

Instructions

Create a loop through the grid at right following the clues given.

Each cell with an uncircled digit is a slitherlink-style clue, and must have that amount of walls around it.

Circled numbers are alien pods and represent Corral-style clues. The cell must be inside the loop and the number tells how many cells can be seen up, down, left, and right (plus itself) from that cell before reaching a wall.

Whole darkened spots on the grid intersections must have a 90 degree turn with straight sections before and after, as in masyu.

Empty spots on grid intersections must have a straight section of wall with a turn before and/or after, as in masyu puzzles.

All of the cacti must be outside the drawn loop only.