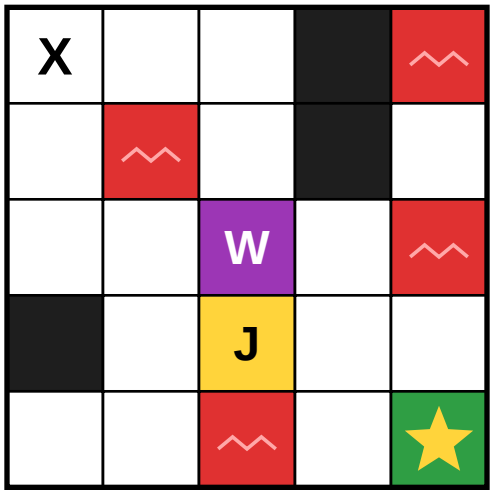
The Pilgrim's Grid

A Free Sample Pack of Five Grid Puzzles



Get from the X to the star. Mind the lava.
Puzzles inspired by the dungeon puzzles of classic role-playing games.

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How to Play

Each puzzle is a grid. Start on the **X** and reach the **star**. On each turn you move one square up, down, left or right (never diagonally). Every puzzle has exactly one shortest route, so look for the cleverest way, not just any way.

Black Wall. You cannot enter it or jump over it.

Red Lava. Stepping on it ends the run. You can jump over it.

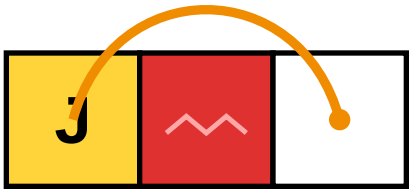
Yellow (J) Jump boots. Step on one to charge a jump (you hold one at a time).

Purple (W) Warp. Step on one and you land on the other purple square.

Star The goal.

Jumping

With a charged jump you may leap exactly two squares in a straight line, over a **red** square only. The square you land on must be safe (not black, not red). A jump uses up the charge; step on another yellow square to charge again. If you land on a purple square, you warp.



Example: from the yellow square, jump right over the lava to land on the safe square beyond it.

Warping

Stepping onto either purple square sends you instantly to the other one. You arrive there as a move: to use a warp again, step away and back on.

Tips

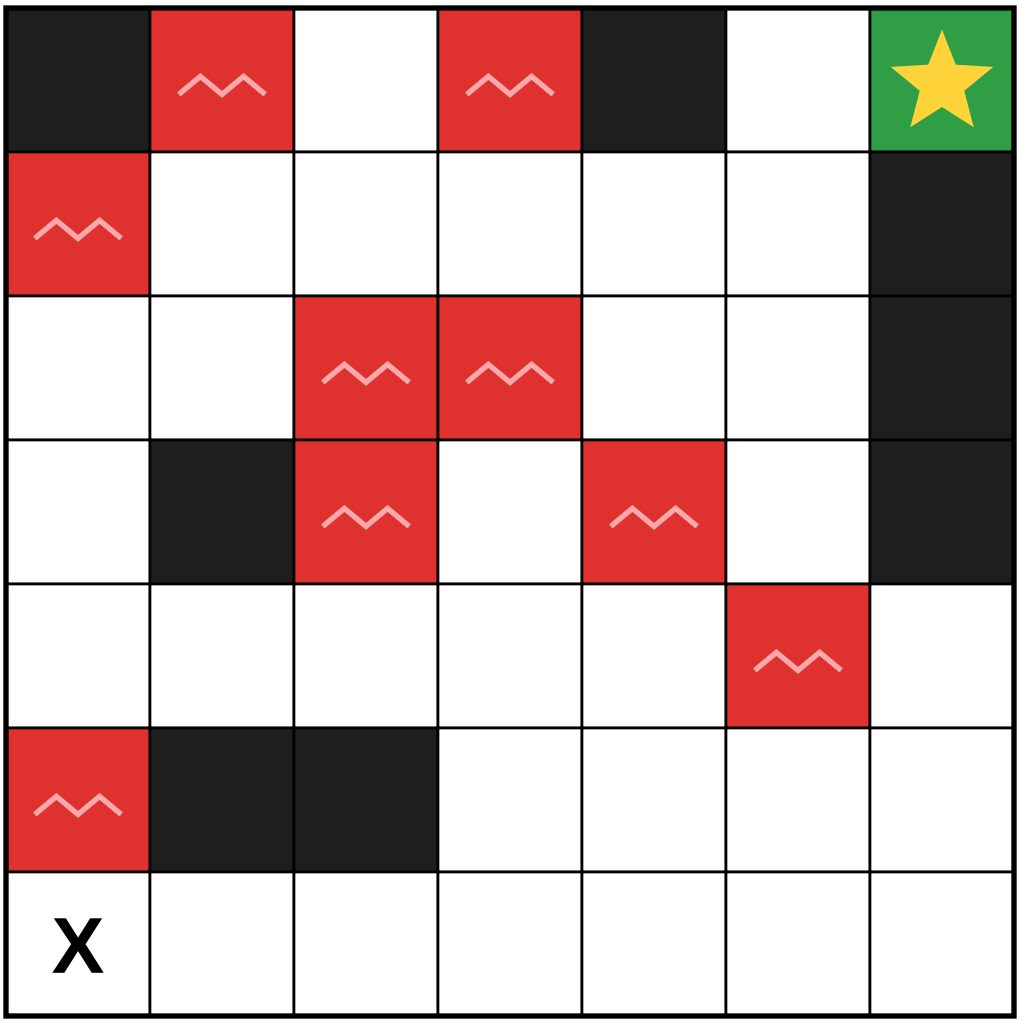
Count your moves: a warp or a jump counts as a single move. If a puzzle feels impossible, a yellow square may be hiding off the obvious path. Hints and full solutions are at the back, but try the puzzle first. Pencil in the route lightly so you can erase it.

