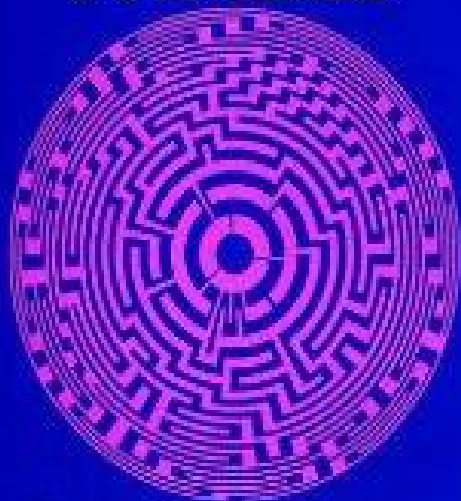


DAZZLING MAZES



50 Inventive Puzzles with Solutions
by Ulrich Koch

**DAZZLING
MAZES**

50 Inventive Puzzles with Solutions

Ulrich Koch

Dover Publications, Inc., New York

Copyright © 1985 by Ulrich Koch.
All rights reserved under Pan American and International Copyright Conventions.

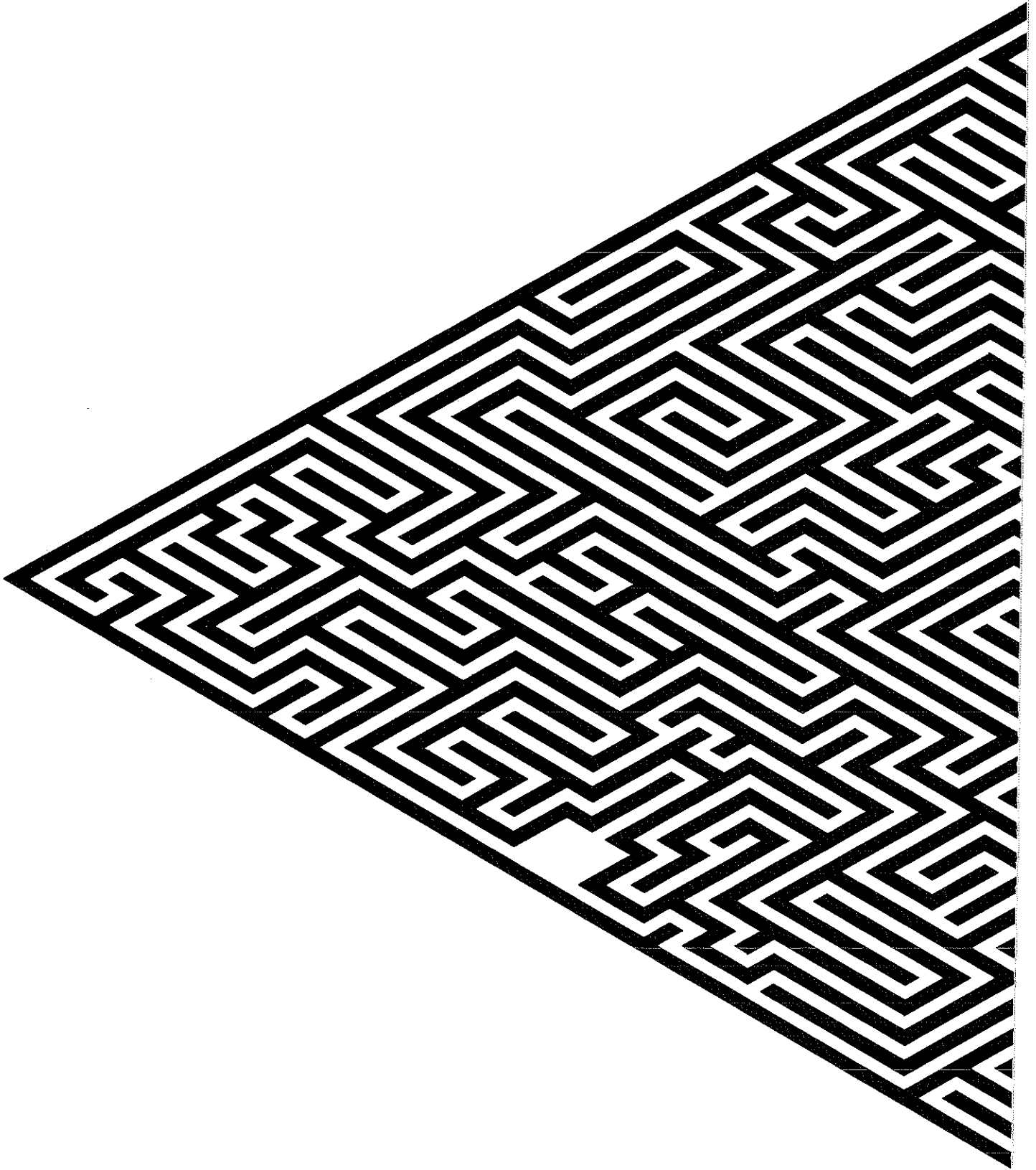
Dazzling Mazes: 50 Inventive Puzzles with Solutions, first published by Dover Publications, Inc., in 1985, is a new, English-language edition of the work *Labyrinthe*, copyright © 1984 by the Heinrich Hugendubel Verlag, Munich. (The original German preface has been omitted.)

International Standard Book Number: 0-486-24986-7

Manufactured in the United States of America
Dover Publications, Inc., 31 East 2nd Street, Mineola, N.Y. 11501

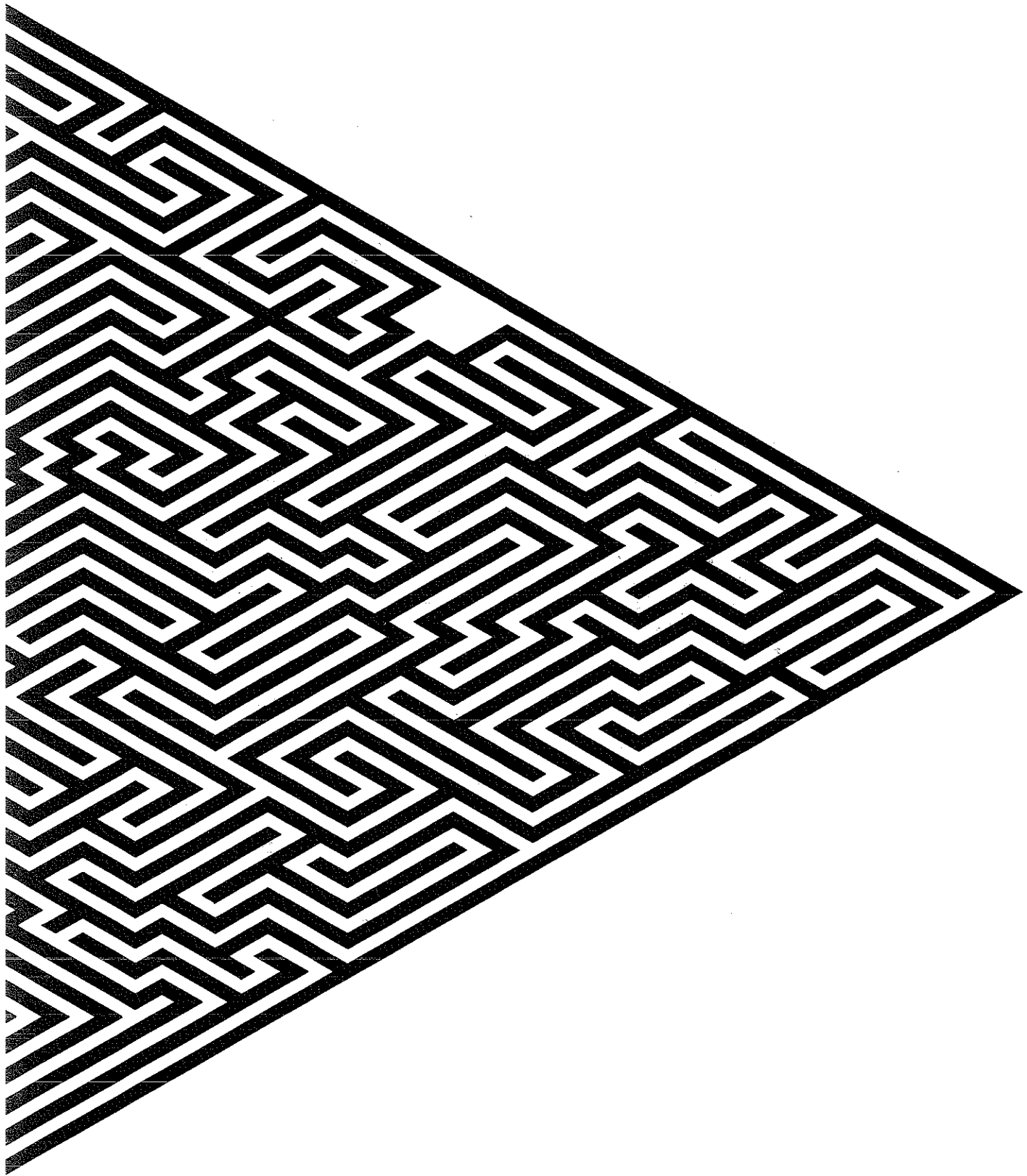
CONTENTS

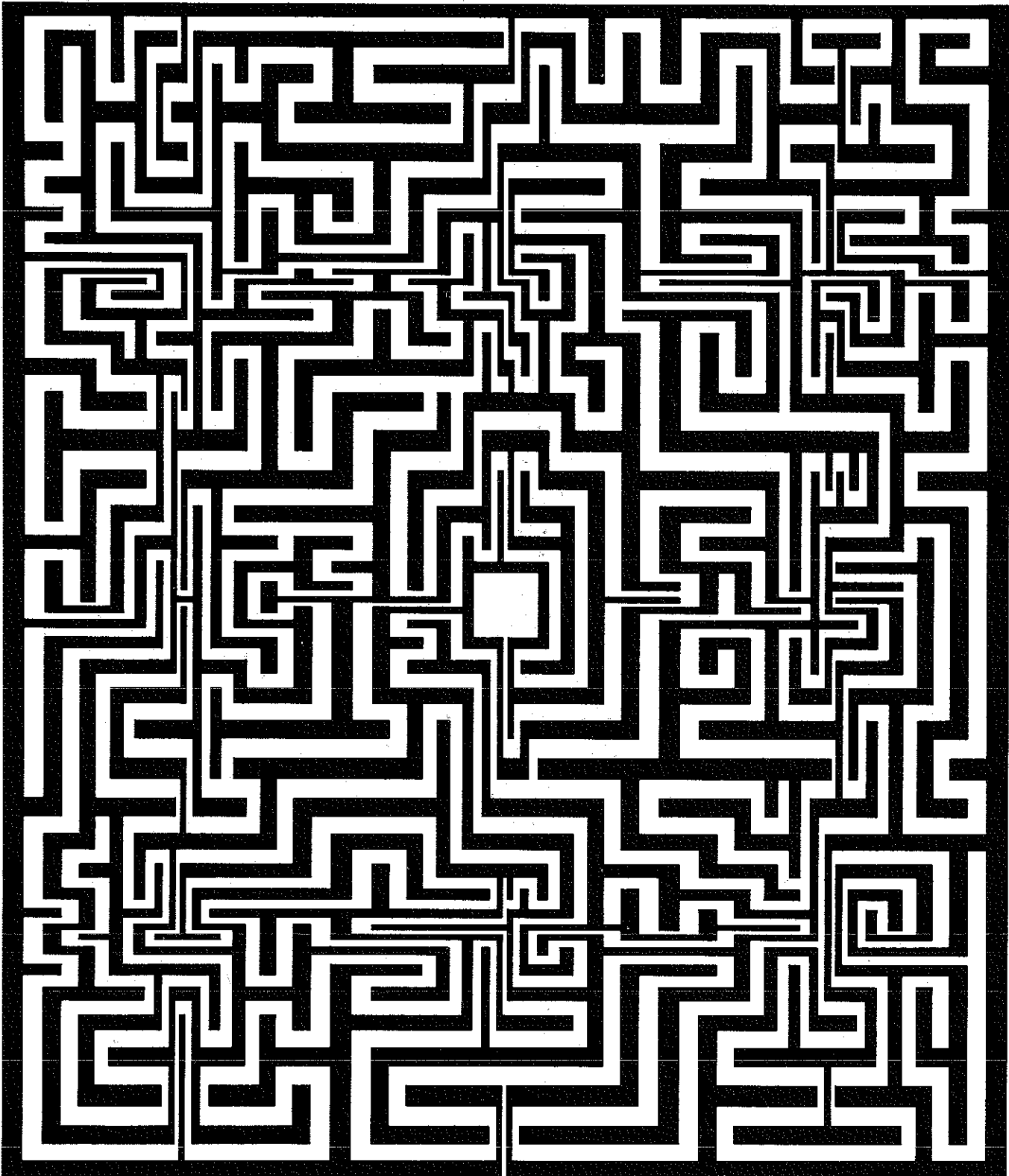
MAZES	<i>page</i>		<i>page</i>
1 HORIZONTAL SYMMETRY	2	27 PICTURE SEARCH 2—	
2 CASBAH	4	OPTICAL POISON	32
3 HALL OF MIRRORS	5	28 ONE, TWO WAYS	33
4 SURFER	6	29 TRIANGULAR PYRAMID	34
5 SHADY WAYS	7	30 CONTRASTING CUBES	35
6 BARREL OF FUN	8	31 FOUR CORNERS	36
7 INTERLACES	9	32 THE WAY TO THE TOP	37
8 ARCHITECT'S PERPLEXITY	10	33 BLACK AND WHITE	38
9 PICTURE SEARCH I	11	34 AFRICAN QUEEN	40
10 SYMMETRICAL BOX	12	35 DISTORTION	41
11 STAIRS	14	36 MANY FORMS	42
12 CATHEDRAL	15	37 CLOVERLEAF	43
13 DETOUR	16	38 PICTURE SEARCH 3—TRIGONS	44
14 KNIGHT'S MOVE	17	39 STRIPED LABYRINTH	46
15 CYCLIST'S NIGHTMARE	18	40 MY BUILDING BLOCKS	47
16 SPACE AND TIME	19	41 L STAMPS	48
17 LABYRINTH FOR TWO HANDS	20	42 CONTRASTING ANGLES	50
18 CIRCLE OR HEMISPHERE	22	43 THE MANIFOLD	51
19 TRAVELING THE NARROW PATH	23	44 PICTURE SEARCH 4	52
20 DENSE COMPOSITION	24	45 SHADOWS ON THE WALL	54
21 FOR HUMAN FLIES	25	46 OUTLINE	55
22 BURSTING THROUGH		47 SIX PATHS	56
OPEN DOORS	26	48 FRANKFURT LABYRINTH	57
23 THE CASTLE	27	49 DOUBLE PERSPECTIVE	58
24 TWINS	28	50 JANUS	60
25 GREEK FRET	29		
26 ZIGZAG	30	SOLUTIONS	62



1 HORIZONTAL SYMMETRY

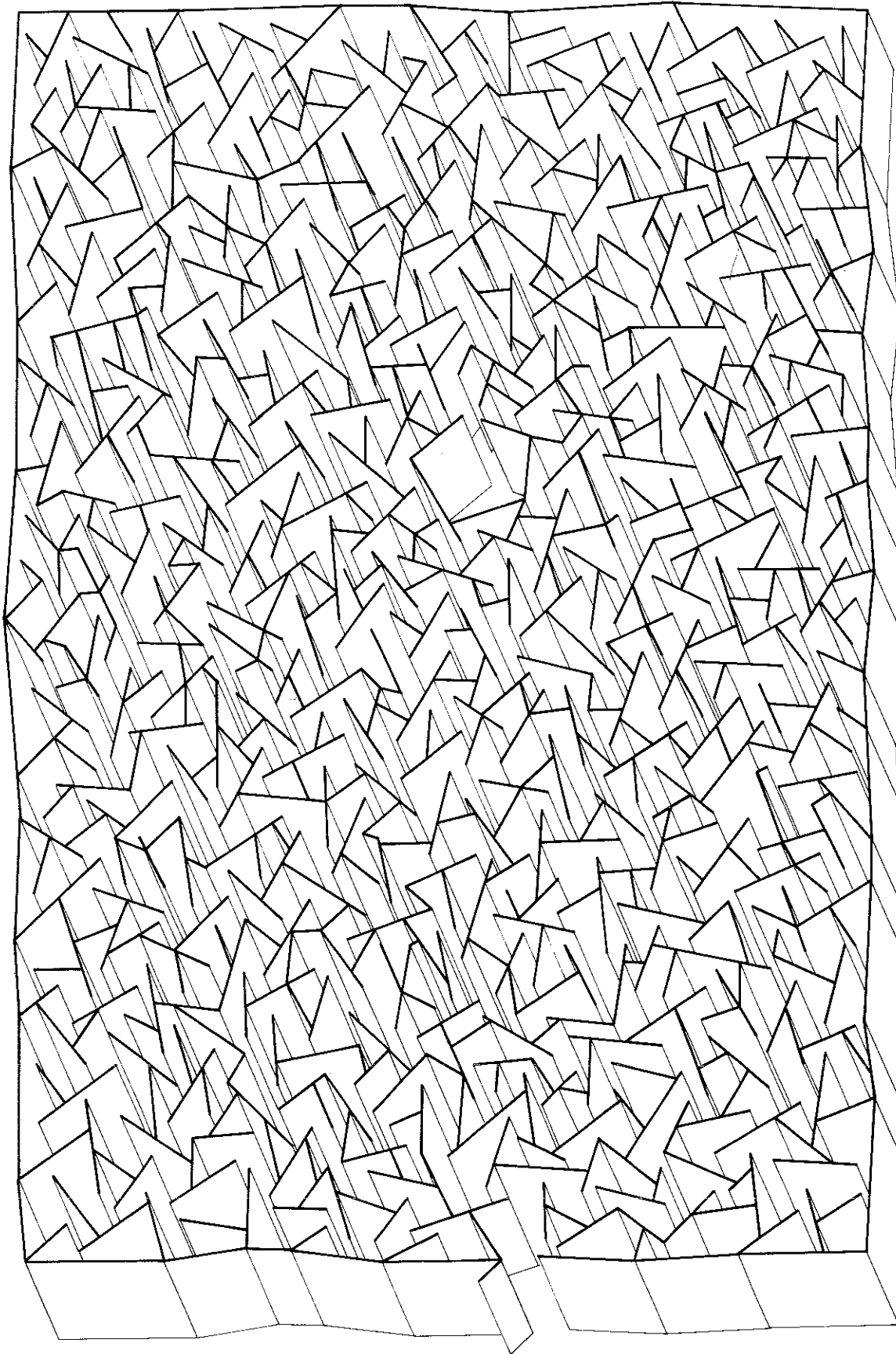
Find your way from one rhombus to the other.





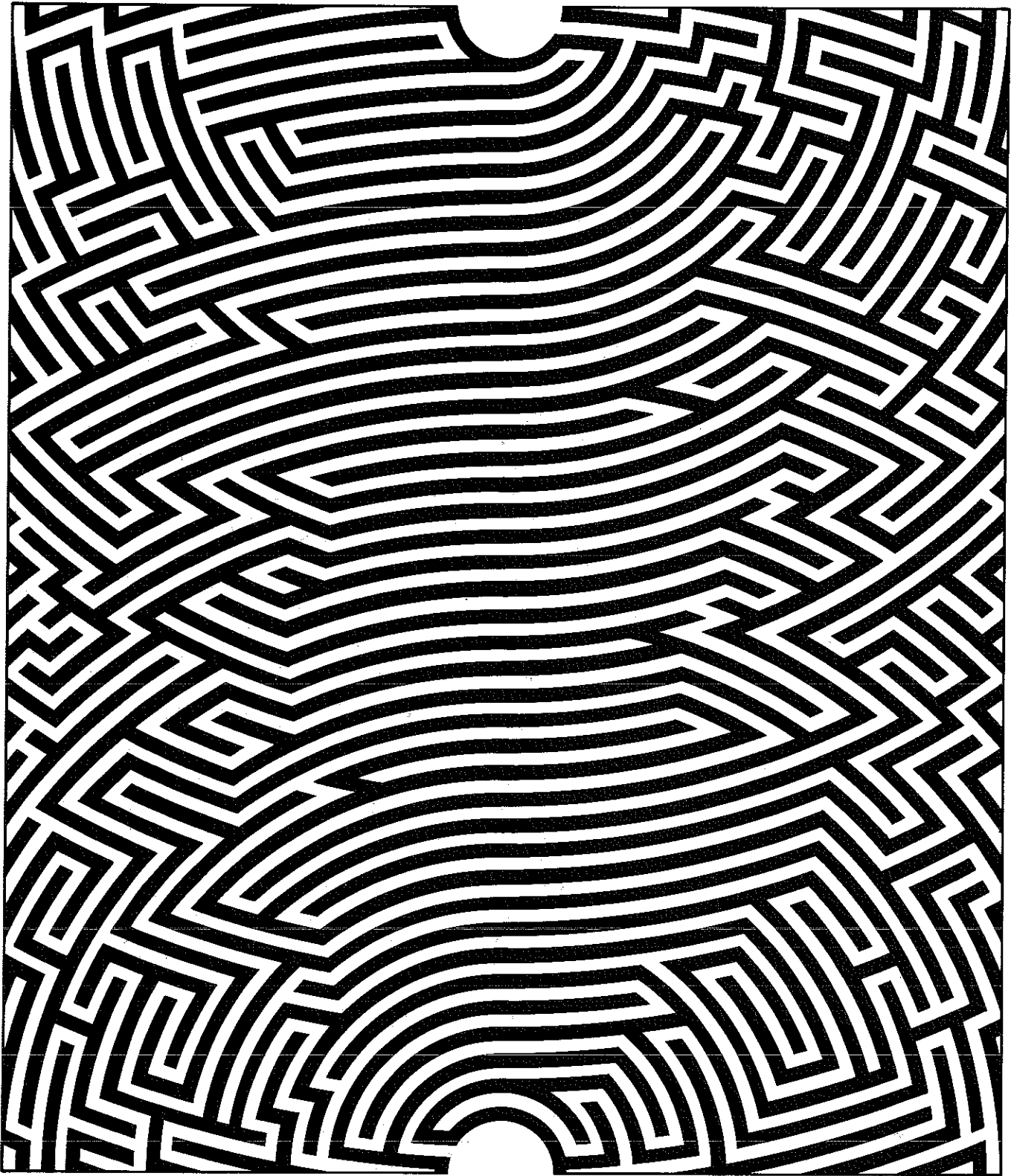
2 CASBAH

Enter at the bottom and travel to the center.



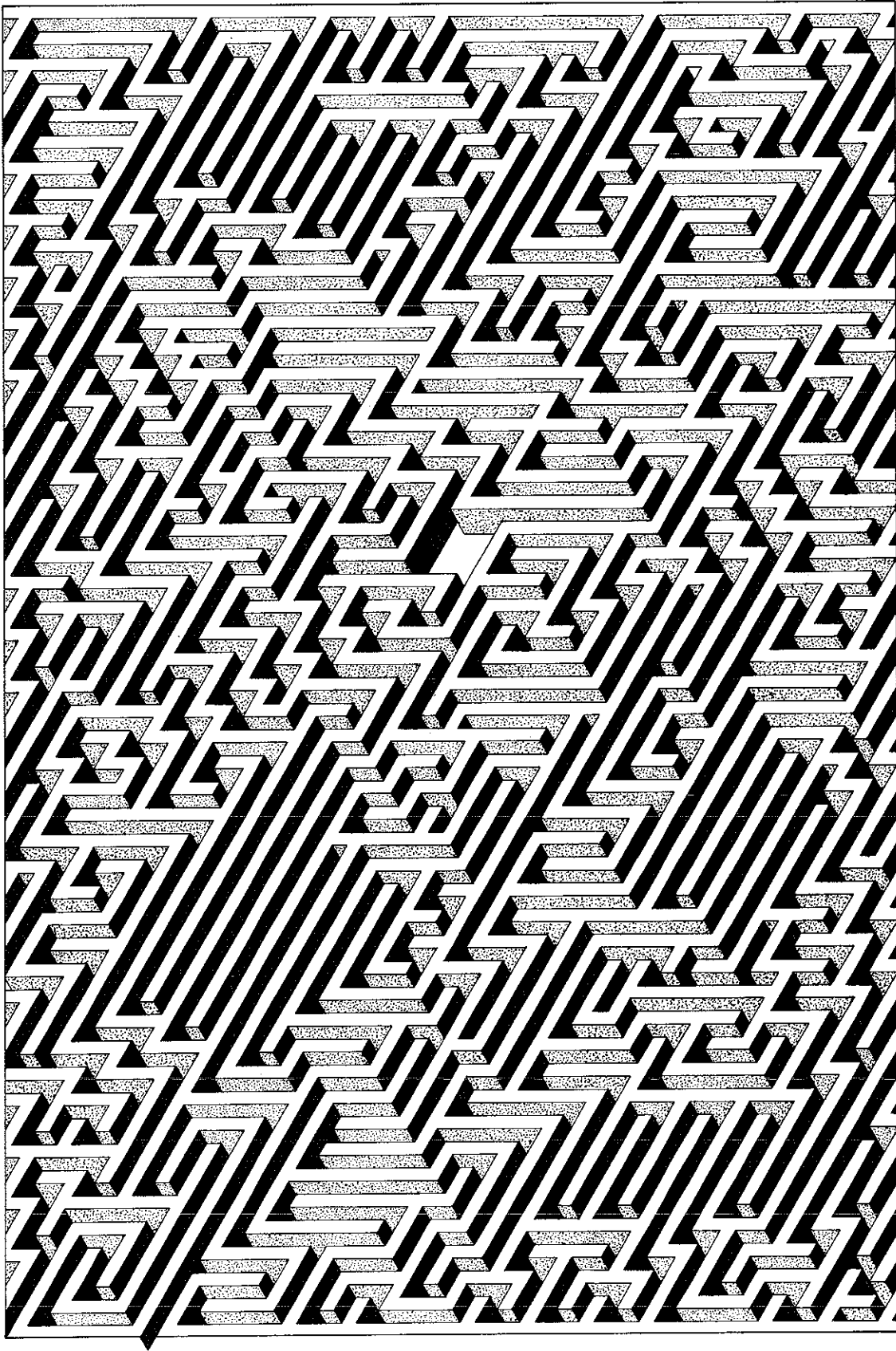
3 HALL OF MIRRORS

Find the path that will take you from the entrance at the bottom to the open pentagon in the center.



4 SURFER

Cross the waves from one semicircle to the other.



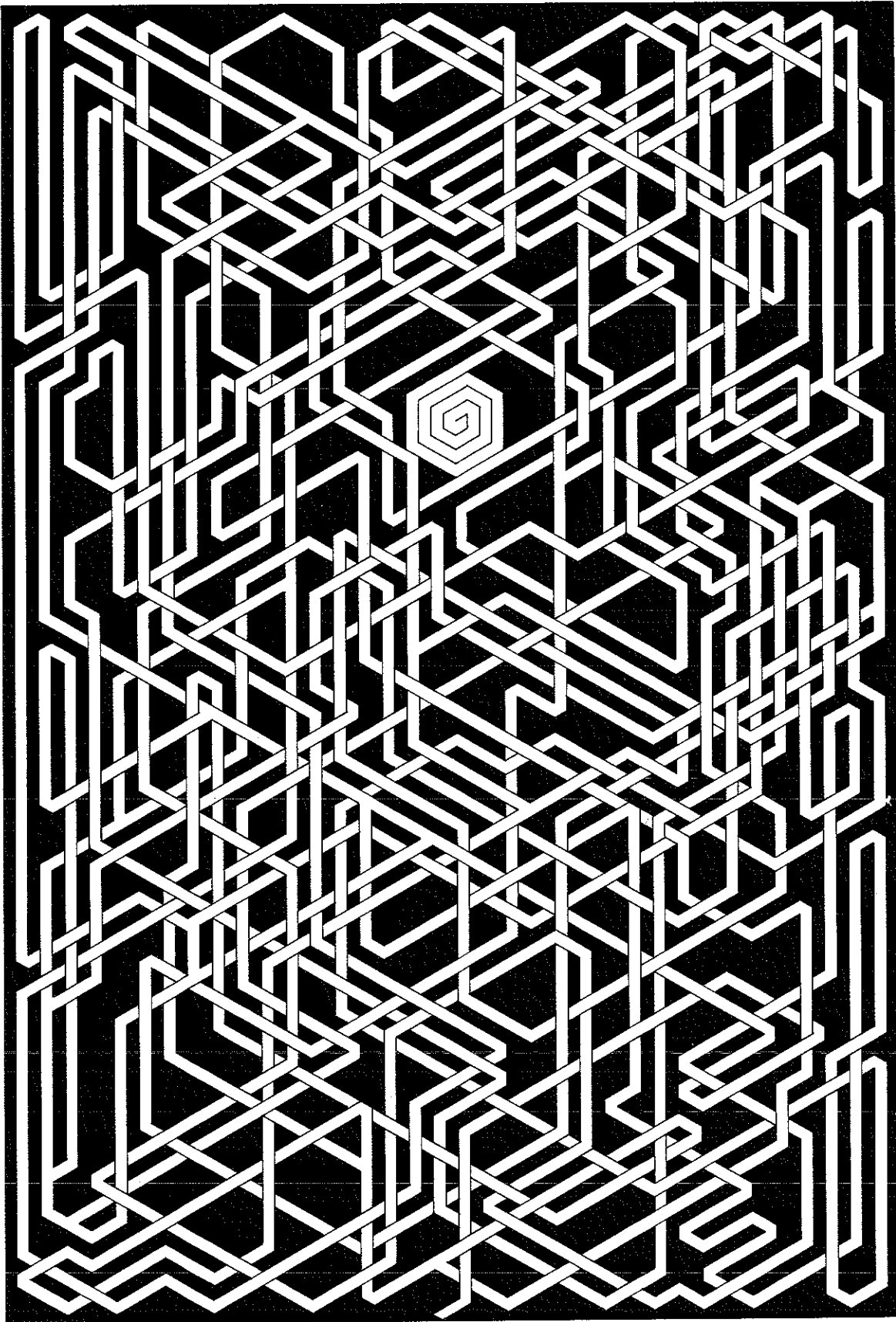
5 SHADY WAYS

From the entrance at the bottom find a passageway to the center.



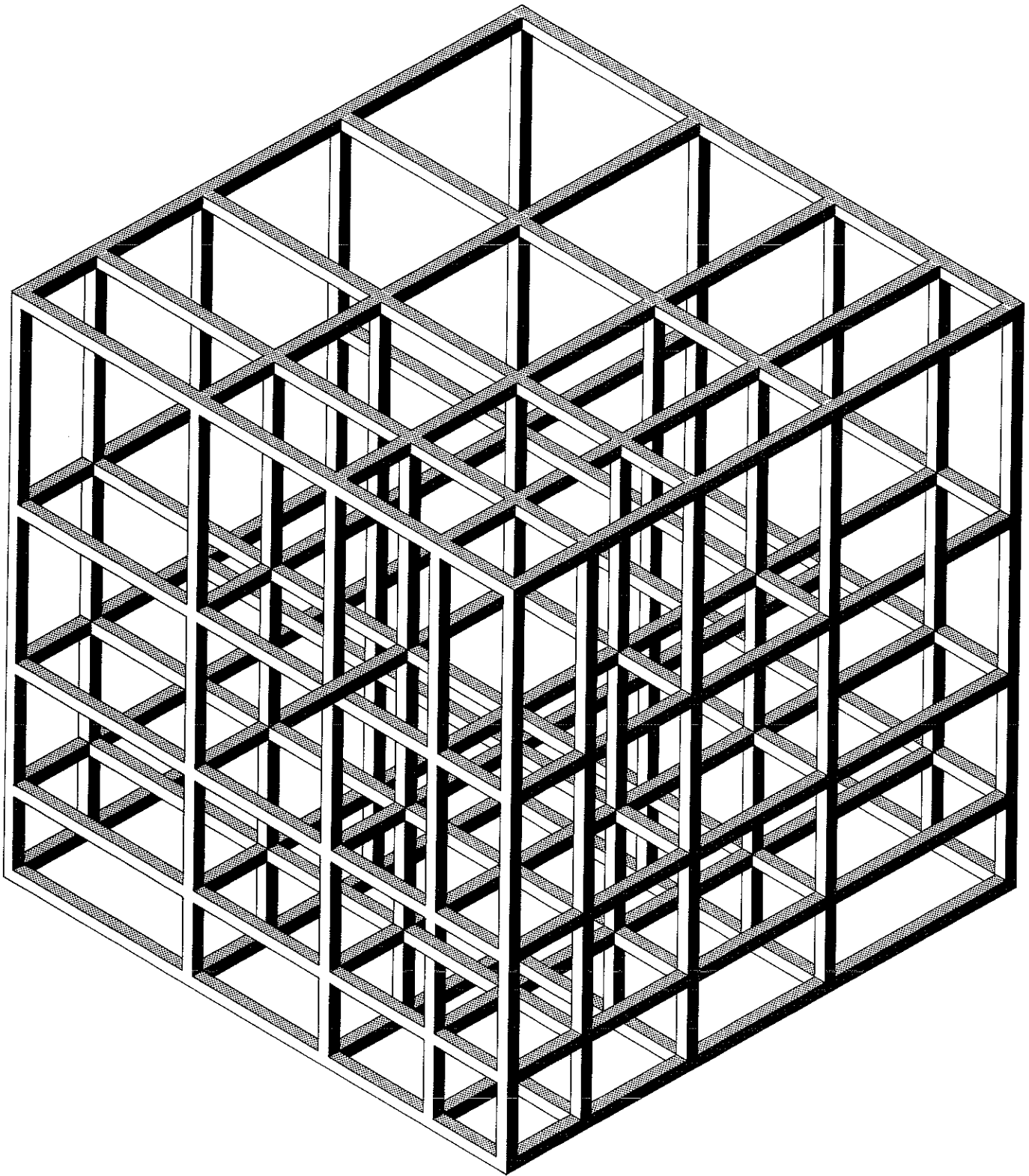
6 BARREL OF FUN

Start at the bottom and travel up, down and around the barrel to reach the ladder at the top.



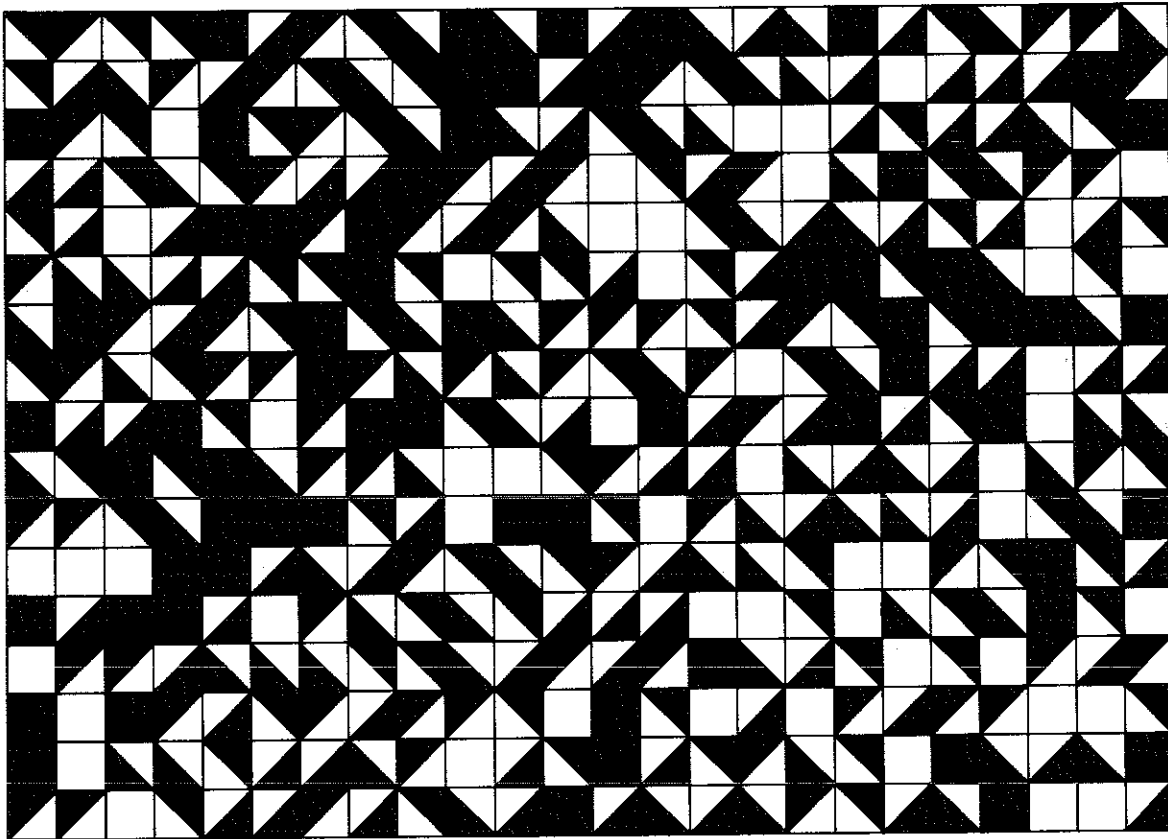
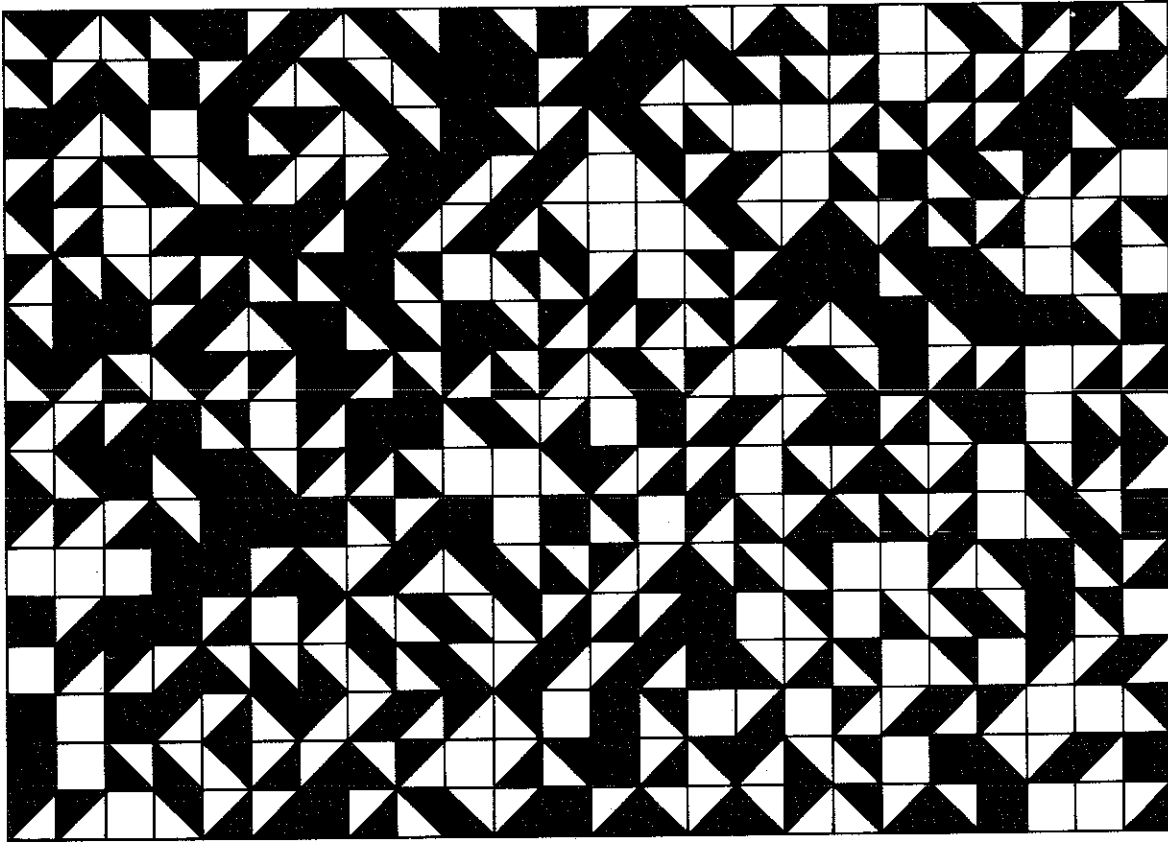
7 INTERLACES

Find the over-and-under path that starts at the bottom and leads to the hexagonal spiral.



