
Bicycle Mazing - Pokerdeck

From the creator:

This is not a deck of cards themed to look like a maze. This is 52 mazes, each drawn around a different playing card. Every card can be solved on its own, starting from either corner pip and finishing at the opposite one. This way, there is no backwards - some people try to solve mazes backwards because they are "easier," but not my mazes. Each one is designed to be equally challenging both ways.

But wait, there's more... Add the two Jokers (featuring special guest boajes - more on that later) and now you have one big maze starting at one Joker and ending with the other. This maze takes you from card to card. Now, instead of working from pip to corner pip, you start at whichever corner you'd like. You then work your way to one of the center icons indicating your next card.

For example, you would start on the Joker with the S (Start) and, as you can see, it has several paths -- some end in dead ends and others take you to new cards. You might choose to go to the 2 of Diamonds - once there, you start at either corner and then find your way to the center. This takes you to the 6 of Spades -- from there you would go to the 3 of Clubs where again you have a choice. You continue this until you make it back to the Joker with the F (for Finish) and make your way to the broken light bulb.

Some cards that have more than one option will lead you to dead ends, and others will result in an endless loop. Your job is not only to navigate the mazes, which now use paths different from the 52 individual mazes, but also to figure out which cards you should go to and which cards you should avoid.

Oh yeah, and if you like, you could use the cards for card games or magic tricks. But don't ever forget that they are mazes that look like cards, not cards that look like mazes.

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