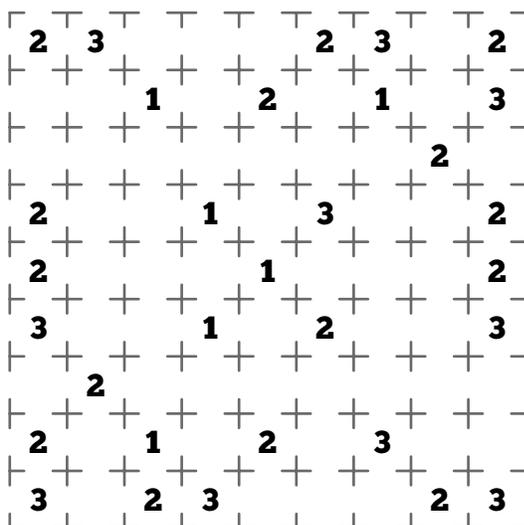
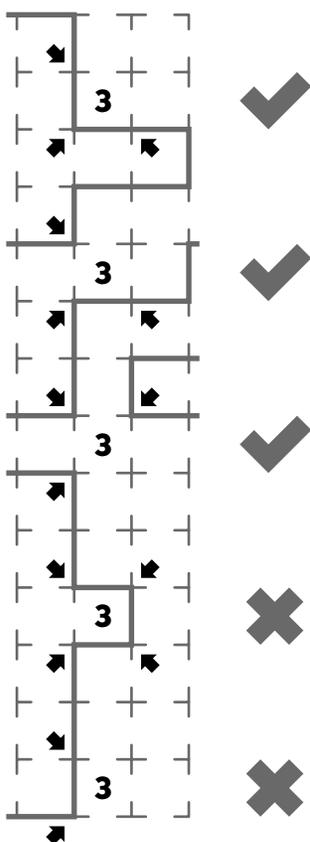


## Instructions

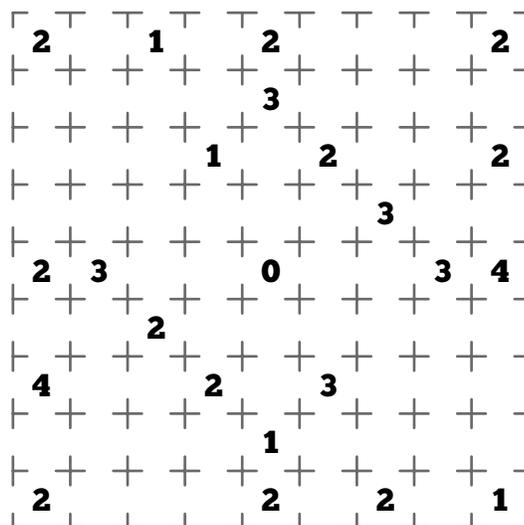
Draw a single closed loop through each of the grids with no splits, dead-ends, or crossings.

For each square with a clue, the loop must pass through the number of corners specified.



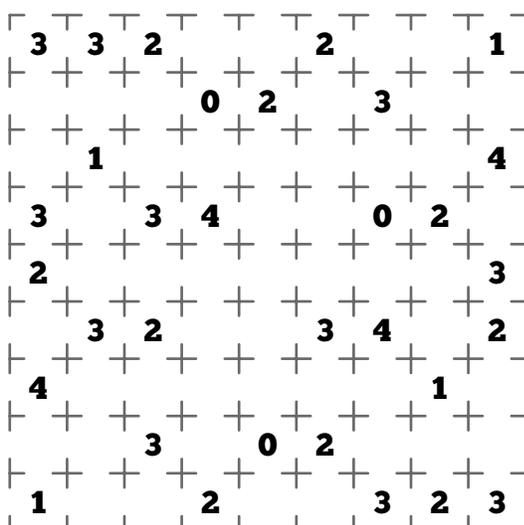
**Puzzle A**

Solve online: <https://l.puz.fun/956a>



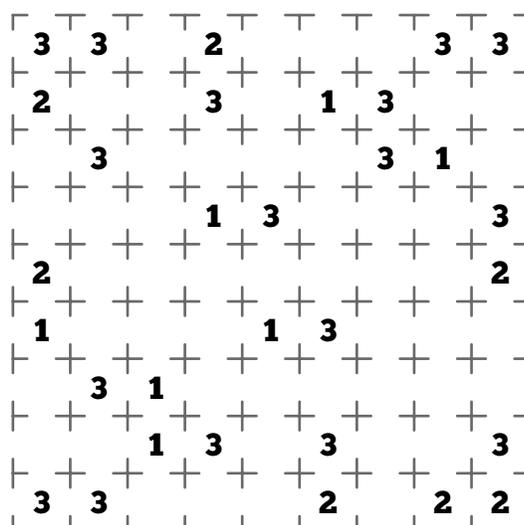
**Puzzle B**

Solve online: <https://l.puz.fun/956b>



**Puzzle C**

Solve online: <https://l.puz.fun/956c>

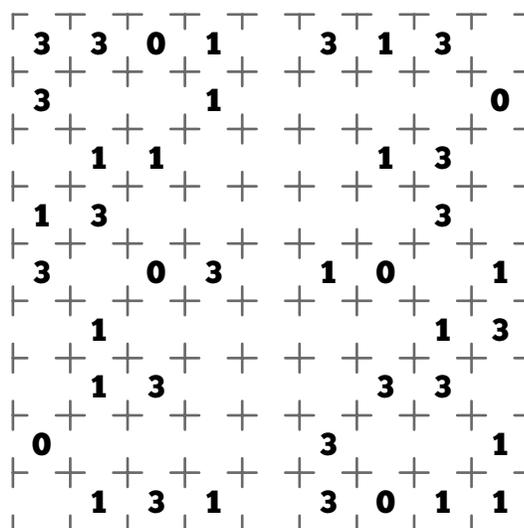


**Puzzle D**

Solve online: <https://l.puz.fun/956d>

## Maybe-Vertex Slitherlink

This puzzle was made for Puzzler Club's Logic Showcase #47: 'Mixed Signals', where the prompt was to create a puzzle that combines genres and requires the solver to determine which clue uses which rule. Each clue here uses either traditional slitherlink rules where the clue specifies how many edges of the square are loop segments, or vertex rules where the clue specifies how many corners around the square must be visited.



**Puzzle E**

Solve online: <https://l.puz.fun/956e>

## Patronage

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