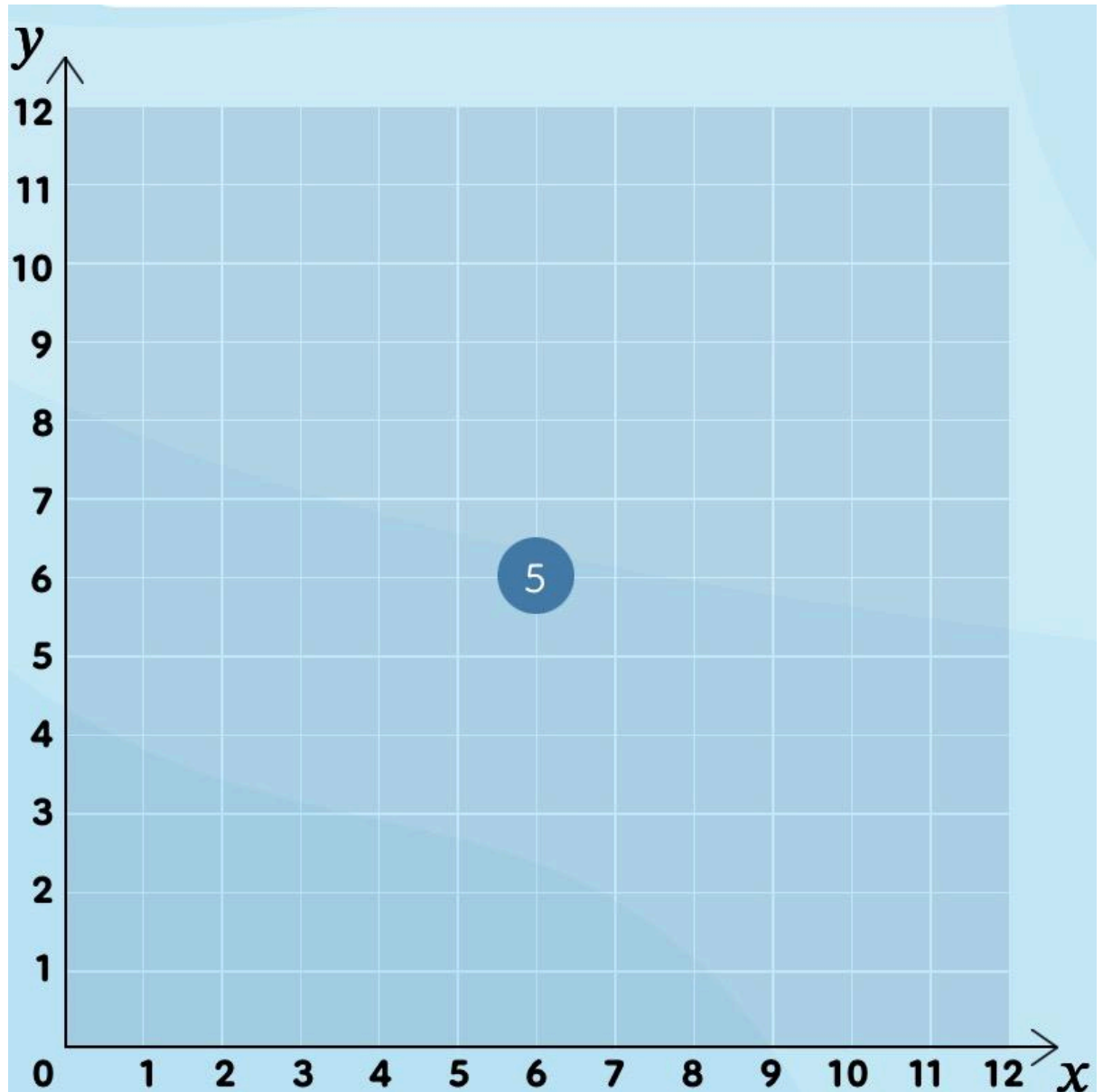
