## **AREA 51 INSTRUCTIONS**

Contents of this puzzle are highly classified!

The goal of this puzzle is to build a fence fully containing all captured extraterrestrials and preventing cactus-like triffids from entering the **[REDACTED]** facility. The fence must be a single closed loop that does not cross itself at any point! The various codes provided are described in the following brief. There is only one solution!







**TRIFFIDS**, the cactus-like plantoids, must be kept *outside* the fence to prevent **[REDACTED]** contamination. **UNCIRCLED NUMBERS** indicate how many fence segments are used around the square the code appears in and always range from 0 to 3.

**CIRCLED NUMBERS** are *always* inside the fence; they indicate *visibility conditions*. This number counts the total squares visible looking north, south, east, and west from the coded location, and includes the code square itself.

**BLACK AND WHITE CIRCLES** are coded using the *Masyu* system from Japanese intelligence. The fence going through a *black* circle always makes a 90° turn, and extends for two cells in both incoming and outgoing directions. The fence going through a *white* circle goes straight, but must immediately have a 90° turn on *at least* one side.

The Area 51 puzzle design is the creation of David Millar who originally published them at the griddle.net.

