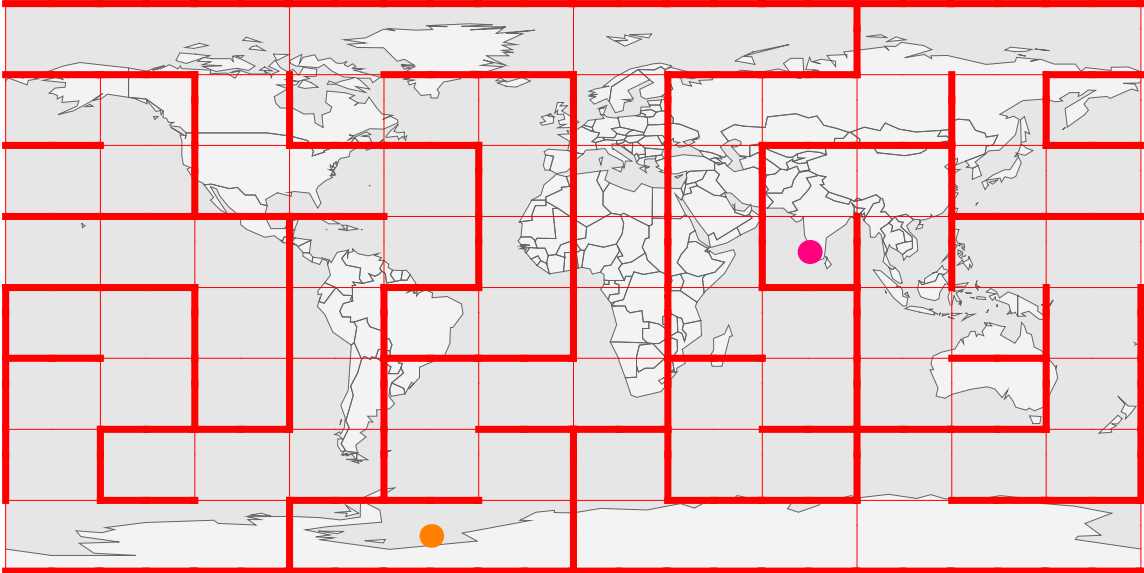


Izidor Hafner

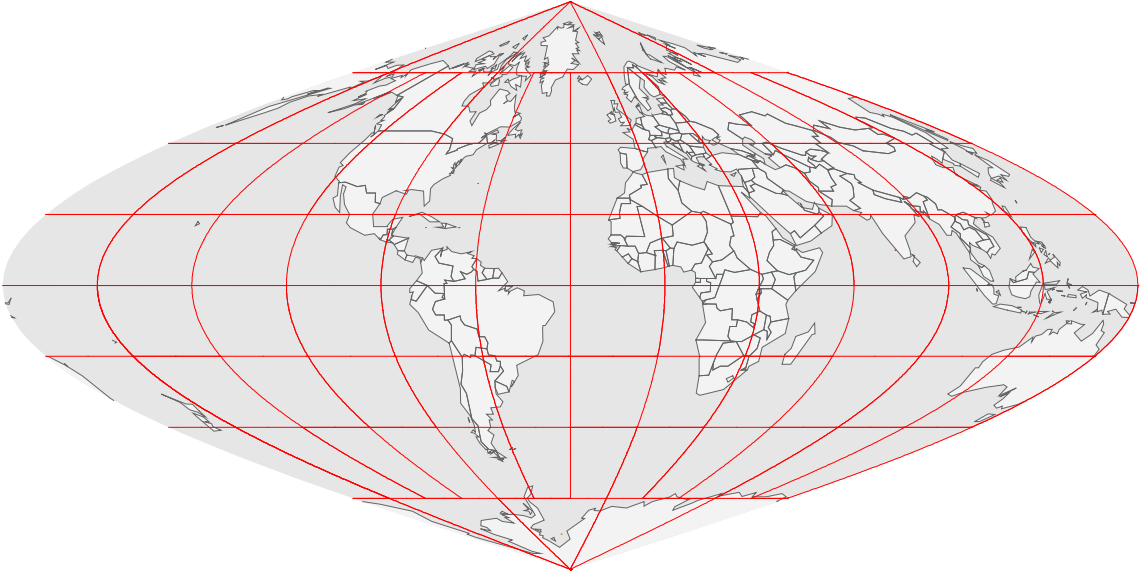
Maps as Mazes

Problems

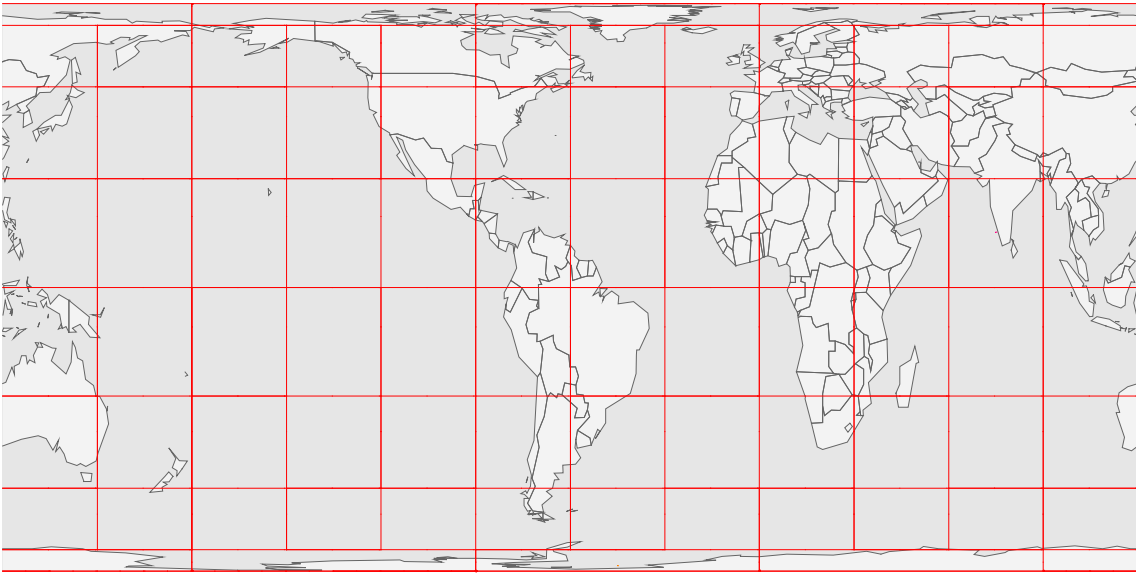
1. Find the path from the orange point to the violet point.



