Global rules

This loop puzzle consists of 9 subgrids and 9 different puzzle types. Each subgrid corresponds to a different puzzle type, and each puzzle type must appear in the puzzle. The central subgrid is given as a Masyu, the remaining subgrids can all be one of two puzzle types. It is up to the solver to deduce which grid corresponds to which puzzle type. Once a subgrid is deduced to be a certain puzzle type, it must follow that puzzle type's rules, but does not have to follow the alternative genre's rules.

Maxi Loop or Country Road	Regional Yajilin or Ovotovata	Balance Loop or Shingoki
Yajilin or Castle Wall	Masyu	Regional Yajilin or Ovotovata
Balance Loop or Shingoki	Yajilin or Castle Wall	Maxi Loop or Country Road

Draw a single, non-intersecting loop in the grid. The loop can enter and exit each of the nine subgrids any number of times, as long as it obeys the specific rules for each puzzle type. All of the subgrids have non-standard rules across grid boundaries, which are listed below the classic rules for each puzzle type.

Standard rules

Balance Loop - The loop passes through all circles. Straight line segments coming out of white circles must have equal length, while straight line segments coming out of black circles must have different lengths. A clue in a circle represents the sum of the lengths of the line segments coming out of the circle.

Castle Wall - The loop cannot enter cells containing clues. White clue cells must lie inside the loop, while black clue cells must lie outside the loop. Numbers represent the sum of the lengths of line segments in the indicated direction.

Country Road - The loop passes through each region exactly once. Numbers in regions represent how many cells in the region are visited by the loop. Orthogonally adjacent cells across region borders cannot both be unused.

Masyu - The loop passes through all circles. The loop must turn on black circles and travel straight through the cells on either side. The loop must go straight through white circles, and turn in at least one of the cells on either side.

Maxi Loop - The loop passes through all cells. Numbers in regions represent the number of cells occupied by the largest continuous loop segment within the region.

Ovotovata - The loop visits each shaded region at least once. When the loop exits a clued region in any direction, it must travel in a straight line for exactly the indicated number of cells (turning on the Nth cell, where N is the value of the clue).

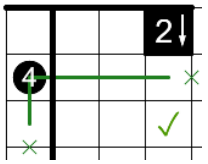
Regional Yajilin - Shade some cells so that no two shaded cells are orthogonally adjacent. The loop visits all remaining cells. Clued regions must contain the indicated amount of shaded cells.

Shingoki - The loop passes through all circles. The loop must turn on black circles and go straight through white circles. A clue in a circle represents the sum of the lengths of the line segments coming out of the circle.

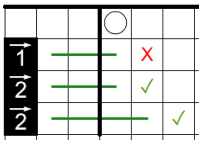
Yajilin - Shade some cells so that no two shaded cells are orthogonally adjacent. The loop visits all remaining cells. Clues cannot be shaded, and represent the number of shaded cells in the indicated direction.

Special rules

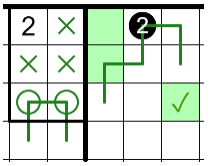
Balance Loop & Shingoki: Line segment count for clues extends until the first loop turn, even if outside of the respective subgrid. For Balance Loop specifically, loop balance / imbalance also considers loop segments until the first loop turn, even if outside of the Balance Loop subgrid.



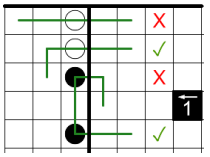
Castle Wall: Line segment counting for clues includes subgrid crossings, but does not consider line segments in adjoining subgrids (so there is exactly one extra cell to consider).



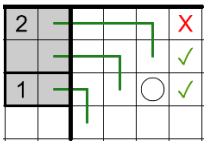
Country Road: An unused cell on the edge of the Country Road grid does not necessarily mean cells orthogonal to the unused cell in adjacent subgrids must be visited by the loop.
(The Country Road clue in the example is enlarged)



Masyu: Standard turning rules apply across grid borders.

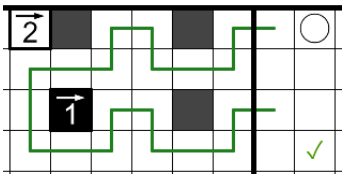


Ovotovata: Line segment counting for clues extends until the first loop turn, even if outside of the Ovotovata subgrid.
(Clues in the example are enlarged)

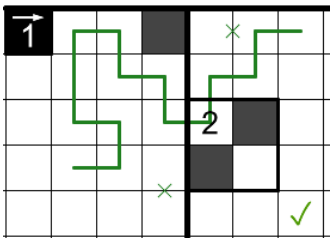


Regional Yajilin: The grey shading in some of the regions does not serve any purpose and can be ignored.

Yajilin: Clue shading does not serve any purpose and can be ignored (so a white clue in the Yajilin grid does not necessarily have to be inside the loop and vice versa).



Yajilin & Regional Yajilin: Cells outside the (Regional) Yajilin subgrid touching a shaded cell do not necessarily have to be used by the loop.
(*The Regional Yajilin clue in the example is enlarged)*



To play the puzzle in penpa, go to the penpa+ website, press the Load button in the top of your screen and paste the URL found in the following document: https://pastebin.com/VQeNLQik (or here if the pastebin doesn't work)