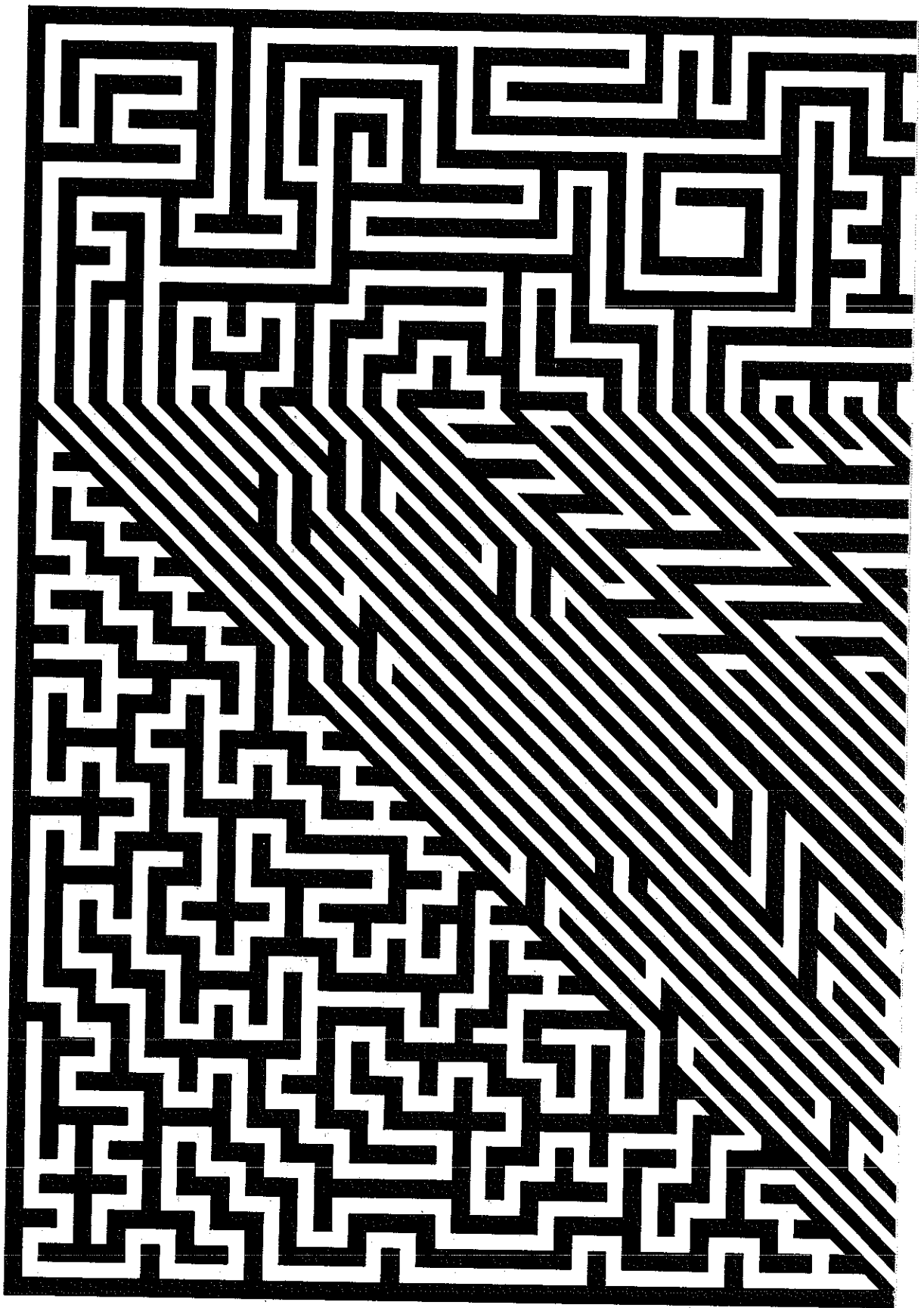
8 ARCHITECT'S PERPLEXITY

Locate the seven defects in the construction.



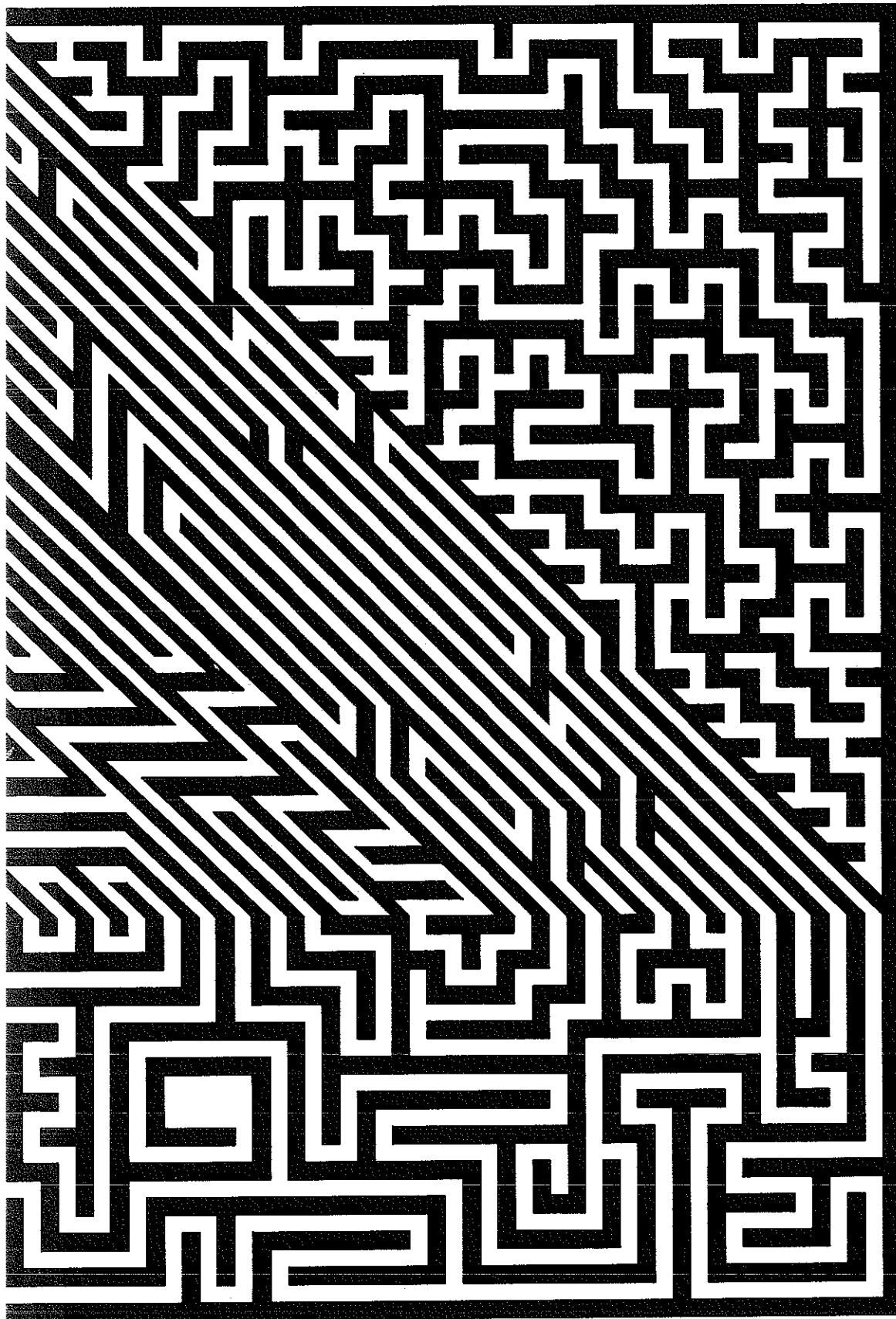
9 PICTURE SEARCH 1

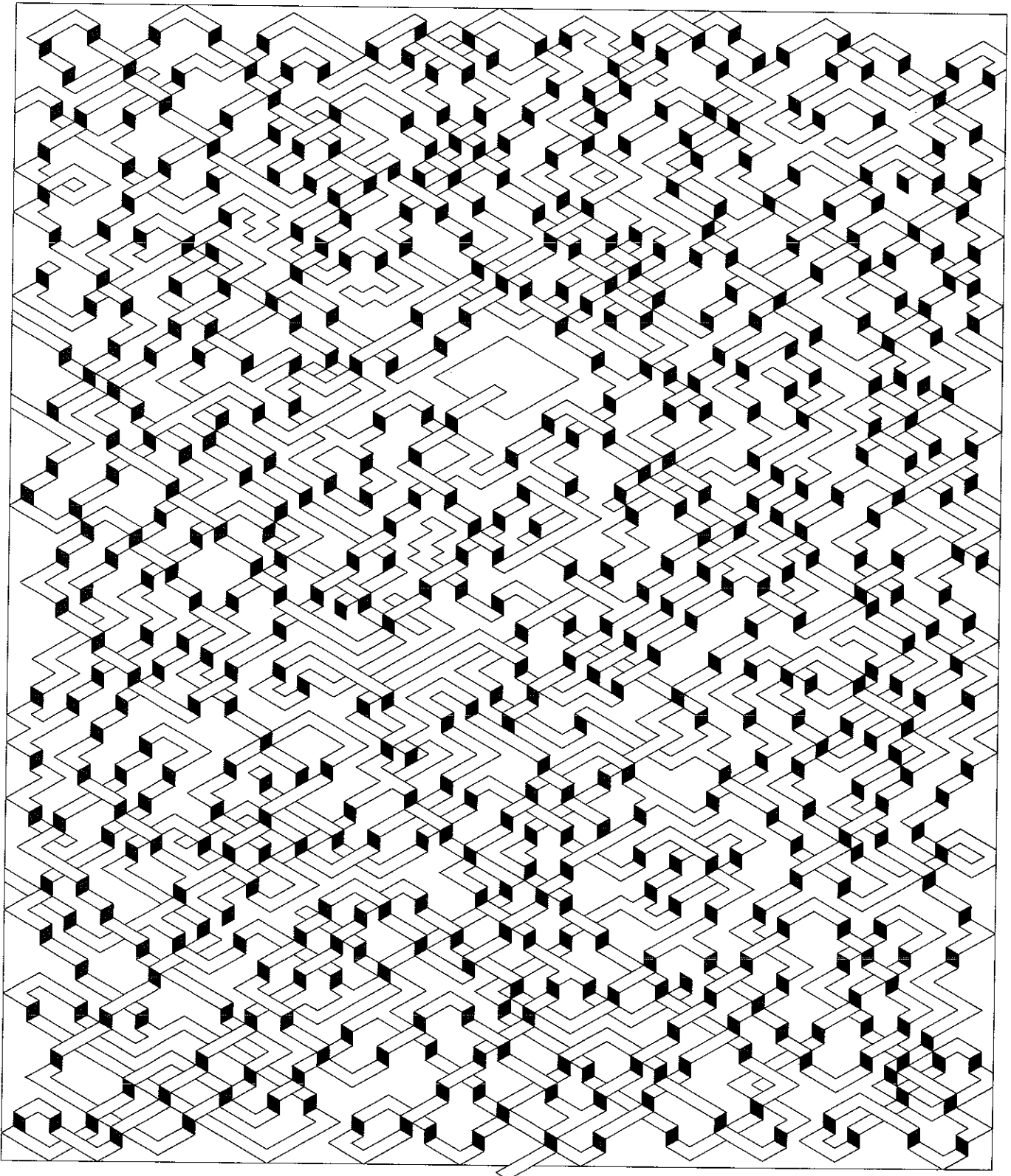
Find the thirteen dissimilarities in the two designs.



10 SYMMETRICAL BOX

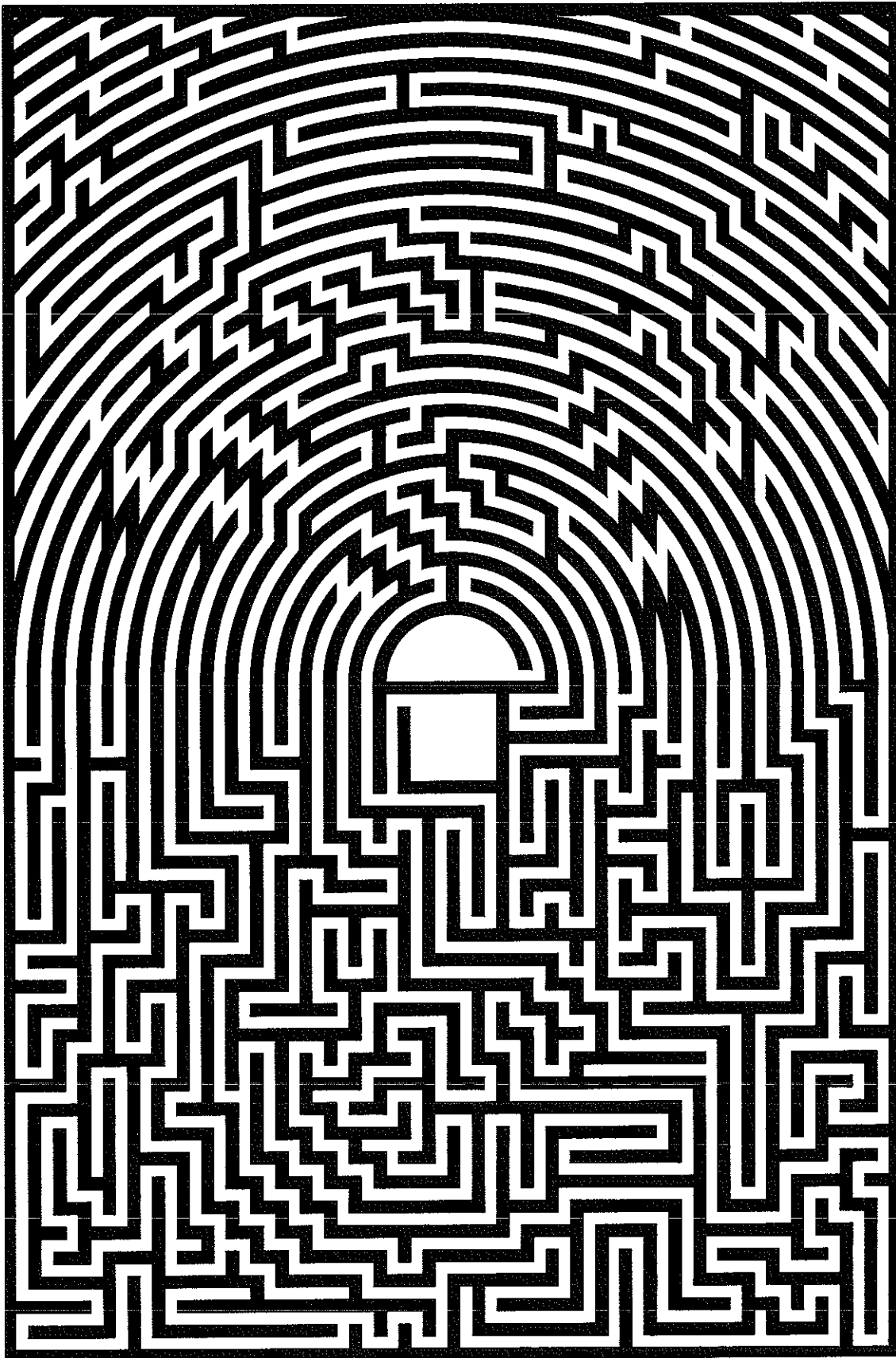
Go in either direction from one rectangle to the other.





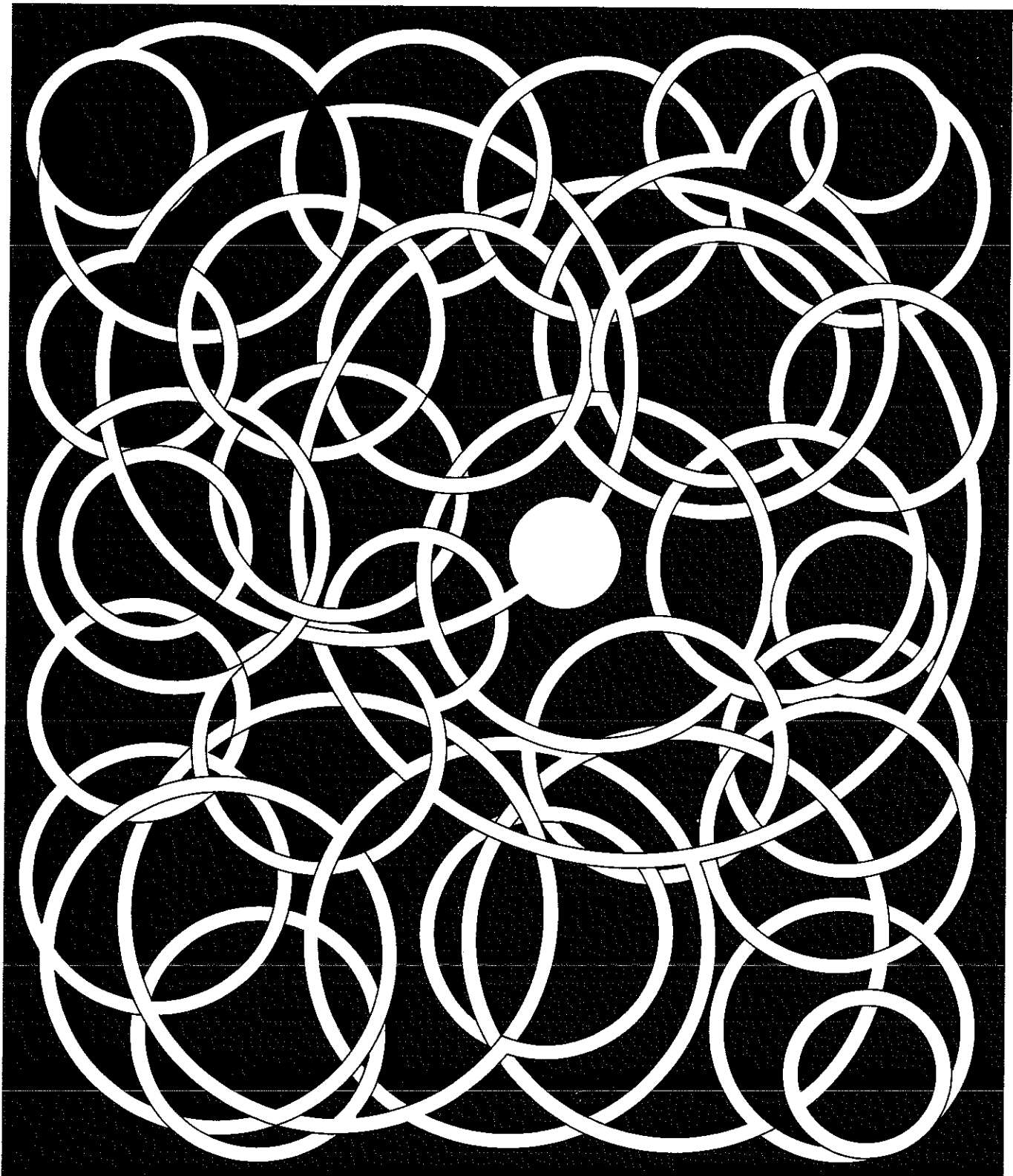
11 STAIRS

Traveling up and down the stairs, find the over-and-under path that leads to the objective in the center.



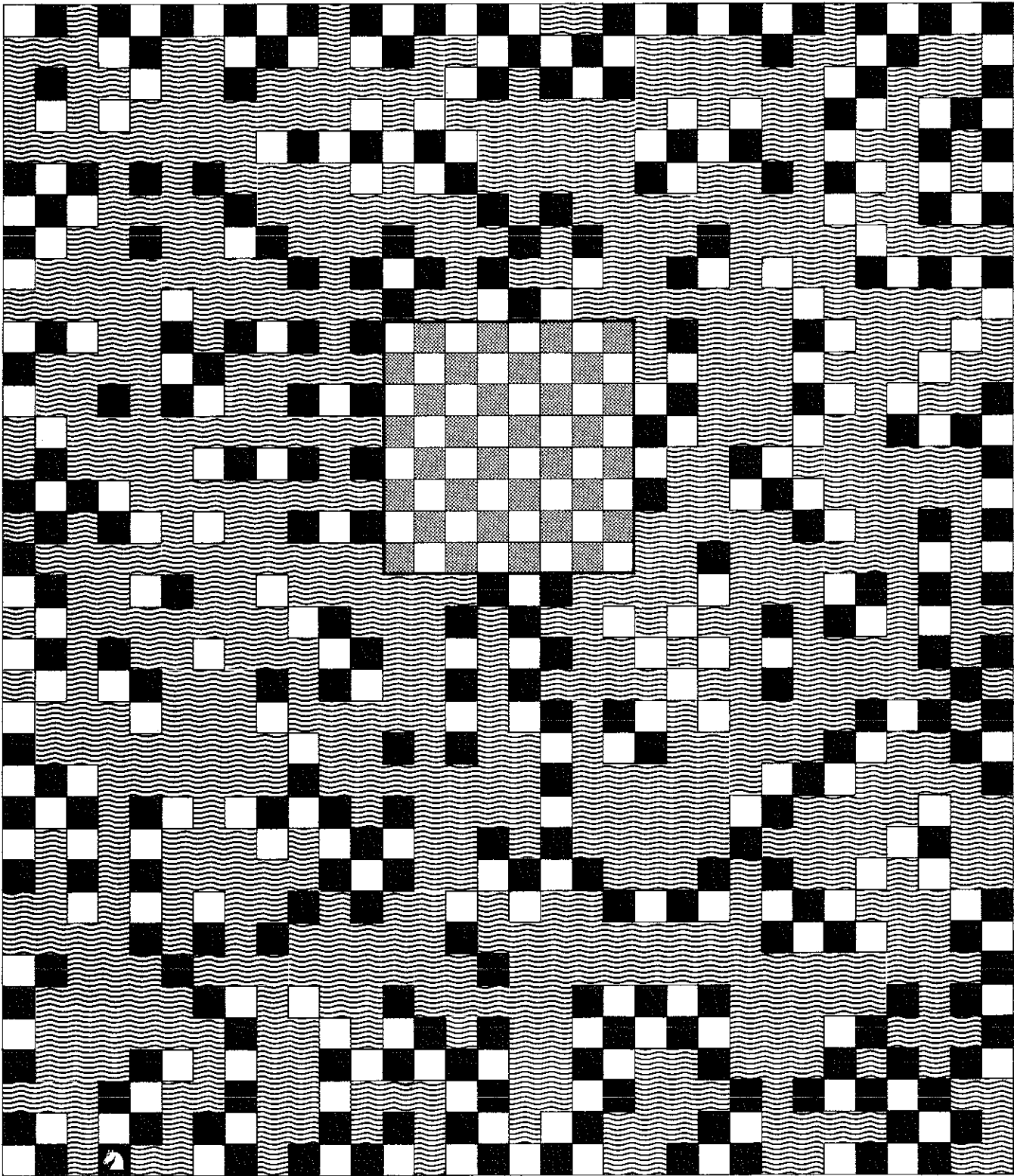
12 CATHEDRAL

Starting at the square, make your way to the semicircle.



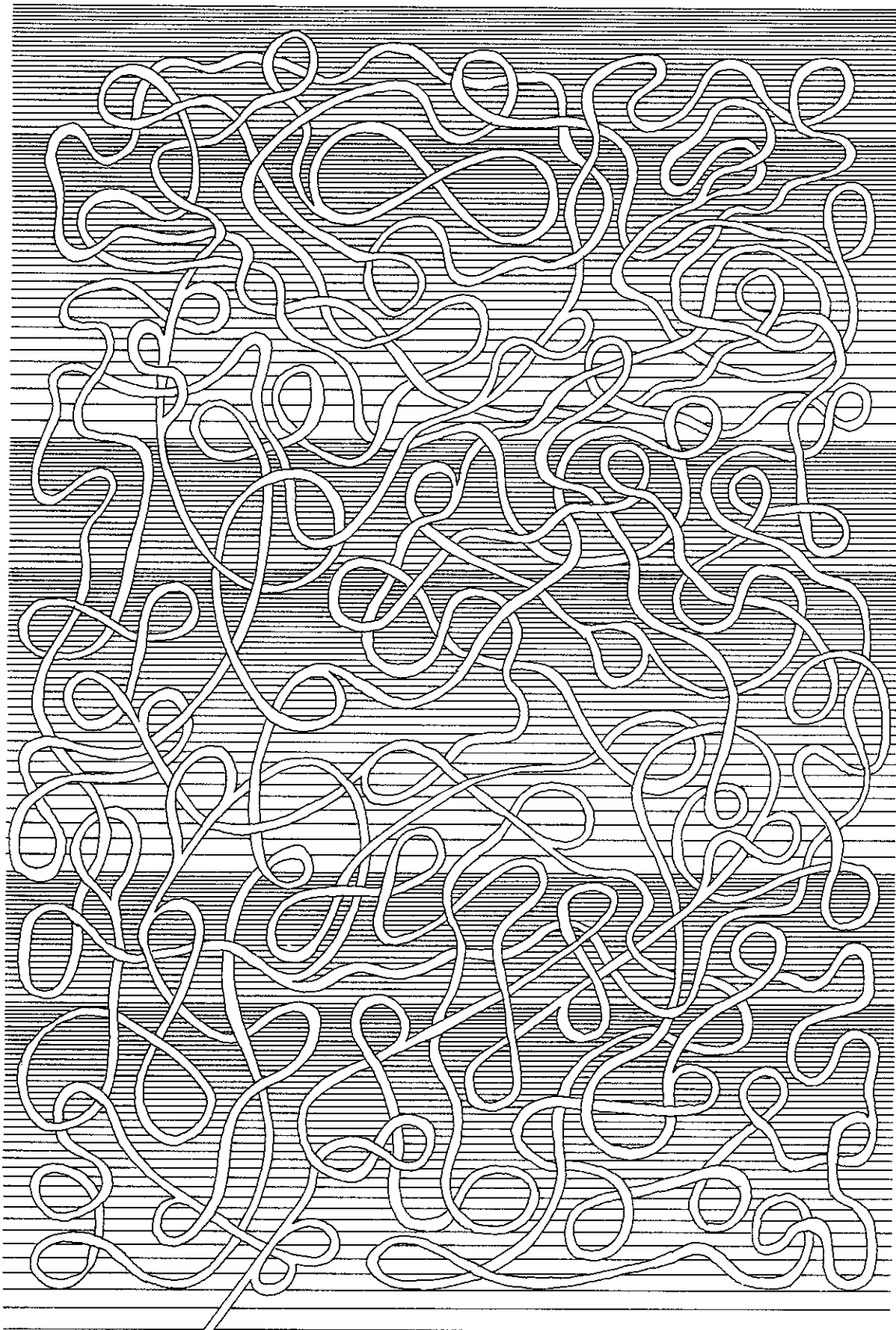
13 DETOUR

Exit the circle in the center on one side and follow the over-and-under path that will allow you to reenter the circle on the other side.



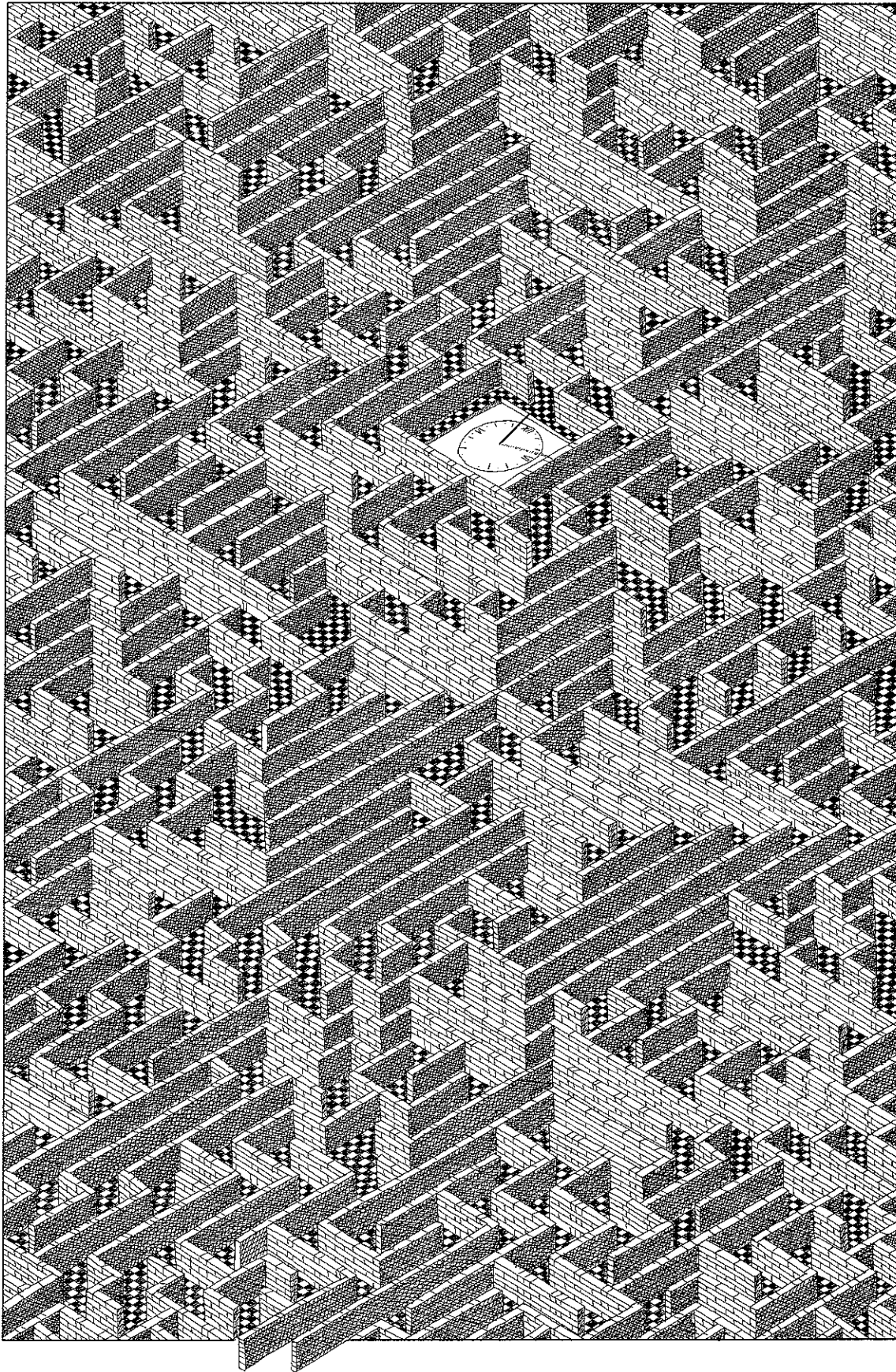
14 KNIGHT'S MOVE

Move the knight to the chessboard in the middle, remembering that the knight travels two squares forward and one square left or right per move and that, although it can pass over the water, it must end each move on a white or black square.



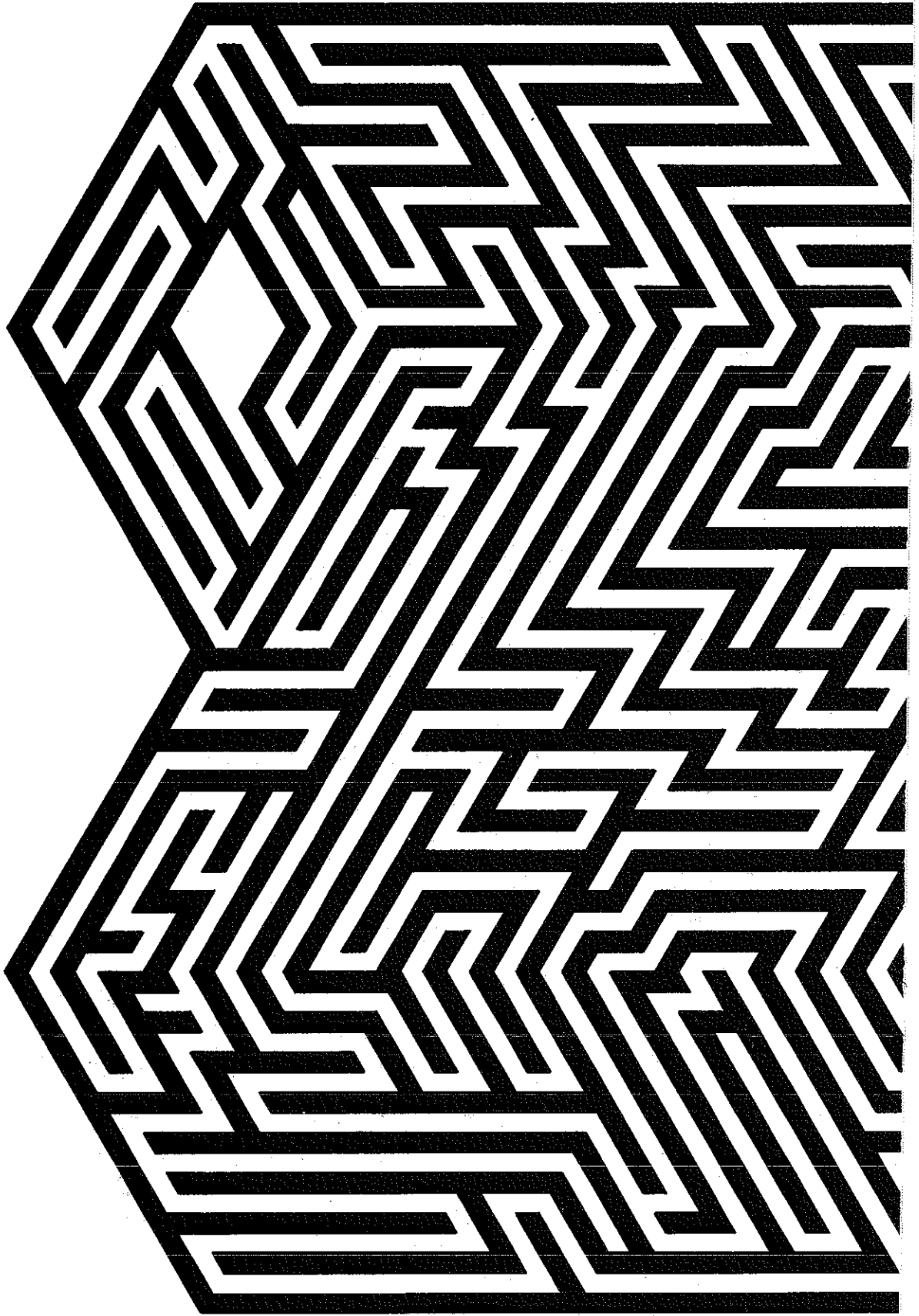
15 CYCLIST'S NIGHTMARE

From the start at the bottom follow the shortest route to the horizontal figure eight near the top.



