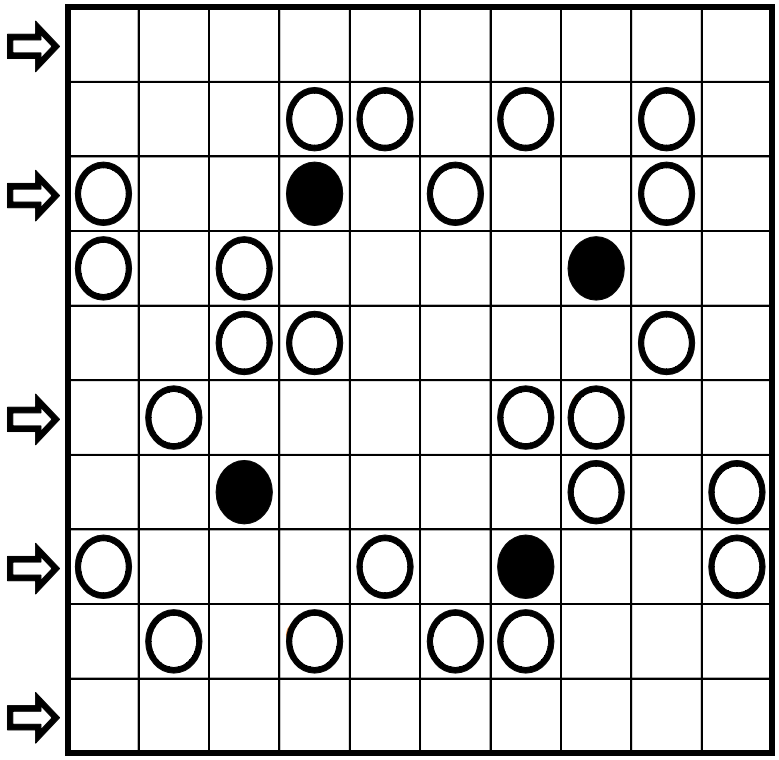
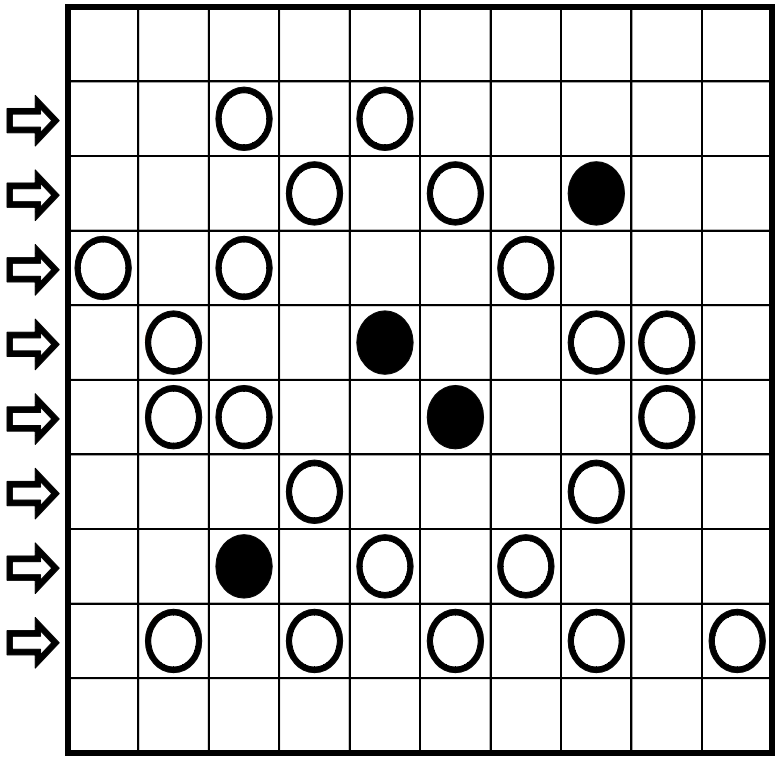
1. Masyu 13 + 82 points

