

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. Large cells count as 2 cells being seen.

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.

Today The Griddle is celebrating 6 years of puzzles. A huge thank you to everyone who has supported my blog all of these years!

The grid is a 15x15 square with a thick black border. Clues are placed at grid intersections. Uncircled digits (0, 3, 6) are slitherlink-style clues. Circled digits (3, 6) are alien pod clues. Solid black dots indicate 90-degree turns. Empty intersections indicate straight sections of wall with a turn before and/or after.