## griddle Slither Link

## 2009

For each puzzle, draw a single closed loop along the grid lines using the clues given. The loop must not have any intersections with 3 or more line segments and must not have any dead ends with a single line segment coming to a halt. The numbers in the squares represent how many line segments from the loop must surround the square when the puzzle is solved.

3		0	1	2	2		1	2	1
2				1			0	1	2
2	1	1	1	1		3			2
2	1			2	2			2	3
	1		3		2	1	0		2
3		0	1	0		2		2	
2	3			1	0			0	1
2			3		1	1	3	2	1
2	0	0			2				3
2	2	1		1	1	1	0		1

,				······	
	3	2	3		
2	1				2
		1	3		1
3		3	2		
3				3	3
		2	2	1	

3	2		2	2	2
2	2	3			3
1	1		1	3	
	1	1		2	2
3			2	1	2
1	1	0		2	2

