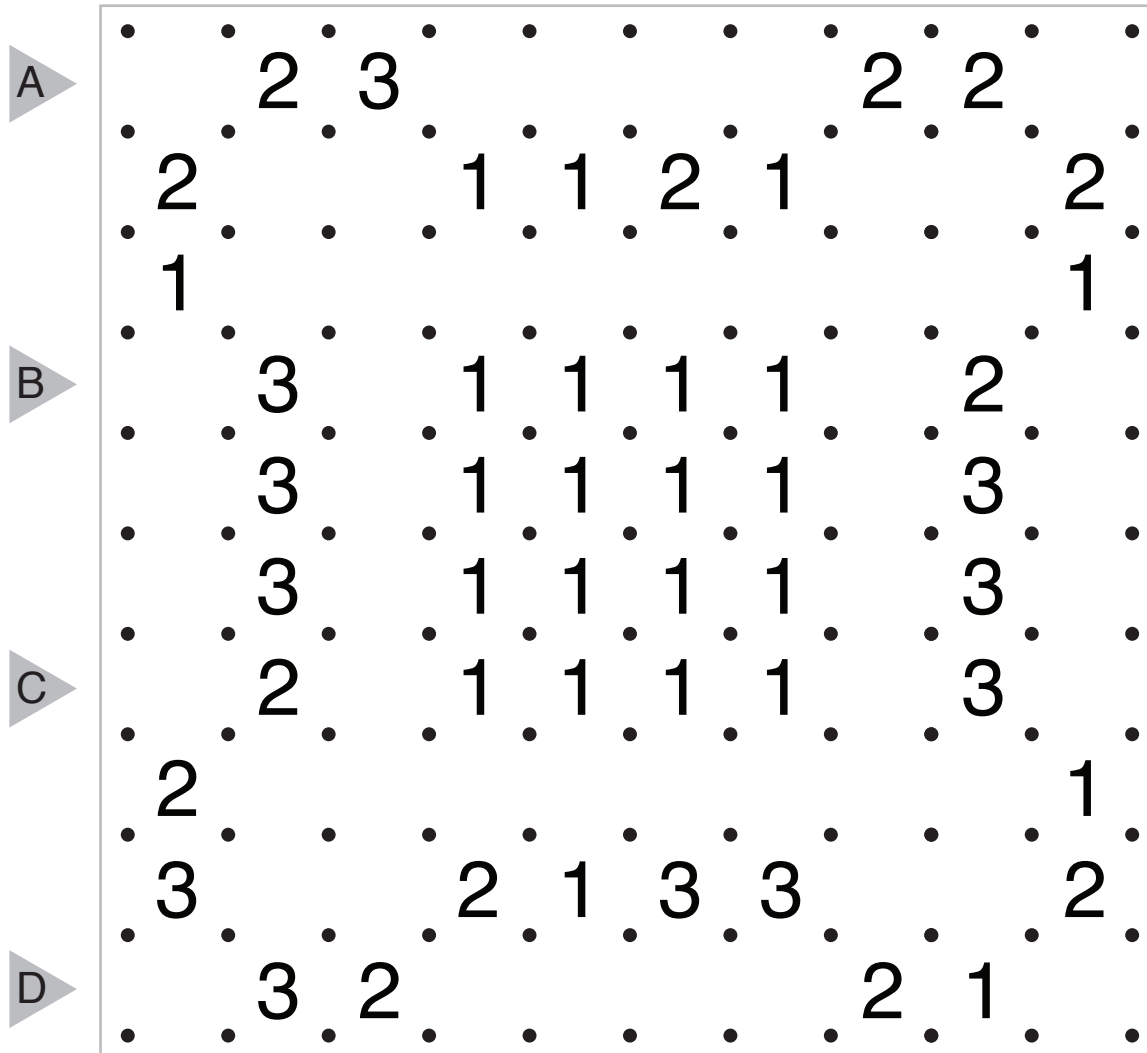


13/02/27:

