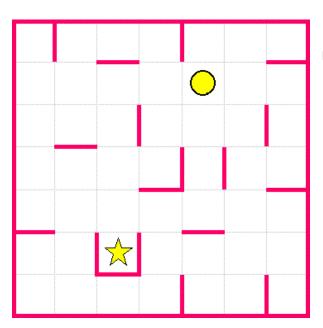
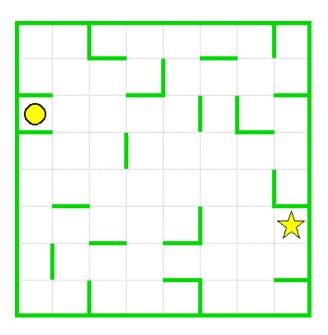
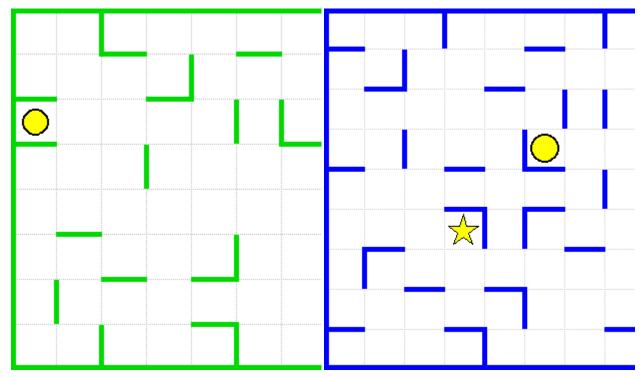
## **Tilt Mazes**

There's someone new creating "mazes-with-rules," a type of puzzle that has been the topic of several of my columns. She's Andrea Gilbert, a Software Engineer living in Barton-Le-Clay, England. She has created a series of "tilt mazes," in which you are to imagine that a marble (shown here as a yellow circle) is on a board that you can tilt only to the north, south, east, or west. (You can't do anything tricky like tilt it southeast.) Once you tilt the board, the marble will roll (horizontally or vertically) until it hits a barrier. There's no way you can stop the marble in the middle of its roll. The object is to roll the marble onto or over every star in the maze.



Maze 1

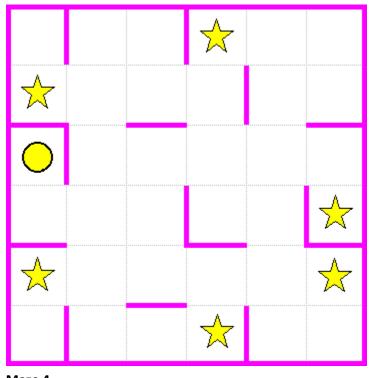




Maze 2 Maze 3

Click here for the Java version of Maze 2

Click here for the Java version of Maze 3



Maze 4

Click here for the Java version of Maze 4

## A Recent Development — July, 2001:

In addition to the Tilt Mazes shown on this page and the interactive versions on Andrea's site, we now have an ultimate implementation: a Tilt Maze you can actually walk through! Andrea drew the maze for the American Maze Company, and they built it next to their cornfield mazes at <a href="Cherry Crest Farm">Cherry Crest Farm</a>, near Lancaster, Pennsylvania, and at <a href="Long Acre-Farms">Long Acre-Farms</a>, near Rochester, New York.

The picture below shows the maze at Cherry Crest Farm (and that's my wife Ann in the maze). They called it the "Straight Ahead Maze" (you must keep going straight ahead until you reach a wall). "Tilt Maze" didn't work as a title here, because, well, you can't really tilt the ground.

This maze lasted only through the summer of 2001, but it will probably appear next to other cornfield mazes during the summer of 2002 and later.

The Walk-Through Tilt Maze at Cherry Crest Farm



Back to Robert Abbott's home page.