

15/11/03:

Minesweeper (Pentomino) by Serkan Yürekli

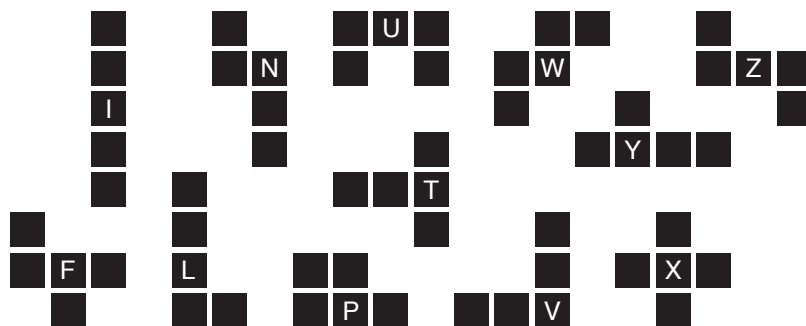
Theme: Pentomino Clues

Rules: Place the twelve pentominoes into the grid, rotations and reflections allowed.

Pentominoes cannot cover the numbered cells, and different pentomino shapes cannot be placed in adjacent cells that share an edge or corner. Numbered cells indicate how many of the surrounding cells (including diagonally adjacent cells) contain parts of the pentominoes.

Answer Entry: Enter the length in cells of each of the shaded segments from left to right for the marked rows, starting at the top. Separate each row's entry with a comma.

			3	2	2						
				2						5	3
				3				4	3	5	
A		4									
		5	3	4							
B			2								
								4	2	4	
			3	4	3					4	
C			3		4					4	



15/11/05:

Slitherlink (Pentomino) by Serkan Yürekli

Theme: Pentomino Clues

Draw a set of twelve pentomino-shaped loops consisting of vertical and horizontal segments between the dots. Numbers inside a cell indicate how many of the edges of that cell are part of the loops. The pentomino-shaped loops cannot touch each other, even diagonally, but may be rotated or reflected.

Answer Entry: Enter the length in cells of each of the interior loop segments from left to right for the marked rows, starting at the top. Separate each row's entry with a comma.

A

B

C

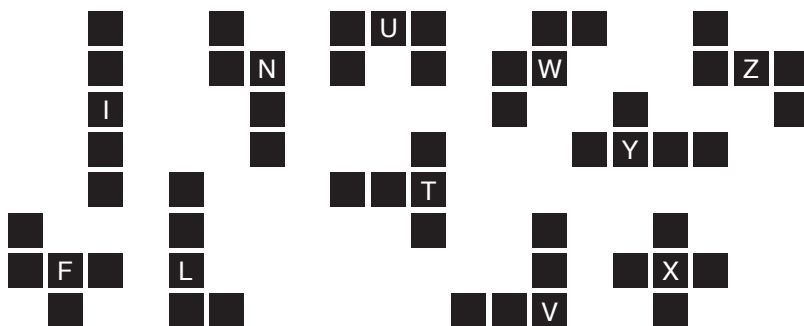
15/11/07:

Tapa (Pentomino) by Serkan Yürekli

Theme: Clue Symmetry and Logic

Rules: Standard Tapa rules. Also, the Tapa wall in this puzzle is made using one of each pentomino given below the grid with no overlaps. Rotations and reflections are allowed. (Note: There is no P pentomino here because it would violate Tapa rules).

		3					2			
									5	
						5				
A		6								
							5			3
					1 ₁ 1 ₁					
	4		2							
B								7		
C					2 ₄					
		7								
			1 ₁						1	