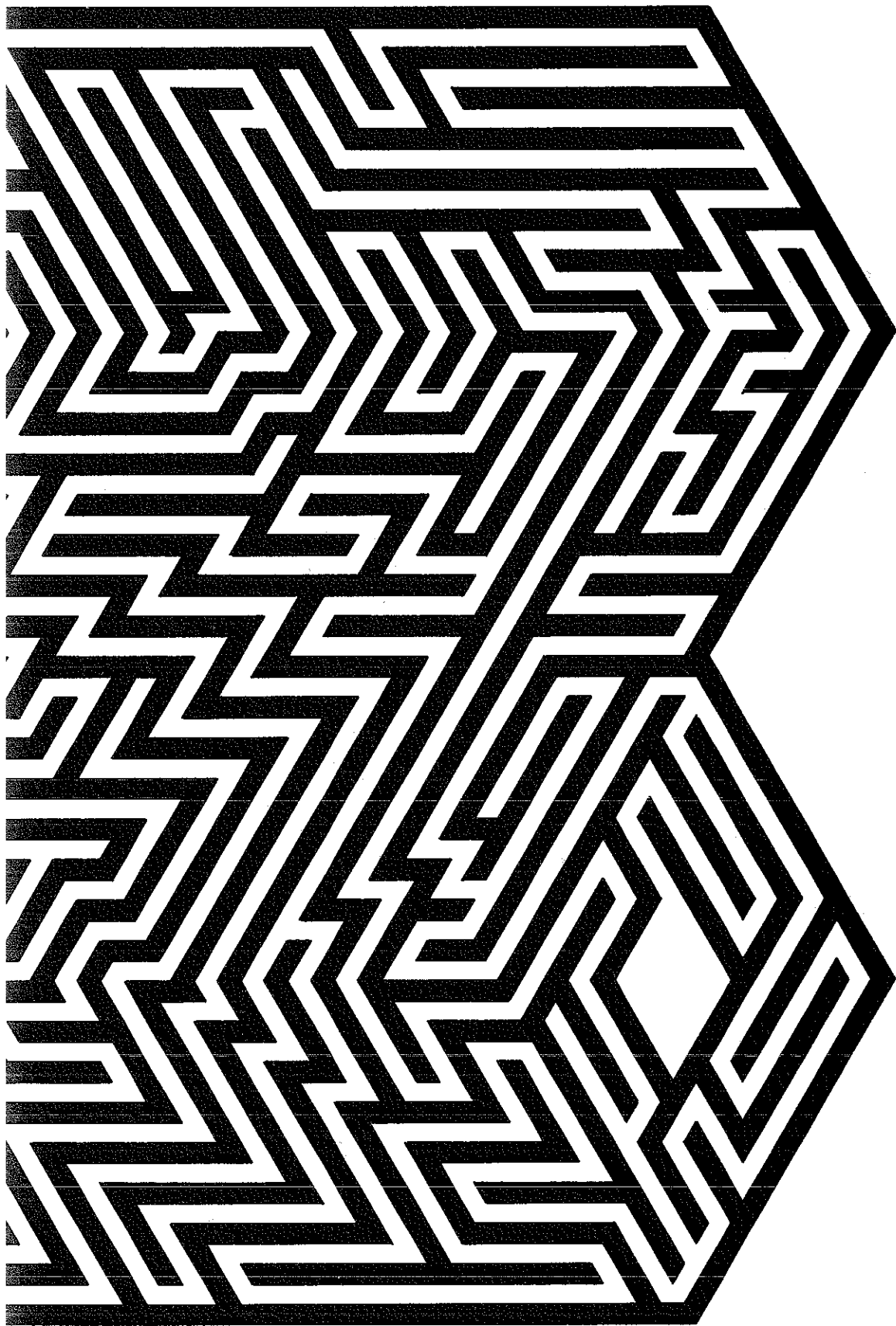
16 SPACE AND TIME

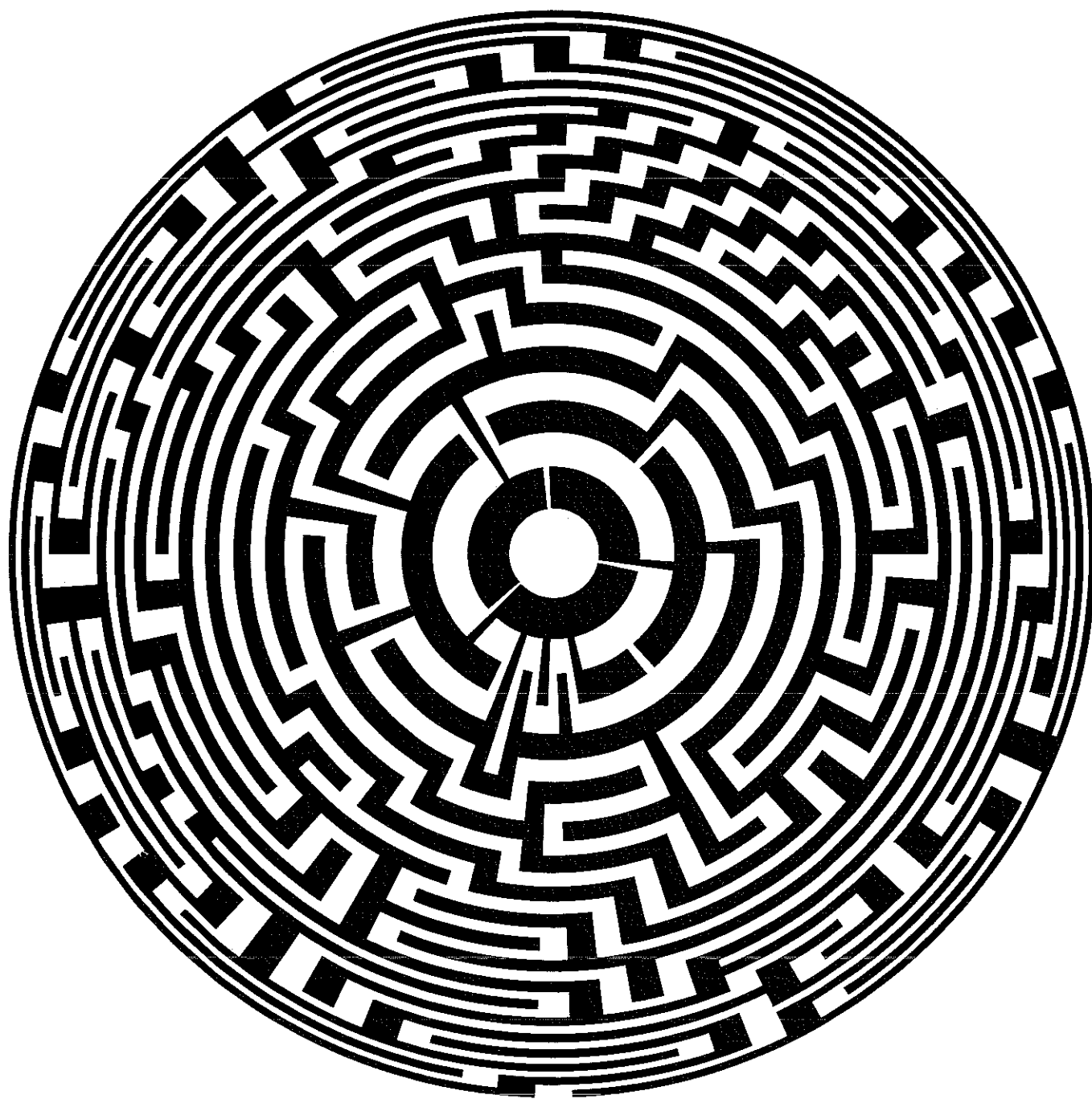
Beginning at the bottom, make your way to the sundial.



17 LABYRINTH FOR TWO HANDS

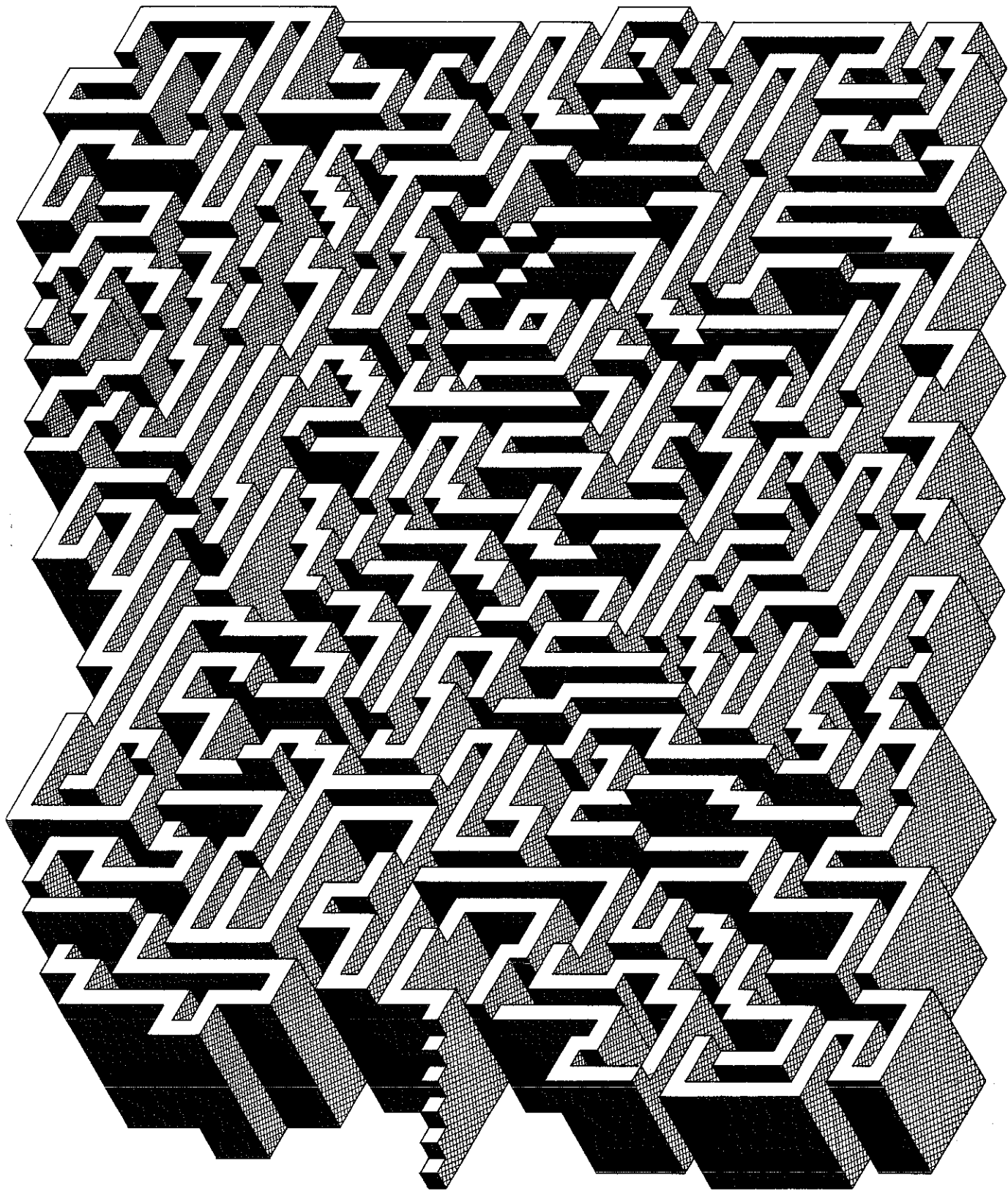
Travel from one diamond to the other.





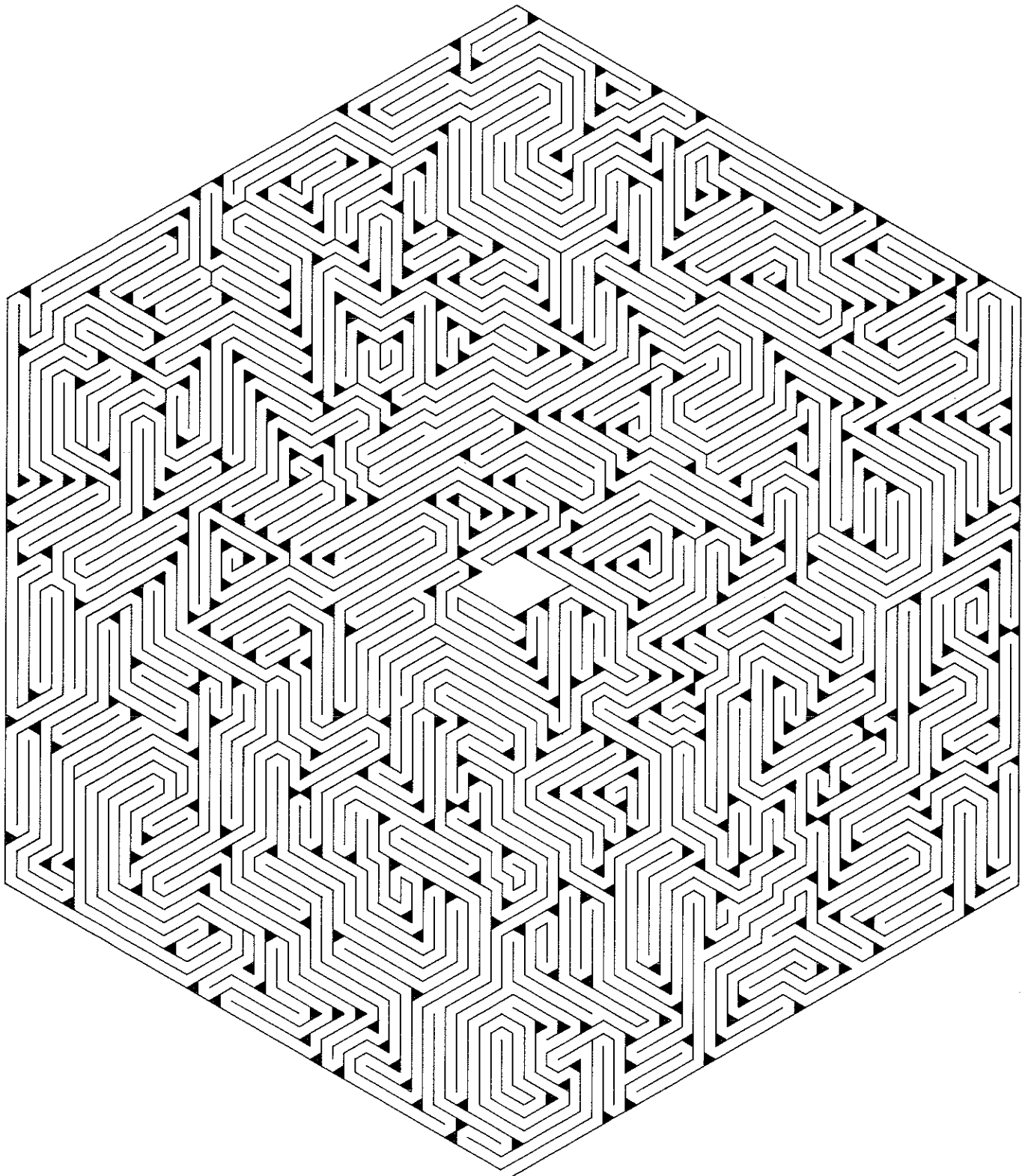
18 CIRCLE OR HEMISPHERE

Enter at the bottom and go to the center.



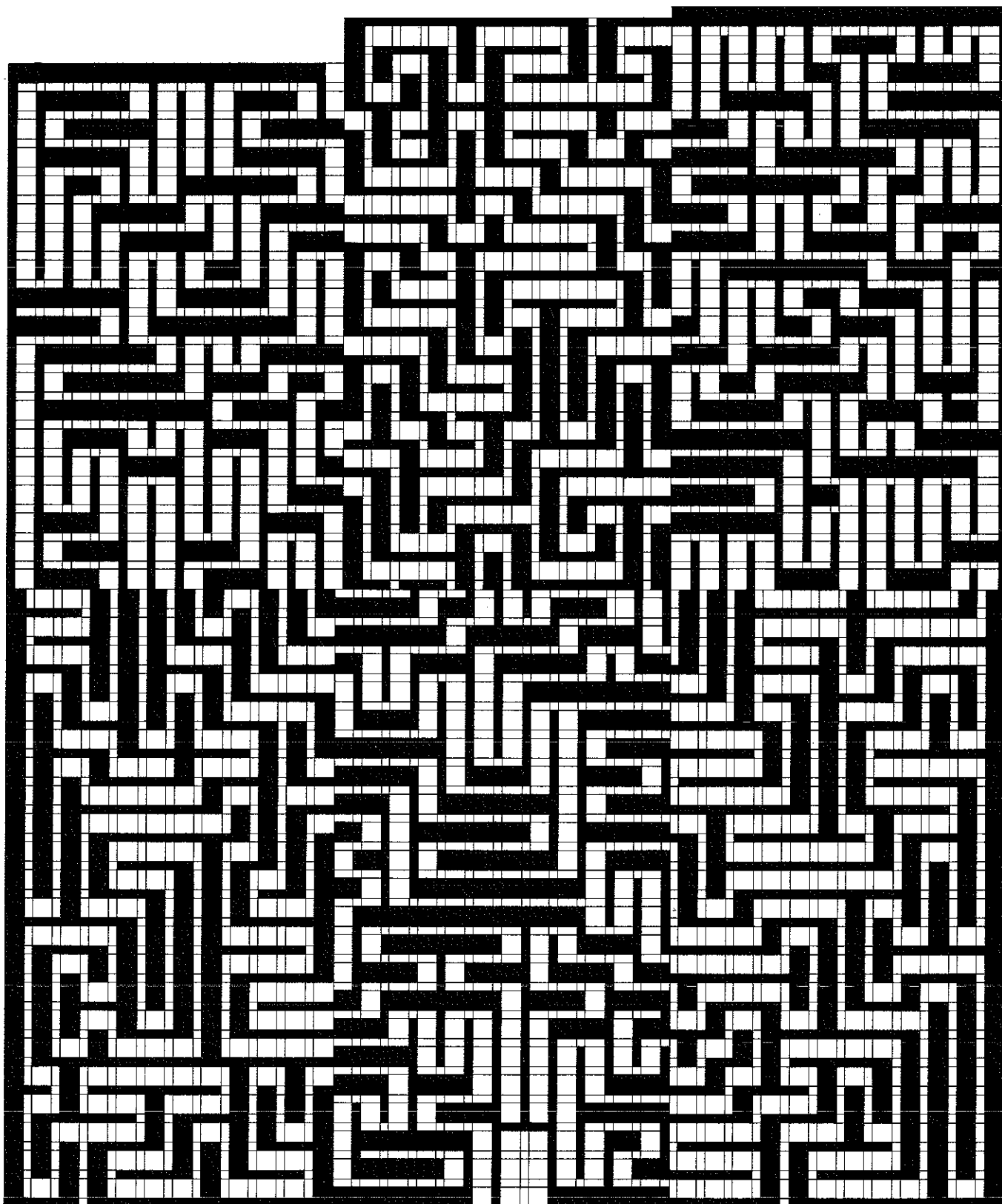
19 TRAVELING THE NARROW PATH

Ascend the six steps at the bottom and then merely travel along the top of the wall, always stepping down, till you reach the square in the middle.



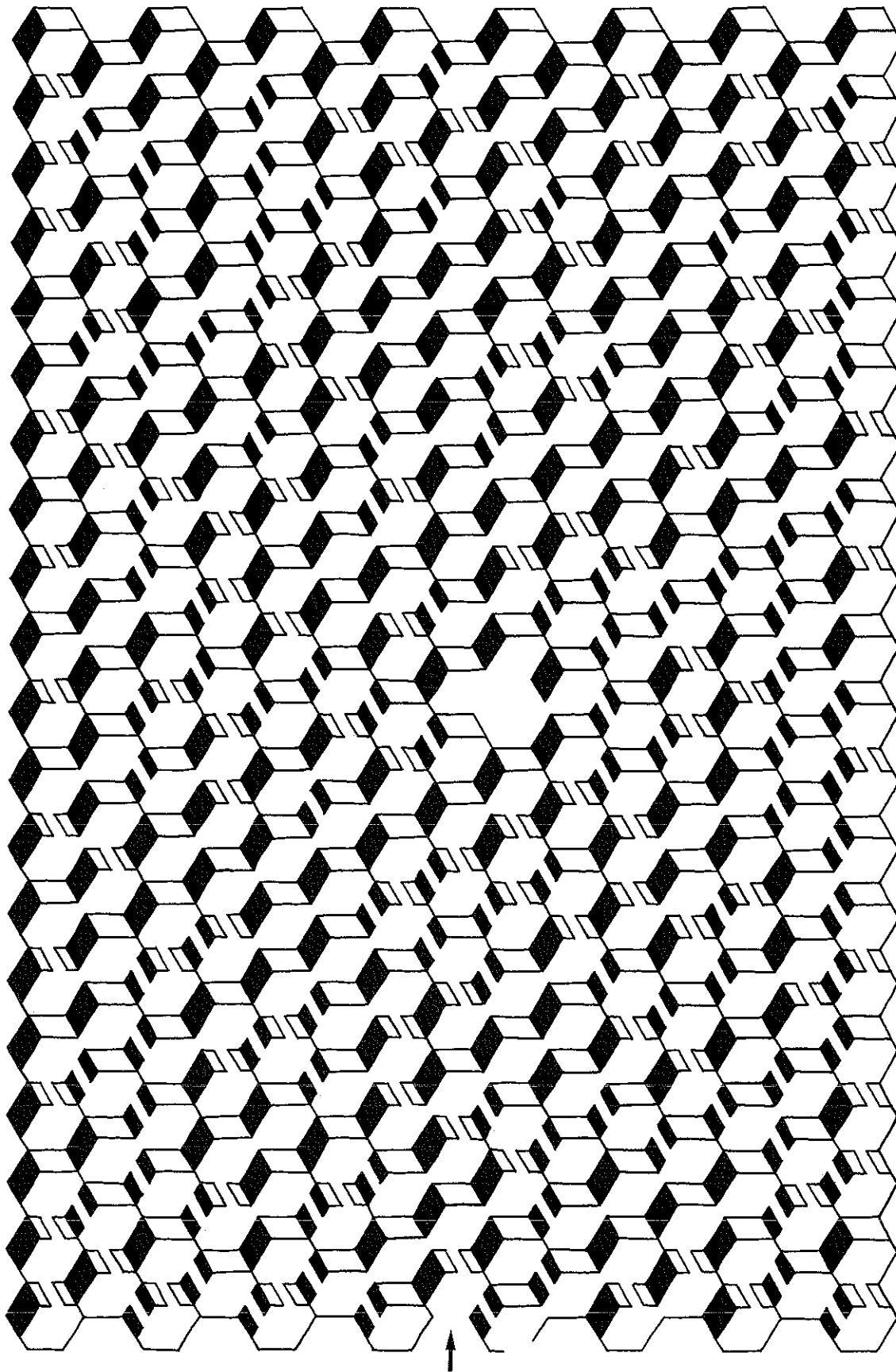
20 DENSE COMPOSITION

Start at the bottom and make your way to the center.



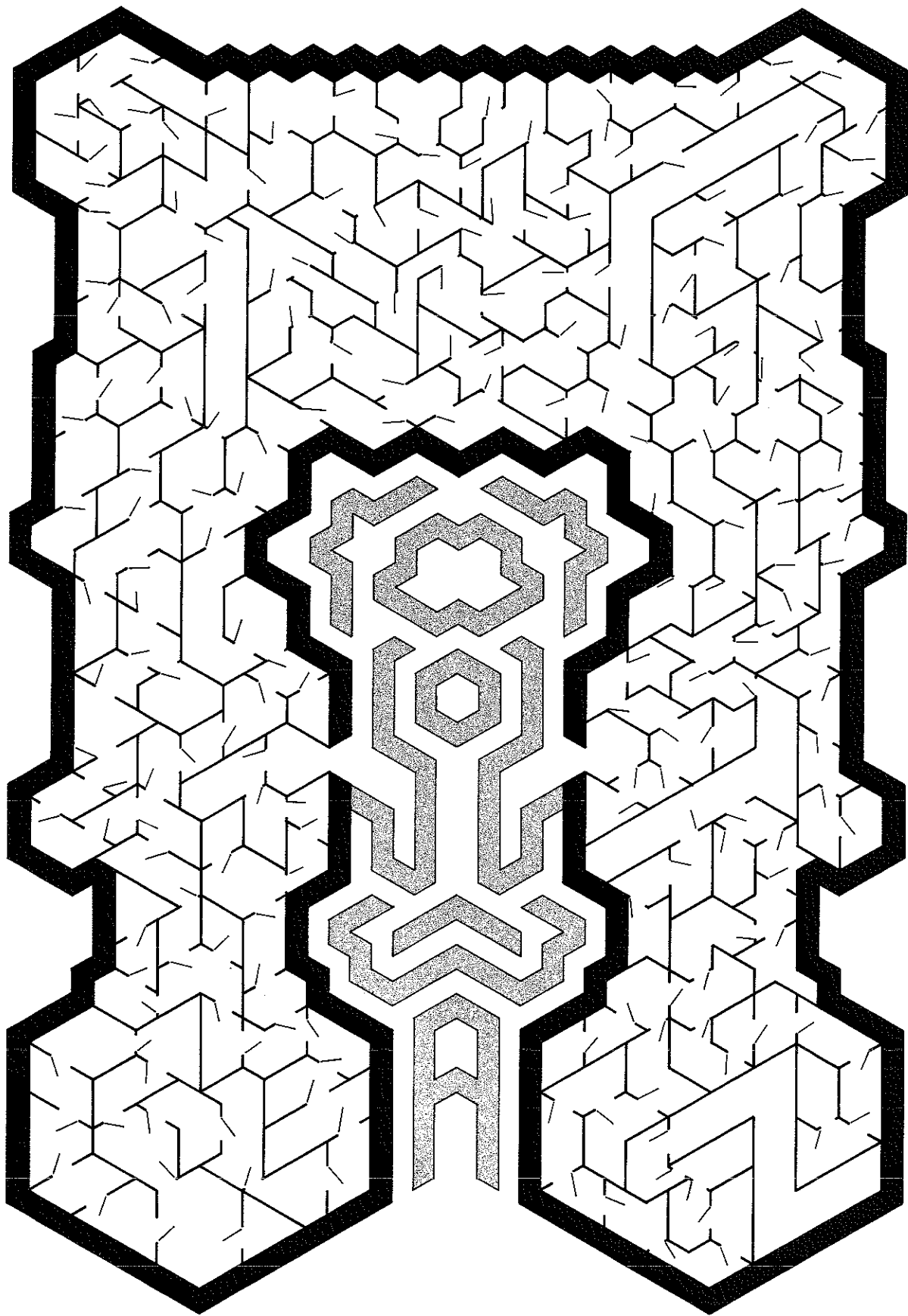
21 FOR HUMAN FLIES

Select the correct entrance at the bottom and follow the white surfaces to the roof.



22 BURSTING THROUGH OPEN DOORS

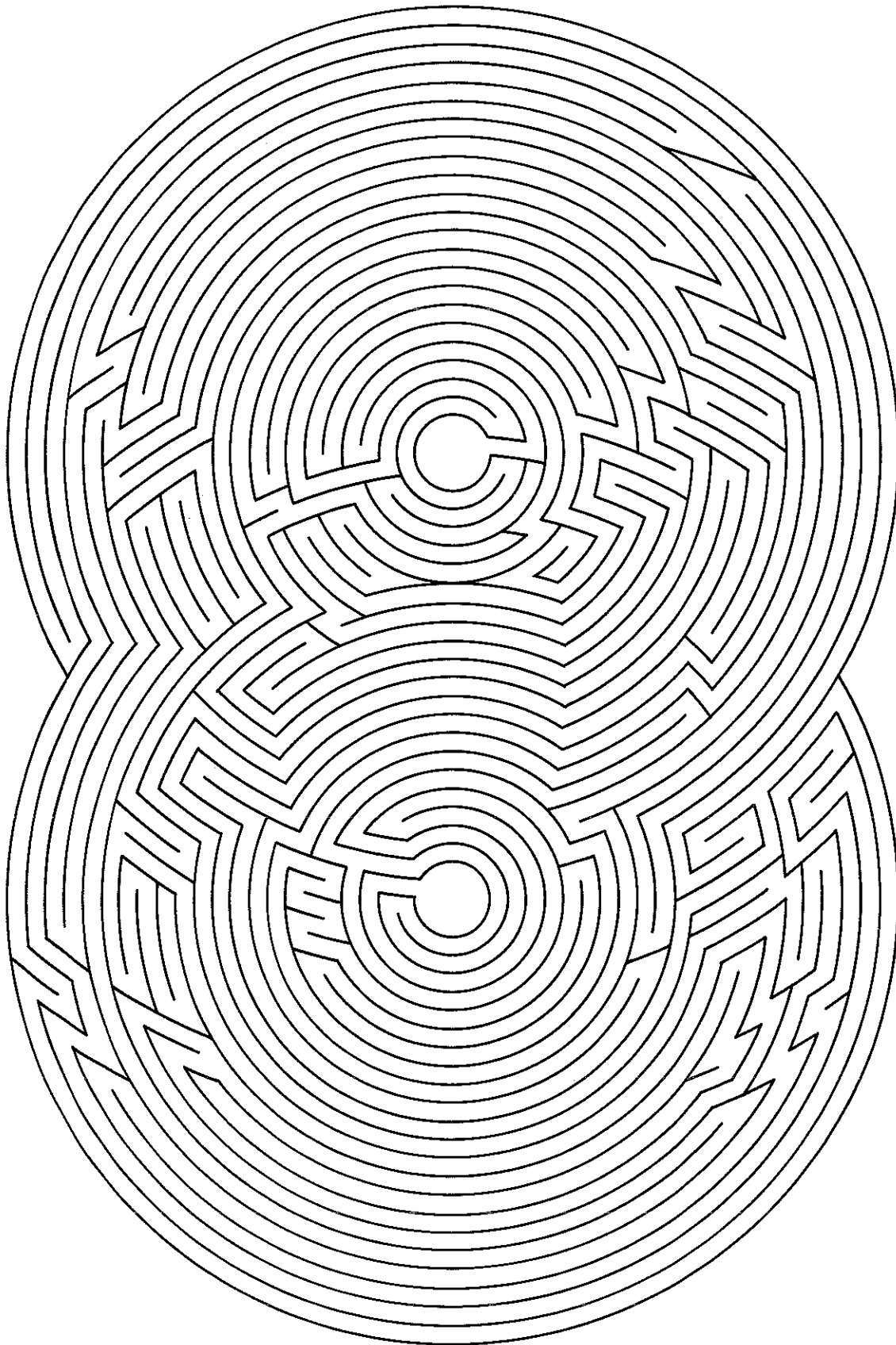
Enter from below and, by passing through the hexagonal areas, make your way to the larger open area in the middle.



23 THE CASTLE

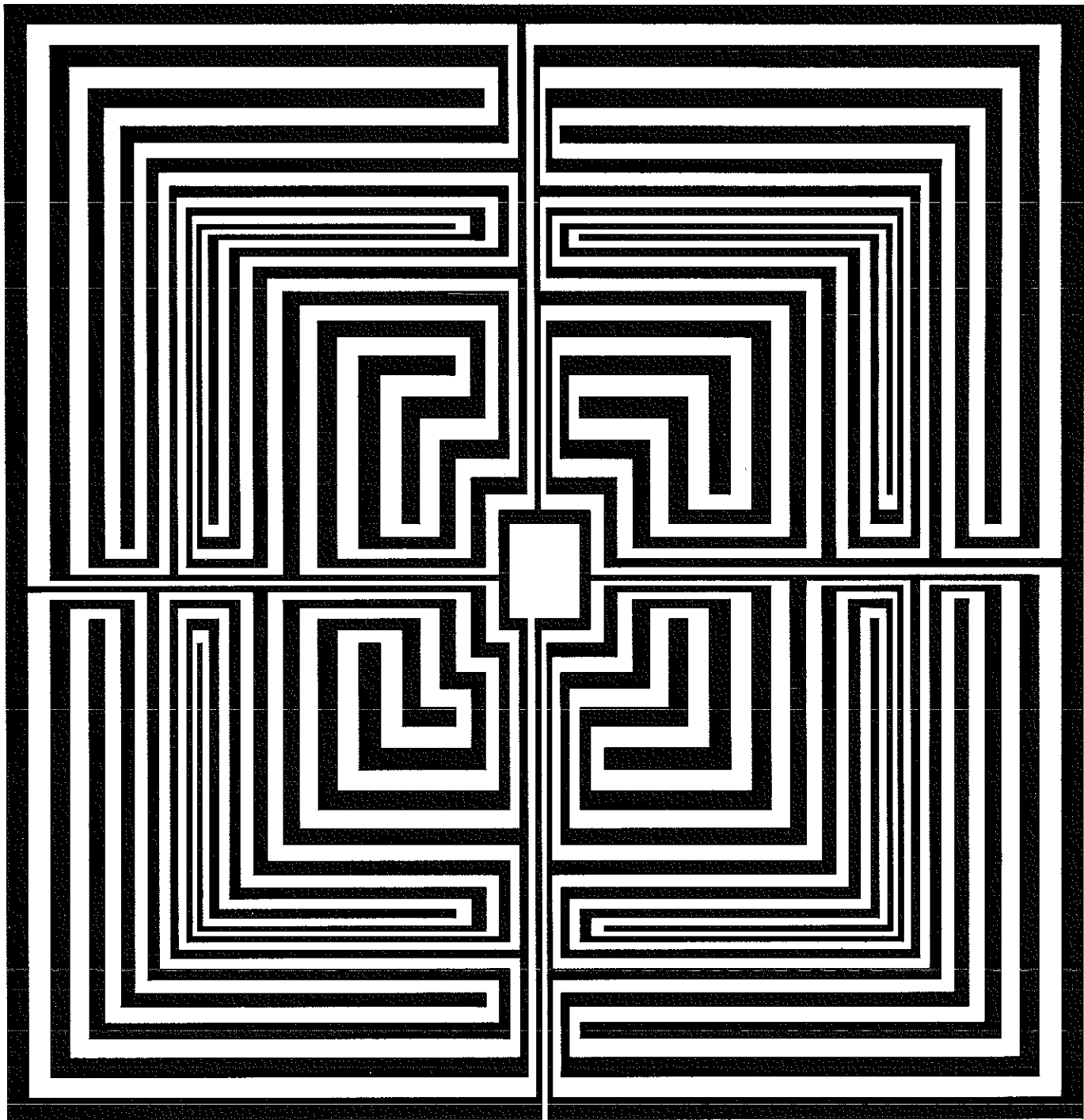
Make your way from the A in the formal gardens to the Z-shaped chamber in the lower right corner.

27/10/12



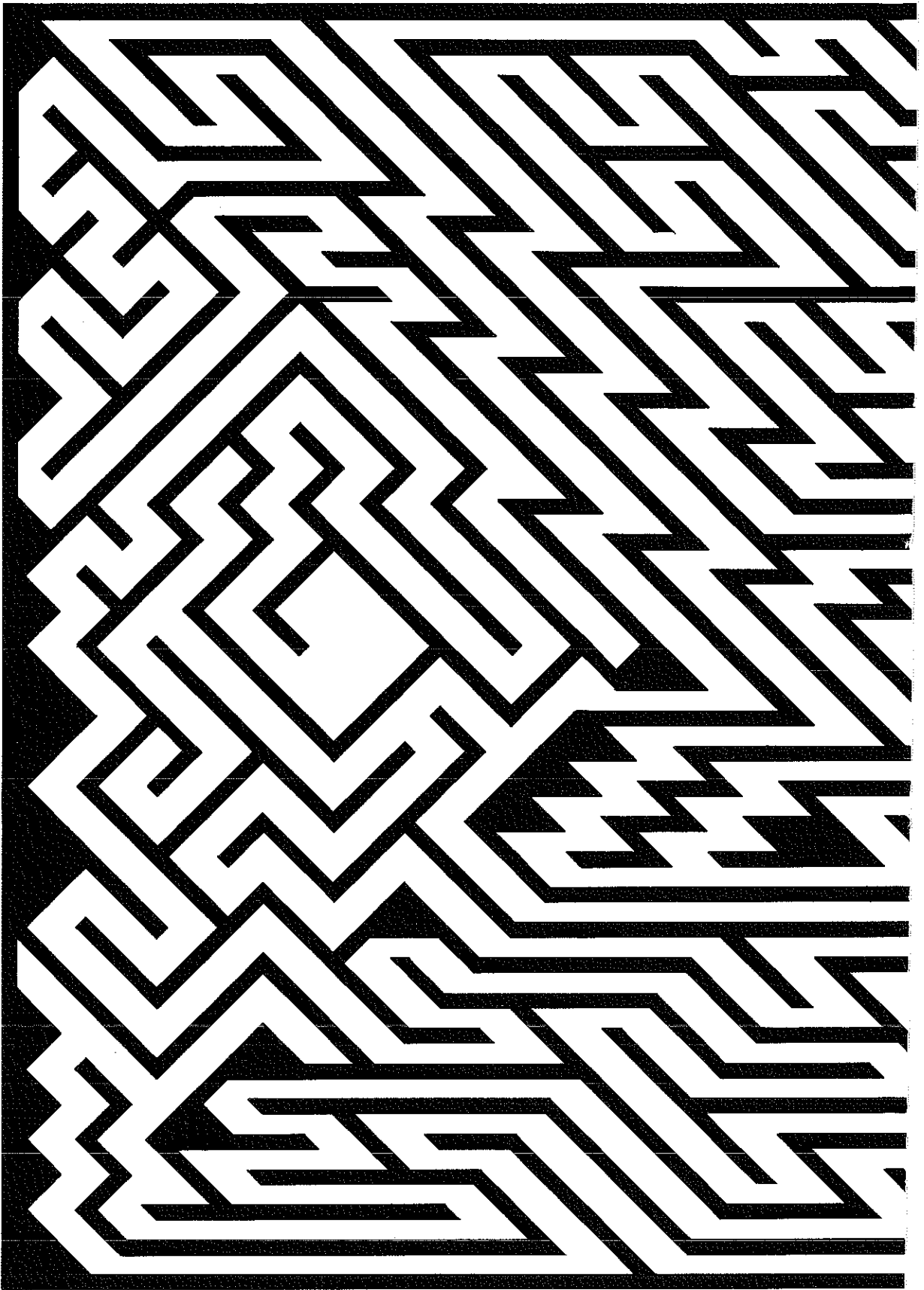
24 TWINS

Travel from one white circle to the other.



