

MISSION: UNDERMINER

Find the path that leads the Incredibles to the Underminer's Drill. Use the arrows to move up, down, left or right. If you reach an explosion, try using a different route.

START

The maze is a 10x10 grid. The start is at the top right (row 1, column 10) and the finish is at the bottom left (row 10, column 1). The path is marked with letters A through F:

- A:** Start at (1, 10), move left to (1, 9).
- B:** From (1, 9), move down to (2, 9).
- C:** From (2, 9), move left to (2, 8).
- D:** From (2, 8), move down to (3, 8).
- E:** From (3, 8), move left to (3, 7).
- F:** From (3, 7), move down to (4, 7).

The path continues from (4, 7) to (4, 6), (4, 5), (4, 4), (4, 3), (4, 2), (4, 1), (3, 1), (2, 1), (1, 1), and finally to the finish at (10, 1).

FINISH

SOLUTION: E

