The One Ring - Matcher

Form a loop by connecting the spots in the diagram. There can be only one loop with no intersections and it must follow the grid lines and follow these rules:

- A devil spot (frown/red) is always a spot where the line turns 90 degrees. Both the dots before and after a devil dot along the loop must follow straight through the dot (no turns). All devil spots are part of the loop.
- An angel spot (smile/blue) is always a spot where the line goes straight (180 degrees) through the spot. One of the two dots before and after an angel spot must be a turn. All angel spots are part of the loop.
- A blocker spot (circle and slash/red) must NOT be part of the loop.
- A force spot (star/green) must be part of the loop.
- A number in the grid tells how many of the surrounding lines are walls.

In addition to solving normal One Ring puzzles, several of the grids with different clues have the same solution. Match them up!
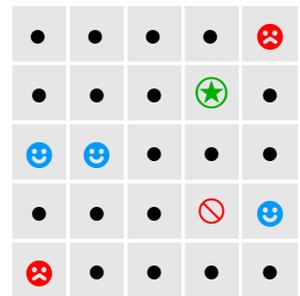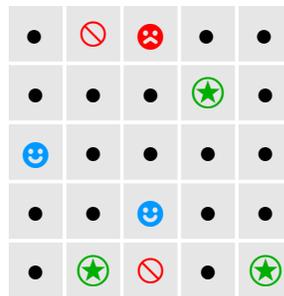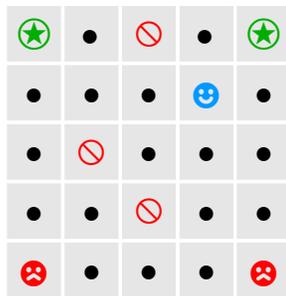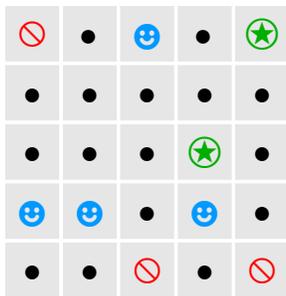
Created by David Millar on April 25th 2006.