

Instructions

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

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

Circled number pods must be located inside the fence and show how many cells can be seen in the four directions following gridlines from that cell (plus itself) before reaching a fence. Line of sight does not wrap around the edges of cubes.

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

At shaded circles the fence must have a 90 degree turn with straight sections before and after. At hollow circles the fence must continue straight with a turn along some axis before and/or after the circle.

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The puzzle grid is a 10x10 grid of cells. Each cell contains a symbol or is empty. The symbols are:

- Digits:** 0, 1, 2, 3. These are placed in cells that must be surrounded by that many fence segments.
- Circled Numbers:** 6 and 7. These are placed in cells that must be inside the fence, with the number indicating how many cells are visible in the four directions (up, down, left, right) from that cell, including the cell itself, before reaching a fence segment.
- Cacti:** Represented by cactus icons. These must be on the outside of the fence.
- Alien:** Represented by alien head icons. These must be on the inside of the fence.
- Shaded Circles:** Indicate a 90-degree turn in the fence with straight sections before and after.
- Hollow Circles:** Indicate the fence must continue straight with a turn along some axis before and/or after the circle.

The goal is to draw a single closed fence loop that satisfies all these constraints.