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Puzzle 1: The Threshold

Every journey starts with a first obstacle. Find the safe road.

Difficulty: Easy New: walls and lava



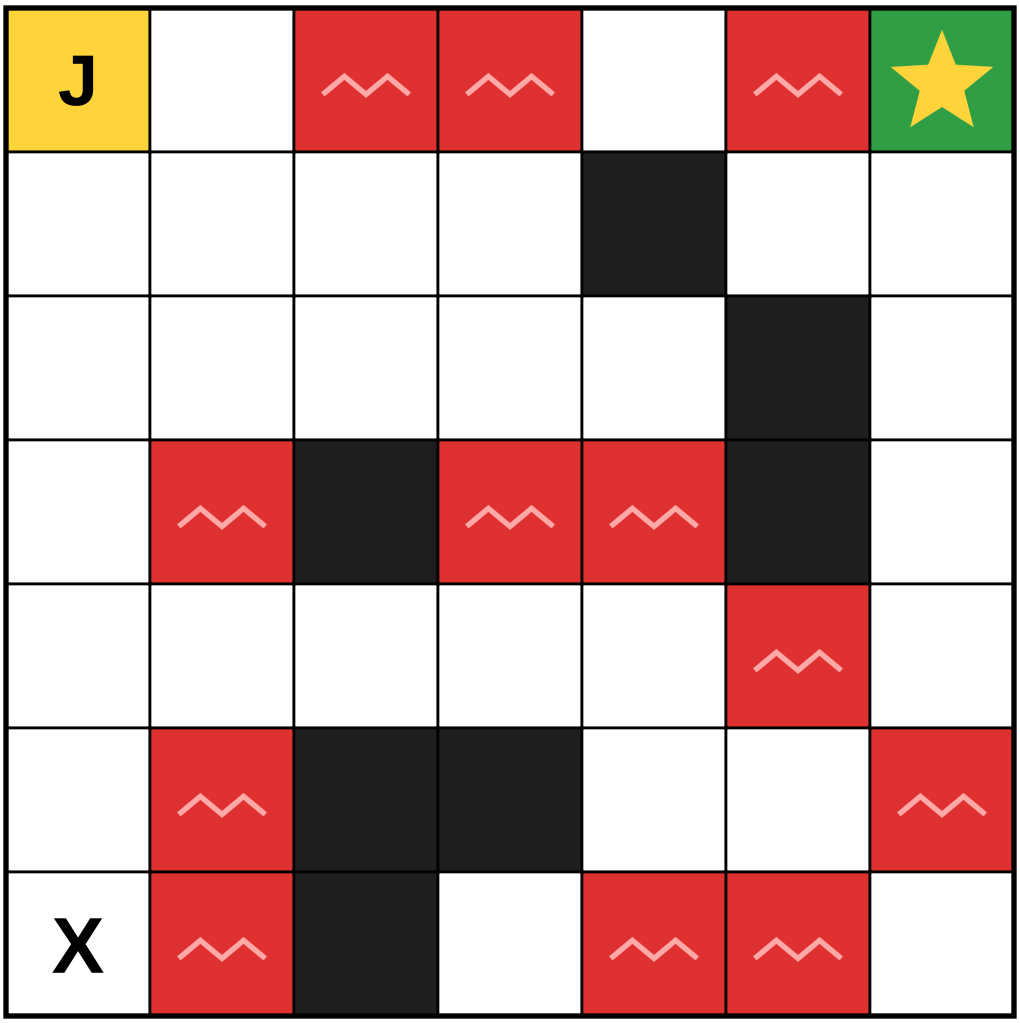
Find the shortest route from X to the star.

