# The One Ring

Form a loop by connecting the spots in the diagram. There can be only one loop with no intersections and it must follow the grid lines and follow these rules:

- A devil spot (frown/red) is always a spot where the line turns 90 degrees. Both the dots before and after a devil dot along the loop must follow straight through the dot (no turns). All devil spots are part of the loop.
- An angel spot (smile/blue) is always a spot where the line goes straight (180 degrees) through the spot. One of the two dots before and after an angel spot must be a turn. All angel spots are part of the loop.
- A blocker spot (circle and slash/red) must NOT be part of the loop.
- A force spot (star/green) must be part of the loop.
- A number in the grid tells how many of the surrounding lines are walls.
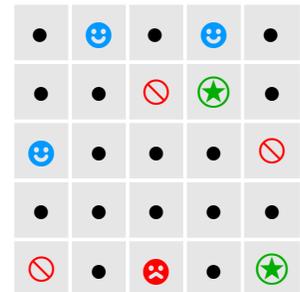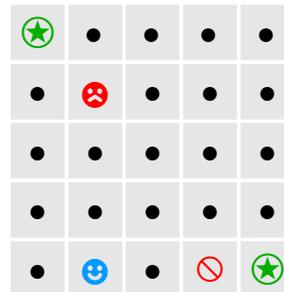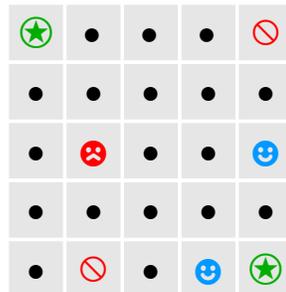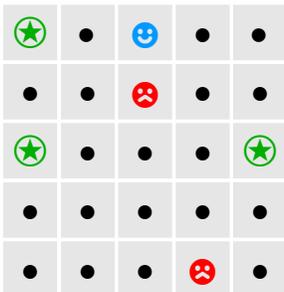
2	2		3
		3	
			2
1	3		1

	2		
	3		1
0		3	
	1		2

3			2
		3	3
3			
		2	

		3	
	3		
	3		3
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