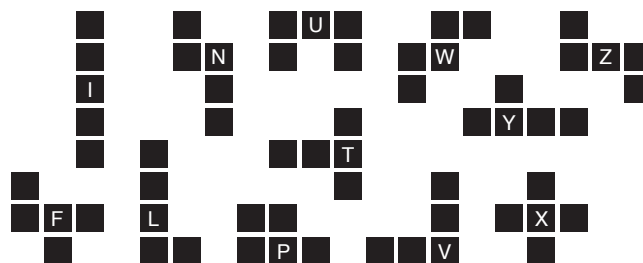
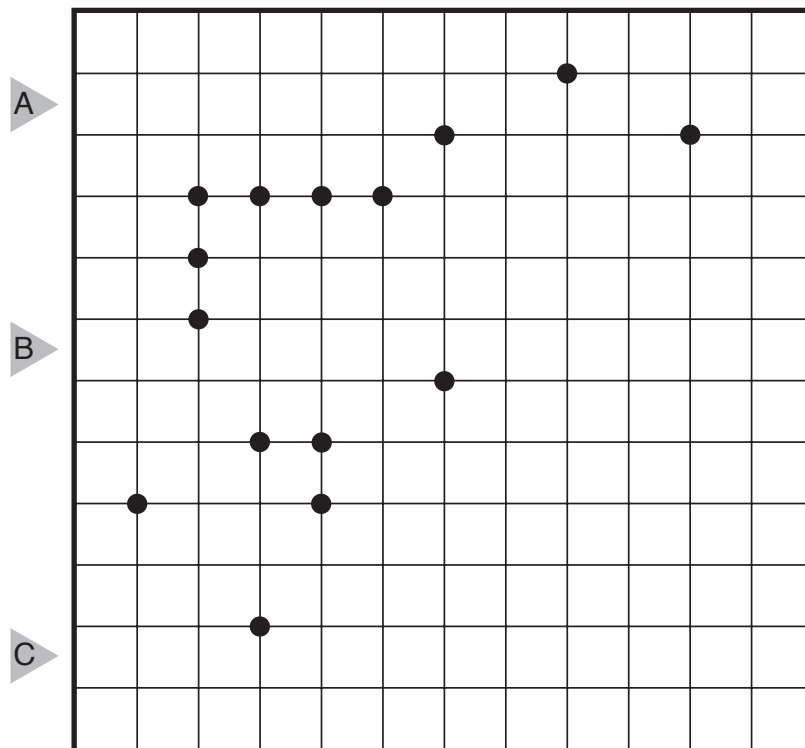
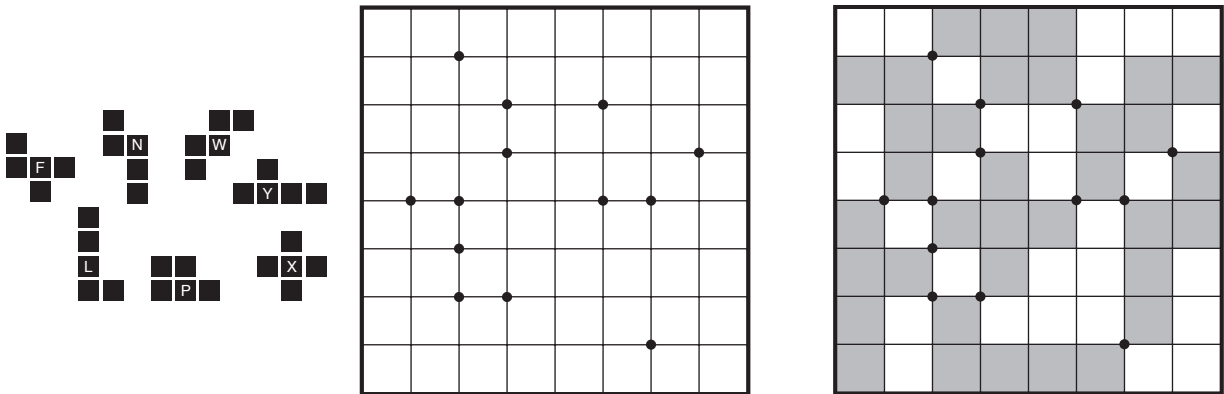
15/11/09:

Pentatouch by Serkan Yürekli

Theme: Wide Open Corner

Place the twelve pentominoes into the grid, rotations and reflections allowed. Pentominoes can touch each other only diagonally. All places where pentominoes touch are marked with a dot.

Answer Entry: Enter the length in cells of each of the pentominoes from left to right for the marked rows, starting at the top. Separate each row's entry with a comma.



