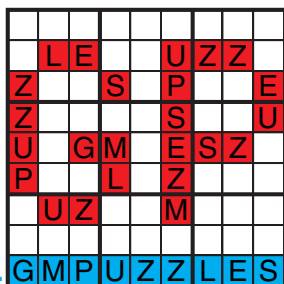




# LOOP VARIETY

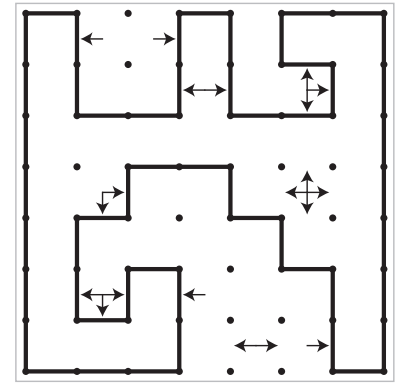
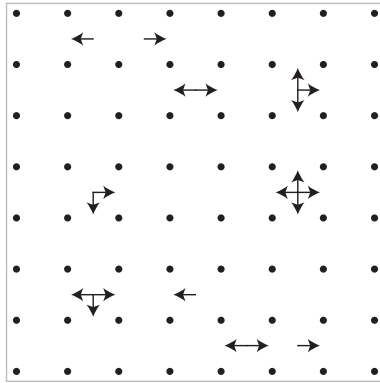
- Ashish Kumar Myopia
- Murat Can Tonta Maxi Loop
- Ashish Kumar Country Road
- Ashish Kumar Round Trip
- Murat Can Tonta Maxi Loop
- Murat Can Tonta Slitherlink (Turning)

## GRANDMASTER PUZZLES

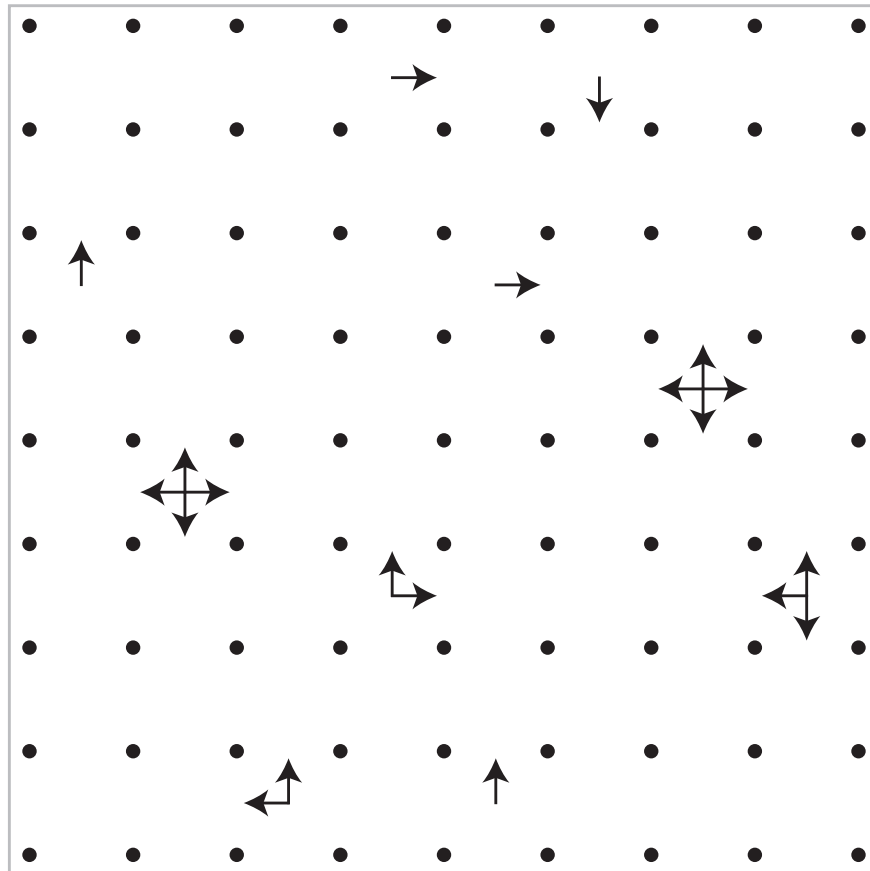


# Myopia by Ashish Kumar

Rules: Draw a single, non-intersecting loop that only consists of horizontal and vertical segments between the dots. The arrow clues indicate all the directions (up, down, left, and right) where the nearest loop segments are located when looking from that square.



