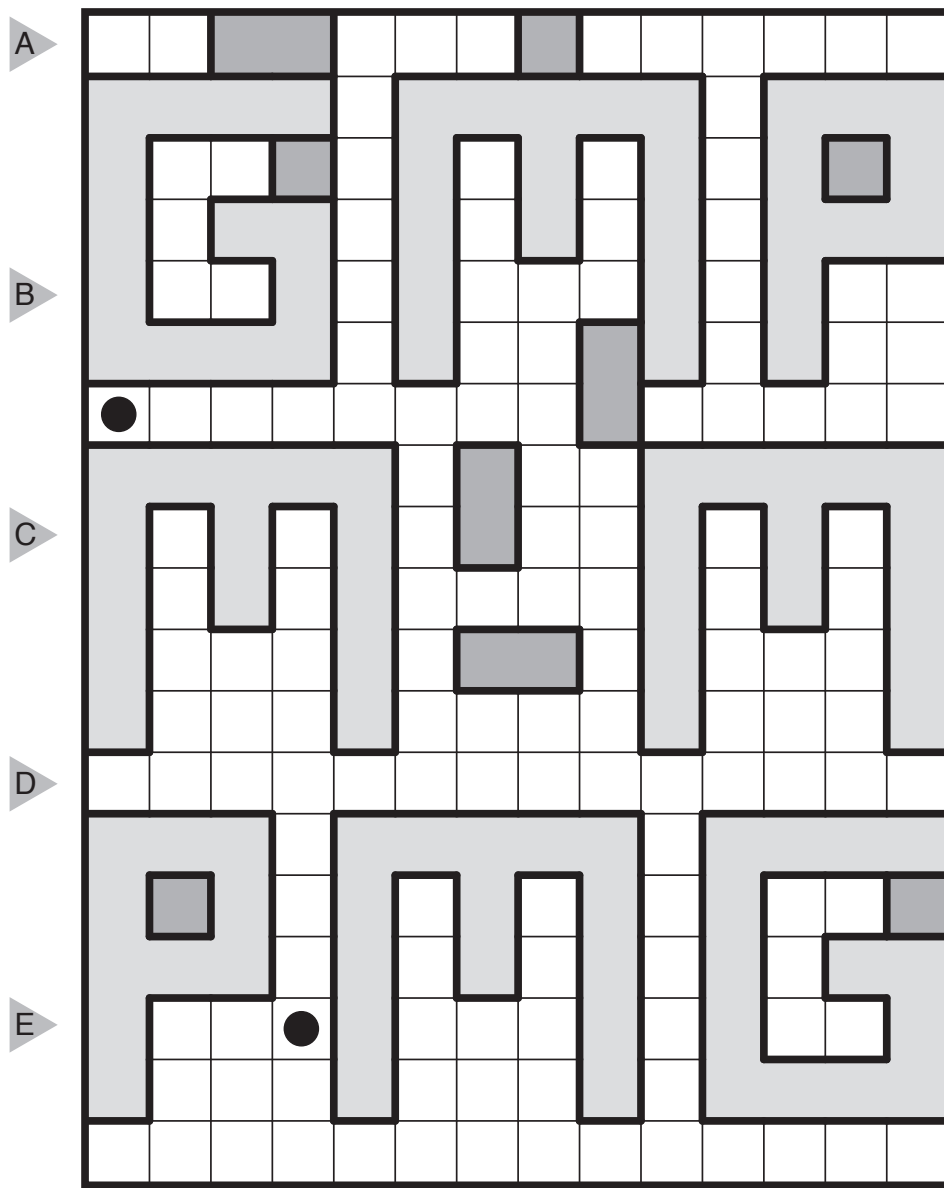


13/08/18 (Sunday Surprise):
The Persistence of Memory by Serkan Yürekli
Theme: GM Puzzles

Rules: Find a path from one dot to the other by moving horizontally or vertically between adjacent squares. The path cannot touch itself, even diagonally. All highlighted regions must be used, and may be re-entered. If two or more regions have the same shape and orientation, then how the path passes through the shapes must be identical.



13/08/19:

Smashed Sums by Serkan Yürekli

Theme: Declining Odds

Rules: Fill each row and column of the grid with the numbers 1-4 and two blackened cells. Numbers outside the grid indicate the sum of the digits between the two blackened cells in that row/column. Blackened cells are allowed to touch.

