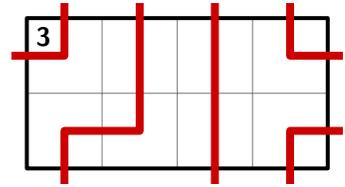
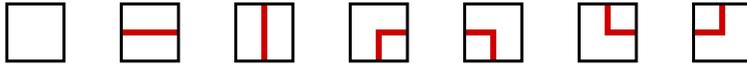


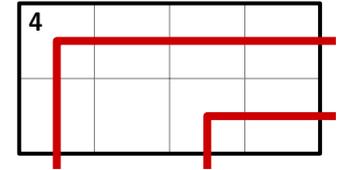
Maxi Loop: The loop must visit all cells of this zone. A number clue indicates the length (in cells) of the *longest* visit to its room.



Variety Loop: Consider the 7 possible shapes a loop may make in a cell:

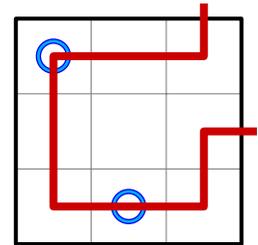


A number clue indicates how many of these 7 appear in its room.

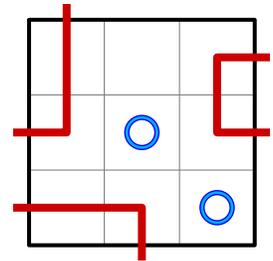


Circle Rules

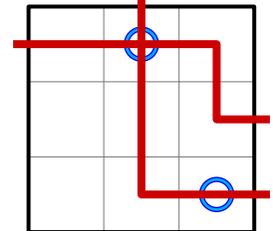
Balance Loop: The loop must visit each circle clue in this zone, and each circle clue must follow the rules of a white balance loop pearl: the two straight-line loop segments (until the nearest turn) on both sides of the clue must have equal lengths.



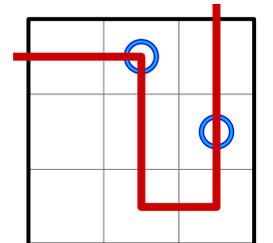
Empty Cell: The loop must not visit any of the circle clues in this zone. **Note:** This overrides the “visit all cells” rules in the Detour, Haisu Loop, Liar Loop, and Maxi Loop room rules! If any of those room rules are paired with the Empty Cell circle rule, then the loop must visit all cells *except* those with a circle clue.



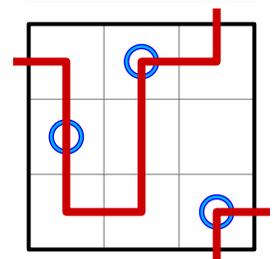
Ice Barn: The loop must visit each circle clue in this zone, and cannot turn on a circle clue. Furthermore, the loop *may* visit a circle clue twice, crossing over itself as it does so. **Note:** If the Variety Loop room rule is paired with the Ice Barn circle rule, then a crossing counts as an eighth possible loop shape in a cell.



Masyu: The loop must visit each circle clue in this zone, and in each such clue must follow the rules of a black or white masyu pearl: either the loop turns on the circle clue and goes straight in the cells before *and* after the clue, or it goes straight through the circle clue and turns in the cells before *or* after the clue (or both).



Palindrome Pearls: The loop must visit each circle clue in this zone. Within each visit to a room in this zone, consider the sequence of cells with and without circle clues along the loop’s path. This sequence must be a palindrome.



Contest Details

This test uses instant grading where a solver can submit the answer key and receive confirmation that the solution is correct or not.

Contest Length

None. After you start the contest, you can submit until the end of the contest.

Bonus

None. (Solvers are sorted by solving time.)

Penalty

Each incorrect submission adds 2 minutes to the actual submission time.

Submission Link

<http://logicmastersindia.com/2020/04F>

Discussion Thread

<https://logicmastersindia.com//forum/forums/thread-view.asp?tid=2738>

Online Solving

No.