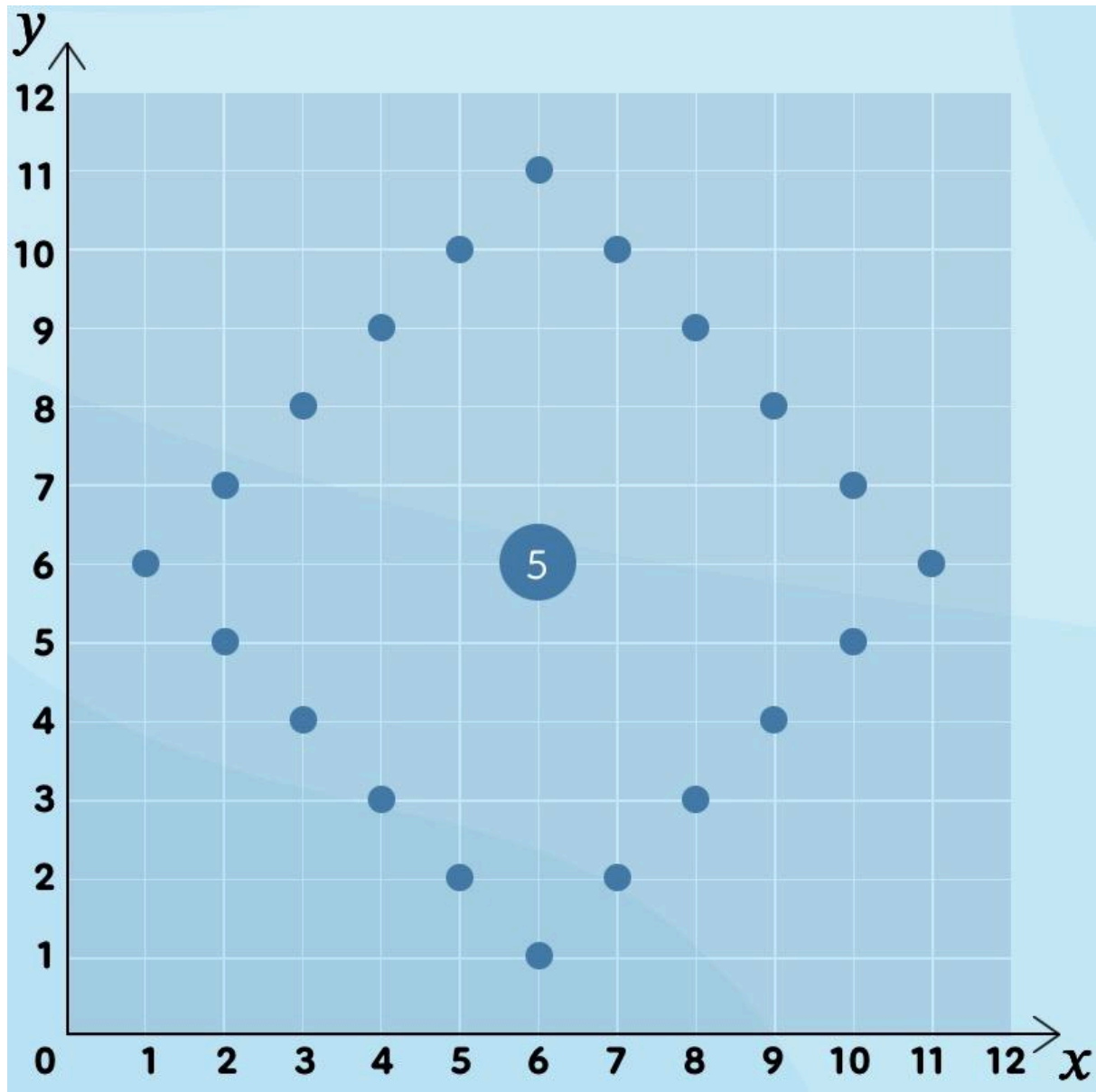


