

# 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 with the following features:

- Start:** A red circle with the letter 'A' at the top right corner (row 1, column 10).
- Finish:** A red circle with the word 'FINISH' at the bottom left corner (row 10, column 1).
- Obstacles (Explosions):** Red circles with yellow starbursts located at (2,2), (5,2), (6,3), (7,7), (8,4), (9,6), and (10,10).
- Arrows:** Black arrows in various directions (up, down, left, right) indicating possible movement paths.
- Start Markers:** Red circles with letters B, C, D, E, and F are placed at the right edge of the grid at rows 2, 3, 4, 5, and 6 respectively.



SOLUTION: E