15/03/02:
Birthday Loop Special by Prasanna Seshadri
Theme: 24 on 03/02/15

This puzzle combines four loop varieties commonly featured at GMPuzzles as shown to the right.

Draw a single, non-intersecting loop throughout all four quadrants. The loop may enter and exit the different quadrants as many times as needed.

Balance Loop	Yajilin
Castle Wall	Masyu

The standard rules for each puzzle type are true for each quadrant, with these additional considerations:

Balance Loop: Use the entire length of segments (including parts of the segments that extend into an adjacent quadrant) when determining the balanced/ unbalanced status of a circle clue.

Yajilin: The arrow clues refer only to shaded cells within the Yajilin quadrant. The loop must occupy all cells adjacent to a shaded cell, even in an adjacent quadrant.

Castle Wall: Number clues can see beyond the CW quadrant **ONLY IF** the line segment begins from a cell within the CW quadrant. (For example, if a segment starts in the rightmost column of the CW quadrant and goes three cells further to the right into the Masyu quadrant before turning, this segment would contribute 3 to the count of segments for that row.)

Masyu: Normal rules apply for white and black circles, but the path satisfying these rules can extend into an adjacent quadrant. (For example, a white circle can be passed through crossing a quadrant edge, provided it turns immediately on one side of the circle whether the turn is in the Masyu quadrant or in another quadrant.)

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(see cover sheet for full instructions)