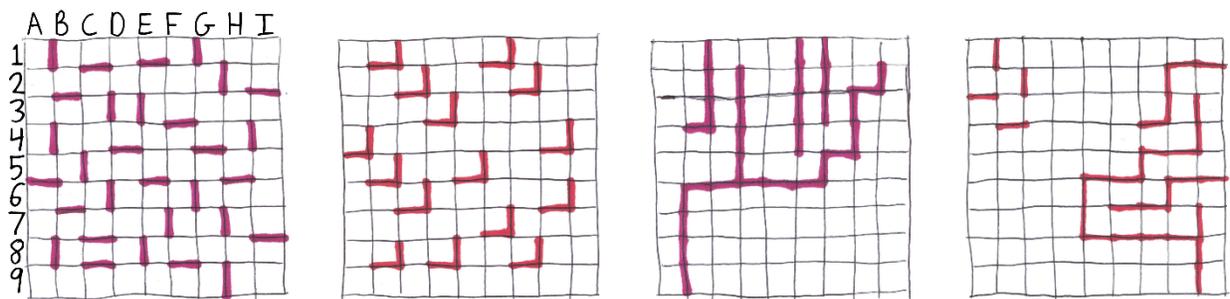


Francoprussian Labyrinth

A Game of Stumbling in the Dark

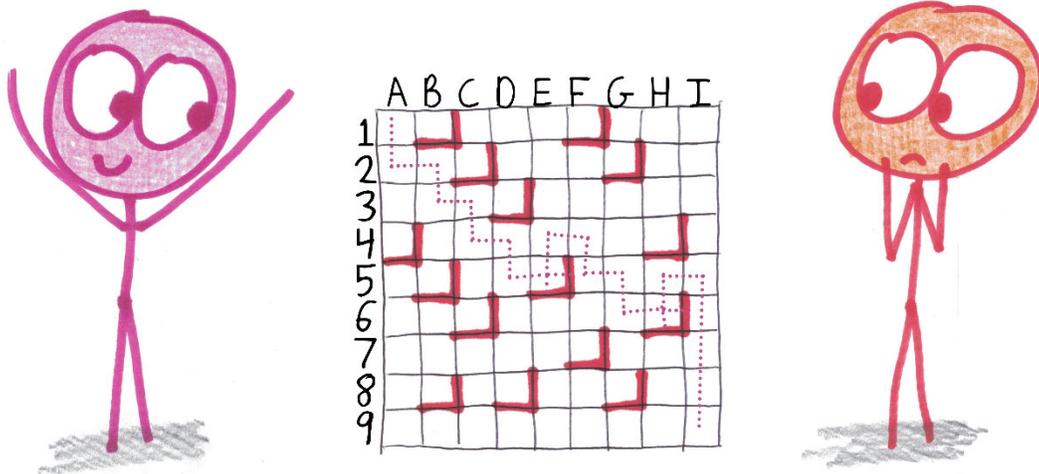
In explaining this game, Andrea Angiolino suggests pretending that you are the Greek hero Theseus, hunting the beastly Minotaur through the mythic labyrinth. For a more modern alternative, pretend that you are lost in an IKEA. “There is no need to build a labyrinth,” wrote Jorge Luis Borges, “when the entire world is one.”

To begin, draw two **9-by-9 grids**: one to track your own movements, and one to serve as a labyrinth for your opponent. On the labyrinth, place **30 wall segments** anywhere you like, as long as they leave an **open path from the starting square (A1) to the ending square (I9)**.



On each turn, **move one square at a time, in any direction**. After each attempted step, your opponent tells you whether you hit a wall. **Your turn ends after your fifth step, or when you hit a wall**, whichever occurs first. Your next turn begins in the square where you stopped.

Whoever reaches the bottom-right corner first is the winner.



Andrea also offers a “French variation.” It takes place on a 10-by-10 grid, with forty wall segments, and it follows a different rule for moving. On each turn, you pick a single direction, then travel in that direction until you are stopped (by a wall or the edge of the board). On your next turn, you may begin from any of the squares you inhabited during your previous turn.