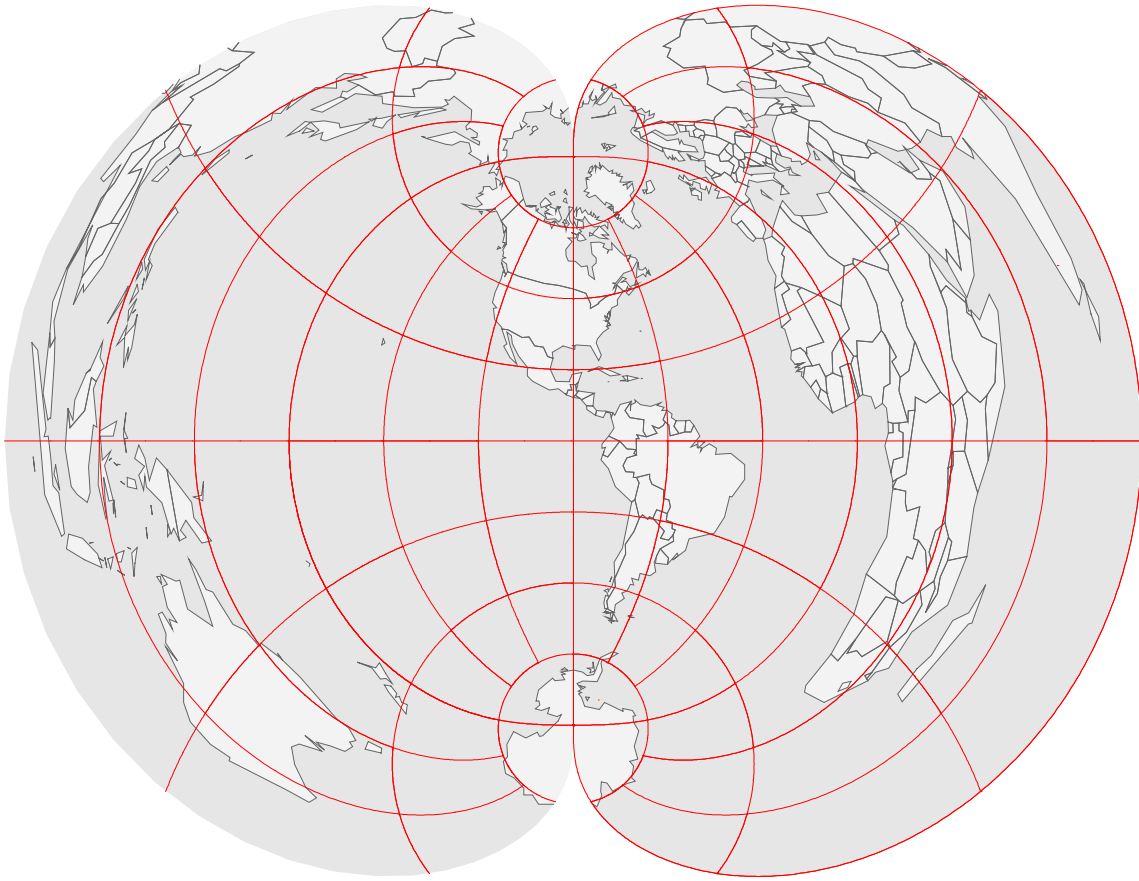
2. Draw the path in new projection.



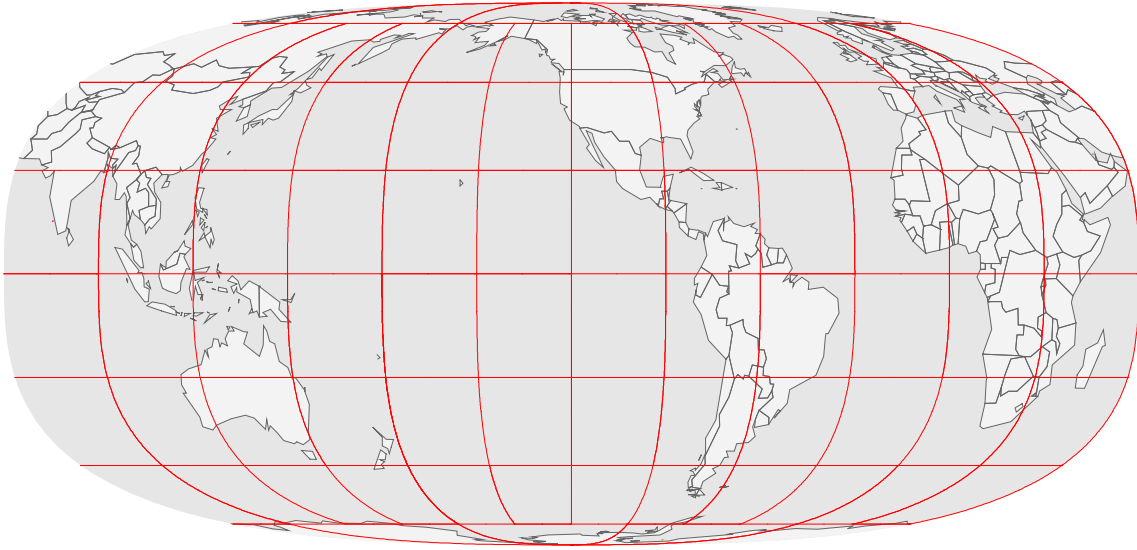
3.