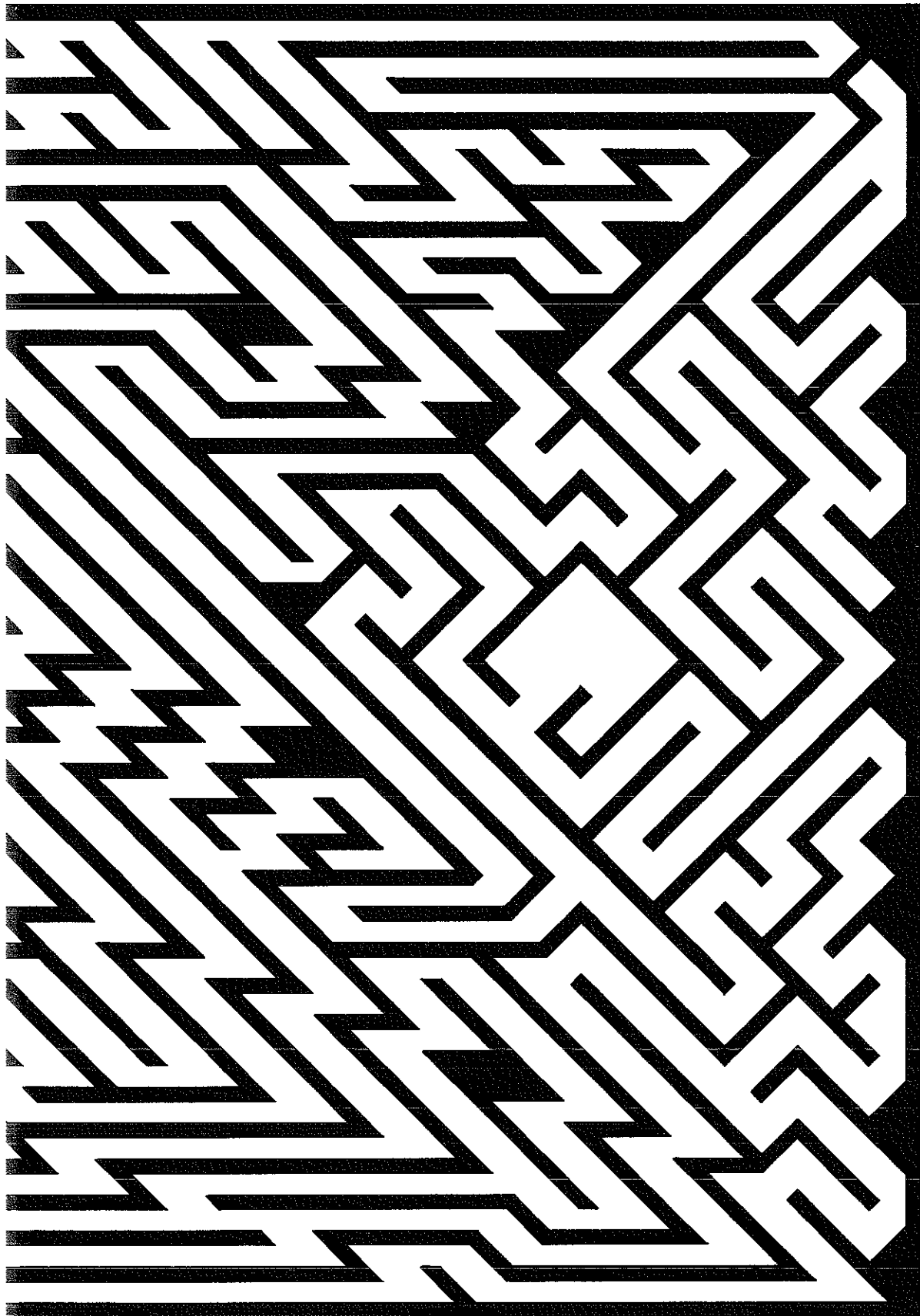
25 GREEK FRET

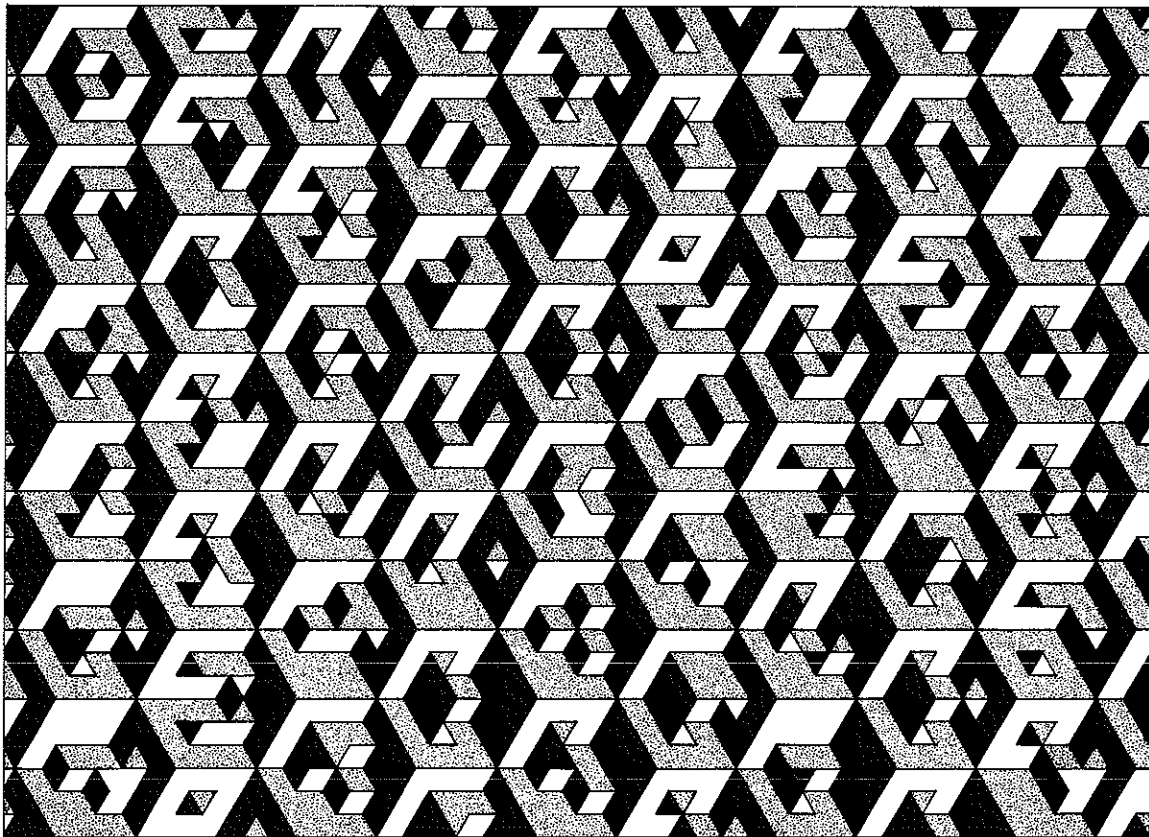
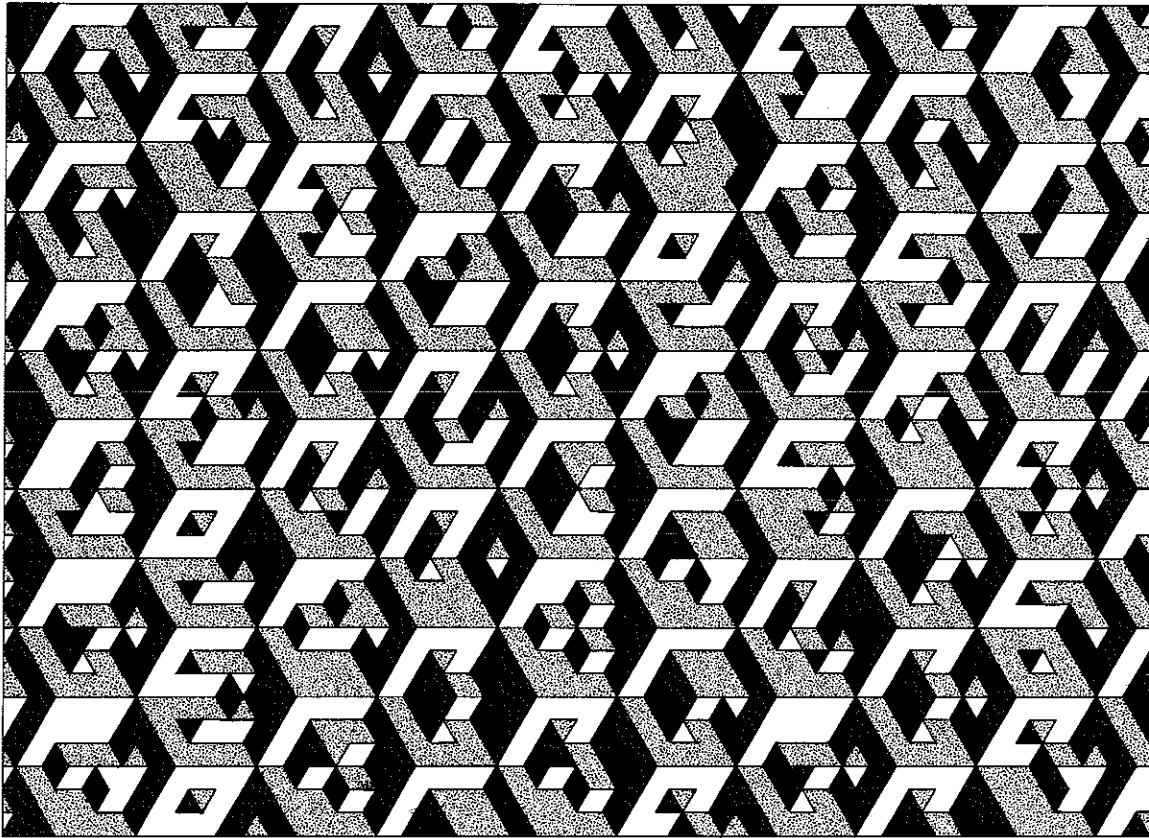
Enjoy a respite from dead ends and wrong ways—enter from below and work your way to the center.



26 ZIGZAG

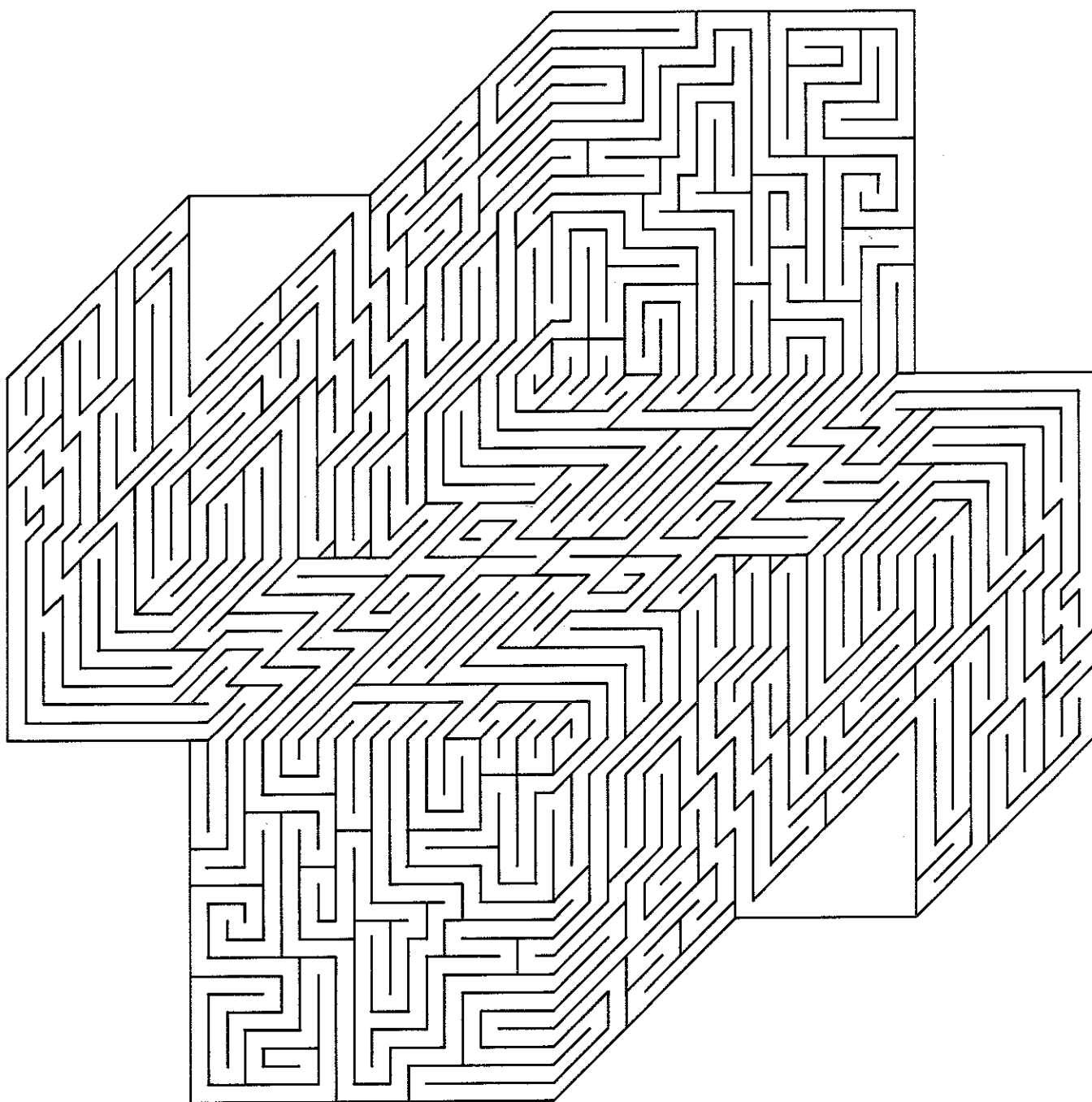
Travel from one rectangular area to the other.





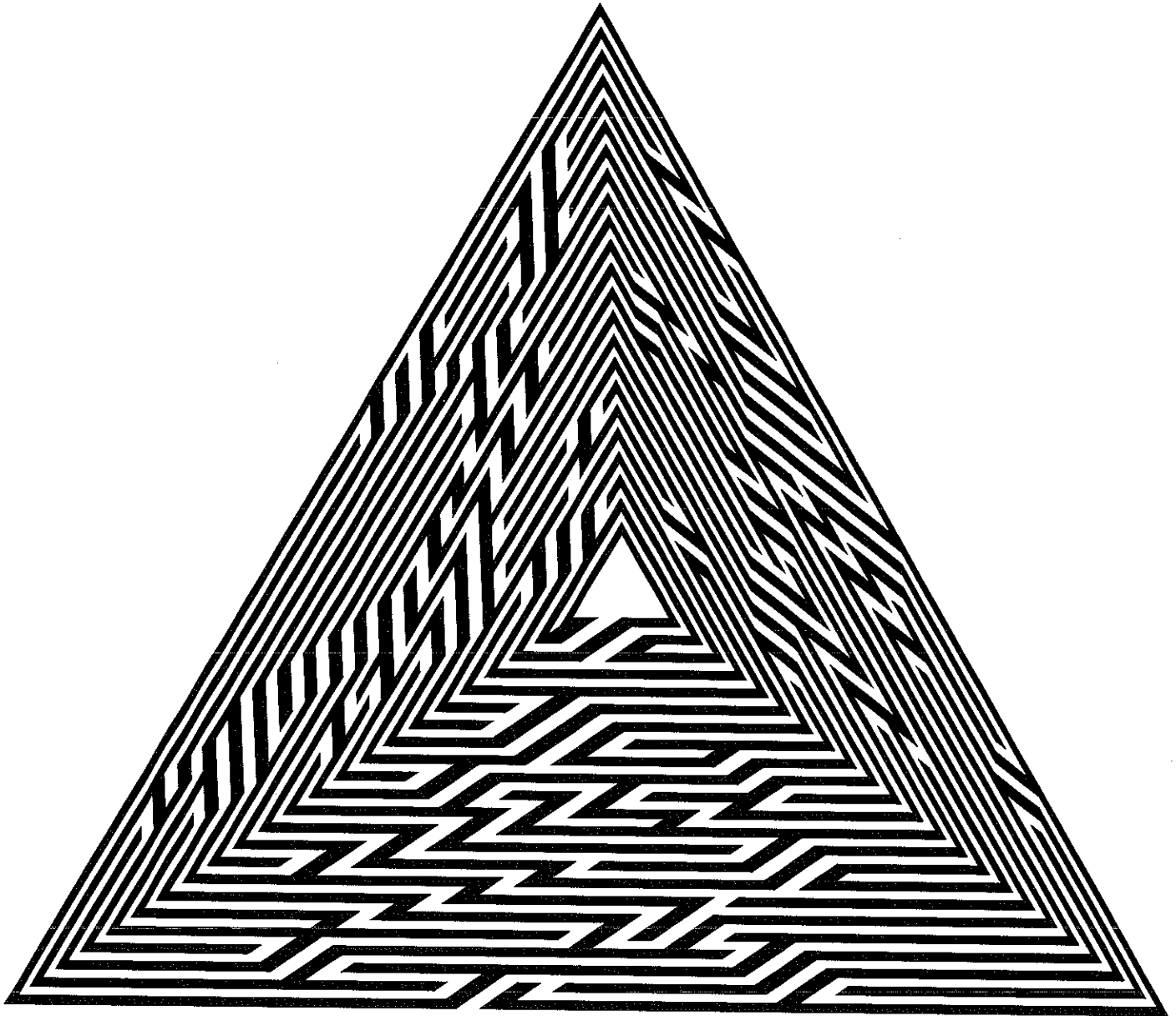
27 PICTURE SEARCH 2—OPTICAL POISON

Locate the nine dissimilarities in the two designs.



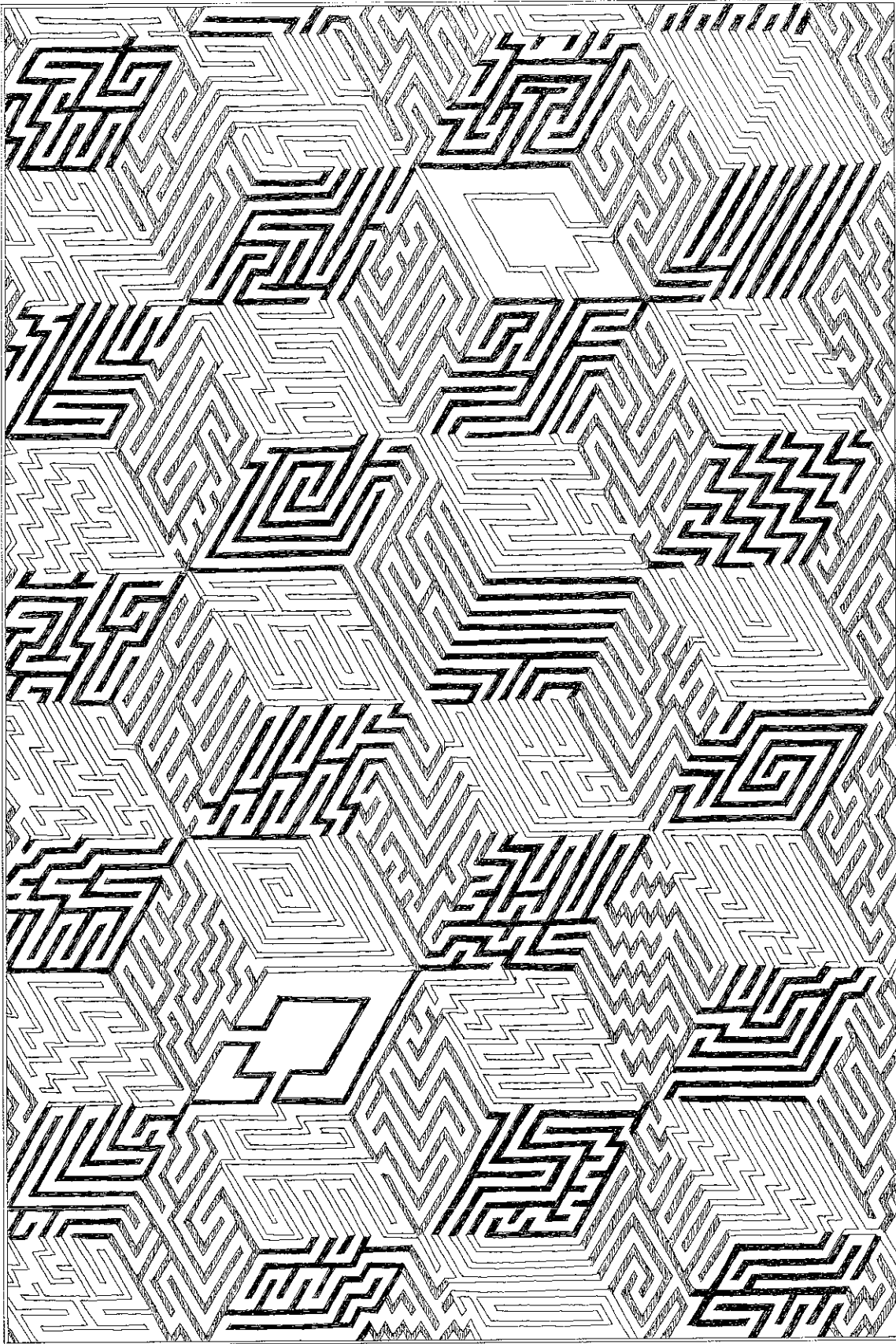
28 ONE, TWO WAYS

Discover the two nonintersecting paths that connect the two triangles.



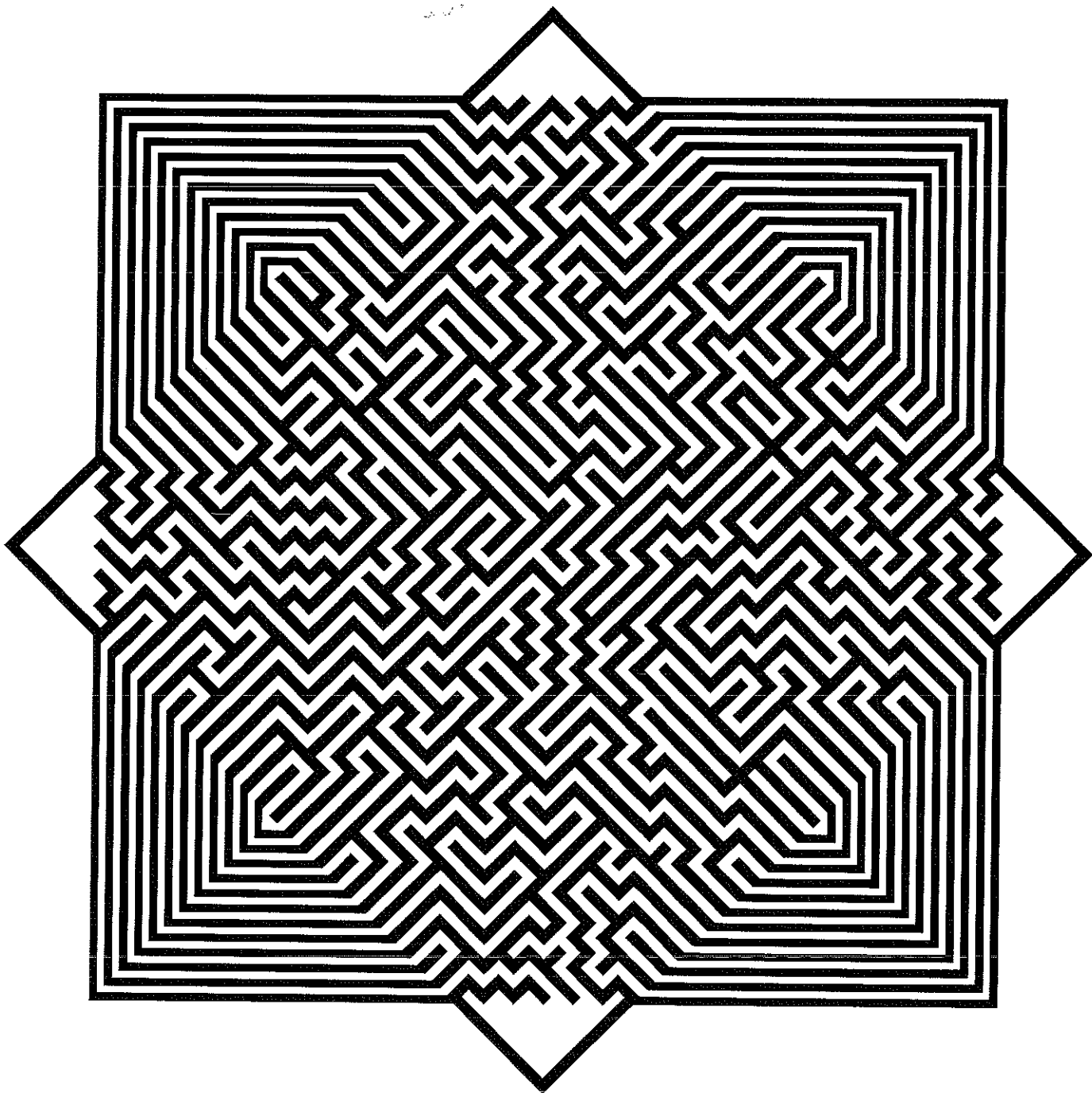
29 TRIANGULAR PYRAMID

Go from the opening at the bottom to the center.



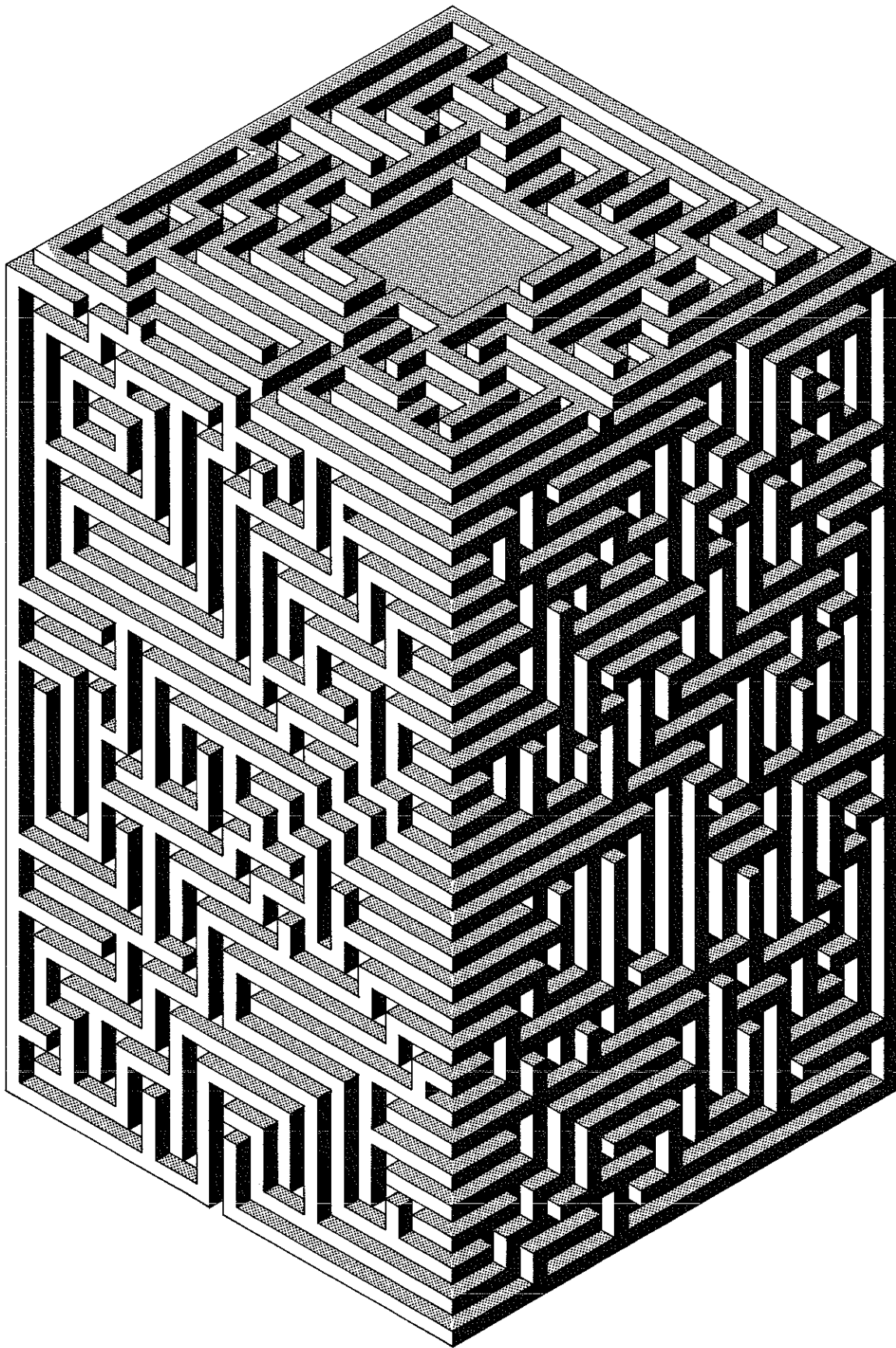
30 CONTRASTING CUBES

Start at one rhombus and make your way to the other.



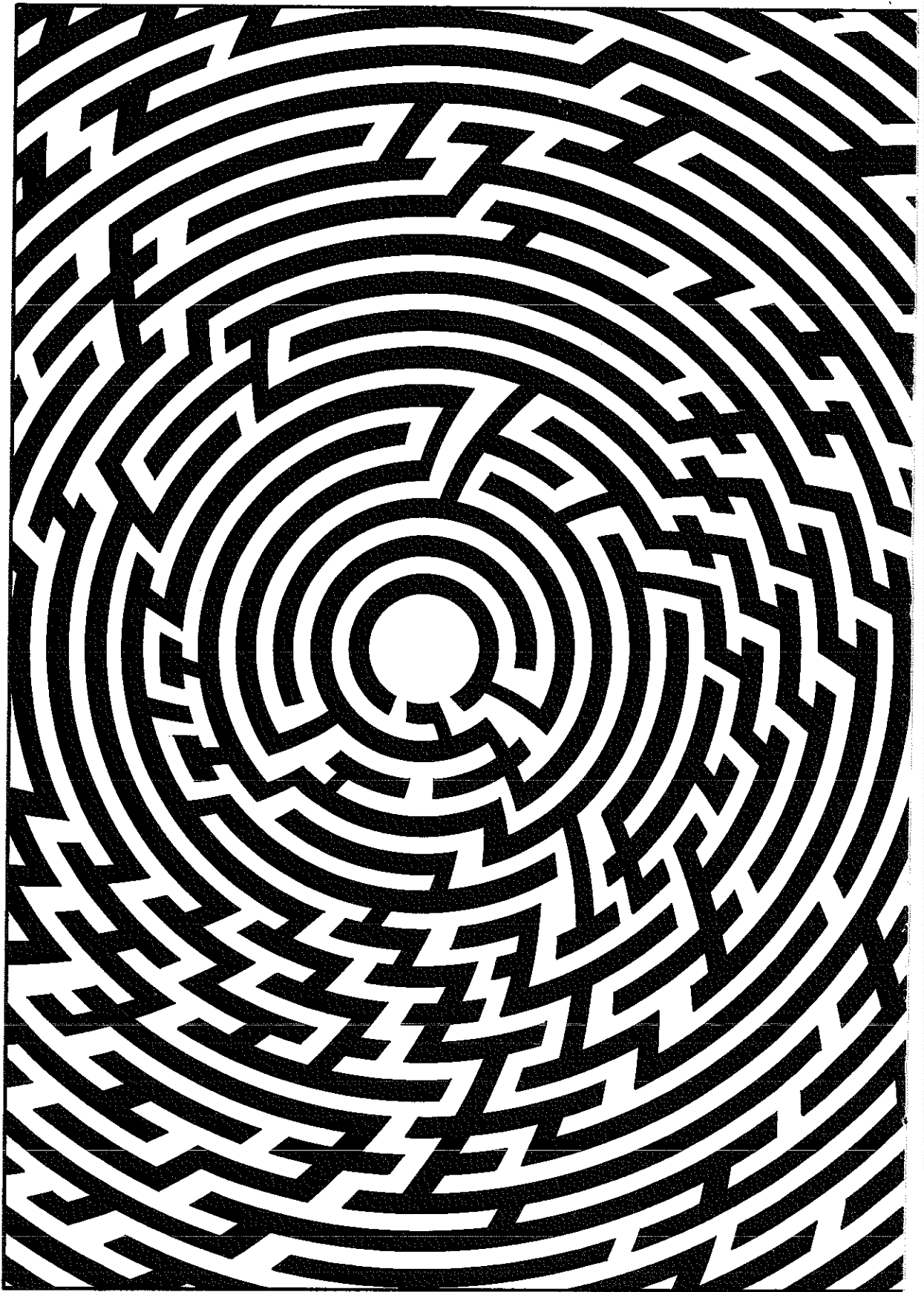
31 FOUR CORNERS

Discover which two of the four corners can be connected by a single nonintersecting line.



32 THE WAY TO THE TOP

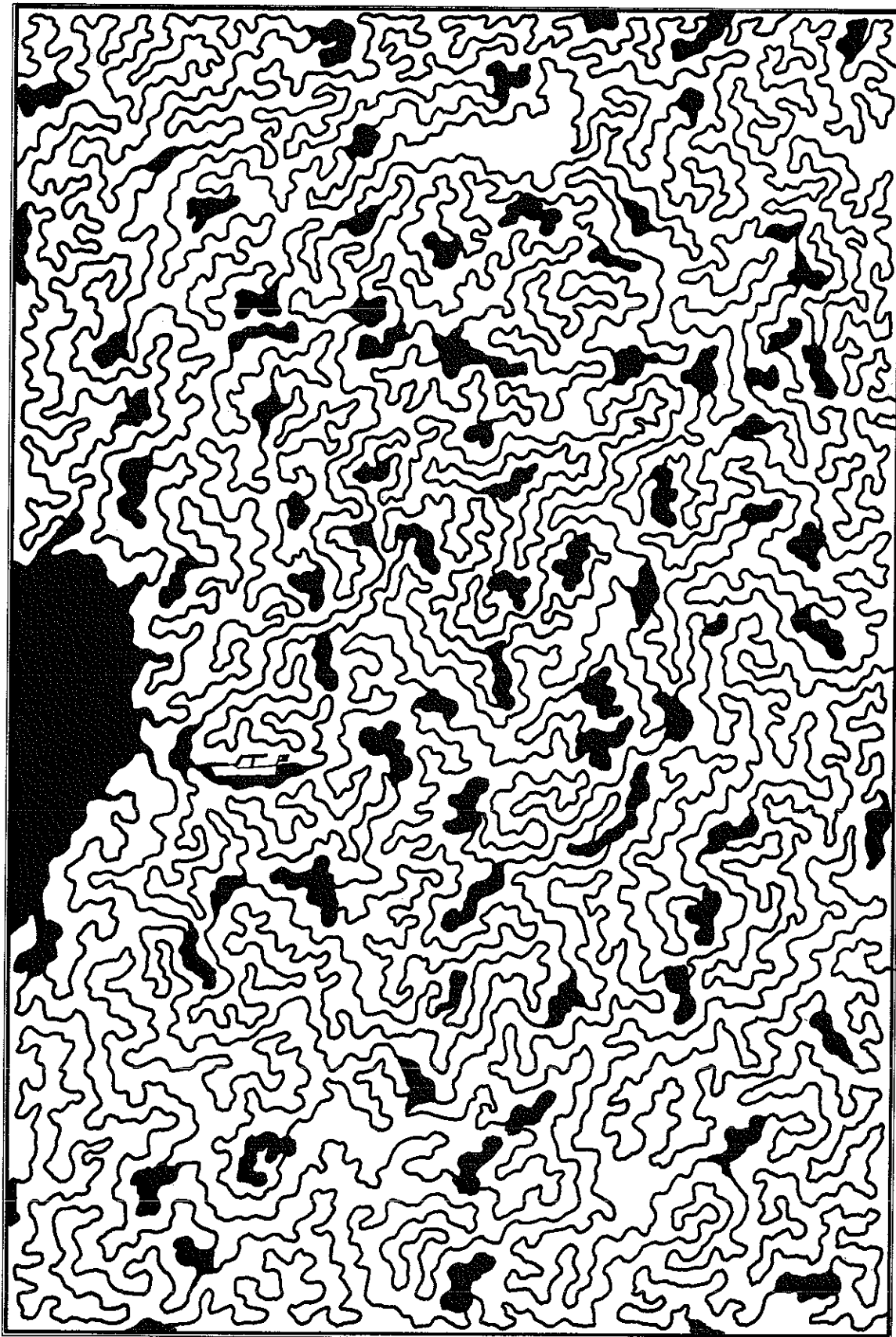
Begin at the bottom left and climb to the top of the tower.



33 BLACK AND WHITE

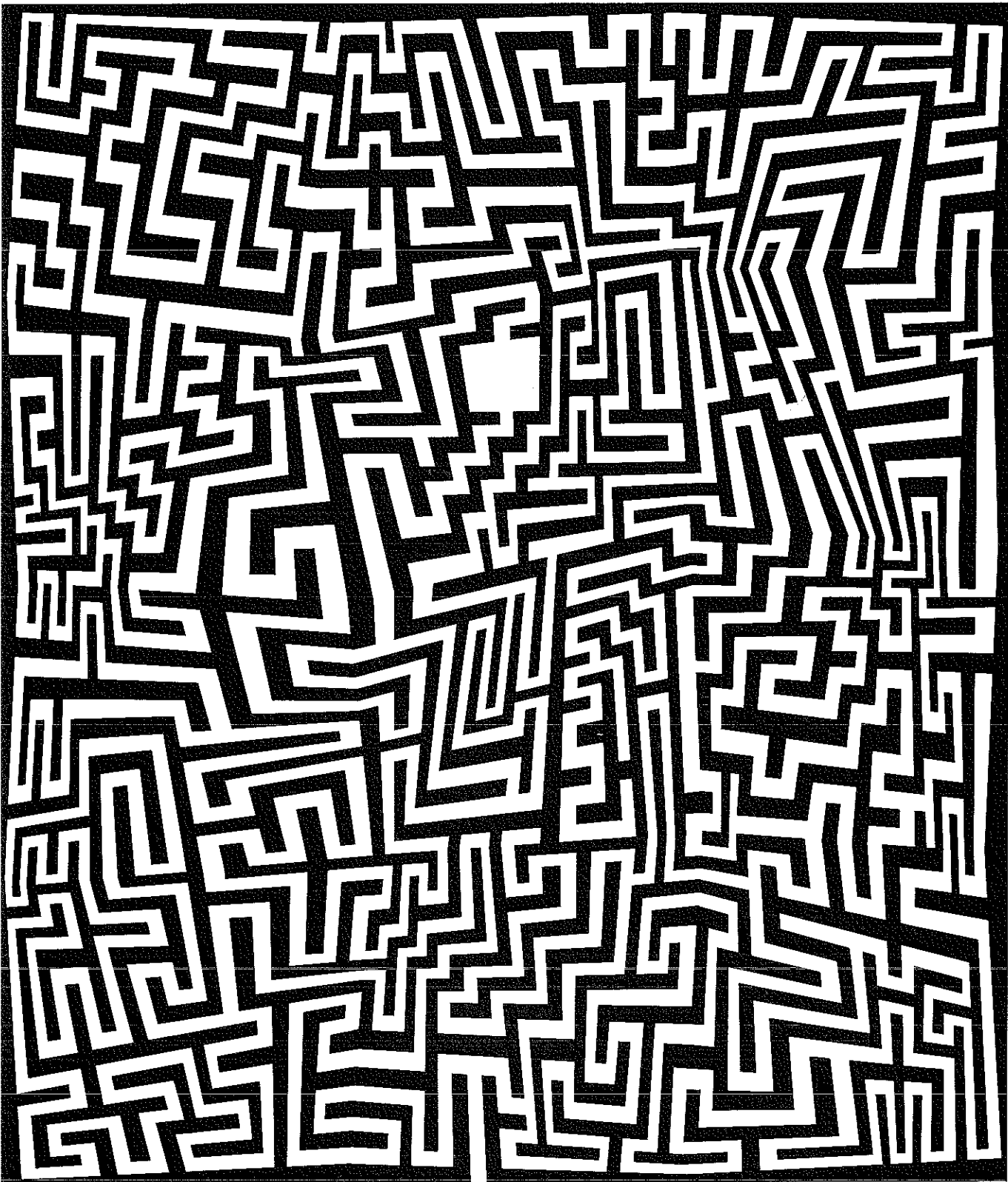
Travel from the white circle to the black circle, or vice versa.





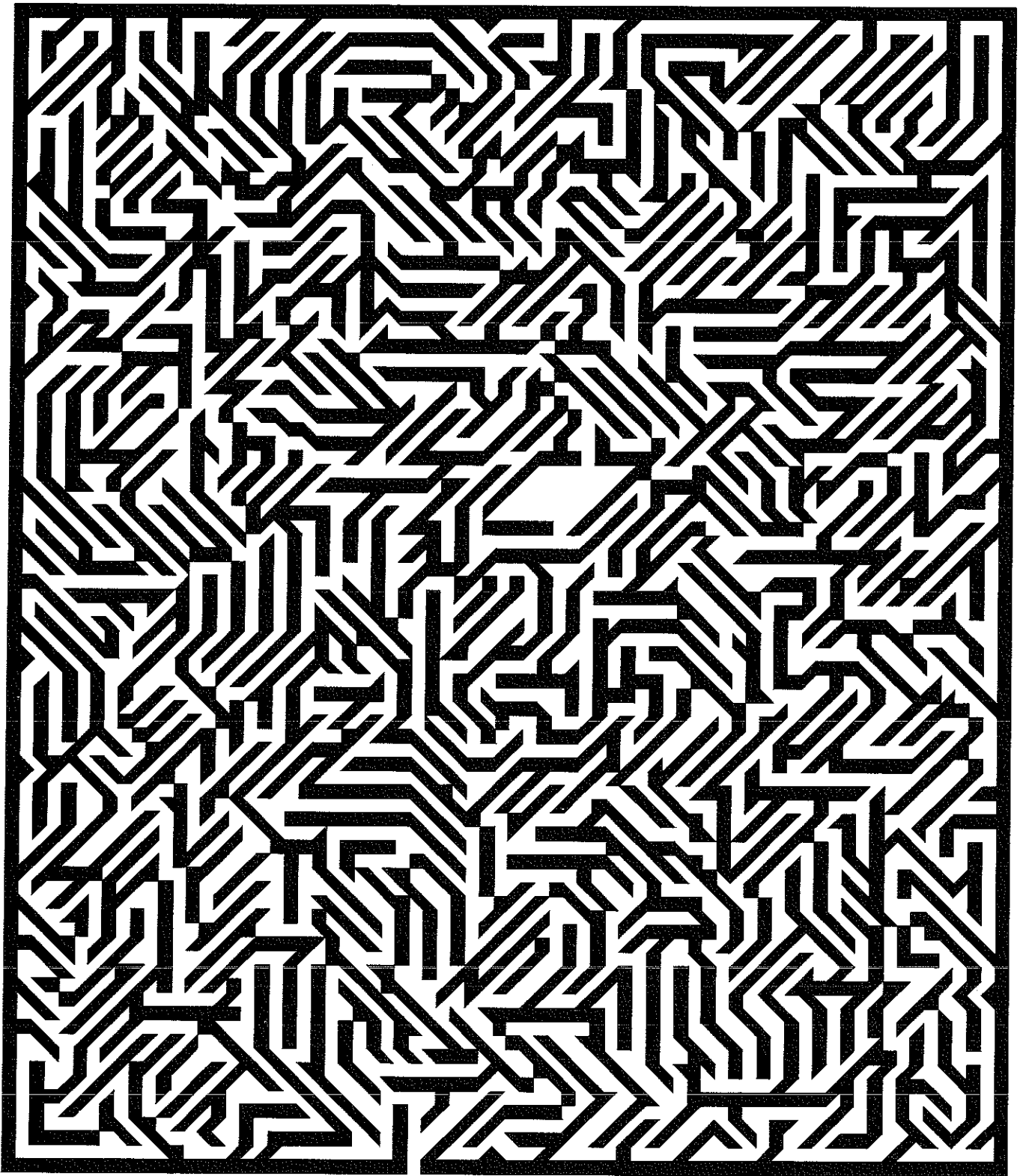
34 AFRICAN QUEEN

Help the boat, the *African Queen*, reach Lake Victoria.