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Puzzle 2: The Leap

Some gaps can't be walked around. They have to be crossed.

Difficulty: Easy New: jump boots (yellow J)



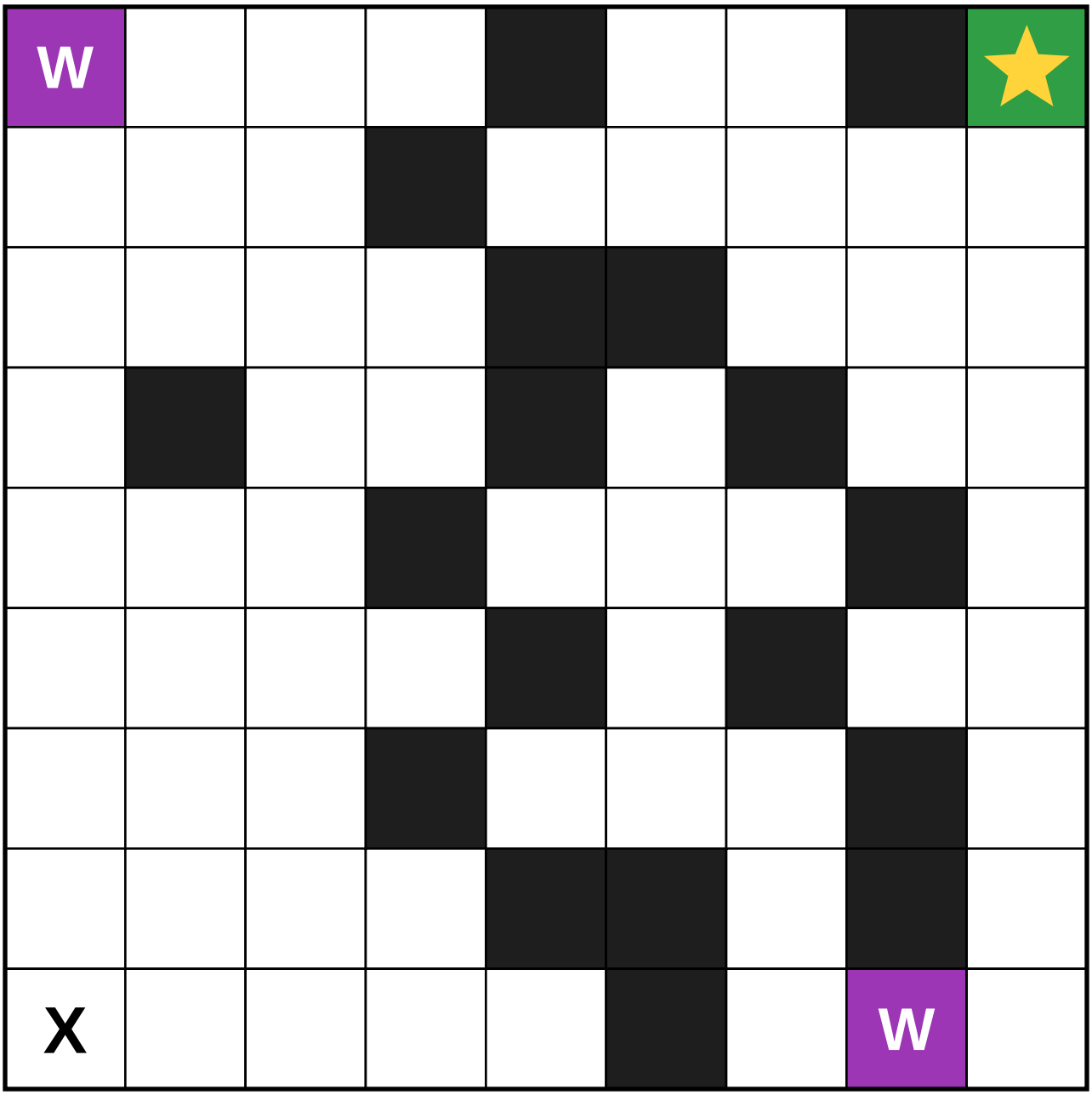
Find the shortest route from X to the star.

