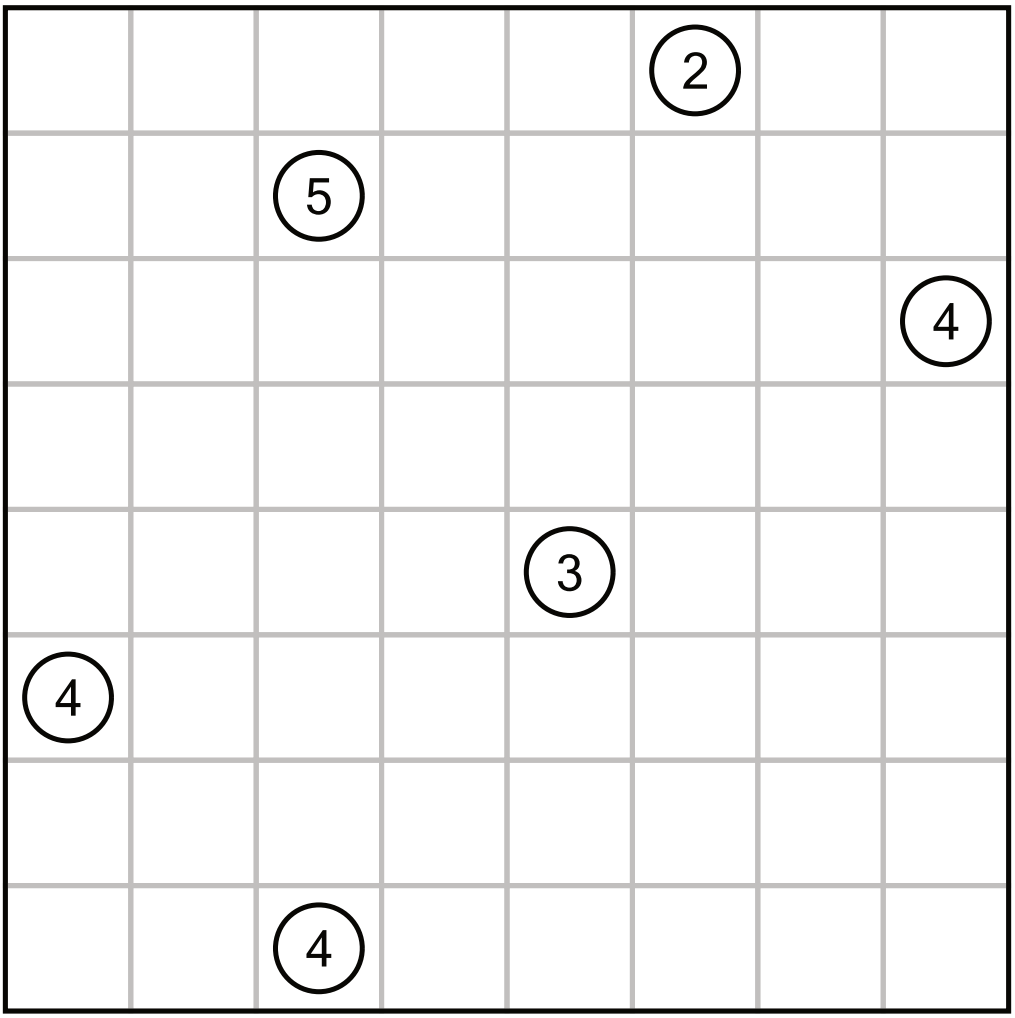
SCRIN

The puzzle grid contains circles (either empty or with numbers) in some cells. The goal is to divide the grid into rectangular regions.

A region cannot contain more than one circle and there may be regions without circles. A number in a circle indicates the number of cells in its region.

The different regions must not share an edge. Instead, they must form a single non-branching loop in the grid by connecting to each other through their corners.



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