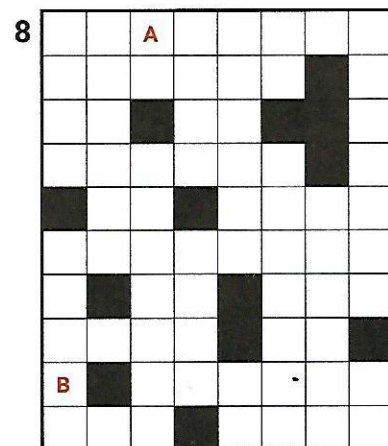
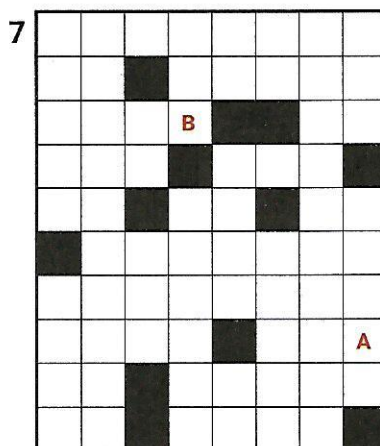
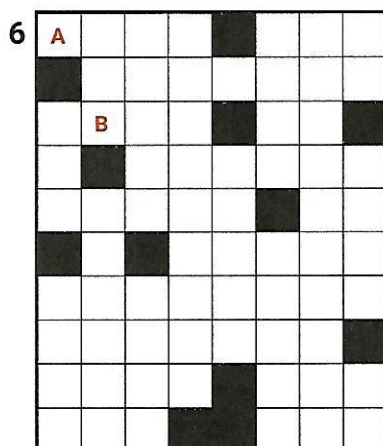
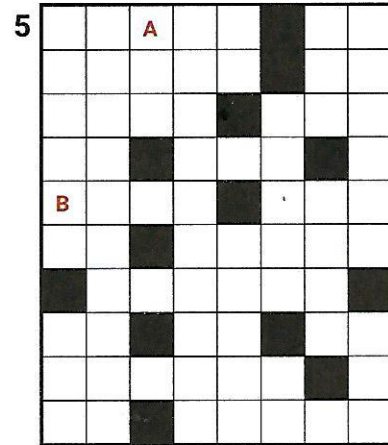
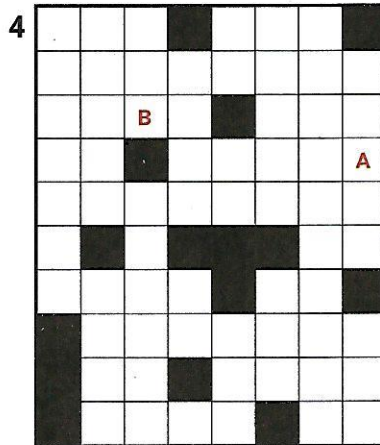
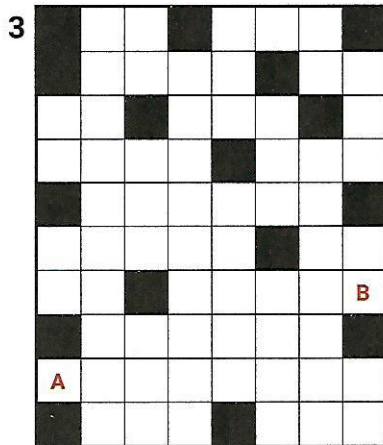
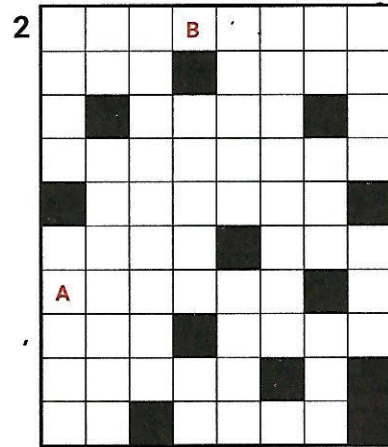
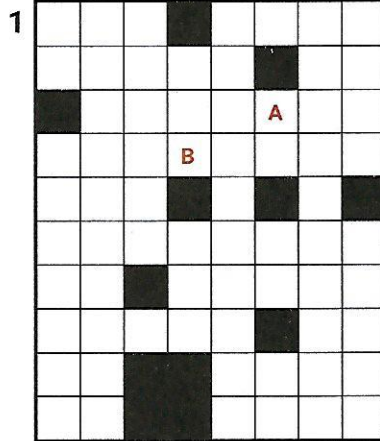
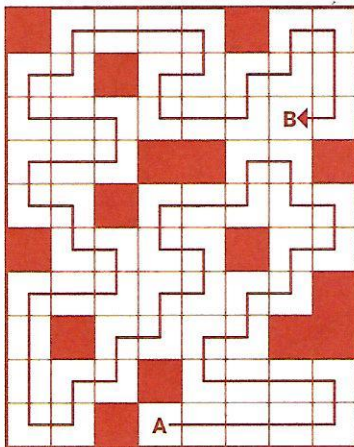


Here's a puzzle that makes getting from A to B a little more interesting. For each of the nine grids below, there is exactly one path from A to B that visits every white square once and only once while avoiding the black squares. Legal paths involve moves up, down, left, and right—but no diagonals are allowed. It's helpful to realize that every square except the endpoints needs an entrance and an exit; this makes the corners and some other squares easy to deal with. Likewise, a path through any isolated region of the grid that doesn't include an endpoint must have a way out for every way in. We've shown an example of a solved puzzle to get you started.

ANSWERS, PAGE 75

## EXAMPLE



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