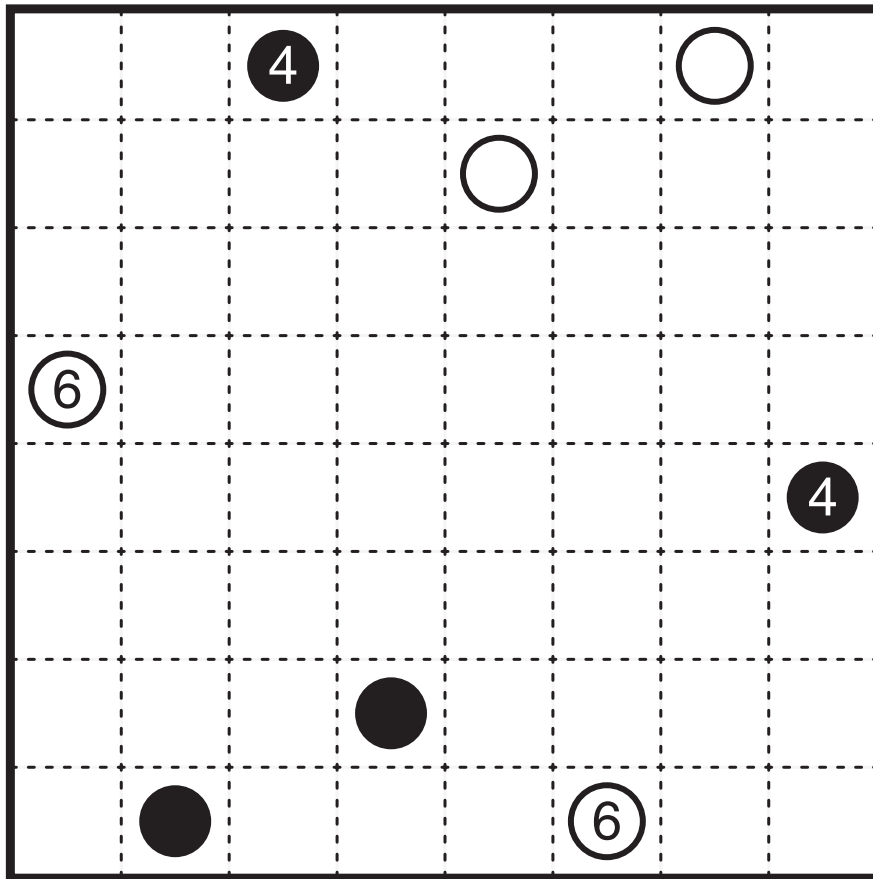# Balance Loop by Murat Can Tonta

Rules: Draw a single, non-intersecting loop that passes through all cells with circles. All white circles must have equal segment lengths on both sides of the circle before turning. All black circles must have unequal segment lengths on both sides of the circle before turning. Numbers indicate the sum of the segment lengths on both sides of the circle. (Note that the total counts are not affected by other circles being crossed before turning.)

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Antisymmetry