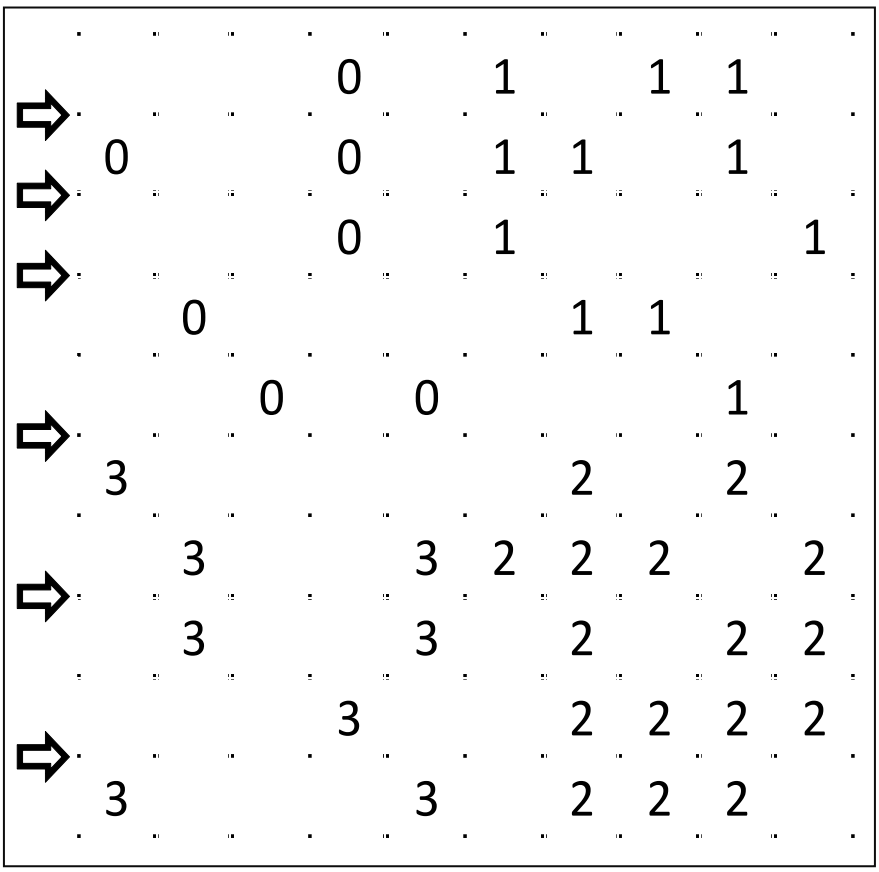
Draw a single closed loop passing through all circles in the grid. The loop cannot touch or cross itself. The loop must make a turn at all black circles and go straight for at least two cells in both directions before turning again. The loop must go straight through all white circles and turn immediately before and/or after in the next cell.

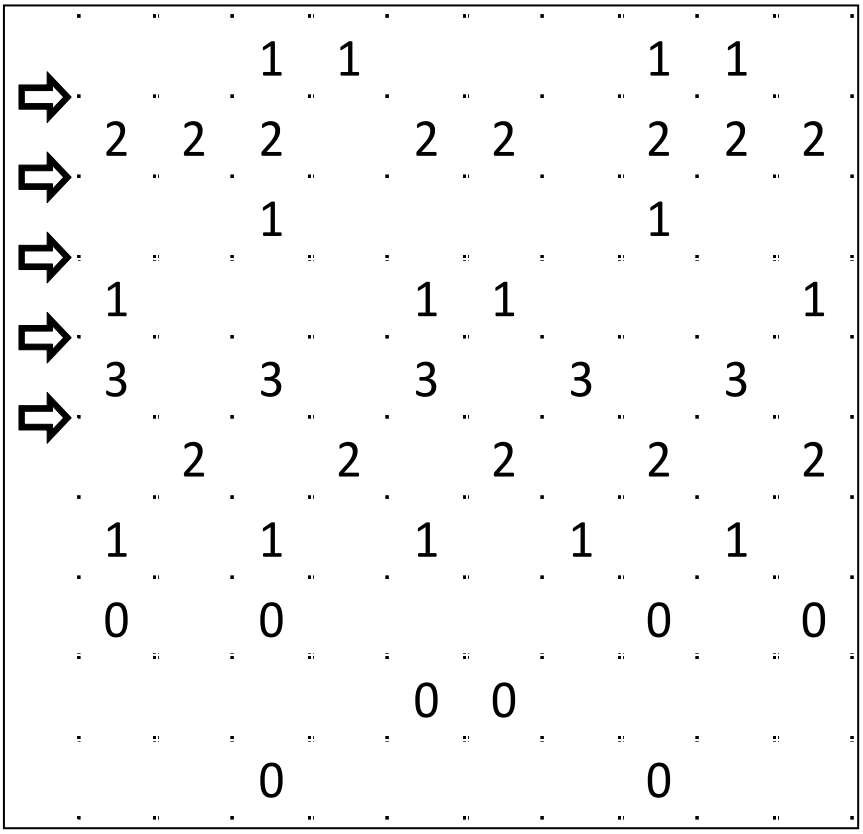




2. Slitherlink 25+63 points

Draw a single closed loop which connects some of the dots horizontally or vertically. The loop cannot touch or cross itself. Numbers indicate how many edges of that cell are used by the loop.





