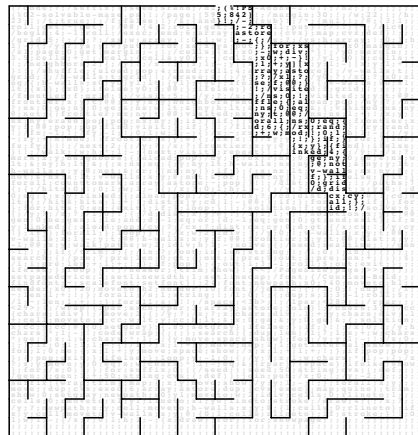
Generation 20

```
%!PS-Adobe-2.0
%02-solvable-maze.ps
```

[illegible]

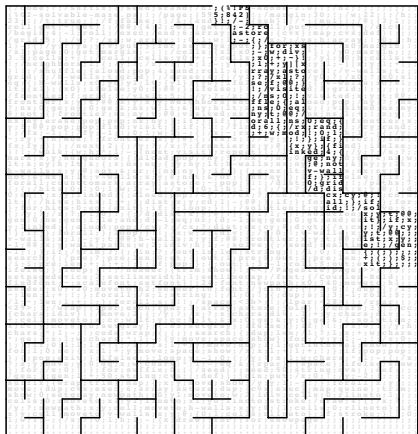
Generation 30

```
%!PS-Adobe-2.0
%02-solvable-maze.ps
```

[illegible]

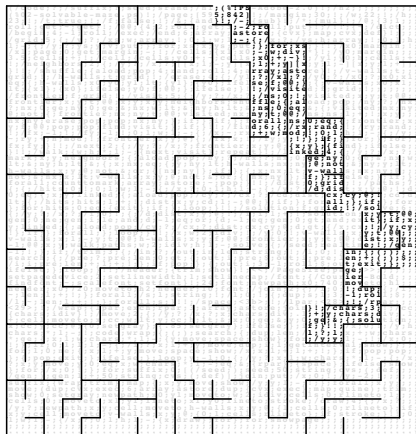
Generation 40

```
%!PS-Adobe-2.0
%02-solvable-maze.ps
```

[illegible]

Generation 50

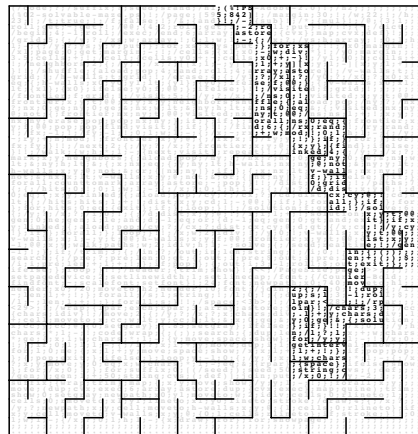
```
%!PS-Adobe-2.0
%02-solvable-maze.ps
```



```
(seed 137 def /gen 51 def)
(defn search [each]
  (loop [pre 0 i pre len = 8 s /i pre len + 1 i]]
    (/s % 7 % 3 / 10 i s t search if a str atop (pop s exit) ifelse loop))
  (unspine (pop - <tb> rep <od> rep <od> rep <od> cvx exec))
  (quit main 1 rutil countmark array astore each pop) def)
(when (exec 6 star) run CVX)
```

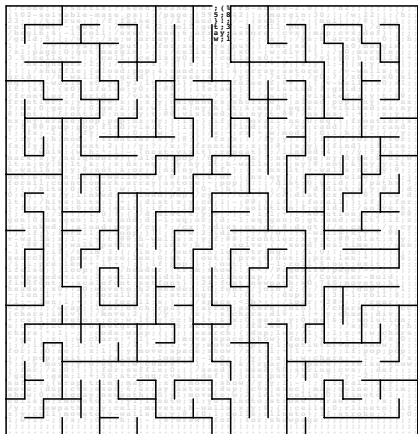
Generation 60

```
%!PS-Adobe-2.0
%02-solvable-maze.ps
```

[illegible]

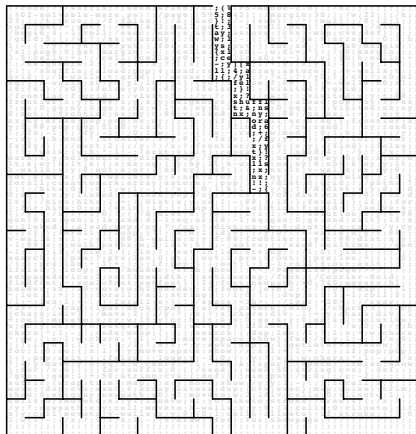
Generation 70

```
%!PS-Adobe-2.0
%02-solvable-maze.ps
```

[illegible]

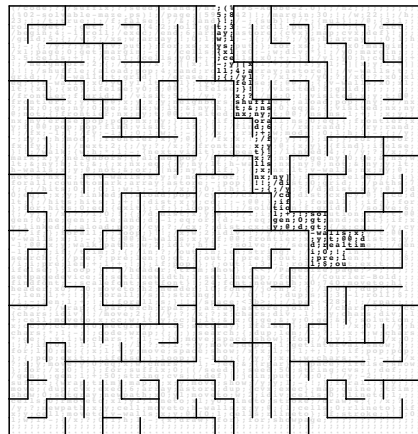
Generation 80

```
%!PS-Adobe-2.0
%02-solvable-maze.ps
```

[illegible]

Generation 90

```
%!PS-Adobe-2.0
%02-solvable-maze.ps
```

[illegible]