

# BEST OF 2020 LOOP/PATH



Murat Can Tonta

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Serkan Yürekli

Serkan Yürekli

Tom Collyer

Balance Loop

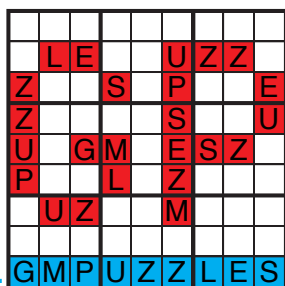
Slitherlink

Slitherlink (Sudoku)

Snake (Cipher)

Slitherlink

## GRANDMASTER PUZZLES



[www.gmpuzzles.com](http://www.gmpuzzles.com)

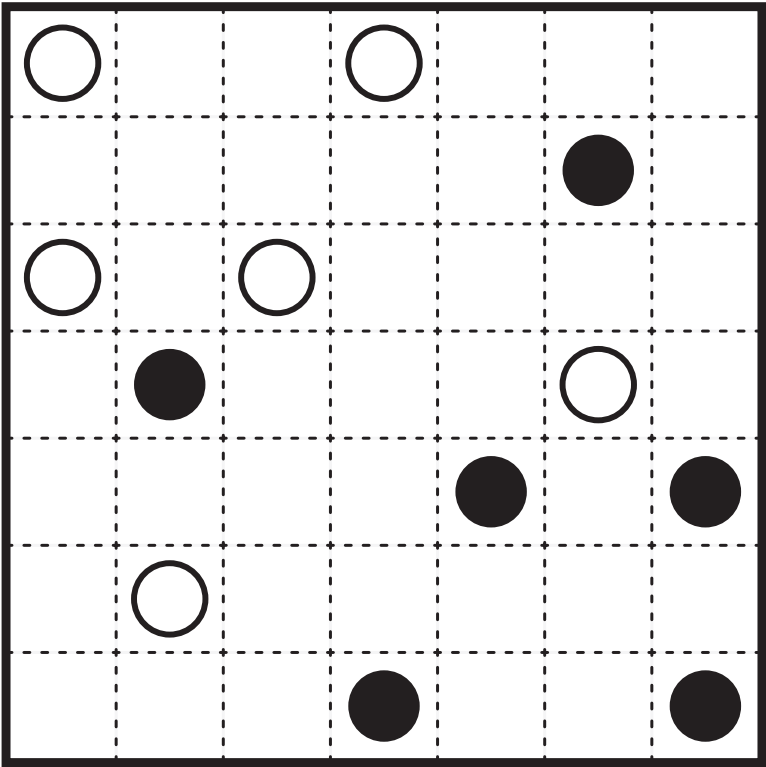


<https://www.gmpuzzles.com/blog/category/loop/>



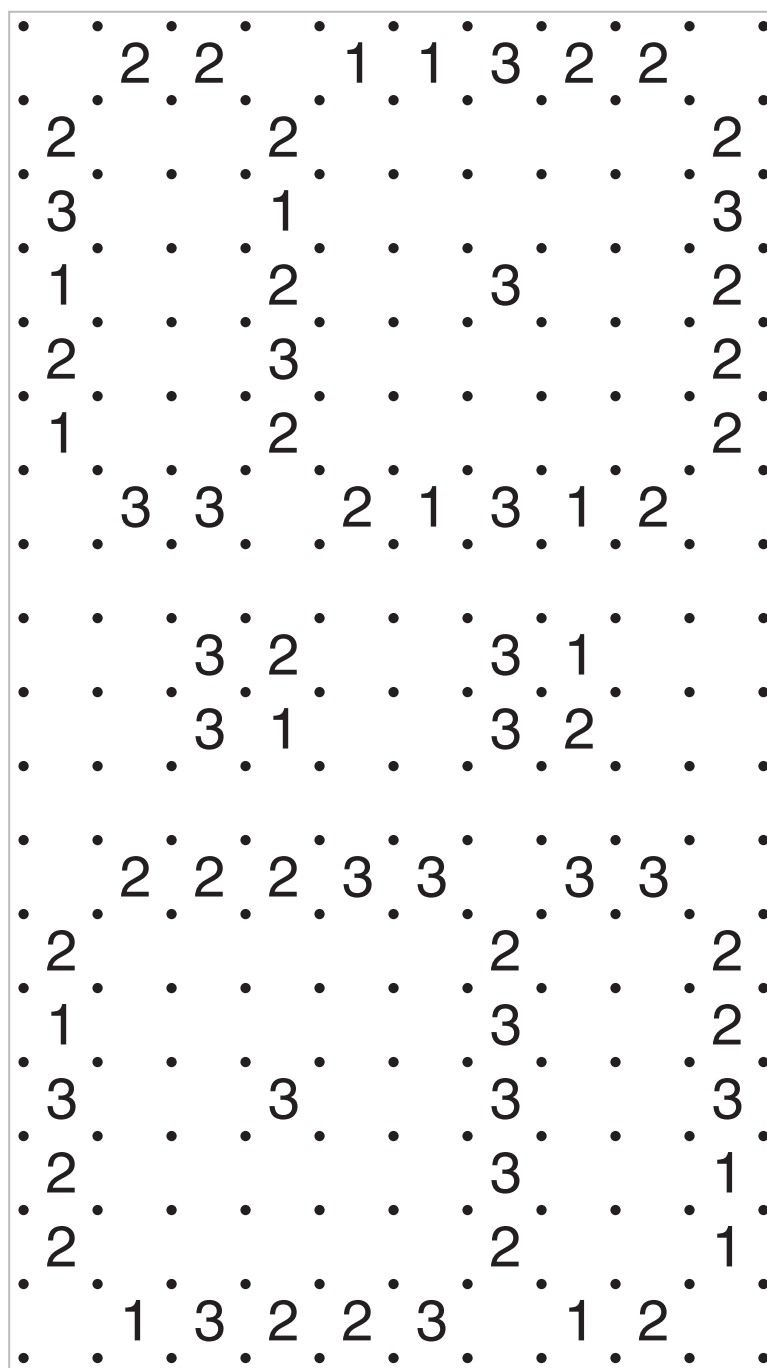
<https://www.gmpuzzles.com/blog/category/other-posts/bestof/>

