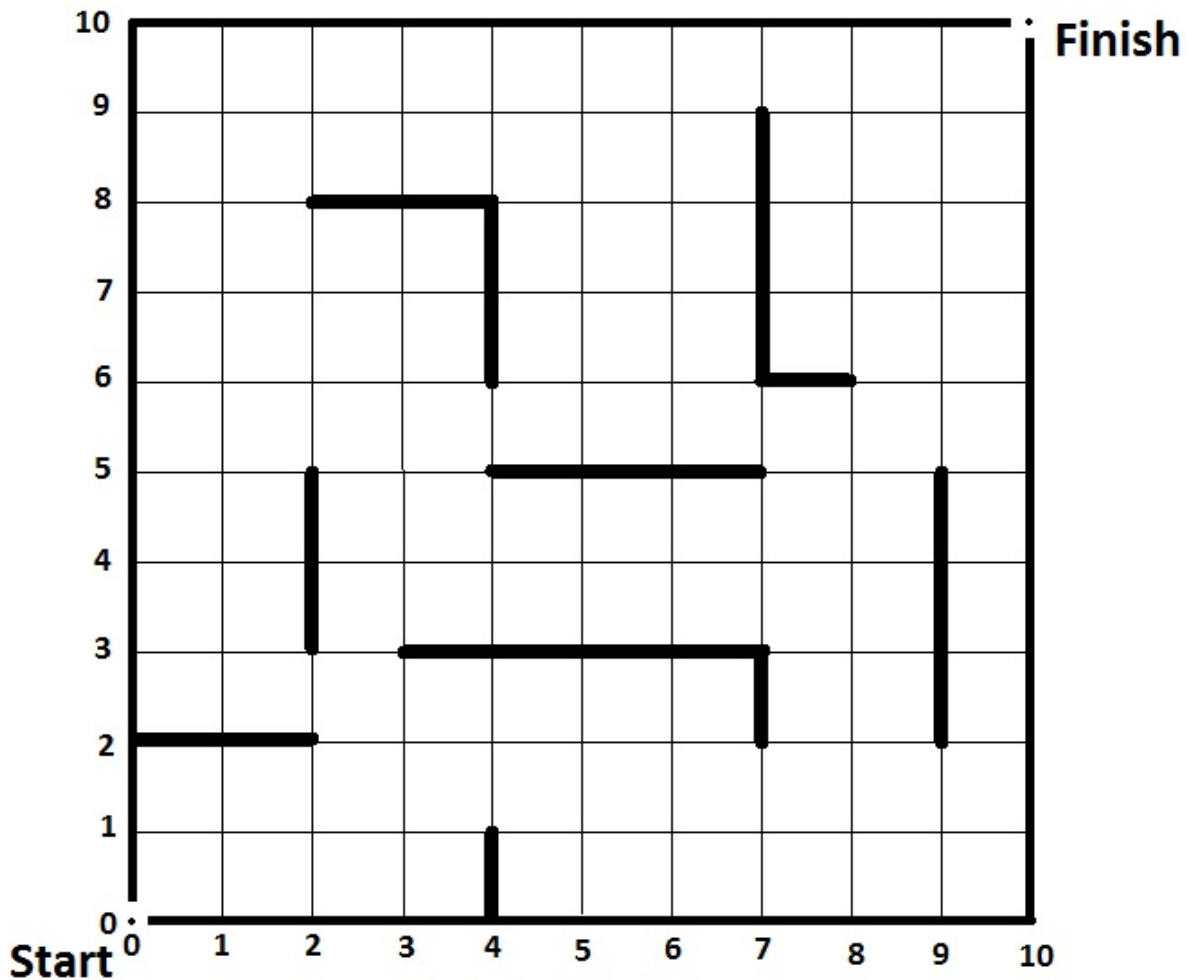


A Mazing Game

by Margaret Hook and Patricia Minnis, *The Virginia Mathematics Teacher* Winter 1985



1. Divide the class into two teams. Provide each team with a copy of the maze.
2. The first player chooses a path from the origin (0, 0) to a point (X, Y), such that the line segment that connects the two points does not cross or touch any wall of the maze.
3. Play alternates between the two teams with each successive line segment starting from the endpoint of the last segment.
4. The winner is the first team to find its way through the maze.