

Hexagon Slitherlink

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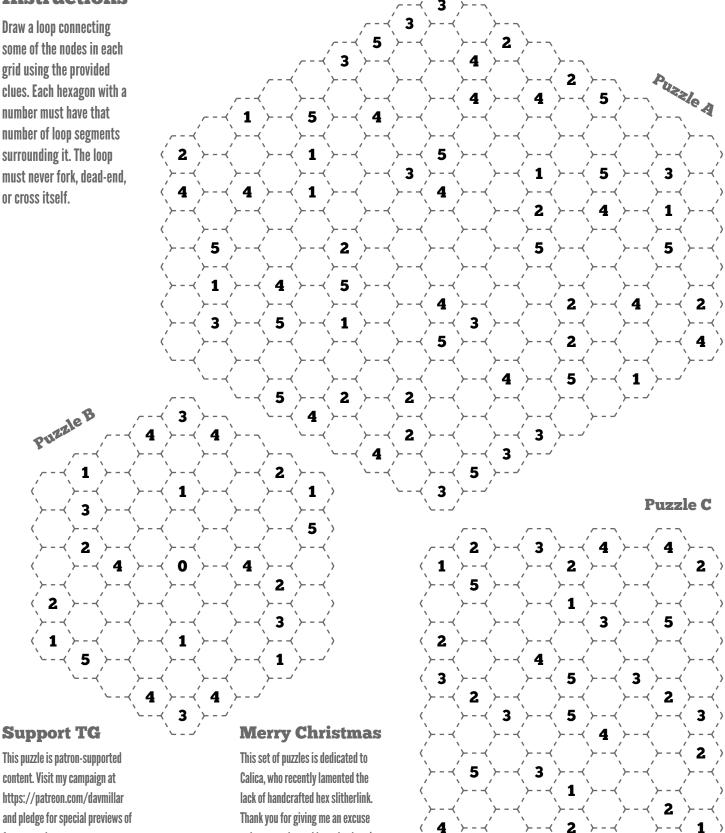
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Instructions

Draw a loop connecting some of the nodes in each grid using the provided clues. Each hexagon with a number must have that number of loop segments surrounding it. The loop must never fork, dead-end, or cross itself.



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future puzzle content.

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to buy some hex grid notebooks. ;-)