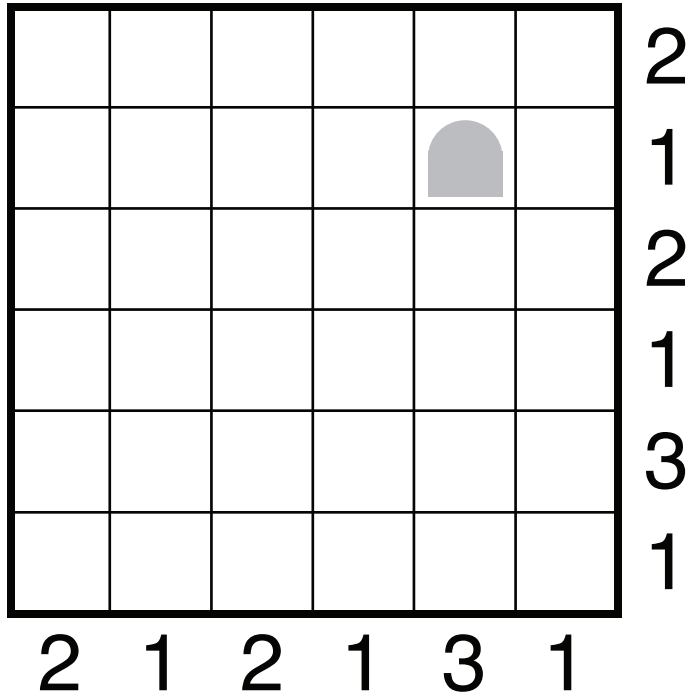


13/06/03:  
Battleships by Thomas Snyder  
Theme: Mirror



13/06/04:

# Cave (Hidden Clues) by Thomas Snyder

## Theme: Hidden Clues

Rules: Standard Cave rules. Also, no number may directly connect to/"see"  
another number within horizontally or vertically connected cells.

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

13/06/05:  
Nurikabe by Grant Fikes  
Theme: 6

A			6						
	6								
B							6		
C	6			6					
		6							
D									
		6		6					

13/06/06:  
Sudoku by Thomas Snyder  
Theme: 6/6

A

		2	1					
	3		7			8	5	
	5				1		8	
	7	4	2		8			
	8		3		5	4	9	
		1	9		3		2	
						5	7	

B

13/06/07:

# Skyscrapers (Even/Odd) by Thomas Snyder

## Theme: No Givens

Rules: Standard Skyscrapers rules. All even digits (and only even digits) have been shaded gray. Note: this means that all unshaded digits, including unshaded outside digits, are odd.