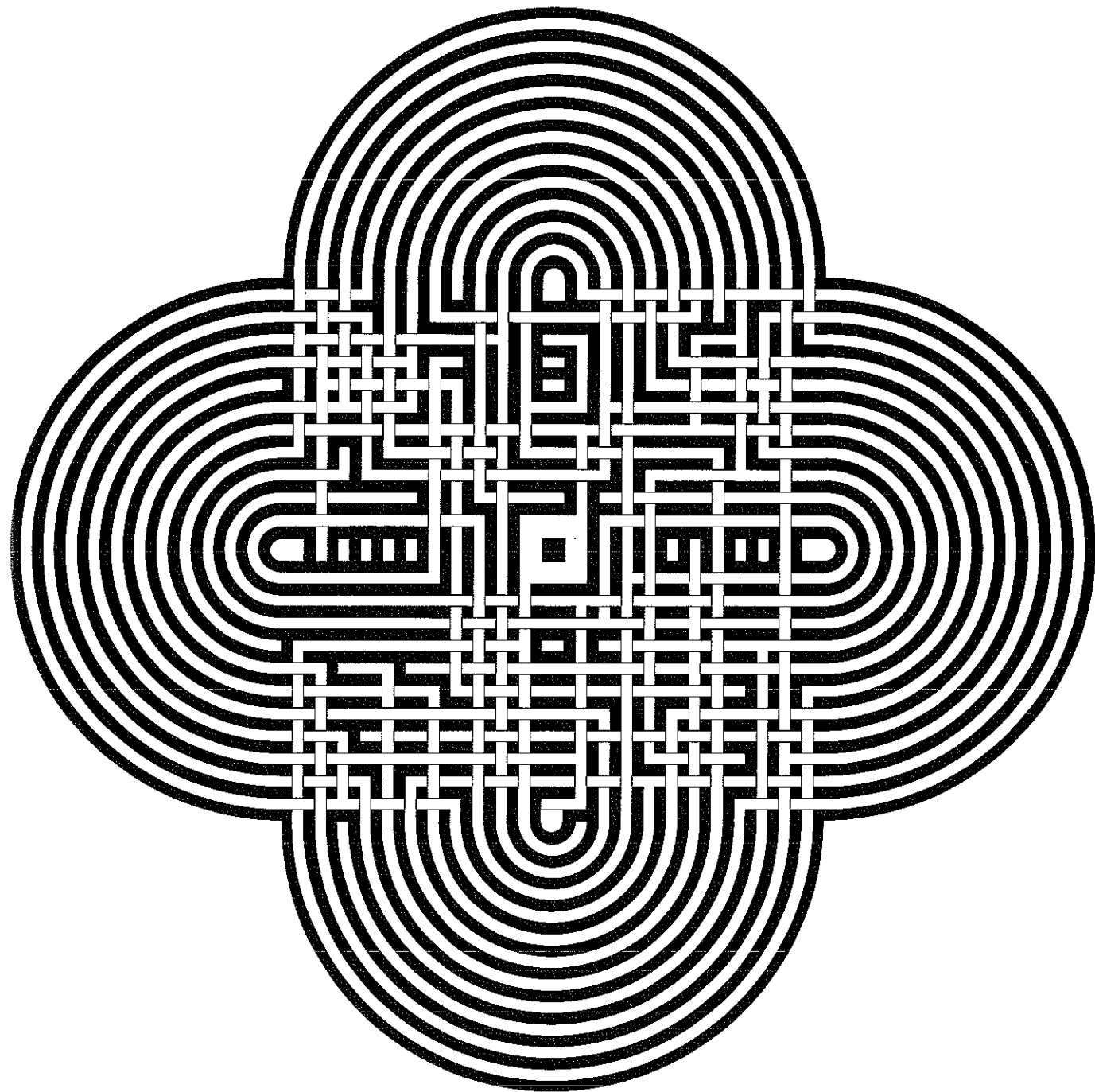
35 DISTORTION

Enter from below and travel to the large white area.



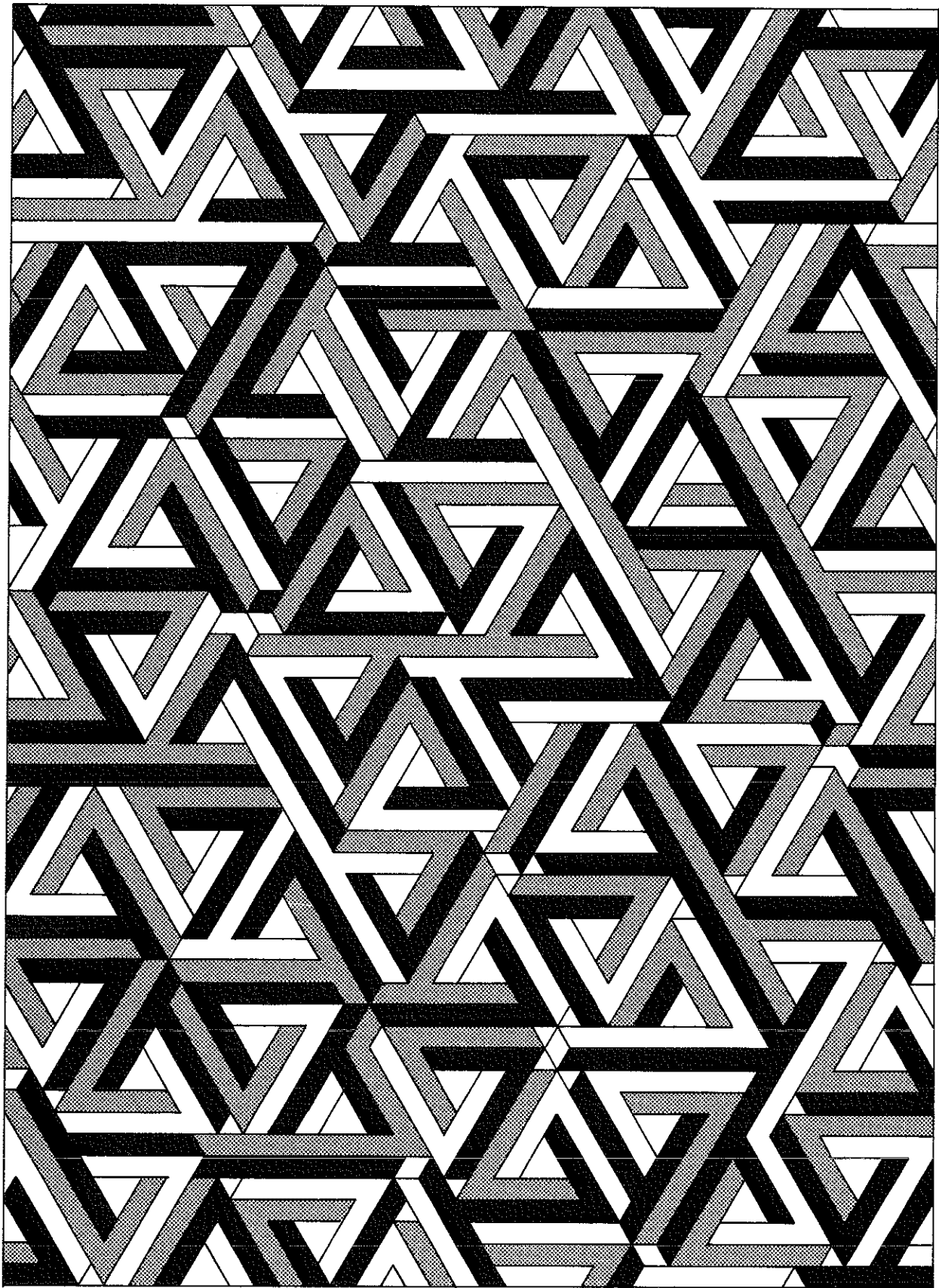
36 MANY FORMS

Enter at the bottom and make your way to the center.



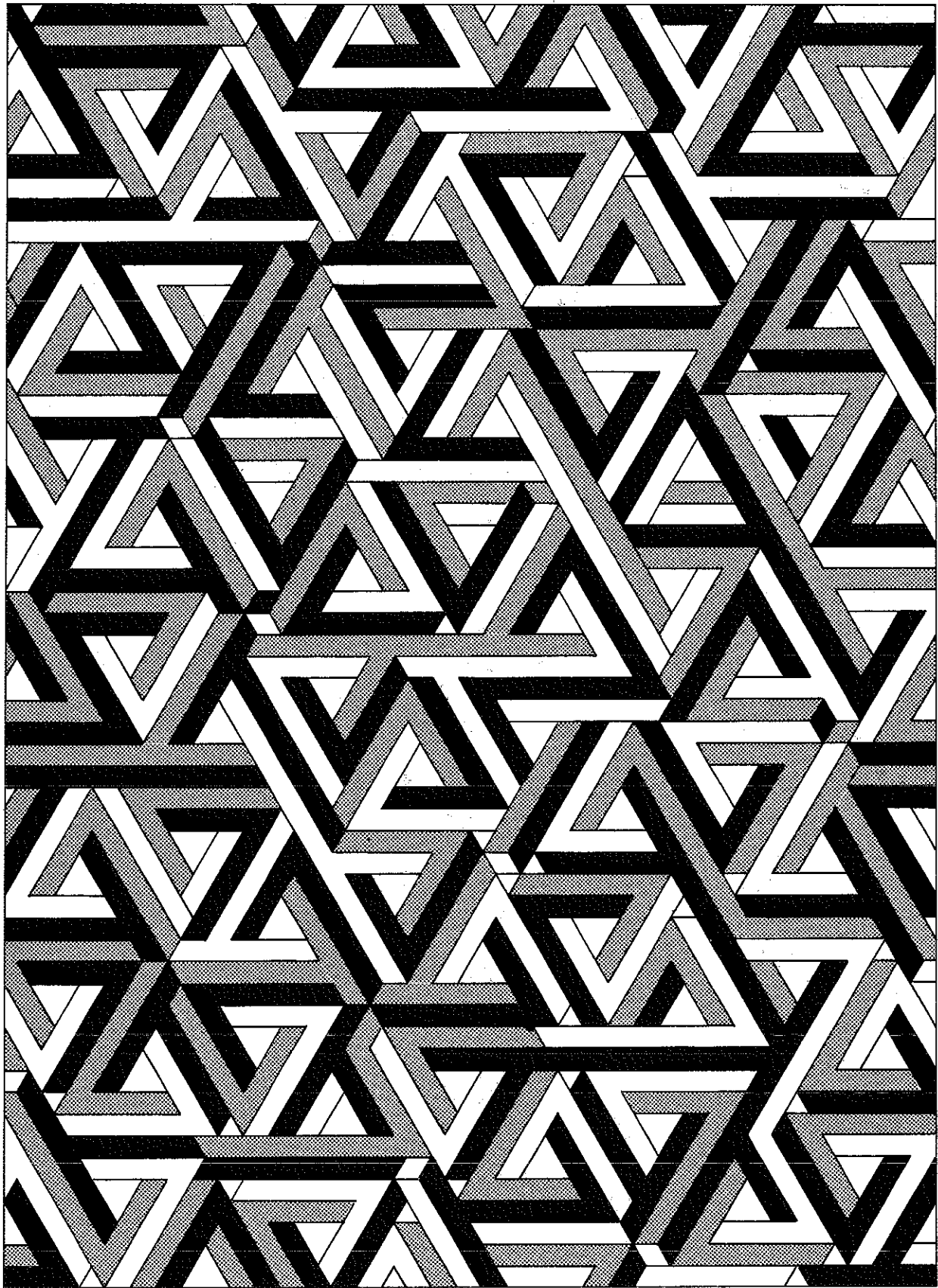
37 CLOVERLEAF

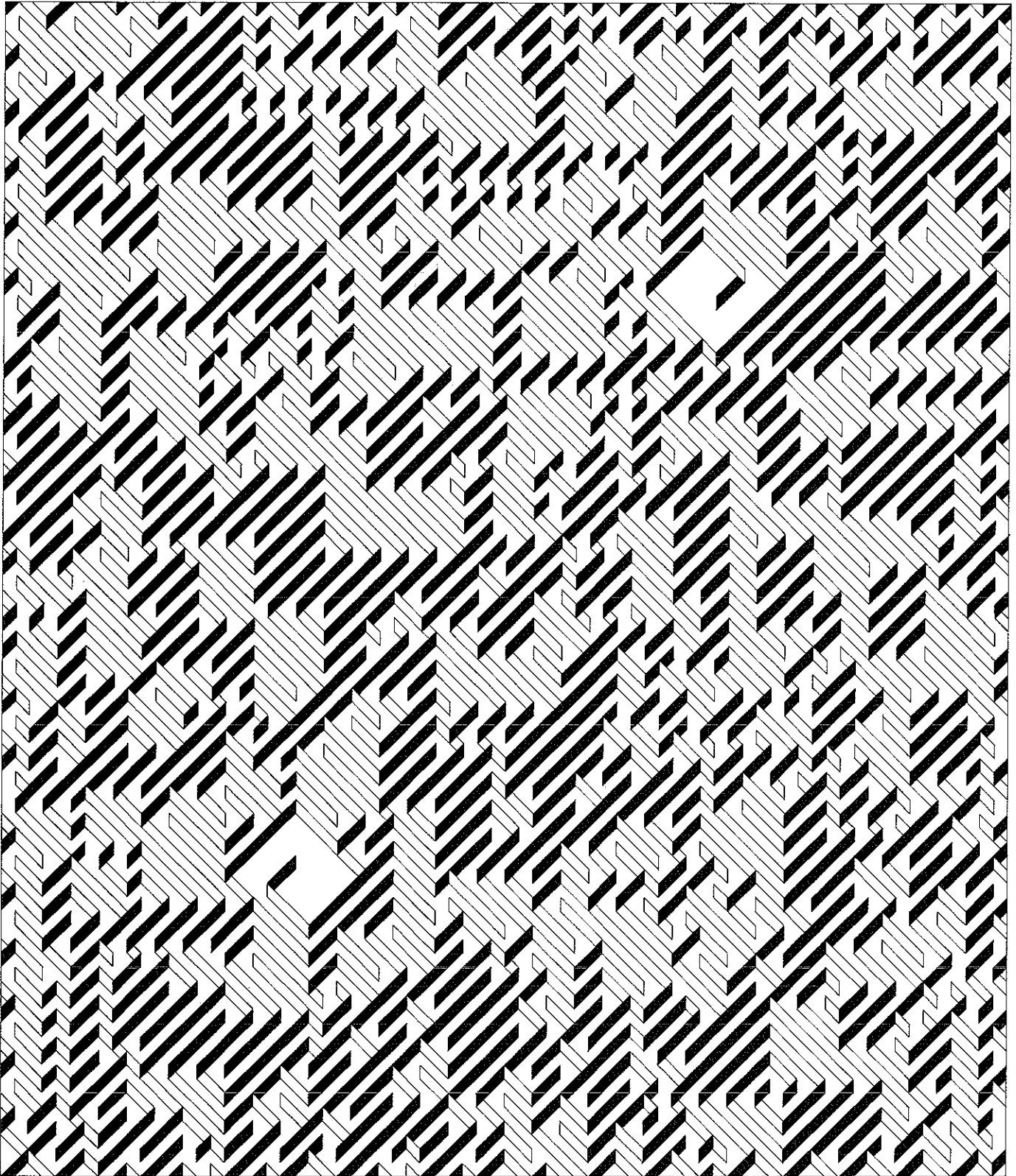
Follow the over-and-under path that will lead you out of the center square through one corner and return you to it through the opposite one.



38 PICTURE SEARCH 3—TRIGONS

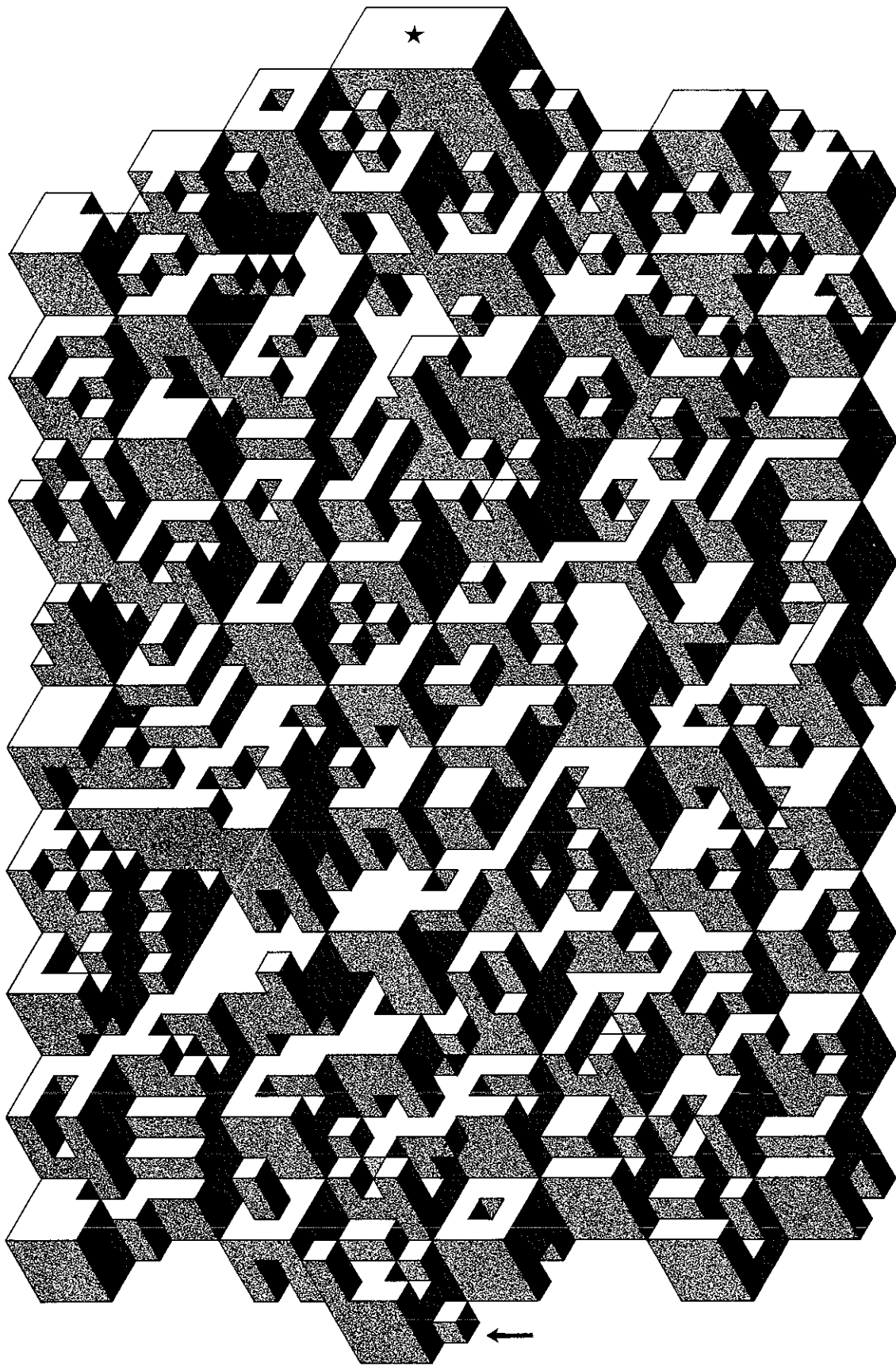
Find the eleven dissimilarities in the two designs.





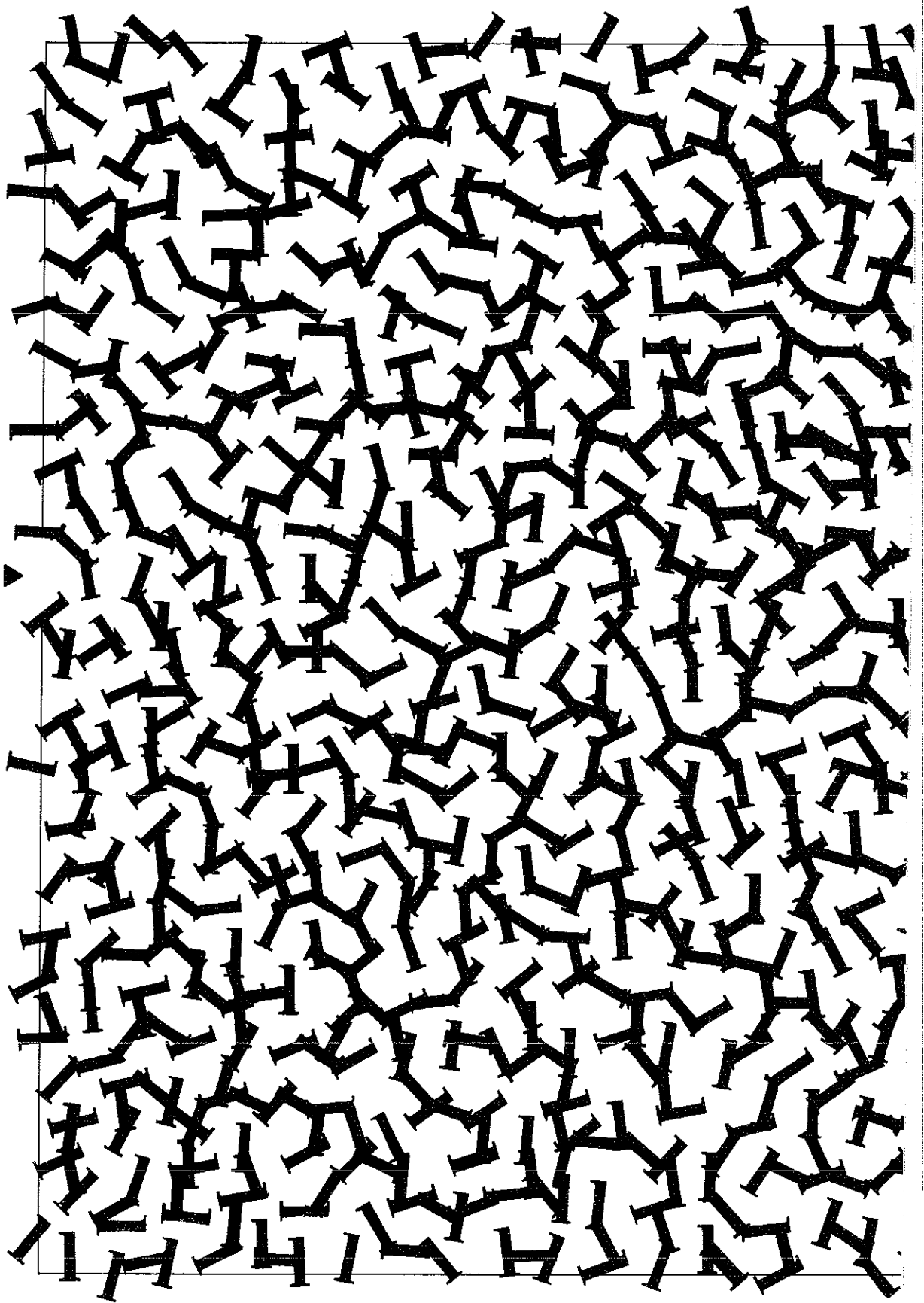
39 STRIPED LABYRINTH

Travel from one quadrilateral to the other.



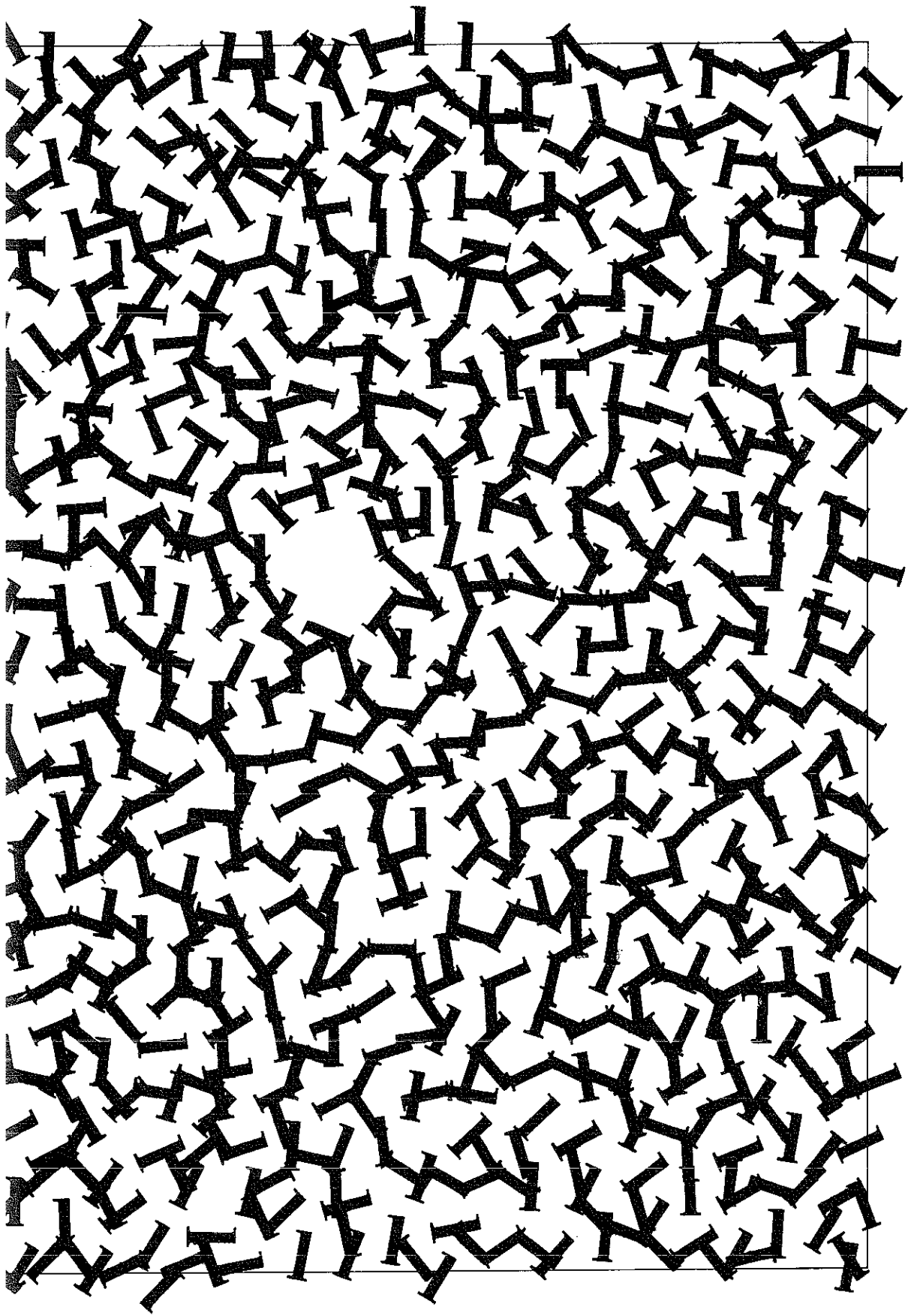
40 MY BUILDING BLOCKS

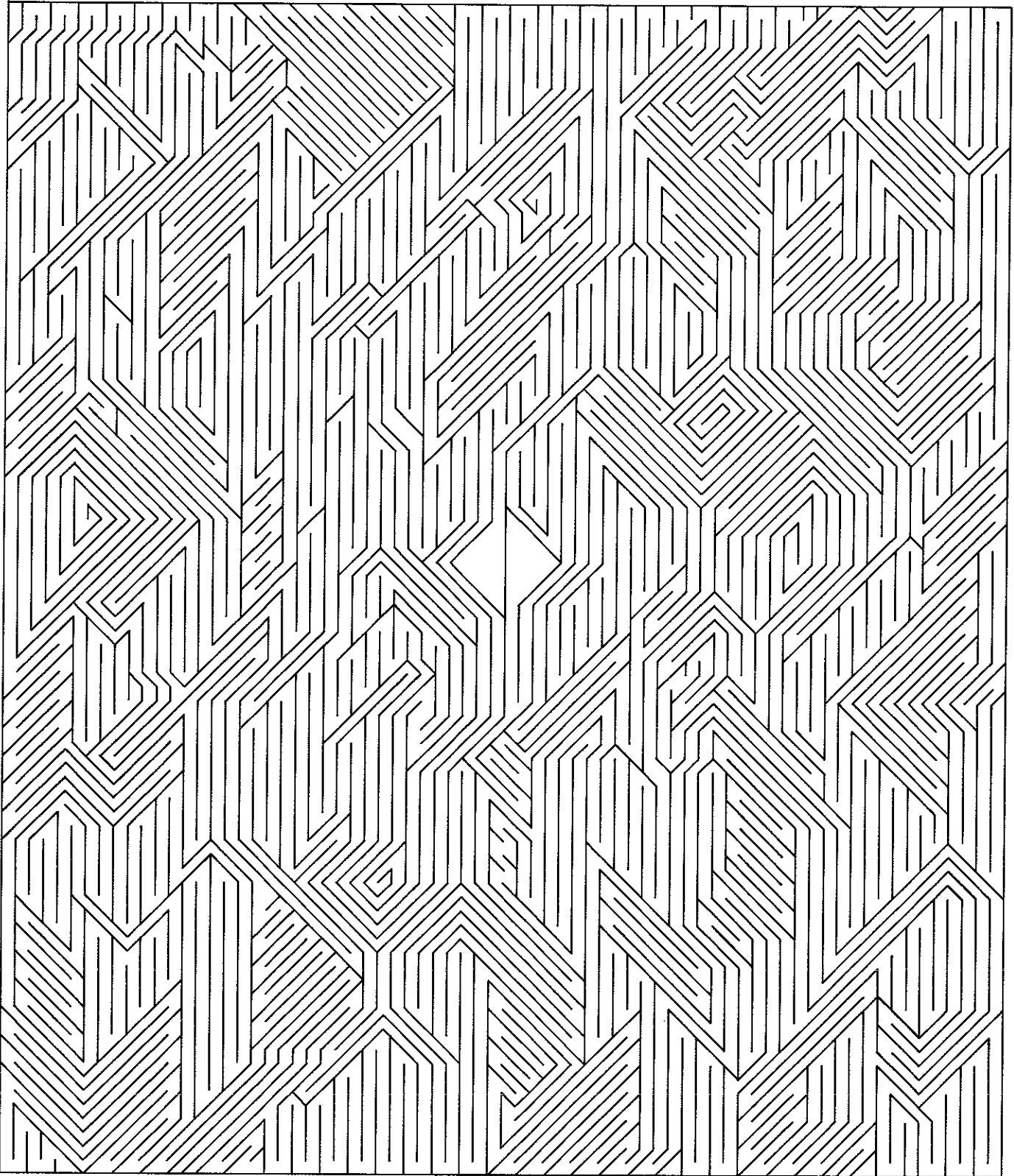
Moving up or down only one step at a time, make your way from the bottom to the top.



41 L STAMPS

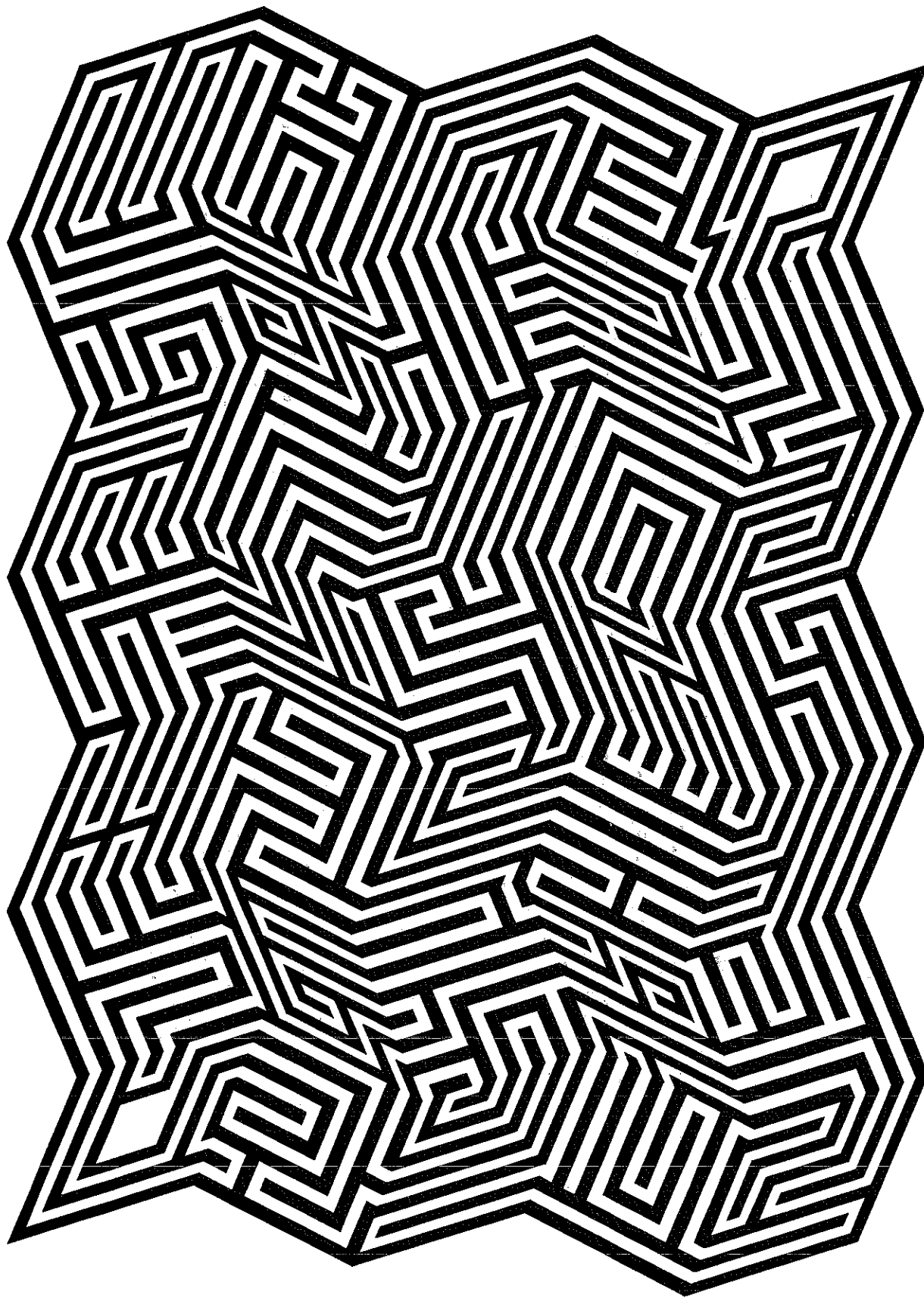
Begin at the left and go to the open area to the right.





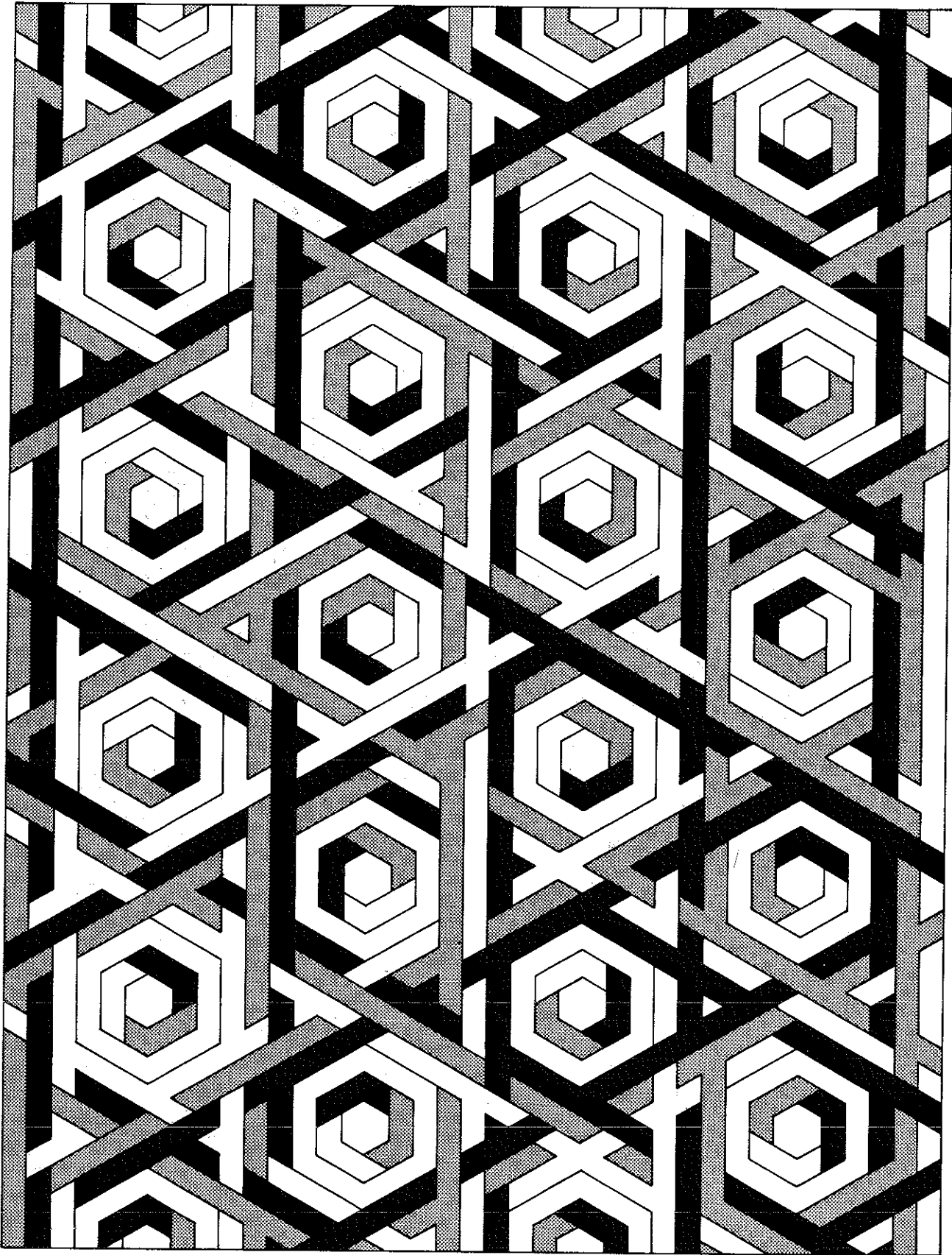
42 CONTRASTING ANGLES

Go from one triangle to the adjacent one.



