

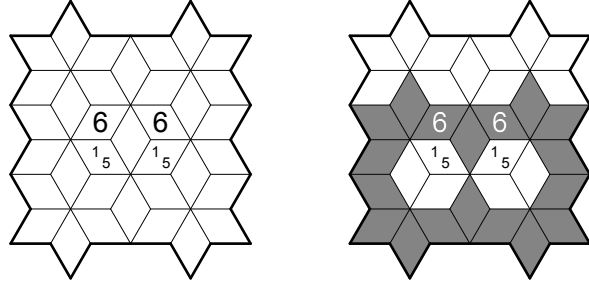
RHOMBILE TRANSPARENT TAPA LOOP

Rules

Shade some cells such that:

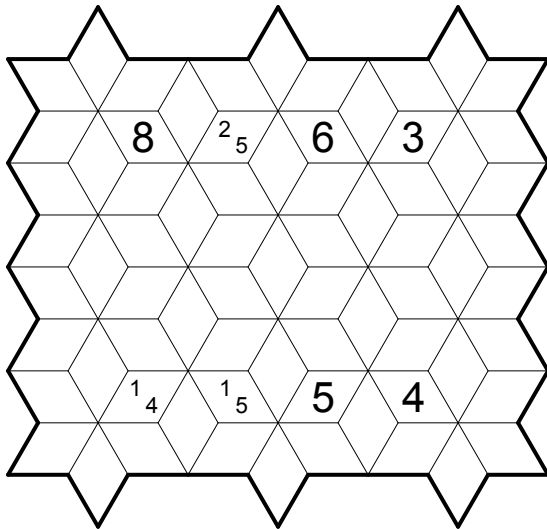
1. For any cell with one or more numerical clues, shaded cells form connected groups of the indicated size within the group of cells sharing a vertex with the clued cell. Cells with clues **can** be shaded.
2. For every vertex touching exactly 3 cells, at least one cell must be unshaded.
3. One must be able to draw a single loop through all shaded cells.

Example



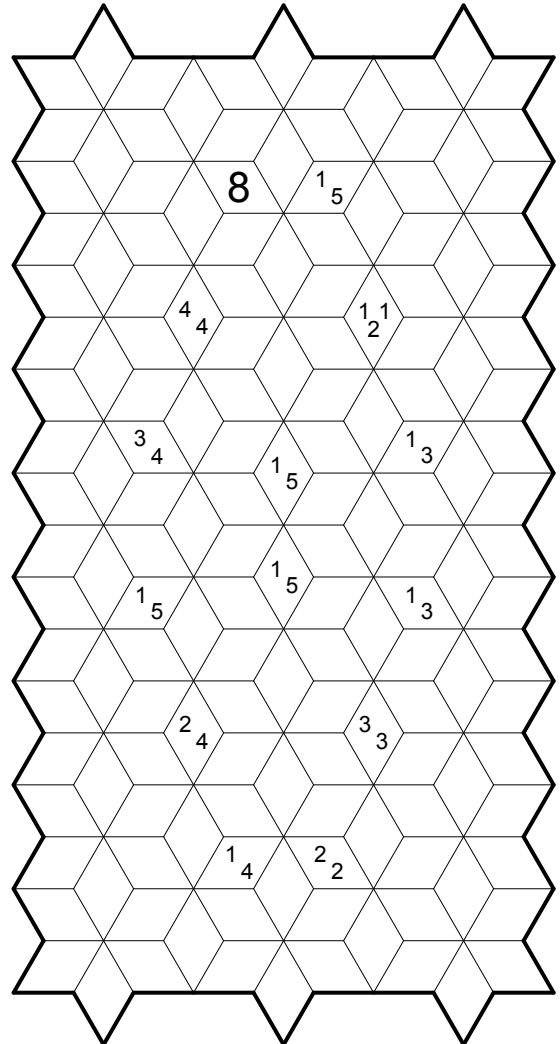
Medium

01



Easy

03



Hard

02

