

1885: TRAIN RIDE TO THE FUTURE

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Marty's once again trapped in 1885 and needs to get the DeLorean up to 88 m.p.h.

by pushing it with a train. But this time he plans to make the escape easier with a long track that doesn't head off a cliff! Help him create a track to get the DeLorean up to speed straightaway!

Design the longest track possible by drawing a loop that passes through every cell in the grid below. The track may not re-enter a cell nor cross itself except in the intersections already marked. The track must be one long loop, not multiple loops. Also you must pass through cells containing stations without turning.