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Puzzle 3: The Gate

A doorway on one side may open on the far side of the map.

Difficulty: Medium New: warps (purple W)



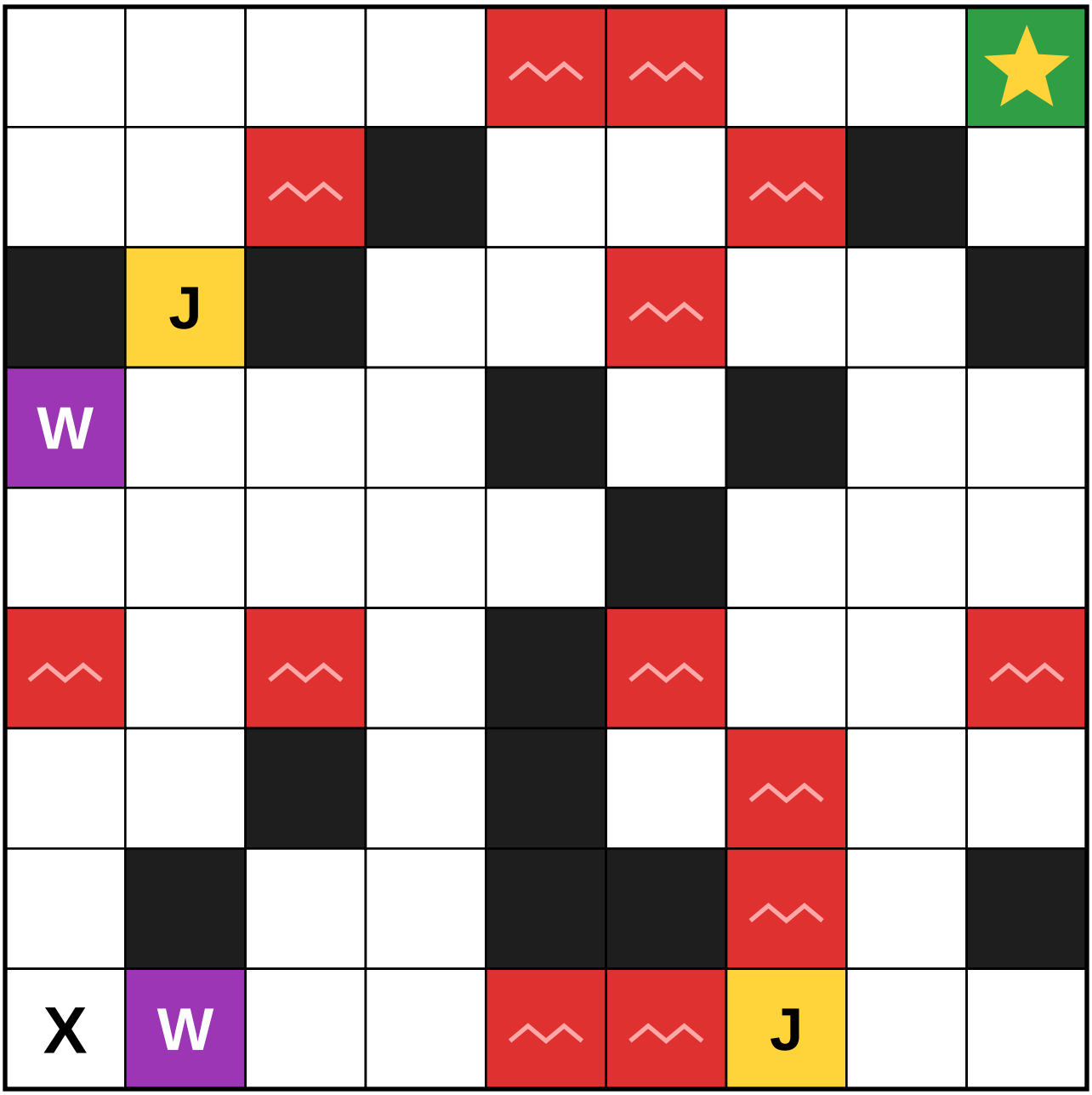
Find the shortest route from X to the star.

