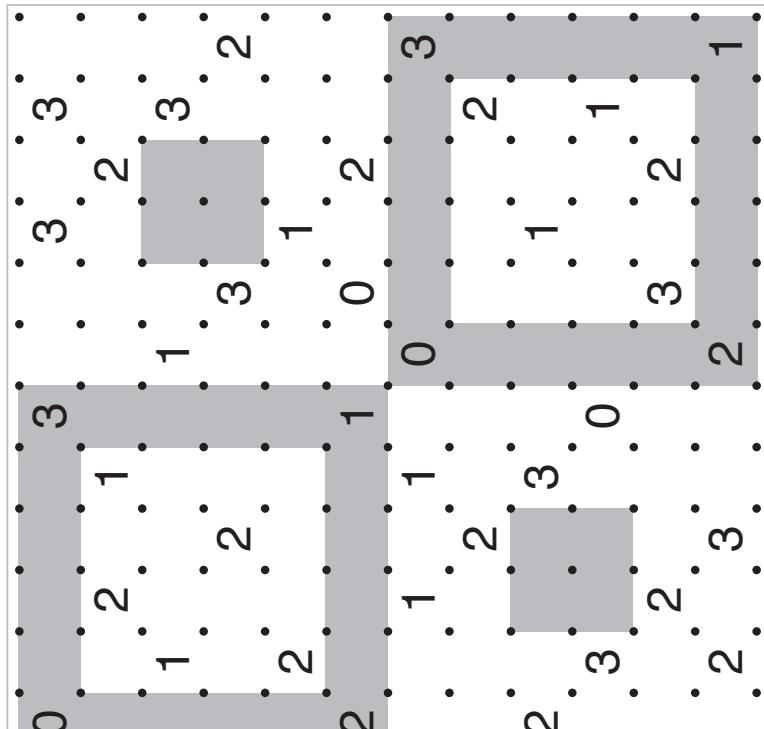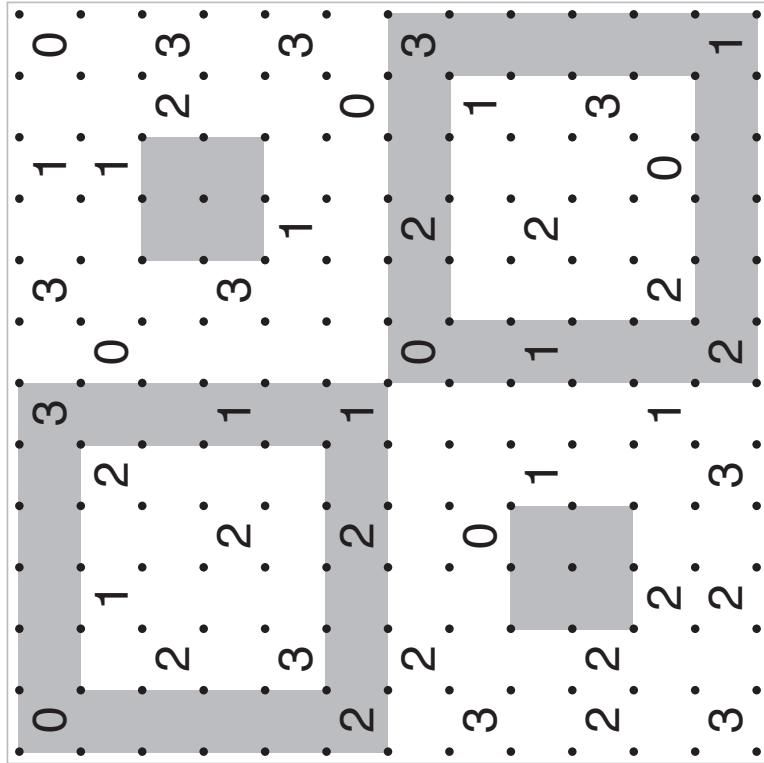# Slitherlink (Portal) by Bobby Liu

Rules: Standard Slitherlink Rules. Also, there are four regions (in gray) in the two grids that are portals. All edges that touch any gray squares must match across grids (without rotation or reflection). For identical shapes, it is not known which positions are matched (for example, the ring in the upper left of the first puzzle could be in either the upper left or lower right of the second puzzle.