

KANJO

The goal is to draw loops in the grid that pass properly through all the cells of the puzzle. A loop may cross itself or other loops. All given line fragments must be used as a part of a loop.

Cells with the same circled number belong to the same loop and those with different numbers belong to different loops. A loop must go through at least one cell with a number (there are exactly as many loops as the different numbers).

A cell with a number cannot be the intersection point where a loop crosses itself or another loop.

