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KEY=MAZE - BRYANT CRANE

MAP MAZES

Usborne Books Travel across continents, walk the streets of famous cities and explore long-lost lands with this super map-themed maze book. Each maze is more challenging than the last, from navigating a safe path through icebergs to taking a whirlwind tour of Great Britain. A brilliant way to learn about maps, with all the answers at the back of the book.

MAP MAZE BOOK

Usborne A new maze book based on real maps and on made-up maps! Many of the mazes contain extra puzzles to solve and challenges to complete en route, and the mazes get gradually more and more difficult throughout the book, pushing children to develop their problem-solving and visual recognition skills.

MAP MAZE BOOK

A UNIQUE US PUZZLE WITH STATES AND CAPITALS MAP BOOK FOR KIDS AGES 10-12 IN A SPECIAL US PUZZLE MAP WITH CAPITAL FOR KIDS (A MAPS MAZE BOOK GAMES) VOLUME 1!

Independently Published Welcome to this unique educational sentence maze book. In fact, this book is fashioned to train your mind by helping you to increase your focus ability. It is also a fun way of learning states and capitals of the fifty states of the United States of America. Each maze layout contains the state and its capital city. However, your task is to figure out where the full sentence is hidden in the maze. You can search the maze in different directions (up, down, left or right) except diagonally. Make sure the sentence flows freely without any line blocking the next word. You are sure to find this sentence maze amazing while having fun solving over 50 puzzles. This puzzle book also contains the map of each state apart from the map of the US. Go ahead and have fun

MAP AND MAZE PUZZLES

Edc Pub Contains 12 map and 11 maze puzzles with clues and answers.

A MAP THROUGH THE MAZE

A GUIDE TO SURVIVING THE CRIMINAL JUSTICE SYSTEM

The definitive guide for helping inmates cope with their day-to-day correctional experience and for those who work with millions of ex-offenders, especially family members and correctional personnel. It offers an in-depth mental and emotional roadmap from felony conviction through five years following release. Stresses how to effectively survive the endless barriers, deadly traps, and hopelessness of incarceration. Includes a special chapter for families who also serve a sentence in silence -- how to deal with loss, grief, anger, depression, getting help, finding support, maintaining a relationship, helping children, visiting, and homecoming.

AROUND THE WORLD MAZES

Usborne Publishing Go on a big puzzle journey around the world with this amazing maze book! Children are taken on a whirlwind journey around the globe, solving puzzles along the way.

MAZE

A RIDDLE IN WORDS AND PICTURES

Macmillan This is not really a book. This is a building in the shape of a book...a maze. Each numbered page depicts a room in the maze. Tempted? Test your wits against mine. I guarantee that my maze will challenge you to think in ways you've never thought before. But beware. One wrong turn and you may never escape!

AMERICAN MAP MAZE MANIA

American Map This engaging, on-the-go children's activity book features mazes of all 50 states. Mazes include fun educational facts and colorful illustrations for each state.

DISNEY GRAND TOUR MAZES

Travel across Disney and Pixar worlds, explore fairy tale places and visit beloved Disney and Pixar movie locations with this super map-themed maze book. Includes 25 mazes arranged by increasing difficulty, each featuring an engaging look-and-find challenge.

MAZEBOOK

Dark Horse Comics From New York Times bestselling and Eisner award-winning Black Hammer creator Jeff Lemire comes this ambitious and haunting graphic novel about family, mourning, and reality. A lonely building inspector still grieving the loss of his puzzle-loving daughter receives a mysterious phone call one night from a girl claiming it's her and that she's trapped in the middle of a labyrinth. Convinced that this child is contacting him from beyond this world, he uses an unfinished maze from one of her journals and a map of the city to trace an intricate path through a different plane of reality on an intense and melancholy adventure to bring his daughter back home. Collects issues #1-5 of The Mazebook and featuring a sketchbook section and pinups by Andrea Sorrentino, Dustin Nguyen, Dean Ormston, Matt Kindt, and Gabriel Hernández Walta!

