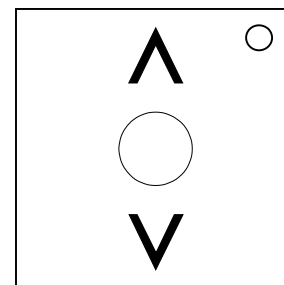# On the Subject of the 1D Maze

Everyone is familiar with the concept of mazes, but how will you do when it goes in two directions?

- The defuser will be in a random place within the grid below. The grid loops down from one column to the column on its right whenever you reach the bottom of said column. The last column goes to the first column.
- Direct the defuser to any cell that is within the same row that contains the last digit of the serial number.

0								
1								
2								
3								
4								
5								
6								
7								
8								
9								