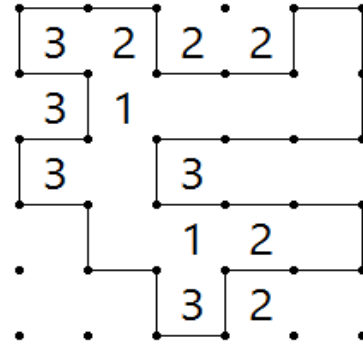
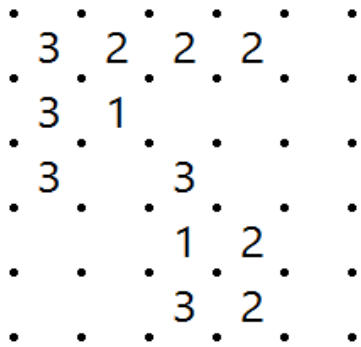


Slitherlink

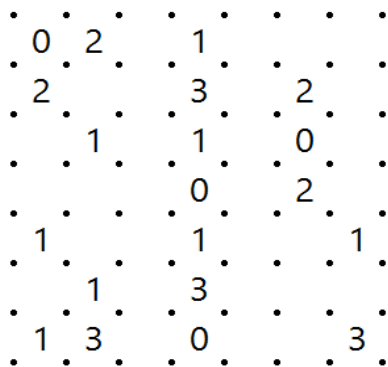
Slitherlink is a puzzle originating from Japan, where it is called Takegaki. A grid is given with some numbers. The goal is to find a cycle on the grid nodes, in such a way that for every cell with a number, the number coincides with the number of the four surrounding edges that are part of the cycle.

Here you see such a puzzle, with the solution on the right:

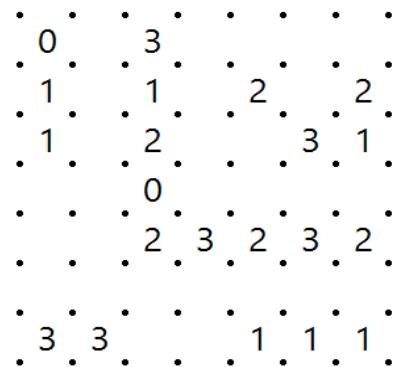


In the rest of this document you find 28 slitherlink puzzles designed by Hans Zantema in October 2020. Where in the first set <https://www.win.tue.nl/~hzantema/slither.pdf> the puzzles are of increasing size and difficulty, here all puzzles have the same size and will be of a more stable level of difficulty. Each of them has been designed in such a way that it has a unique solution. At the end the solutions are given.

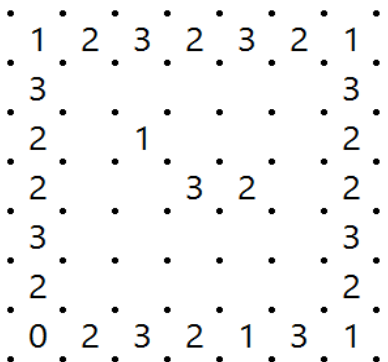
1



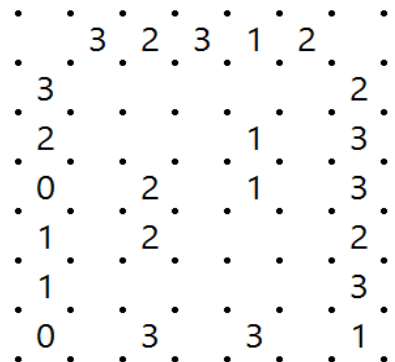
2



3



4



5

```

. 3 . 3 . 3 . 3 . 2 . 2 . 3 .
. 2 .   .   .   .   .   .   2 .
. 3 .   1 .   .   .   .   .   2 .
. 3 .   .   .   .   0 .   .   2 .
. 2 .   .   .   .   .   .   .   3 .
. 2 .   .   .   0 .   .   .   .   2 .
. 2 .   .   3 .   .   3 .   .   2 .

```

6

```

.   . 2 .   3 .   .   .   .
. 3 .   .   2 .   2 . 3 .
.   . 1 .   1 .   1 . 2 .
.   . 1 .   1 .   .   .   .
. 3 .   .   0 .   1 . 3 .
.   . 3 .   1 .   .   .   .
.   .   .   3 .   .   .   3 .

