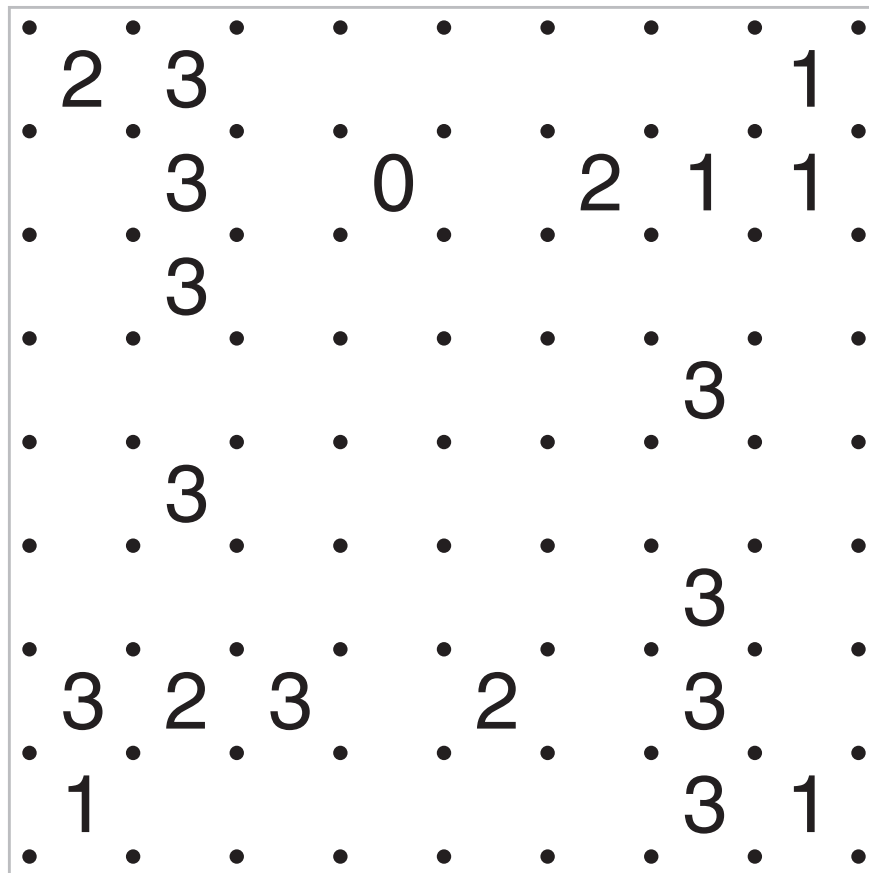


Slitherlink by Murat Can Tonta

Rules: Draw a single, non-intersecting loop that only consists of horizontal and vertical segments between the dots. Numbers inside a cell indicate how many of the edges of that cell are part of the loop.



Empty Center