Pi Day Area 51
3/14/20

Draw lines along gridlines to form a single loop.

All aliens must be inside the loop.
All cacti must be outside the loop.

Circled numbers must be inside the loop. Each circled number specifies the count of cells seen to the loop boundaries, including itself. The sightlines go around rings, in to the center (but not through), and out to the edge, possibly seeing side-by-side cells if the wedge splits.

Non-circled numbers specify how many segments of that cell's perimeter are on the loop.

At intersections with black circles, the path must turn, but it must travel straight through the intersections it reaches immediately before and after each black circle.

At intersections with white circles, the path must travel straight through, but it must turn at one (or both) of the intersections it reaches immediately before or after each white circle.

In this grid, "straight" includes continuing around a ring, and all junctions are considered intersections, even if they don't have four connections.