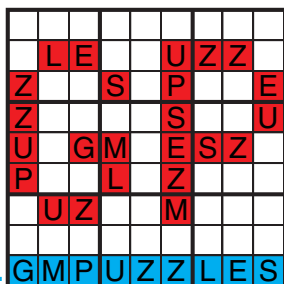




# LOOP VARIETY COLLECTION 2

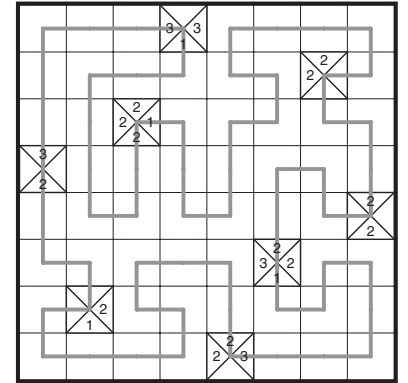
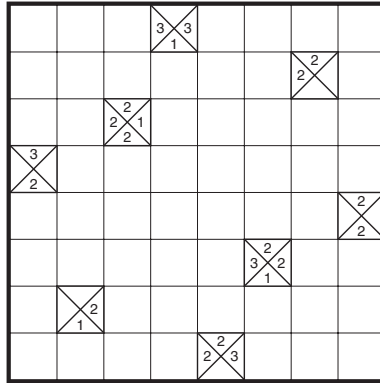
Serkan Yürekli   Mukkonn Enn  
Martin Ender   Rail Pool  
Prasanna Seshadri   Geradeweg  
Ashish Kumar   Line of Sight  
Martin Ender   Country Road  
Murat Can Tonta   Equality