A MAP OF THE WORLD

A NOVEL

Anchor Pen/Hemingway Award-winning novelist Jane Hamilton follows up her first success, *The Book Of Ruth*, with this spectacularly haunting drama about a rural American family and a disastrous event that forever changes their lives. The Goodwins, Howard, Alice, and their little girls, Emma and Claire, live on a dairy farm in Wisconsin. Although suspiciously regarded by their neighbors as "that hippie couple" because of their well-educated, urban background, Howard and Alice believe they have found a source of emotional strength in the farm, he tending the barn while Alice works as a nurse in the local elementary school. But their peaceful life is shattered one day when a neighbor's two-year-old daughter drowns in the Goodwins' pond while under Alice's care. Tormented by the accident, Alice descends even further into darkness when she is accused of sexually abusing a student at the elementary school. Soon, Alice is arrested, incarcerated, and as good as convicted in the eyes of a suspicious community. As a child, Alice designed her own map of the world to find her bearings. Now, as an adult, she must find her way again, through a maze of lies, doubt and ill will. A vivid human drama of guilt and betrayal, *A Map of the World* chronicles the intricate geographies of the human heart and all its mysterious, uncharted terrain. The result is a piercing drama about family bonds and a disappearing rural American life.

GREEK MYTHS AND MAZES

Candlewick Studio In the vein of the best-selling *Maps*, this brilliant oversize maze book invites readers to get lost among the twists and turns of beloved Greek myths. Discover the legendary labyrinths and mythologized mazes of ancient Greece in a beautifully designed book of paths and stories. Each turn of a page lands the reader in a new and exciting Greek classic through which to chart a path, learning along the way. From the twelve labors of Heracles to the labyrinth of the Minotaur, from the trials of Odysseus to the Colossus of Rhodes, illustrations present ancient stories as new and puzzling quests to complete. Packed with intricate details and plenty of information about the history and mythology of ancient Greece, this tome will astound explorers and inquisitive minds of all ages.

PLANET EARTH MAZES

From rainforests to recycling, mountains to monsoons, children can discover the wonders and challenges of life on Earth as they find their way through the superbly illustrated scenes in this book. Each of the mazes is more challenging than the last, and all the answers are given at the back. A wonderful introduction to our planet and the ways we try to preserve it. Contains 45 highly visual mazes to keep kids entertained for hours. Kids can develop their problem-solving and visual recognition skills as the level of challenge increases gradually throughout the book.

SPACE MAZE BOOK

Lots of amazing mazes set in space, each one completely different from the one before. Many of the mazes contain extra puzzles to solve and challenges to complete en route, and the mazes get gradually more and more difficult throughout the book, pushing children to develop their problem-solving and visual recognition skills.

DINOSAUR MAZES

Maze Books A highly-visual activity book packed with mazes set in the world of the dinosaurs. Take to the skies with pterosaurs, evade erupting volcanoes and vicious Velociraptors, and encounter the king of lizards, T-Rex, as you delve into the prehistoric world of the dinosaurs with this superb selection of mazes. Each maze is more challenging than the last, from savage sea monsters to Spinosaurus swamps, and all the answers are at the back of the book. With 45 detailed mazes, this is a fun, interactive way for children to learn about the dinosaurs, their world, and the creatures that lived alongside them.

MAPS ACTIVITY BOOK

Broaden your horizons with this map-filled activity book! Explore the world's continents while completing puzzles and activities, then travel further afield with maps that reveal the ocean floor, stars in the night sky and imaginary worlds. You'll also discover how maps can be used to forecast the weather, represent time zones and solve crimes.

FOREST MAZES

"From squirrels and sculpture trails to jungles and gingerbread houses, discover all kinds of worlds among the trees as you find your way through this selection of forest mazes."--Back cover.

MAZE PUZZLE BOOK FOR KIDS 4-8

101 FUN FIRST MAZES FOR KIDS 4-6, 6-8 YEAR OLDS | MAZE ACTIVITY WORKBOOK FOR CHILDREN: GAMES, PUZZLES AND PROBLEM-SOLVING (MAZE LEARNING ACTIVITY BOOK FOR KIDS)