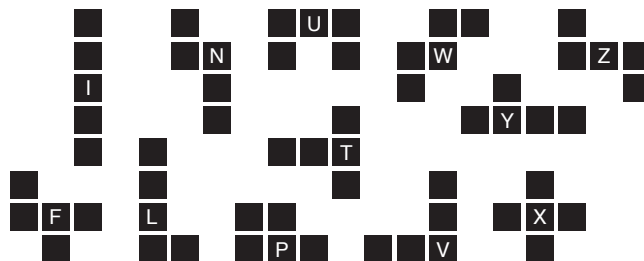
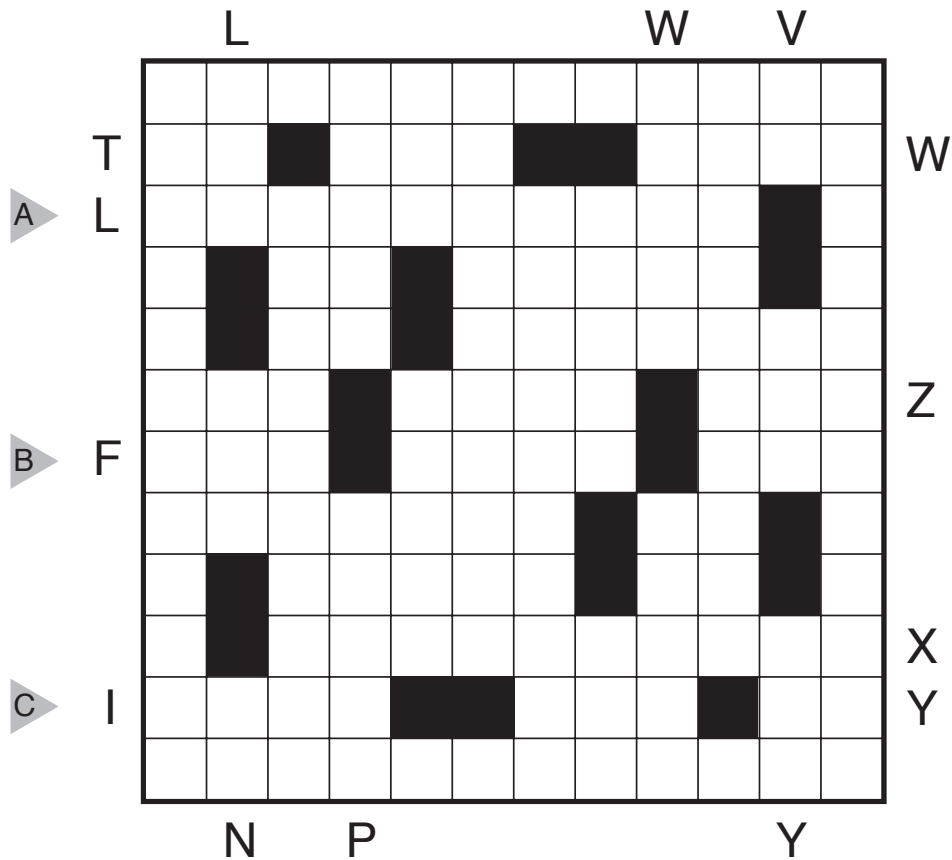
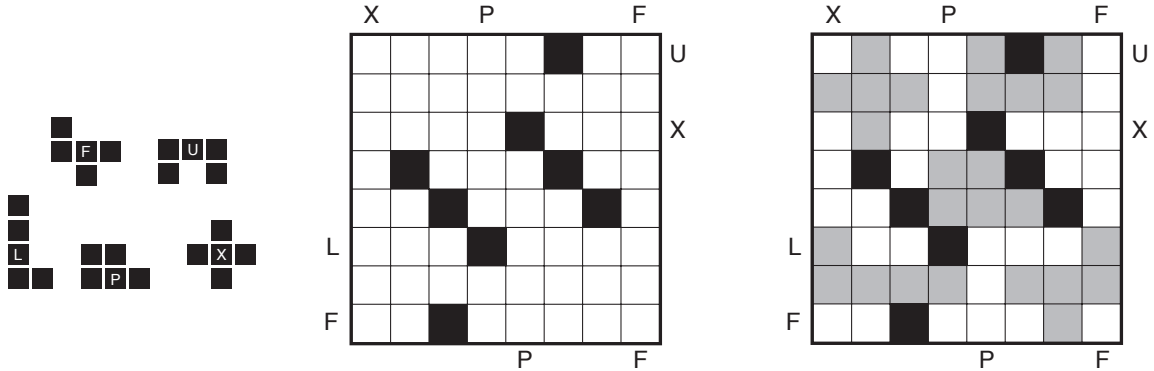
15/11/11:

Easy as Pentomino by Serkan Yürekli

Theme: Clue Symmetry and Logic

Place the twelve pentominoes into the grid, rotations and reflections allowed. Pentominoes cannot touch each other, not even diagonally. Letters outside the grid indicate the first pentomino seen in that direction. Some cells are blackened and cannot be used by any pentomino.

Answer Entry: Enter the length in cells of each of the pentominoes from left to right for the marked rows, starting at the top. Separate each row's entry with a comma.



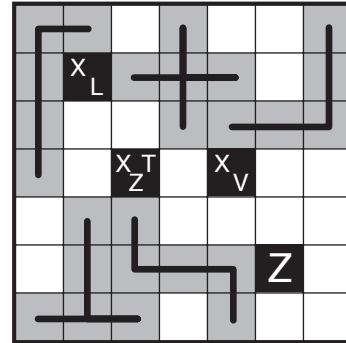
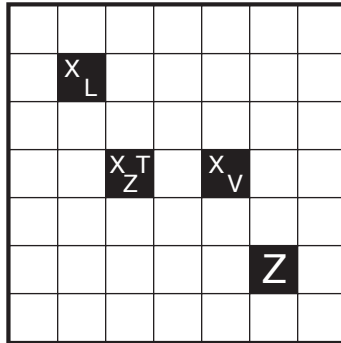
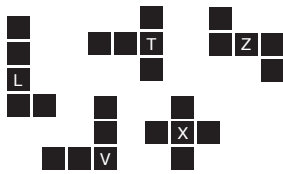
15/11/13:

Frozen Pentominoes by Serkan Yürekli

Theme: Clue Symmetry and Logic

Place all twelve pentominoes into the grid a single time, rotations and reflections allowed. Pentominoes can touch each other, but cannot overlap. When all pentominoes are placed, none of them should be able to move in any of the four directions; pentomino movement is blocked by other pentominoes and by clue cells. Each clue cell contains the letters of all pentominoes that touch that cell, even diagonally. (A blank, black cell has no pentominoes touching it.)

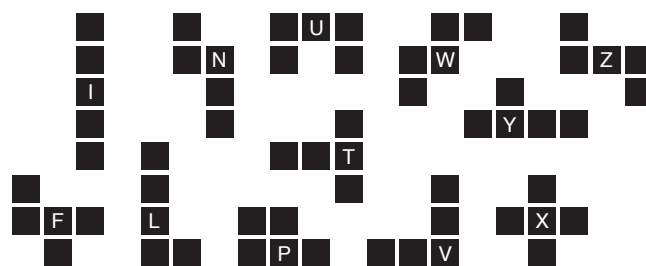
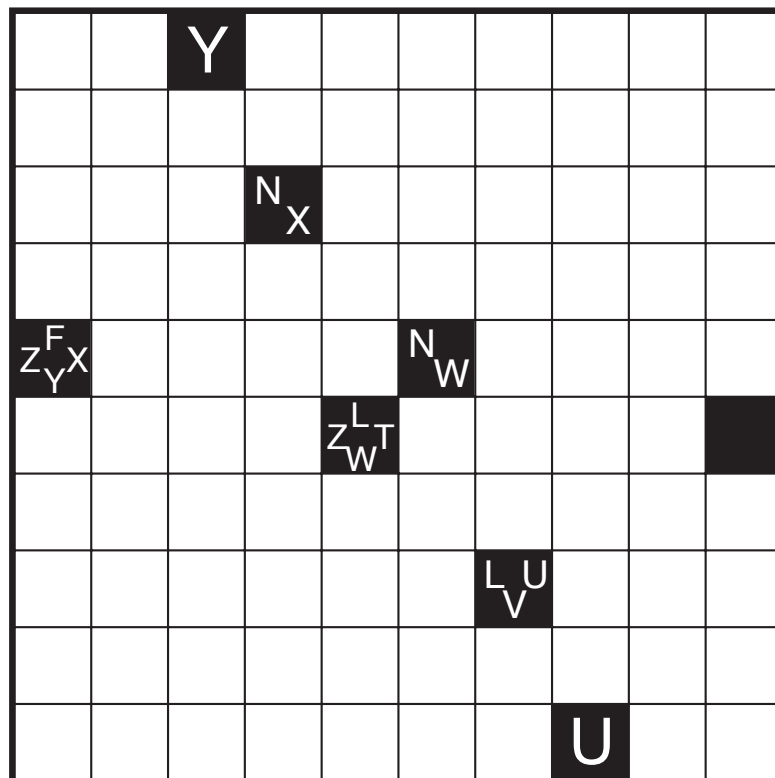
Answer Entry: Enter the letter representing each pentomino appearing from left to right for the marked rows, starting at the top. Separate each row's entry with a comma.