```

7

```

. 3 . 1 .   3 .   .   .   .
. 3 .   .   1 .   1 . 2 .
. 2 .   .   0 .   3 .   .   .
.   .   .   0 .   2 .   .   .
. 1 .   .   0 .   3 .   .   .
.   .   .   0 .   .   .   .
. 3 . 3 . 2 . 1 . 2 . 3 . 3 .

```

8

```

. 3 . 2 .   3 .   .   .   .
. 3 .   .   1 .   1 . 3 .
.   . 1 .   0 .   0 .   .   .
.   .   .   0 .   .   .   .
. 3 .   .   0 .   .   .   3 .
.   .   .   1 .   .   .   .
. 3 . 2 . 2 . 2 . 2 . 3 . 3 .

```

9

```

. 3 .   .   2 .   .   .   .
. 1 .   .   2 .   1 . 2 .
. 2 . 1 .   2 .   1 . 3 .
.   .   .   2 .   0 . 3 .
.   .   .   3 .   .   .   .
. 1 . 0 . 1 . 1 . 3 . 1 . 2 .
.   .   .   2 .   .   .   .

```

10

```

.   . 1 .   1 .   .   .   .
. 3 .   .   2 .   2 . 1 .
.   . 3 .   1 .   3 .   .
.   .   .   3 .   .   .   .
. 3 .   .   2 .   .   .   3 .
.   .   .   2 .   .   .   .
. 0 . 0 . 1 . 0 . 1 . 1 . 1 .

```

11

```

. 3 .   . 2 . 3 . 1 .   3 .
.   .   .   .   .   .   .
. 2 .   3 .   3 .   .   3 .
. 3 . 2 . 1 .   .   .   .
. 1 .   2 .   2 .   1 .   .
.   .   3 .   .   .   .
. 0 .   3 . 1 . 2 .   3 .

```

12

```

. 1 .   . 1 .   .   .   .
. 2 .   2 .   0 . 2 .   .
. 3 .   2 .   .   1 . 3 .
.   .   2 .   .   .   .
. 3 .   3 . 1 . 1 . 1 . 3 .
. 3 .   .   .   .   .   .
.   .   2 . 3 .   3 .   .

```

13

```

. . . . .
.   3 2 3 2 2 .
. 3 . . . . 3
. 3 . . . . 3
. 3 . . . . 3
. 2 . . 1 3 . 3
. 2 . . . . 3
.   3 3 1 2 2 .
. . . . .

```

14

```

. . . . .
.   1 1 2 2 3 .
. 2 . . . . 0
. 3 . 1 . 2 . 1
. 1 . . 3 1 . 2
. 1 . . . . 3
. 0 . . . . 1
.   0 1 1 3 1 .
. . . . .

```

15

```

. . . . .
.   2 2 2 1 1 .
. 1 . . . . 2
. 1 . 3 . . . 3
. 3 . . 2 3 . 1
. 2 . . . . 2
. 2 . . . . 3
.   3 2 3 2 3 .
. . . . .

```

16

```

. . . . .
. 2 1 3 2 2 3 2
. 3 . . 1 . . 2
. 2 . . . . 1 3
. 2 . 3 . . 1 2
. 3 2 2 2 1 1 1
. . . . .

```

17

```

. . . . .
. 3 1 0 1 2 1 2
. 3 . 1 . . . 2
. 2 3 . . . 2 3 3
. 2 . . . . . 1
. 1 1 1 3 1 1 1
. . . . .

```

18

```

. . . . .
. 1 2 3 2 3 1 3
. 3 . . 0 . . 2
. 1 . . 2 3 . 1
. 2 . . 1 . . 3
. 2 2 2 3 2 3 1
. . . . .

```

19

```

. . . . .
. 2 2 2 3 2 2 3
. 1 . . 2 . . 2
. 0 1 . 3 . . 1
. 2 . . 2 . . 3
. 2 2 2 3 2 2 2
. . . . .

```

20

```

. . . . .
. 2 3 2 3 2 2 1
. 3 . . 1 . 2 0
. 2 2 . 2 3 . 0
. 3 2 . 1 . 3 1
. 2 3 2 3 2 3 1
. . . . .

```

21

```

. . . . .
. 3 1 3 2 0 1 3 .
. 2 . . 0 . 1 2 .
. 1 . . 0 . . 2 .
. 1 . . 0 . . 3 .
. 3 2 0 2 3 2 2 .
. . . . .

```

22

```

. . . . .
. 2 3 3 1 1 2 1 .
. 3 . . 0 . . 1 .
. 2 . . 0 . 3 0 .
. 3 . . 0 . . 1 .
. 2 3 3 2 1 1 1 .
. . . . .

