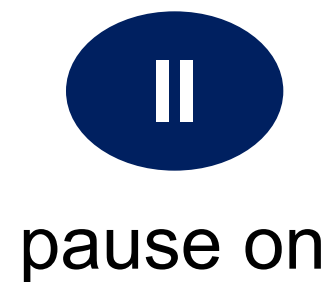


start on

finish at

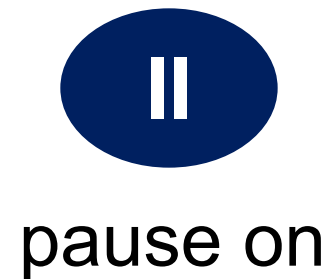
X
avoid



start on

finish at

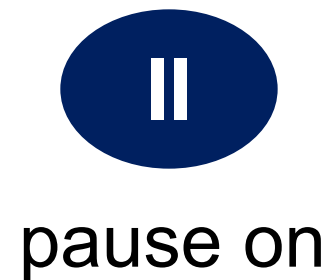
X
avoid



start on

finish at

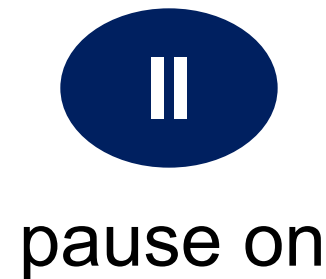
X
avoid




start on

finish at

X
avoid




 use
shortest
route

 use
longest
route


 spin on


 use
shortest
route

 use
longest
route

 spin on


 use
shortest
route

 use
longest
route

 go
backwards
to

 use
shortest
route

 use
longest
route

 go
backwards
to

