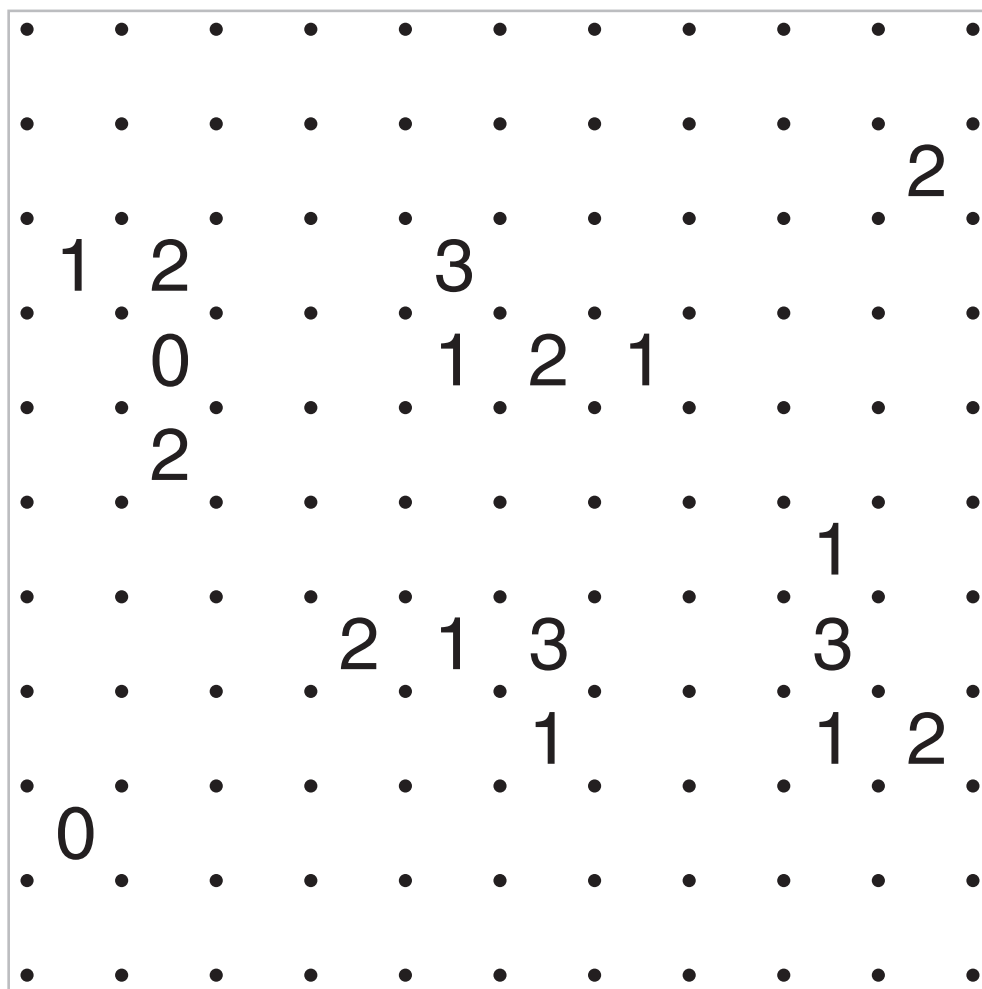


Slitherlink (Unequal Lengths) by Murat Can Tonta

Rules: Standard Slitherlink rules, but any two consecutive line segments cannot have the same length (i.e., on both sides of any turn, the loop must travel different lengths).



L's