**Instructions**

Welcome to the awesome *Can you Route it? !!!*

Are you ready to solve all the levels and not get stuck in the journey? Let’s see!

How can you play?

After selecting a level, you will see the polygon and the points you have to route between (origin in red and destination in green.

You will also see a combination of beacons, in dark color, proposed to route between the origin and the destination. But these beacons have been chosen by a malicious algorithm, which is a bit silly. Can you reduce the number of beacons in the path?

*Can you do better?*

If you press ***Start***, you will start the level. Then you can introduce the beacons, in order, of your path. They will be shown in blue. Try to use as less as possible!

Once you have finished your path, press **Ready**. First, you will see your path, beacon by beacon with their attraction regions. Then you will receive your *score*!

* **You lose! Not routed!**

In case the path you have introduced is not even a path!

* **You lose! Excess!**

You have introduced too many beacons!

* **Good**

Well done, you have beaten the evil algorithm! But not by far…

* **Very good:**

Congratulations! You have managed to do it great! You are top at this…

* **Excellent:**

No words. You have done it even better than the designers, Einstein.

If you press **Hint**, then you can select a beacon and see its attraction region for 5 seconds. But be careful, you’ll have a limited amount of hints!

Levels

You will start an incredible journey of 4 levels of difficulty!

1. **Easy:** Are you a beginner?
2. **Medium:** Do you want a little bit of fun?
3. **Hard:** Do you like challenges?
4. **Impossible maze:** Are you a master and you dare to enter the *impossible maze*?

Once you have succeeded in a level, you will unlock the next one! Then you can move between the unlocked levels by using **PREV** and **NEXT**.

*Are you prepared to complete this odyssey?*

Other information

You can turn on and off the music by clicking on the **Sound button**.

Press **Back** to exit the game.