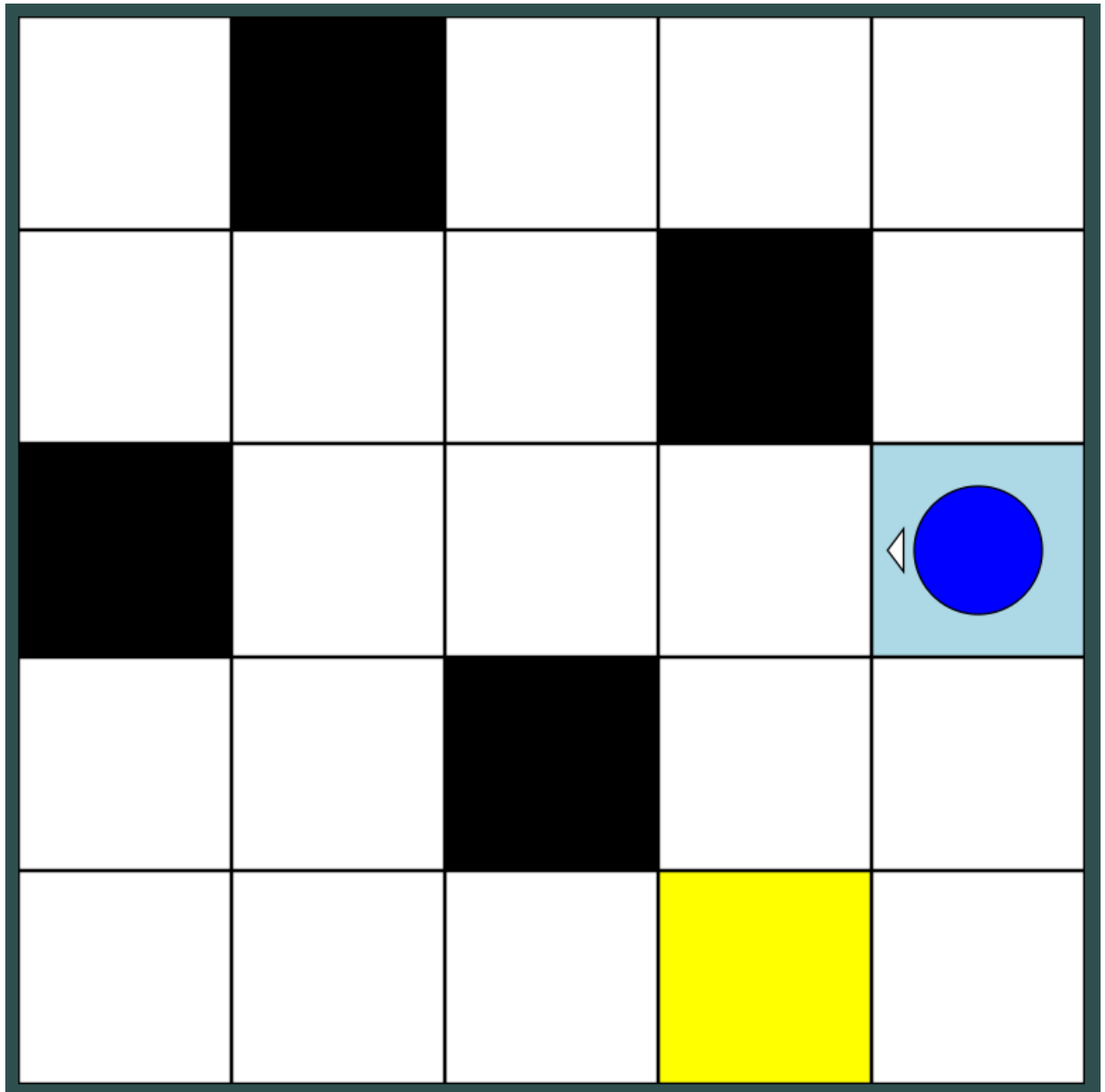
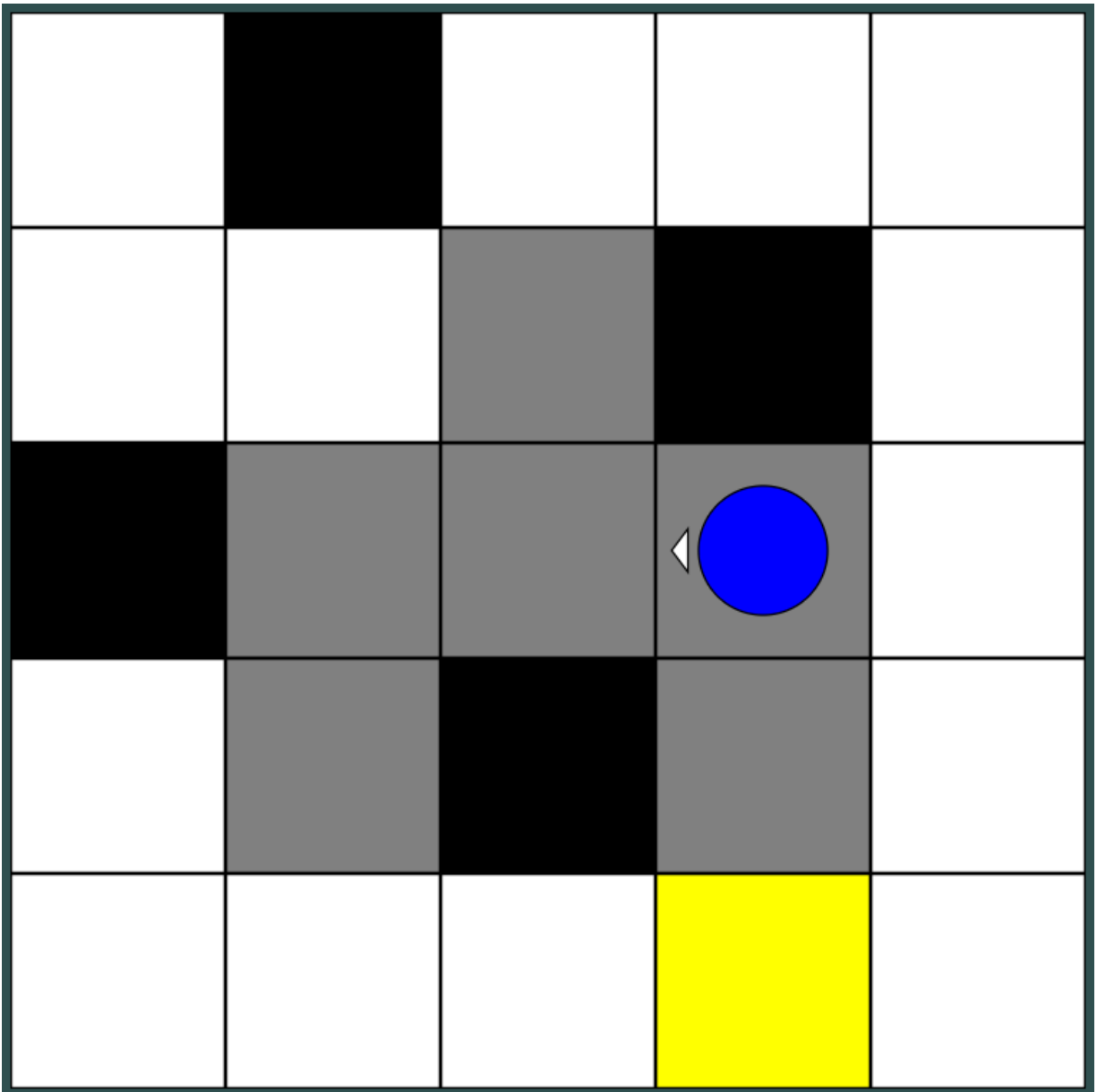


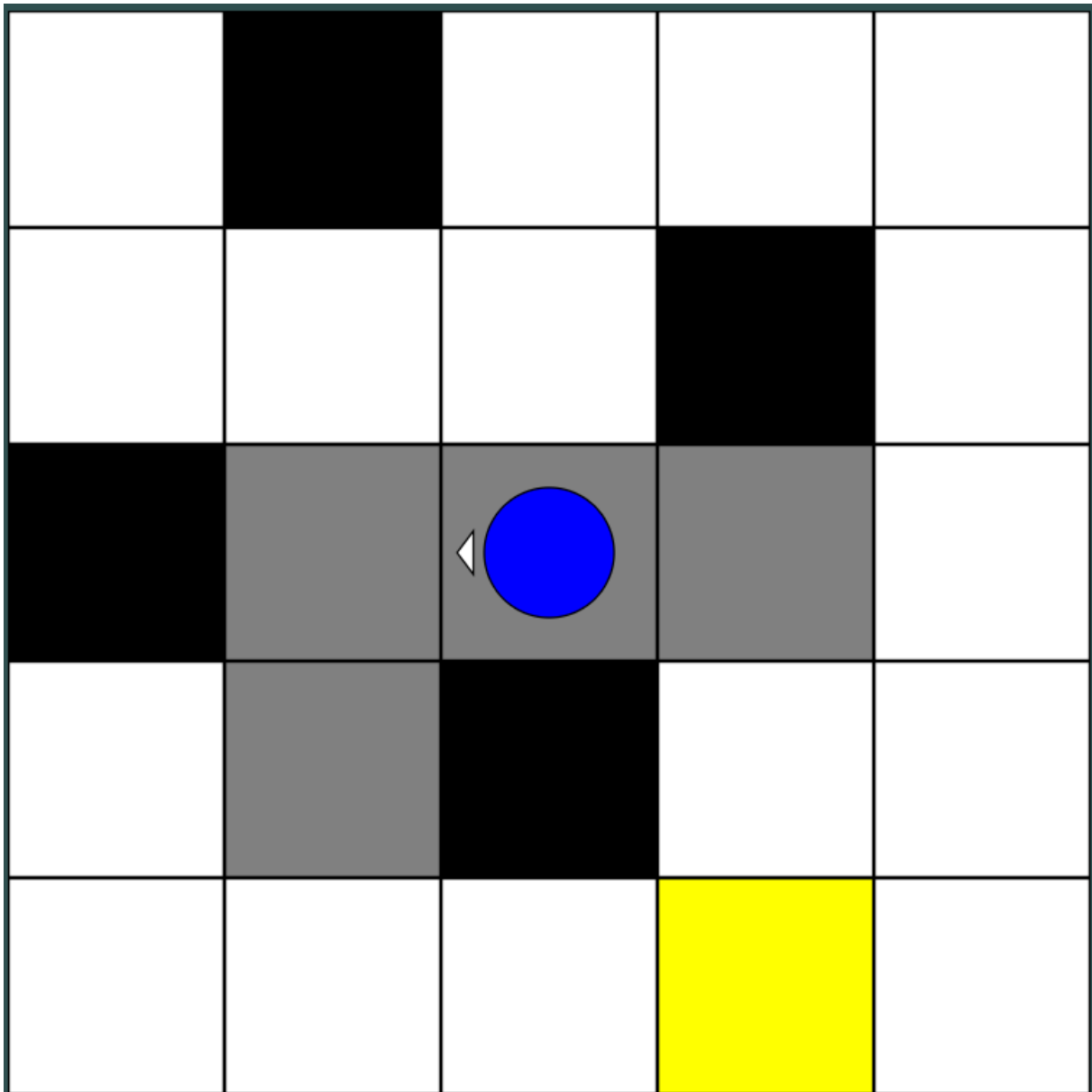
Start



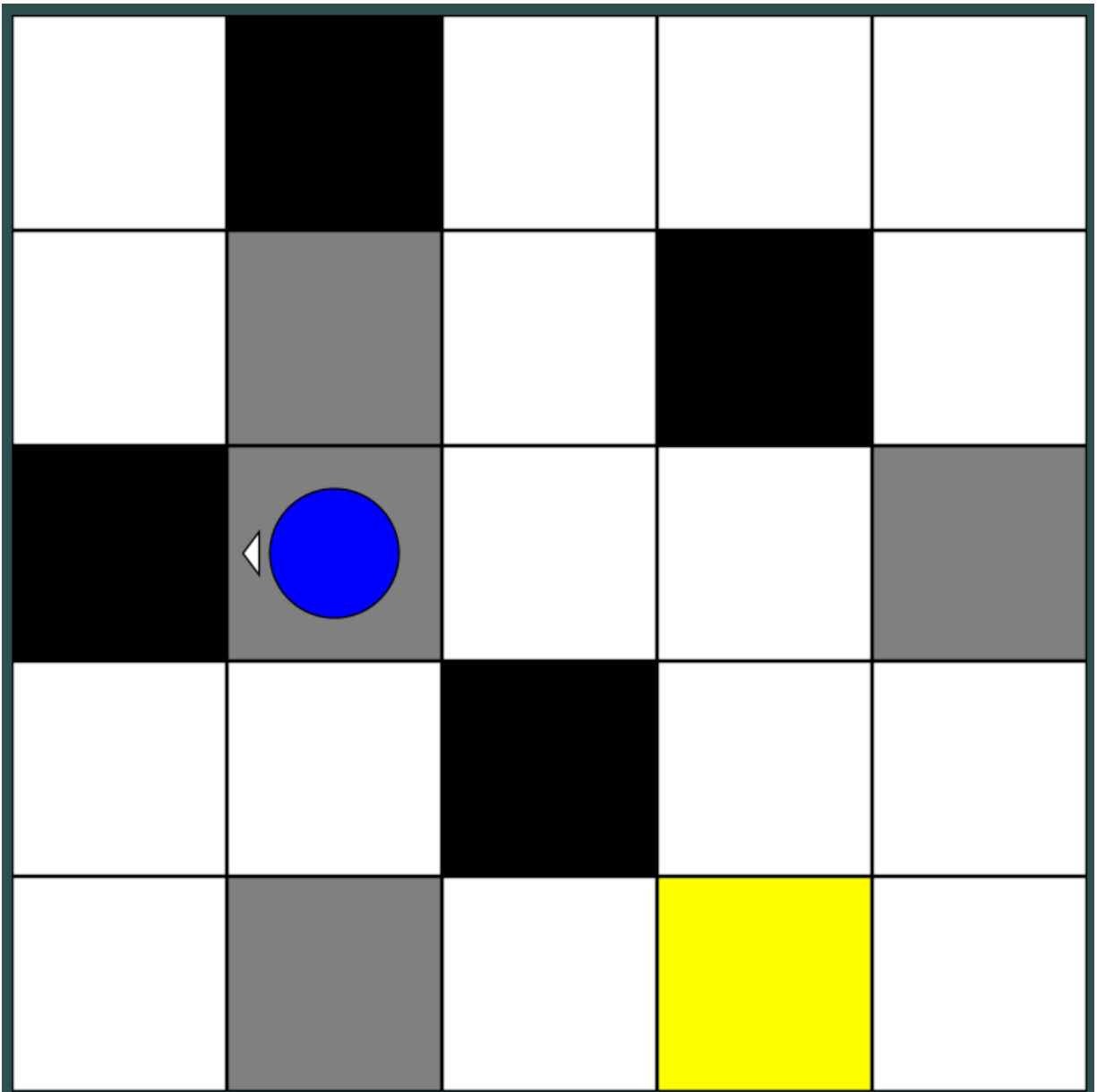
Can move left, forward, and right.



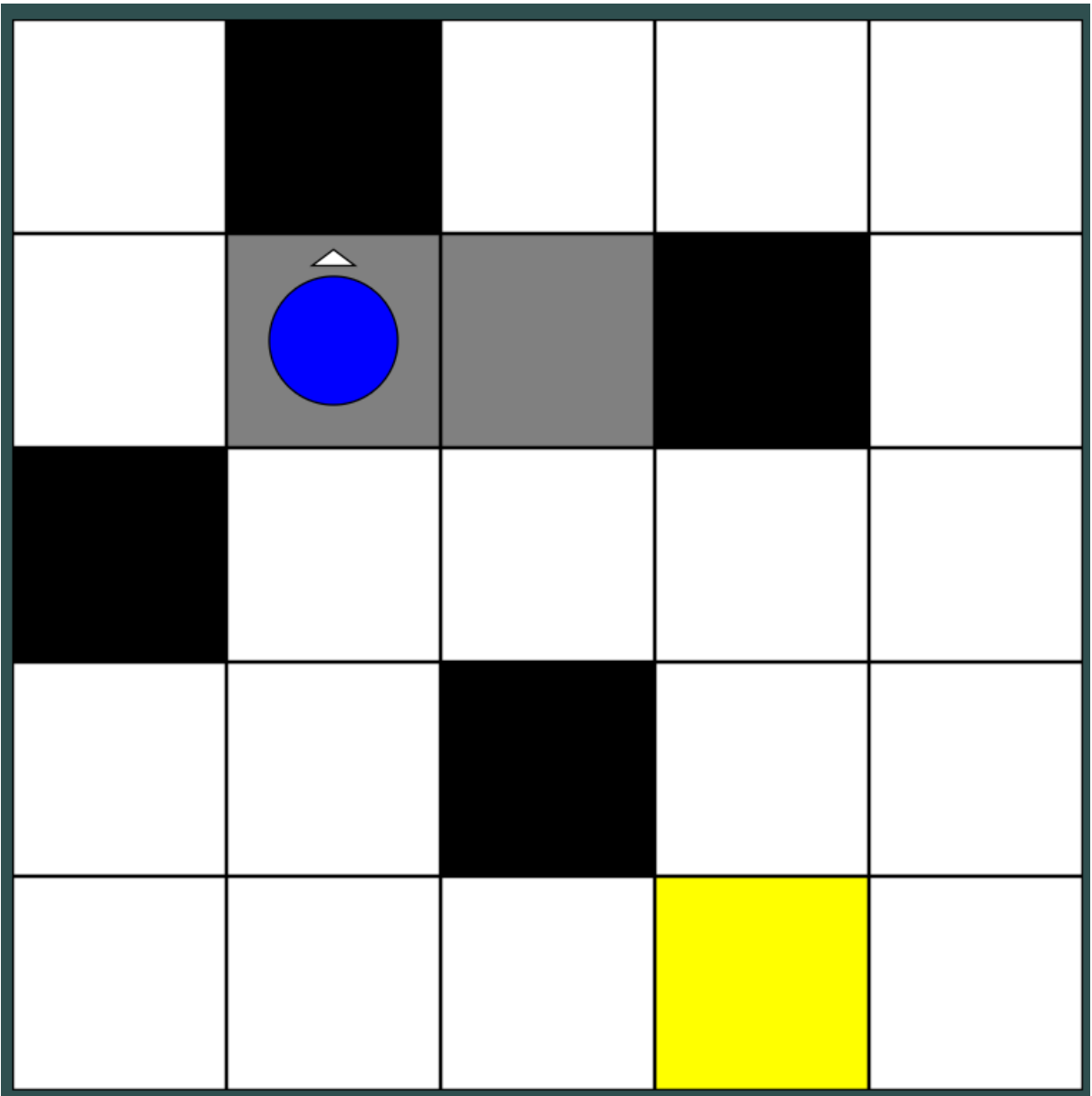
Moved Forward. Can't move right anymore, so there is something there. After considering that last turn squares forward, left, and right were empty, the gray squares are where this player could be.



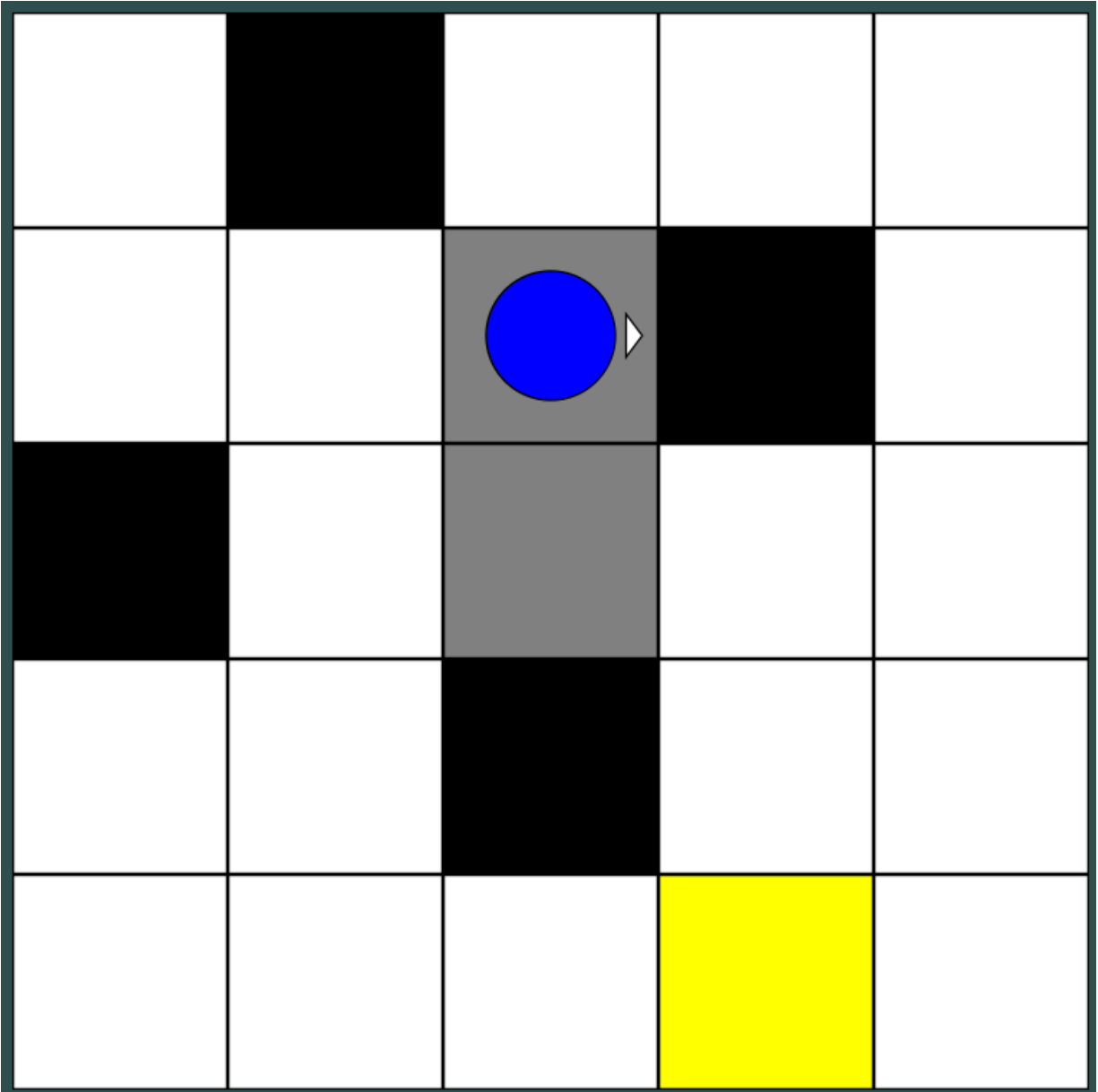
Moved Forward. Can't move left anymore, so there is something there. After considering the events of the previous turns, the gray squares are where this player could be.



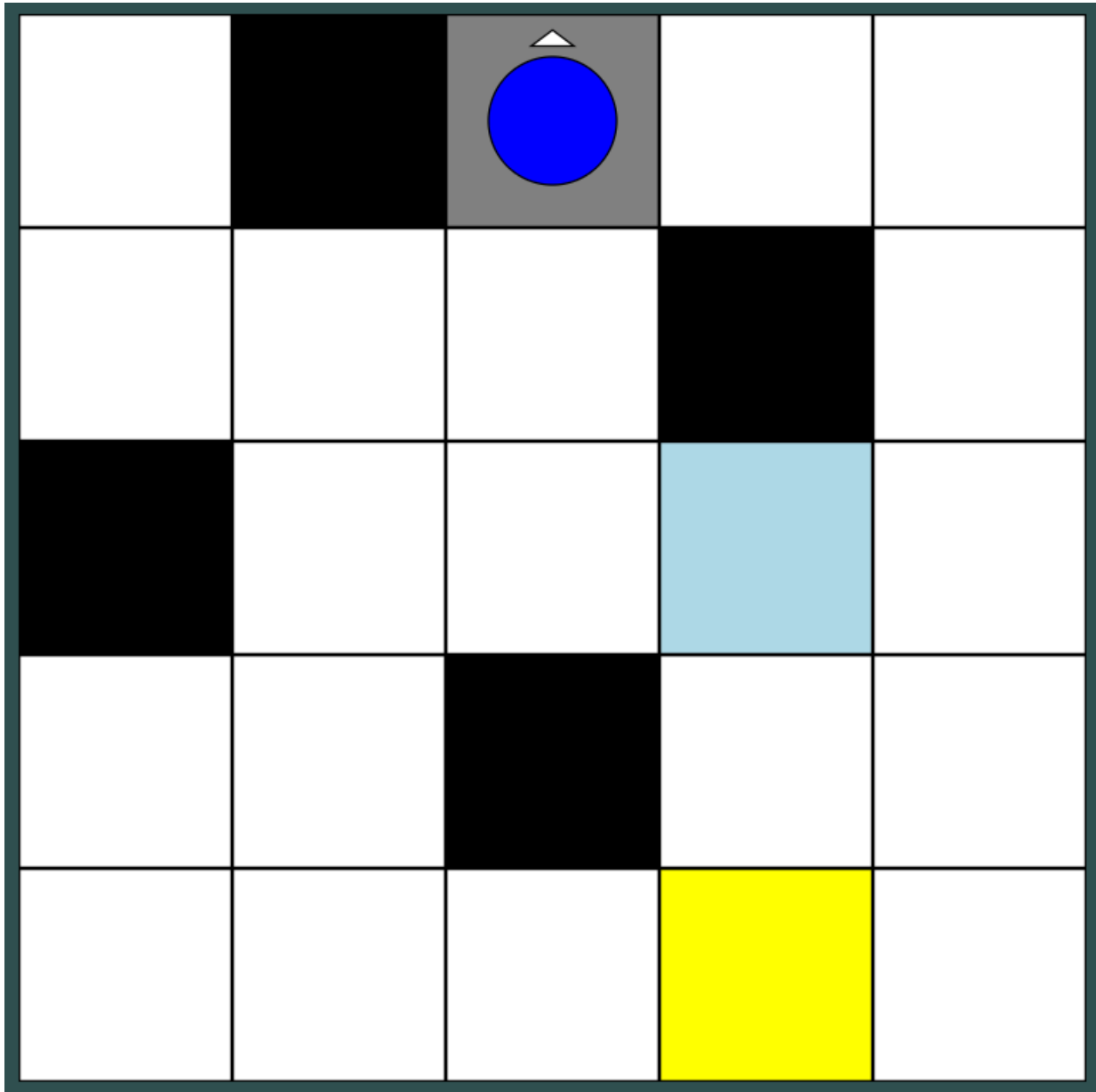
Moved Forward. To recap, blocked paths on the previous turns were none, right, left, forward. Forward is the only blocked direction. The player was allowed to move forward 3 times before it was blocked. Thus, the player has to be in a column/row where there is 4 squares empty straight!



Moved Right. From the previous possible locations, the selected square is the only square where after turning right, forward is block but left and right are not.



Moved Right. Having the front blocked off does not narrow it down between the two squares.



After taking a left, right is the only direction available. From past clues, there is only one square where the player is located.