

Instructions

Create a loop through the grids at right following the clues given.

A cell containing a digit must be surrounded by that many pieces of fence.

Many of these slitherlink-style clues in this variant have been replaced by symbols. It is up to the solver to determine how the four symbols map to the digits 0 through 3.

Circled number pods must be inside the loop and show how many cells can be seen up, down, left, and right (plus itself) from that cell before reaching a fence.

Cacti cells must be on the outside of the fence. Alien cells must be on the inside of the fence.

On darkened circles the fence must have a 90 degree turn with straight sections before and after.

On white circles the fence must continue straight with a turn before and/or after the circle.