## GRANDMASTER PUZZLES

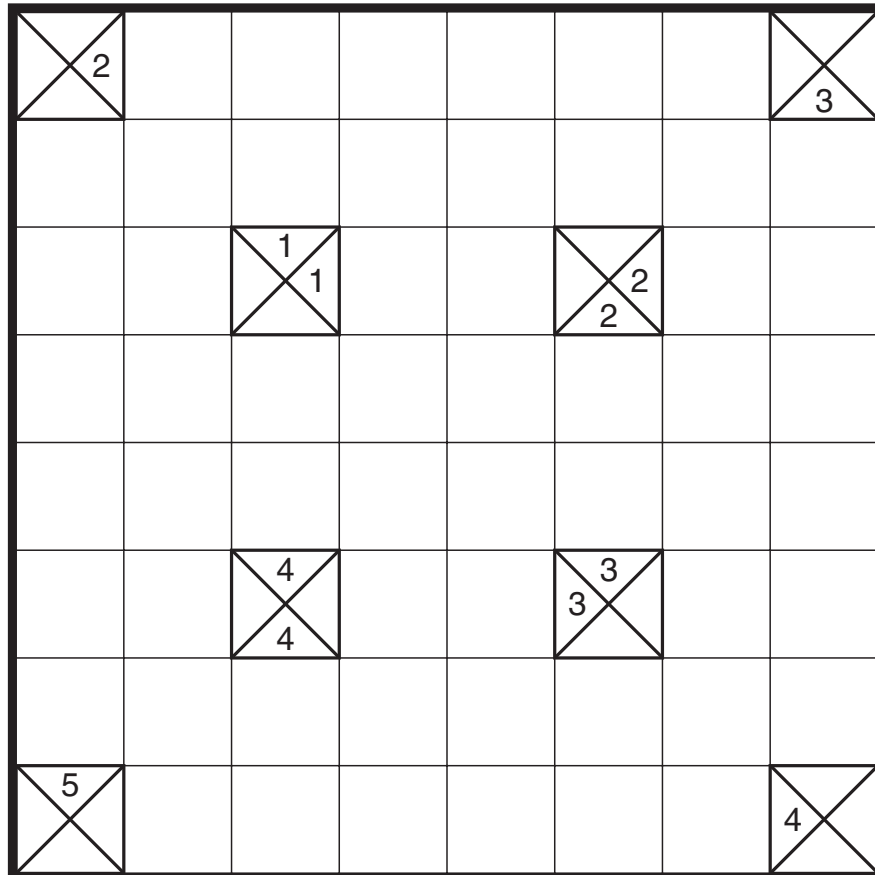


# Mukkonn Enn by Serkan Yürekli

Rules: Draw a single, non-intersecting loop that passes through the center of all cells, including clue cells; the loop may either go straight through or turn at each clue. Each clue cell is divided into four sections; if a number is present in a section and the loop travels in that direction, then the number represents the length of the straight loop segment in that direction, measured from the clue cell to the cell where the loop turns. If the loop does not travel in that direction, then the number means nothing.



Example by Serkan Yürekli

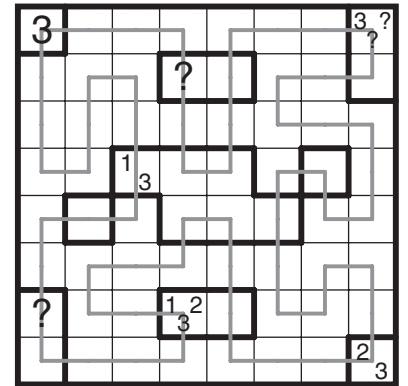
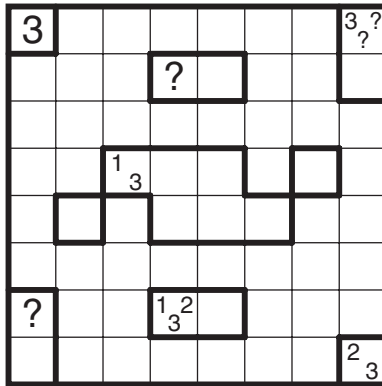