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Puzzle 4: The Long Detour

Sometimes the shortest way to the goal begins by walking away from it.

Difficulty: Hard Everything together



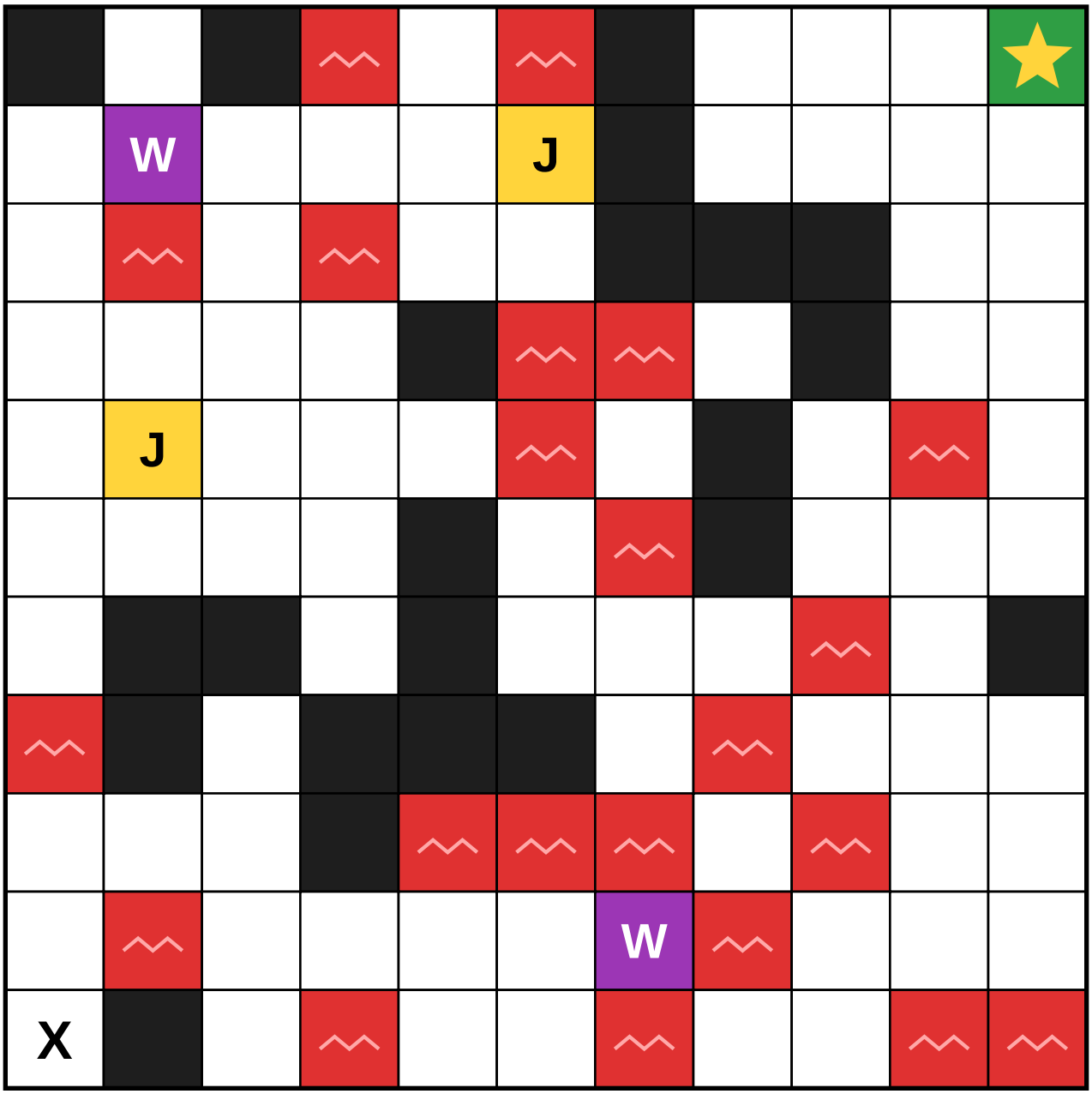
Find the shortest route from X to the star.