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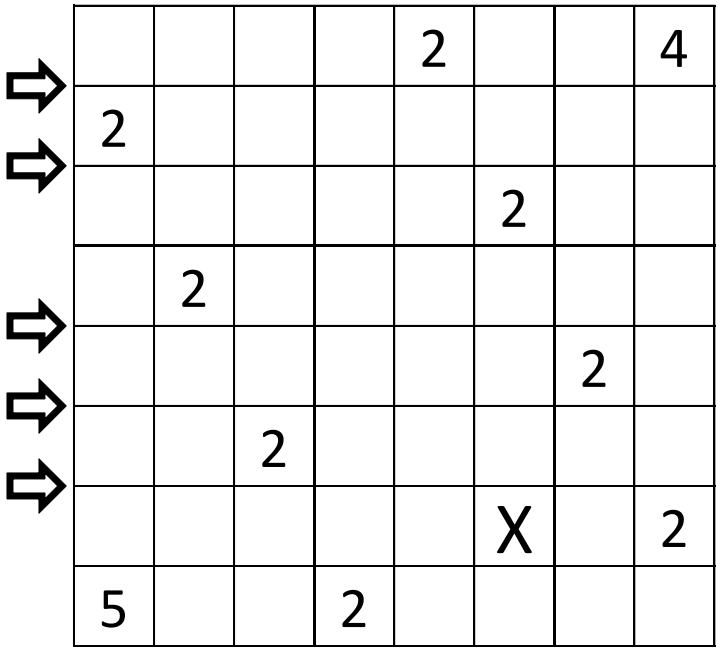
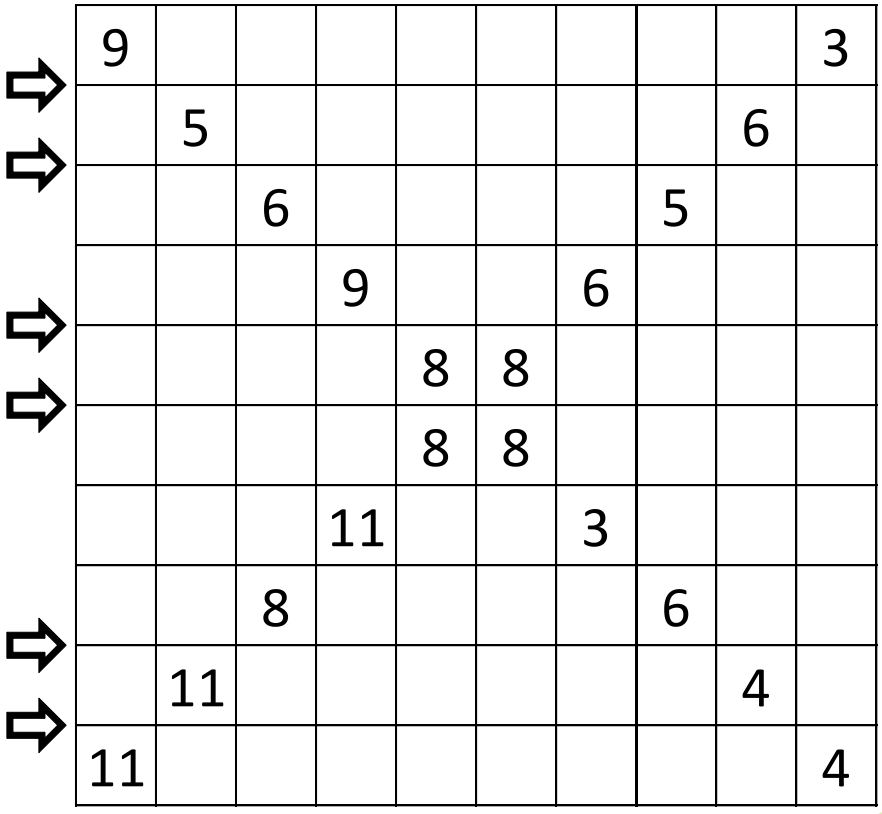
3. Corral 36+68 points

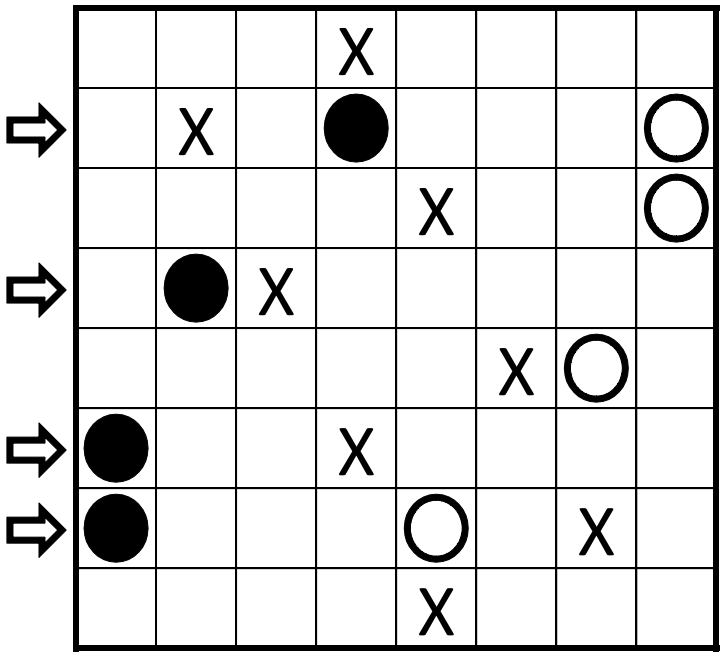
Draw a single closed loop along the grid lines so that all the numbered cells are inside the loop. The loop cannot touch or cross itself. Additionally, each number equals the count of cells inside the loop that are directly in line (horizontally or vertically) with that number's cell, including the cell itself. Cells marked X are outside loop.