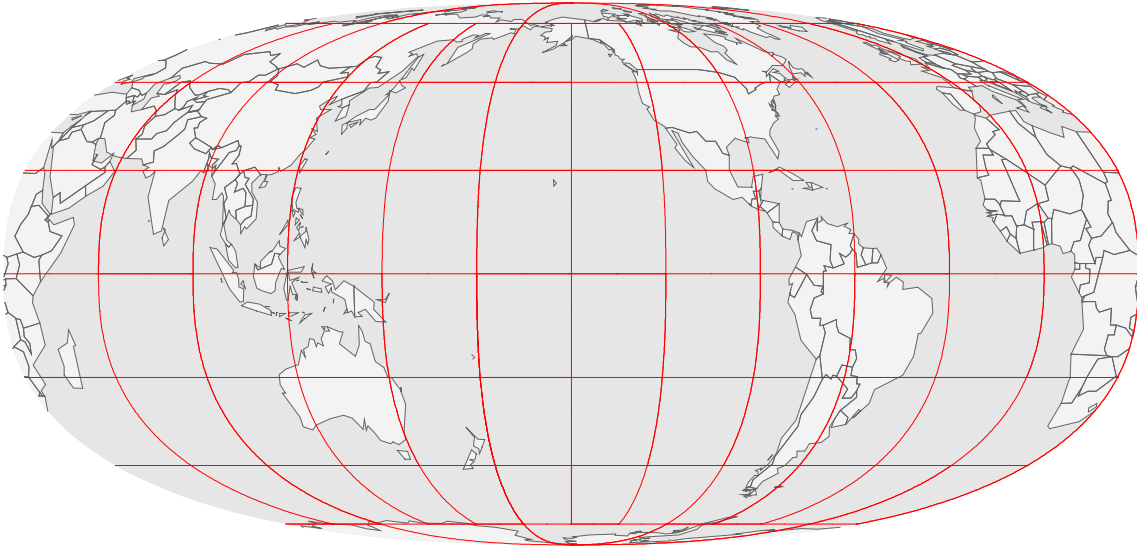
4.



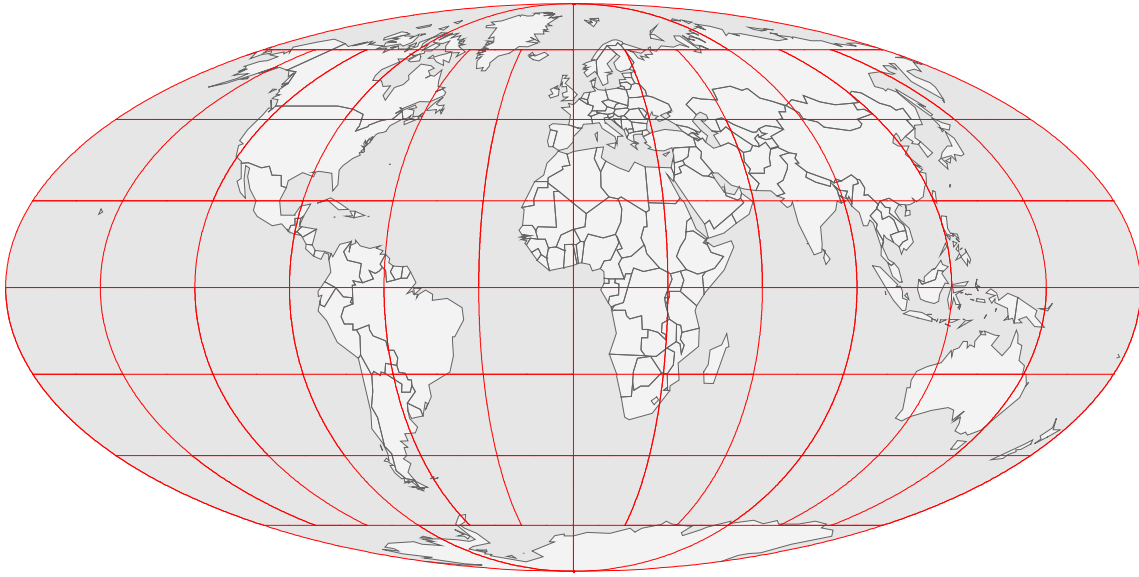
5.



