3D MAZES & SPATIAL LOGIC

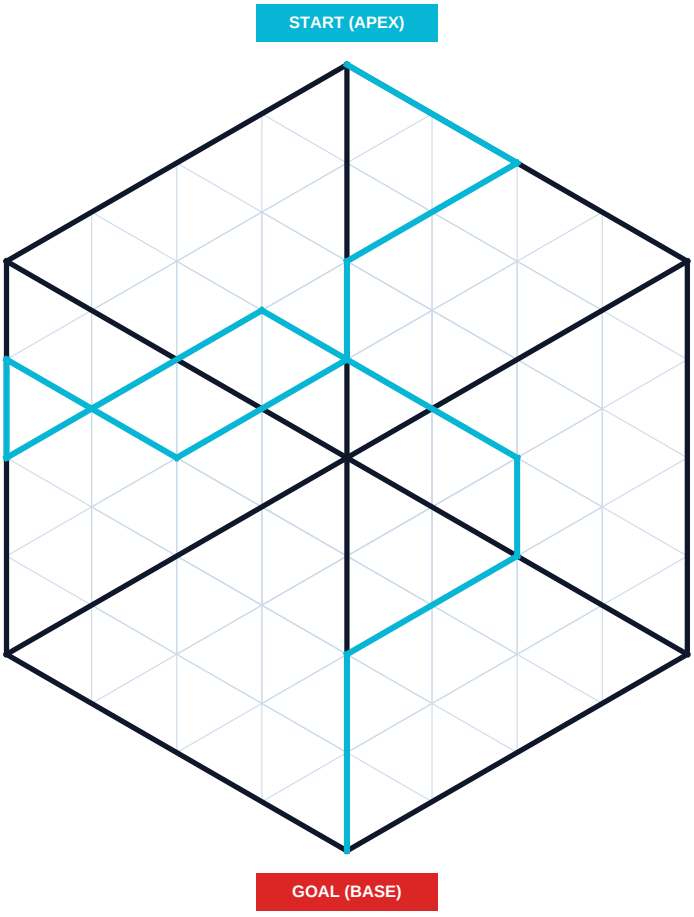
EXTREME ISOMETRIC 3D CUBE MAZE

Complex Multi-Tiered 3D Matrix * Interior Elevator Shafts * Apex to Base Goal

SOLVER TIME & SCORE

Start: ___:___ Stop: ___:___

Difficulty: [ ] Easy [ ] Med [ ] Hard



EXTREME 3D CUBE PROTOCOL

ISOMETRIC PROJECTION

Grid lines depict 3D axes: X (down-left), Y (down-right), Z (vertical).

ELEVATOR SHAFTS

Vertical lines indicate interior shafts connecting upper and lower tiers.

AVOID DEAD CORNERS

7 blind corridors lead into solid vertices. Trace with pencil before ink.

MINIMUM STEP PATH

Optimal route requires exactly 32 unit steps from top Apex to bottom Base.

SPATIAL ARCHITECT TIERS

< 6 Min: 3D Grandmaster

6 - 12 Min: Spatial Engineer

12 - 25 Min: Maze Explorer

Dead-Ends Hit: [ ] 0 Flawless

3D SPATIAL VECTOR ANALYSIS & TOPOLOGICAL TRAVERSAL LOG

VECTOR METRICS

Total 3D Units: 32 Steps

Vertical Shafts Used: 4 Levels

Horizontal Turns: 8 Cardinal

Dead-End Avoidance: 100% Rate

Geometric Symmetry: Verified

COGNITIVE ABILITIES

Mental Rotation: Advanced Tier

Depth Perception: High Accuracy

Pathfinding Efficiency: Optimal

Spatial Working Memory: Intact

Visual Dexterity: Master

NAVIGATOR LOG

Explorer Name: _____

Solving Date: _____

Net Time: _____ Minutes

Zero Wall Crossings: [ ] YES

Architect Seal: * * * * *

3D COORDINATE SCRATCHPAD & SHAFT TRAVERSAL MEMORANDA: