

## **THE ELECTRIC MAZE**

**Your objective is to get your team across the Electric Maze.**

The Electric Maze comprises a grid of squares. Some squares are “safe”, however, most are “unsafe”. Safe squares link to form a single safe path across the Electric Maze.

If you stand on an unsafe square, or break any operating condition, an alarm will be activated and the person crossing at that time must return to the start. To return to the start you may walk directly across the grid – you do not need to retrace the safe route.

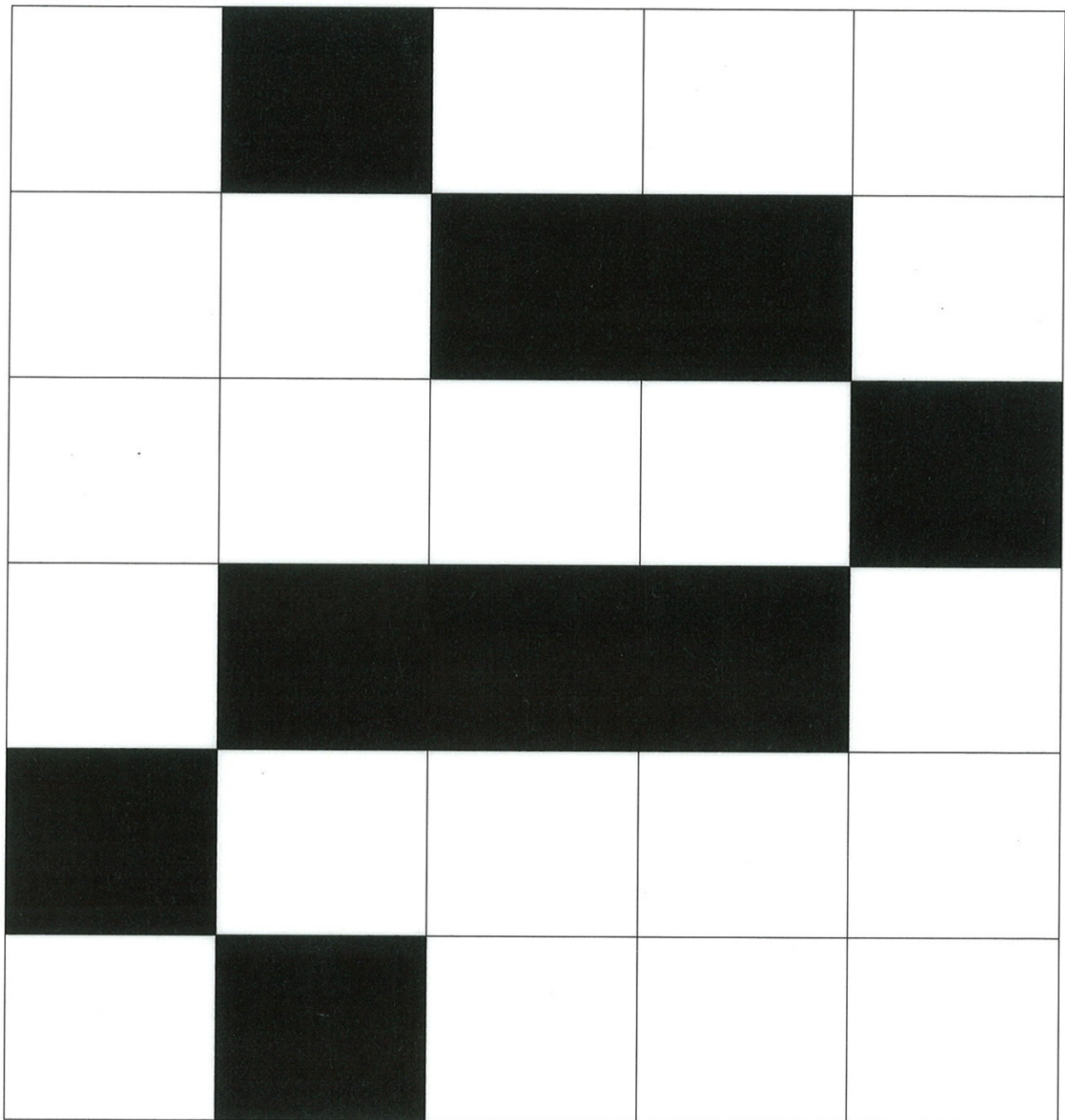
At any one time only one person may be on the maze. All other team members must remain behind the start line until ready to take their turn.