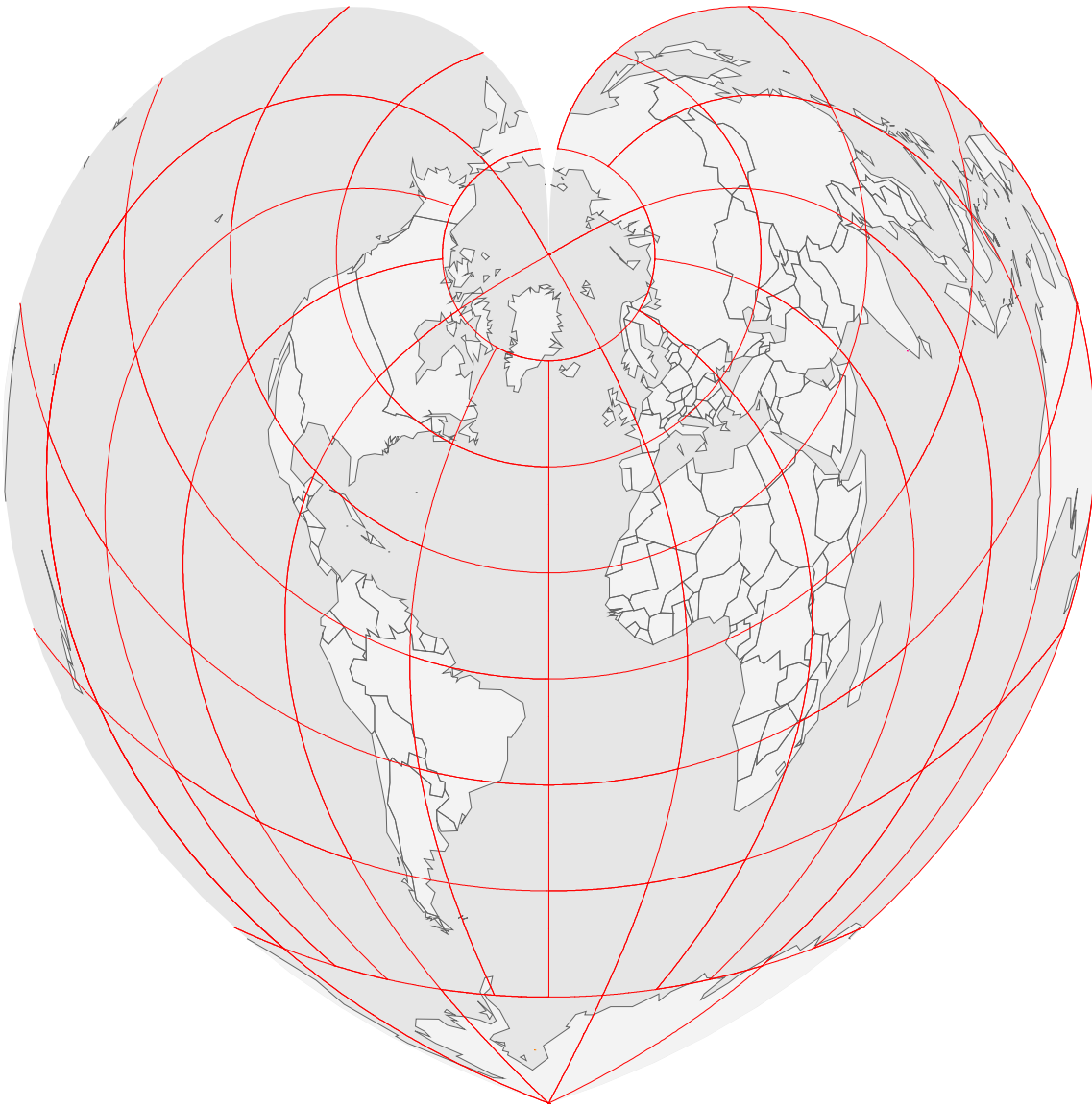
6.



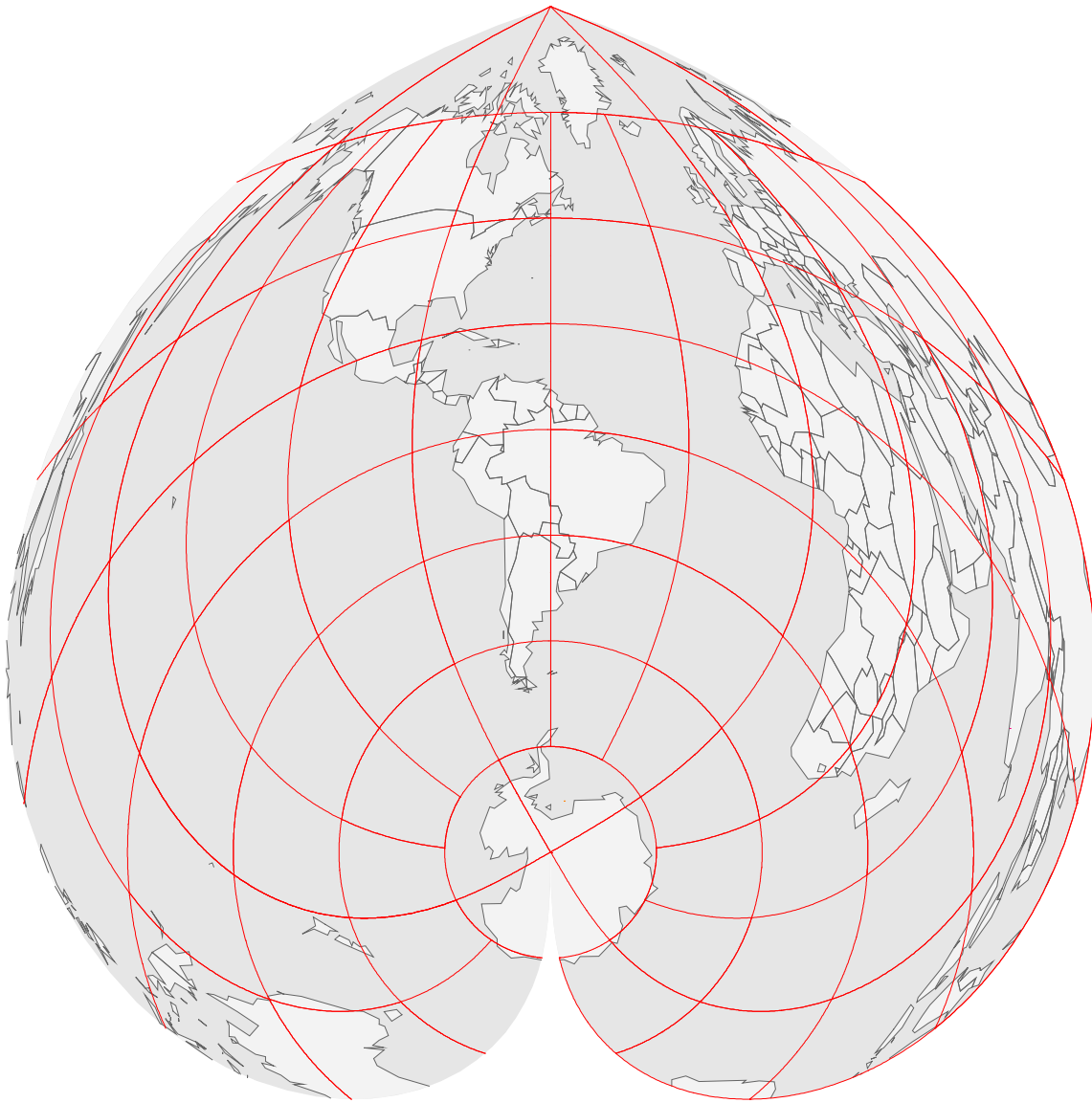
7.



