

EDITION #2

MAZE Craze

#2

COLLIER, B & B,
Phoenix, PAC-MAN'S DINNER,
DONKEY KONG JR., TRON #3,
DEATH AREA, POPEYE, DOLE
DOLE

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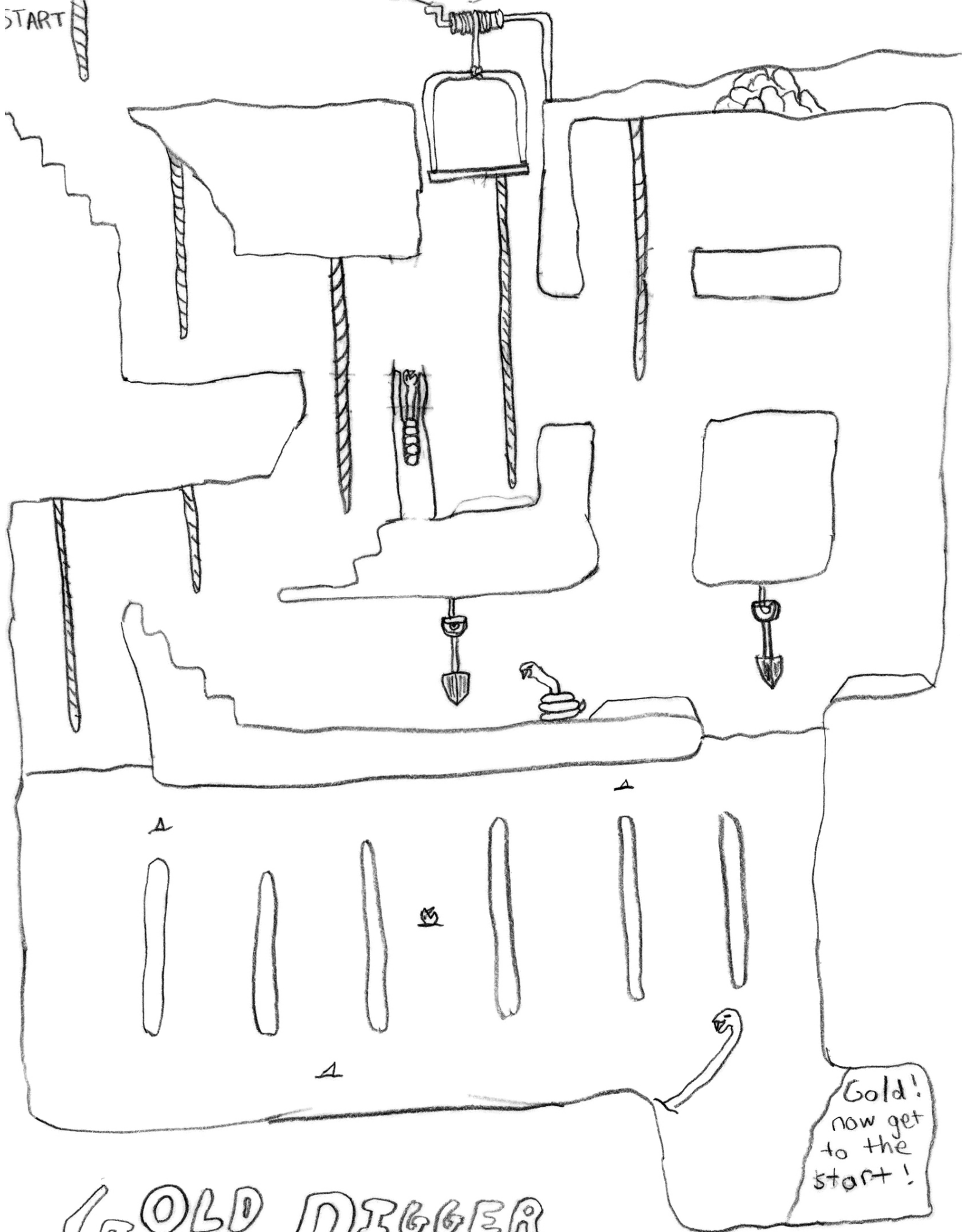


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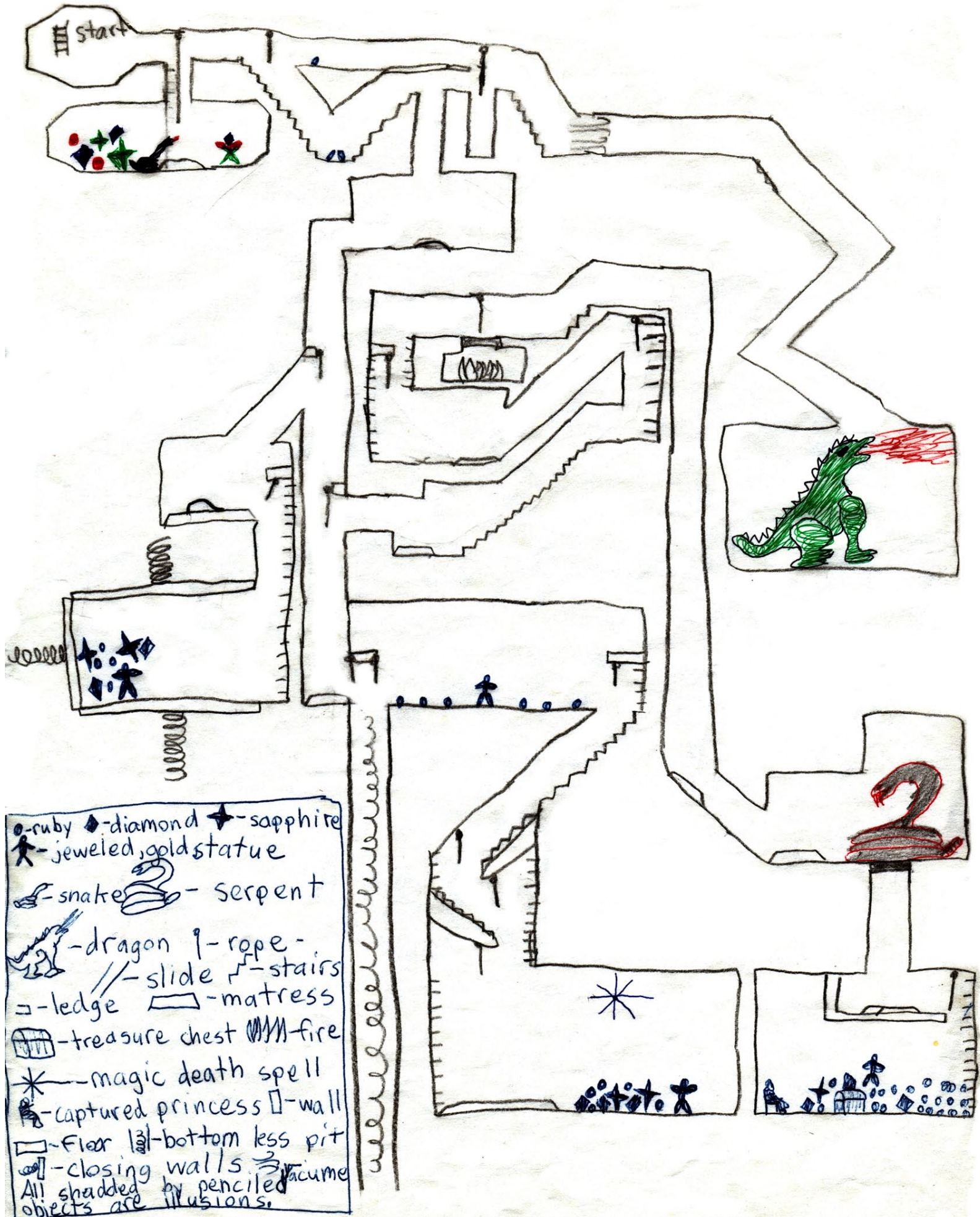
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BY,
MONSTER MASH

