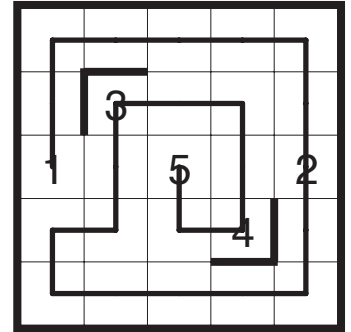
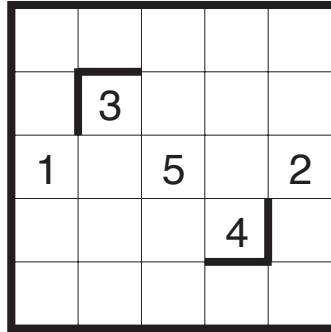
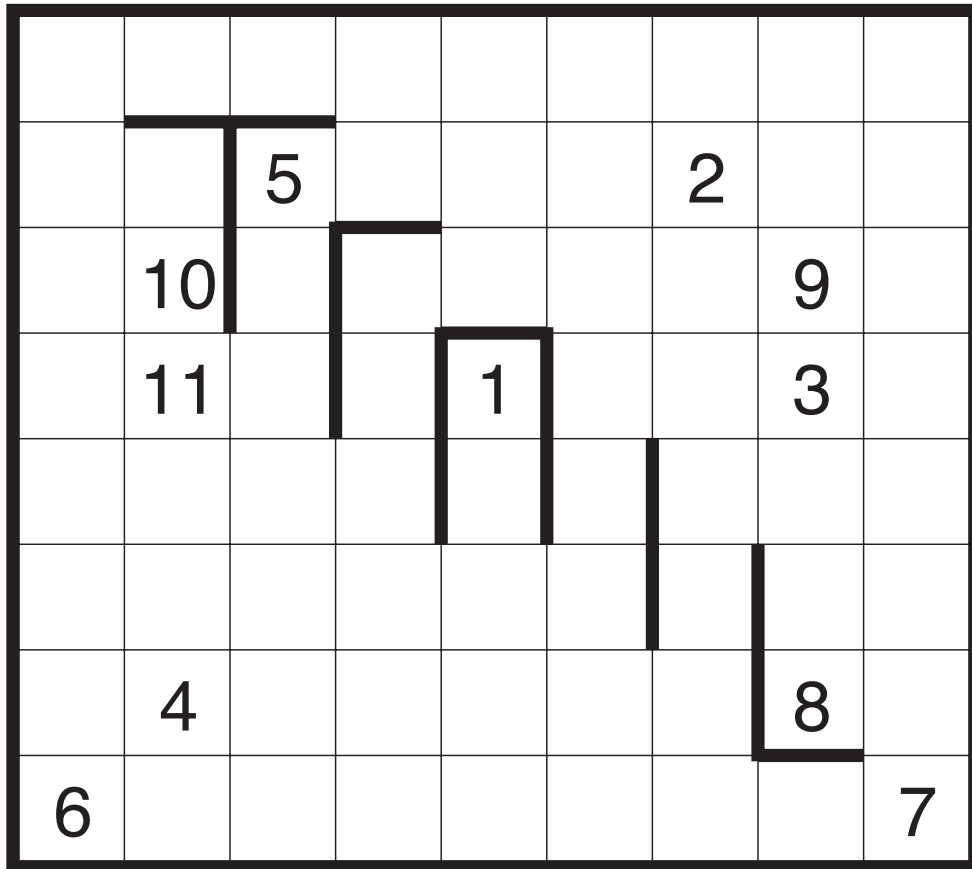


Zip by Thomas Snyder

Rules: Draw a path through all cells in the grid by moving horizontally or vertically between adjacent squares. The path cannot cross itself or cross over any given walls. The path must start at the cell with 1, proceed through the other numbers in ascending order, and end at the cell with the highest value.



Example by Thomas Snyder



Trail of Logic