```

23

```

. . 1 1 0 2 3 .
. 2 . . . . 3 .
. 3 . 1 . 3 2 .
. 2 . . . 1 1 .
. 2 . . 1 . 1 .
. 3 . . . . 3 .
. . 3 1 1 1 1 .

```

24

```

. . 3 2 1 2 2 .
. 1 . . . . 3 .
. 0 . 1 . . 3 .
. 1 . . . . 2 .
. 0 . . 1 0 3 .
. 2 . . . . 2 .
. . 2 2 1 2 3 .

```

25

```

. . 1 1 1 1 2 .
. 3 . . . . 3 .
. 2 . . . . 3 .
. 3 . 0 0 . . 1 .
. 3 . 0 . . . . 1 .
. 2 . . . . . 1 .
. . 2 1 2 3 2 .

```

26

```

. . 1 . . . .
. 1 . 1 . . . .
. 3 . 2 . 1 1 3 .
. 3 . 2 . . 1 3 .
. . . 1 . . . .
. . . 2 3 2 3 2 .
. . . . .
. 1 3 2 1 3 2 1 .

```

27

```

. . 3 2 1 3 2 .
. 3 . . . . 3 .
. 1 . . . 1 2 .
. 1 . . . 2 1 .
. 2 . 0 0 . 3 .
. 3 . . . . 2 .
. . 2 3 2 3 2 .

```

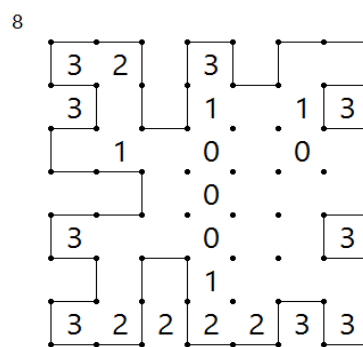
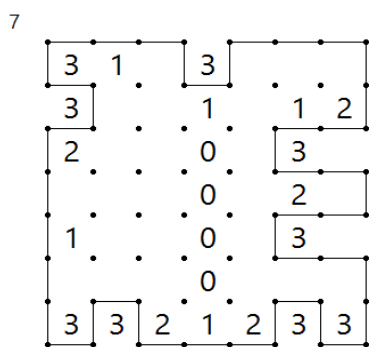
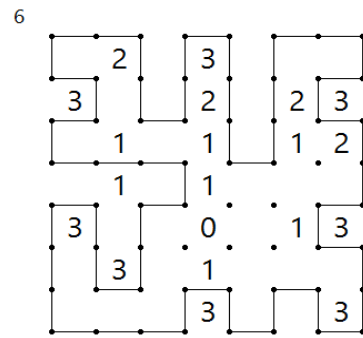
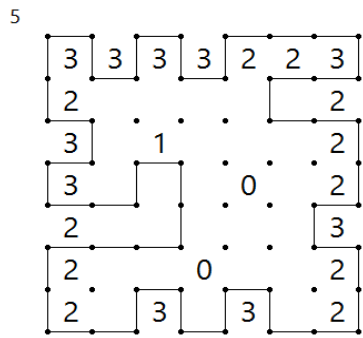
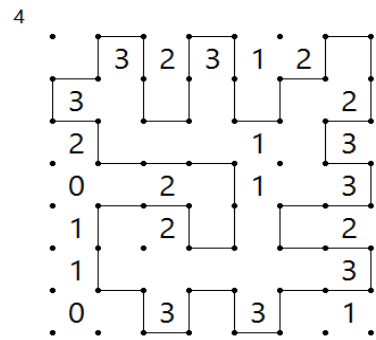
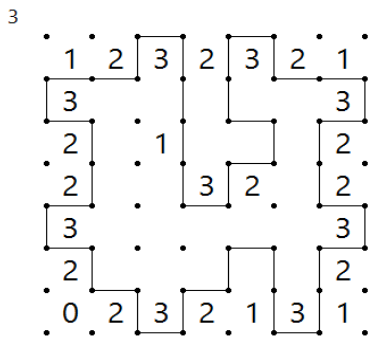
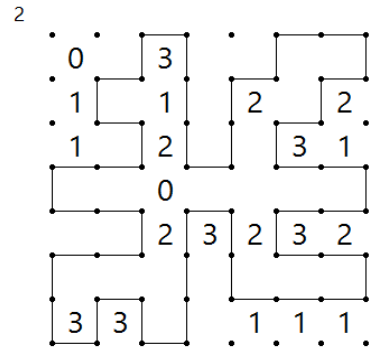
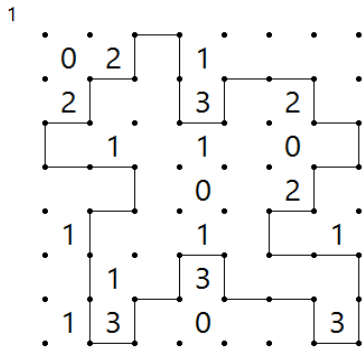
28

```

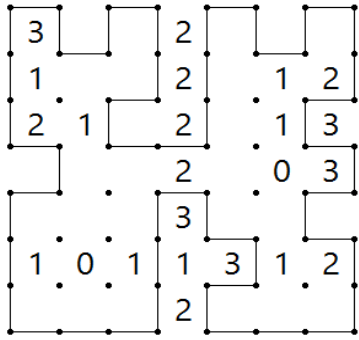
. . . . .
. 3 1 1 1 3 1 3 .
. 3 . . 0 . . 2 .
. 1 . . 1 . . 1 .
. 2 . 1 1 . . 0 .
. 2 1 2 3 1 3 1 .
. . . . .