# Balance Loop by Murat Can Tonta



*No Numbers*

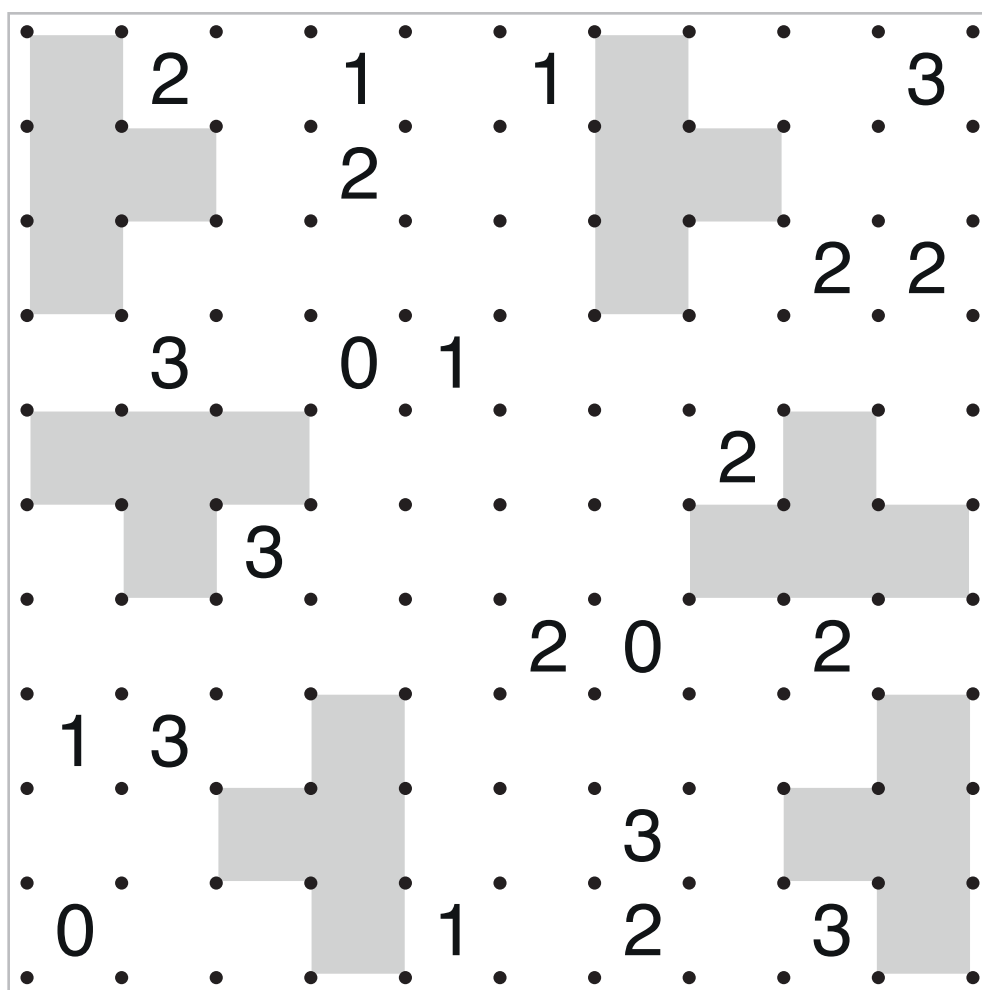
# Slitherlink by Murat Can Tonta



*Parallel Universes*

# Slitherlink (Sudoku) by Serkan Yürekli

Rules: Standard Slitherlink rules. Also, enter a number from 0 to 3 into each gray cell as additional Slitherlink clues. Numbers in the gray cells cannot repeat in any row, column, or gray tetrominoes.



