

Balance Loop by Murat Can Tonta

Rules: Draw a single, non-intersecting loop that passes through all cells with circles; the loop may either go straight through or turn at each circle. All white circles must have loop segments of equal length extending from both sides of the circle before turning. All black circles must have loop segments of unequal length extending from both sides of the circle before turning. Numbers, where given, indicate the sum of the loop segment lengths on both sides of the circle.