```

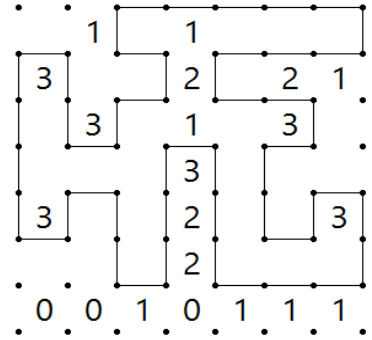
Solutions



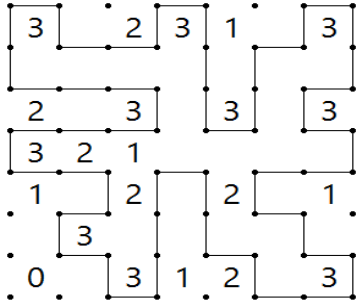
9



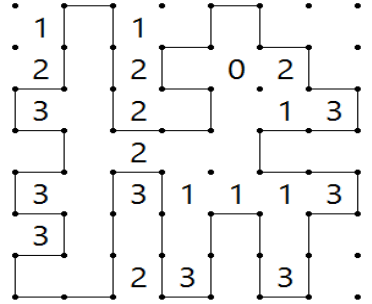
10



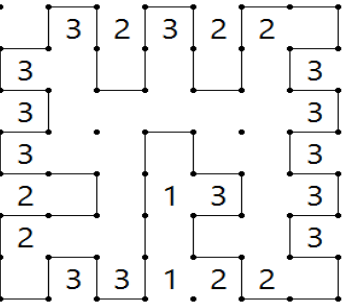
11



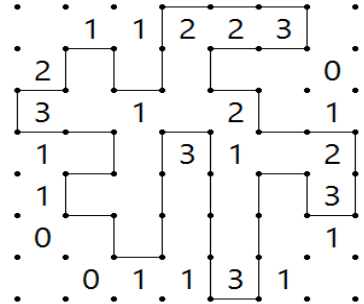
12



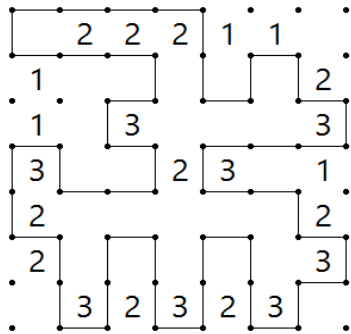
13



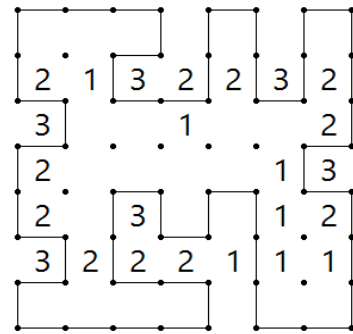
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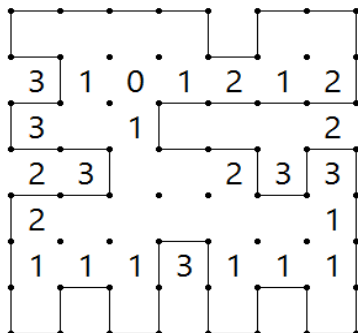
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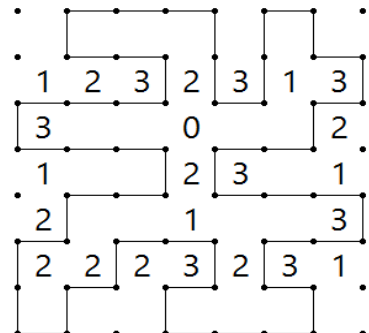
16



