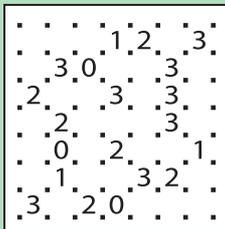


SLITHERLINK

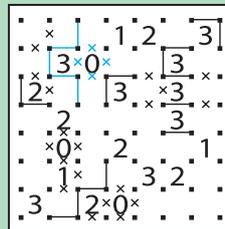
Connect adjacent dots with vertical or horizontal lines so that a single loop is formed with no crossings or branches. Each number indicates how many lines surround it, while empty cells may be surrounded by any number of lines.

Tips for Solving Slitherlink

You can't draw lines around 0, so mark these sides with an x. This decides the sides for certain numbers; eg, where a 3 is adjacent to a 0.



Marking off the zero on the bottom line means there can't be a line below the 2 and this gives you the two lines for the adjacent 2. This makes it clear where the line should go on the 1, in the line above.



There's now only one way to draw three lines around the 3 in the bottom left corner. The objective is to form a single loop. This puzzle is soon complete.

