Hexagon Area 51
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## Instructions

Draw a singular, looping fence connecting some of the nodes in each grid. The fence must never fork, cross itself, or dead-end.

Each hexagon with an uncircled number must have that number of fence segments surrounding it.

A circled number must be inside the fence loop and indicates the number of hexes seen in each of the 6 directions parallel to the hex's outline between itself and the next fence piece, including the clue's own cell in the count.

Cacti must be left outside of the fence and aliens must all be contained within the fence loop.

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