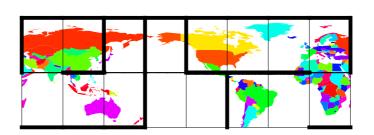
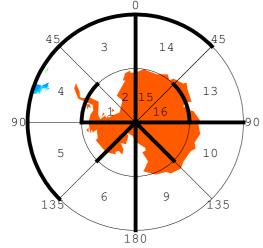
Izidor Hafner

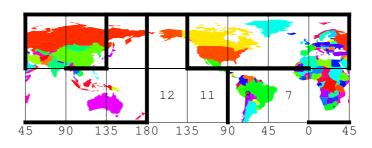
Maps as Mazes

Azimuthal+Equirectangular

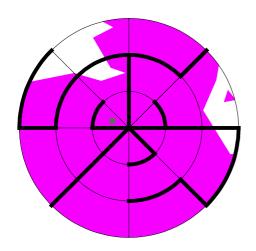


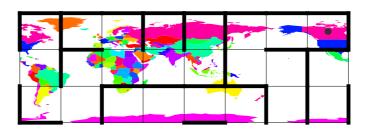




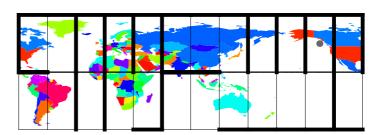


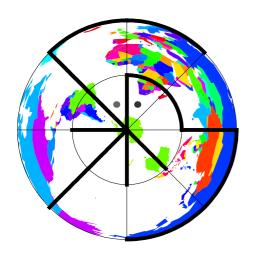
Problems

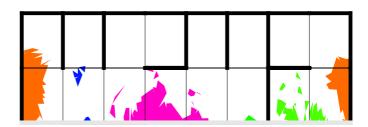


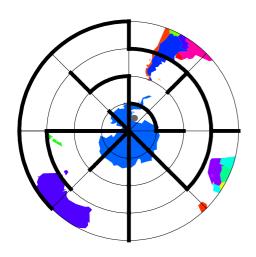




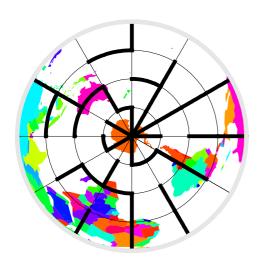


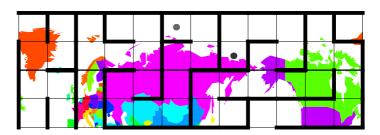


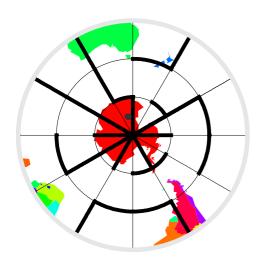


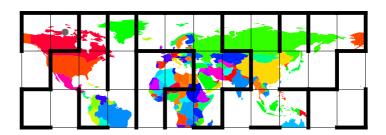


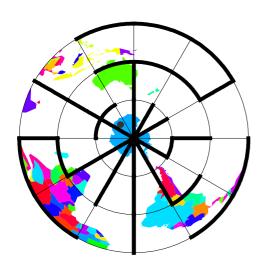


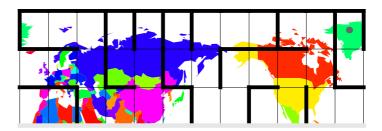


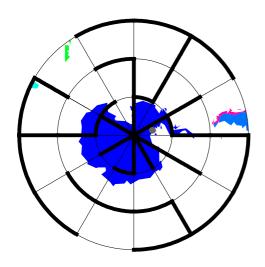


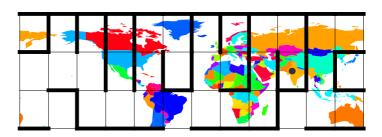




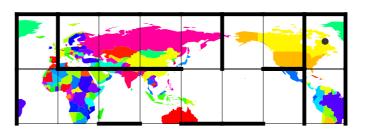


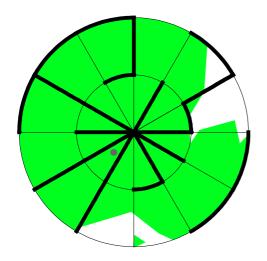


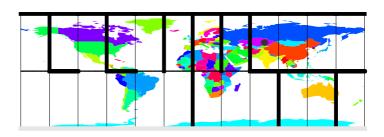


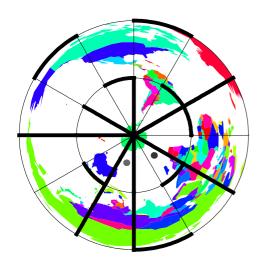


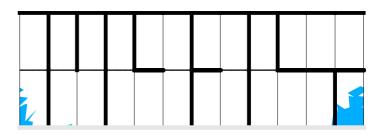


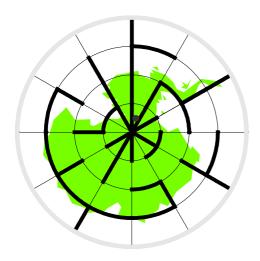


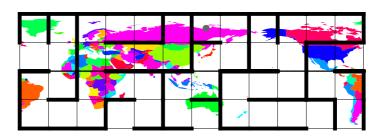


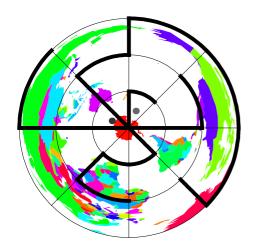


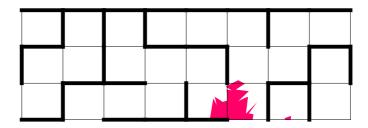




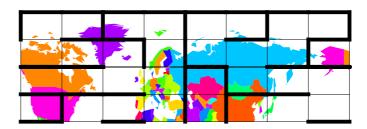


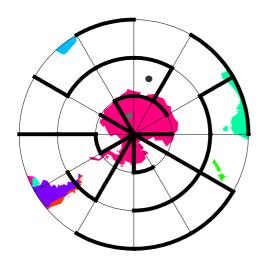


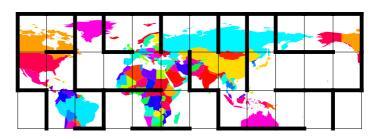












Solutions

