

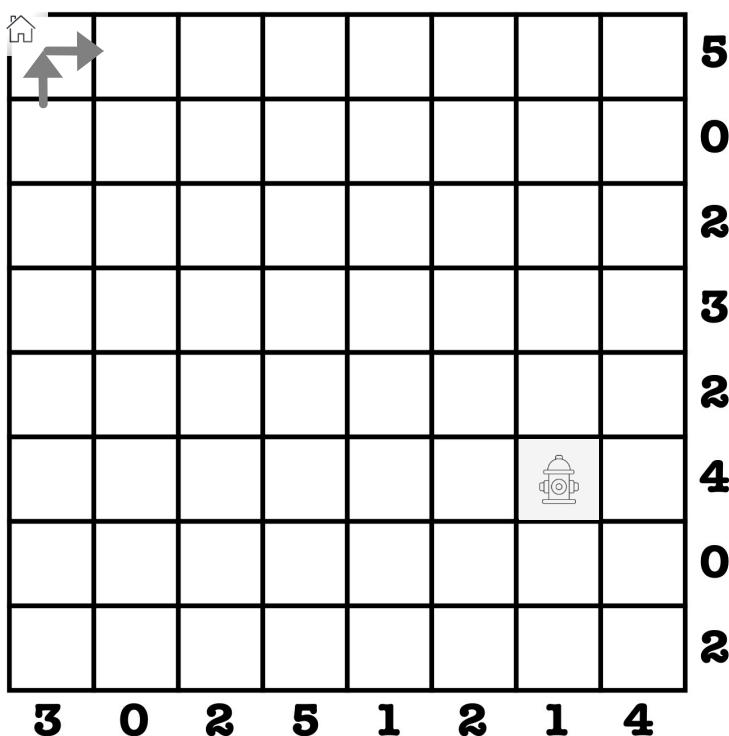


2. Dog Walk

Claude went for a walk and visited a bunch of his dog friends along the way. He made a mental note of each dog's name, in order. If you figure out where he found each dog and find one of the possible paths that obeys all the rules, you will also discover a sort of behavior that is frowned upon during a walk through the neighborhood.

This puzzle is a combination of a Battleship and Masyu puzzle. The rules are as follows:

1. Each dog must be placed in the grid horizontally or vertically. Each number indicates how many dog squares are in the corresponding row or column (like a Battleship puzzle).
2. The dogs must be placed so no dog touches any other dog, not even diagonally.
3. Black dog squares and white dog squares must not be in the same column.
4. Once the dog locations are known, they must be joined in a continuous path loop (like a Masyu puzzle), starting and ending at home in the top-left.
5. The path must go through every dog and through all squares the dog occupies. The path may not turn within a dog.
6. The path must turn one square before a white dog, one square after a white dog, or both.
7. The path must not turn in the one square before or after a black dog: it must go straight through both of those squares.
8. The path must not cross itself. The path will not go through all of the squares.
9. The fire hydrant is a blocked square for everything. No dog or path part may be in the square with the hydrant.



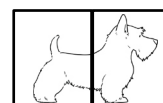
JASMINE the Shih Tzu



HARPER the Japanese Chin



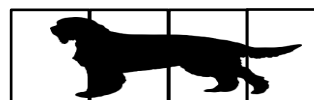
JUNEBUG the Samoyed



HOUDINI the Scottie



BUCKY the Basenji



WATSON the Gordon Setter



BOLT the Saint Bernard