1. Start with plotting (6,6). This is the middle of the grid.
2. After plotting the middle make a diamond around the middle. The diamond should be as far away from the middle as the distance of the treasure from the middle. So basically the diamond points distance from middle = treasure distance from the middle. So for example this graph shows that the distance of the treasure from the middle is 5.



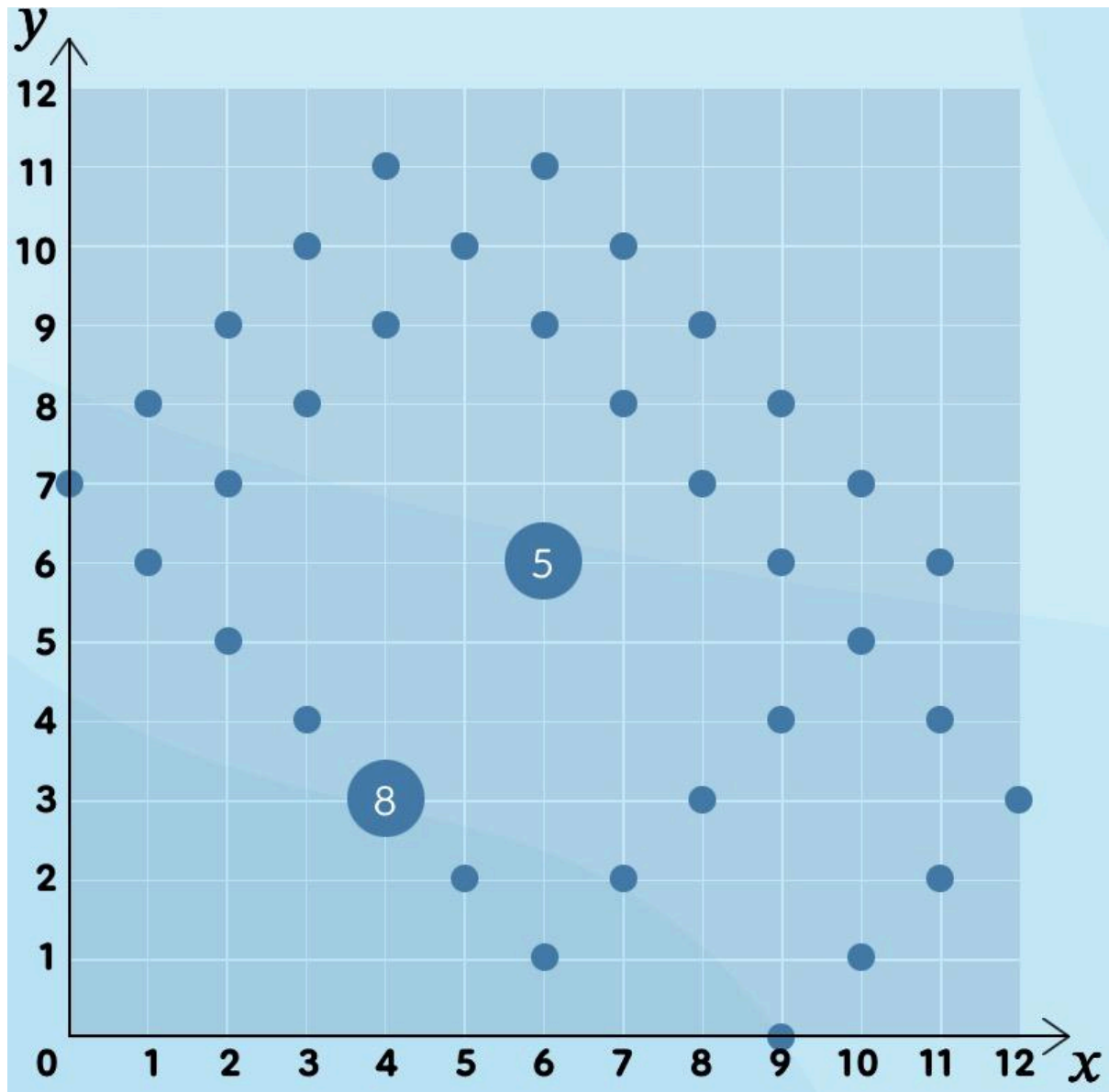
So a diamond around the middle would look like this



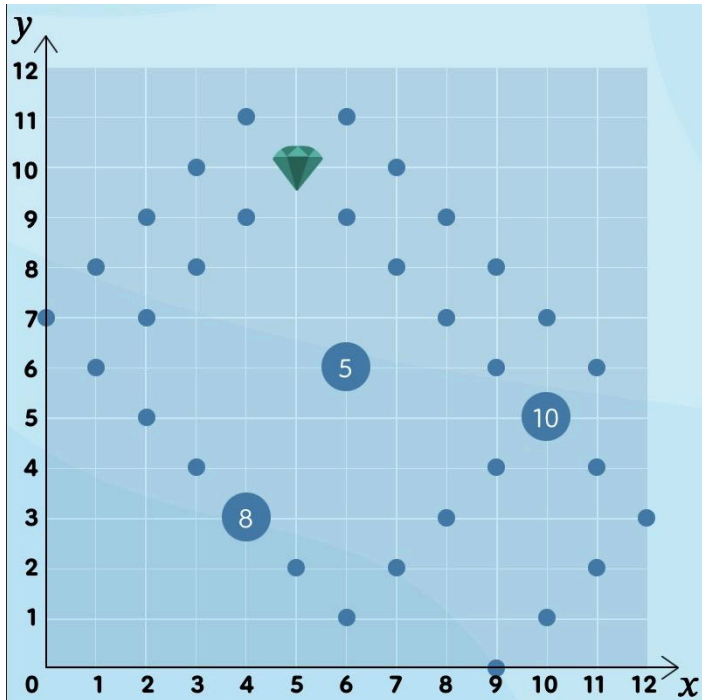
If you see the example, the distance from the middle of each point is 5 and the distance of the treasure from the middle is 5.

3. Since we know the possible points where the treasure could be located we can move on. Now we have to plot a point on the edge of the diamond, not the vertices. So for example we can plot (4,3).

4. After completing step 3 we can make the same diamond for the new plot so for example here we have a diagram of the two diamonds.



5. Now we can see there are some points crossing over each other and that is where the treasure could be. Since there are two crossing points both (5,10) and (10,5) we can try both and then we have found the treasure in exactly 4 guesses. Sometimes this can be less but not more because there can be only two possibilities (where the lines cross over). So after trying them both the treasure has been found.



**You have found
the treasure!**



It took you 4 guesses.
Can you find the treasure in
fewer than 4 guesses?

New game