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Puzzle 5: The Pilgrim's Road

The longest road. Every tool you have learned is needed.

Difficulty: Hard Finale: 11 x 11 grid



Find the shortest route from X to the star.

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Hints

Stuck? Read one hint at a time. Full solutions are on the next pages.

Puzzle 1: The Threshold

Hint 1: The shortest route takes 18 moves. Its first move is right.

Hint 2: The route uses no jumps and no warps (it is all careful walking).

Puzzle 2: The Leap

Hint 1: The shortest route takes 19 moves. Its first move is up.

Hint 2: The route uses 1 jump.

Puzzle 3: The Gate

Hint 1: The shortest route takes 17 moves. Its first move is up.

Hint 2: The route uses 1 warp.

Puzzle 4: The Long Detour

Hint 1: The shortest route takes 28 moves. Its first move is right.

Hint 2: The route uses 2 jumps and 1 warp.

Puzzle 5: The Pilgrim's Road

Hint 1: The shortest route takes 29 moves. Its first move is up.

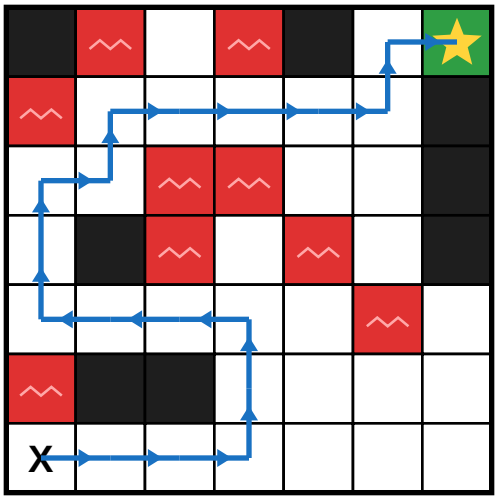
Hint 2: The route uses 1 jump and 2 warps.

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Solutions

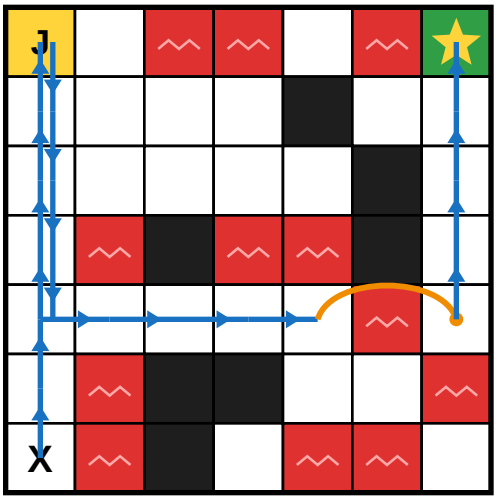
Blue arrows = walking. Orange arc = jump. Purple dashed line = warp. (Puzzle 5 is on the next page.)