*Sequences*

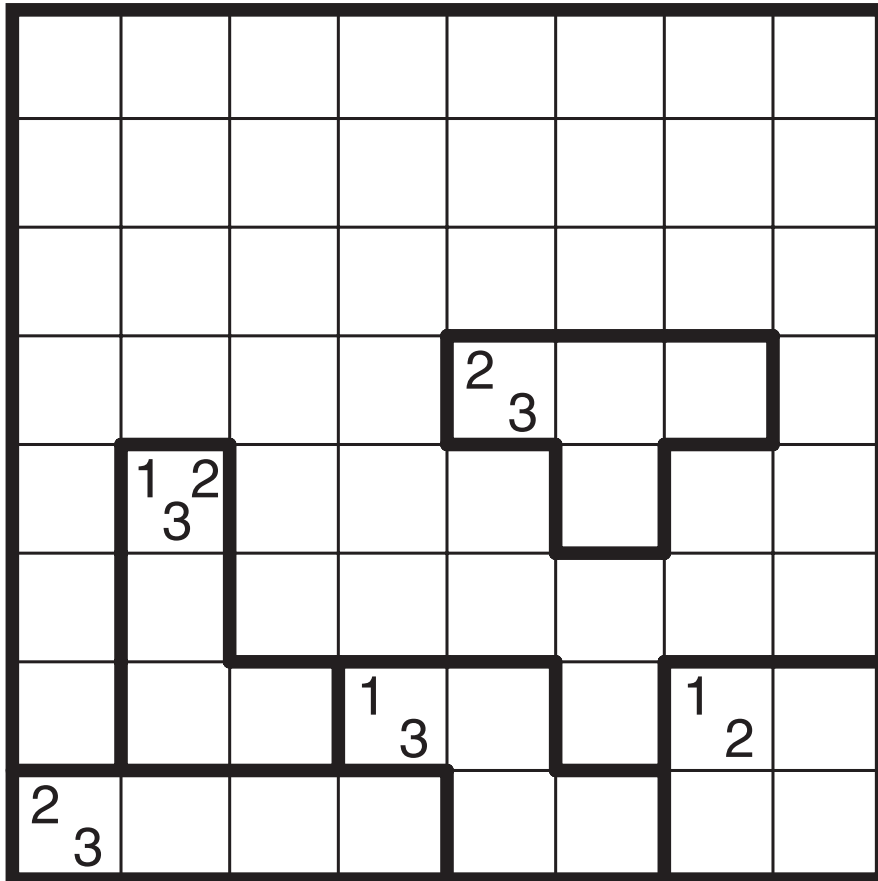
# Rail Pool by Martin Ender

Rules: Draw a single, non-intersecting loop that passes through the centers of all cells, including clue cells. Clues represent all of the different lengths of the straight line segments that pass through all cells within the region, either partially or fully contained by that region.

Each number within a region must be represented by at least one line segment. Each "?" represents a positive integer; if a clue cell has more than one "?", all numbers and "?"s in that clue must be different from each other.



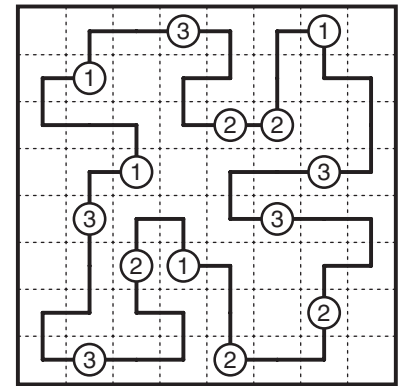
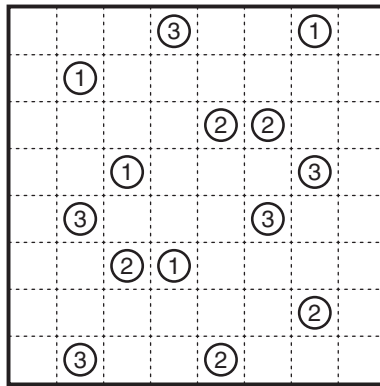
Example by Serkan Yürekli



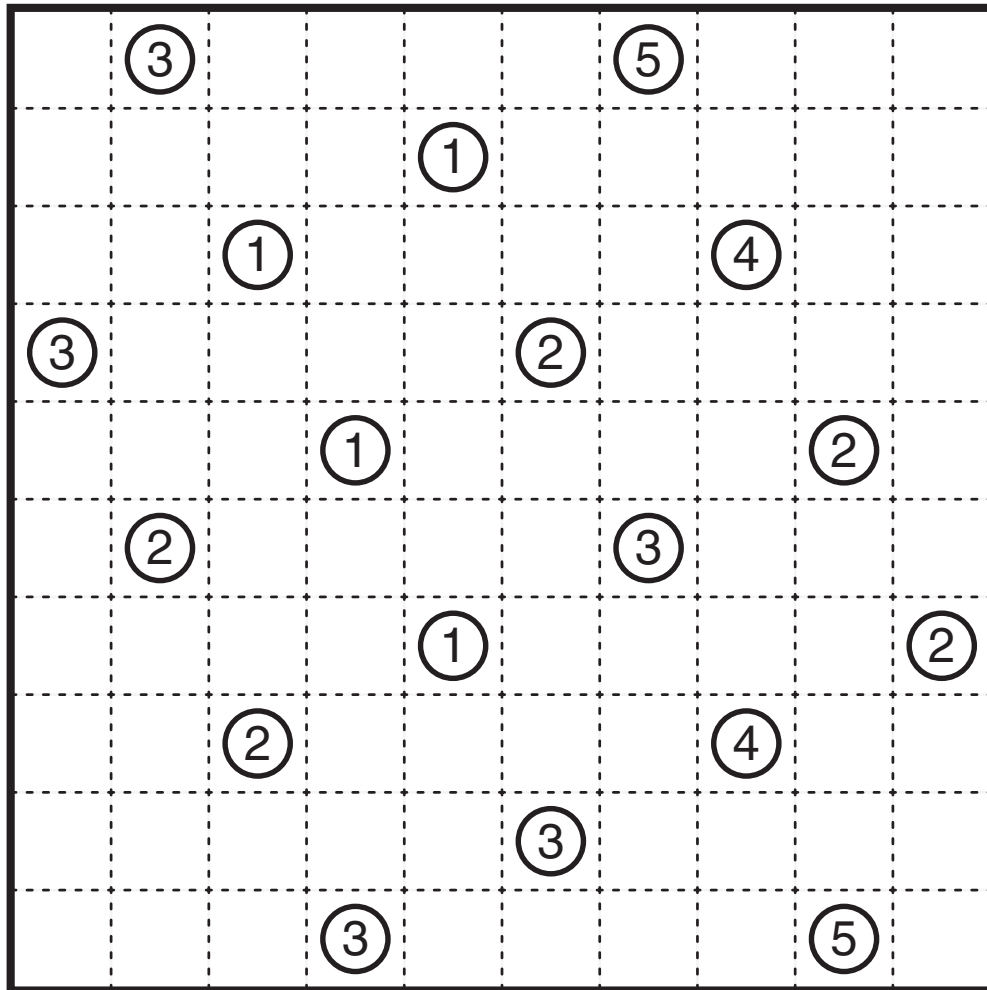
*Tetris*

# Geradeweg by Prasanna Seshadri

Rules: Draw a single, non-intersecting loop that passes through all cells with circles; the loop may either go straight through or turn at each circle. If the loop goes straight through a circle, the number on that circle indicates the length of the straight segment. If the loop turns at a circle, the number on that circle indicates the length of both loop segments extending from that circle.



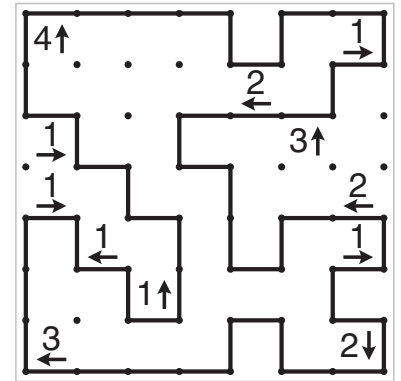
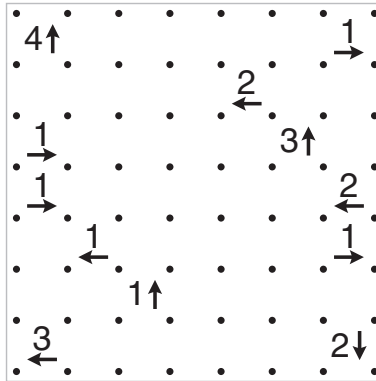
Example by Serkan Yürekli



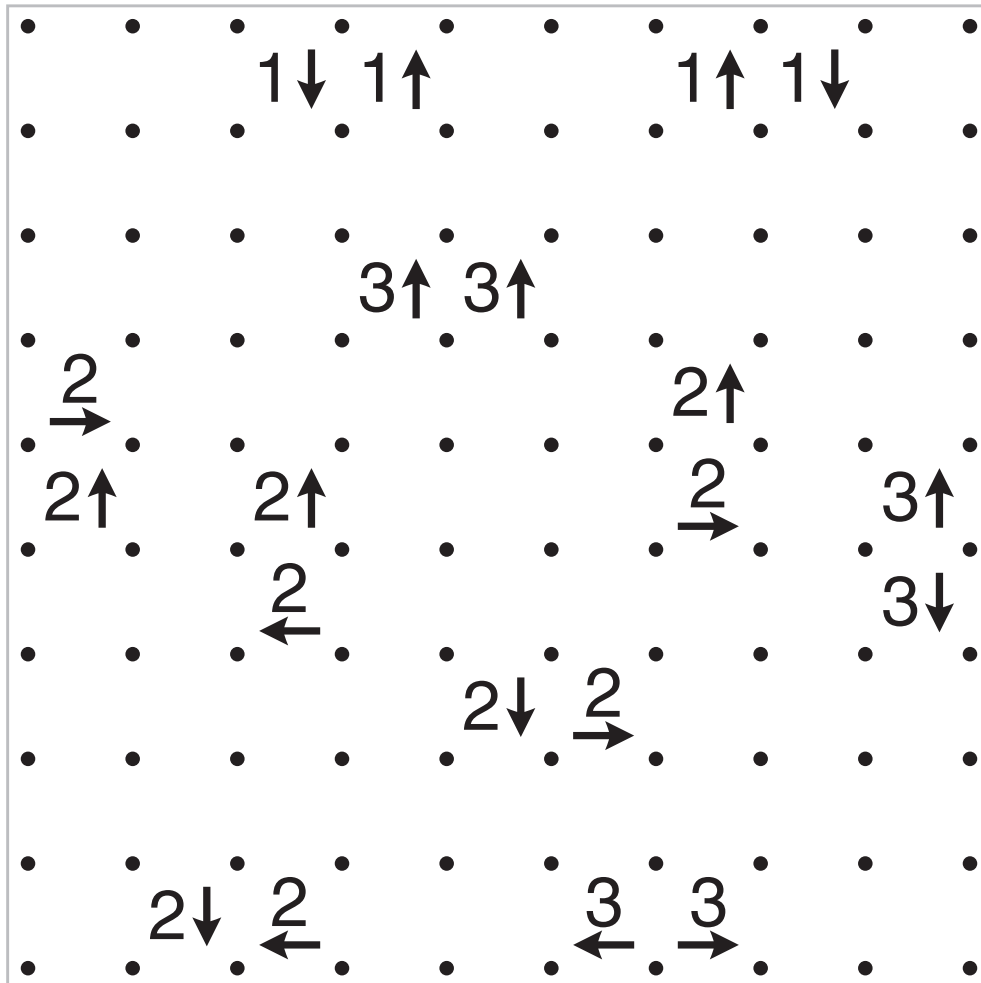
*Knight Matrix*

# Line of Sight by Ashish Kumar

Rules: Draw a single, non-intersecting loop that only consists of horizontal and vertical segments between the dots. The clues in the grid indicate the length of the straight line segment first seen in the direction of the arrow.



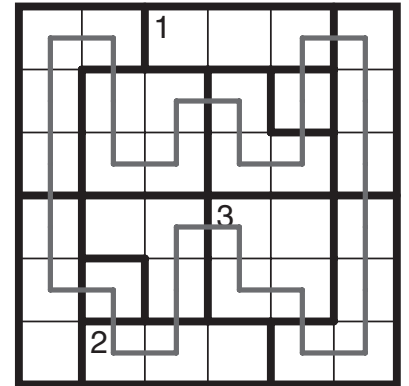
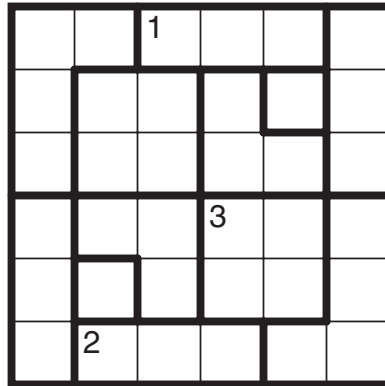
Example by Serkan Yürekli