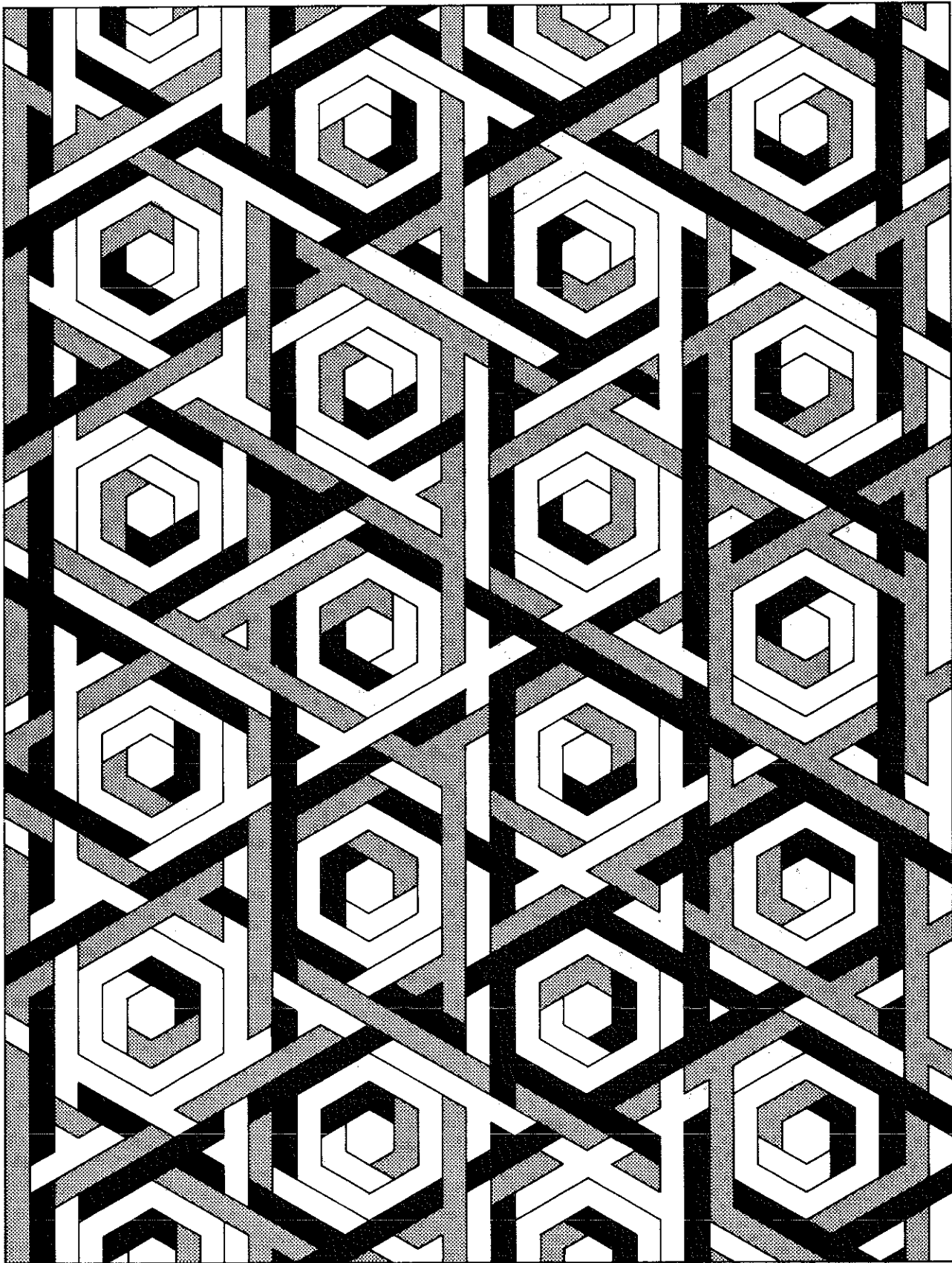
43 THE MANIFOLD

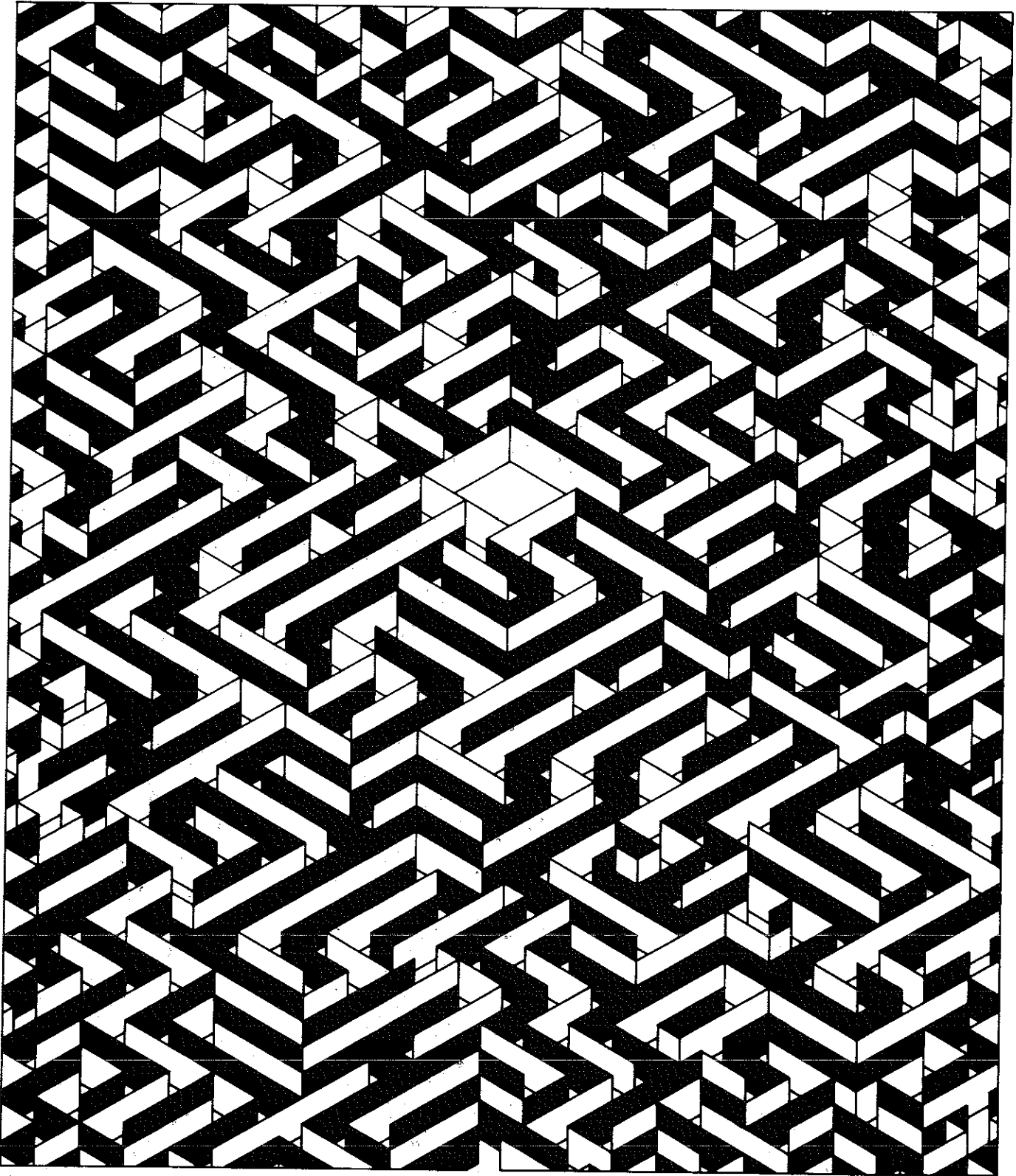
Make your way from one rhombus to the other.



44 PICTURE SEARCH 4

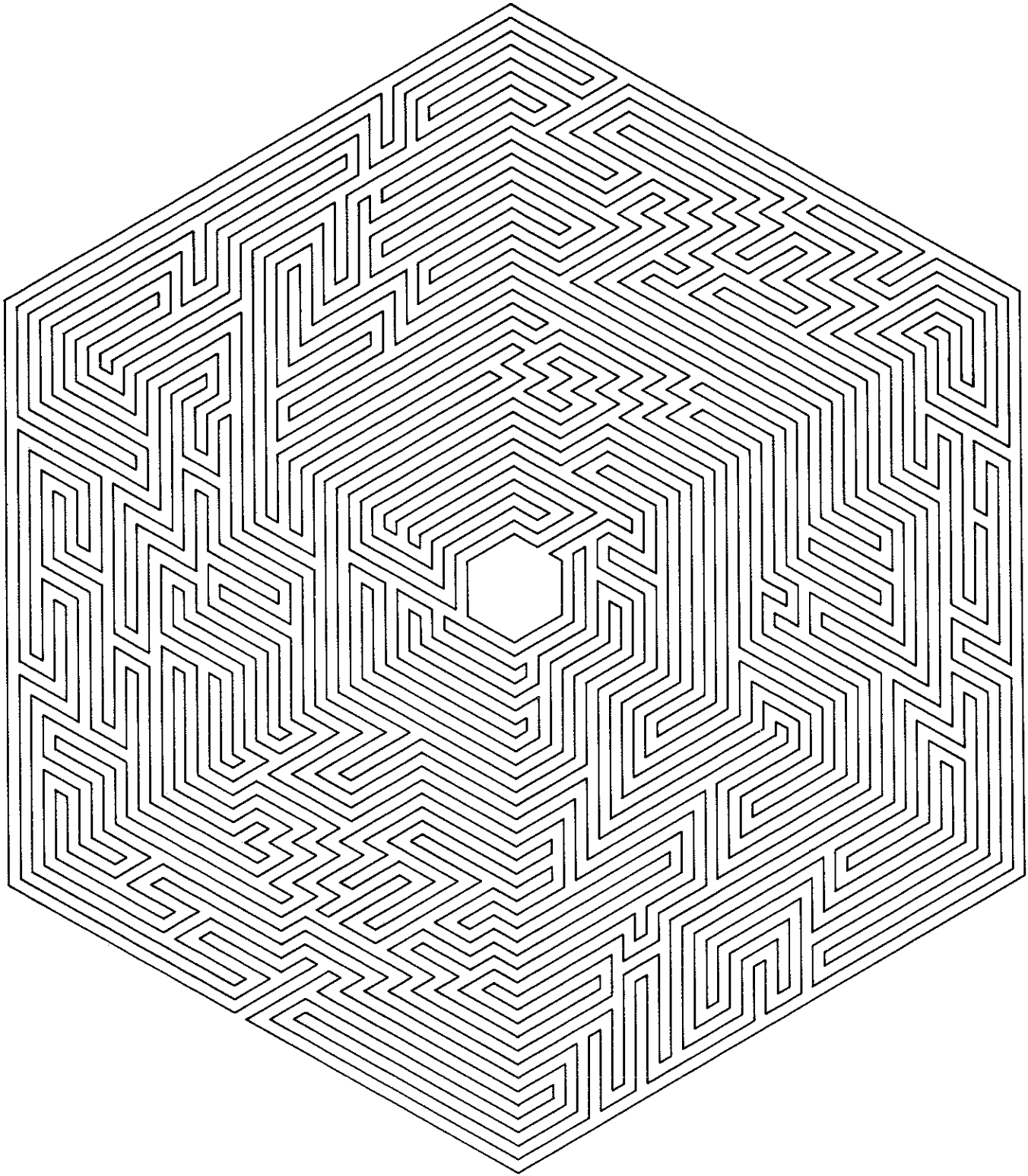
Locate the ten dissimilarities in the two designs.





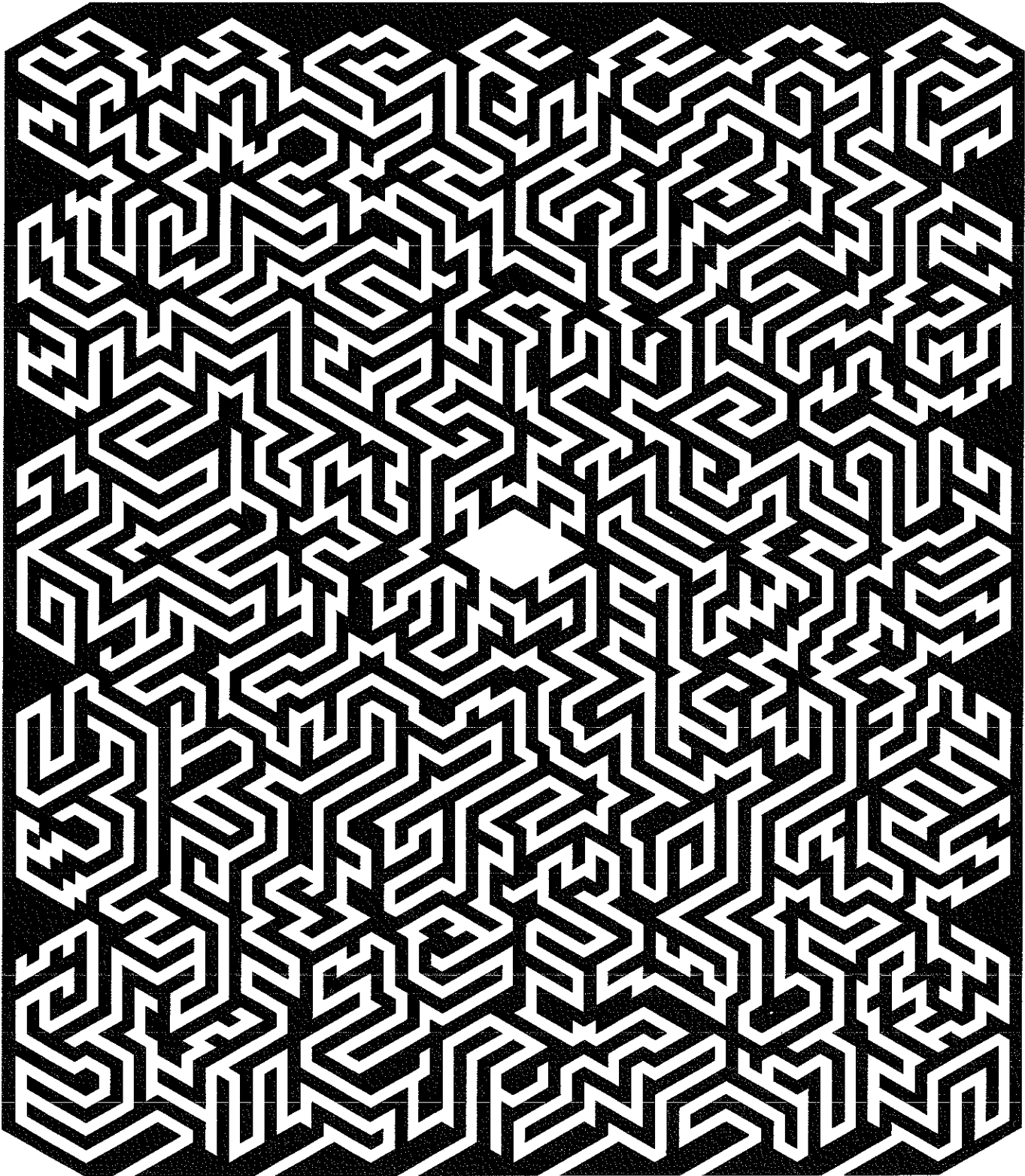
45 SHADOWS ON THE WALL

Start at the bottom and find a path to the center.



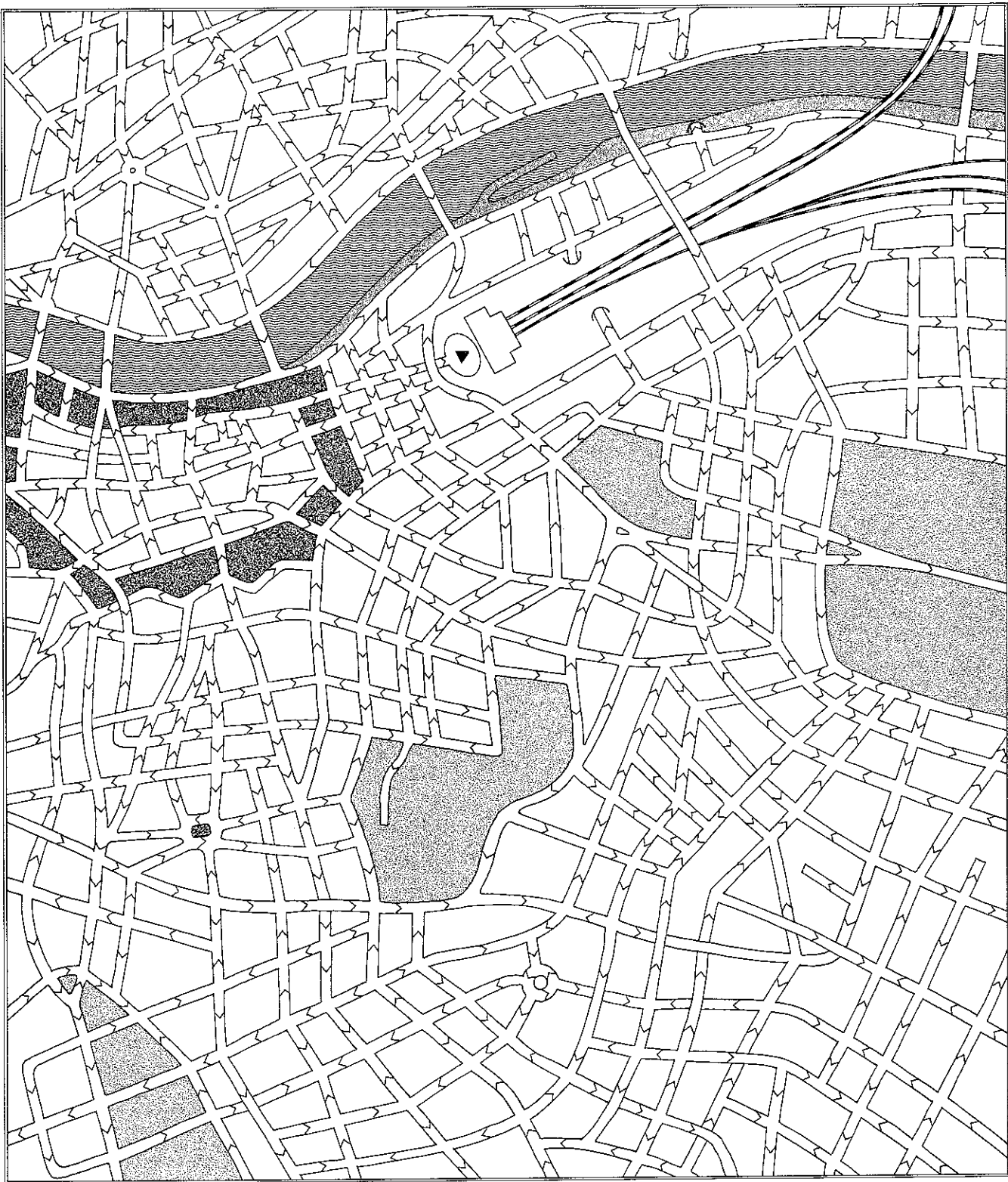
46 OUTLINE

Travel from the bottom left to the center.



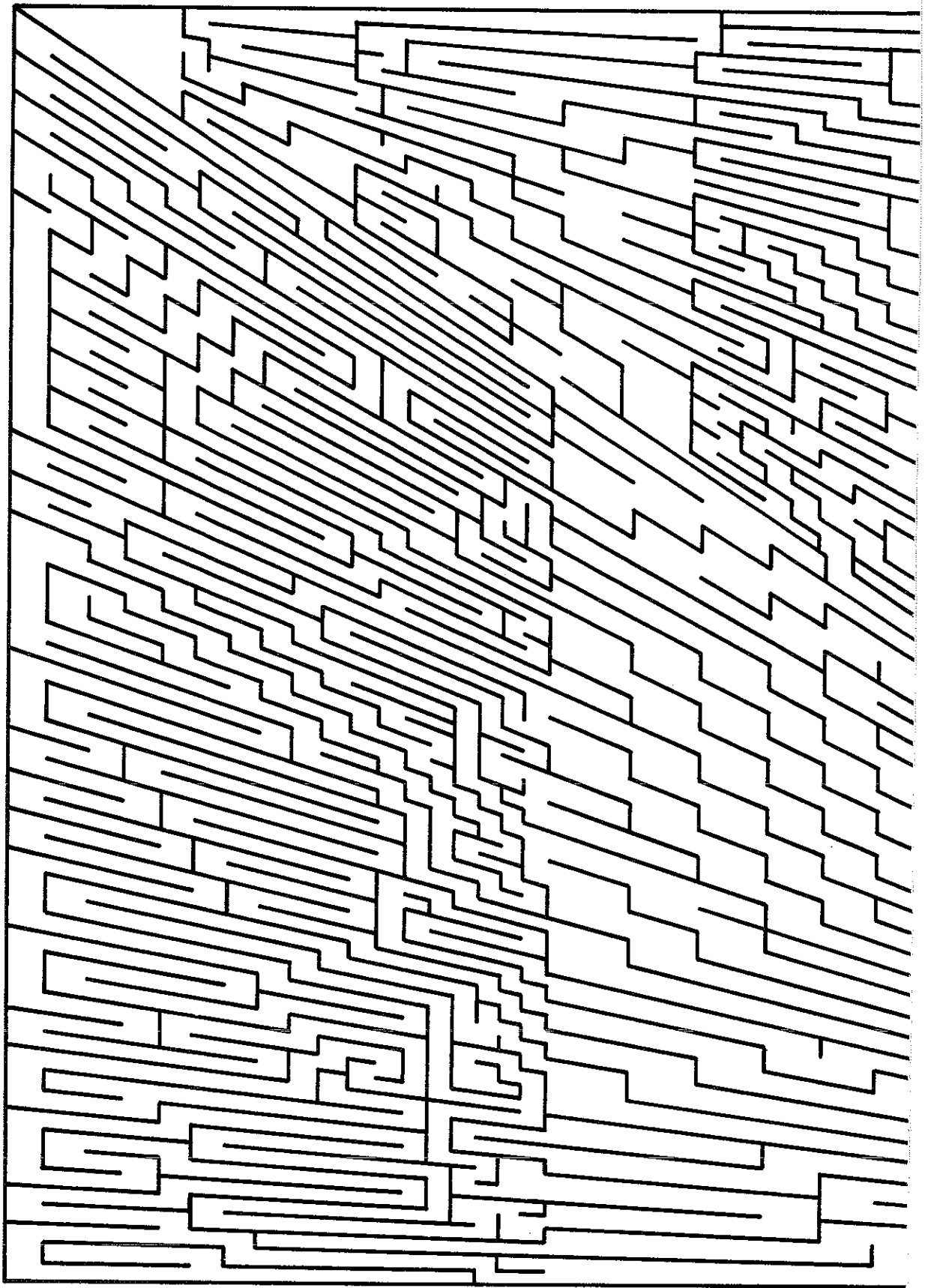
47 SIX PATHS

Find the only one of the six possible paths that leads from the bottom to the objective in the center.



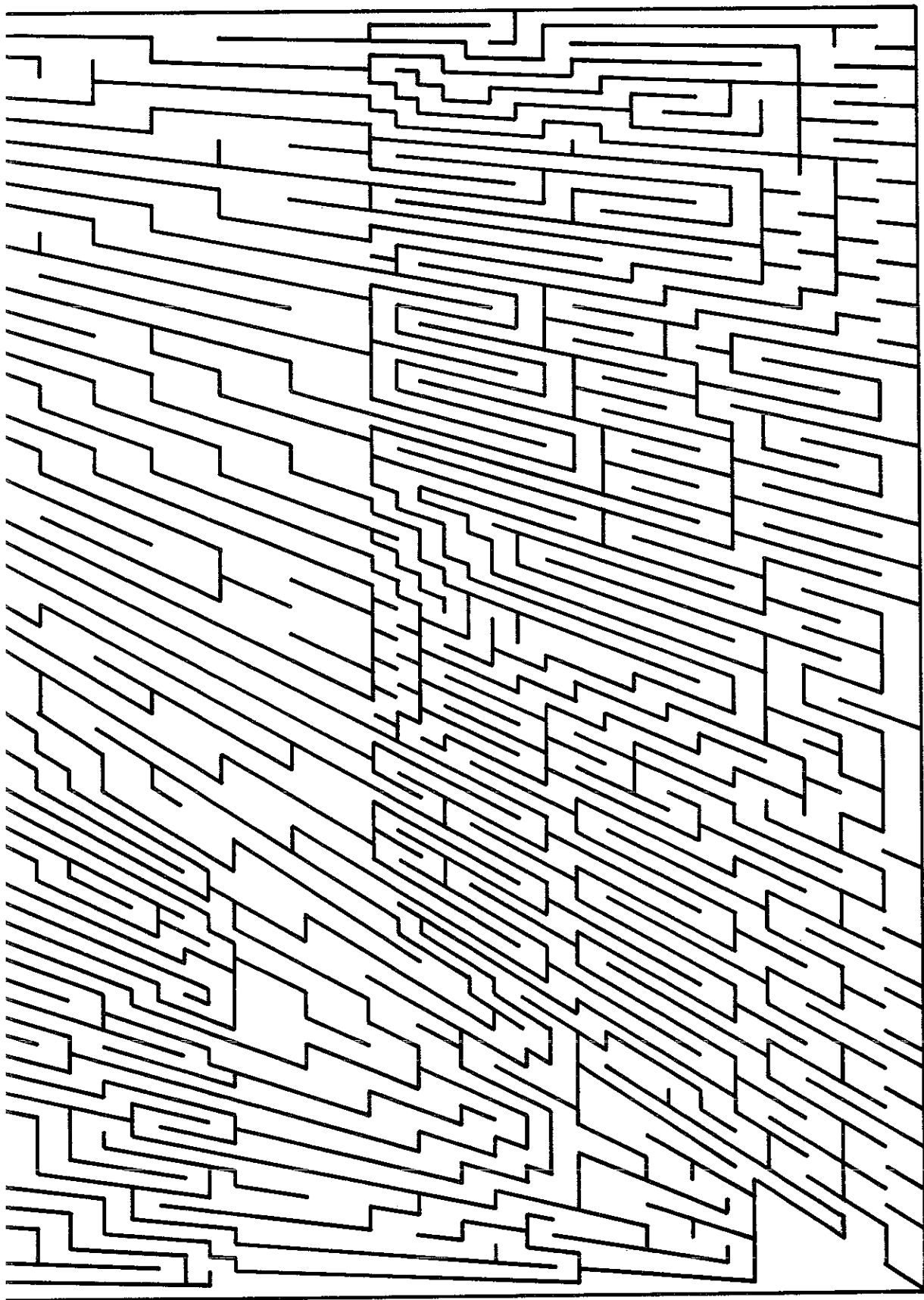
48 FRANKFURT LABYRINTH

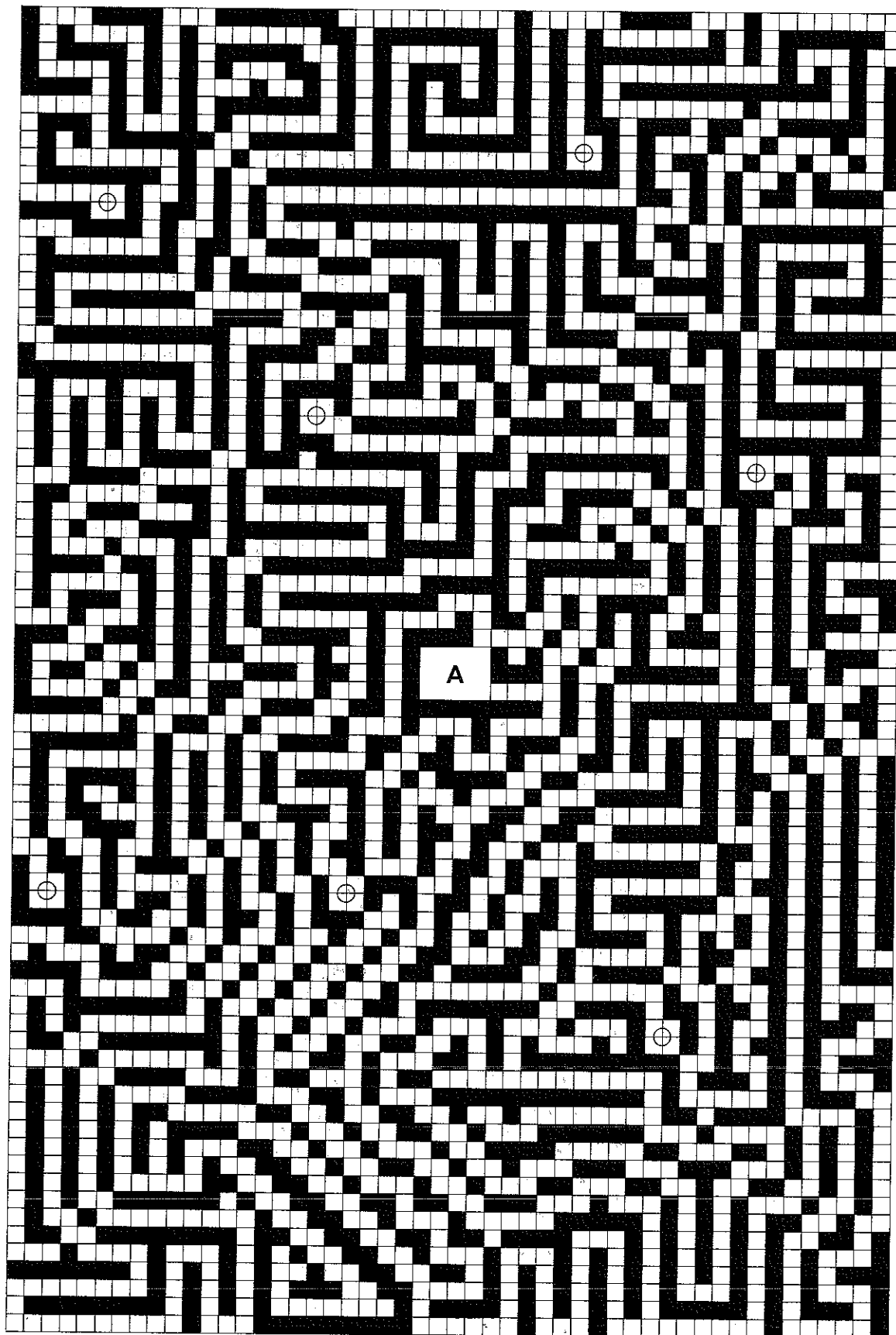
- How do I get to the railroad station, please?
- Follow the streets in the direction of the arrows and don't panic.



49 DOUBLE PERSPECTIVE

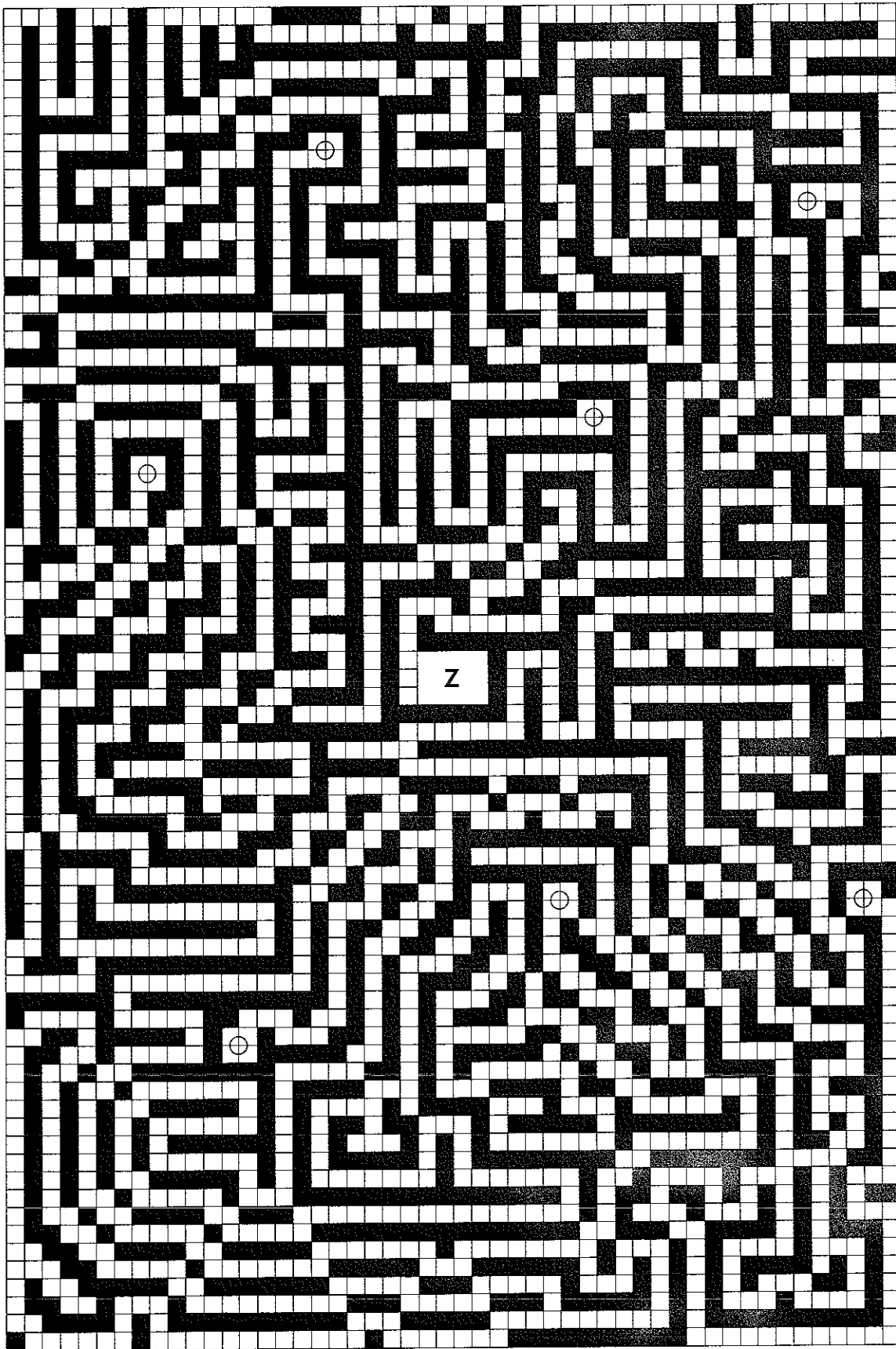
Travel from the upper left to the lower right corner, or vice versa.



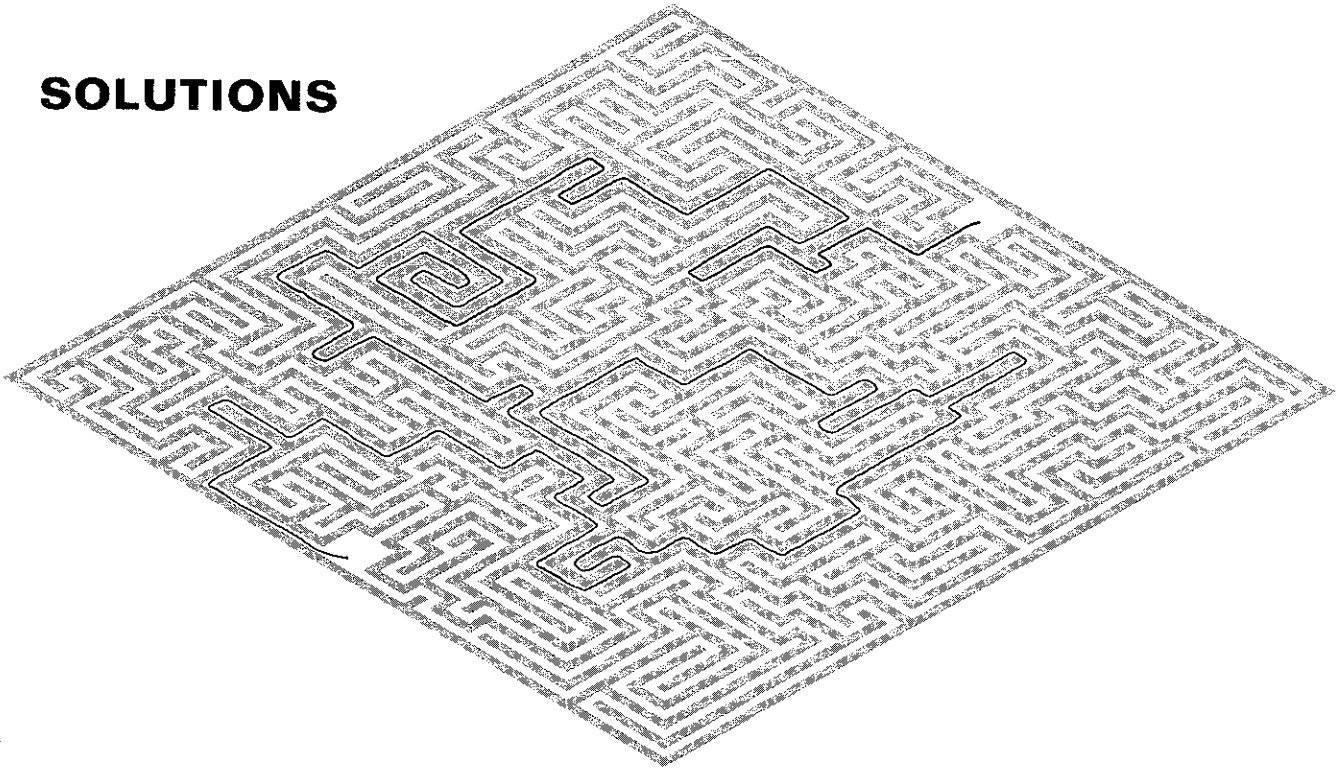


50 JANUS

Go from A to Z by traveling vertically and horizontally to certain connecting points ⊕ which place you in the reverse-image position on the opposite design; continue to jump back and forth between designs until you finally reach Z.

