



THE THIRD TASK: MONSTERS

The final task arrives! You must retrieve the Triwizard Cup from a treacherous hedge maze full of monsters. To prepare, you research some mazes from past tournaments. You find a map of where all the monsters were hiding within hedges, but unfortunately the precise shapes of those hedges have faded away on the map. According to Goshawk's Guide to Herbology, magical hedge mazes must adhere to the following rules:

1. A hedge is a clump of connected squares.

Empty spaces that remain define the maze.

2. Every hedge holds exactly one monster.

The monster will attack a champion that passes *any edge* of its hedge.

3. Each species of monster requires a hedge of a certain size.

Different species might coincidentally prefer the same size hedge.

4. Hedges never touch (except, perhaps, at corners)

This prevents monsters from attacking each other.

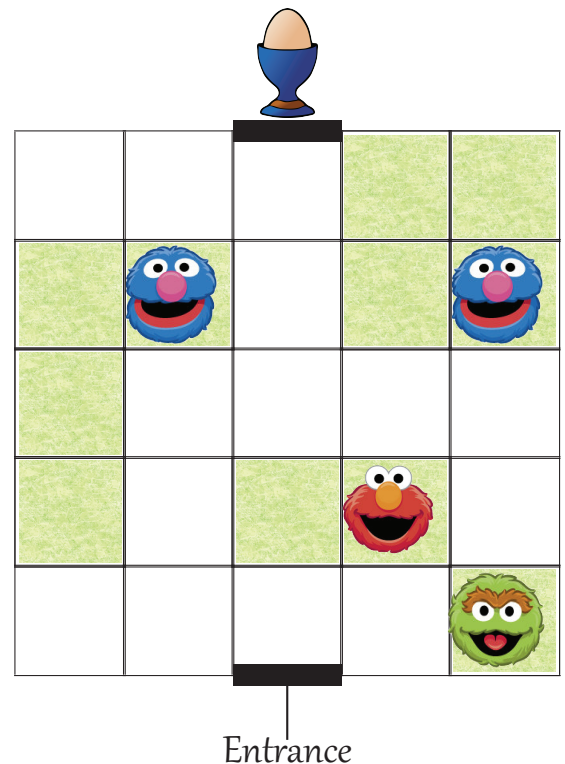
5. There are no two-by-two square clearings.

This keeps the path through the maze dark and narrow.

6. All empty spaces in the maze are connected.

A champion could reach any empty space from the entrance and from the cup.

Goshawk gives this childish example:



You must reconstruct the three historic mazes to learn the hedge size for each type of monster, the shapes of the hedges, and the path from the entrance to the cup. Knowing the sequence of monsters faced by past champions will prepare you for your own trial!

The Little Monster Book of Monsters

Acromantula



Phoenix



Cockatrice



Roc



Dementor



Runespoor



Erkling



Sphinx



Nundu



Troll



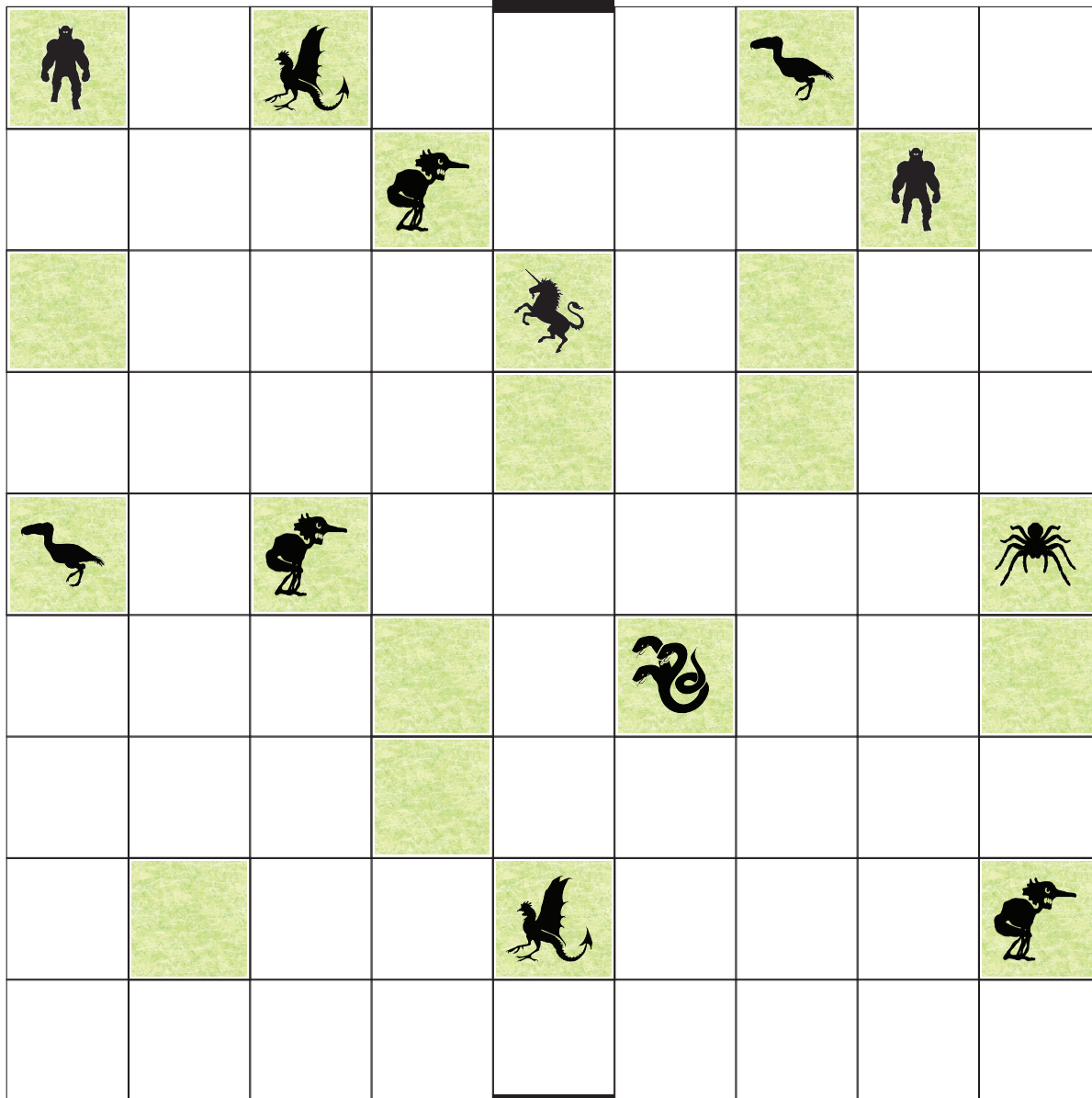
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Unicorn

