



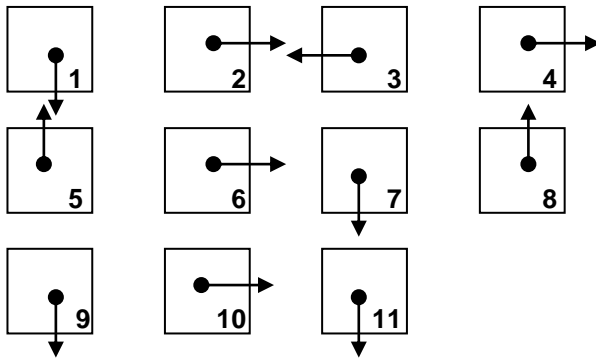
ROUTE EXPLANATION

LEG 2

TC13 to TC14

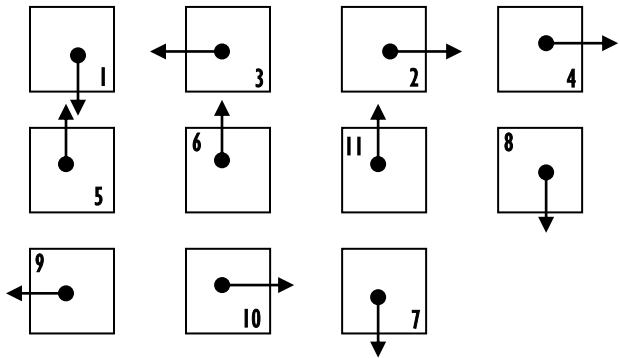
Novice

TC 13 (106515→S) to TC 14 (132498) AR



Expert

TC 13 (106515→S) to TC 14 AR



Explanation

Similar looking instructions for both classes here, and in essence it is the same for both. The ball and arrow indicates the direction of departure from grid squares.

For the Novices the GS's are numbered to confirm that they are shown in the correct order. Care is required around squares 4 and 5 to take the white loop rather than staying on the yellow road. But otherwise it follows through to TC14 without any great complications.

The Experts first of all have to spot from the numbering that their grid squares have been mixed up. Having negotiated the white loop, all goes well until square 7 when the arrow seems to be sending the route on a blind alley back on to itself. And square 8 confirms that this route cannot be correct.

The key is to spot that the square numbering moves from the bottom right to the top left in some squares. Coincidentally (!) that only happens when the number can be shown upside down without giving the game away. Read these squares the other way up (so, for example, square 9 becomes square 6), the numbers return to the bottom right, and a route emerges. A slightly unusual typeface for the numbers is another clue for the really sharp sighted, and this enables square 11 to provide one last sting in the tail.