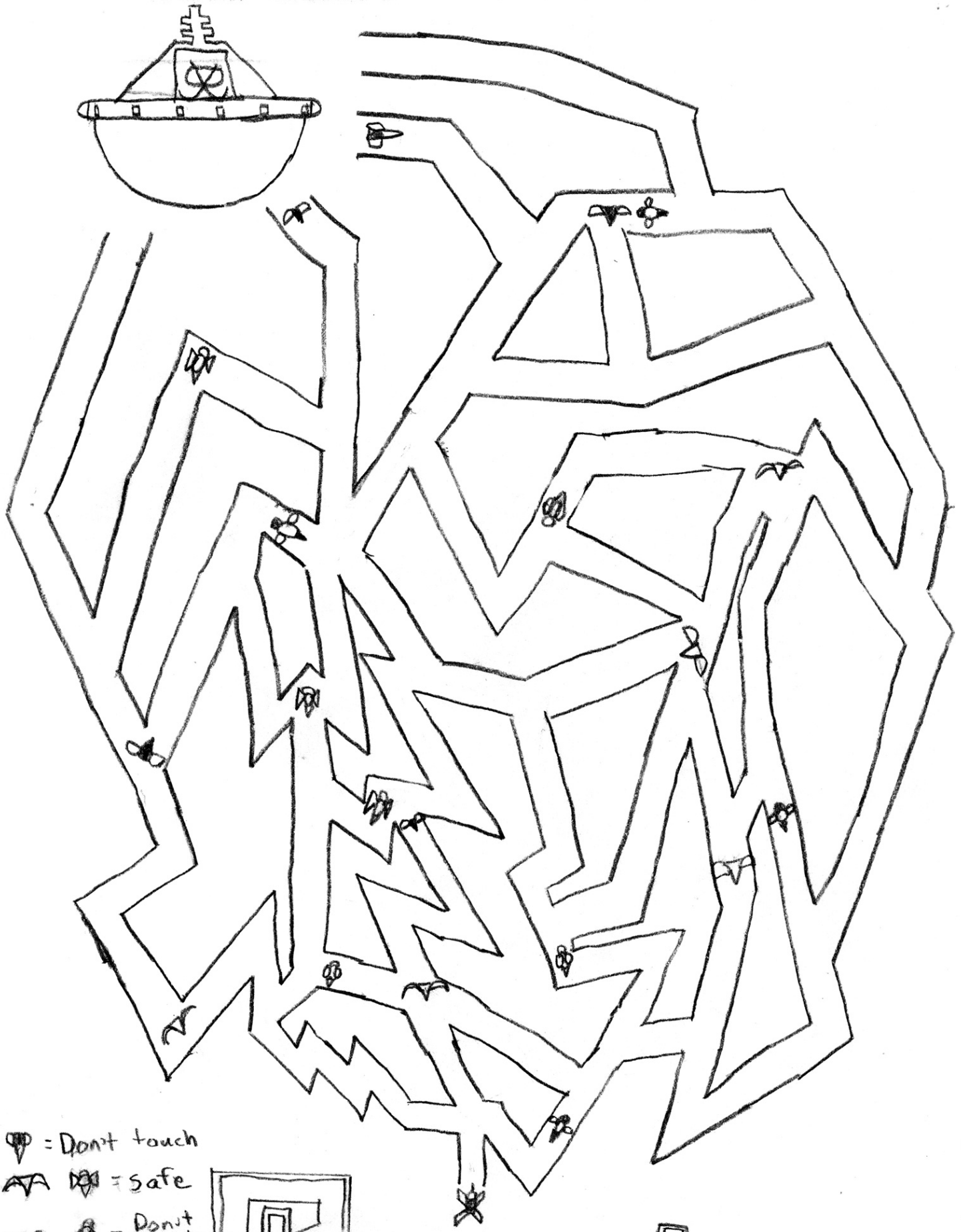




GOLD DIGGER



DUNGEONS - AND - DRAGONS



⊙ = Don't touch

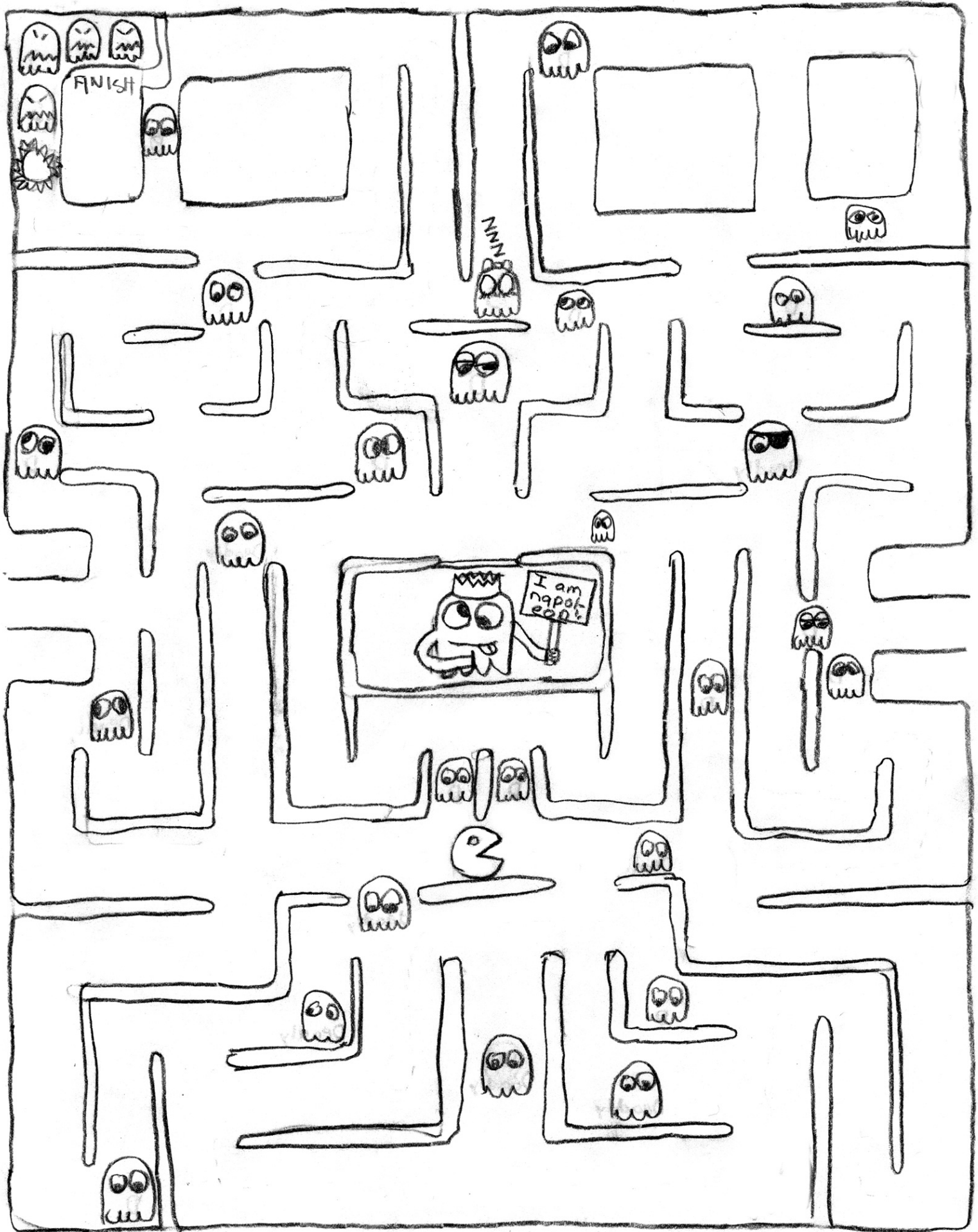
△ = Safe

⊙ ⊙ = Don't touch

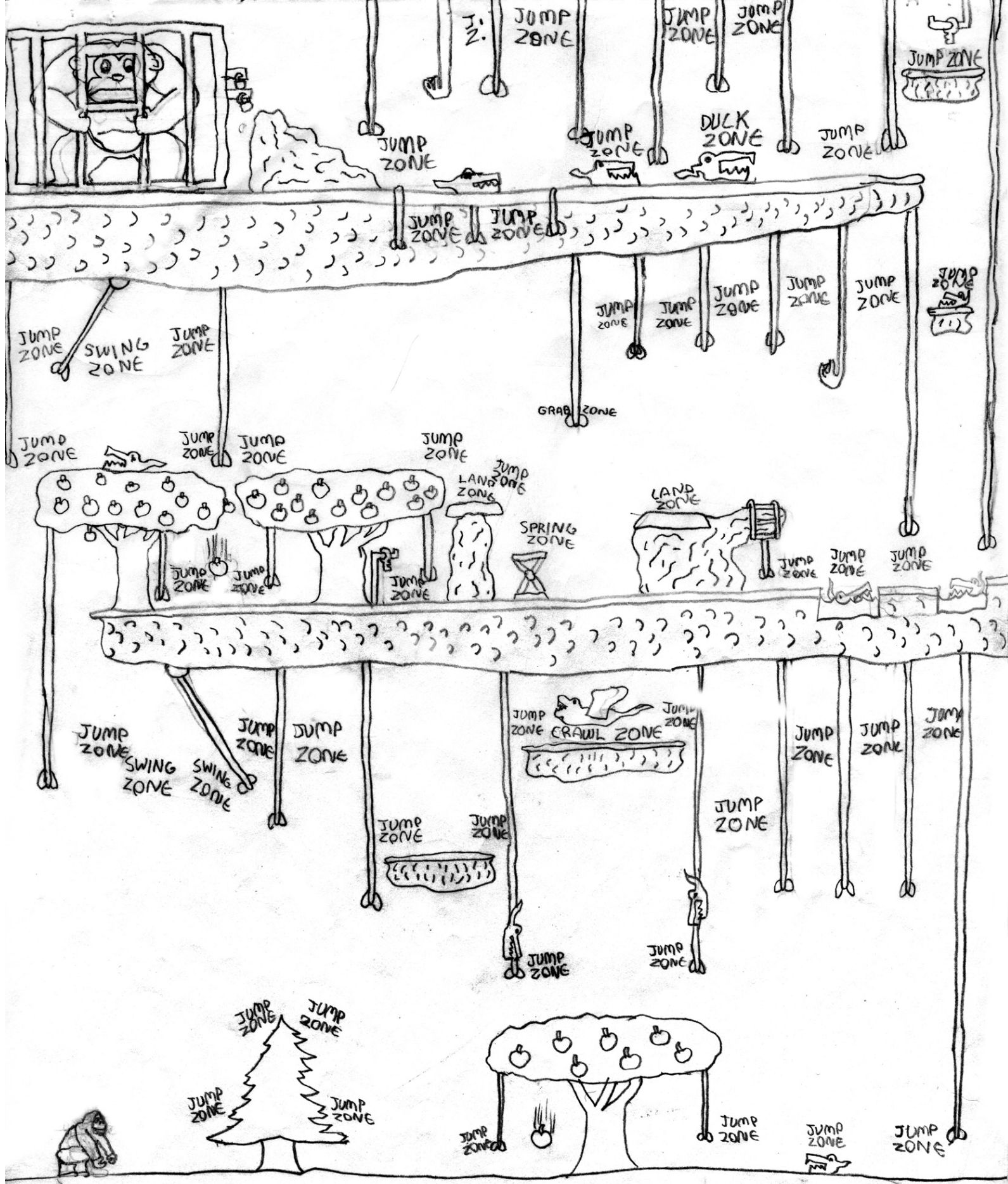
⊙ ⊙

= Don't touch
= Don't go in front of



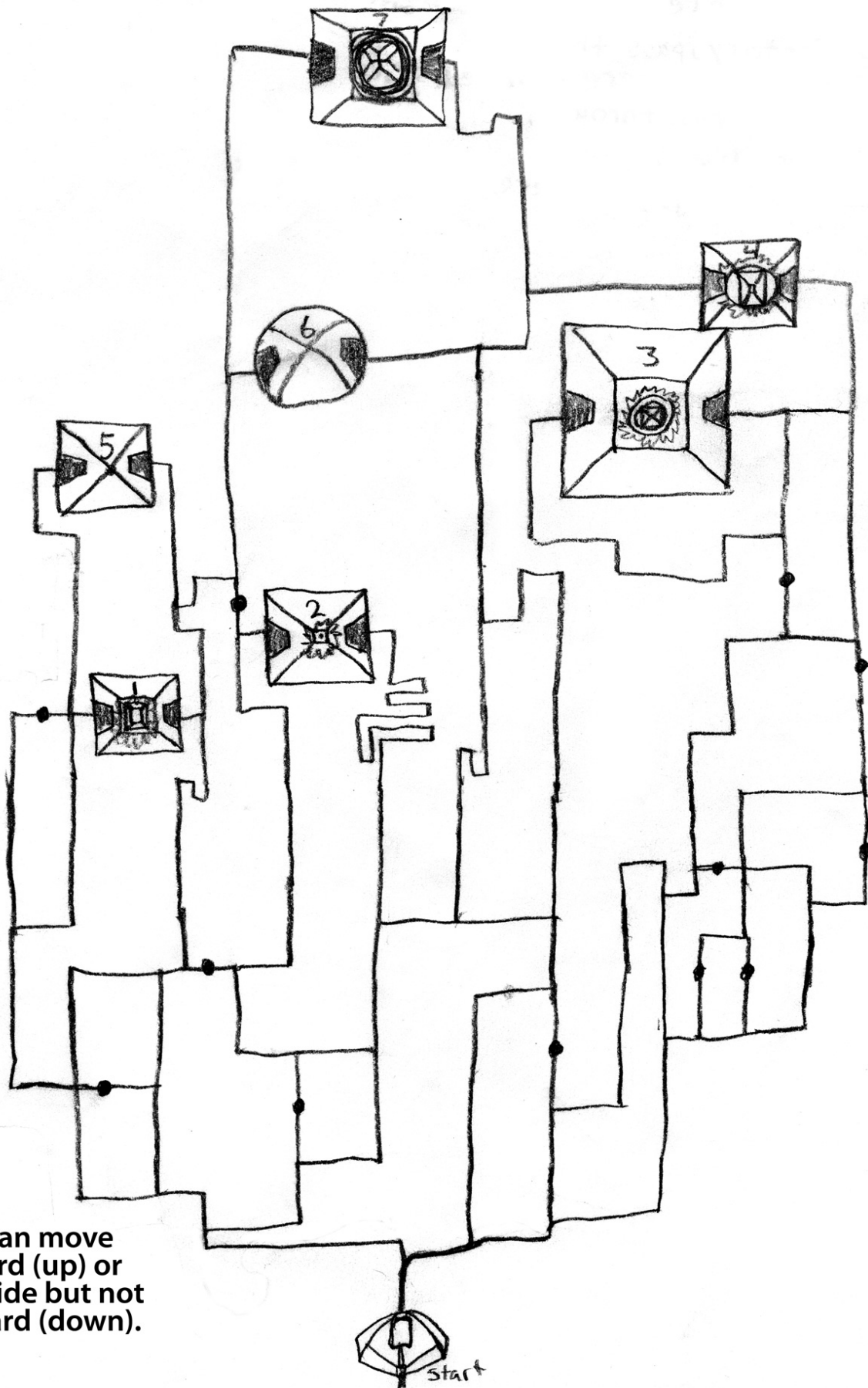


PAC-MAN'S DINNER

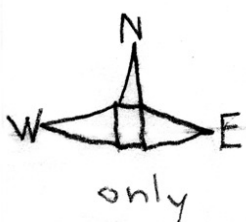


DONKEY KONG JR.

SCREEN #3
MAZE



You can move forward (up) or to the side but not backward (down).



TRON #3

Solar Sailor
