

# Navigation



Stella takes a look at the map, then sets a course and takes the helm of her boat.  
Daffodil looks over and notices the course looks rather strange and involves many turns. Why did Stella choose this course? Daffodil figured it out **straightaway!**

## Rules:

Stella's boat goes through the centers of squares, as opposed to along the borders. Some paths are provided to get you started. At each square, the ship's course either goes straight through or turns left or right. The course cannot cross itself and it must begin and end at the squares where the course is shown leaving the grid. Additionally, each column and row indicates the number of squares in that column or row are occupied by a segment of the course.

	4	6	6	8	7	6	5	7	7	6	
A	U	T	O	I	A	T	N	Q	A	3	
V	D	N	S	F	W	D	E	R	N	5	
I	C	S	E	O	I	Z	I	C	R	6	
A	T	E	C	O	U	D	B	Y	T	6	
A	O	L	L	A	J	K	E	C		6	
R	T	I	R	S	S	D	O	N	R	6	
I	T	G	N	W	E	E	O	L	L	7	
D	R	E	O	N	C	E	Y	O	R	10	
U	P	I	E	D	I	H	G	I	D	10	
S	S	E	N	S	I	T	T	A	B	3	