A

B

C



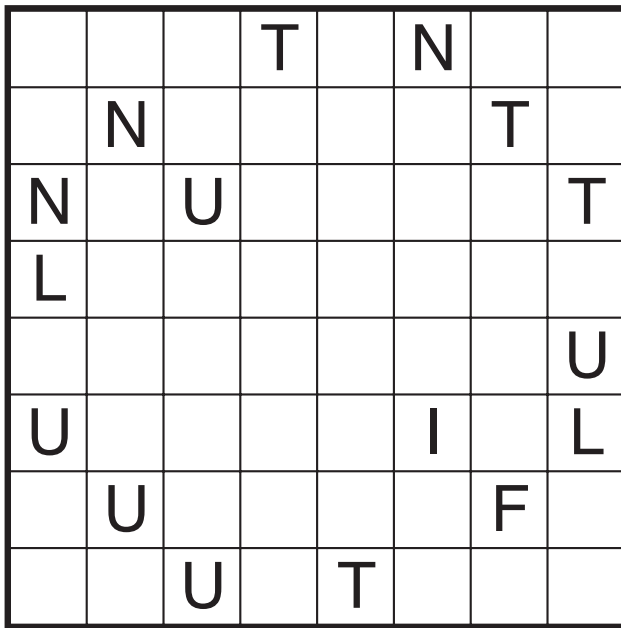
15/11/15:

Crisscross with Pentominoes by Serkan Yürekli

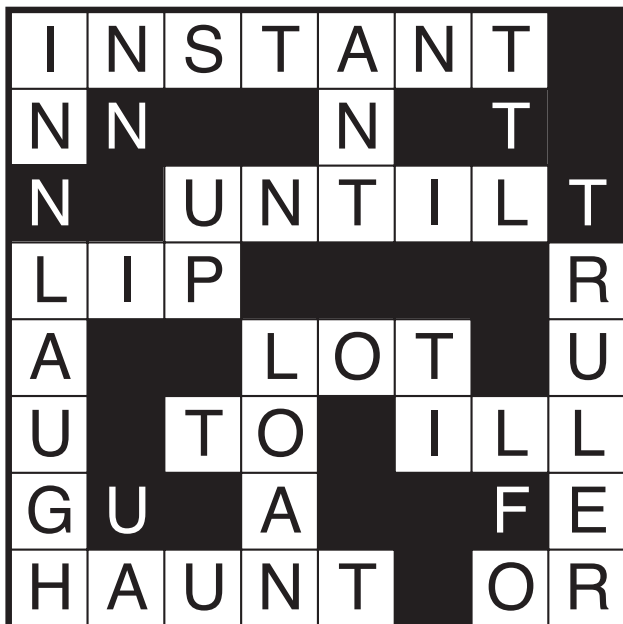
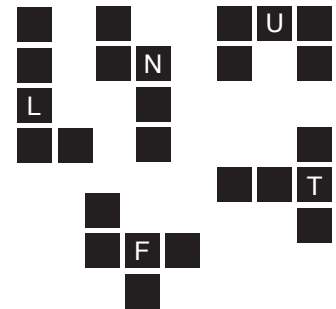
Example Page

Locate the given words in the grid, reading across and down. All words should be interconnected and no words other than those in the word list should appear. All cells that are not part of the crisscross belong to one of the twelve pentominoes. Pentominoes can only touch each other at corners. Rotations and reflections of the pentominoes are allowed. The letter inside the grid are either part of the words, or part of a pentomino (and they must belong to a pentomino shape with that letter).