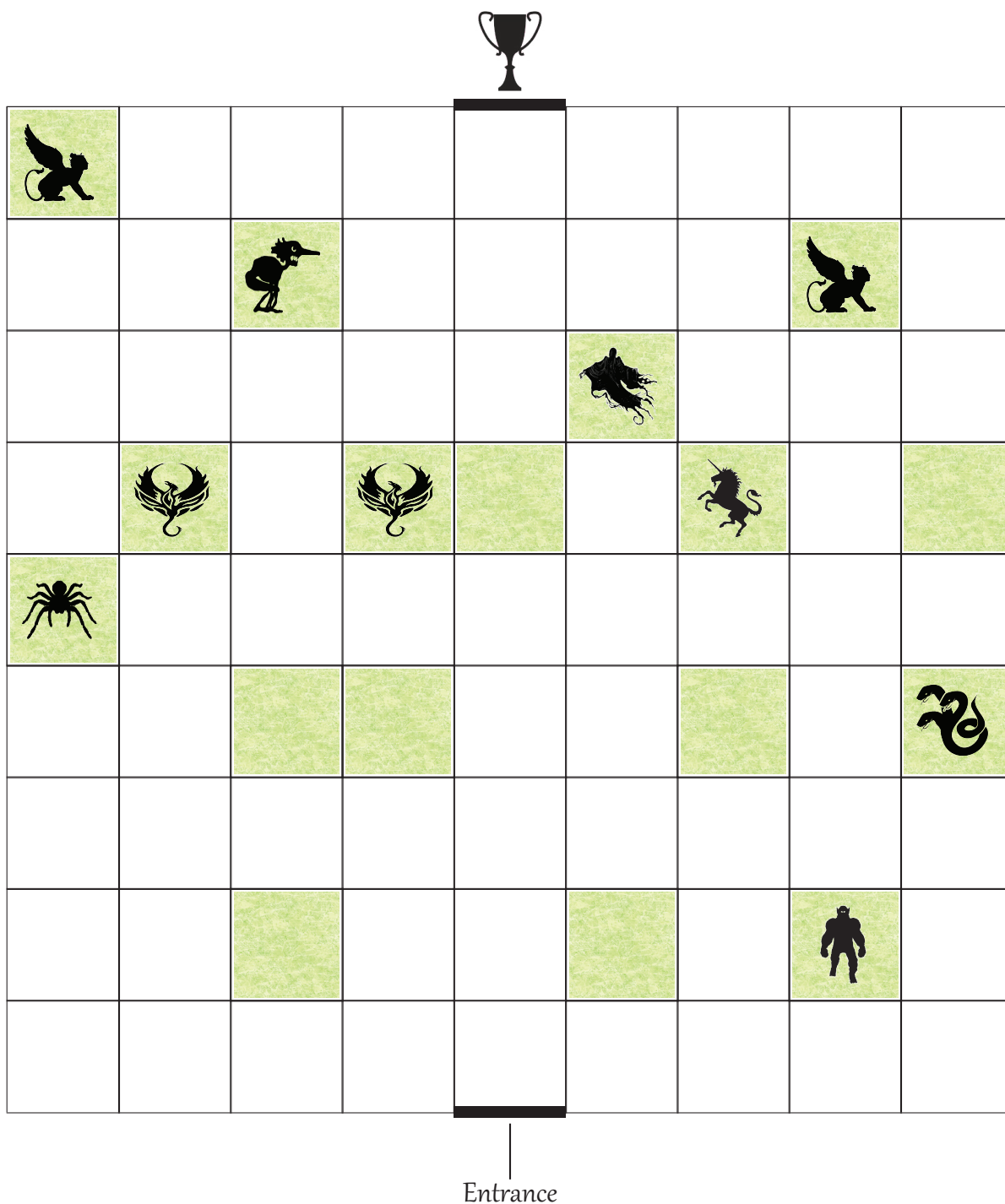


Triwizard Cup, Year 1294



Entrance

Triwizard Cup, Year 1456



Triwizard Cup, Year 1792