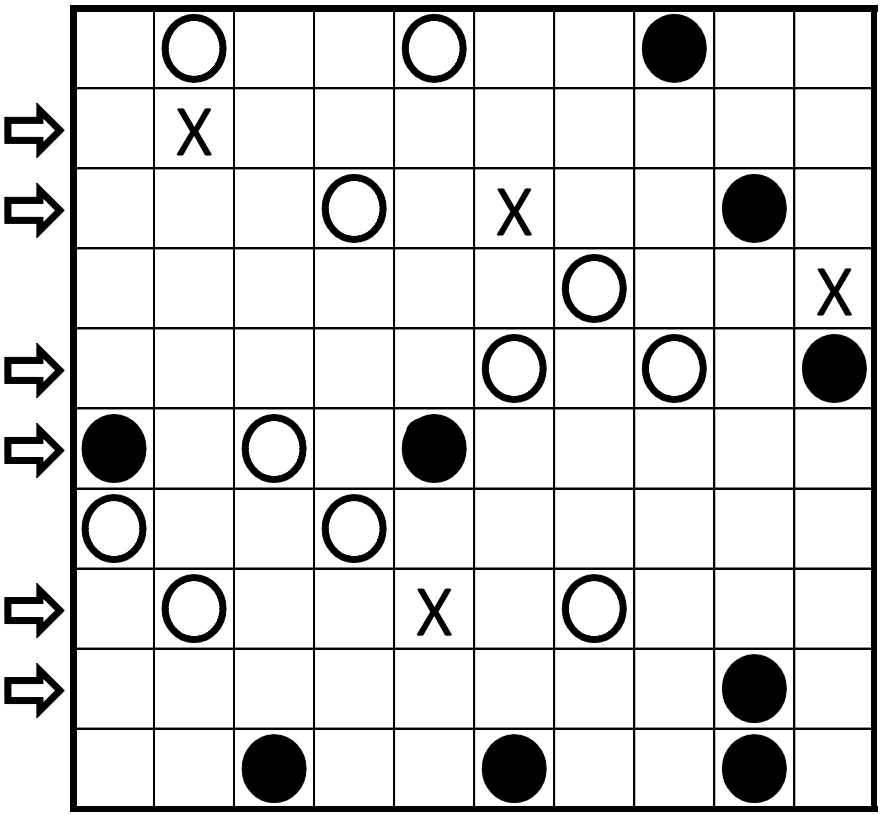




4. Dutch loop 6+61 points

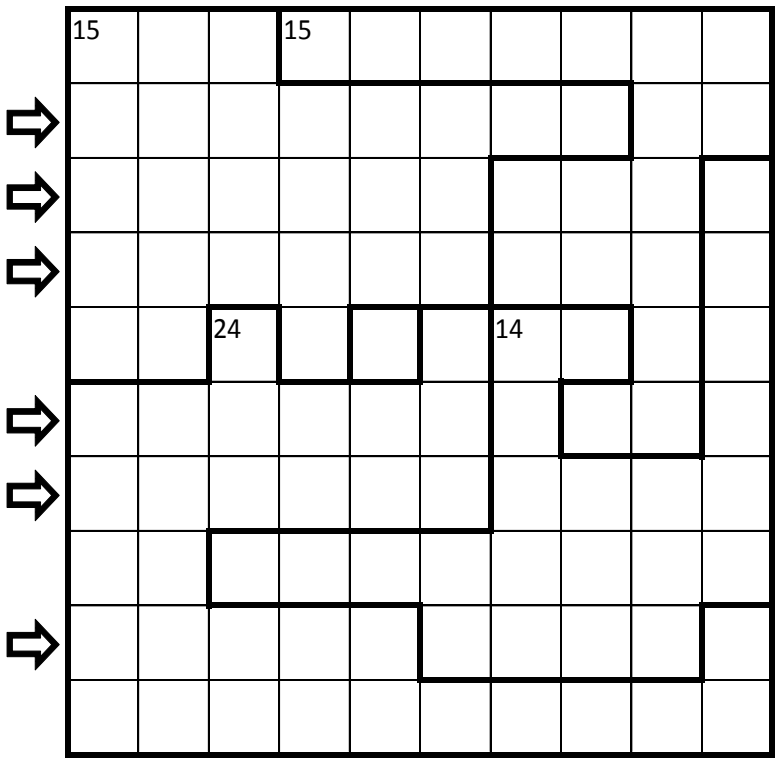
Draw a single closed loop passing through all cells in the grid. The loop cannot touch or cross itself. It makes turn at black circle and goes straight at every white circle. There are no loop segments on cells marked X.

