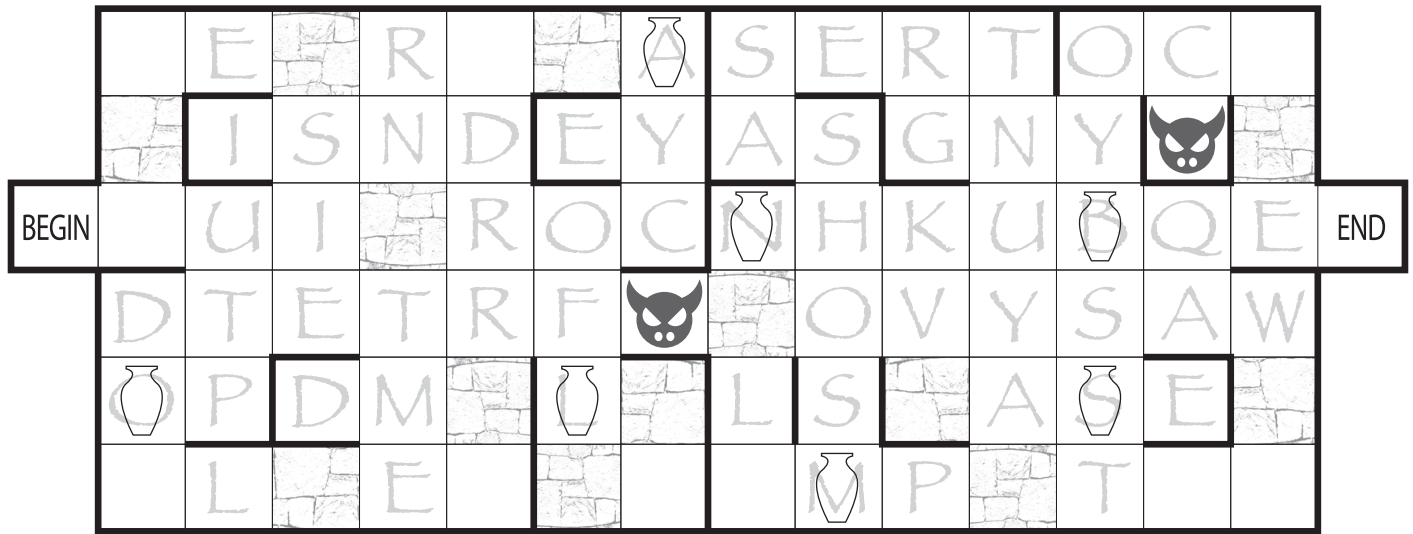


THE CRETAN BULL

Attention Knossos-Mart shoppers! There's bound to be some nice merchandise to salvage here, if you can get from one end of the place to the other without being trampled. The Cretan Bull is making a mess of the china department, abetted by his more famous offspring, the Minotaur.



Travel from "Begin" to "End", moving one square at a time in any orthogonal direction. After you've moved one square, the bulls get their turn, moving twice. As in Robert Abbott's well-known "Theseus and the Minotaur" mazes, each bull follows a rigid program for each of its two moves:

First it sees if it can move closer to your position horizontally. If it can, it will move one square horizontally toward you. If it can't, it sees if it can move closer to you vertically. If it can, it will move one square vertically toward you. If it can't move toward you either horizontally or vertically, then it just skips that turn. If a bull ever lands on you, you're trampled, gored, and eaten. The End.

After the bulls have gone twice, it's your turn to move again. Unlike other Theseus mazes, you DO NOT have the option of standing still. Another difference is the presence of fragile pottery. You are nimble enough to avoid a collision, so pottery doesn't affect your movement, nor does your presence affect the pottery. The bulls are a different story: if a bull enters a square with a pot, its turn ends immediately, regardless of whether it's on its first or second move. The pottery is destroyed, and will no longer be an obstacle. If you happen to occupy that square at the time, you share the pot's fate...