Slitherlink by Thomas Snyder

Theme: All for One and One for All

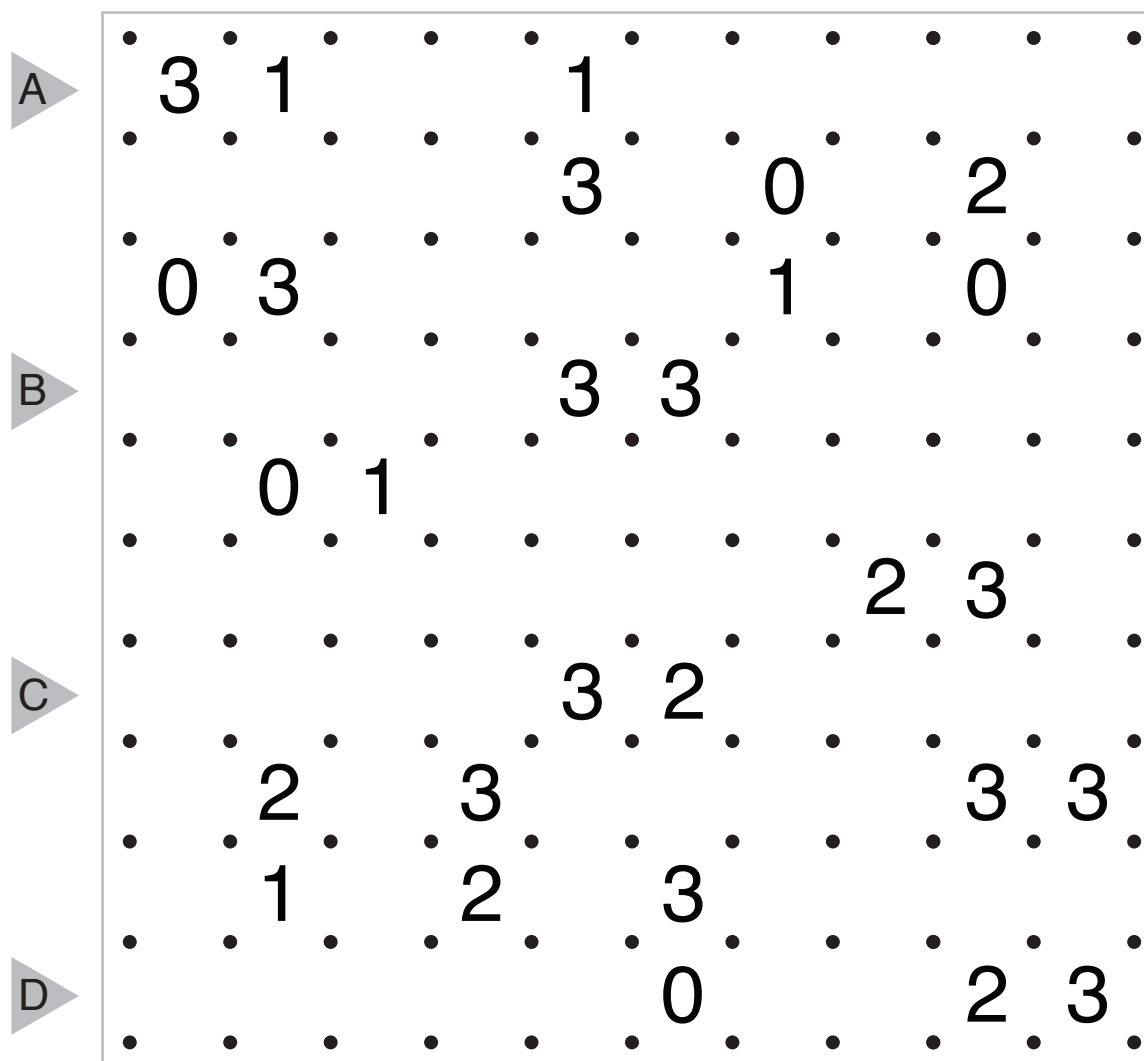


13/03/26:

Slitherlink (Domino) by Grant Fikes

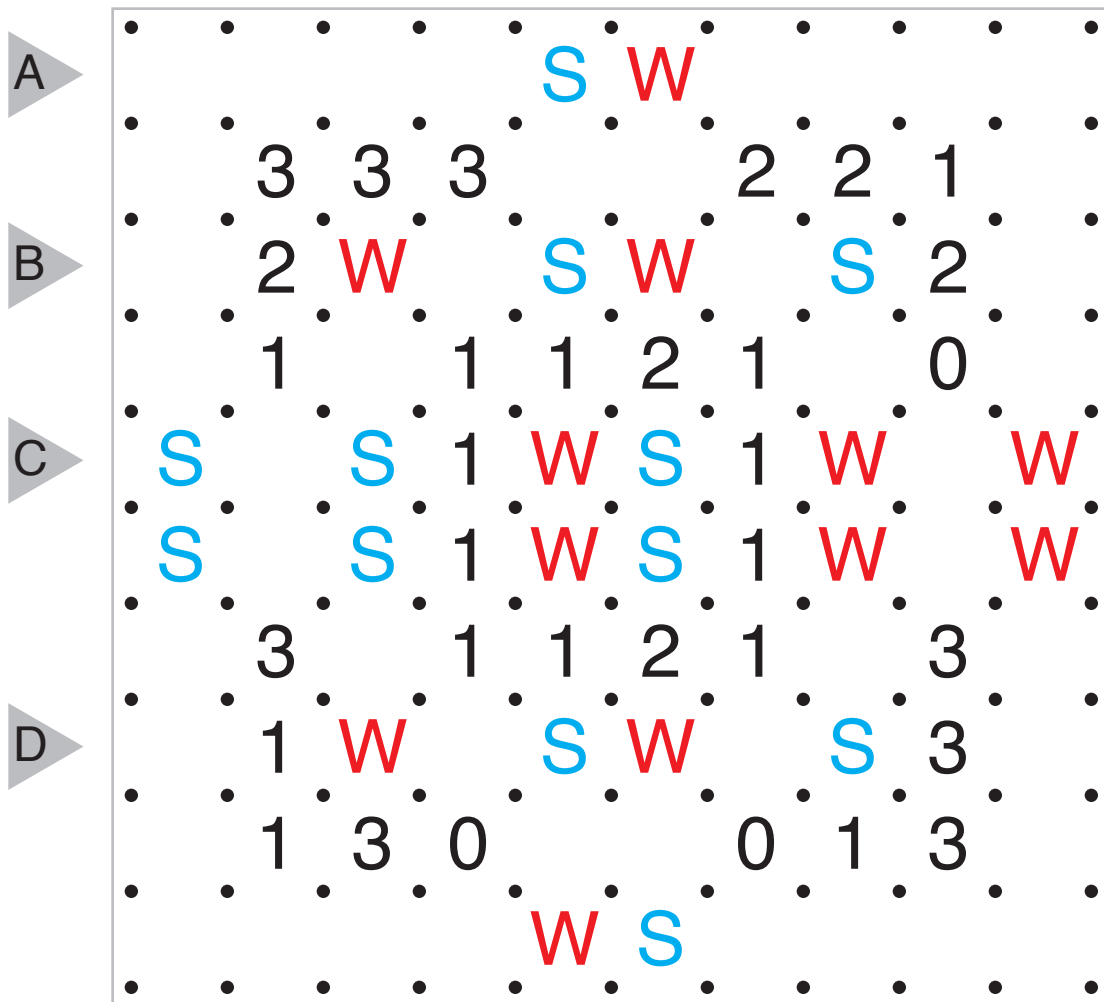
Theme: Double Domino

Rules: Standard Slitherlink rules; also, the interior of the loop must be divisible into dominoes (1x2 rectangles) in at least one way without any overlaps.



13/10/01:
 Slitherlink (Sheep and Wolves)
 by Thomas Snyder
 Theme: Unfriendly Neighbors

Rules: Standard Slitherlink rules. Also, all sheep (marked by an S) must be inside the loop and all wolves (marked by a W) must be outside the loop.



13/12/05:

Tapa-Like Loop by Serkan Yürekli

Theme: Clue Symmetry and Logic

Rules: In this variation of Tapa, the wall is in the form of a single non-intersecting loop.

Clues inside the grid represent the number of neighboring cells visited by the loop;

if there is more than one number in a cell, each number should be represented with a separate loop segment. There is no 2x2 rule of Tapa in this puzzle.

ANSWER ENTRY: Enter the length in cells of the horizontal loop segments from left-to-right in the marked rows, starting at the top. Separate each row's entry with a comma.