8.

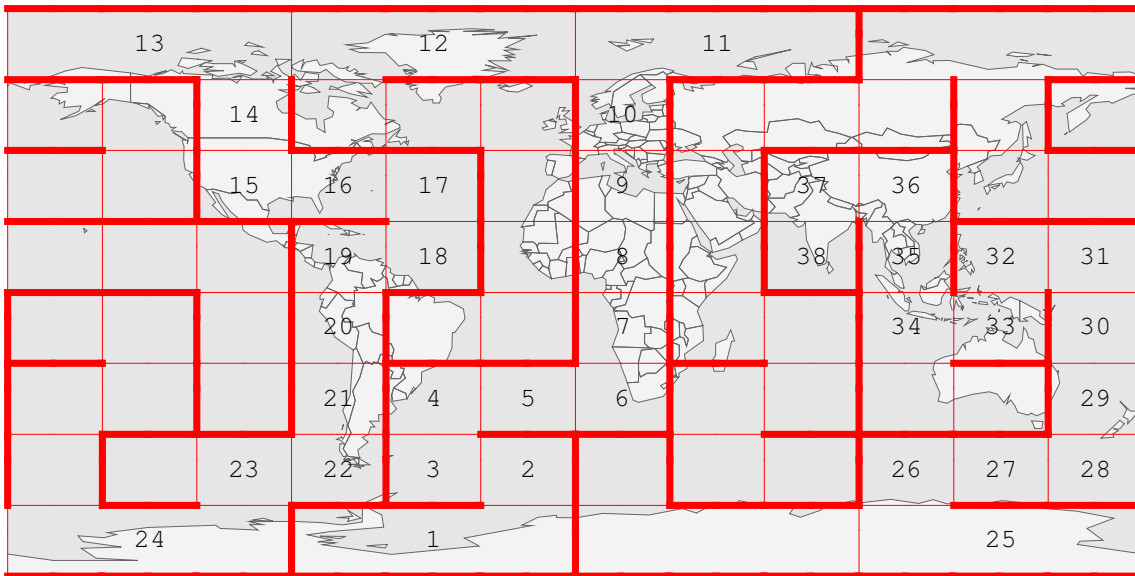


9.

