

# the griddle

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## Looping

Use the clues to make a continuous loop in the grid with no intersections, branches, or endpoints.	A digit n must be surrounded by n walls.	A + dot: Must be part of the loop	An X dot: Must not be part of the loop.	Angel (smile) must have a straight section of loop through it, but the last or next dot (or both) must turn 90 degrees.	Devil (frown) must have a 90 turn at that dot, but the previous and next dot must have a straight section of loop.
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			1									2	
.	.	.	:(	.	.	+	x	.	.	.	.	.	.
			3										3
+	.	.	.	.	.	.	.	:	.	+	.	.	.
						3							
x	.	:	.	.	.	.	.	.	.	.	x	.	:(
				1								1	
.	.	.	.	:	.	.	.	.	.	.	.	.	.
	1							1	2	2	3		
.	.	.	.	.	.	+	.	.	.	.	.	.	.
	2								3	1		2	
.	:	.	.	.	.	.	<b>big box</b>	.	.	:	.	.	.
	3		3				<b>7</b>			2			
.	.	.	.	.	.	.	<b>walls</b>	.	.	.	.	.	.
	3			3				2			3	3	
.	.	.	.	.	.	x	.	.	.	.	.	.	:
			3				2	1					
.	+	.	.	.	.	.	:	.	:	.	.	.	.
	2		3			3							
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