Give your child an aMAZEing experience with this maze activity book! A complete maze experience with: -101 Mazes with colorable characters and illustrations -101 Fun themes make solving mazes exciting - Increasing difficulty levels - With real world logic: Bring the chicken home, help the family get to the bus, help the dog get to the bone and more. - Improve hand eye coordination, dexterity and muscle memory - With certificate at back of the book! The amazingly fun mazes and activities in this book are designed to provide an enjoyable and fun learning experience for children of all ages from preschool, nursery and even beyond. Solving maze activities can be a crucial yet fun part of your kid's development, they help in nurturing the development of your child's brain, thought processes, problem solving skills, IQ and intelligence by having your child map out the best path to reach the goal in every activity. Constant practice helps nurture the mind and build hand eye coordination, problem solving skills, muscle memory and dexterity. Each maze is lovingly designed with cute characters and illustrations that your child can color in that are sure to keep your kid engaged. Mazes have increasing difficulty to get your child easily started off with the logic of maze solving and progressing to more challenging mazes as your child gets more experience. Real world logic is incorporated in the mazes, examples are: help chicken to the coop and bring the ball to the hoop. Real world logic helps anchor the activities to real life situations and can be experience for your child.

MAPS ACTIVITIES

Pads Help pirates find treasure, plan a round-the-world adventure, discover a lost temple and more with this exciting pad. Each tear-off sheet features a colourful map with activities, word and number puzzles and plenty of objects and details to spot, while the back of the sheet has outline illustrations with space for children to design and colour maps of their own. Ideal for introducing map skills in a fun and creative way, with spotting, counting and drawing activities to support learning through play. Perfect for keeping a group of children entertained, as sheets can be torn off for each child.

THE COMPLETE BOOK OF MAPS & GEOGRAPHY, GRADES 3 - 6

Carson-Dellosa Publishing GRADES 3-6: With age-appropriate activities, this beginning social studies workbook helps children build knowledge and skills for a solid foundation in map skills and geography. **INCLUDES:** This elementary workbook features easy-to-follow instructions and practice on key topics such as US geography, grid maps, US regions, global geography, North and South American geography, and more! **ENGAGING:** This geography and map workbook features colorful photographs and illustrations with fun, focused activities to entertain children while they grasp concepts and skills for success. **HOMESCHOOL FRIENDLY:** This elementary workbook for kids is a great learning resource for at home or in the classroom and allows parents to supplement their children's learning in the areas they need it most. **WHY CARSON DELLOSA:** Founded by two teachers more than 40 years ago, Carson Dellosa believes that education is everywhere and is passionate about making products that inspire life's learning moments.

THE MAZE RUNNER

When the doors of the lift crank open, the only thing Thomas remembers is his first name. But he's not alone. He's surrounded by boys who welcome him to the Glade - a walled encampment at the centre of a bizarre and terrible stone maze. Like Thomas, the Gladers don't know why or how they came to be there \- or what's happened to the world outside. All they know is that every morning when the walls slide back, they will risk everything \- even the Grievers, half-machine, half-animal horror that patrol its corridors, to try and find out.

EXPLOR-A-MAZE

Text, maps, and mazes follow the journeys of ten explorers, including Leif Erikson, Marco Polo, Vasco da Gama, David Livingstone, and Neil Armstrong and "Buzz" Aldrin.

THE MAP OF BONES

Simon and Schuster Book Two in the critically acclaimed Fire Sermon post-apocalyptic trilogy, "with its well-built world, vivid characters and suspenseful plot" (Kirkus Reviews, starred review), is an exciting and thought-provoking continuation of this epic social commentary written by award-winning poet Francesca Haig. Four hundred years after a nuclear apocalypse, all humans are born in pairs: the Alphas, and their deformed Omega twins, who are ruthlessly oppressed. But despite their claims of superiority, the Alphas cannot escape one harsh fact: Whenever one twin dies, so does the other. Following the events of The Fire Sermon, the Omega resistance has been brutally attacked, its members dead or in hiding. The Alpha Council's plan for permanently containing the Omegas has begun. But all is not entirely lost: the Council's seer, the Confessor, is dead, killed by her twin's sacrifice. Cass is left haunted by visions of the past, while her brother Zach's cruelty and obsession push her to the edge and threaten to destroy everything she hopes for. As the country moves closer to all-out civil war, Cass will learn that to change the future she will need to uncover the past. But nothing can prepare her for what she discovers: a deeply buried secret that raises the stakes higher than ever before.