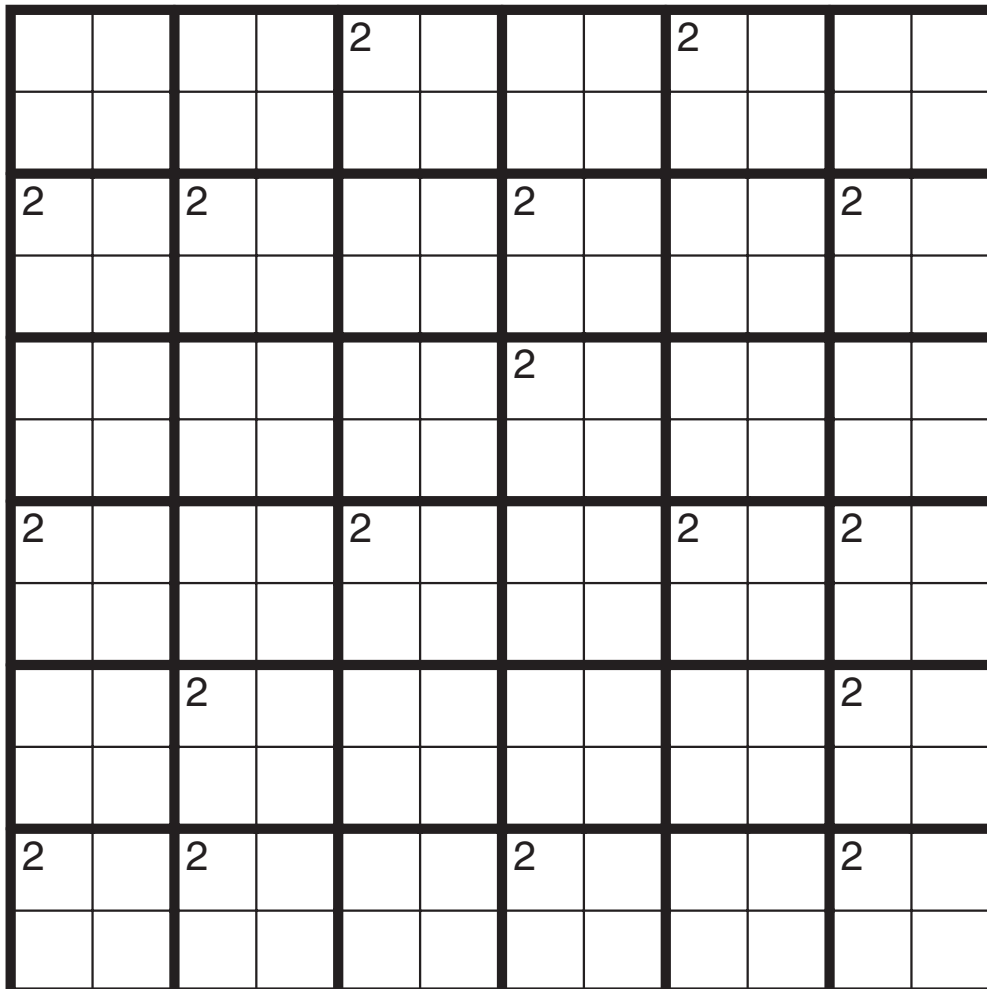
*Pairs*

# Country Road by Martin Ender

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.



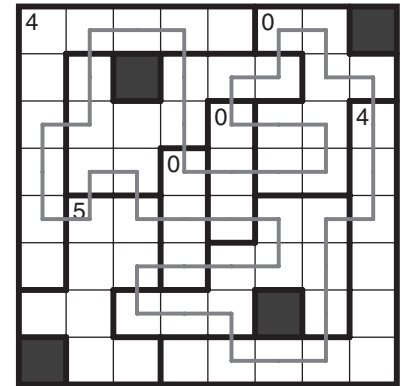
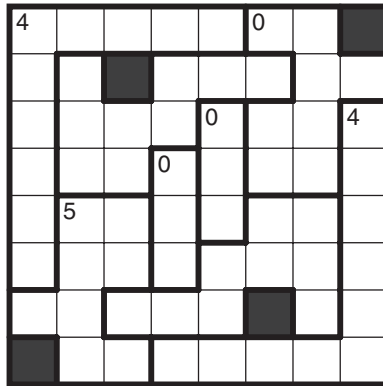
Example by Serkan Yürekli