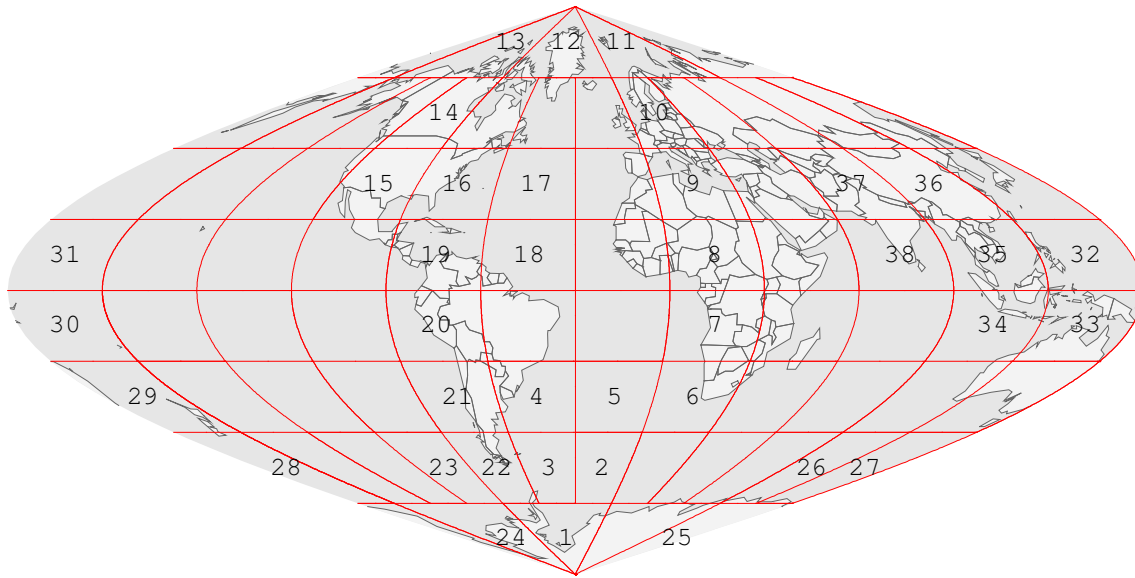


Solutions

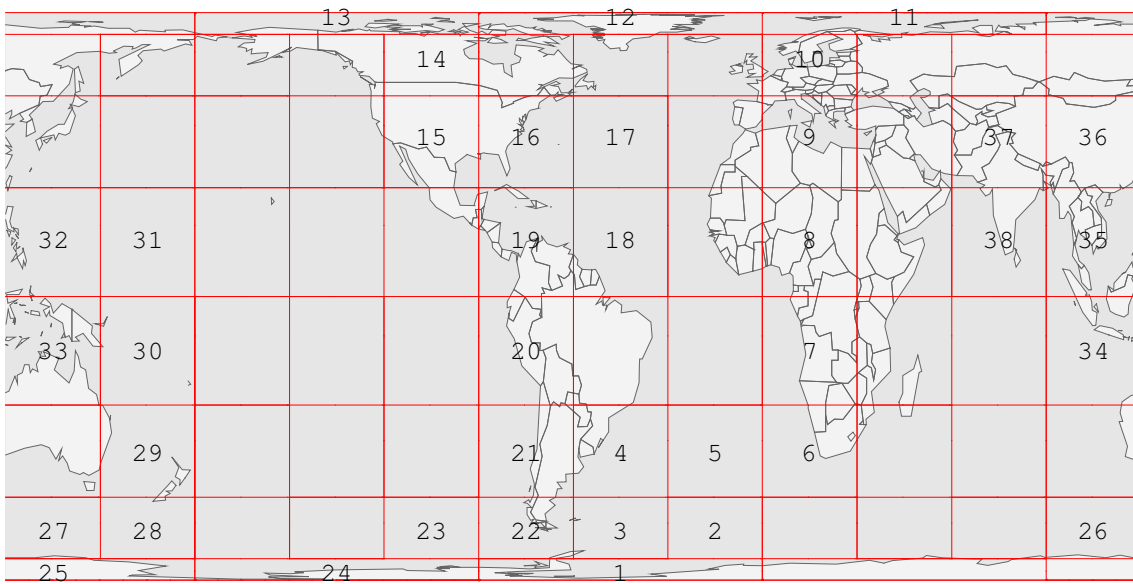
1.



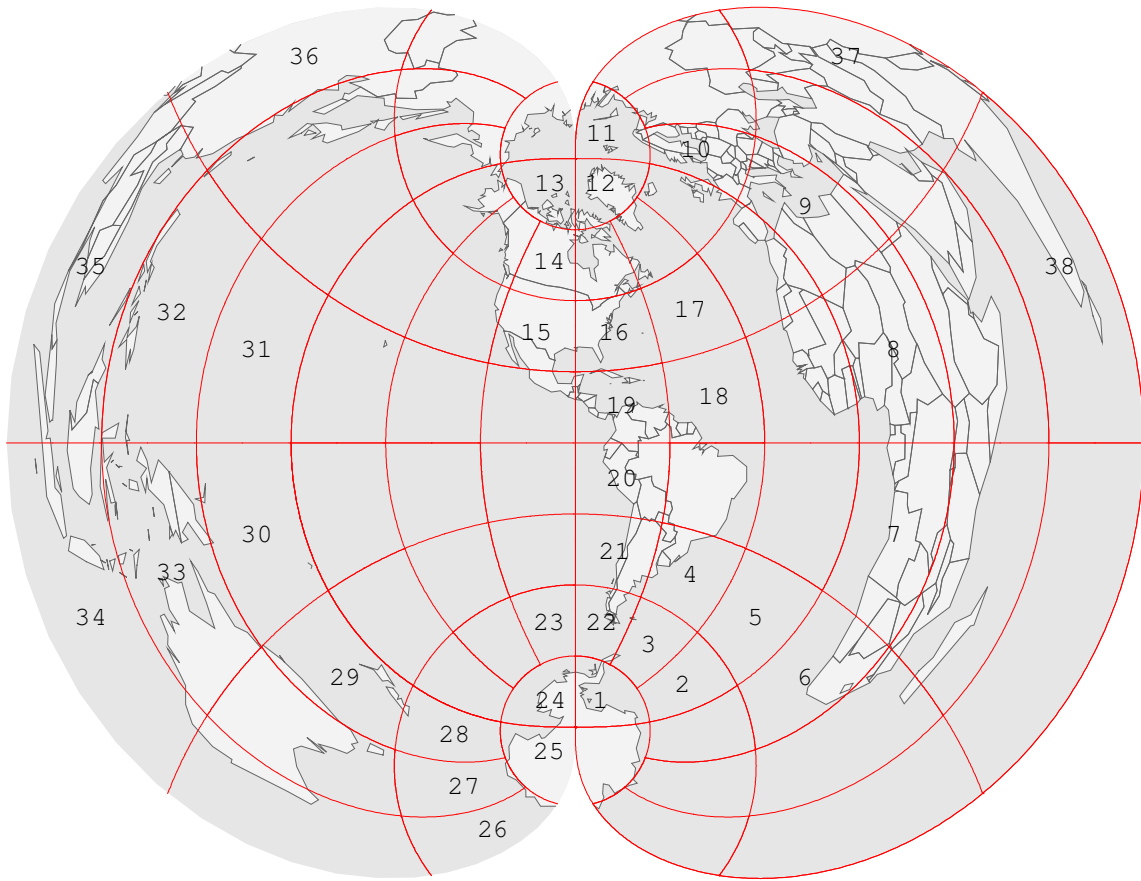
2.