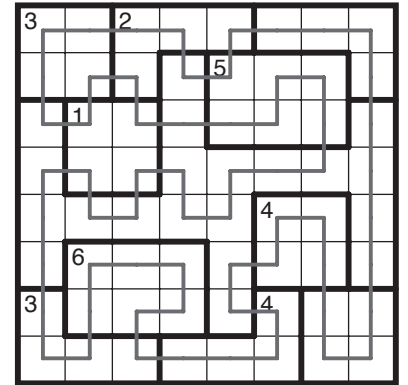
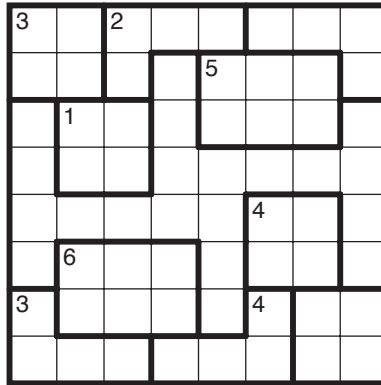
Example by Serkan Yürekli



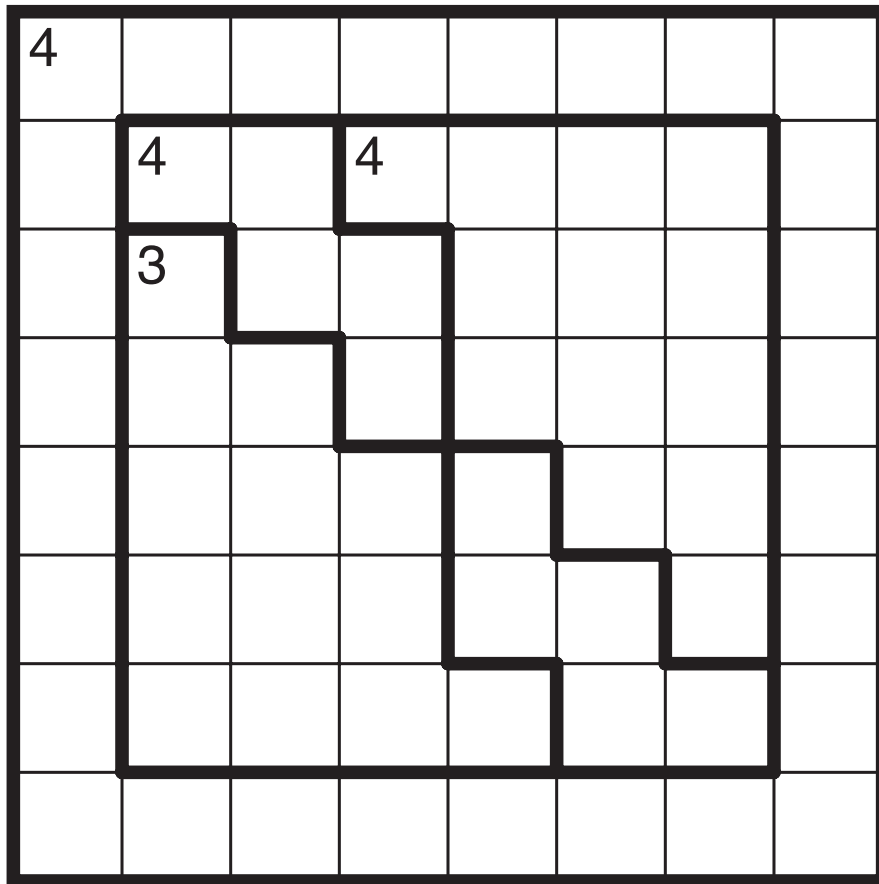
*Twin Tornadoes*

# Maxi Loop by Murat Can Tonta

Rules: Draw a single, non-intersecting loop in the grid that passes through all white cells. If a number clue is given in a bold region, that number indicates the total count of cells passed through by the largest connected loop section(s) in the region.



