



## Dangerous Dancing

Juliet just heard a song she hates, and must get through a rather dangerous dance floor to the DJ's booth to tell him what else he shouldn't play.

Create a path from Juliet to the DJ by drawing a line through the centers of some of the squares. She will never revisit a square she's already been. All of her turns must be orthogonal.

Juliet cannot pass through any of the squares containing poison  $(\mathbb{A})$ .

Juliet must pass through all hearts ( $\Psi$  - the better to plead with) on her way. She cannot turn in a heart square.

Juliet must pass through every dagger square († - the better to threaten with) on her way. She must turn in a dagger square.

When Juliet visits a lettered squares, she may turn or continue straight. Her path will not pass through all the letters.



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