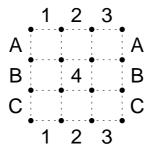# Round 2 – Double Slitherlink
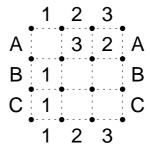
Time Limit: 50 minutes

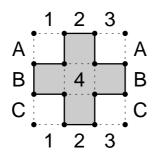## Time Bonus: 1 point per 20 seconds

Draw a loop inside both of the diagrams which doesn't touch or cross itself and uses the edges of the grid. For this you have to take the hints into account which are either ordinary Slitherlink hints or Touching Loop hints. This depends on the loop in the respectively other diagram. Is the according field of the other diagram on the outside of the loop then it is a Touching Loop hint. Is the according field of the other diagram on the inside of the loop then it is a Slitherlink hint. A Slitherlink hint indicates how many of the four edges of the field are used by the loop. A Touching Loop hint indicates how often the loop touches this field. For this purpose a punctual touch at a corner counts as well as a touch by the usage of one or more adjacent edges.
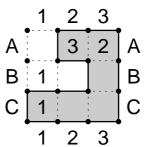
Example:

Solution:

Scoring and solution code: The scoring for this round is based on correct squares. There are 20 solution codes for this puzzle, one for each row. Use I for a field inside the loop, O for a field outside the loop and - for a square which you haven't determined. You get 1 point for every correct square and -1 for every wrong square. Squares marked by - are ignored for scoring. You can not get a negative score. Scores are counted and adjusted manually, this might take some time depending on the number of contestants.The time limit is extended by 5 minutes to take entering the solution into account.

The six solution codes for the example would be OIO, III, OIO, OII, OOI, III