

POSSIBLE ROUTES FOR 3x3 MODEL (TO SHOW LIVELOCK)

● - Origin ● - Destination — - Path (below each image, x-dist, y-dist, moves)

00					
	022	123	224	213	202
01					
	114	215	204	213	112
02					
	206	215	224	123	022
10					
	112	123	024	125	114
11					Not Applicable
	112	112	112	112	
12					
	112	123	022	123	112
20					
	202	213	224	125	024
21					
	112	213	202	213	112
22					
	202	213	224	125	024