

TURN MAZES

STRATEGIES

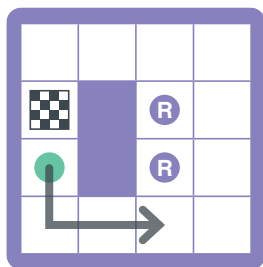
1. Use a pencil with a good eraser.

Mistakes are common when solving puzzles like these. Don't be afraid to make mistakes! That's what erasers are for.

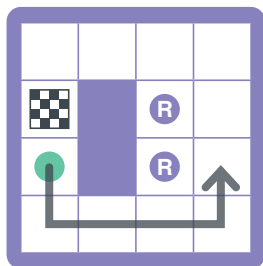
2. Fill in the corners.

The path through a corner square must enter and exit through the squares that touch it. So, if the path enters a square that touches a corner square, it must continue through the corner next.

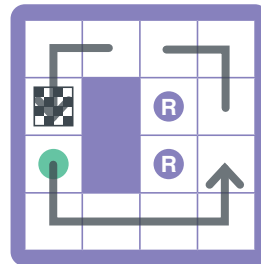
After beginning as shown, where must the path go from here?



The path must pass through the bottom-right corner square. So, the path continues to the right, then up.



We can even draw parts of the path that pass through the other corners as shown below.

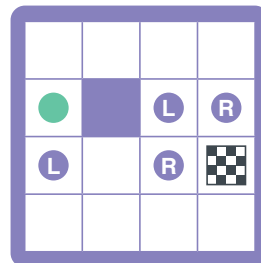


However, this can sometimes get confusing because we don't know which way the path is going or how the parts connect.

3. Don't block squares.

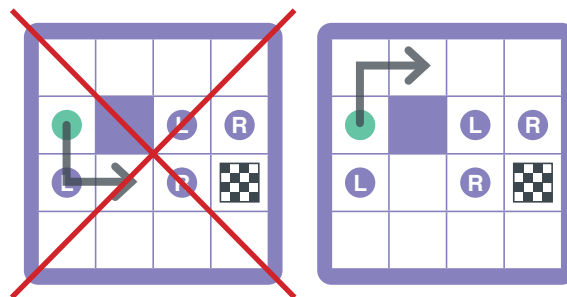
The path must pass through every square. Don't create squares that the path can't pass through.

Which way should the path begin?
Up, or down?



If we start by going down, we must make an immediate left. This leaves the bottom-left corner blocked on 3 sides. So, the path cannot pass through it.

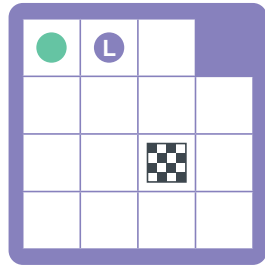
So, we must start by going up.



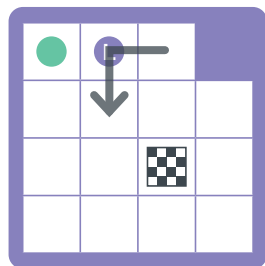
4. Draw any known part or parts of the path.

Sometimes there is only one way for a path to go through certain squares.

How does the path pass through the L below?



The path can only make a left turn if it enters from the right then turns down.

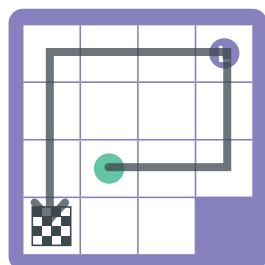


We can then extend the path from both ends to complete the path.

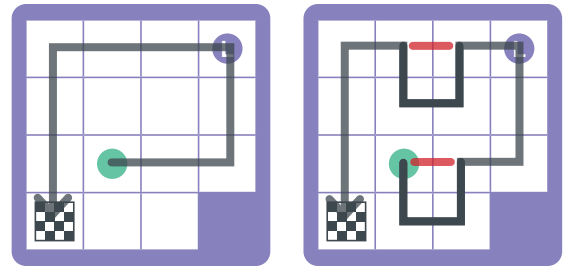
5. Draw a short path from start to finish and extend it to fill in any squares that got missed.

Sometimes we draw a path through all the L's and R's, but miss some squares. Instead of starting over, we can often add parts to the path to make it work.

How can we fix the path below so that it passes through every square?



We can add the 'detours' below to fill in the missing squares.



6. Turn the book.

Sometimes it's hard to tell if a turn is left or right. For example, all of the turns below are left turns, even though the paths end up going different directions.



We can rotate the puzzle as we draw to make sure our turns are all correct.

7. Skip it and come back later.

When we're stuck on a puzzle, sometimes it's best to skip it or take a break.

Sometimes we see a path right away. Other times it's easy to get stuck trying the same wrong thing over and over.

When we're stuck on a puzzle, we can skip it and come back later with fresh eyes.

After taking a break or trying a few different puzzles, the path may be obvious.