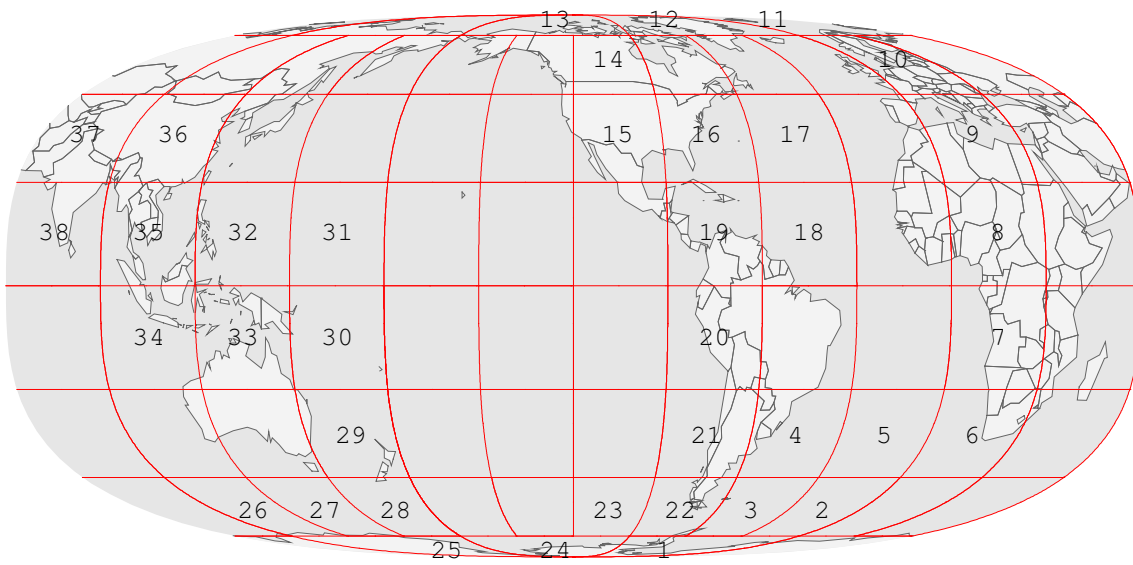
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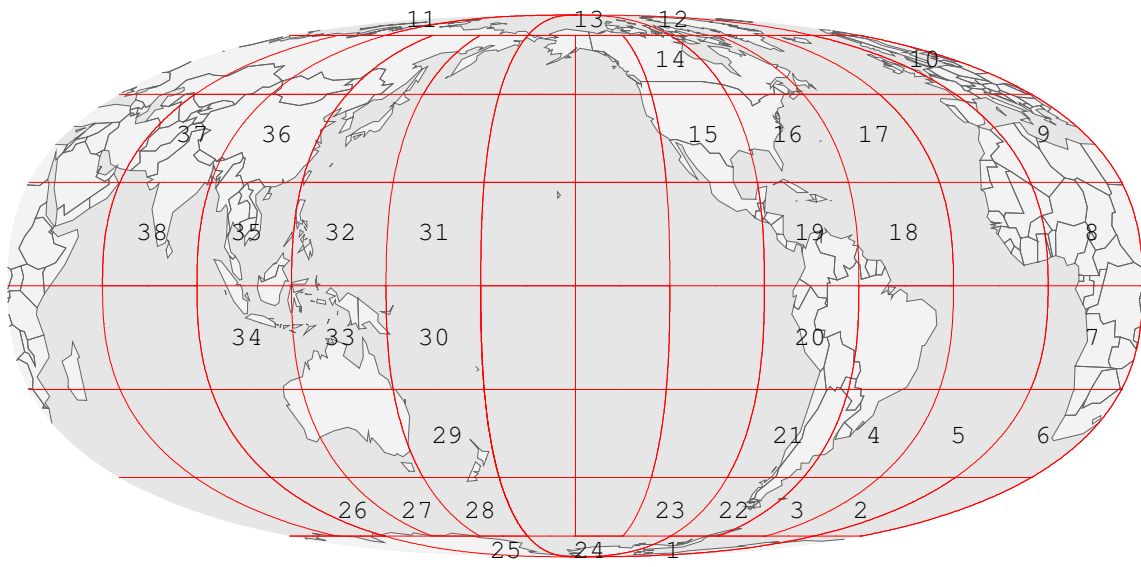
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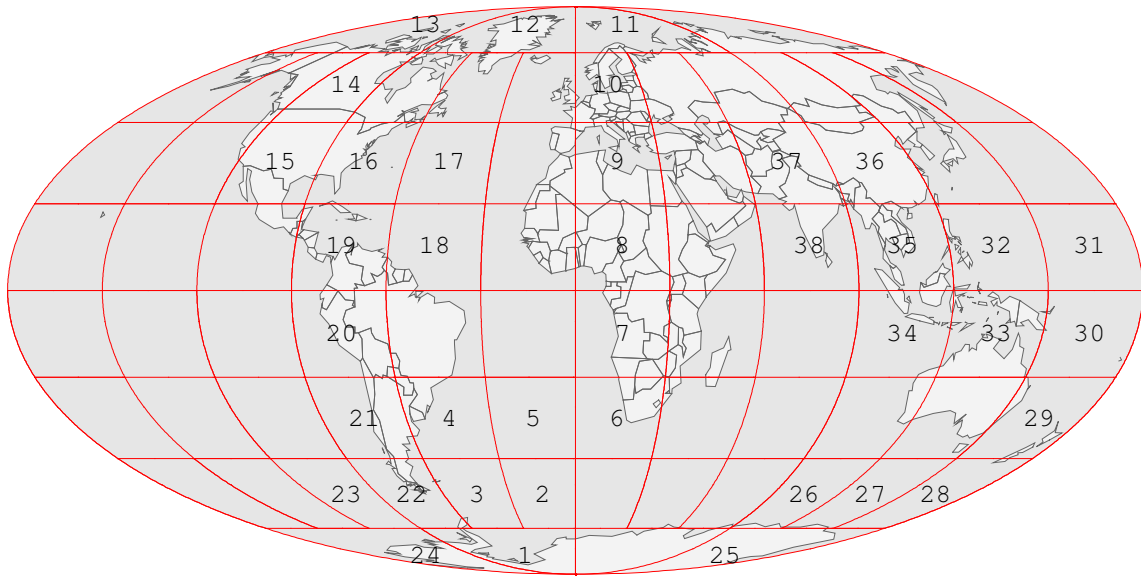
5.



