

Instructions

Create a loop through the grid.

Each cell with an uncircled digit is a slitherlink clue, and must have that many walls around it.

Circled numbers are 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.

Dark spots must have a 90 degree turn with straight sections before and after, and in masyu. Empty spots must have walls straight through with a turn before and/or after, as in masyu.

Badge Puzzle

To get a set of badge codes and unlock a badge, place an M&M candy on each of the double-circled empty spots.

For both the top and the bottom sets of candy, the first candy on the left should be oriented normally to show the letter 'm'.

Moving left to right, rotate the next candy; rotate it clockwise 90 degrees if the line is oriented differently than the line passing through previous spot, or 180 degrees if the spot has a line passing through it the same way as the previous spot.

Once complete, the candies will spell a code using the letters M, W, E, and the digit 3.