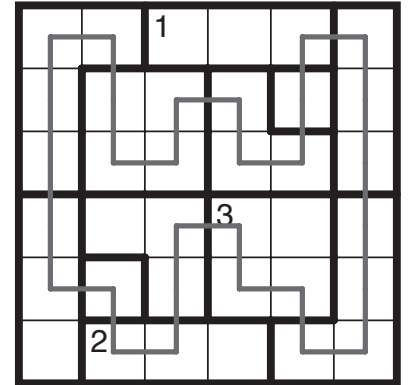
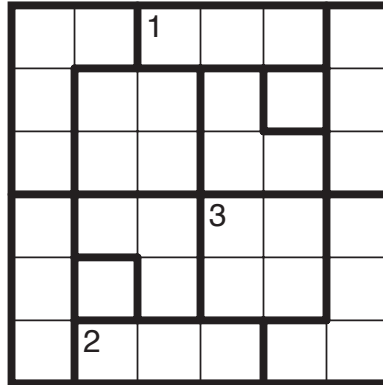
Example by Serkan Yürekli



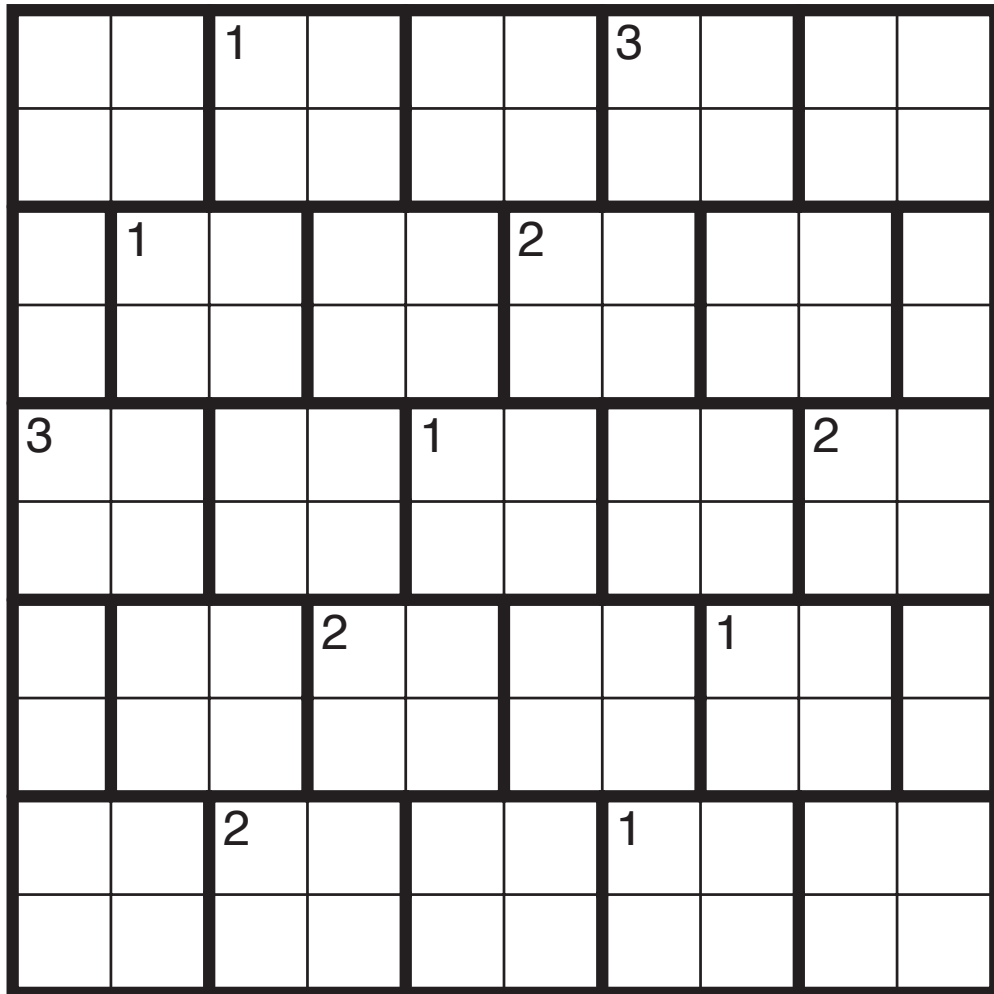
*Wbox*

# Country Road by Ashish Kumar

Rules: Draw a single, non-intersecting loop in the grid that enters and exits each bold region exactly once. If a number clue is given in a region, that number indicates the exact number of cells used by the loop in the region. Unused cells cannot be orthogonally adjacent across different regions.