Team members must take it in turns to attempt a crossing, each turn ending when the alarm sounds.

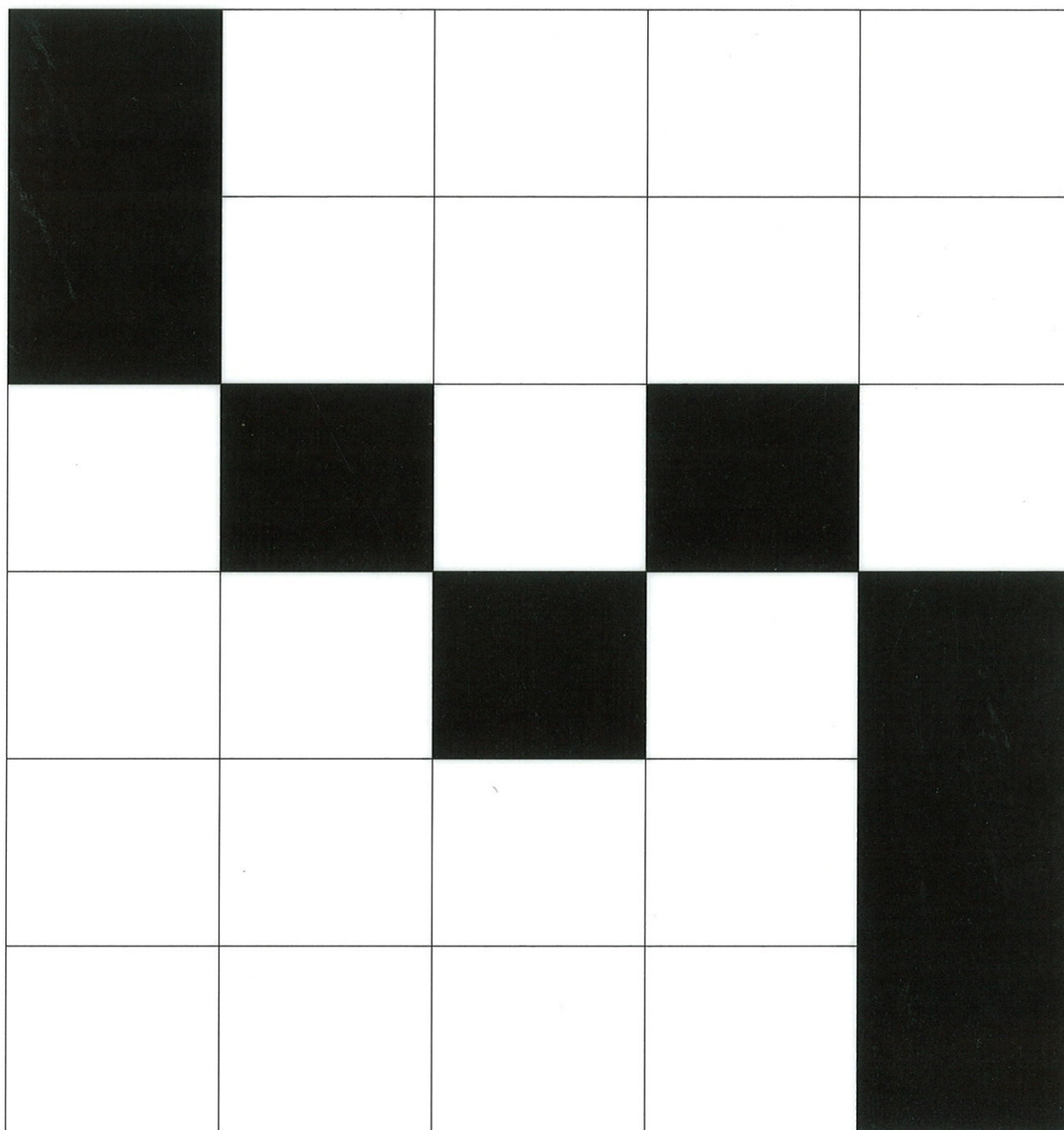
You may move forward, sideward, backward or diagonally one square at a time. You must not step or jump across squares. Squares of the grid must not in any way be marked to indicate the safe/unsafe route.

**Warning!** When the alarm sounds for the 15<sup>th</sup> time you will hear six short blasts. The pattern of safe and unsafe squares will then automatically reset and you will need to start again learning a new sequence!

## Electric Maze – A Possible Solution



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