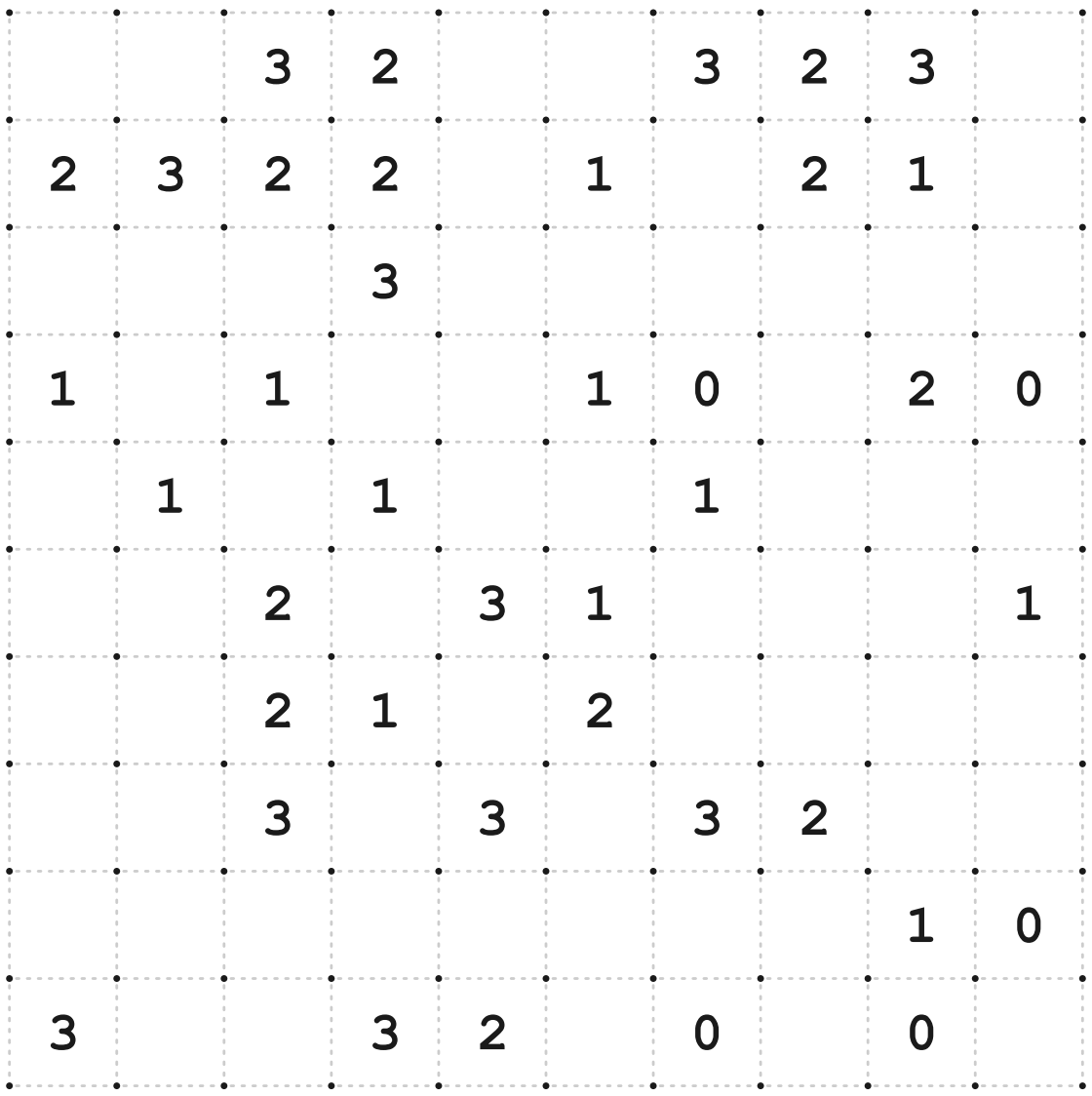
Slitherlink

Hard

- Draw horizontal or vertical lines between neighboring dots to make one closed loop.
- The loop can't branch or cross itself.
- A number in the grid tells how many of its cell's four sides the loop uses. A cell with no number has no limit.



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