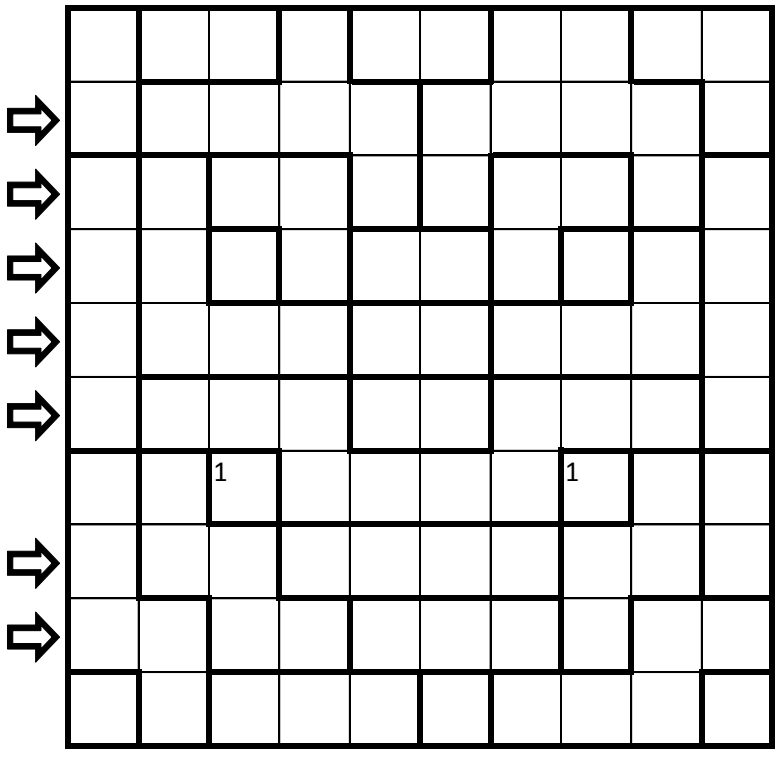




5. Country road 55+103 points

Draw a single closed loop passing through some cells in the grid. The loop cannot touch or cross itself. The path may not return to any outlined region it has already visited, and any two adjacent squares that the path does not go through must be in the same room. A number in a room indicates how many squares in that room the path goes through.





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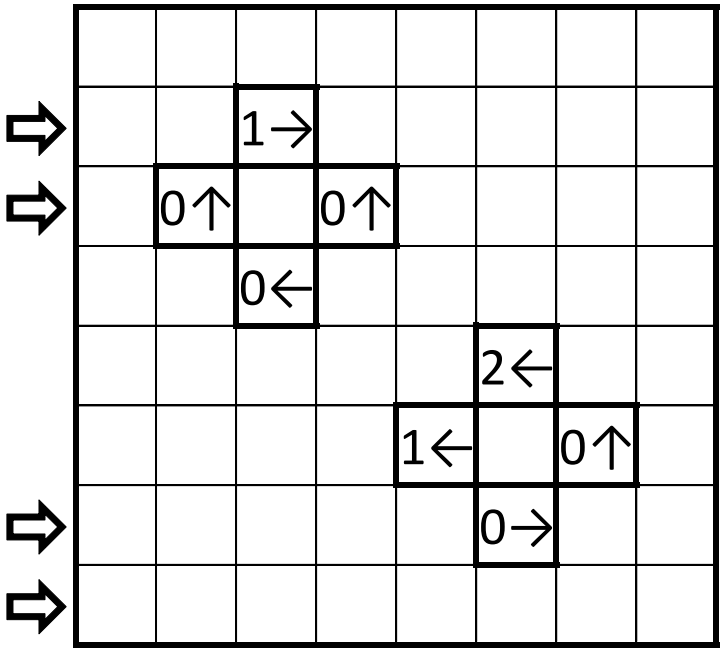
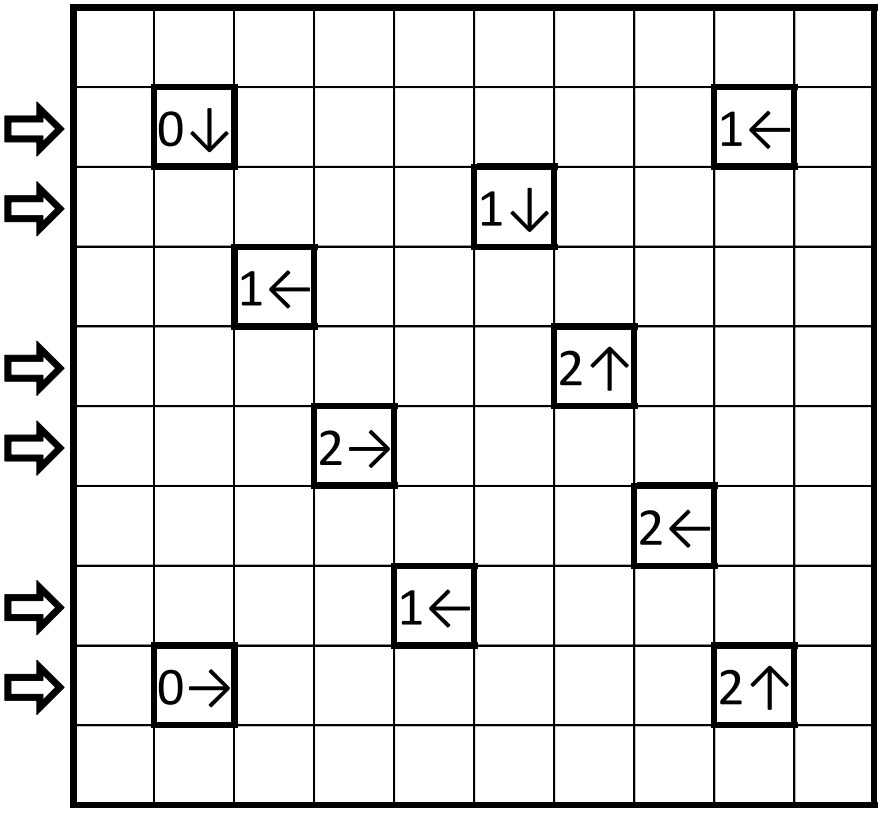
6. Yajilin 14+66 points

