ROPIN', RAISIN' AND RUSHIN'

A good country song makes you feel like a cowboy. More specifically, the first verse makes you feel like you're ropin' cows, the second verse makes you feel like you're raisin' 'em, and then the third makes you feel like you're rushin' 'em off to the slaughterhouse. Yeeeeeha!

* *Ropin' (Slitherlink):* Draw lines along the edges of the squares to form a single closed loop (the rope). The rope cannot touch or cross itself. Each square with a number in it indicates how many of the edges of that square are part of the rope. **In addition, each of the cows must be inside the rope.**

* *Raisin' (Corral):* Draw lines along the edges of the squares to form a single closed loop (the corral). The corral cannot touch or cross itself. Each square with a number in it is inside the corral and indicates how many squares inside the corral, *including the square itself*, are visible from that square (unobstructed by the corral border) in any of the four directions (up, down, left, or right). **In addition, each of the cows must be inside the corral AND the corral may not contain any 2x2 squares.**

Rushin' (Shikaku): Draw lines along the edges of the squares to divide the entire grid into rectangles (crates). Each crate must contain exactly one number, which indicates the area of that rectangle. **Most of the crates will contain at least one cow, but some of them will instead contain important equipment left over from when you were ropin' and raisin'.**

ROPIN'

RAISIN'

			8	4				4
					🐄			
	3		8			4		7
		🐄			2		7	
🐄								
	12	17		17		🐄	18	
5				🐄				🐄
				2	5			
6			3	8				

RUSHIN'

🐄	2		6				7		🐄
			🐄	2	🐄		🐄		
	4	🐄	2					9	
	🐄					🐄	10		
			🐄		9				🐄
		6	3	9		🐄	🐄		
6	🐄								12
	3		4	🐄		6		🐄	
🐄				5	🐄		3		🐄