















This is a small collection of puzzles produced using the Maple computer algebra system. They were initially generated by a computer algorithm (a piece of code I wrote) and "tweaked" afterwards to eliminate some boring features. Stay tuned for more mazes as I improve the code. Soon there will be non-rectangular regions, loops, less adjacent dead ends, a bit of symmetry, incorporation of standard features such as spirals, and probabilistic adherence to user-specified patterns.