key on back

Laser Test
Building, you
were vaporized.
Start over.

Temple of Light,
you were blinded.
Start over.

MCP Building,
yeah!
You win!

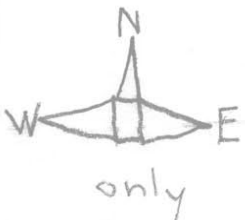
Solar Sailor
Factory,
pass through.

Ordinary
building,
pass through.

Guard Post,
you were
vaporized.
Start over.

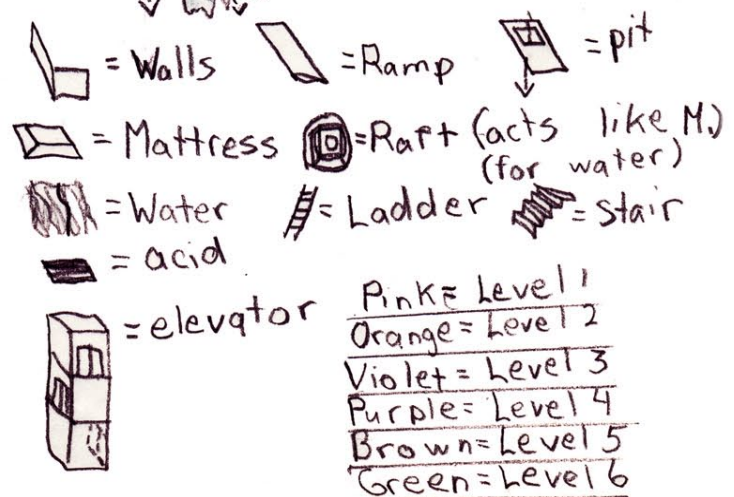
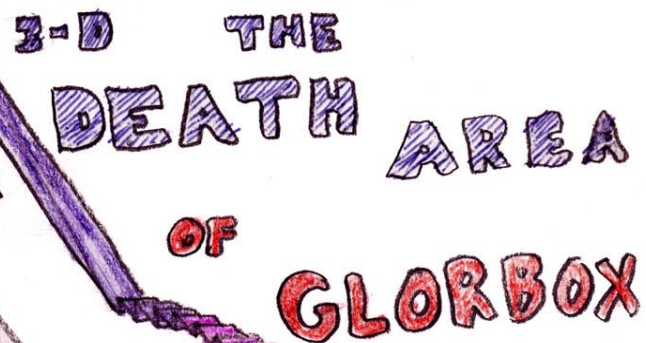
Ordinary
building,
pass through.

You can move
forward (up) or
to the side but not
backward (down).

