

# Tapa-Like Loop by Takeya Saikachi

Rules: In this variation of Tapa, the wall is in the form of 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.



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

*Groups of Three*