Answer Entry: Enter all crisscross letters (ignore pentominoes) from left to right for the marked rows, starting at the top. Separate each row's entry with a comma.

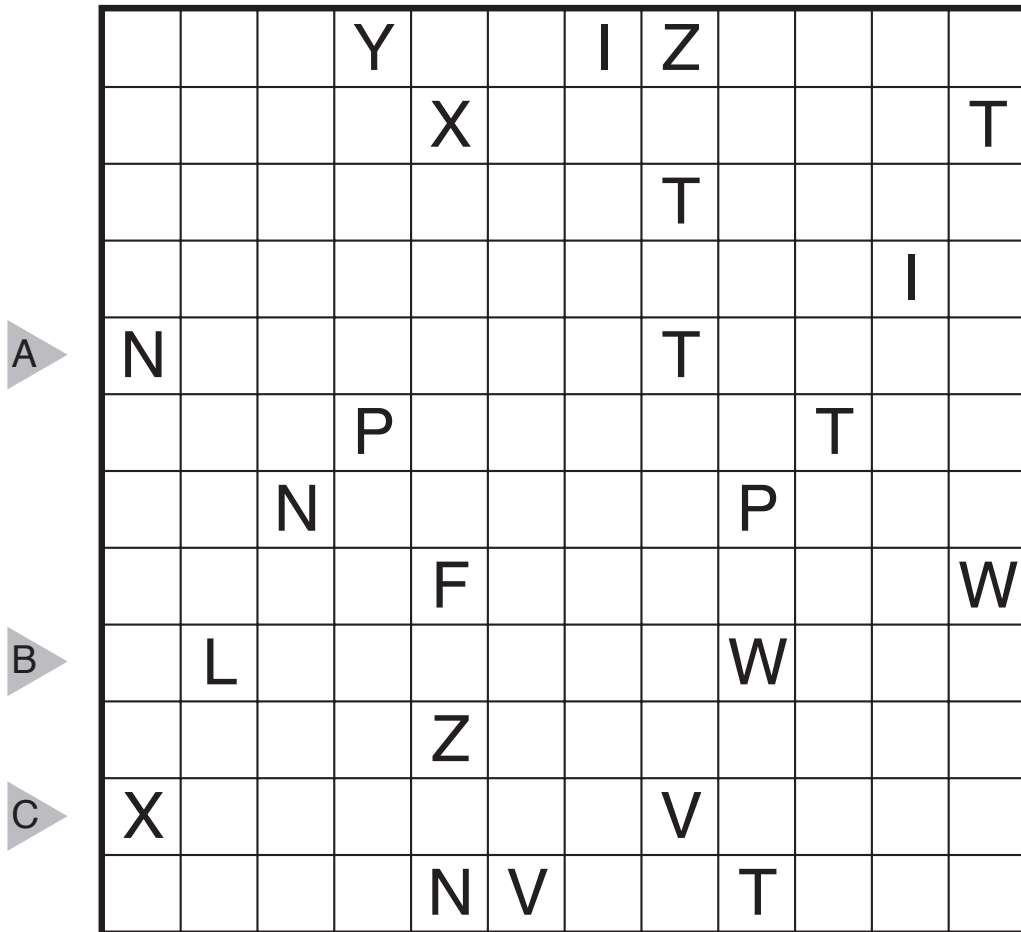


IN	LOAN
OR	
TI	HAUNT
TO	LAUGH
UP	RULER
	UNTIL
ANT	
ILL	INSTANT
LIP	
LOT	



15/11/15:

Crisscross with Pentominoes by Serkan Yürekli
 Theme: Just Pentomino Letters



- AT MM ARC ACID TASTY CANNON SYMPATHY
- DE NO DAM INFO THORN DYNAST
- FA ON INN TEXT TWIST PRIZES BESMEARED
- GO OP ODD TYPE VIDEO STUDIO
- HE RE ROW
- HM SO TWO
- HO WE
- IT