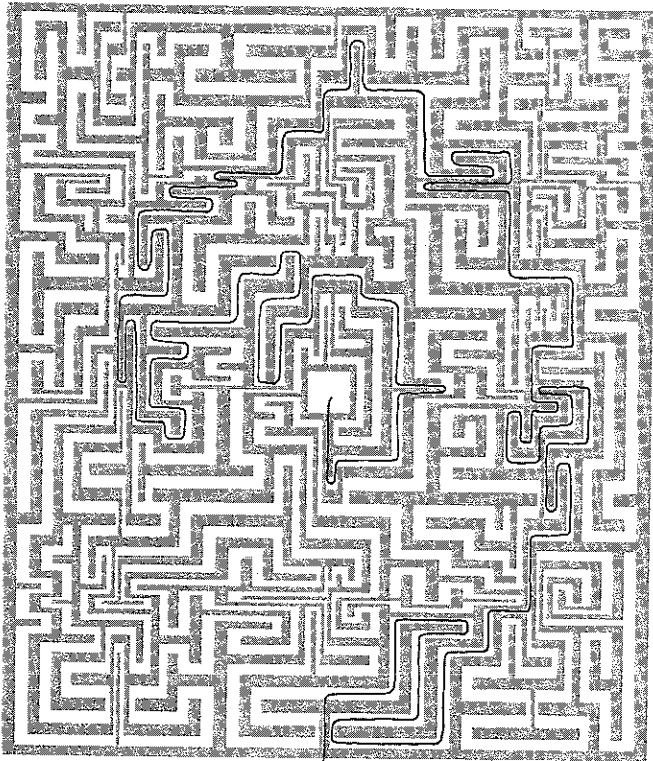


SOLUTIONS

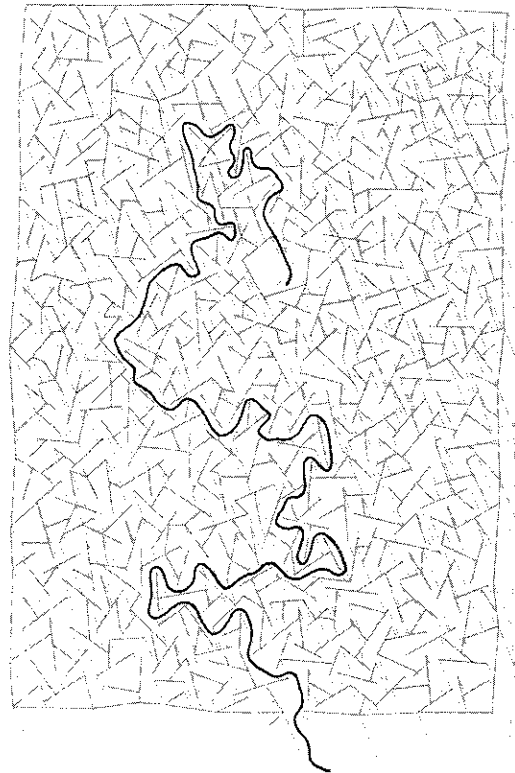


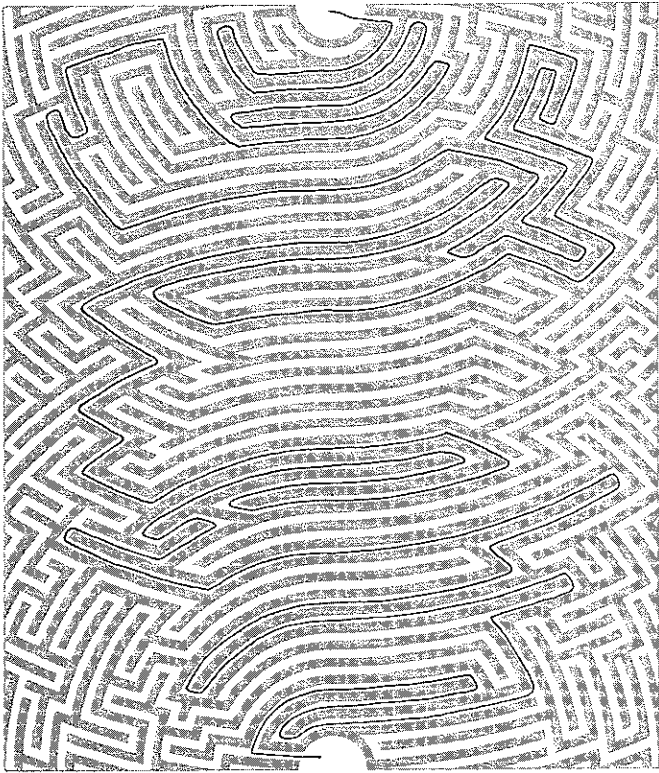
1 HORIZONTAL SYMMETRY

2 CASBAH

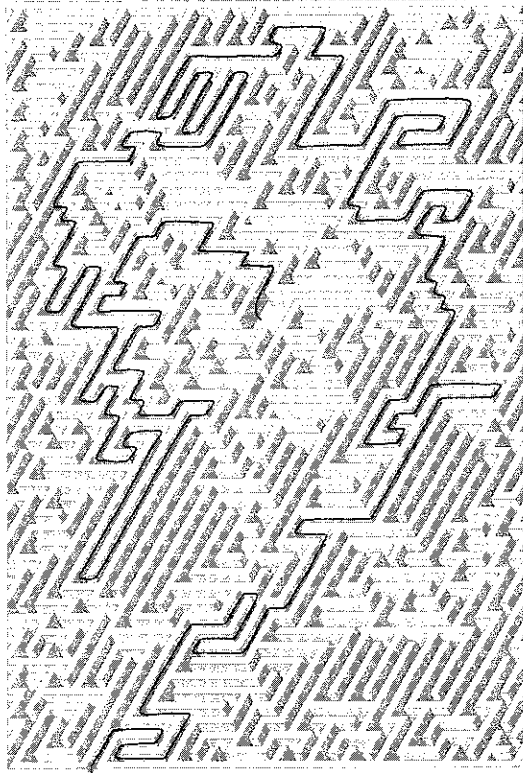


3 HALL OF MIRRORS



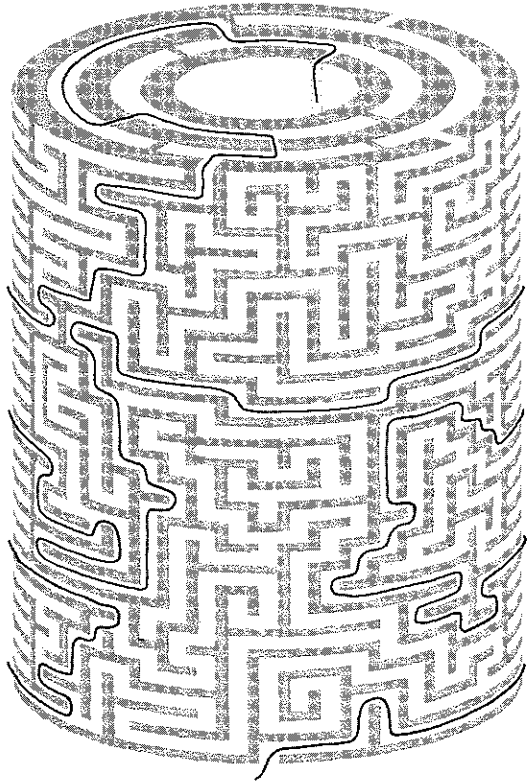


4 SURFER

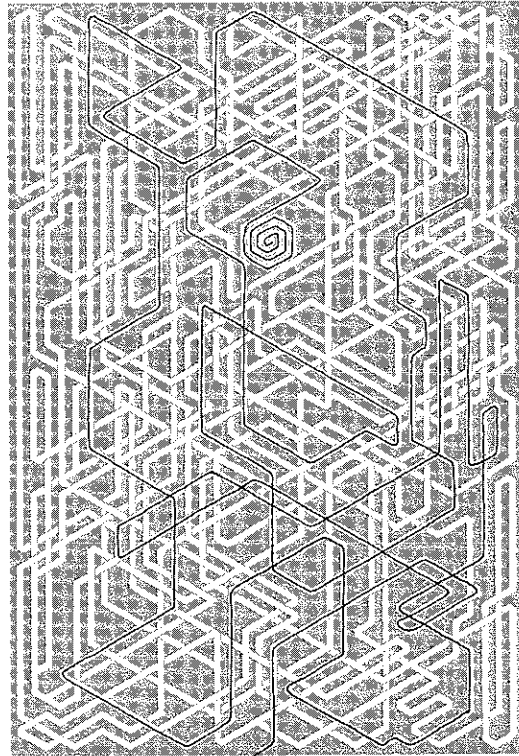


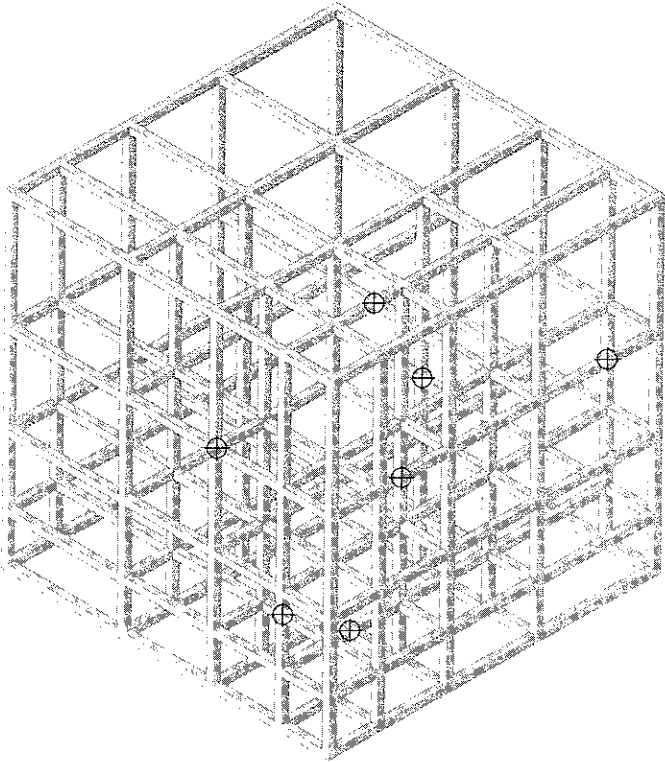
5 SHADY WAYS

6 BARREL OF FUN

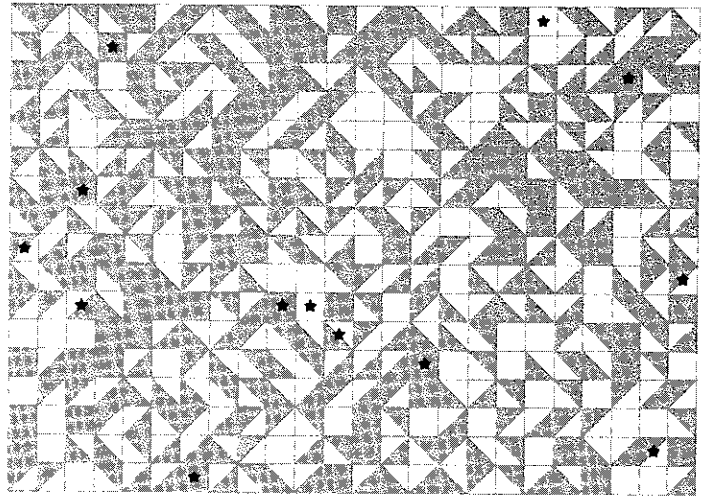


7 INTERLACES



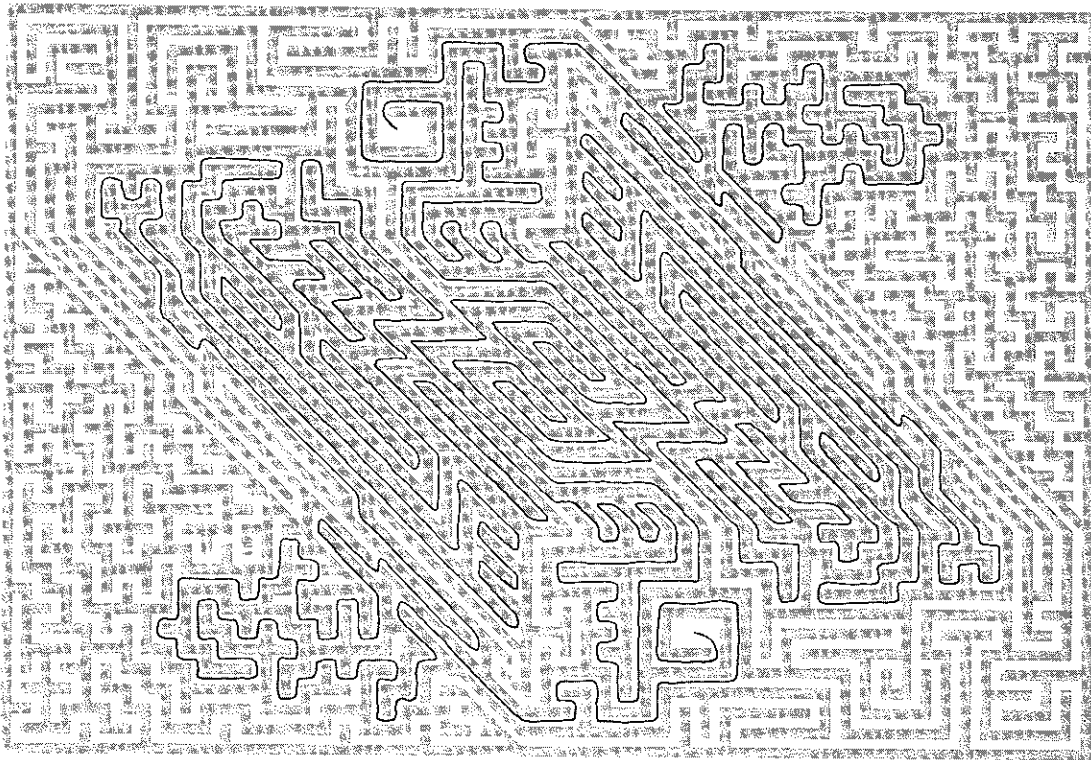


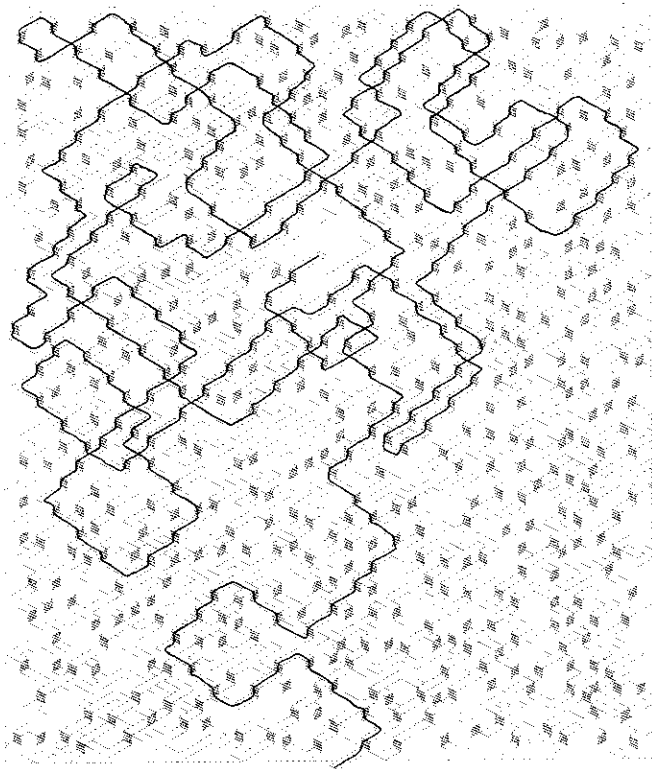
8 ARCHITECT'S PERPLEXITY



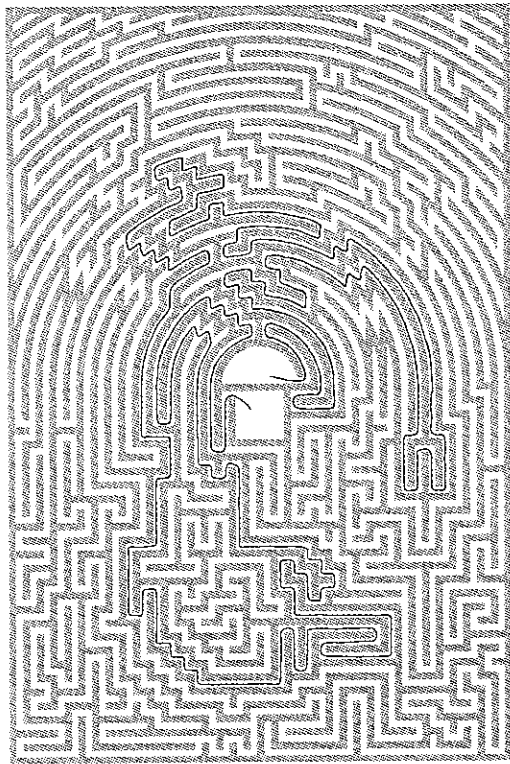
9 PICTURE SEARCH I

10 SYMMETRICAL BOX



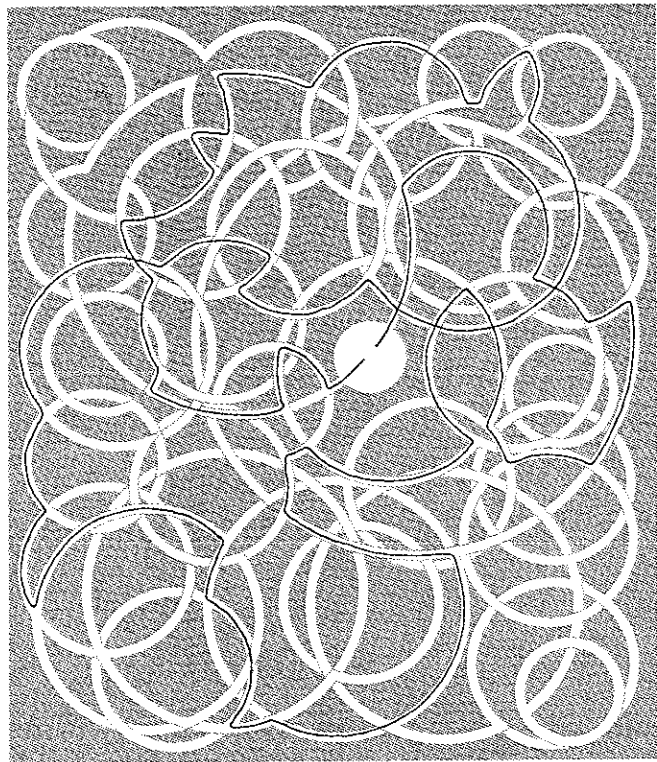


11 STAIRS

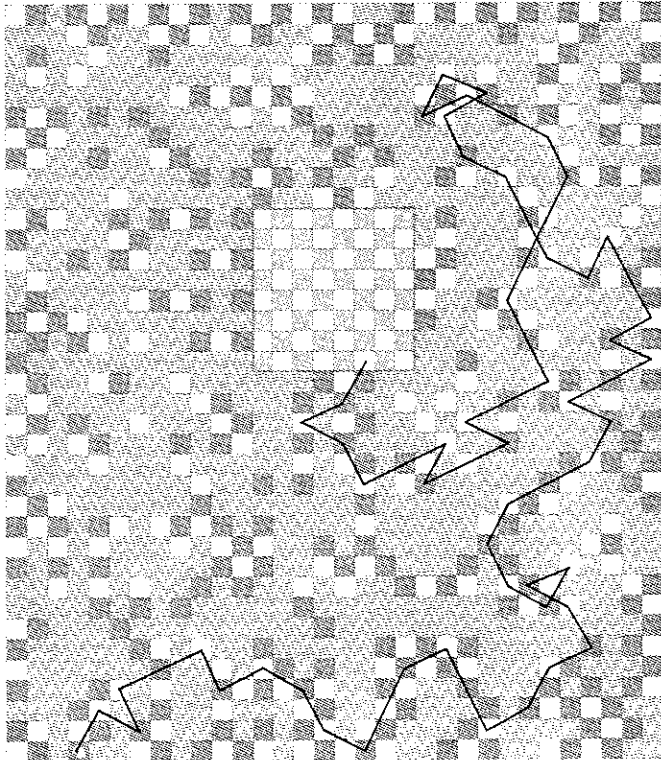


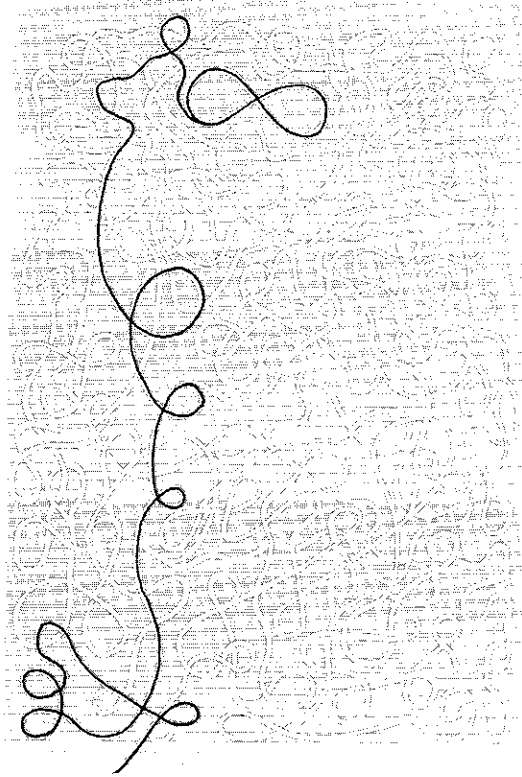
12 CATHEDRAL

13 DETOUR

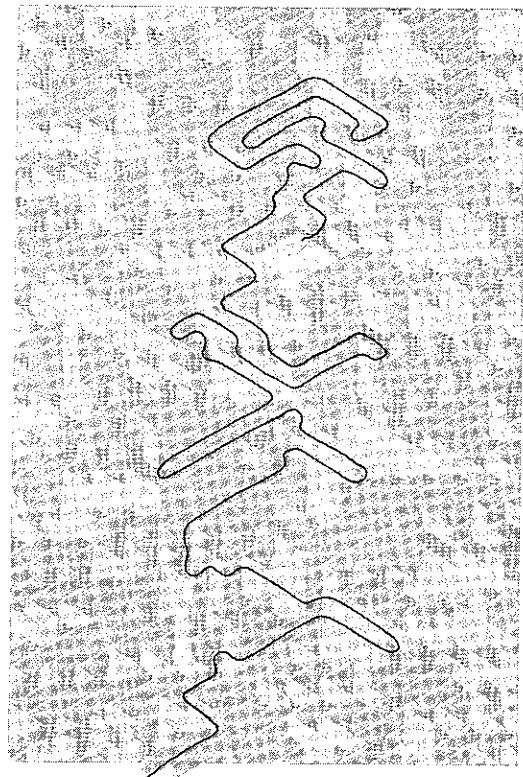


14 KNIGHT'S MOVE



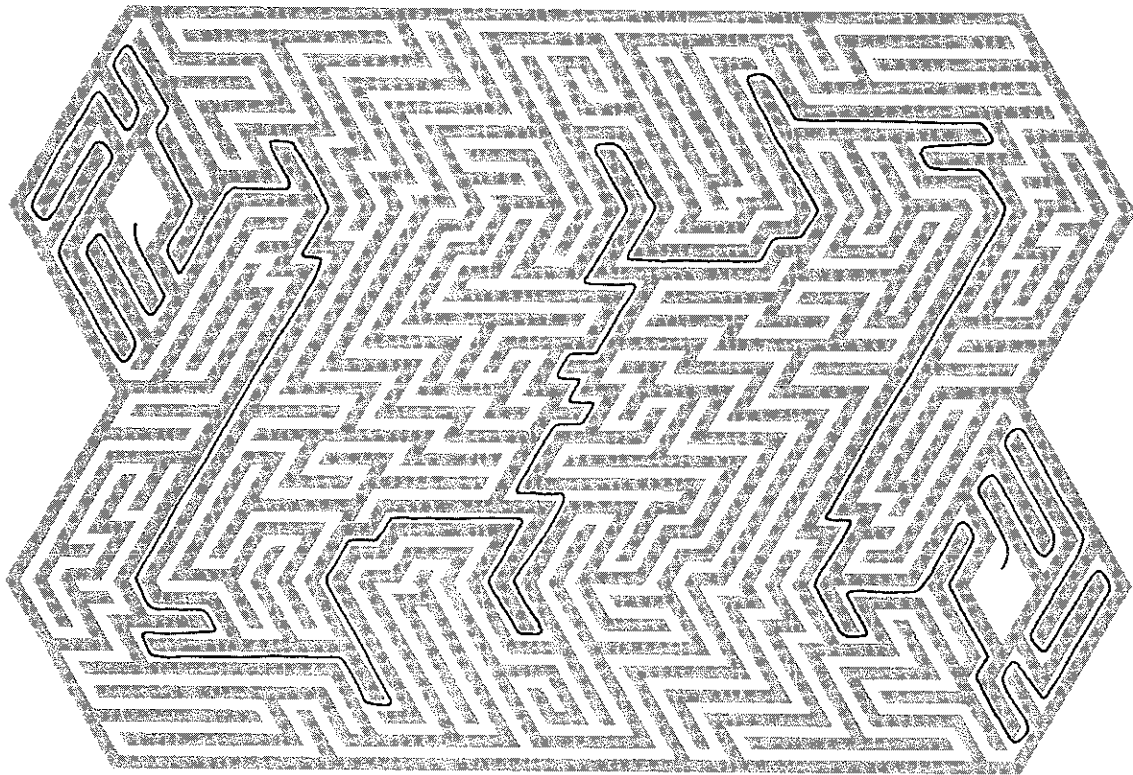


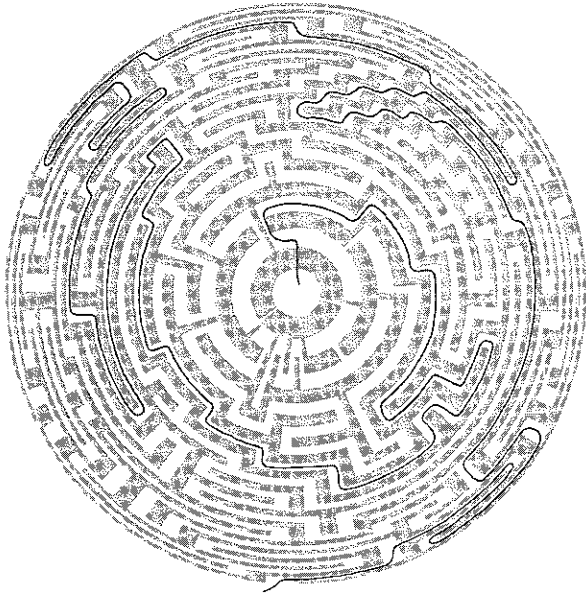
15 CYCLIST'S NIGHTMARE



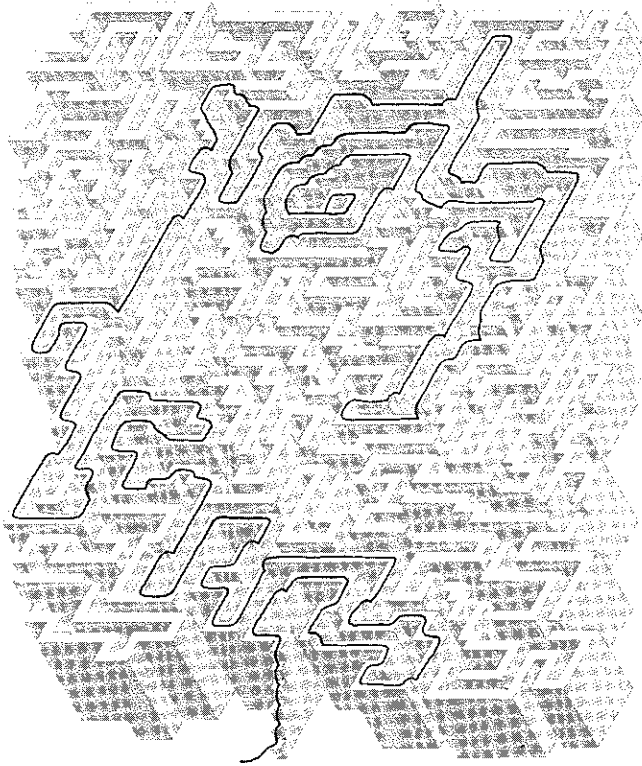
16 SPACE AND TIME

17 LABYRINTH FOR TWO HANDS



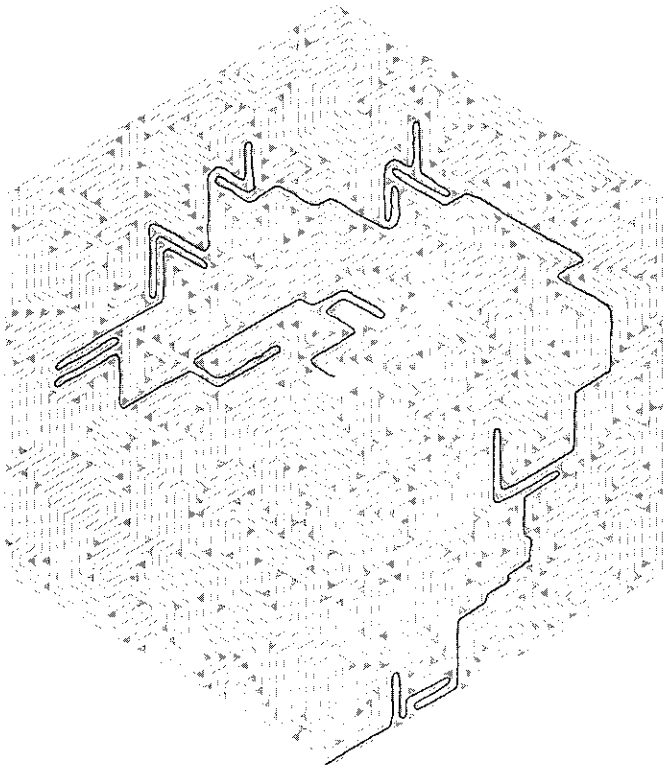


18 CIRCLE OR HEMISPHERE

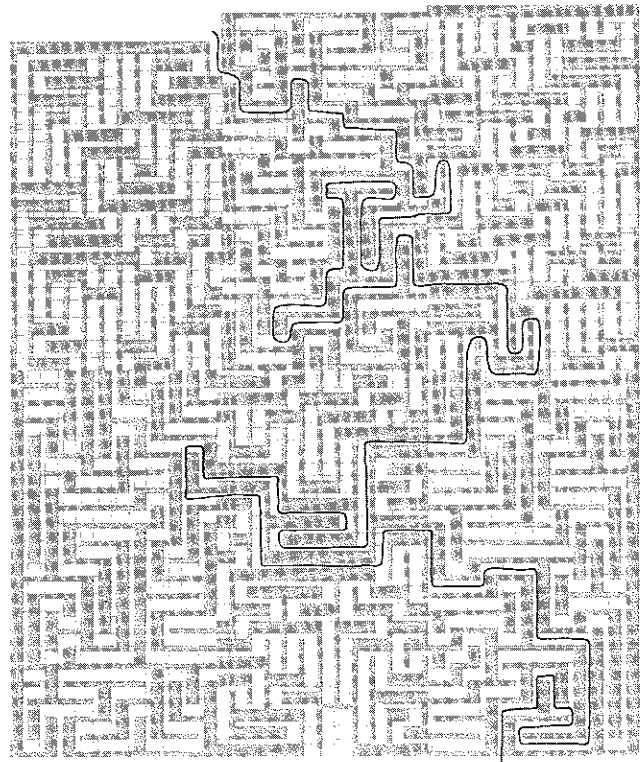


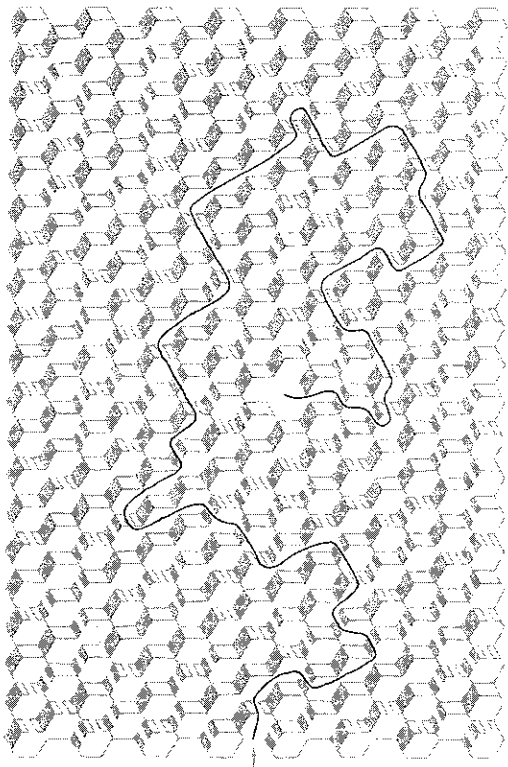
19 TRAVELING THE NARROW PATH

20 DENSE COMPOSITION

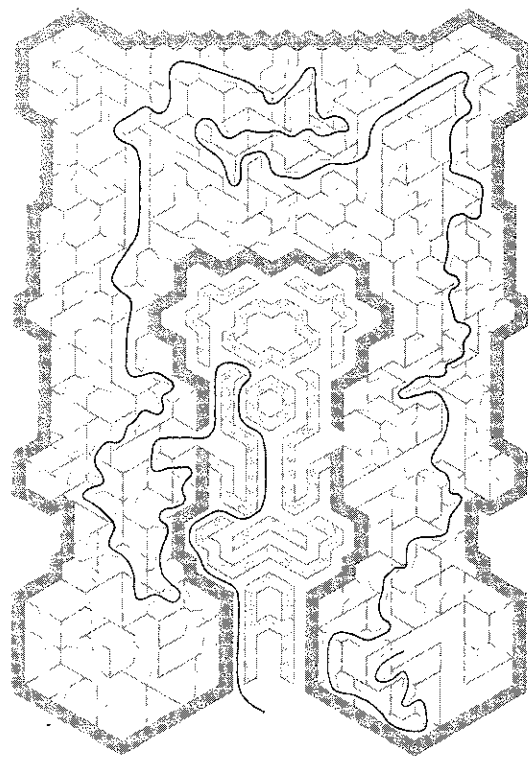


21 FOR HUMAN FLIES



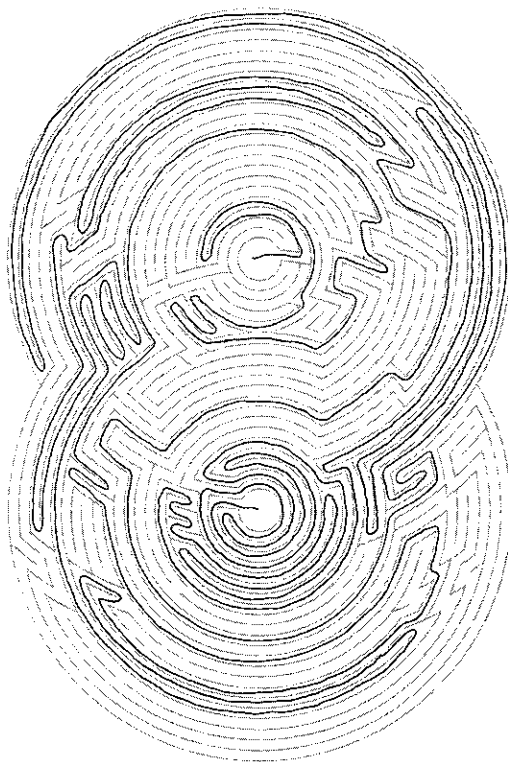


22 BURSTING THROUGH OPEN DOORS

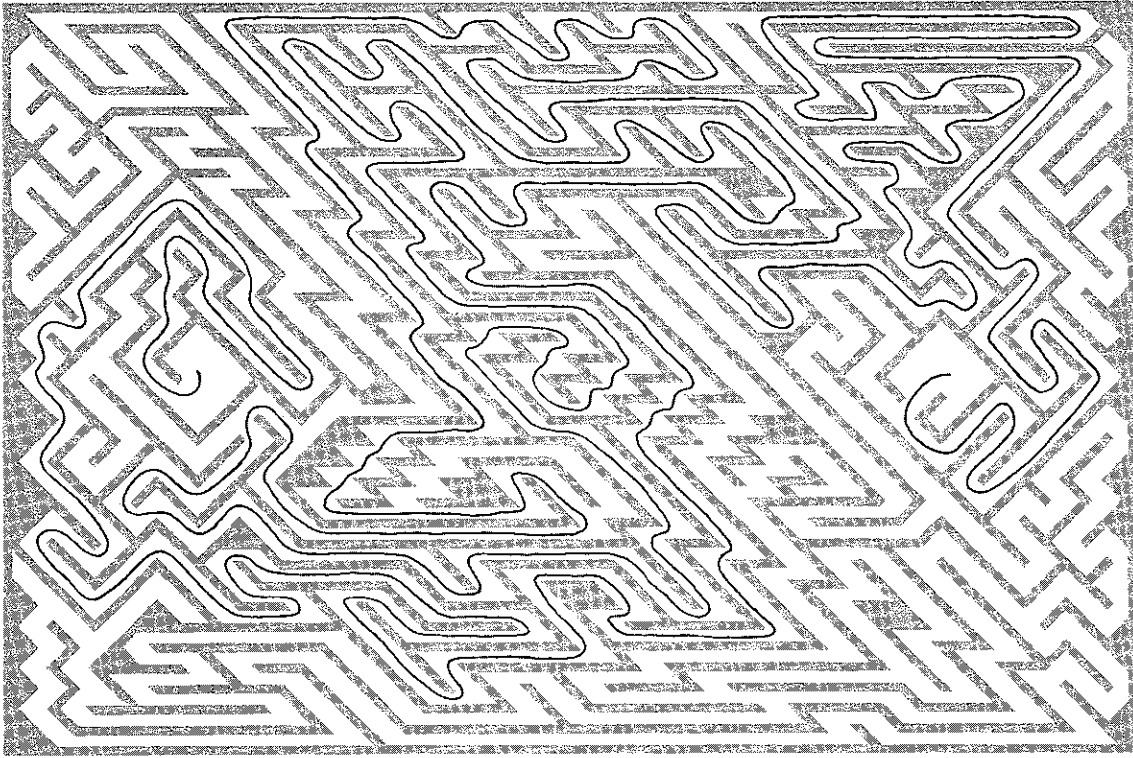


23 THE CASTLE

24 TWINS

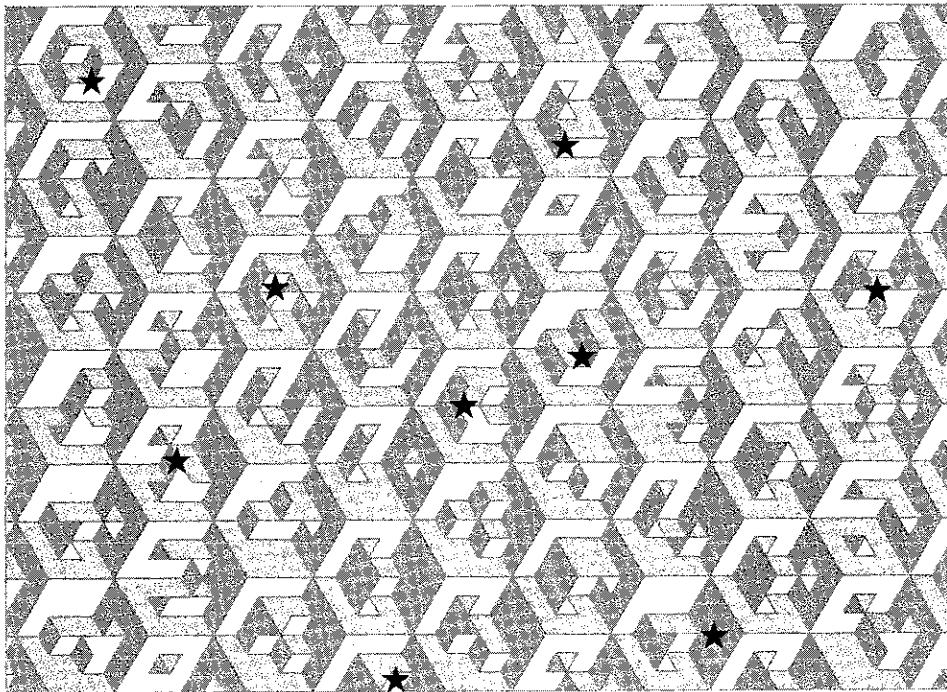


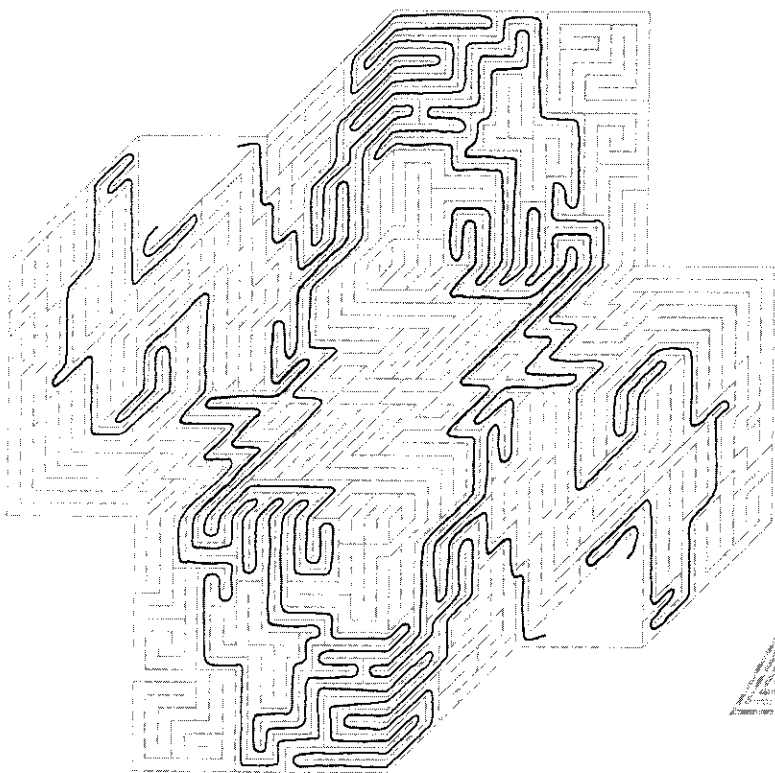
**25 GREEK FRET
(NO SOLUTION REQUIRED)**



