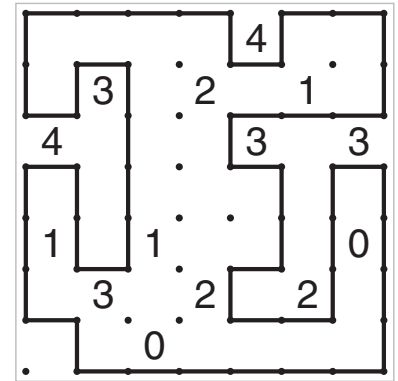
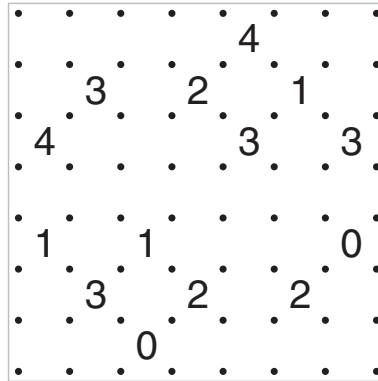
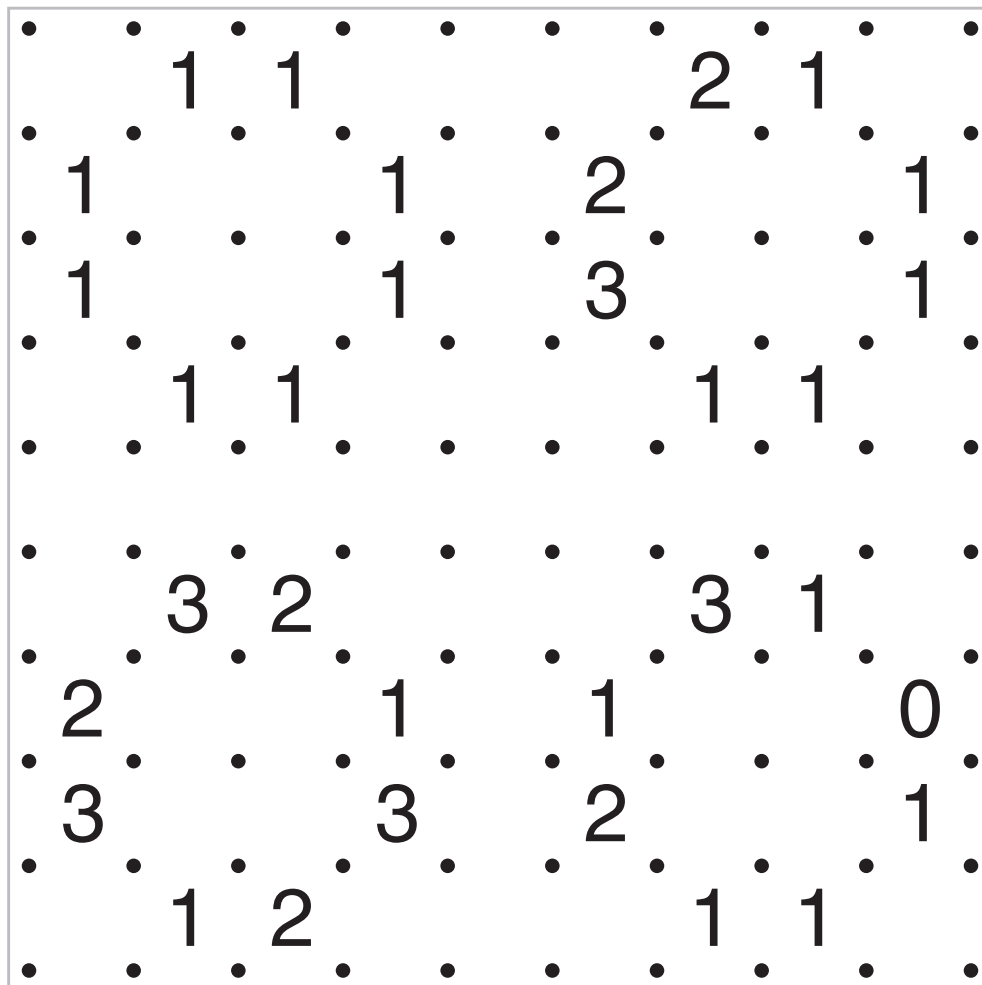


Slitherlink (Turning) by Murat Can Tonta

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