3D MAZES & SPATIAL REASONING

ISOMETRIC 3D CUBE MAZE

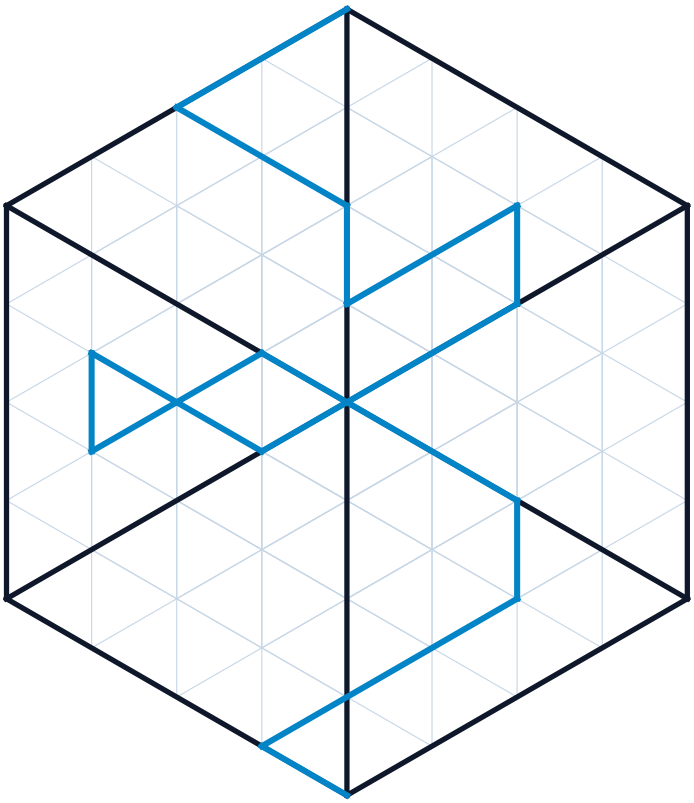
Multi-Tiered Isometric Projection Labyrinth * Top Apex to Base Goal

SOLVER TIME & SCORE

Start: ___:___ Stop: ___:___

Difficulty: [ ] Easy [ ] Med [ ] Hard

START (APEX)



GOAL (BASE)

3D SPATIAL RULES & TELEPORTS

RULE 1: ISOMETRIC TRAVERSAL

Move only along connected grid edges in X, Y, or vertical Z directions.

RULE 2: LEVEL DESCENTS

Descent shafts allow downward transit when vertical ladders are reached.

RULE 3: DEAD-END AVOIDANCE

Decoy edges terminate at solid cube vertices. Backtrack if obstructed.

RULE 4: PORTAL GATES

Portals A and B connect mirrored sub-tiers without crossing solid outer faces.

ISOMETRIC COORDINATE AXES

+X Axis: Down-Left (210 deg)

+Y Axis: Down-Right (330 deg)

+Z Axis: Vertical Up (90 deg)

Shortest Theoretical Path: 28 Units

3D SPATIAL PATH ANALYSIS & NAVIGATION LOG

TRAVERSAL METRICS

Total Steps Taken: _____

Dead-Ends Encountered: _____

Vertical Shafts Used: _____

Backtracks: _____

Efficiency Rating: _____

SPATIAL REASONING SCORE

Visual Rotation: [ ] Perfect

Depth Perception: [ ] High

Coord Accuracy: [ ] 100%

Path Symmetry: [ ] Mapped

Difficulty Tier: [ ] Master

NAVIGATOR CERTIFICATION

Solver Name: _____

Date: _____

Elapsed Time: _____ Minutes

Verified Clean: [ ] Yes [ ] No

Examiner Stamp: _____

3D PATHWAY SCRATCHPAD & COORDINATE TRANSIT NOTES: