

Welcome to Path Puzzling!

Print this page and grab a pencil.

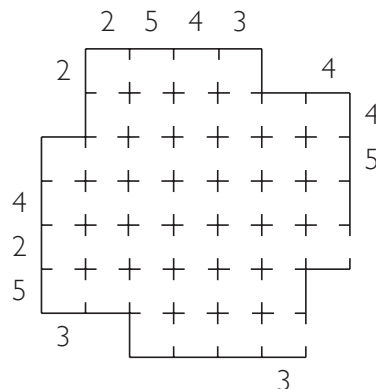
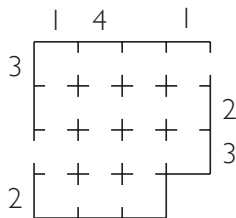
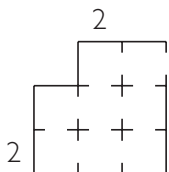
A Path Puzzle is a grid with clues that will help you find your way across. At the edges of the grid are two or more openings. A path goes from one opening to another by winding its way from one cell to the next—up, down, left or right, but not diagonally. (A “cell” is one of the squares in the grid.) The path may not go through any cell more than once. For each puzzle, there is only one path through the grid. Your job is to get from edge to edge by finding the path.

The numbers outlying the grid tell how many cells the path goes through in the corresponding row or column. For example, the number 3 on the left side of the grid to the right refers to the three shaded cells in that row.

No guessing is necessary; there’s always a logical next step.

Sometimes, a number will seem to be missing. Nonetheless, part of the path may be in that row or column.

First, try some basic Path Puzzles:



Now let’s add something new. Often, there will be more than two openings at the edges of the grid. Only two will work. All others are false and will not work as part of the solution.

Sometimes, a number will be adjacent to more than one row or column. Such a number is the total from all rows and columns it is adjacent to. Note that a number embedded in a grid interrupts the row and column it is in. For example the 6 in the nook on the left side of the larger puzzle below interrupts its column. Thus, the 5 above the 6 does not count whatever may be in the two cells below the 6. (also note the multiple openings.)