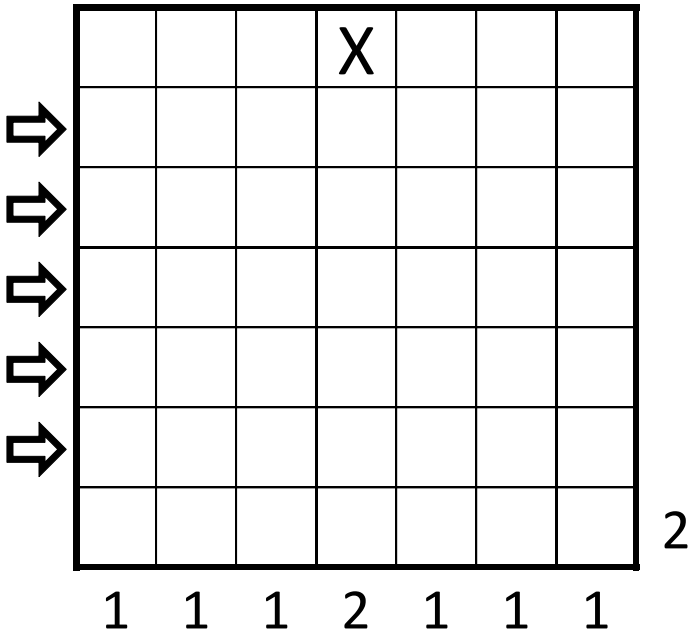
Draw a single closed loop passing through some cells in the grid. The loop cannot touch or cross itself. In addition to the numbered cells, there will be some blackened cells that the loop will not visit. The numbered cells indicate the number of black squares in direction of arrow. Black squares cannot be adjacent to each other. Numbered cell cannot be blackened.

