

Exquisite Corpse

"I'm all sewn up."



I made a stack of six loop logic puzzles—Castle Wall, Cave, Masyu, Persistence of Memory, Slitherlink, and Yajilin—but before I could stitch them together, I dropped all of the pieces. Please put them back in the right order and draw a single closed loop through the grid. An example is shown on the right.

The rules for the puzzles are as follows:

Castle Wall: The loop may not enter a square with a clue. White clues are inside the grid, black clues are outside the grid. Clues indicate the total length of all loop segments in the given direction.

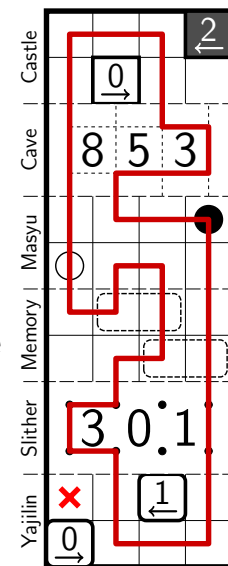
Cave: All clues are inside the loop. A clue indicates the total area within the loop that can be "seen" horizontally and vertically from that square, including itself. (This includes areas from different sections.)

Masyu: The loop must visit each circle. The loop must turn at a black circle, and travel straight before *and* after that circle. The loop must go straight through a white circle, turning before *and/or* after that circle.

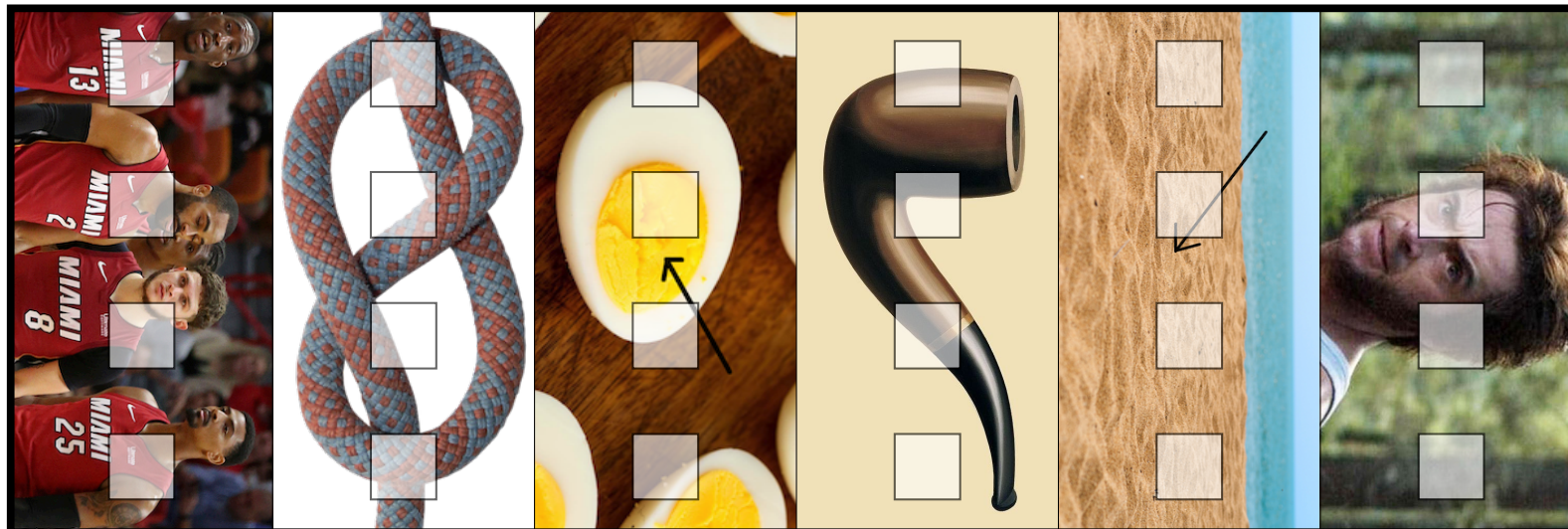
Persistence of Memory: The loop must visit at least one square of each dashed region. If two regions have the exact same shape, then the loop must have the exact same shape in those regions (without rotations).

Slitherlink: A clue indicates how many sides of its square are used by the loop.

Yajilin: Place an "X" in all spaces not visited by the loop that don't contain a clue. Xs may not be adjacent, and clues indicate the number of Xs in the given direction.



You do not need to rotate the pieces; all of the names should still be on the same side.



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