MAZES FOR PROGRAMMERS

CODE YOUR OWN TWISTY LITTLE PASSAGES

Pragmatic Bookshelf Unlock the secrets to creating random mazes! Whether you're a game developer, an algorithm connoisseur, or simply in search of a new puzzle, you're about to level up. Learn algorithms to randomly generate mazes in a variety of shapes, sizes, and dimensions. Bend them into Moebius strips, fold them into cubes, and wrap them around spheres. Stretch them into other dimensions, squeeze them into arbitrary outlines, and tile them in a dizzying variety of ways. From twelve little algorithms, you'll

discover a vast reservoir of ideas and inspiration. From video games to movies, mazes are ubiquitous. Explore a dozen algorithms for generating these puzzles randomly, from Binary Tree to Eller's, each copiously illustrated and accompanied by working implementations in Ruby. You'll learn their pros and cons, and how to choose the right one for the job. You'll start by learning six maze algorithms and transition from making mazes on paper to writing programs that generate and draw them. You'll be introduced to Dijkstra's algorithm and see how it can help solve, analyze, and visualize mazes. Part 2 shows you how to constrain your mazes to different shapes and outlines, such as text, circles, hex and triangle grids, and more. You'll learn techniques for culling dead-ends, and for making your passages weave over and under each other. Part 3 looks at six more algorithms, taking it all to the next level. You'll learn how to build your mazes in multiple dimensions, and even on curved surfaces. Through it all, you'll discover yourself brimming with ideas, the best medicine for programmer's block, burn-out, and the grayest of days. By the time you're done, you'll be energized and full of maze-related possibilities! What You Need: The example code requires version 2 of the Ruby programming language. Some examples depend on the ChunkyPNG library to generate PNG images, and one chapter uses POV-Ray version 3.7 to render 3D graphics.

TOKYO MAZE - 42 WALKS IN AND AROUND THE JAPANESE CAPITAL

A GUIDE WITH 108 PHOTOS, 48 MAPS, 300 WEBLINKS AND 100 TIPS

Independently Published Tokyo Maze - 42 Walks is no ordinary travel guide. The author is no stranger to Japan either, having spent over 25 years visiting the country as a student, on work assignments and as a writer. He even lived in Tokyo for five years. Alongside all the main attractions, this guide takes you to places which don't get a mention elsewhere. The information included in the guide is fully up to date. He returned from his most recent in-depth research trip in January 2019. Inside the guide: - 42 complete walking tours to 500 sights in and around Tokyo. - Each itinerary begins and ends at a railway or subway station. - Recommend lunch-break and coffee-stop for each walk. - 48 area maps reliably steer the visitor through the maze of Tokyo streets. - 108 photos offer first impressions. - Over 100 insider tips aid readers in their pre-trip preparations and during their stay. - 350 bookmarks enable travellers to access additional information on the Internet. - A calendar shows at a glance which festivals are taking place at any given time. - Personal Top 10 tips on architecture, observation points, parks and gardens, shopping streets and malls, boutiques, hotels, restaurants, fine arts and other museums, showrooms, theatres, temples and shrines. - Online maps are available for half of the tours, featuring additional tips on accommodation, shopping, and food and drink. Regardless of whether you come to Japan on a package holiday or under your own steam or if you're even planning to live in Tokyo for a while, this guide will enrich your stay. Please note: a conscious decision was made to print this guide in black and white in order to provide you with a wealth of detailed and up-to-the-minute information at a low price. If colour photographs are a priority, you should opt for the e-book version.

BIG MAZE BOOK

Usborne Books Fifty amazing mazes, each one completely different from the one before. With extra puzzles to solve and challenges to complete en route, encouraging children to develop their problem-solving and visual recognition skills.

MAZEBOOK #1

Dark Horse Comics (Single Issues) From New York Times bestselling and Eisner Award-winning Black Hammer and Sweet Tooth creator Jeff Lemire comes this ambitious and haunting comic series about family, mourning, and reality. A lonely building inspector still grieving the loss of his puzzle-loving daughter receives a mysterious phone call one night from a girl claiming it's her and that she's trapped in the middle of a labyrinth. Convinced that this child is contacting him from beyond this world, he uses an unfinished maze from one of her journals and a map of the city to trace an intricate path through a different plane of reality on an intense and melancholy adventure to bring his daughter back home. The only way out is in . . .

