

Instructions

Create a loop through the grids 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.

Only clues for cells with 3 walls around them are given, and all such possible clues are given. In other words, if there's not a slitherlink clue of 3 in a cell, it must have more or less than 3 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.

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

The puzzle consists of a 10x10 grid of cells. The grid is bounded by a thick L-shaped line on the top and left sides. Clues are placed in various cells:

- Slitherlink-style clues (uncircled digits):** 3, 6, 9. These indicate the number of walls around the cell.
- Corral-style clues (circled digits):** 3, 6, 9, 12. These indicate the number of cells visible from that cell before reaching a wall.
- Obstacles (cacti):** Several cacti are placed in the grid, representing cells that must be outside the loop.

The goal is to draw a closed loop that passes through all the circled numbers and avoids all the uncircled numbers and cacti.