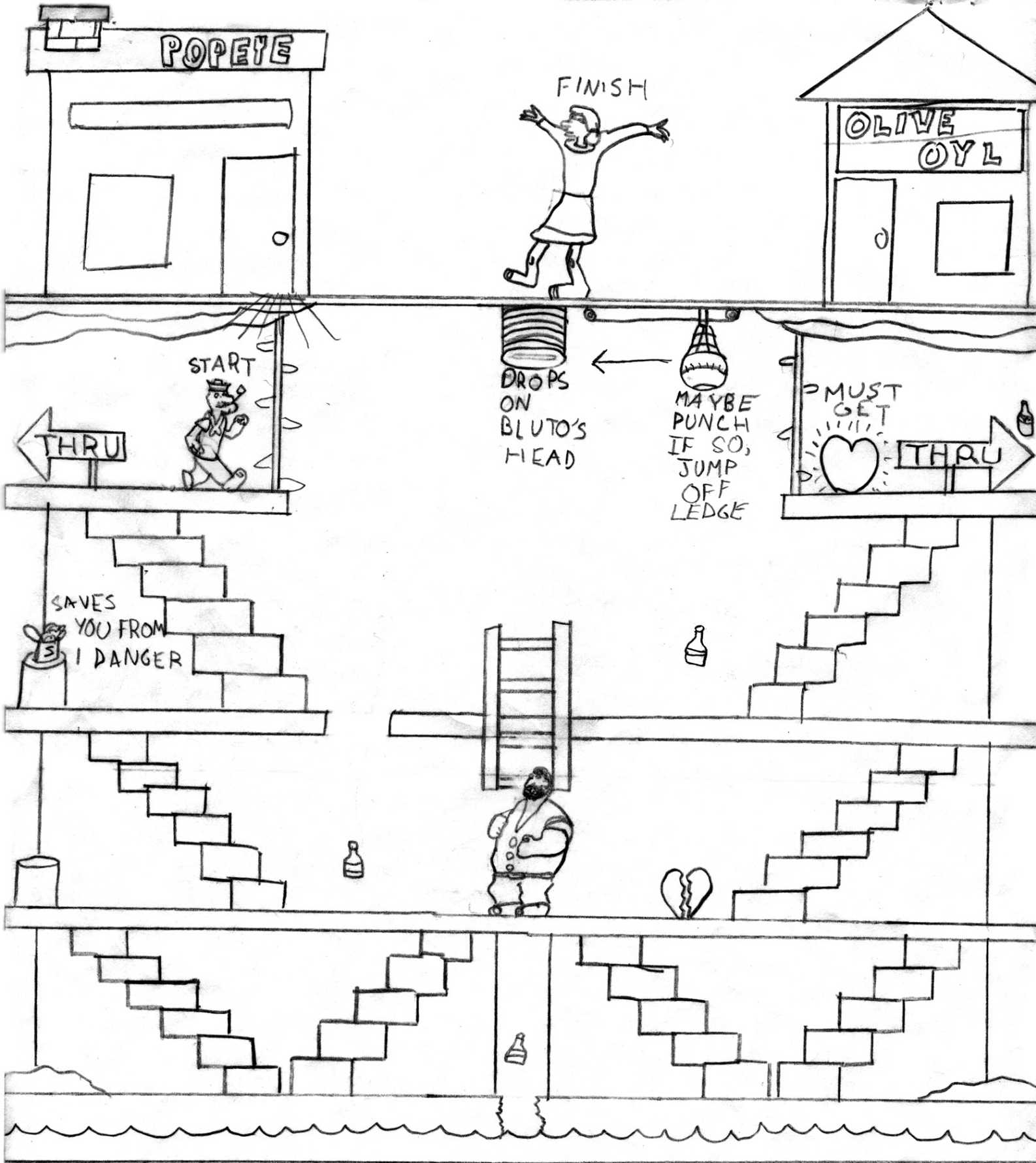


TRON #3

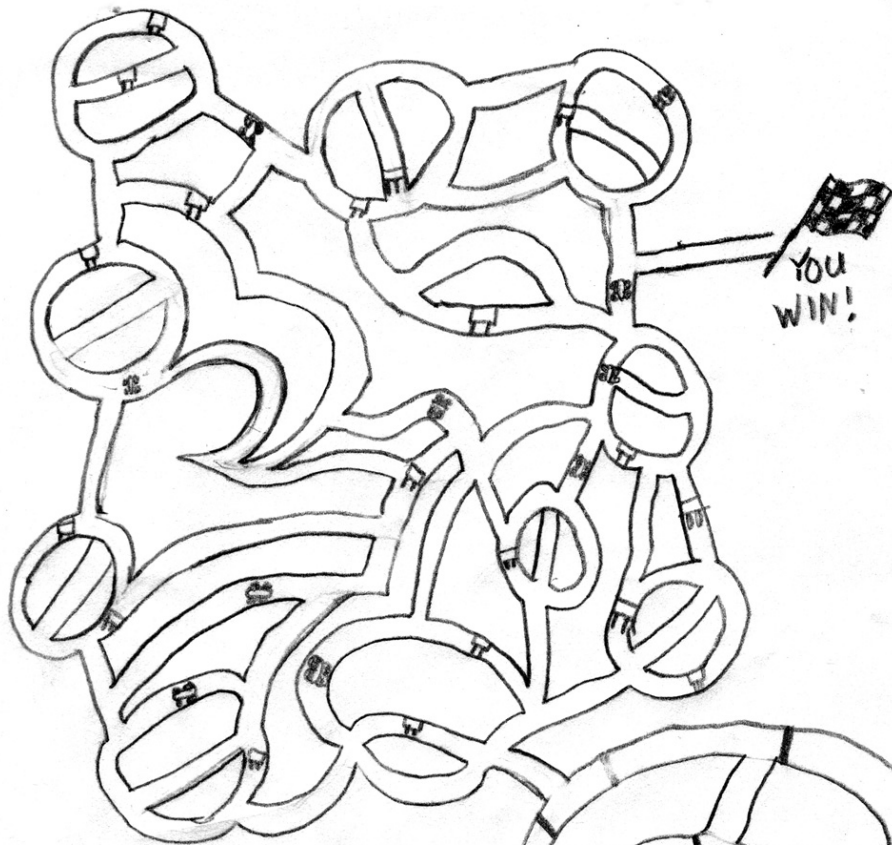
Solar
Sailor
key
on
back



Glorbox has trapped you in the death area with his deadly pet, the winged Zabodox. You must escape without falling into acid or down a pit without a ladder or a mattress at the bottom. Don't go back or the Zabodox will get you.



POPEYE

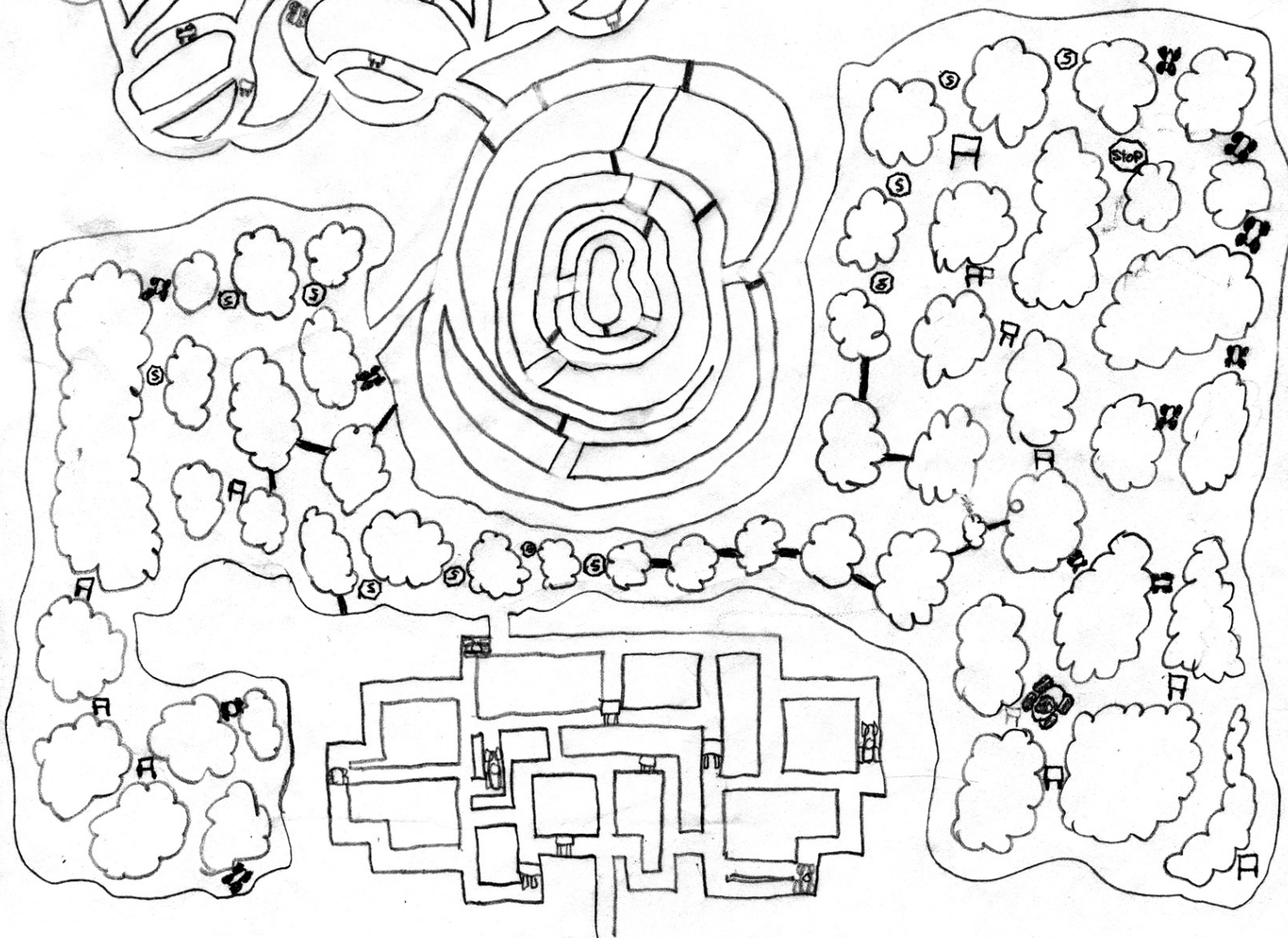


KEY

- Ⓢ = stop sign (forever) stop
- ⌘ = sign (bang!)
- 🚗 = car (crunch!)
- = roadblock (boom!)