MAP OF BONES

A SIGMA FORCE NOVEL

Harper Collins During a crowded service at a cathedral in Germany, armed intruders in monks' robes unleash a nightmare of blood and destruction. But the killers have not come for gold; they seek a more valuable prize: the bones of the Magi who once paid homage to a newborn savior . . . a treasure that could reshape the world. With the Vatican in turmoil, SIGMA Force leaps into action. An elite team of scientific and Special Forces operatives under the command of Grayson Pierce and accompanied by Lieutenant Rachel Verona of Rome's carabinieri, they are pursuing a deadly mystery that weaves through sites of the Seven Wonders of the World and ends at the doorstep of an ancient, mystical, and terrifying secret order. For there are those with dark plans for the stolen sacred remains that will alter the future of humankind . . . when science and religion unite to unleash a horror not seen since the beginning of time.

MAZES FOR KIDS AGES 8-12

MAZE ACTIVITY BOOK | 8-10, 9-12, 10-12 YEAR OLDS | WORKBOOK FOR CHILDREN WITH GAMES, PUZZLES, AND PROBLEM-SOLVING (MAZE LEARNING ACTIVITY BOOK FOR KIDS)

Keep Your Child Busy With Hours of Super FUN Mazes! A complete maze experience with: - Mazes with colorable characters and illustrations - Fun themes make solving mazes exciting - Increasing difficulty levels - With real world logic: Bring the chicken home, help the family get to the bus, help the dog get to the bone and more. - Improve hand eye coordination, dexterity and muscle memory - With certificate at back of the book! The amazingly fun mazes and activities in this book are designed to provide an enjoyable and fun learning experience for children of all ages from preschool, nursery and even beyond. Solving maze activities can be a crucial yet fun part of your kid's development, they help in nurturing the development of your child's brain, thought processes, problem solving

skills, IQ and intelligence by having your child map out the best path to reach the goal in every activity. Constant practice helps nurture the mind and build hand eye coordination, problem solving skills, muscle memory and dexterity. Each maze is lovingly designed with cute characters and illustrations that your child can color in that are sure to keep your kid engaged. Mazes have increasing difficulty to get your child easily started off with the logic of maze solving and progressing to more challenging mazes as your child gets more experience. Real world logic is incorporated in the mazes, examples are: help chicken to the coop and bring the ball to the hoop. Real world logic helps anchor the activities to real life situations and can be experience for your child.

AMONG US MAZES BOOK

AN INCREDIBLE ACTIVITY BOOK FOR FANS AMUNG US. 48 MAZE EASY GAME WITH SOLUTION . AMUNG US KIDS GREAT GIFTS TO RELAX AND RELIEVE STRESS . ENJOY WITH AMONG US PUZZLE !! AMONG US WILL BE AN AMAZING CHOICE FOR FANS

This "Among Us mazes book For Ikids and adults " will be an amazing choice for fans of "Among Us" when it has carefully designed in several kinds of activity such as Learning, Coloring, Dot to Dot, Puzzles, Mazes, Word Search and More! With all adorable characters of "Among Us", which will inspire you as you enjoy. Besides, each activity is uniquely designed in three difficulty levels (easy, medium, hard) that that helps in nurturing the development of your brain, problem-solving skills, thought processes , intelligence , and also build hand-eye coordination and relaxation by having your map out the great path to reach the goal in every activity As much as you love "Among Us" these game are promised to bring a lot of fun and excitement

THE WORLD BOOK ENCYCLOPEDIA

An encyclopedia designed especially to meet the needs of elementary, junior high, and senior high school students.

DISNEY MAPS: A MAGICAL ATLAS OF THE MOVIES WE KNOW AND LOVE

Unfold this book of beautifully illustrated maps that show the locations of your favourite Disney and Pixar movies. Discover Simba's kingdom in Africa; plunge into vast oceans to rescue Nemo; explore Wonderland before Alice wakes up; and much more. There are 25 illustrated maps which bring to life the movies we know and love. With detailed in-world facts, navigate the wonderful world of Disney as you never have before!

PHONICS READERS: RACCOON ON THE MOON

A lively story with humorous illustrations, ideal for children who are beginning to read for themselves, or for reading aloud together. With simple rhyming text and phonic repetition, specially designed to develop essential language and early reading skills. Guidance notes for parents are included at the back of the book. Helps young children learn to recognise the basic sounds that make up the English language " vital for learning to read. Part of a series of funny phonics readers that children will love.

UNDER THE SEA MAZES

Maze Books Swim with prehistoric plesiosaurs, explore Poseidon's palace and gather up gold from lost pirate galleons as you dive beneath the waves with this entertaining selection mazes. Each maze is more challenging than the last, from stealthy submarines to salmon spawning grounds, and all the answers are at the back of the book.

