
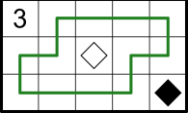
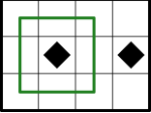
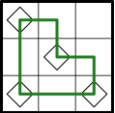


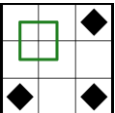
Rule Pool for Round 1:

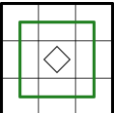
1.  : The loop must visit all non-black cells of the grid. (Black cells are NOT same as black diamonds, refer to rule 11 for what is meant by Black cells)

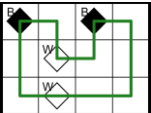
2.  : The loop must visit all empty (no symbol, no number) cells of the grid.

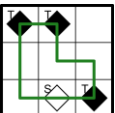
3.  : The loop does not visit any cells with black diamonds.

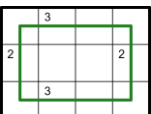
4.  : The loop visits all cells with white diamonds.

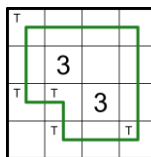
5.  : All black diamonds are outside the loop (cells visited by the loop are neither outside nor inside).

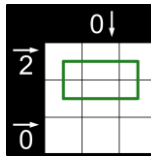
6.  : All white diamonds are inside the loop (cells visited by the loop are neither outside nor inside).

7.  : The loop visits all diamonds, alternating between blacks and whites.


8.  : The loop turns on black diamonds and goes straight through white diamonds.


9.  : Two consecutive line segments cannot have the same length.

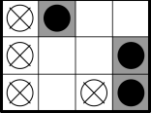
10.  : A clue gives the number of turns in the 8 cells around it.

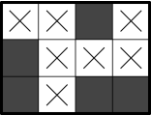
11.  : A clue gives the total length of line segments in that direction, taking center to center as one unit length.

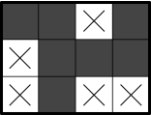
Rule Pool for Round 2:

1.  : Numbers show the size of the unshaded area they are in.

2.  : Numbers show the amount of shaded cells in the (upto) 8 neighbouring cells.

3.  : Cells with black circles are shaded and cells with white circles are unshaded.

4.  : All unshaded cells are orthogonally connected.

5.  : All shaded cells are orthogonally connected.

6.  : All connected shaded groups take up exactly 4 cells.

7.  : Shaded cells cannot be orthogonally adjacent.