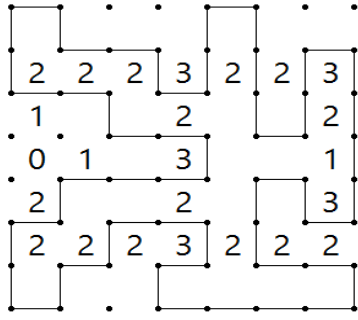
17



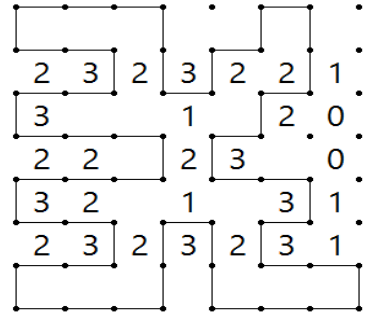
18



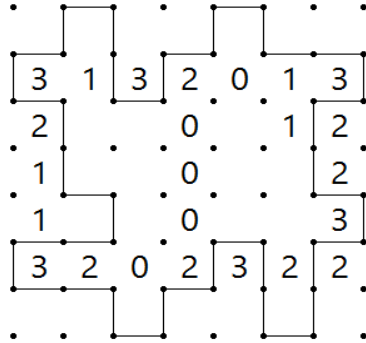
19



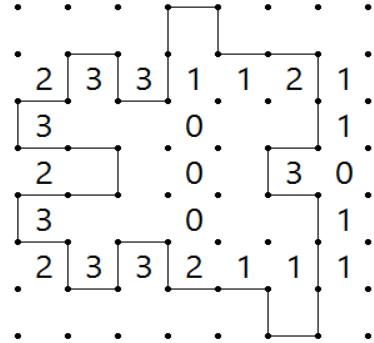
20



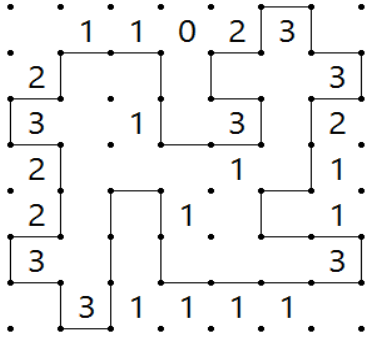
21



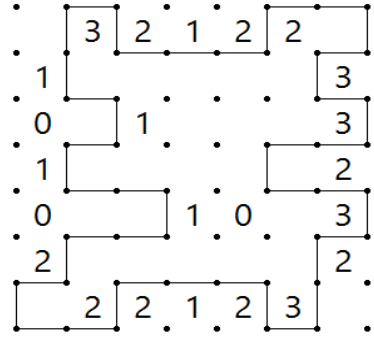
22



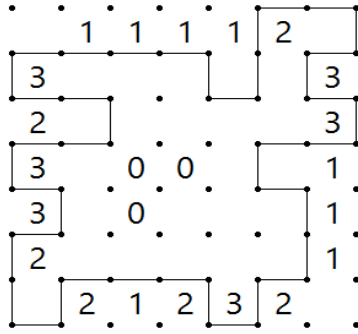
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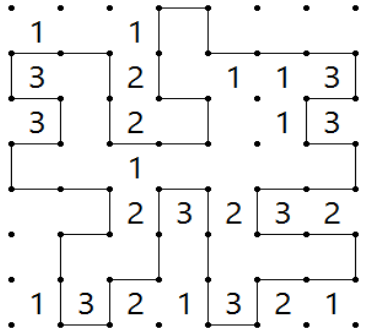
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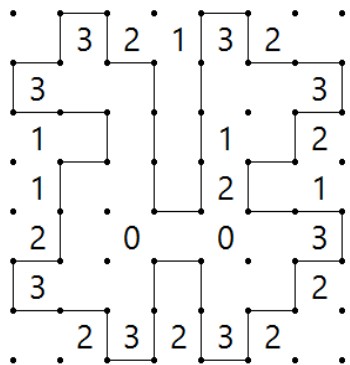
25



26



27



28