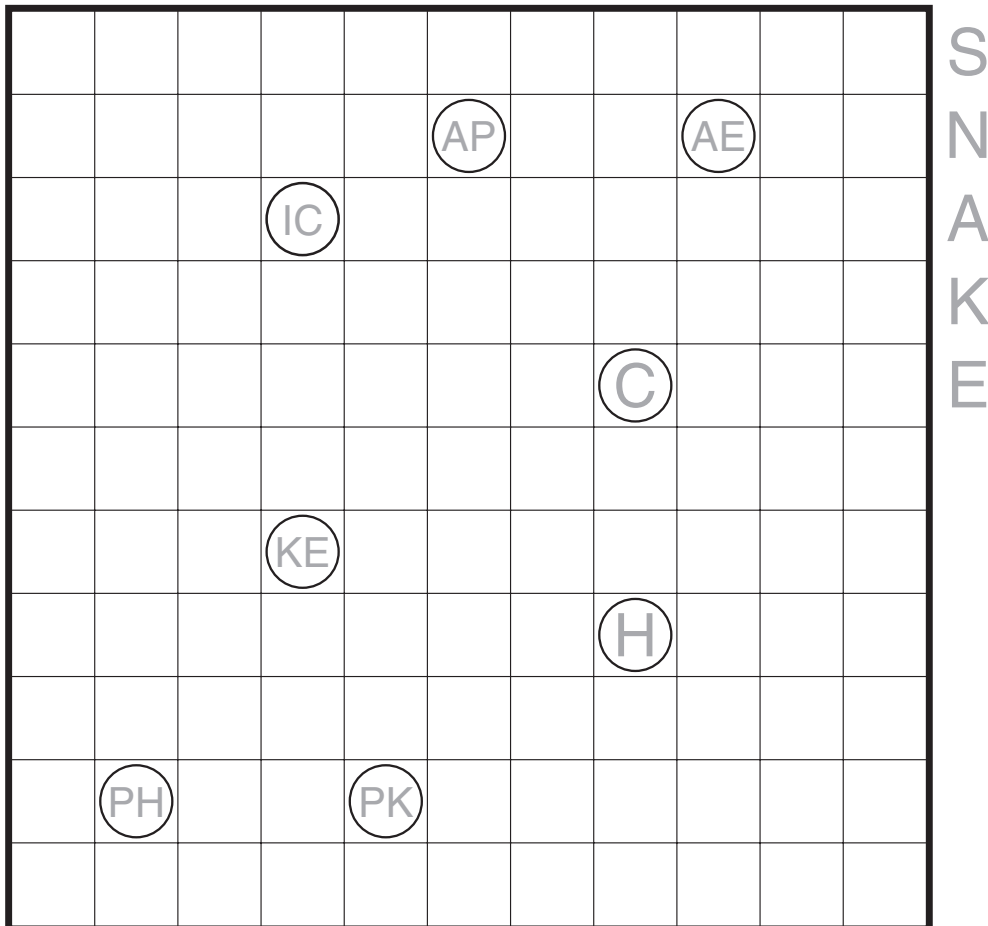
*Conjunction T*

# Snake (Cipher) by Serkan Yürekli

Rules: Locate a numbered snake (a 1-cell wide path) that starts with 1 and goes to 45. The snake cannot touch itself, not even diagonally. All numbers are encrypted with C,I,P,H,E,R,S,N,A,K letters and each letter