







Try it on your paths. What do you notice?



We can only move from a light square to a dark one...

...or from a dark square to a light one.

So, we always switch between light and dark with every move.

So, when we number the squares...

...every *odd* square is light...

...and every *even* square is dark.



1	2	11	12
4	3	10	13
5		9	14
6	7	8	15



Why can't you finish in the bottom-right corner?