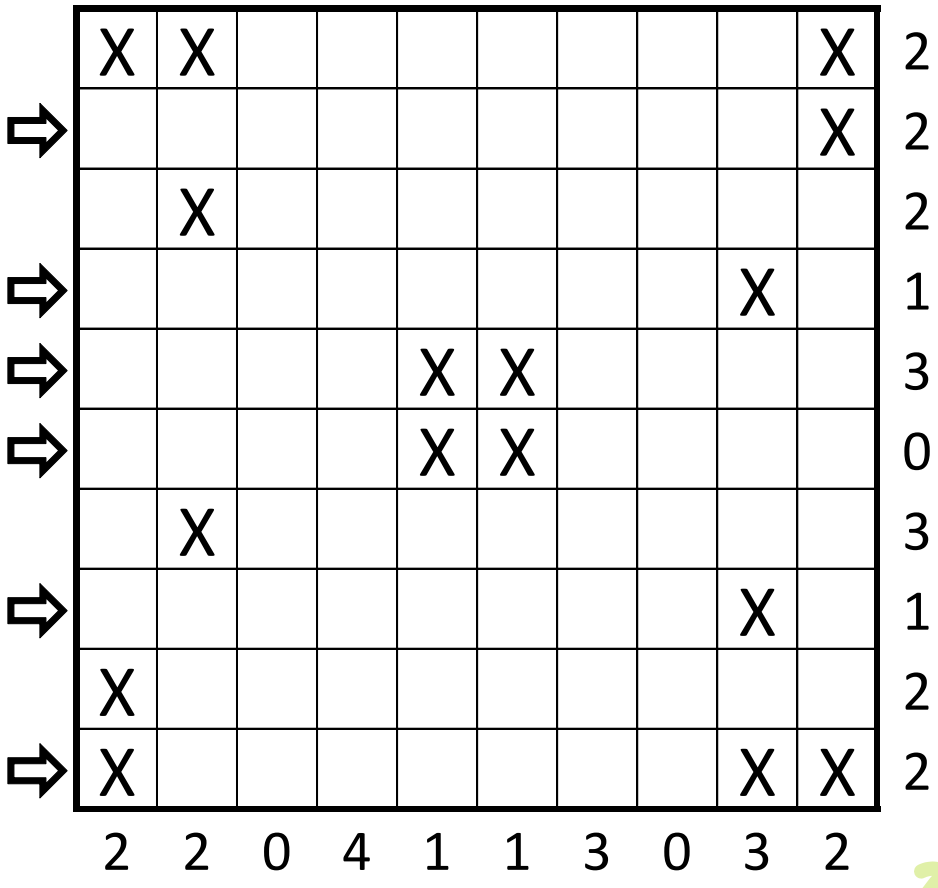




7. Dotted loop 8+90 points

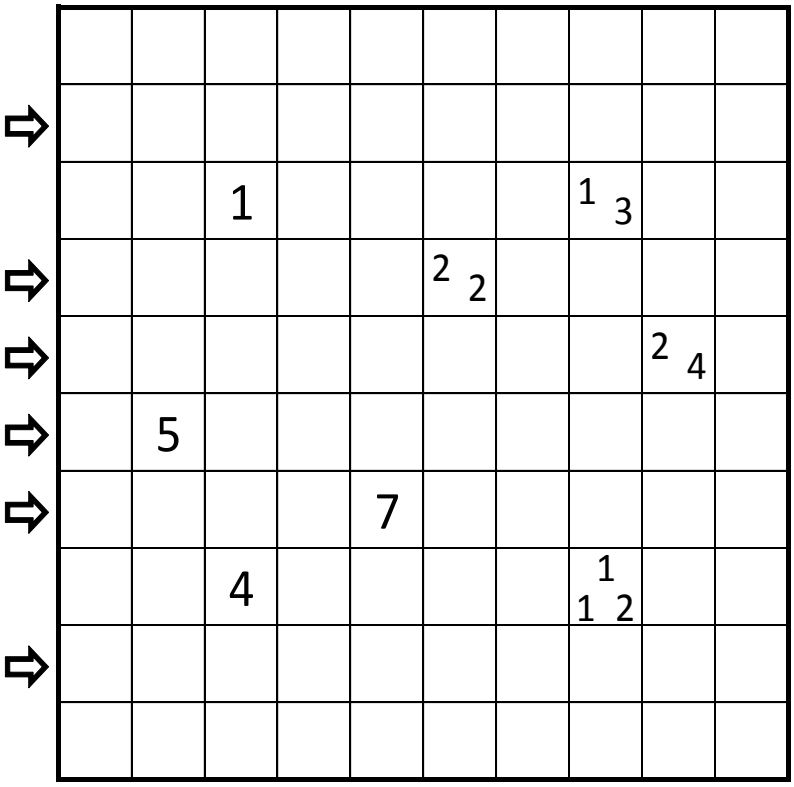
Draw a single closed loop passing through some cells in the grid. This loop is snake-like, that means the loop cannot touch itself, not even diagonally. Every 3rd square of the loop has a dot on it. Numbers outside the grid reveal how many dots of the loop are in the corresponding row or column. The squares marked X are not part of the snake.

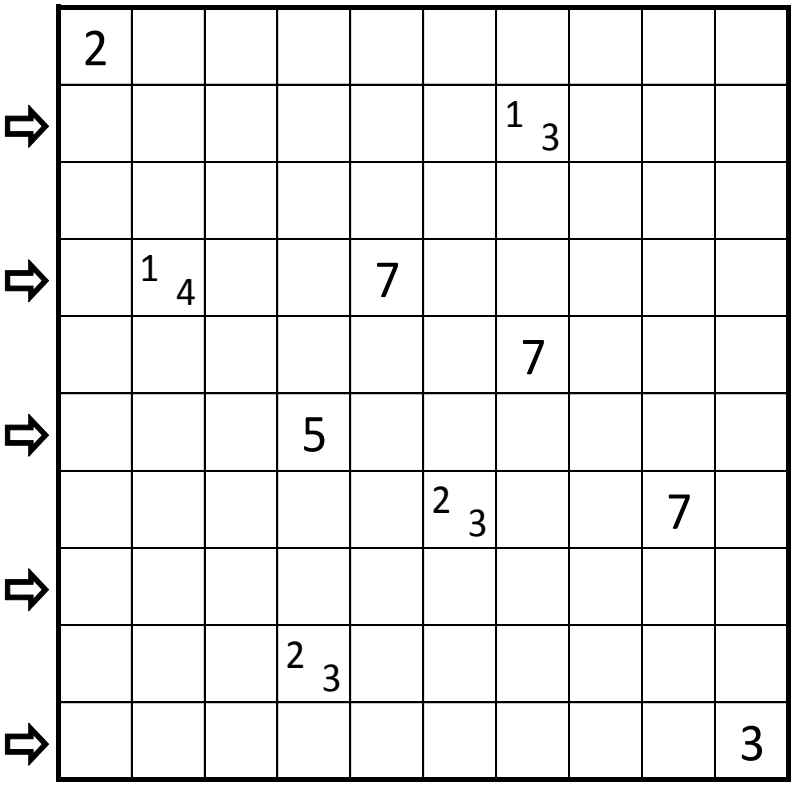




8. Tapa loop 30+51 points

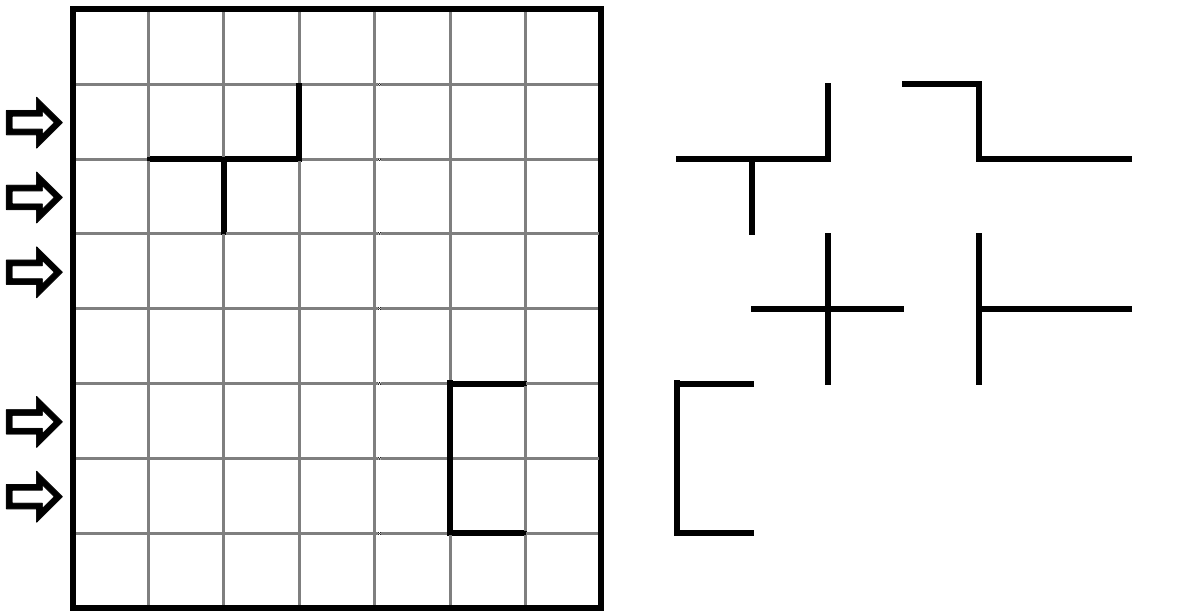
Blacken some cells to create a continuous wall. Number/s in a cell indicates the length of black cell blocks on its neighbouring cells. If there is more than one number in a cell, there must be at least one white cell between the black cell blocks. Painted cells cannot form a 2x2 square or larger. There are no wall segments on cells containing numbers. Then draw a single closed loop passing through all blacken cells. The loop cannot touch or cross itself.

