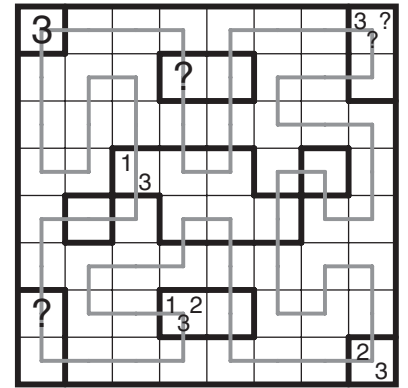
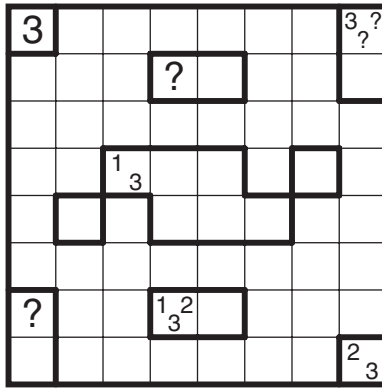


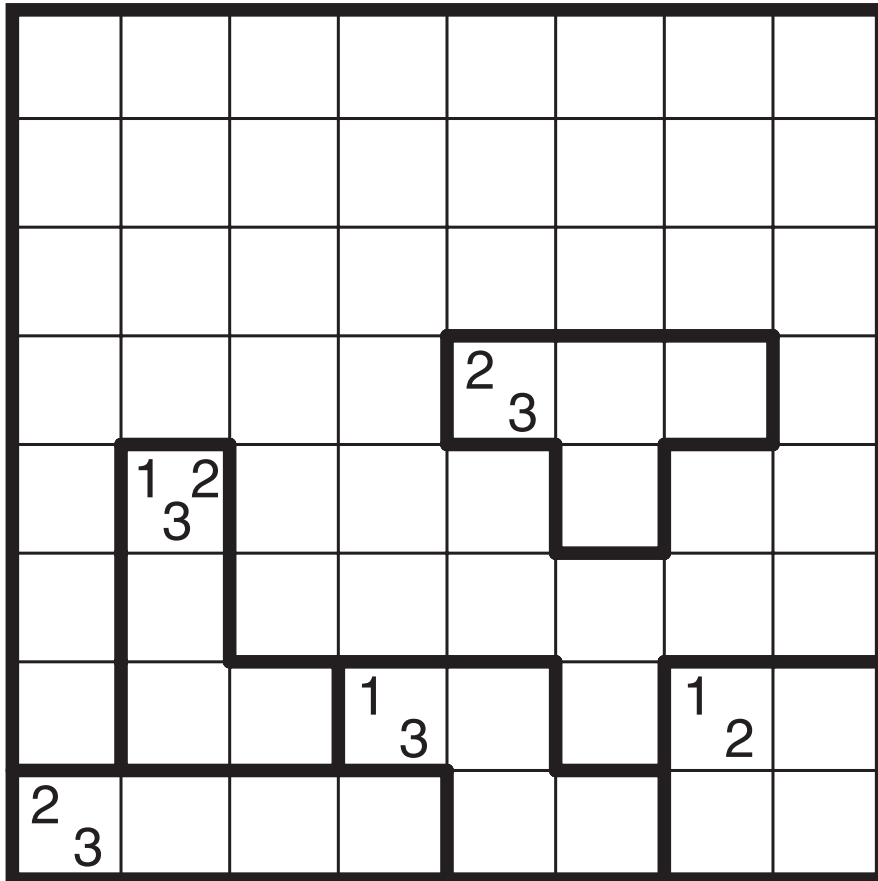
Rail Pool by Martin Ender

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