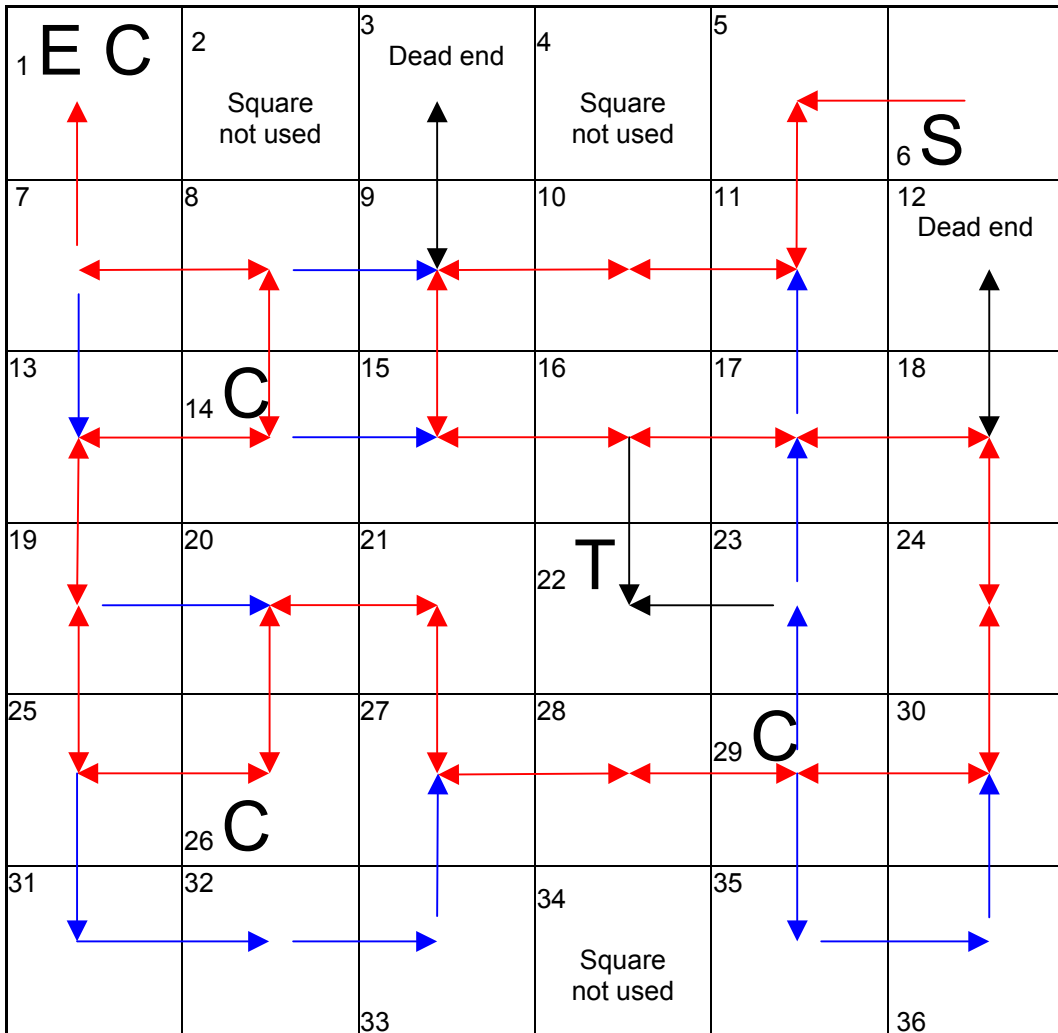


Adventure Island – an example

This is a 'pathway' island. The user has to travel along the red arrows. There are loops (in blue) that take a user to a previous space – never further along the path.



- 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.