

## JUMPING JULIA 2 超级茱莉娅迷宫 2

Help Julia get from **Start** to **finish**: begin the the square in the upper left. Make a series of jumps that will take you to the square marked finish. The number in each square indicates how far you move – horizontally or vertically, not digonally – when you bounce off the square.

Demonstration path: stand on the boot red grid, according to the number 3 displayed in the grid, 3 steps to the right to the green grid, and then follow the green grid 3, down to the red grid.

Start	3	6	4	3	2	4	3		
	2	1	2	3	2	5	2		
	2	3	4	3	4	2	3		
	2	4	4	3	4	2	2		
	4	5	1	3	2	5	4		
	4	3	2	2	4	5	6		
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帮助茱莉娅 Julia 从开始走到终点: 从左上角的正方形开始, 根据每个方格上的数字来回走, 你可以前后左右(水平或者垂直)走动, 也可以往回走, 但不可以对角走, 不可以拐弯走。最后走到右下角"终点"的位置。

**示范路径**:站在启动红格上面,按该格子显示的数字 3,向右走 3 步到绿色格子,然后按照绿色格子的 3,往下走到红格。

Start	3	6	4	3	2	4	3			
1	2	1	2	3	2	5	2			
	2	3	4	3	4	2	3			
	2	4	4	3	4	2	2			
	4	5	1	3	2	5	4			
	4	3	2	2	4	5	6			
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Linder the following terms:  - Attribution:— You must give spropolation could:  - Nan Conver ental:— You may not use the materiality or commercial purposes.  Source: Easy Make: 5  Nitp://logicmanes.com/ndm.z.html	Maze by Robert Abbott www.logicmazes.com Design by thecreativefold.com Permission granted for use by the Julia Robinson Mathematics Festival (jrmf.org)  Julia Robinson Mathematics Festival (jrmf.org) supports locally organized events that inspire K-12 students to explore the richness and beauty of mathematics.									