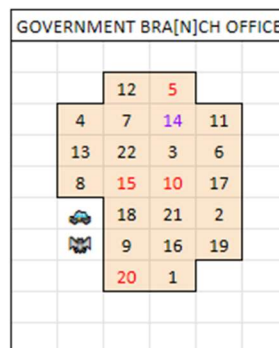
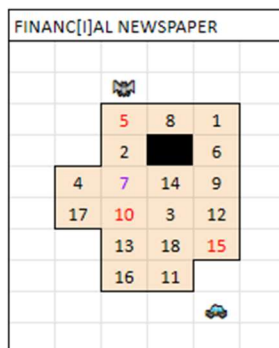
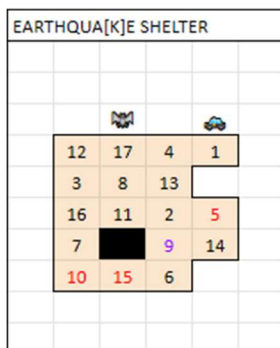
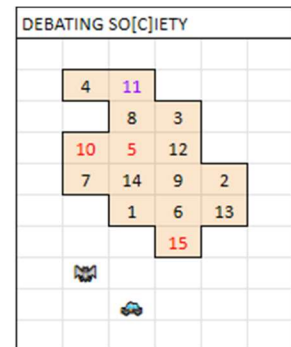
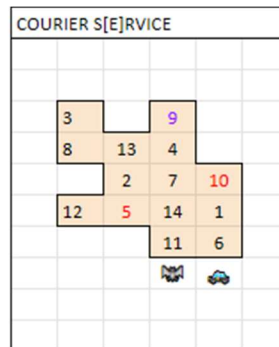
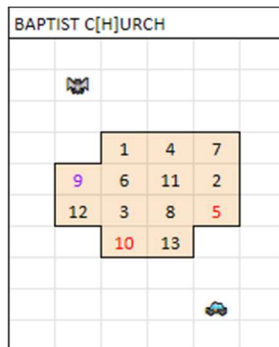
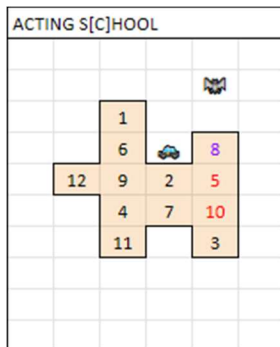


The Dark Knight's Patrol

Adam Maresca (ft. Nick Mitchell & Jonah Ostroff)

Answer: **CHECK IN**

Each building Batman goes through is a modified “knight’s tour” problem. Batman always starts on the bat, immediately enters the building, visits every square once and only once, then immediately goes to the Batmobile for his getaway. The larger “impish” enemies are visited exactly every five moves, as given in the lone indicated rule.



Through either logic or trial and error, arrive at the unique solutions for each scenario above. In each, take note of which step is used to take down the Riddler’s mole within the group. Index this number into the title of the map, and read in order to get the answer, **CHECK IN**.

Author’s Notes

Adam: This puzzle originally took a very different approach to chess, but some cajoling from the other writers got me on this much more straightforward path. Some of the area titles are a little clunky, but if a solver determines the “color” or parity of the goal squares, they can instantly reduce the possible extraction letters in half. These titles helped shove the final answer down the Nutrimatic results a bit, hopefully enough to encourage a proper forward solve. Since I’m a computer clod, I did *none* of the uniqueness checking myself, but that’s the power of teamwork!

As for that other idea, well, you never know when an unused puzzle draft will come in handy.

(Oh, and the earliest versions of this didn’t even include the note about “serious” enemies.)