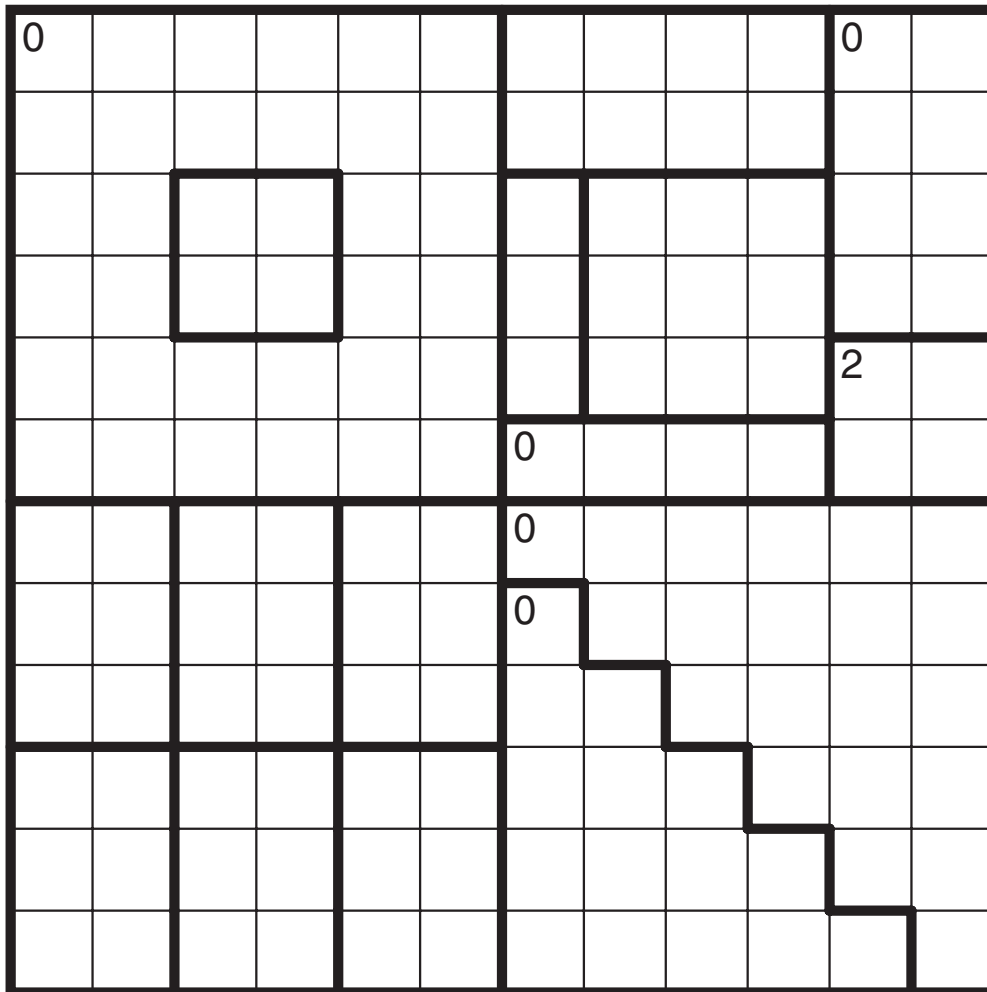
*2 Many 2x2's*

# Equality by Murat Can Tonta

Rules: Draw a single, non-intersecting loop in the grid that passes through some of the white cells. Each bold region must be visited at least twice by the loop. Each visit to the same region must pass through the same number of cells. If a number clue is given in a region, that number indicates the number of cells not used by the loop in that region. The loop cannot pass through gray cells, and gray cells cannot be counted as part of any bold region.



Example by Serkan Yürekli



*Quadrants*