

**Area blueprints:** The area has been designed logically to accommodate all entrants

Below laid out are 4 Cave (aka 'Corral') puzzles, but they combine as they lay to form the final blueprint.

**Cave rules:** Draw a single closed loop along the grid lines so that all the numbered squares are inside the loop. Additionally, each number equals the count of interior squares that are directly in line (horizontally and vertically) with that number's square, including the square itself.

Tip: The exterior squares you can shade in and can be considered 'walls' in a labyrinth of white squares.

This may be easier to visualize. So the filled-in 'exterior' squares must connect to the edges of the grids, and all interior non-filled squares connect to each other. One notable repercussion of this: white squares do not touch just diagonally. They must at least touch orthogonally or not at all.

Example:

	5	3		
				3
9				7
5				
		4	2	

The numbers must share contiguity with neighbors. Also, that means the 2 should see no other white squares.

	5	3		
				3
9				7
5				
		4	2	

The 4 must see two more squares above, and then stop. Also, the '9' MUST see all of the squares in its rows to satisfy its number. Finally, there cannot be an empty square diagonal to the 2, due to the diagonal filled-in squares.

	5	3		
				3
9				7
5				
		4	2	

The 3 is finished from above, and the 5 on the bottom left is finished from the 9. A few more steps, including the necessary attachment of the shaded in block to the edge of the grid.

	5	3		
				3
9				7
5				
		4	2	

3		3		5		3	
	12					6	
3							6
		4		7			
					6	9	
3		3		7			8
	8						

		5		5			
		6		6			2
8			4				3
					4		
	12						8
9		5		3			
				3		9	

3		10		8		4	
	4			8	7		
8					6		
			4				5
6							
		8				3	
		13		6			10

3	3						6
							4
			11				8
5	3						
							2
			6		6		
2						3	4
			5				2



Finished?

Check the columns above the indicators to find where the entrants should be lined up.