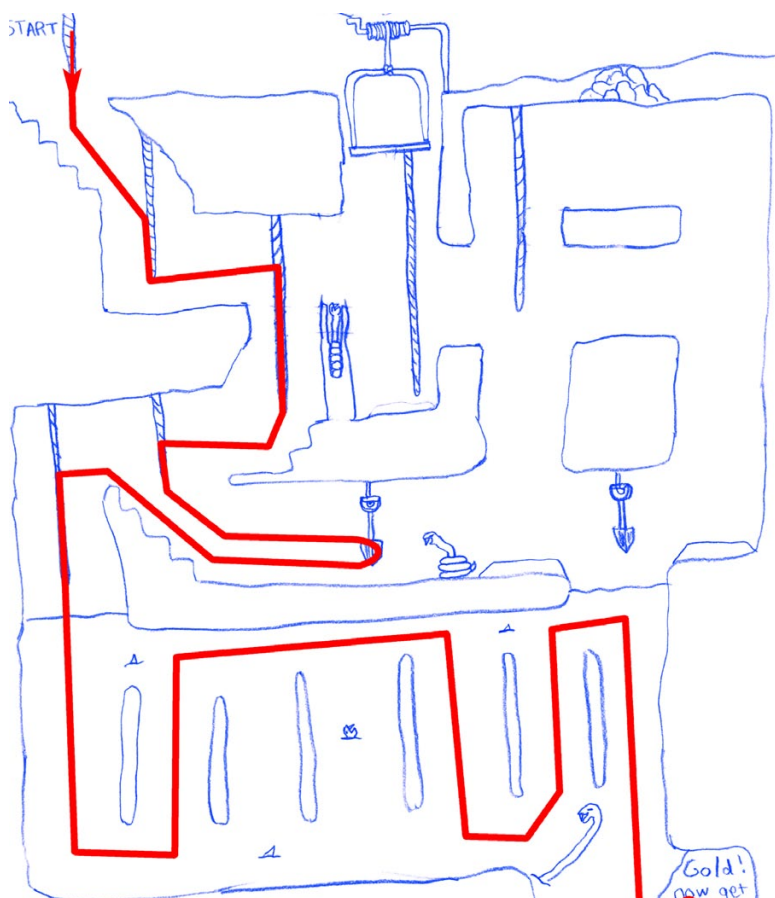


Good luck!



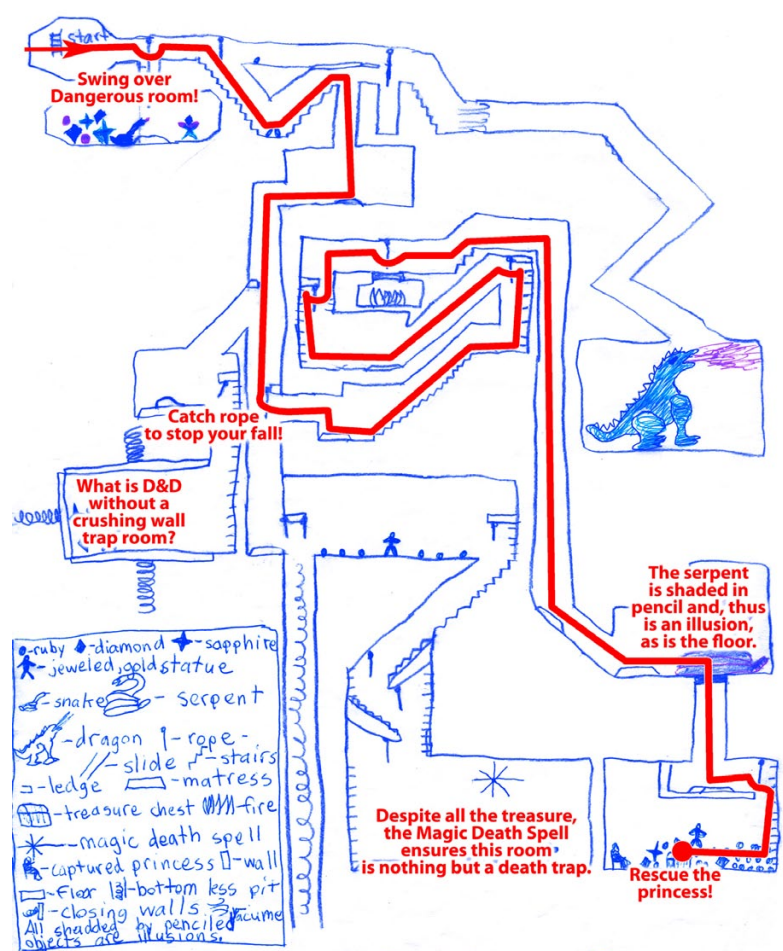
READY!
SET!
GO!



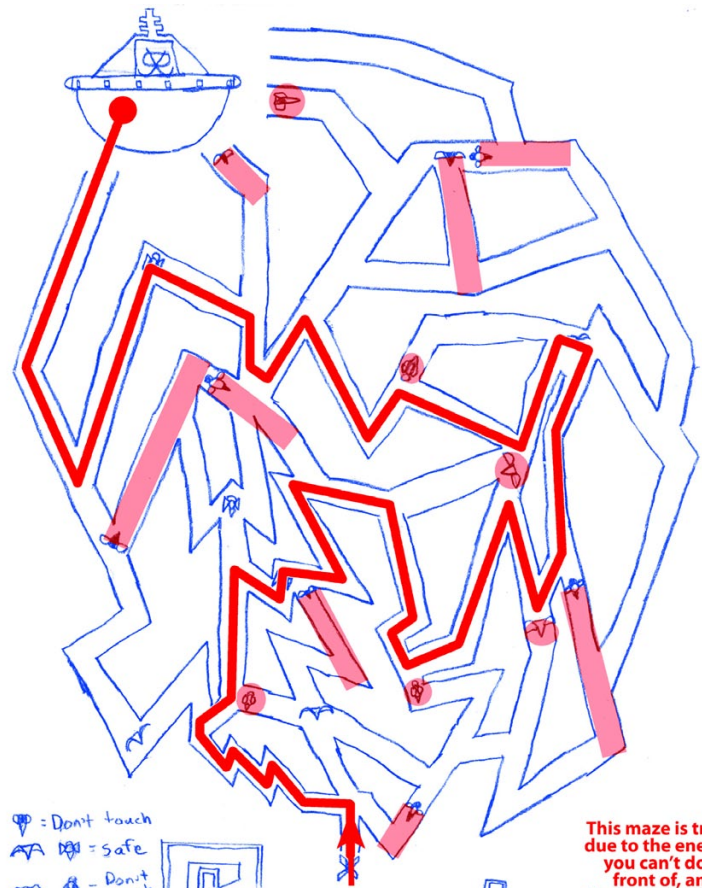


GOLD DIGGER

I had originally intended a different return path for this maze, but decided just to have the player return the way they came.