represent a different digit from 0 to 9. Digits outside the grid indicate how many cells in that row or column are occupied by the snake. Some snake segments are already given.

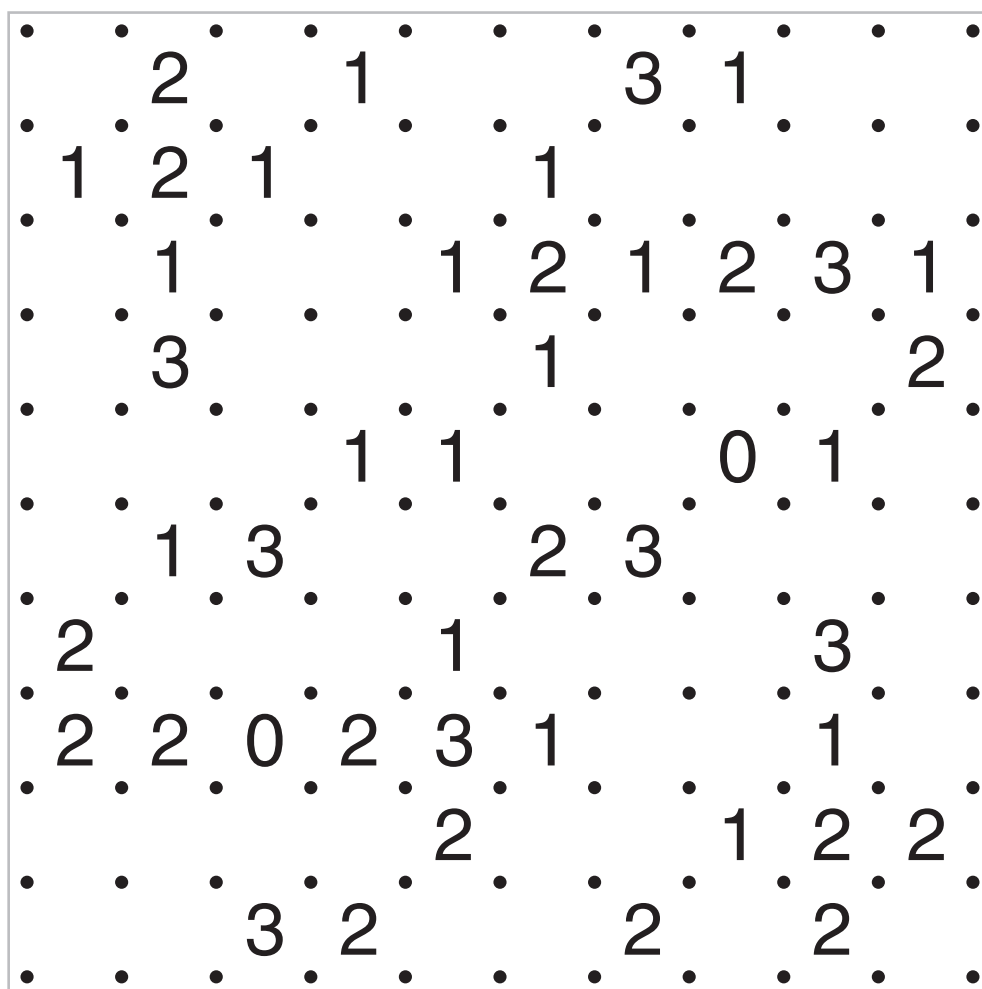


C I P H E R



*Cipher Snake*

# Slitherlink by Tom Collyer



*Uncommon Patterns*