Puzzle 1: The Threshold (18 moves)



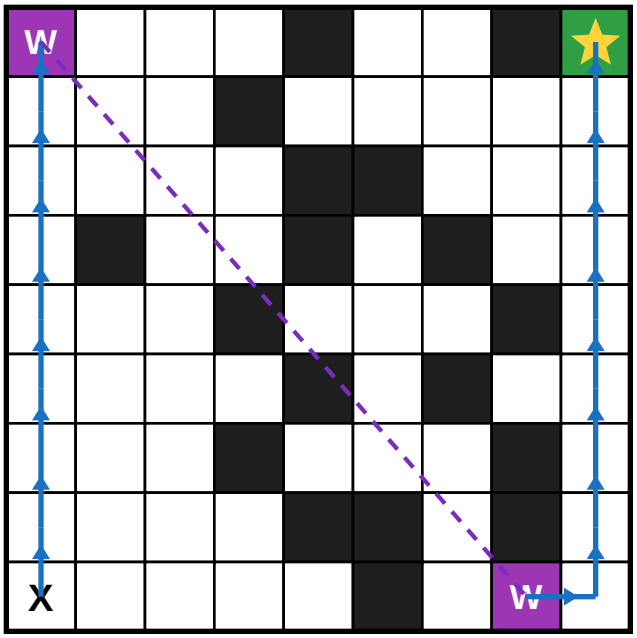
Right 3, Up 2, Left 3, Up 2, Right 1, Up 1, Right 4, Up 1, Right 1

Puzzle 2: The Leap (19 moves)



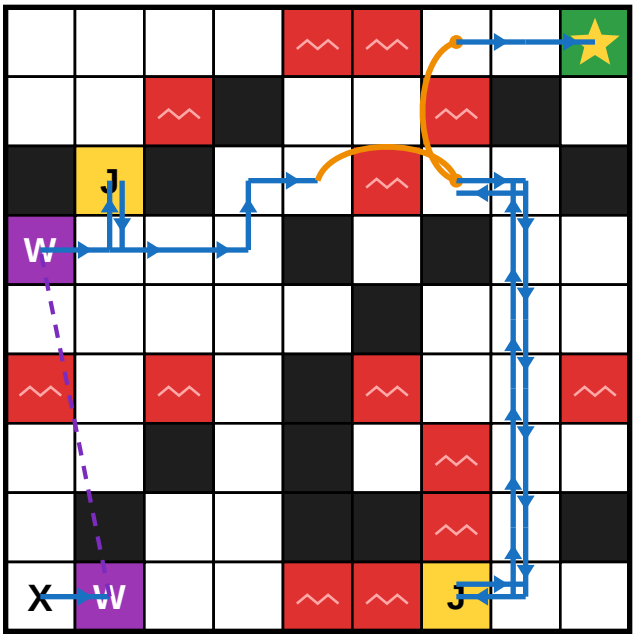
Up 6, Down 4, Right 4, JUMP right, Up 4

Puzzle 3: The Gate (17 moves)



Up 7, Up 1 (WARP), Right 1, Up 8

Puzzle 4: The Long Detour (28 moves)

