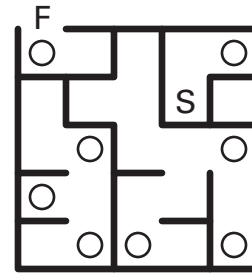


Pathfinder

Starting on the starting square (marked with an S), find the *shortest* path that leads out the exit marked with an F. Initially, you can go to an orthogonally adjacent cell that is not separated from your current cell by a wall, but you cannot go to an orthogonally adjacent cell that is separated by a wall. When you land on a cell marked with a circle, this is reversed; you can only walk through walls but you cannot move to an adjacent cell if there is no wall in between. Landing on another cell with a circle toggles your state back, and so on. You may not leave the boundaries of the maze before you finish.

Darken in your entire path, including the starting cell.

Sample Puzzle:



Sample Solution:

