random walks with n = 50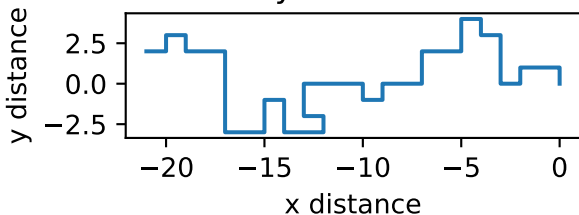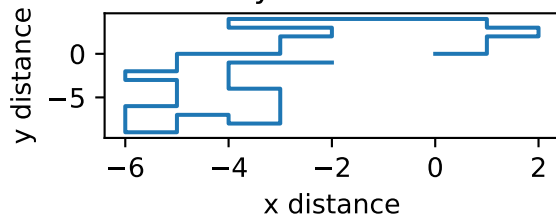, took 10 tries to generate