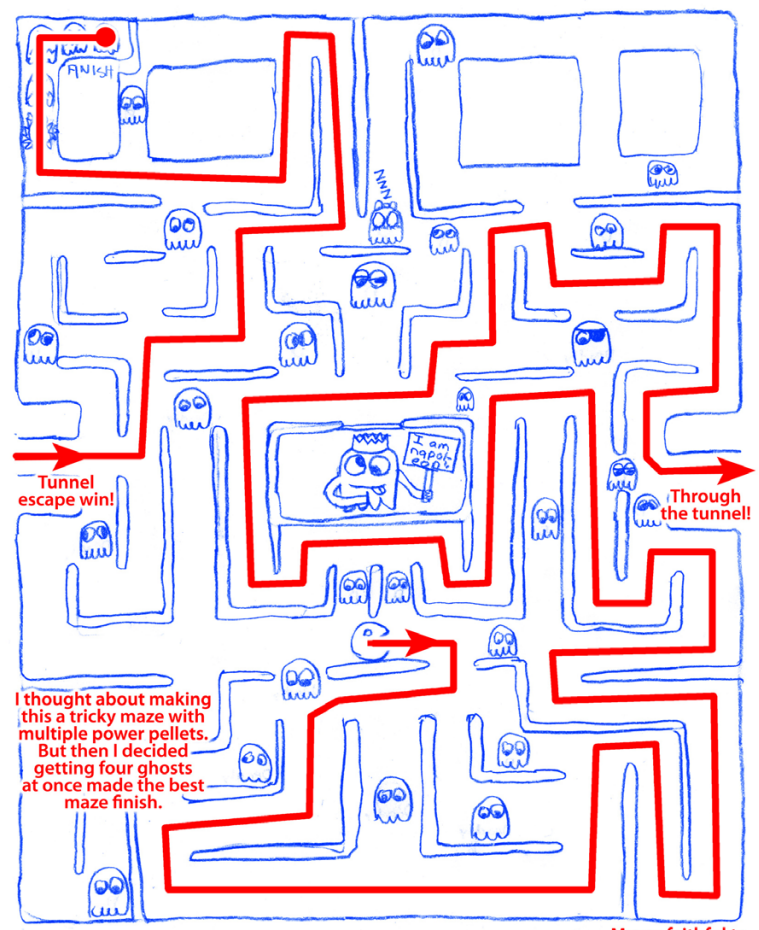
DUNGEONS - AND - DRAGONS



Phoenix

⚡ = Don't touch
 ⚡ = Safe
 ⚡ = Don't touch
 ⚡ = Don't touch
 ⚡ = Don't go in front of

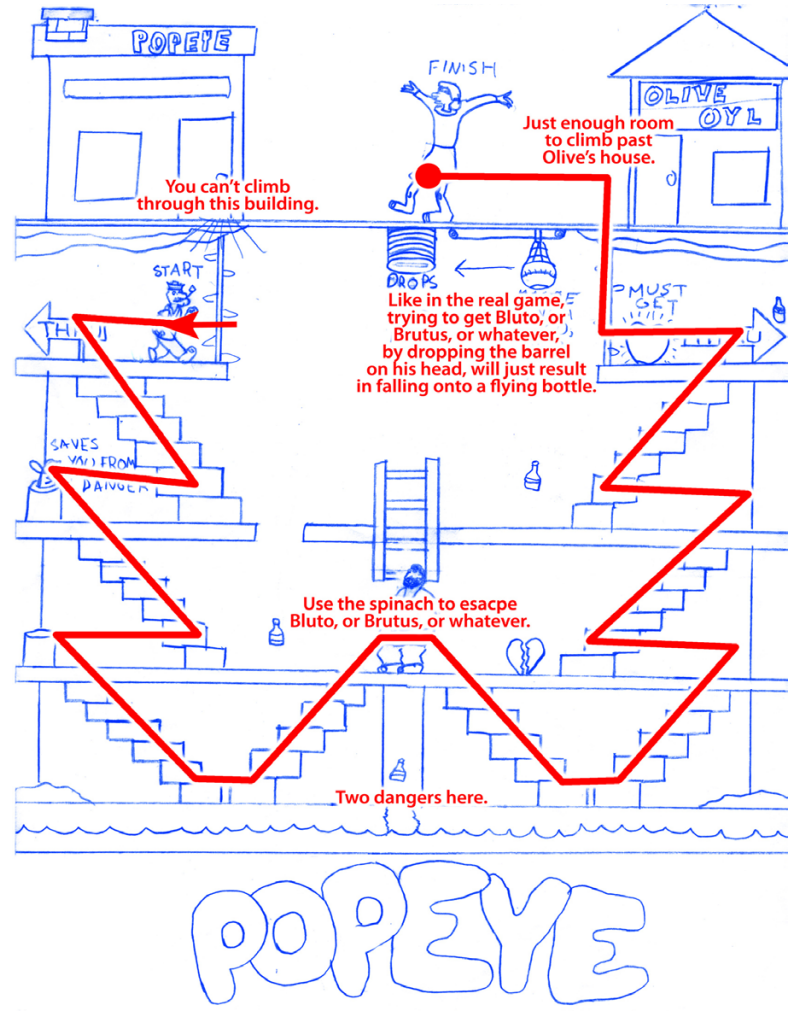
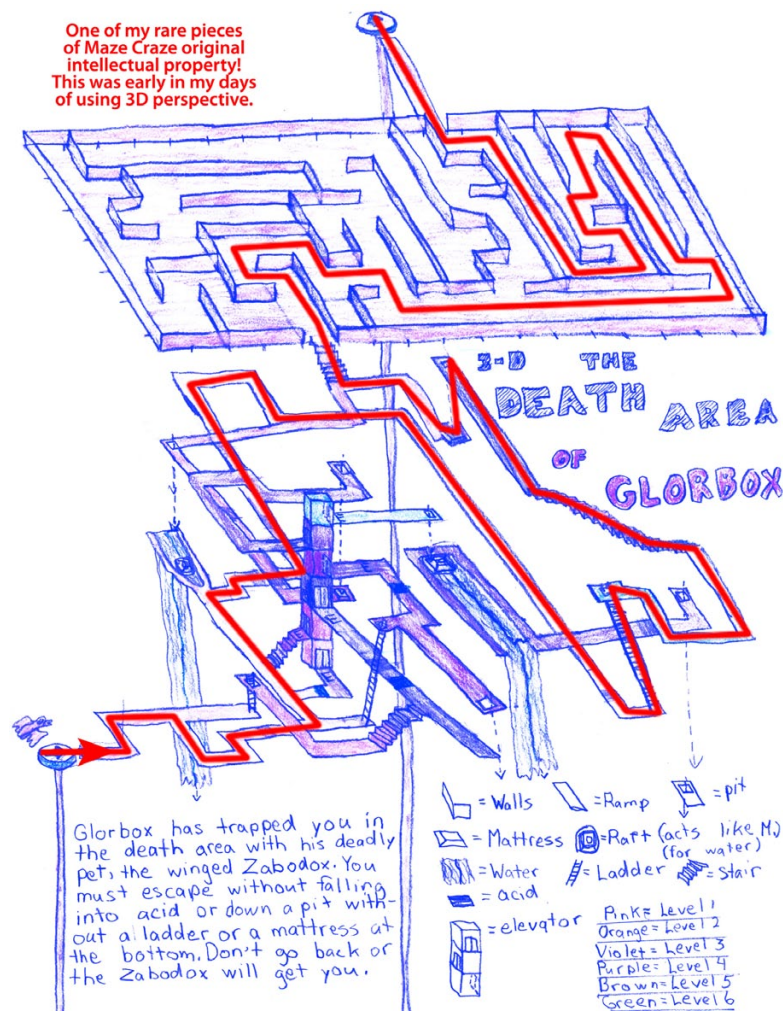
