



Barbed Wire

Aim:

Find your way from one side of the maze to the other, using any black circle on one side as a starting point and any black circle on the opposite side as a finishing point.

Parts of the maze:

- Long black lines: path
- Short black lines: barbs
- White circles: intersections

Rules:

1. Move along the paths. You cannot move in the white spaces.
2. When one path crosses another, you cannot turn right or left - you must continue on the same path.
3. When you reach an intersection you can cross to a different path only if it has exactly one more barb or one less barb than your current path. You cannot cross to a different path with the same number of barbs as your current path.

HINT: You can solve the maze from one direction only.



MAZESPLACE