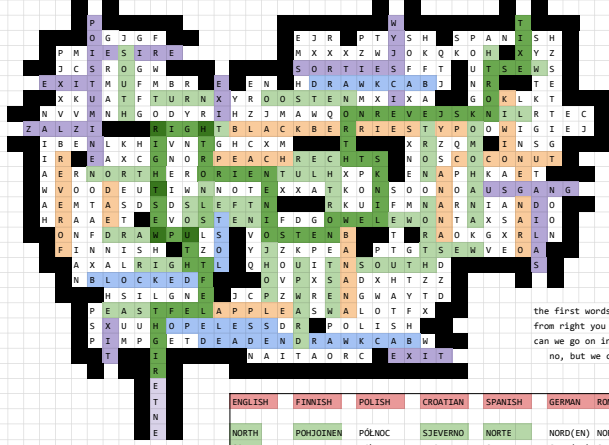


I've removed edit permissions on this sheet; you may no longer edit, but you can still leave comments. -Deusovi

(You can use a single period for a wall.)



maybe "dead" should be added to places not to go
Do we need "not-to-go" if we are looking for a path
Makes it easier finding the path, maybe

I think the directions are
W
S N
E

Seems to be good isn't it?
Yeah so is that it?
It's completely working yep

<- seems weird to have this in there a small alcove with seemingly nothing in it

Theories: First time we encounter a direction, we take the opposite direction, if we encounter it twice in a row the second time we go in the direction it tells us
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TURN					WENDEN			

FRENCH isn't in the grid

remember: we do not know which way is north

we need to figure out the meaning of the maze shape

why black squares in those specific positions? why not just unused letters? why not just make it a rectangle?

and what the fruit are meaning

Additionally, there are a lot of "X"

but we only need them for exit, maybe they are also blocks

-> According to NOT_Indy it will mark a treasure :c)

What if we take the first turn at every direction

it tells us to go -right, we take the first right

that takes us to south, then we go either to upwards or osten

I can't figure out what "upwards" does though

E
Current path assumes N S

W

and the dark green I is being used twice

oh wait that's not allowed anyway

what tells you that is not allowed?

the question

it says one tile at a time, but not "each tile once"

misread that, ur right

still a dead end though

purple: enter/exit

green: directions

blue: places not to go

orange: other

dark green: possible path

Any explanation for the south-upward-west part?

<- South: go south

^ Upward: Go in the direction that's actually up on the map

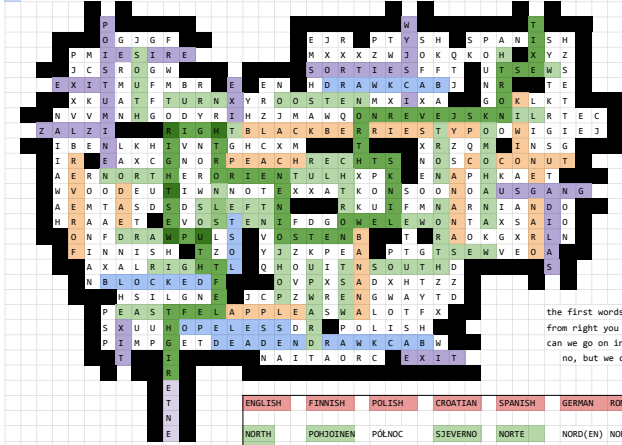
^ West: go west

orient?

oriental

didn't you go west where it says osten?

(You can use a single period for a wall.)



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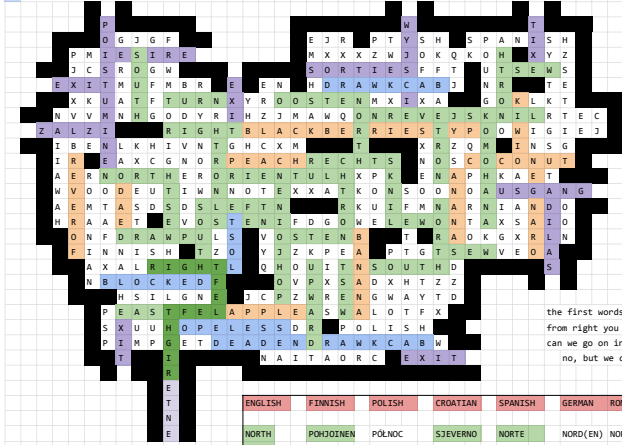
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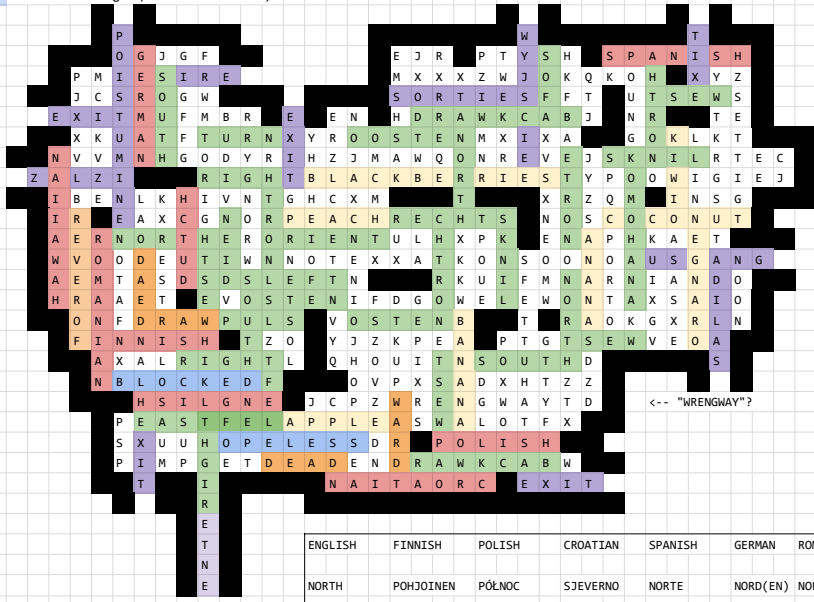
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I can see NARNIA if that helps :c)
Is there such a thing as Narnian?
nope

I think we can only "use" an exit if we're on that language
but usually next to the language itself there are no other words in that language, other than for english
true.

(You can use a single period for a wall.)



red: languages grey: undefined words
yellow: foods
purple: exit
green: directions
blue: places not to go
orange: other
<- seems weird to have this in there
a small alcove with seemingly nothing in it

alright, i'm gonna duplicate the sheet
and then we can get rid of the languages

just follow directions? so that's not gonna work
I don't think we should highlight "deadend" and "wrengway"
everything else is a single word and yeah end and way dont qualify
Also, the first few words need to define the rule...
oh, because of the 4-letter rule

Maybe we should "prioritize" a specific color?
I think "red" = language has served its purpose already...

we still haven't found the Romanian directions
probably should do that

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EXIT			IZLAZ	SALIDA	AUSGANG	IESIRE		
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sure, why not
what about "pimp" in the bottom left? :P

Are we better off having a single spreadsheet with all slected, or should we make mulitple and "categorize"?

Not sure - I think having all is fine

"draw" seems to turn up multiple times. do we need it?

mostly it's part of BACKWARD