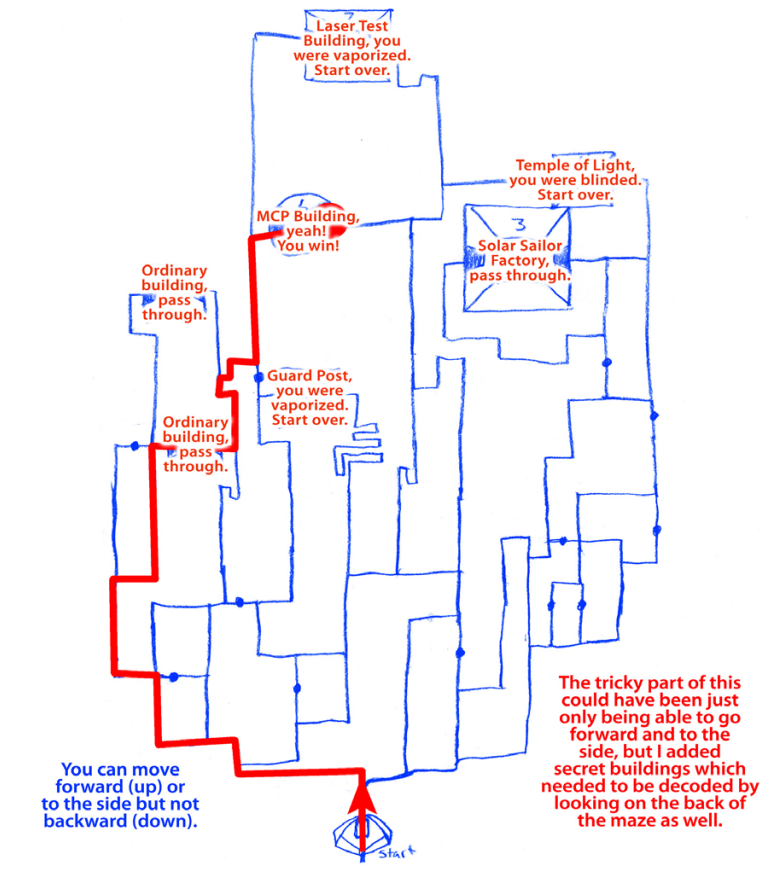
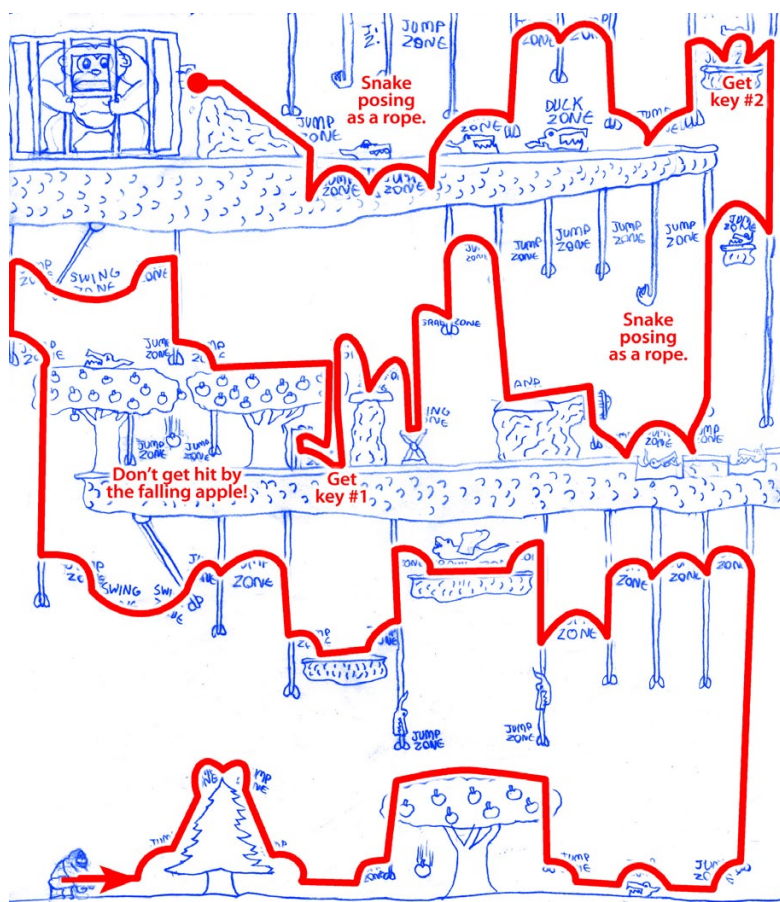
This maze is tricky, due to the enemies you can't do in front of, and the similar-looking "safe" enemies. So I have indicated the danger zones enemies represent in this answer.

