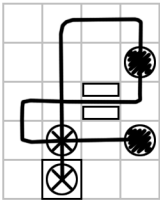
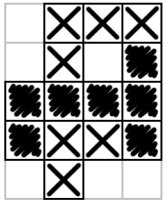
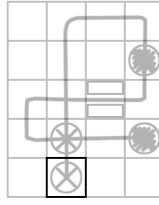


WELCOME TO CODON

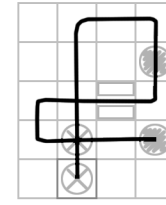
A PAPERGAME BY ZACH BARTH



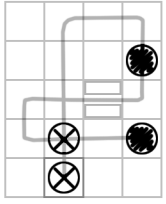
YOUR GOAL IS TO DESIGN THE **SEQUENCE** THAT CREATES THE **PATTERN** OF **BLOCKS** ON THE LEFT



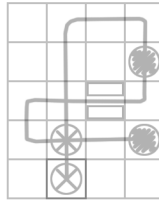
THE **SEQUENCE** BEGINS IN THE **START SQUARE**



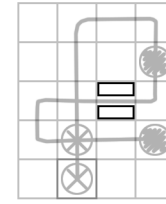
THE **SEQUENCE** MAY ONLY ENTER A **SQUARE** TWICE WHEN IT **CROSSES** ITSELF



THE **SEQUENCE** **DRAW**S **BLOCKS** BASED ON THE **LAST NODE** IT **CROSSED**
BLOCKS **DRAWN** WHEN THE **SEQUENCE** **OVERLAPS** ITSELF **REPLACE** OLD **BLOCKS**



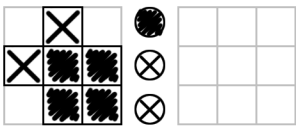
EACH PUZZLE **SPECIFIES** THE **NODES** THAT MAY BE **USED** IN THE **SEQUENCE**



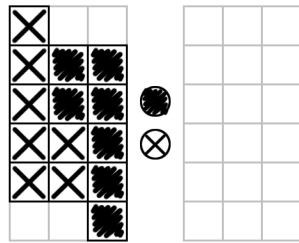
PREPLACED **ELEMENTS**, LIKE **WALLS**, WILL SOMETIMES **LIMIT** YOUR **OPTIONS**

PROTEIN

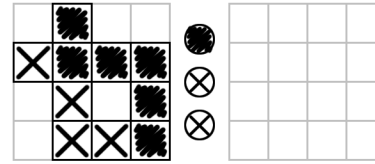
mRNA



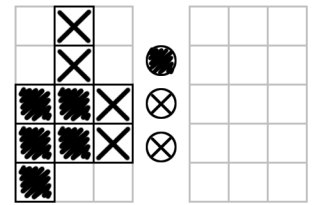
AMYLOIDOGENIC PEPTIDE



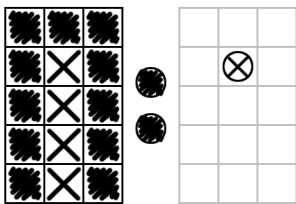
HUMAN BETA-DEFENSIN 1



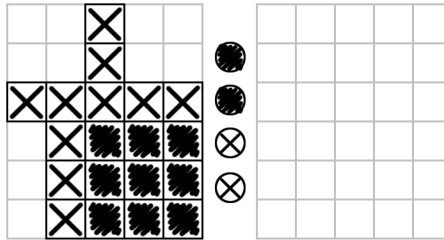
THIRD KH DOMAIN OF HNRNP K



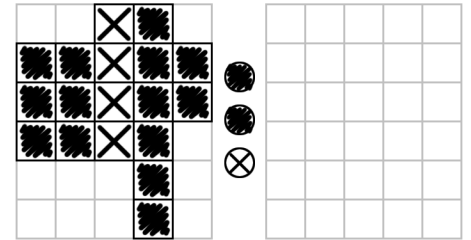
TAX1-BINDING PROTEIN 1



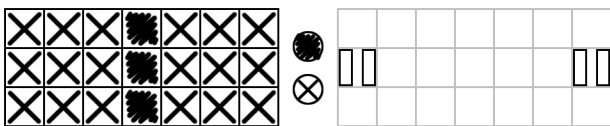
AXON GUIDANCE R-PTR



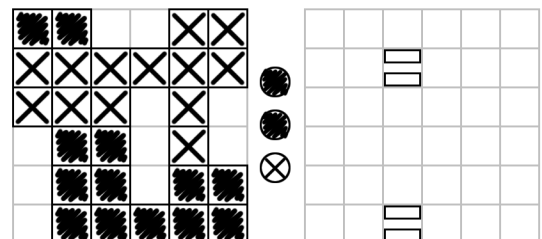
TYROSINE-PROTEIN KINASE ITK/TSK



CARBONIC ANHYDRASE ISOZYME XIII



MITOGEN-ACTIVATED JNK1 WITH JIP1 PEPTIDE



CAMP-SPECIFIC PHOSPHODIESTERASE 4B