7 5 3 1

9

7

5

A

3

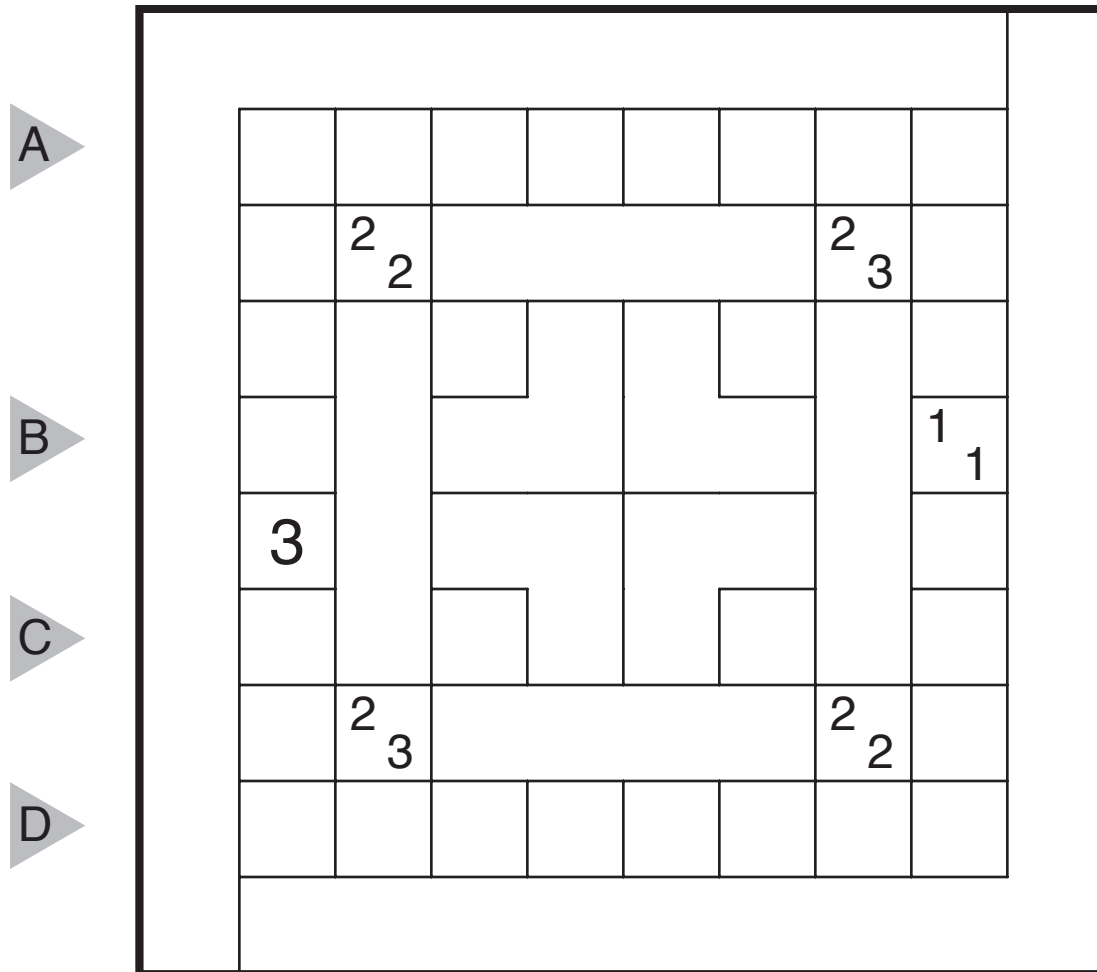
B

13/08/20:

Irregular Tapa by Serkan Yürekli

Theme: Region shapes

Rules: Variation of Tapa rules. Additionally, some squares are combined into areas, each counting as one cell for the Tapa clues. [Note: the no 2x2 shaded rule applies as usual based on cell count, not area count, and some areas may contribute multiple cells to such a group.]



13/08/21:

Island of Numbers by Serkan Yürekli

Theme: Hidden Words --

each row of letters spells another word (SERF, ...)

Rules: Put each number (given as a word) into the grid, one letter per cell, as a snake-like strip which does not touch or cross itself. Some letters of the words are given. The remaining cells should be painted black to form a continuous wall as in a Nurikabe puzzle with no 2x2 shaded regions.



	S		E		R		F		
V		E				T			
				N		O			
S		E		N					T
				T			I		E

ONE

TWO

THREE

FOUR

FIVE

SIX

SEVEN

EIGHT

NINE

TEN

13/08/23:

Tren by Serkan Yürekli

Theme: Railroad Crossing; “Tren” means train in Turkish

Rules: Locate some blocks in the grid, either 1×2 or 1×3 in size, with each block containing one of the given numbers. A block’s number must indicate the total possible movement of the block along either direction in its long direction, where it is blocked only by an edge of the grid or another block.

A				3	2				
	0							5	
		0					4		
B			1			3			
	2			2	1				3
	3			2	2				2
C			3			3			
		4					4		
D		5						5	
				2	2				

