## The One Ring

Form a loop by connecting the spots in the diagram. There can be only one loop with no intersections and it must follow the grid lines and follow these rules:

- A devil spot $(\mathcal{(})$ is always a spot where the line turns 90 degrees. Both the dots before and after a devil dot along the loop must follow straight through the dot (no turns). All devil spots are part of the loop.
- An angel spot ( $(3)$ is always a spot where the line goes straight ( 180 degrees) through the spot. One of the two dots before and after an angel spot must be a turn. All angel spots are part of the loop.
- A blocker spot $(\otimes)$ must NOT be part of the loop whereas a force spot $(\star)$ must be part of the loop.
- A digit represents how many of the four surrounding squares (orthogonally) are walls.



Created by David Millar on May $26^{\text {th }} 2006$.