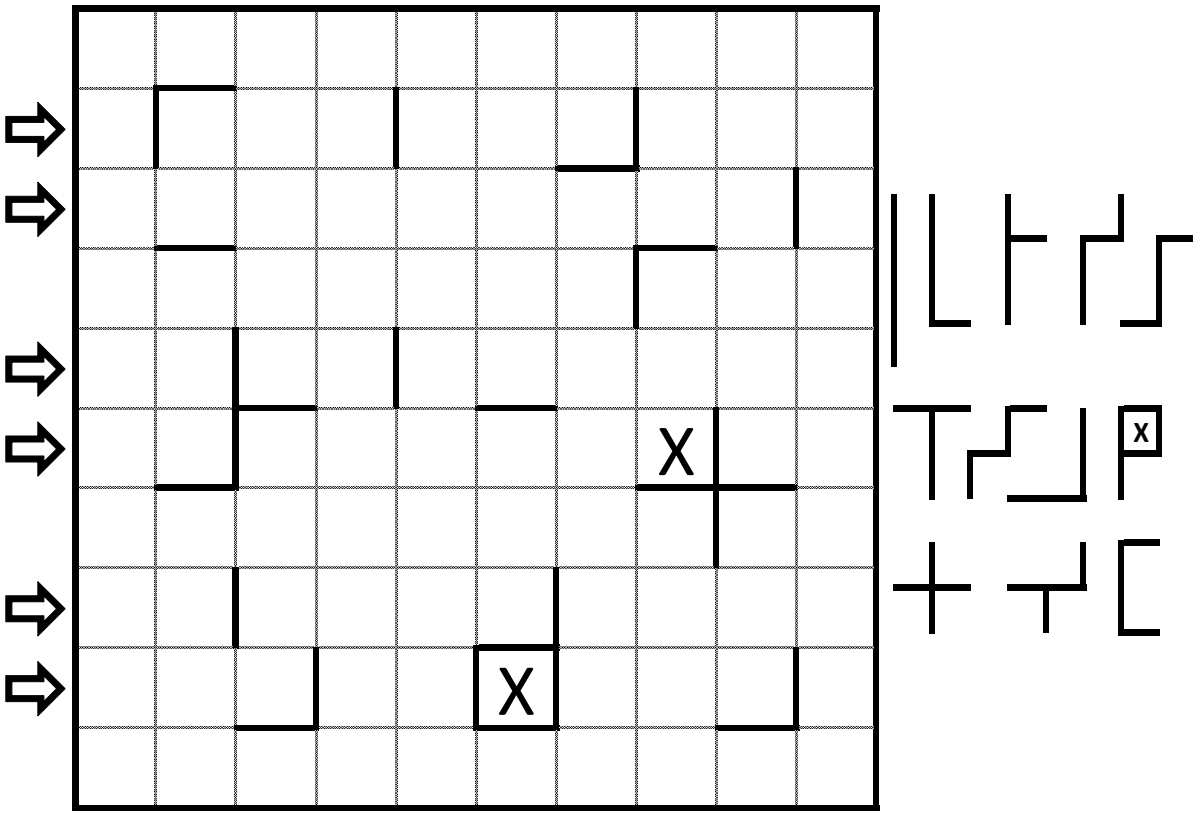




9. Border loop 48+108 points

Place some given pentominoes along the grid lines so these pentominoes can´t use any dot or line of edge. Pentominoes cannot touch each other and they may be rotated and/or mirrored. Then draw a single closed loop passing through all cells in the grid. The loop cannot touch or cross itself. You cannot cross placed pentominoes. Some segments of pentominoes should be given. There are no loop segments on cells marked X.





10. Comet 23+50 points

Place some stars in the grid so there is exactly one star in every row, column and outlined region. Stars cannot touch each other, not even diagonally. Then draw a single closed loop passing through all remaining cells in the grid. The loop cannot touch or cross itself. There are no stars or loop segments on black cells.