MAZES PUZZLE BOOK FOR KIDS

A CHALLENGING AND FUN BRAIN GAME MAZE BOOK FOR BOYS AND GIRLS 5-9 YEARS

Keep Your Child Busy With Hours of Super FUN Mazes! A complete maze experience with: - Mazes with colorable characters and illustrations - Fun themes make solving mazes exciting - Increasing difficulty levels - Improve hand-eye coordination, dexterity, and muscle memory The amazingly fun mazes and activities in this book are designed to provide an enjoyable and fun learning experience for children of all ages from preschool, nursery, and even beyond. Solving maze activities can be a crucial yet fun part of your kid's development, they help in nurturing the development of your child's brain, thought processes, problem-solving skills, IQ, and intelligence by having your child map out the best path to reach the goal in every activity. Constant practice helps nurture the mind and build hand-eye coordination, problem-solving skills, muscle memory, and dexterity. Mazes have increasing difficulty getting your child easily started off with the logic of maze solving and progressing to more challenging mazes as your child gets more experience.

SPACE PUZZLES

This little book of space puzzles is the perfect way to keep budding astronauts entertained. The puzzles cover everything from mazes to spot the difference, based on exciting scenes from outer space. Illustrations: Full colour throughout

MAYLIE AND THE MAZE

Will Maylie's dream be crushed by her own imagination? Ten-year-old Maylie Montes's dream is to become an author, but she has a problem. She can't finish a story. Not a single one. Her second problem is Camden, her annoying twin brother, who is determined to ruin their summer traveling through Europe with their famous photographer aunt and spunky grandma. The first stop is England where a castle and maze, a new British friend, and a lot of weird words await Maylie-but the first item on her itinerary is to learn how to write, so she can finally finish a story. However, this goal may land her a one-way ticket home after her writing targets her brother in a spooky story involving a nighttime maze full of monsters. And Camden has his own plans, leaving Maylie to wonder if her imagination has actually become a reality.

CHINA WORD MAZE PUZZLE

GEOGRAPHY WORD MAZE, WORD GAMES, PUZZLES BOOK MAZES, WORD MAZE USING THE LOCATIONS FROM A MAP OF CHINA

Createspace Independent Publishing Platform This is a word maze using the locations from a map of China. Beginning from the top, students must find the names of the locations from the map. The maze winds its way around the grid until it reaches the bottom right exit, with no extra characters. You have the option of showing the place names on the page, but they will not be in the same order that they appear in the maze.

MAZES FOR 5 YEAR OLDS (MY BOOK OF MAZES

AROUND THE WORLD)

Mazes are often thought of as games for children or simply a meager way to pass the time, however, there are many different uses for mazes that most people do not realize. There are various books that have been released that contain mazes that are thought to increase brain capacity and problem solving skills. Some may wonder, how something that was previously labeled as a children's device turn into a learning tool and a skill increasing tool for both adults and children. How would mazes for 5 year olds book benefit anyone? Well, the answer is quite simple. Mazes focus on memory, brain stamina, and conceptual thinking.

THE MAZE AND THE WARRIOR

SYMBOLS IN ARCHITECTURE, THEOLOGY, AND MUSIC

A tourist visiting the famous cathedral at Chartres might be surprised to discover an enormous labyrinth embedded in the thirteenth-century floor. Why is it there? In this fascinating book Craig Wright explores the complex symbolism of the labyrinth in architecture, religious thought, music, and dance from the Middle Ages to the present. The mazes incorporated into church floors and illustrating religious books were symbolic of an epic journey through this sinful world to salvation. A savior figure typically led the way along this harrowing spiritual path. Wright looks at other meanings of the maze as well, from religious dancing on church labyrinths to pagan maze rituals outside the church. He demonstrates that the theme inherent in spiritual mazes is also present in medieval song, in the Armed Man Masses of the Renaissance, and in compositions of the Enlightenment, including the works of J. S. Bach. But the thread that binds the maze to the church, to music, and to dance also ties it to the therapeutic labyrinth that proliferates today. For as this richly interdisciplinary history reveals, the maze of the "new age" spiritualists also traces its lineage to the ancient myth of Theseus and the Minotaur. While the hero of the maze may change from one culture to the next, the symbol endures.