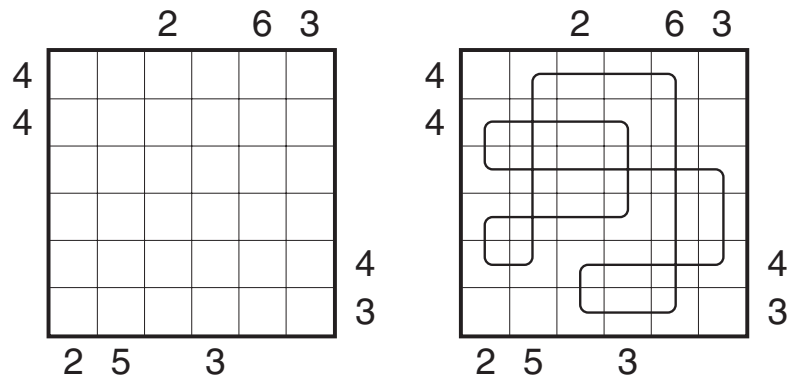
Example by Serkan Yürekli



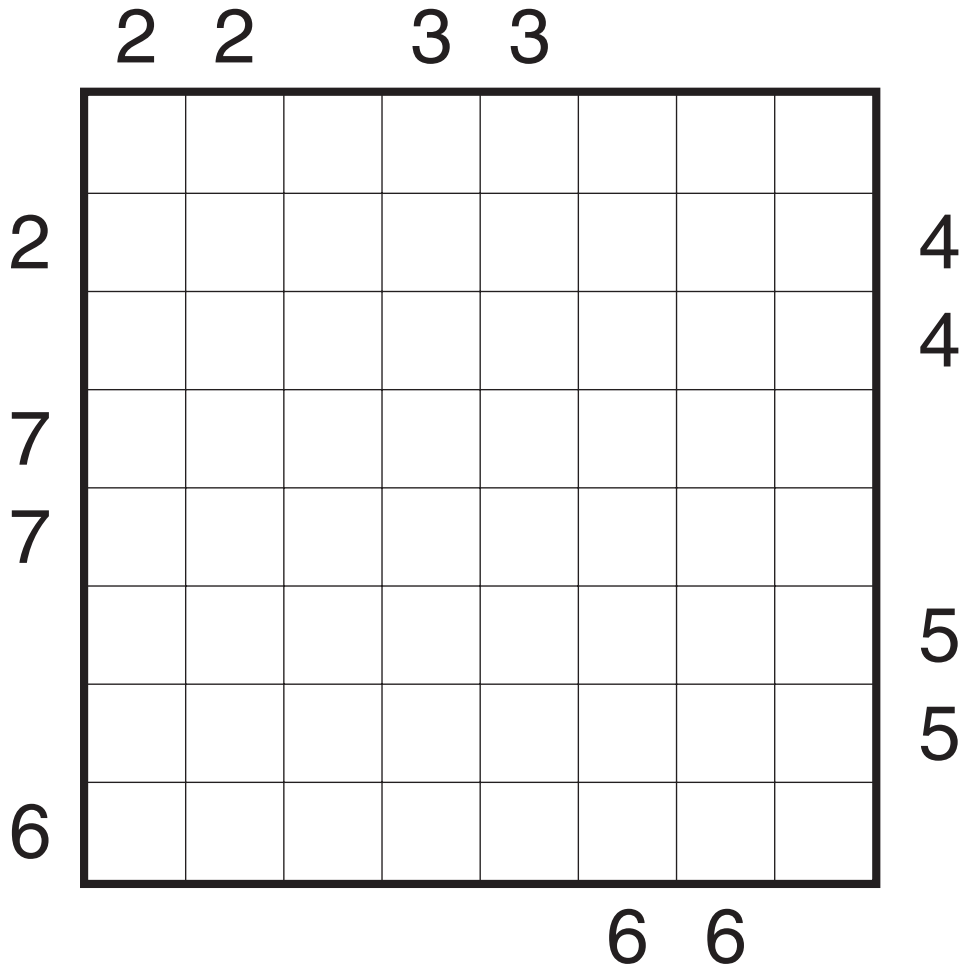
*Brick Wall*

# Round Trip by Ashish Kumar

Rules: Draw a single loop in the grid which may cross itself orthogonally, but otherwise does not touch or retrace itself. The clue numbers to the left/right of the rows indicate the number of squares visited by the nearest section of the loop that travels horizontally in the rows. The clue numbers to the top/bottom of the columns indicate the number of squares visited by the nearest section of the loop that travels vertically in the columns.



