

Adventure Island – map grid

Use this to plan how you will move from square to square

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31	32	33	34	35	36

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- Mark your starting point with 'S'
 - If you are building a 'path' to travel around the island, mark the end with an 'E'
 - Mark a link from square to another with an arrow. If you travel both ways, include an arrow with two pointers (←→)
 - If you are including 'traps' remember to only link into them, do not link out from them. Label them with a 'T' to remind you.
 - Mark your four clues with 'C'
 - If you are including dead ends, remember to only include a single way in and out.
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