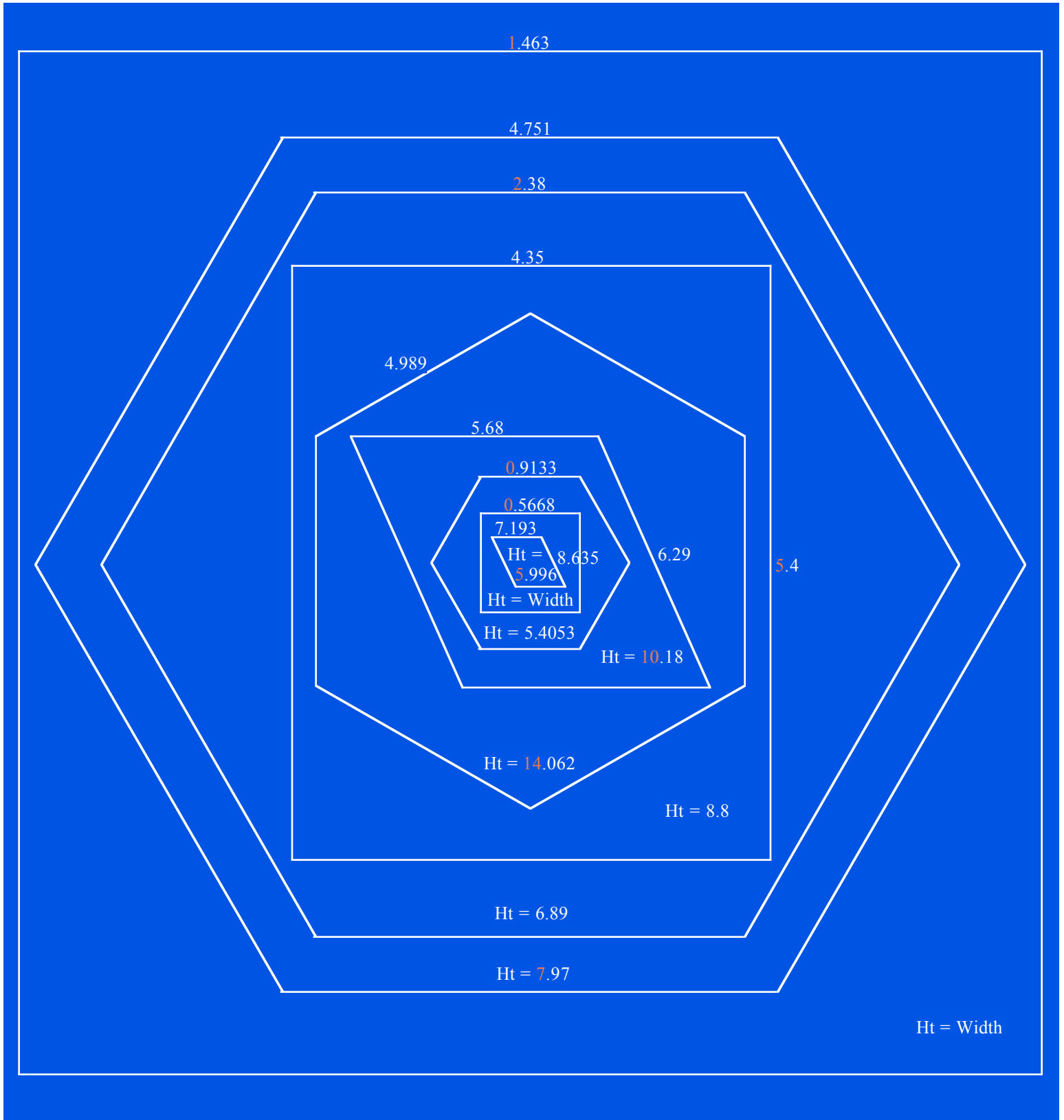


The Blue Carr Bungle

How hard is it to get into nine successive, individual Locked Rooms? Not very, if the architect falls this short with regard to math, right at the start; clearly, these walls do not a prison make.



(Note: Where differing conventions exist, we have chosen the one that makes the walls perpendicular to the floor.)