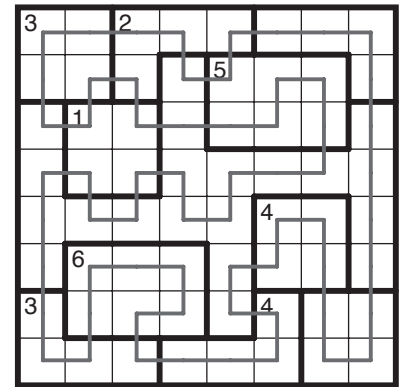
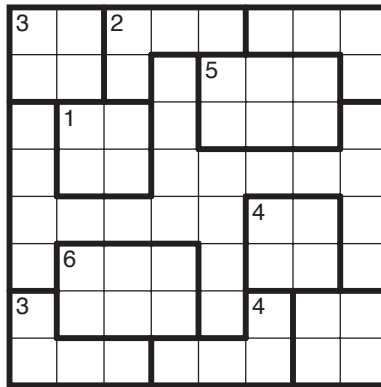
Example by Serkan Yürekli



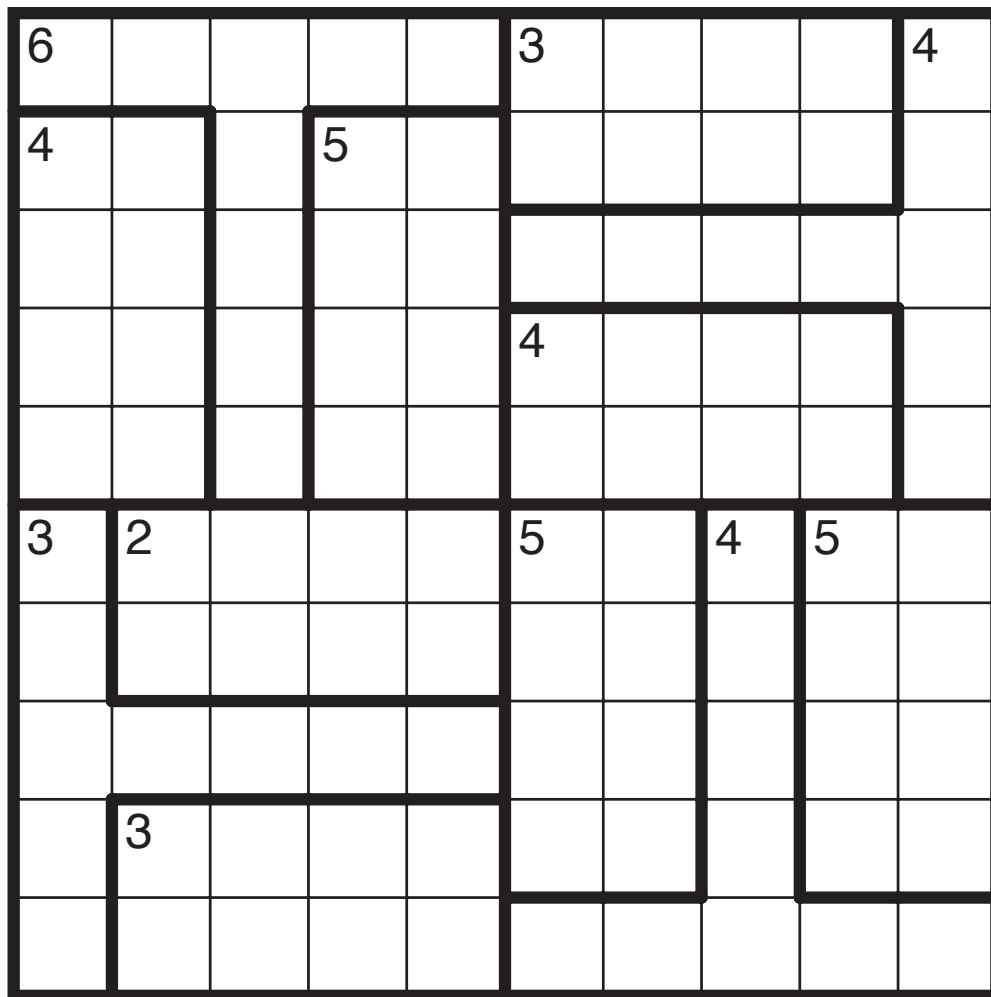
*Clockwise Sequence*

# Maxi Loop by Murat Can Tonta

Rules: Draw a single, non-intersecting loop in the grid that passes through all white cells. If a number clue is given in a bold region, that number indicates the total count of cells passed through by the largest connected loop section(s) in the region.