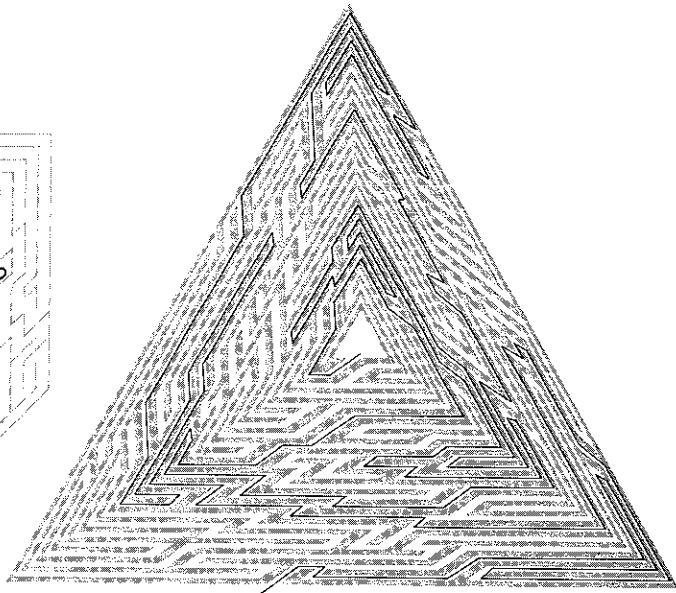
26 ZIGZAG

27 PICTURE SEARCH 2—OPTICAL POISON



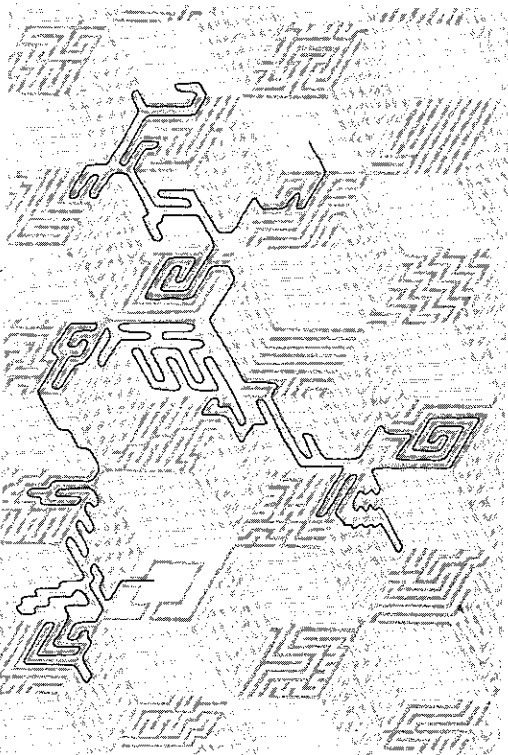


28 ONE, TWO WAYS

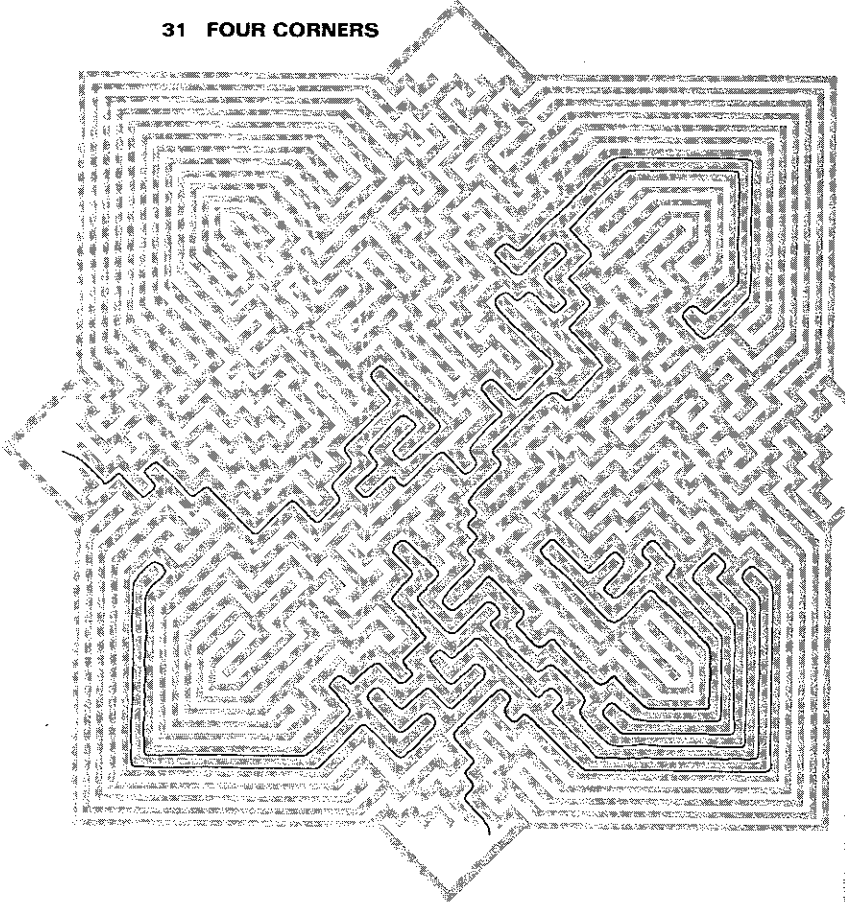


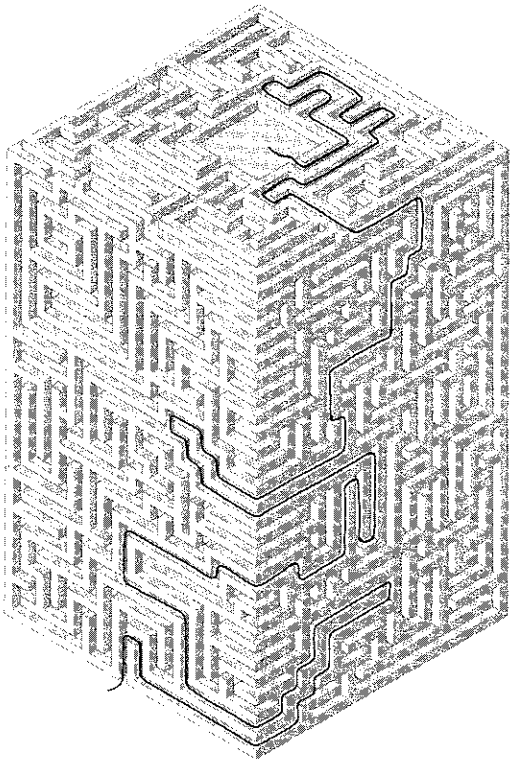
29 TRIANGULAR PYRAMID

30 CONTRASTING CUBES



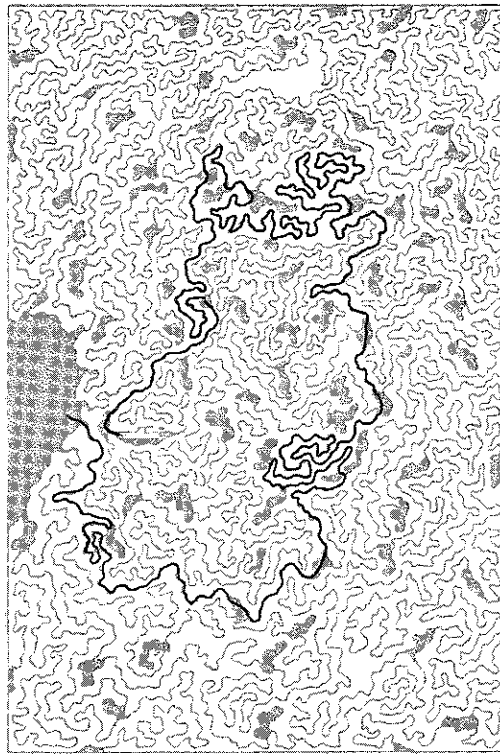
31 FOUR CORNERS



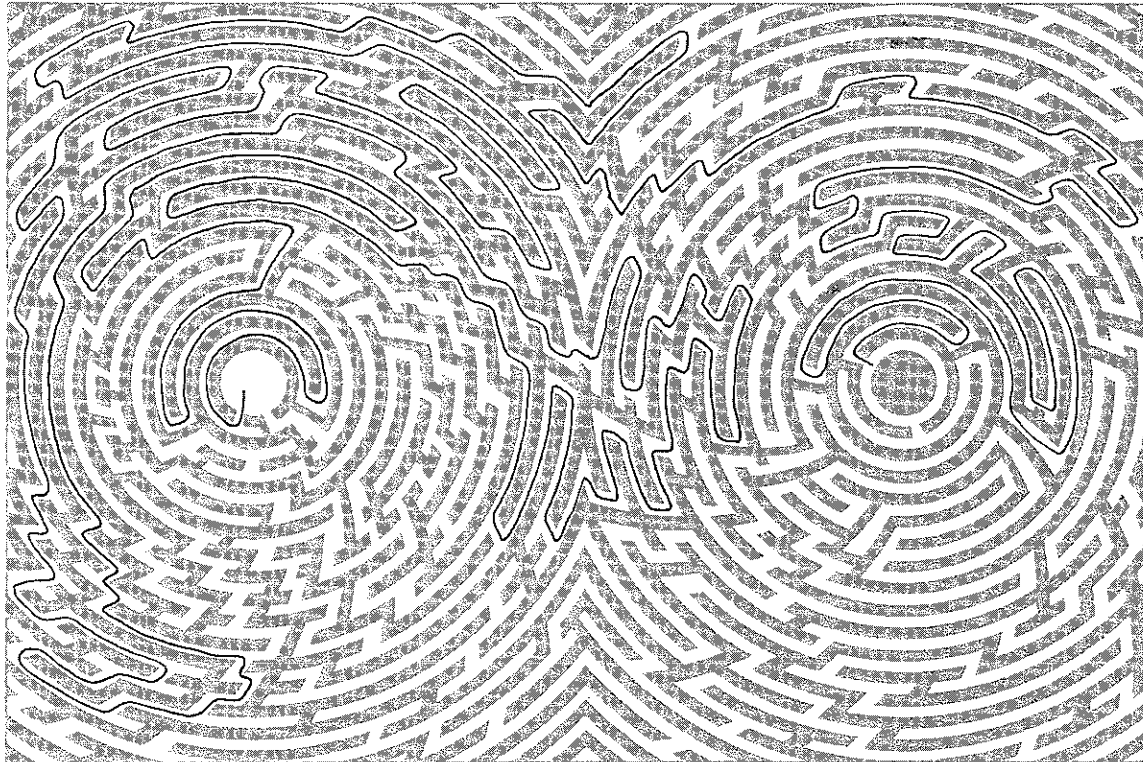


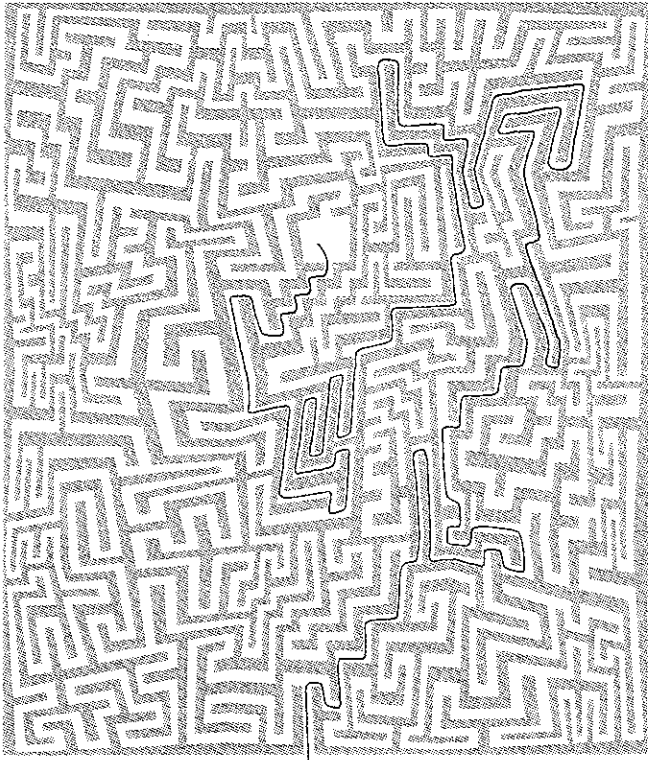
32 THE WAY TO THE TOP

33 BLACK AND WHITE

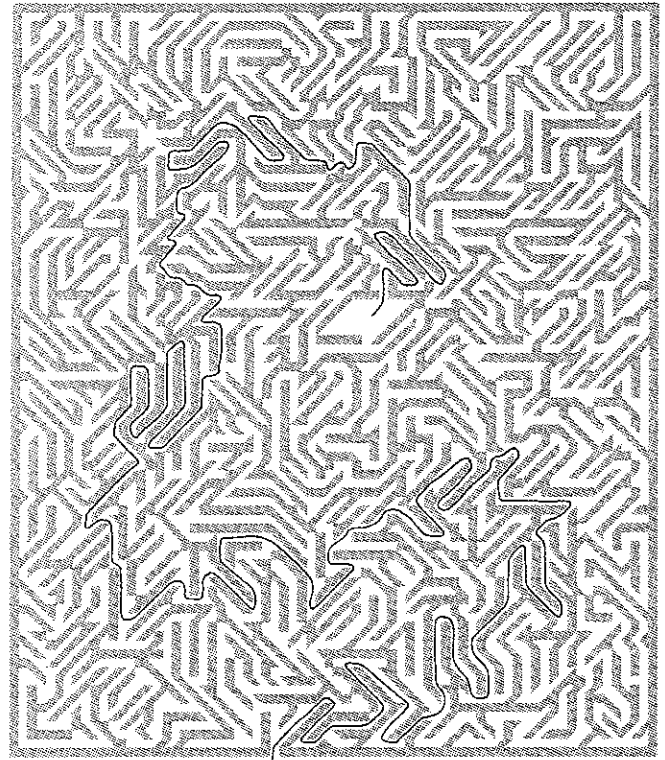


34 AFRICAN QUEEN



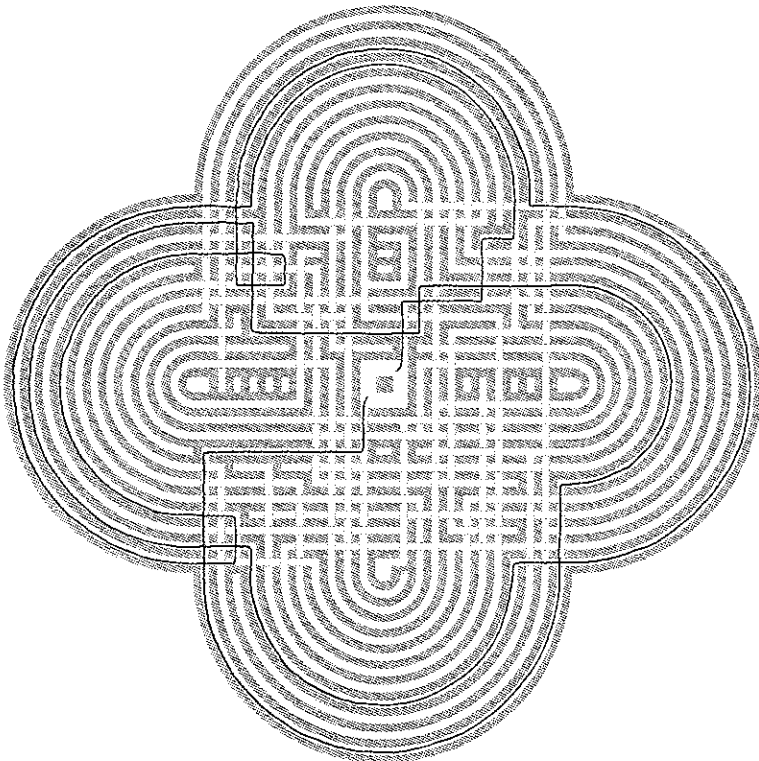


35 DISTORTION

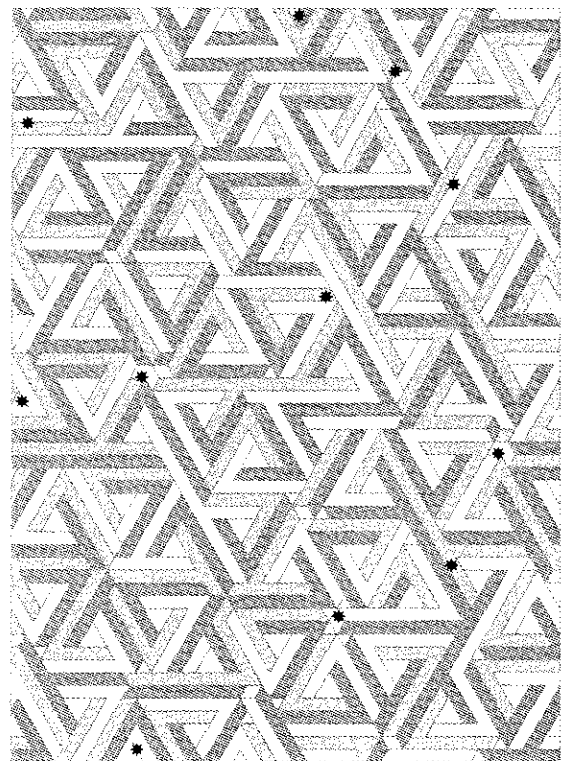


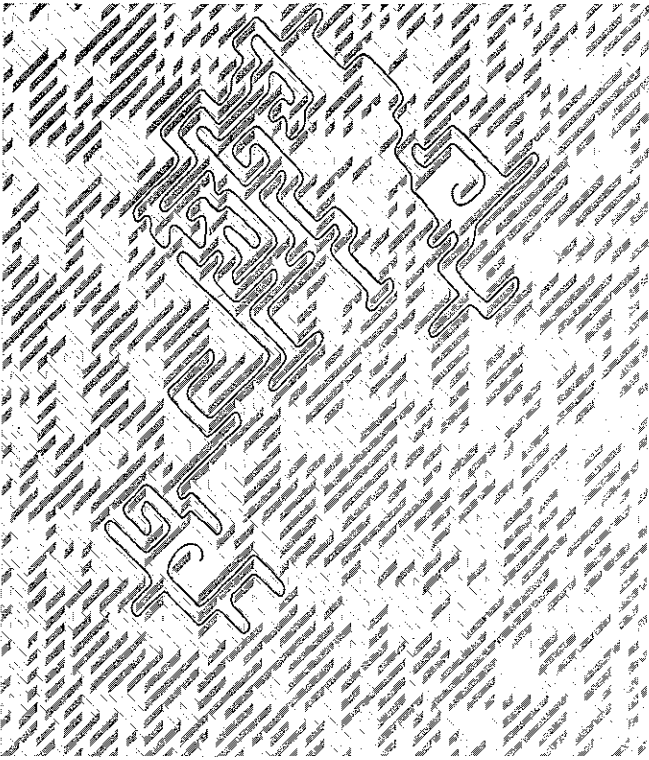
36 MANY FORMS

37 CLOVERLEAF

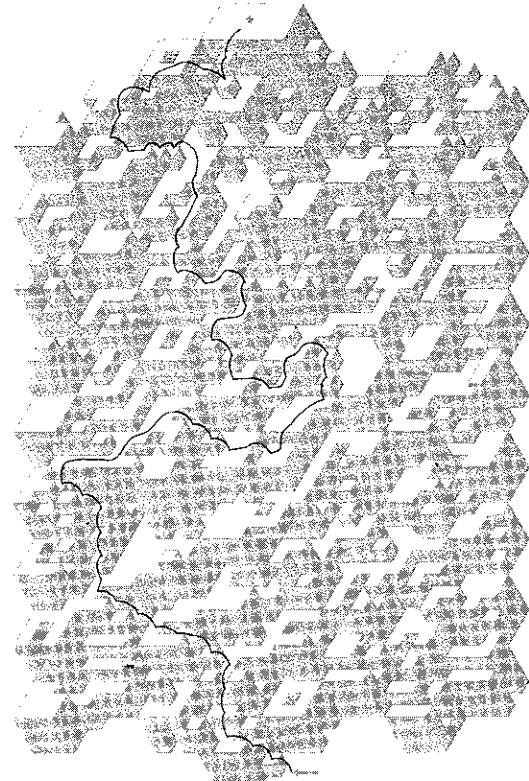


38 PICTURE SEARCH 3—TRIGONS



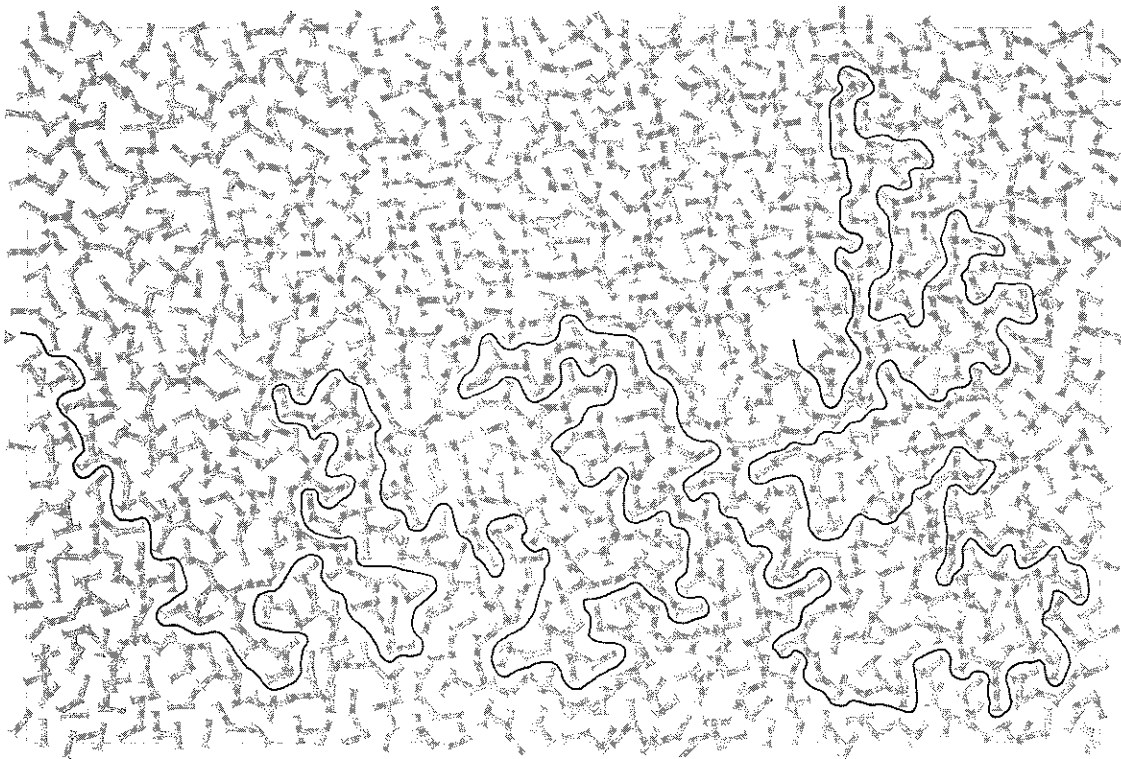


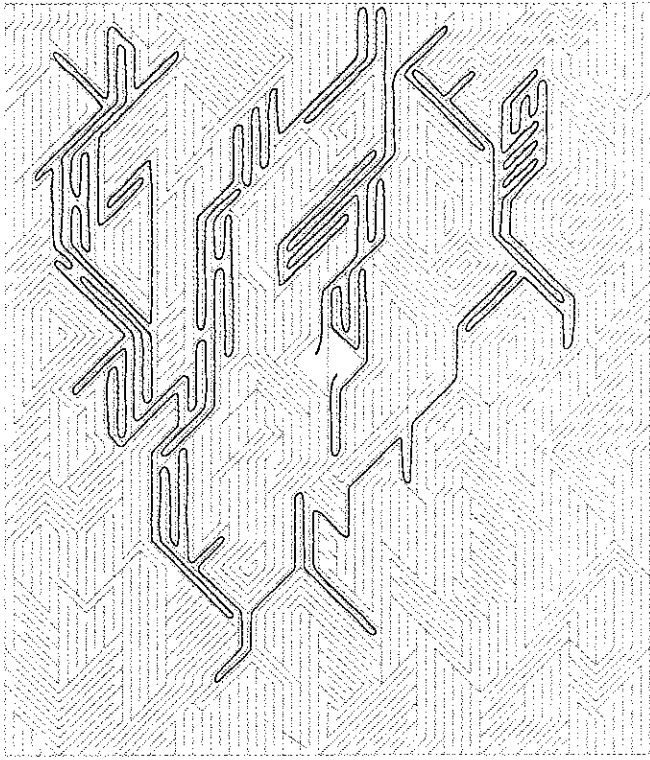
39 STRIPED LABYRINTH



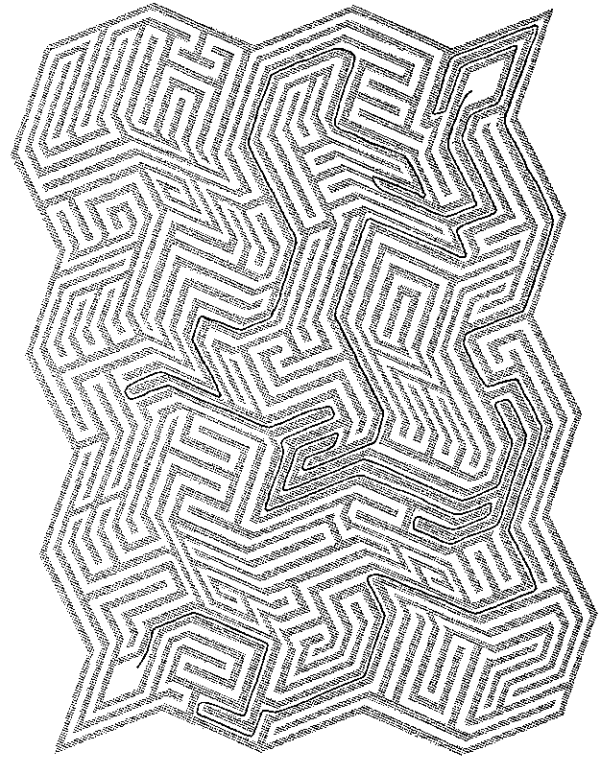
40 MY BUILDING BLOCKS

41 L STAMPS



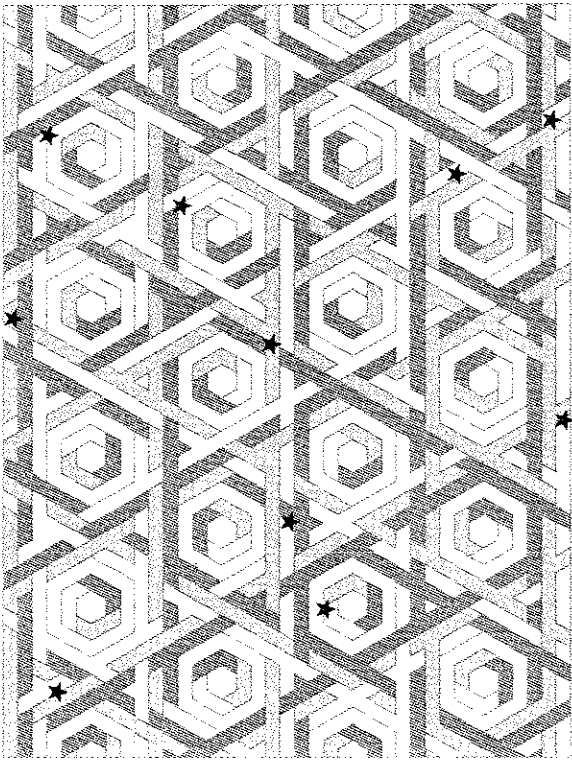


42 CONTRASTING ANGLES

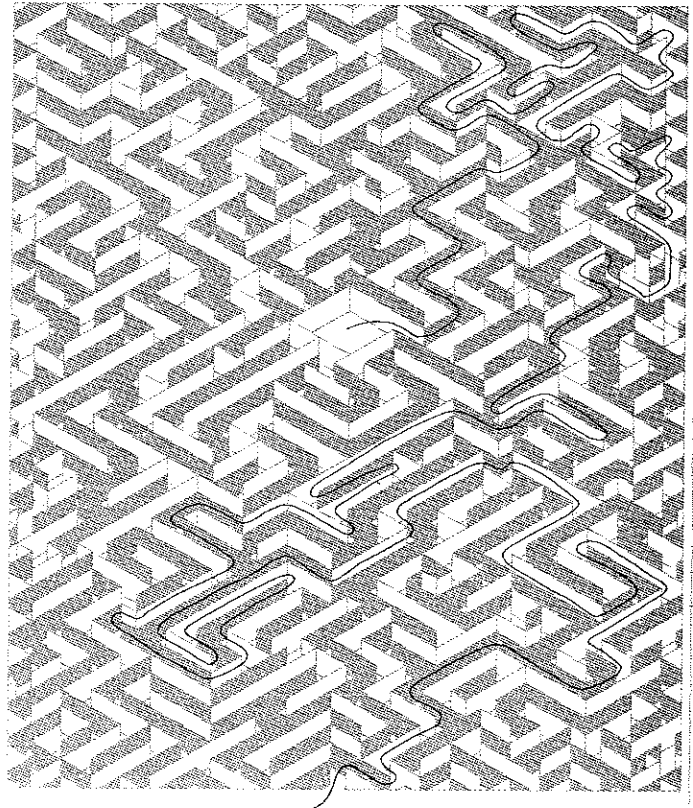


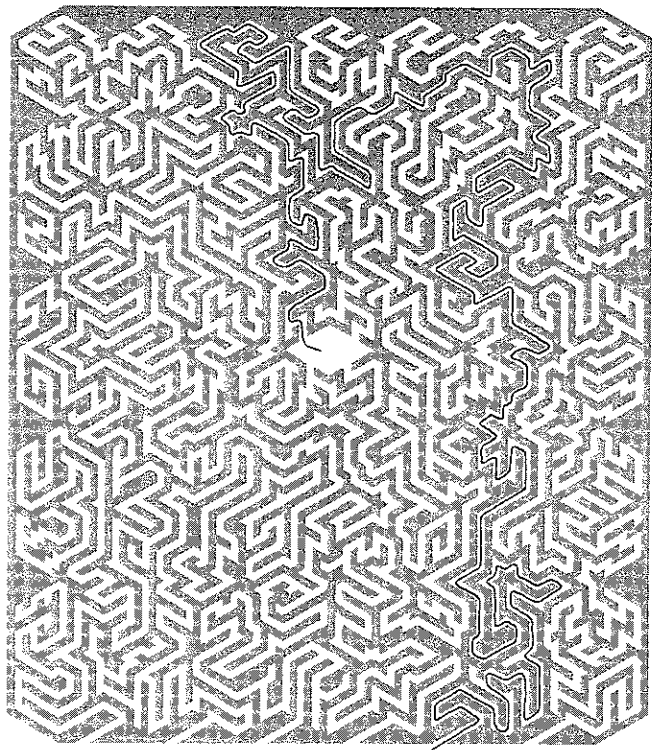
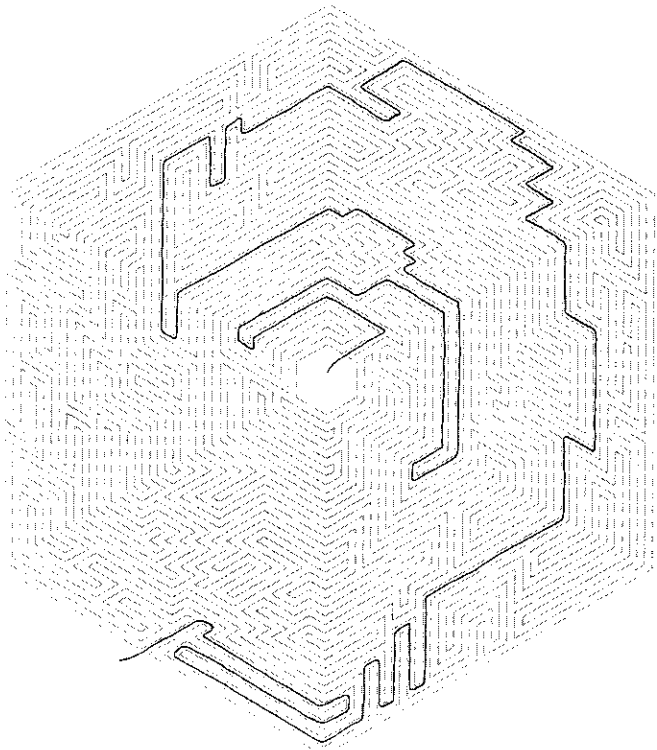
43 THE MANIFOLD

44 PICTURE SEARCH 4



45 SHADOWS ON THE WALL

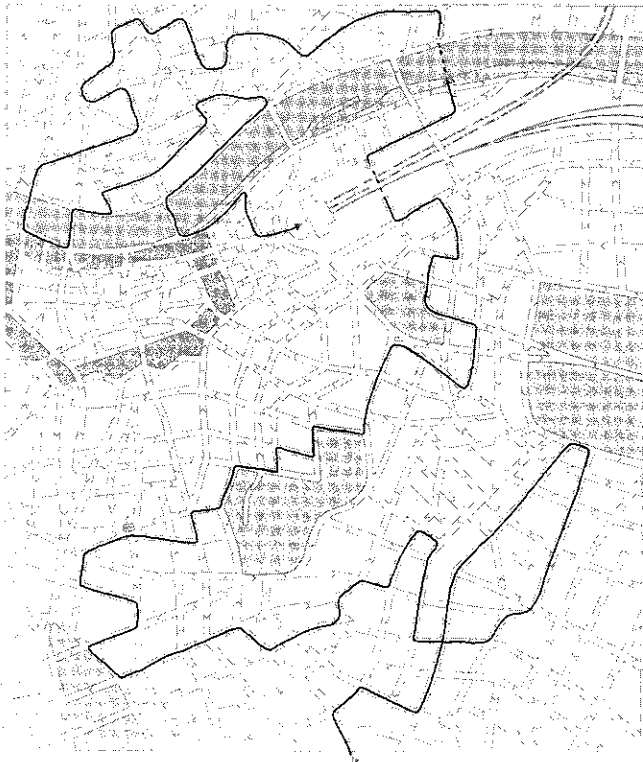


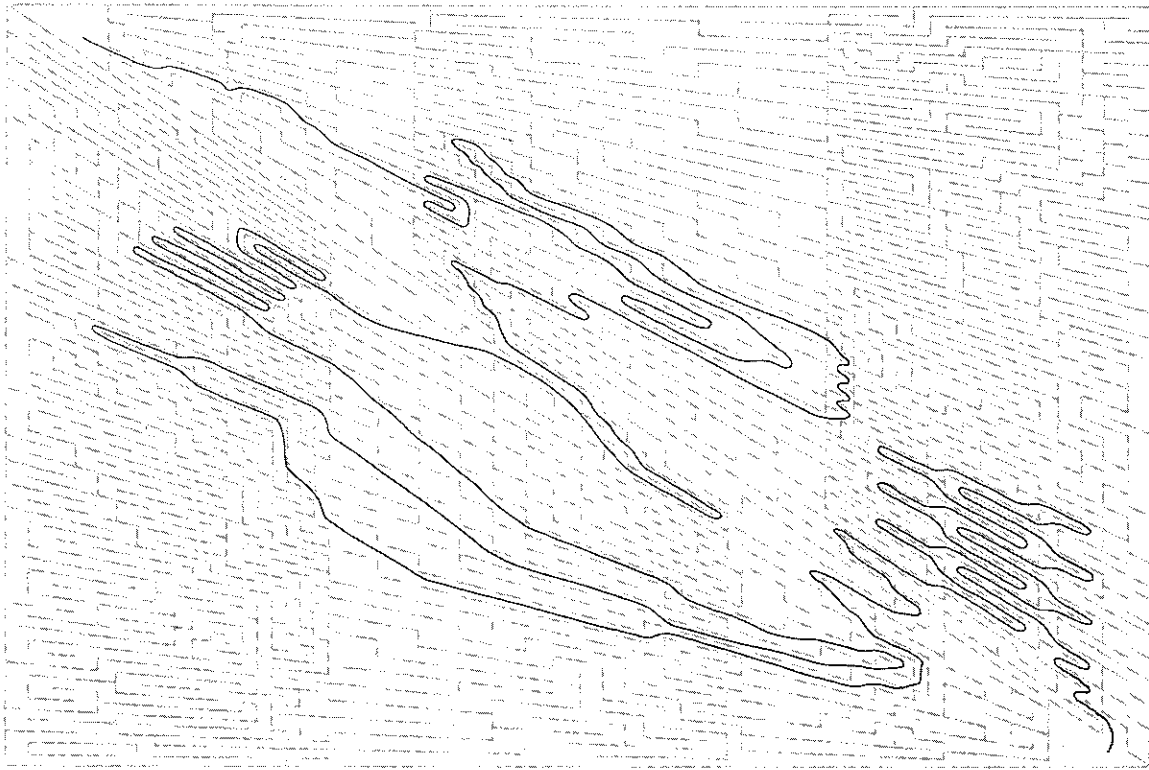


46 OUTLINE

47 SIX PATHS

48 FRANKFURT LABYRINTH





49 DOUBLE PERSPECTIVE

50 JANUS