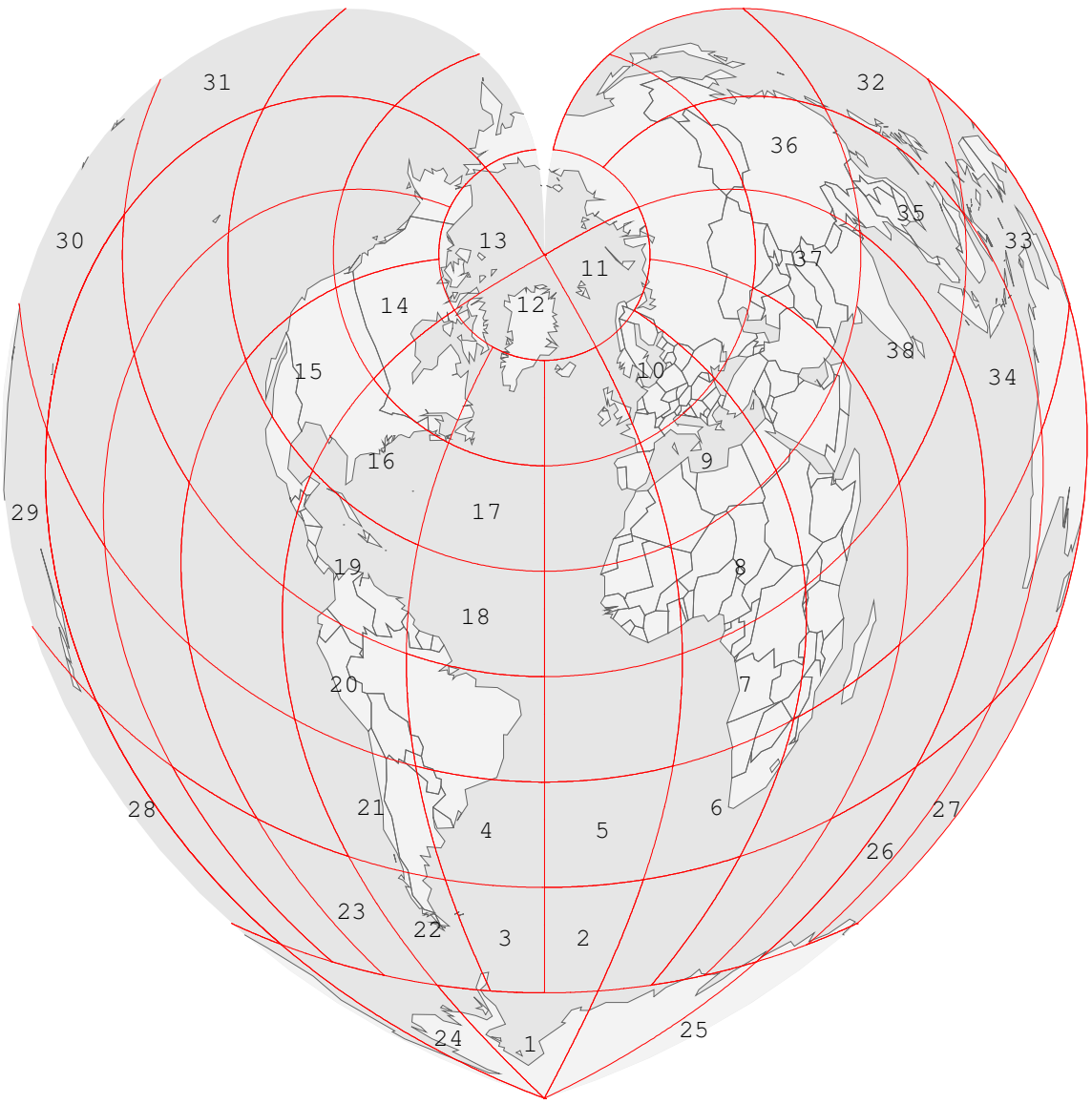
6.



7.



8.



9.