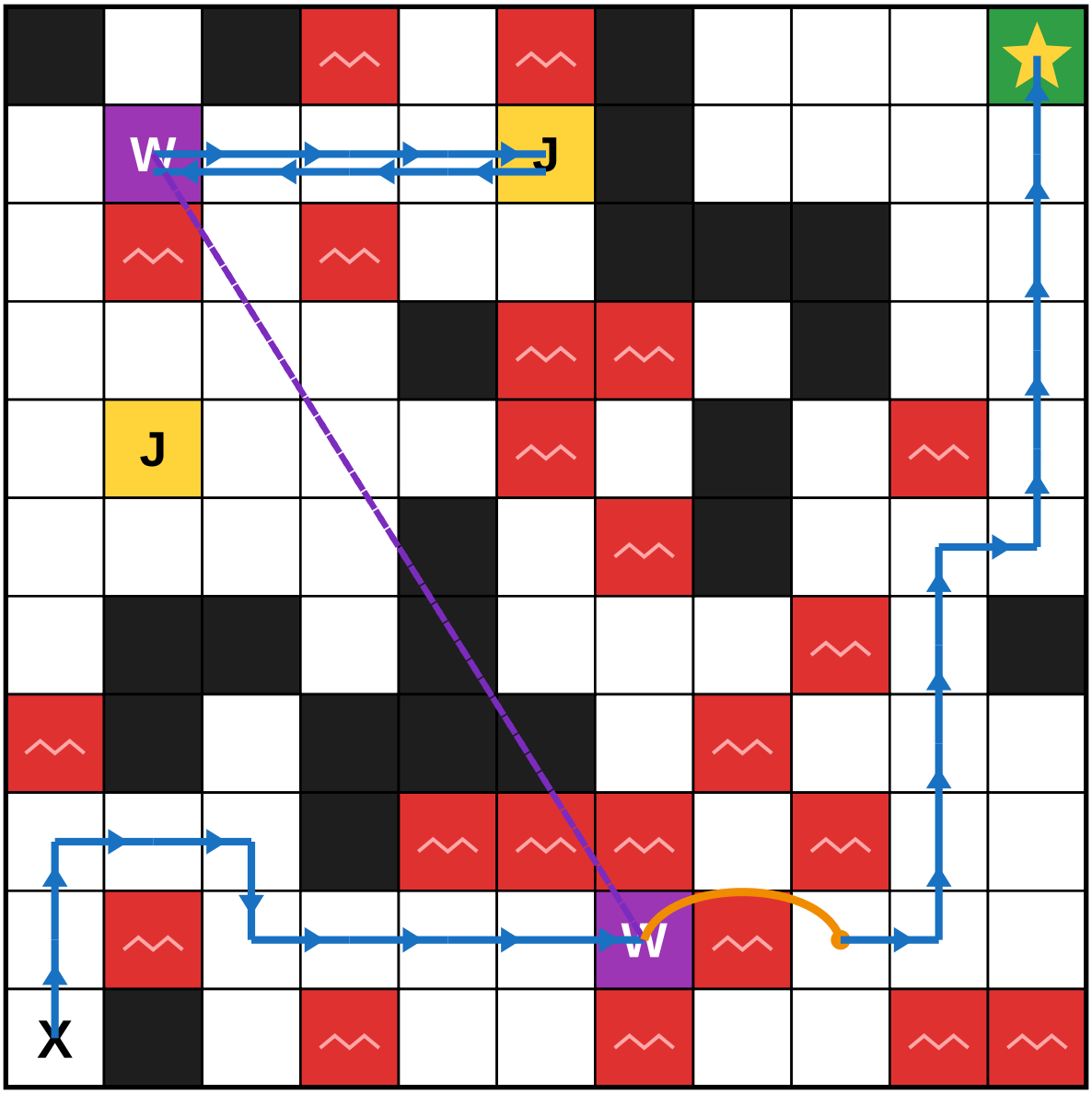


Right 1 (WARP), Right 1, Up 1, Down 1, Right 2, Up 1, Right 1, JUMP right, Right 1, Down 6, Left 1, Right 1, Up 6, Left 1, JUMP up, Right 2

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Solution 5: The Pilgrim's Road

Shortest route: 29 moves. Blue = walking, orange = jump, purple dashed = warp.



Route: Up 2, Right 2, Down 1, Right 3, Right 1 (WARP), Right 4, Left 3, Left 1 (WARP), JUMP right, Right 1, Up 4, Right 1, Up 5.

The route detours to the yellow J at the top left to pick up a jump, warps back to the bottom, then leaps the lava beside the purple square. The second yellow square, left of centre, is a decoy.

Thanks for solving! I would love to hear which puzzle you liked best and whether any felt unfair or too easy. Leave a comment at cdhtrigger.blog.

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