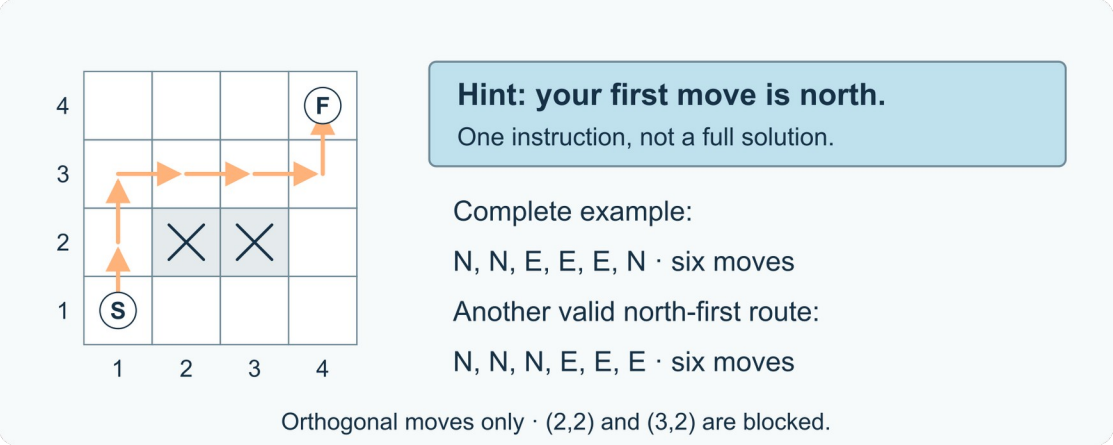
A maze with a readable clue

How can a clue help a player without silently solving the puzzle?

Create a small grid puzzle and choose a clue that leaves room to explore.

Make | 10–20 minutes, or one small comparison | Scrap paper and a pencil or pen, The supplied original model; no account, purchase or online search needed

Start here Draw a 4 by 4 grid. Mark start (1,1), finish (4,4), and blocked squares (2,2) and (3,2).



A clue is not the whole route

1 State movement

Move one square north, south, east or west. Do not enter a blocked square or jump diagonally. The bottom-left cell is (1,1).

2 Find a route

Trace a route before writing a clue. One example is north, north, east, east, east, north: six moves to the finish.

3 Choose a clue

Try ‘Your first move is north.’ This removes the east-first option, but does not list every move. Find two routes that still fit it.

4 Check the information

Compare that clue with the complete route. Decide whether your player should receive a hint, a full solution or neither; label each honestly.

Original model a clue with choices left

The grid and routes are invented paper examples, not records of playtesting.

• Example route: (1,1), (1,2), (1,3), (2,3), (3,3), (4,3), (4,4).

• Another north-first route goes up to (1,4), then across to (4,4). Both take six moves.

• The clue fixes only the first move. It does not select one unique complete route.

What this example can show This grid maze has blocked cells and more than one valid route. A checked example does not establish ideal difficulty for every player.

A different way

Call out directions, point to cells, or use the supplied grid while someone else traces. No timed challenge is needed.

If you want to go further

Block one additional square. Check that at least one route remains before claiming the new version is playable.

Something to notice

Does my hint support a choice, or has it already supplied the whole answer?

Read or explore more

Horizon topic Maze Design

https://launchhorizonhq.com/learn/maze-design/

Horizon topic Game Worlds

https://launchhorizonhq.com/learn/game-worlds/

Horizon topic Playtesting Balancing

https://launchhorizonhq.com/learn/playtesting-balancing/

NRICH, University of Cambridge Maze 100

https://nrich.maths.org/problems/maze-100

ACMI Game builder: overview for teachers

https://www.acmi.net.au/education/school-program-and-resources/game-builder-overview-teachers/