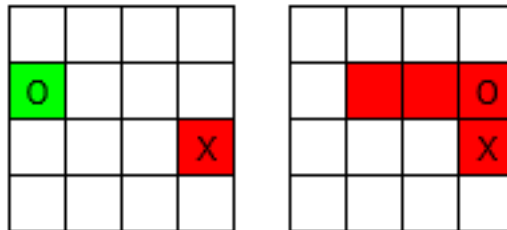

Towering

You arrive on Jupiter and meet Jason, a treasure hunter. He tells you a tale of a wondrous treasure hidden at the end of 8 towering puzzles. Jason has mapped out the towers, but try as he might, Jason is unable to navigate past even the first puzzle. Looking for advice, he shows you his map. Perhaps, as an avid puzzler yourself, you can help him?

Each grid is comprised of a series of towers of varying heights. The color of a tower determines its height, as shown below:



Jason is trying to make it from the O (the starting position) to the X (the ending position) without touching the ground. Ordinarily this would be impossible, but the gravity is particularly strong here, causing the slightest wobble to tip over a tower. Luckily, Jason has enough experience to tip over a tower in any direction. The height of a tower determines how many spaces it will occupy after it is tipped over. For example, if Jason is on a tower of height 3, he may tip it over to the right so that it occupies the three squares to the right, as shown below.



Some other rules:

- Jason can only travel by climbing or walking from one adjacent tower to another (adjacent means that the sides of two towers touch each other)
- A tower may be tipped only when Jason is standing on top of it
- Once Jason moves to a tipped tower, he can freely travel across its length
- Jason can climb onto an adjacent tower and tip it over
- Jason can travel between standing and tipped-over towers as long as they lie adjacent to each other
- Tipped towers must fall completely onto the grid surface. No tower can overlap another tower or hang off the grid

Also, Jason cannot:

- Move to towers where there is not a connected path of adjacent towers
- Move or tip a tower that has already been tipped over
- Jump diagonally
- Jump over gaps between towers
- Touch the grid floor
- Tip over a tower of height 1

Can you aid Jason by drawing the directions of the tipped over towers for him?

Towering