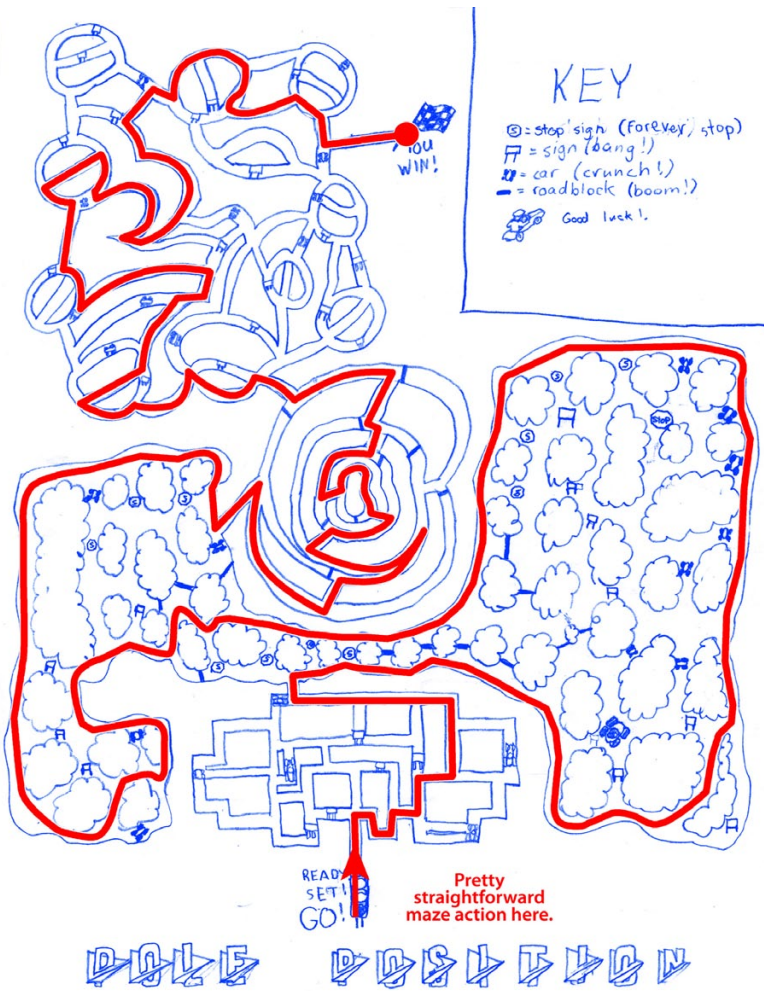


PAC-MAN'S DINNER

I thought about making this a tricky maze with multiple power pellets. But then I decided getting four ghosts at once made the best maze finish.

Mazes faithful to Pac-Man game board layouts are tough to make!





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