

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 before and/or after, as in masyu puzzles.

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

The puzzle consists of a 10x10 grid. Clues are placed at grid intersections. Slitherlink-style clues are digits (0-3) indicating the number of walls around the cell. Corral-style clues are circled numbers (4, 6, 7, 8, 9, 12, 13, 15, 17) indicating the number of cells visible from that cell. Cacti are green symbols placed on grid intersections. Darkened spots are solid black circles on grid intersections. A loop is drawn through the grid, and cacti are placed outside the loop.