the griddle
handcrafted logical fun

Area 51

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http://thegriddle.net · http://twitter.com/thegriddle

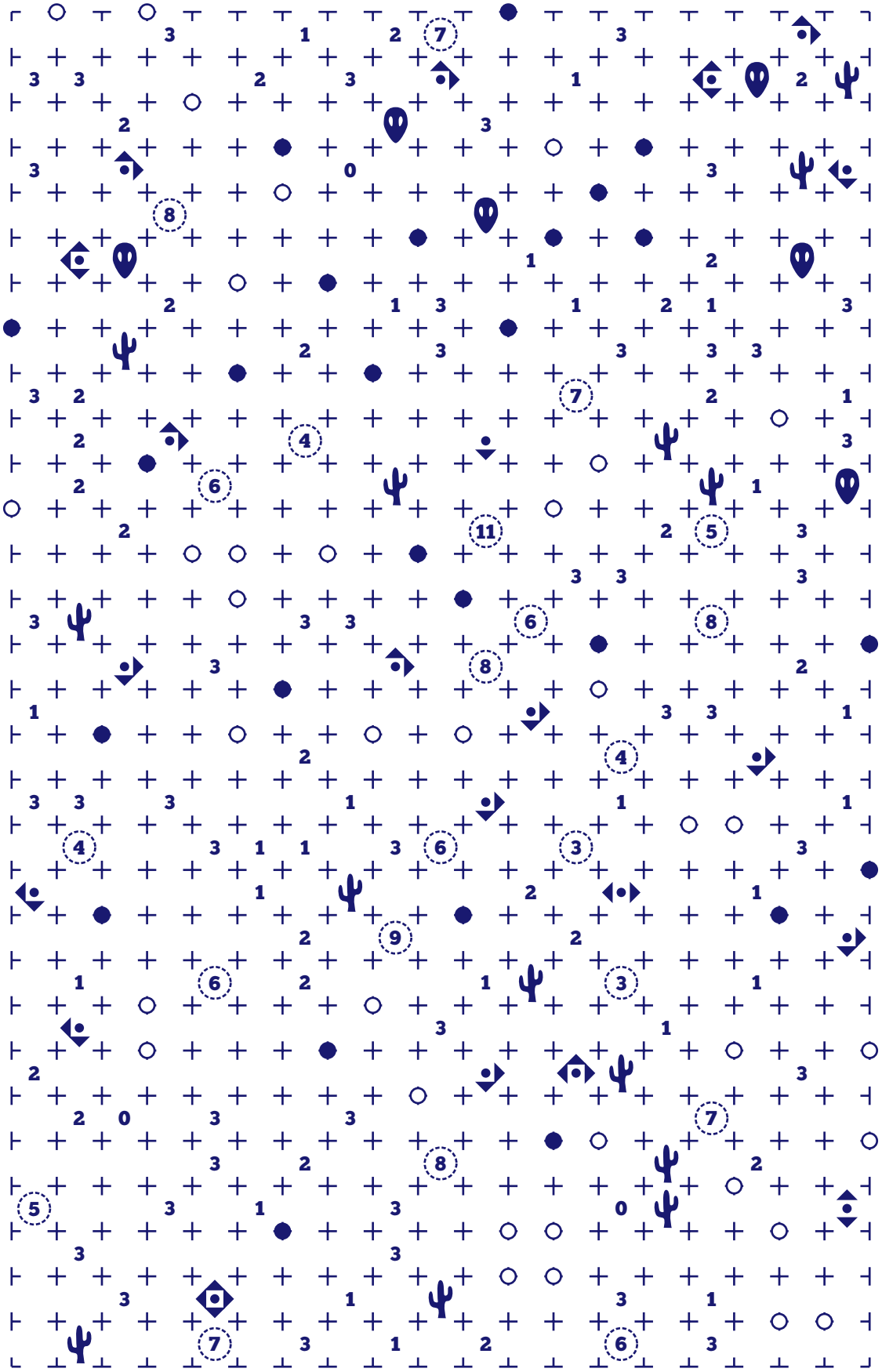
Instructions

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 pods are Corral-style clues. The pod cells 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.

Cacti cells must be outside of the drawn loop. Aliens must be inside of the loop.

Darkened spots on the grid intersections must have a 90 degree turn with straight sections before and after, as in masyu. White spots must have a straight section of wall with a turn before and/or after, as in masyu puzzles.

A guard tower with arrows points to the nearest orthogonally adjacent section(s) of fence as in myopia. In most cases, two or more directions tie for nearest fence section.