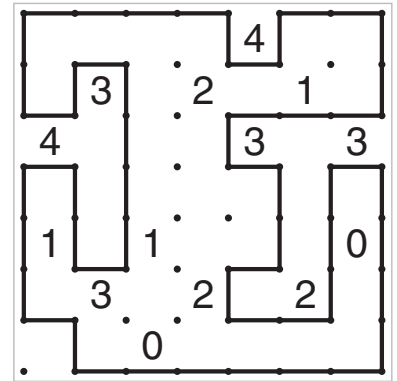
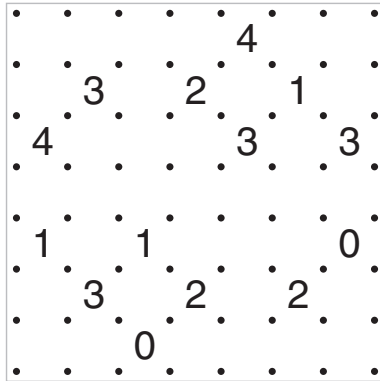
Example by Serkan Yürekli



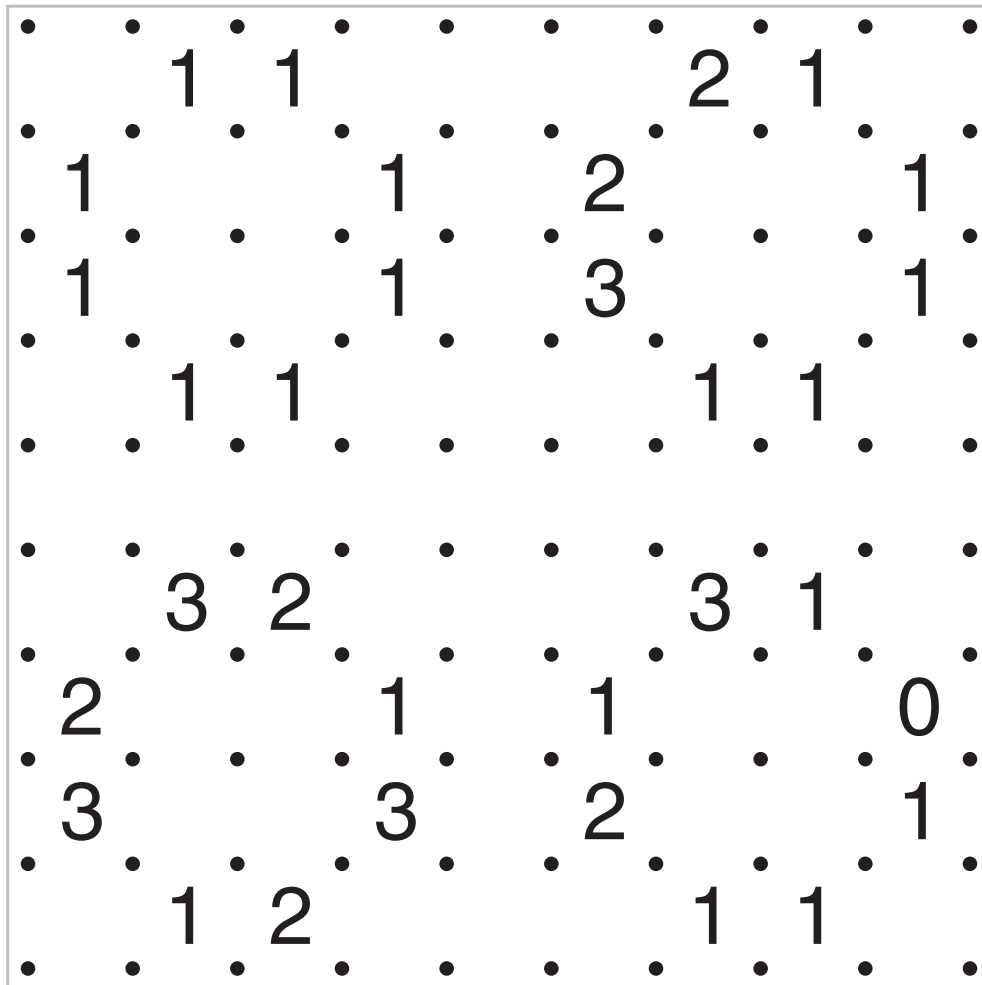
*Four T's*

# Slitherlink (Turning) by Murat Can Tonta

Rules: Draw a single, non-intersecting loop that only consists of horizontal and vertical segments between the dots. Numbers inside a cell indicate the number of turns taken by the loop at the four dots around it.



Example by Serkan Yürekli



*Circular Logic*