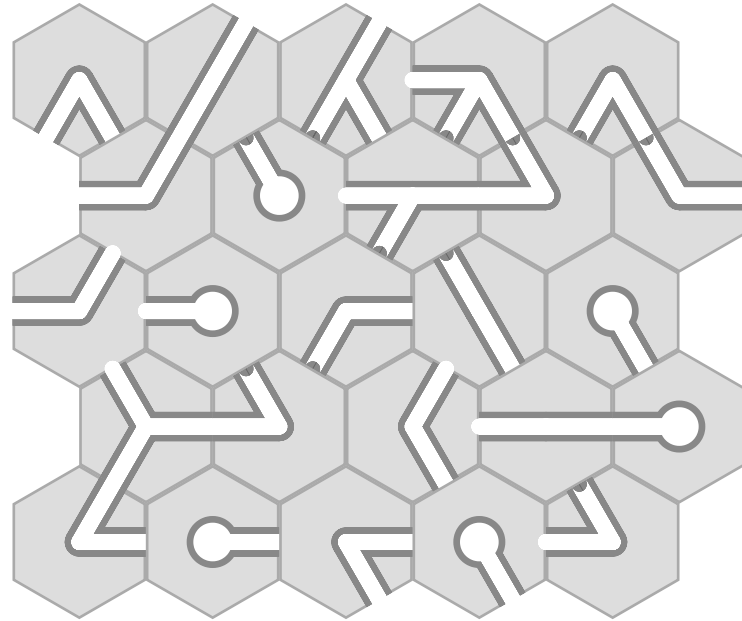


Hexagonal Pipes

Grid: **Hexagonal** Hexagonal wrap Other grids
 Size: **5x5** 7x7 10x10 15x15 20x20 30x30 40x40

5x5 Hexagonal Pipes Puzzle

Rotate the tiles so that all pipes are connected with no loops.



[Start over](#) [Settings](#) [New puzzle](#)

[Download this puzzle](#)

Time: 00:00

[Solve stats](#)

The rules

- All pipes must form a single contiguous network.
- No connections may run outside the grid.
- Bulb-shaped tiles are deadends.
- Closed loops are not allowed.
- Each puzzle has a unique solution.

Tips for controls

- Click or tap a tile to rotate it.
- Lock tiles when you're sure of their orientation. Right click or long press to start locking. You can lock multiple tiles by moving the cursor around after that.
- Make edge marks to mark certain edges as "definitely a wall" or "definitely a connection".
 To make a wall mark draw a line along tile edge with a mouse or your finger. Draw a line across the edge for a connection mark. Do the same again to erase.
 With a mouse or touch pad you can also click and hold near the edge middle to make a mark. In this case left mouse button makes a wall mark, right button makes a connection mark.
- Zoom in and out using mouse wheel or pinch-to-zoom on mobile. Click and drag to move around the board.
- Check out alternative control modes in the settings.

