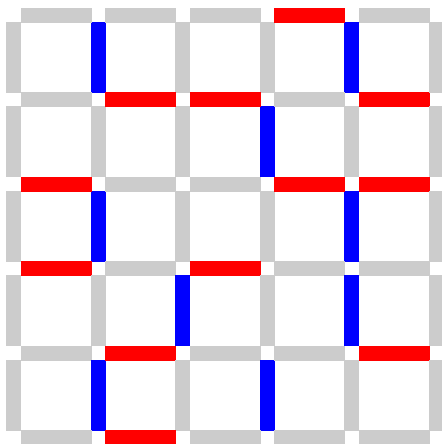


A collection of six "step-over" logic mazes. Exchange gift for G4G12 Atlanta. March 2016.

This paper offers a collection of simple "step-over" logic mazes, where each maze is based on a different logical rule. The mazes in this collection illustrate not only how adaptable the "step-over" rule can be, but also how complex such logic mazes can be even on small (4x4 or 5x5) grids. These mazes work in small spaces and can be easily presented as walk-around floor mazes, for inside or outside parties and gatherings. For instance ...

- * Draw on tarmac or concrete using coloured chalk
- * or ... use strips of bright-coloured sticky insulating tape
- * or ... masking tape on carpet, coloured with highlighter pen
- * or ... rivet/sew together strips of webbing and pin down on grass

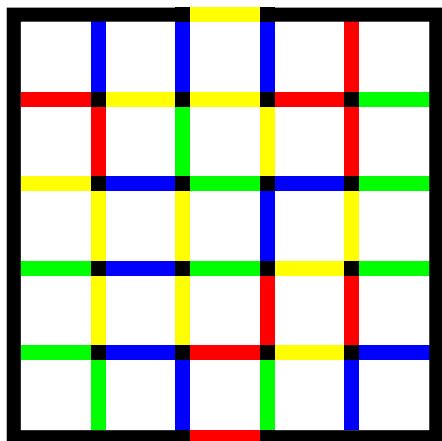


Red-Blue Stop-dead Maze (new for 2016)

START : Step in at the bottom over red.

GOAL : Step out at the top over red.

RULE : When you step over a red or blue line stop dead immediately. Then turn either left or right and walk in a straight line until you step over another red or blue line (you will alternate red/blue). Never step over the same colour twice and only walk in straight lines. Remember to stop-dead each time you step over a red or blue line.

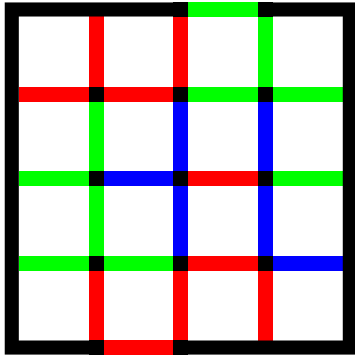


Stick-with-it Maze (new for 2016)

START : Step in at the bottom over red.

GOAL : Step out at the top over yellow.

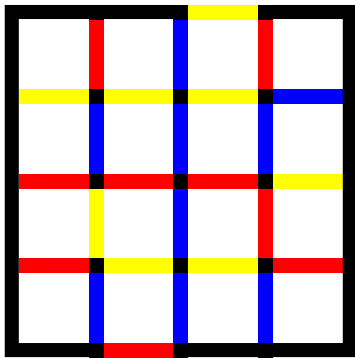
RULE : The colour you select on your first step you must stick with until it runs out. So start with red and keep stepping over red until there is no new red line to step over. Then choose a new colour and stick with that one until it also runs out. Repeat as needed.



Three-step Maze (new for 2016)

START : Step in at the bottom over red (first step of three).
GOAL : Step out at the top over green (third step of three).

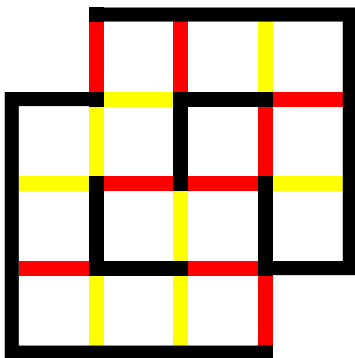
RULE : Take three steps over red, then change to a new colour and repeat. You must change colour every third step. Keep moving forward (don't step back). If you can't take full three steps in one direction, try a different direction. You must exit on a third step.



Red-Blue-Yellow Sequence Maze

START : Step in at the bottom over red.
GOAL : Step out at the top over yellow.

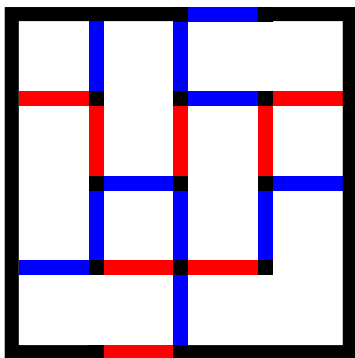
RULE : Step over red then blue then yellow in strict sequence. Repeat as needed; red, blue, yellow, red, blue yellow ...



Pair-wise Maze (for two people)

START : Enter in opposite corners.
GOAL : Meet in any square.

RULE : Each player must step over the same colour, at the same time, into an adjacent square. Step over either red or yellow (black is a wall). Agree your move then step together, repeat until you can meet in the same square. Neither player can forfeit their step but backtracking is allowed.



Red-Blue Alternating Maze

START : Step in at the bottom over red.
GOAL : Step out at the top over blue.

RULE : Step over red then blue in strict alternating series. You can move freely within each open area.