

# Tapa-Like Loop by Murat Can Tonta

Rules: Standard Tapa-Like Loop Rules. (Form 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.)



		1 <sub>3</sub> <sup>2</sup>			3 <sub>4</sub>							
							1 <sub>3</sub> <sup>2</sup>			2 <sub>3</sub>		
		1 <sub>3</sub> <sup>2</sup>			1 <sub>1</sub> <sup>1</sup>							
							2 <sub>2</sub> <sup>2</sup>			1 <sub>3</sub> <sup>2</sup>		
	2 <sub>3</sub>			4 <sub>4</sub>								
							3 <sub>3</sub>			1 <sub>3</sub> <sup>2</sup>		
	1 <sub>3</sub> <sup>2</sup>			1 <sub>3</sub> <sup>2</sup>								
							2 <sub>3</sub>			3 <sub>4</sub>		

4x4x4