

13/09/23:
Sudoku by Thomas Snyder
Theme: Two rings

B

1	2	3	4					
6			5			1		
5			6			7	8	
4	3	2	1					
					2	3	4	5
	9	8			4			6
		4			6			7
					5	4	3	2

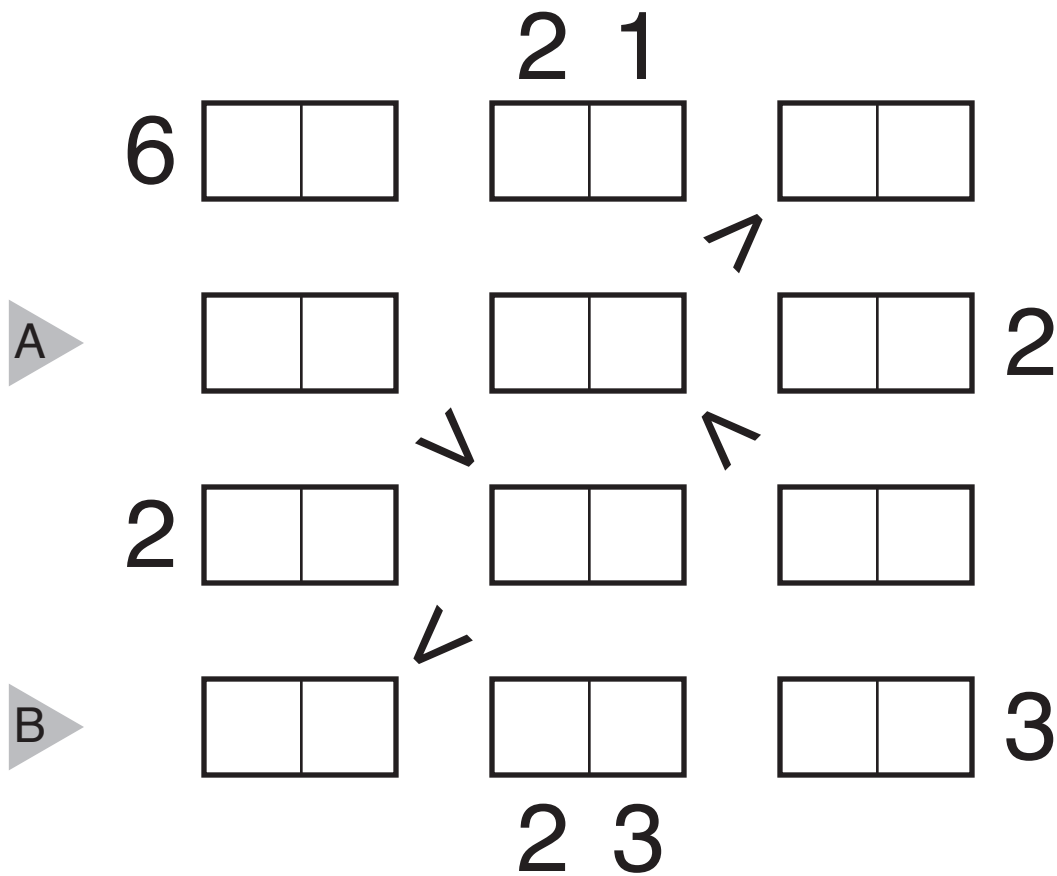
A

13/09/25:

Skyscraper Blocks by Serkan Yürekli

Theme: Clue Symmetry and Logic

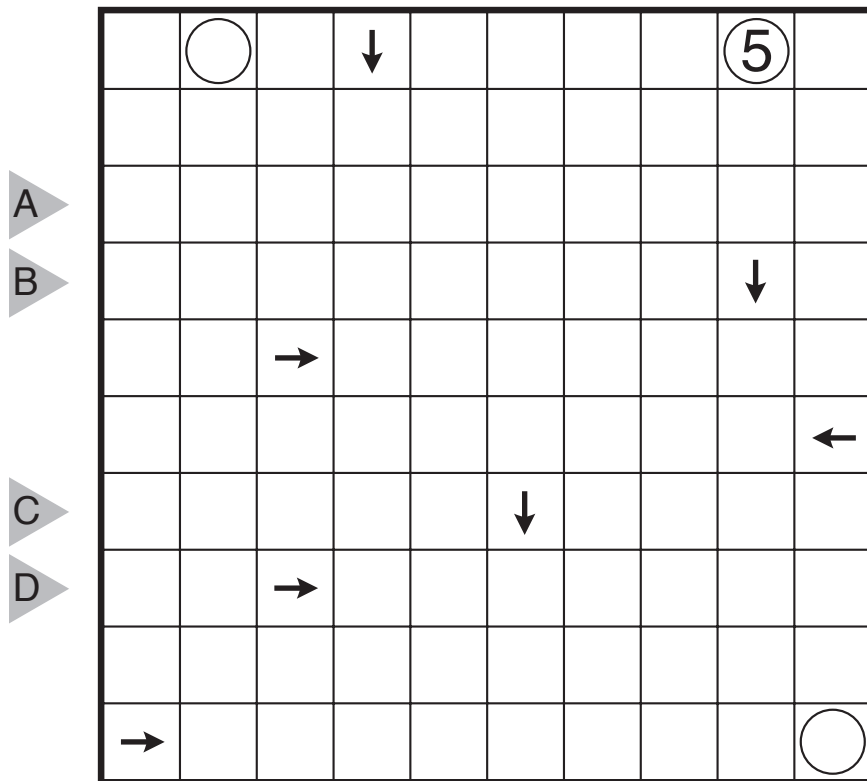
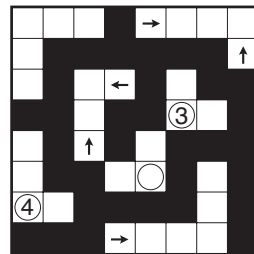
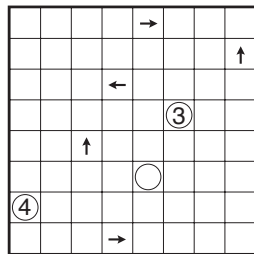
Rules: Place digits 1-6 into the grid so that no digit is repeated within a row or column. Digits outside the grid indicate the number of buildings that can be seen from the corresponding direction. The buildings form two-digit numbers and the relations between some numbers are shown with a greater than/less than sign.



13/09/26: Sashikabe by Grant Fikes Theme: Logic

Rules: Hybrid of Nurikabe and Sashigane. Standard Nurikabe rules are in place for the “ocean” (connected and no 2x2 squares) but the island rules have changed as follows: All islands must be L-shaped and one cell wide.

Islands cannot share an edge. An arrow clue points from an end of an island towards the bend in the middle. A circle clue indicates the bend in the middle of an island; if a number is also present, this is the size of the island in cells. An island can have 0, 1, or more of these clues given.



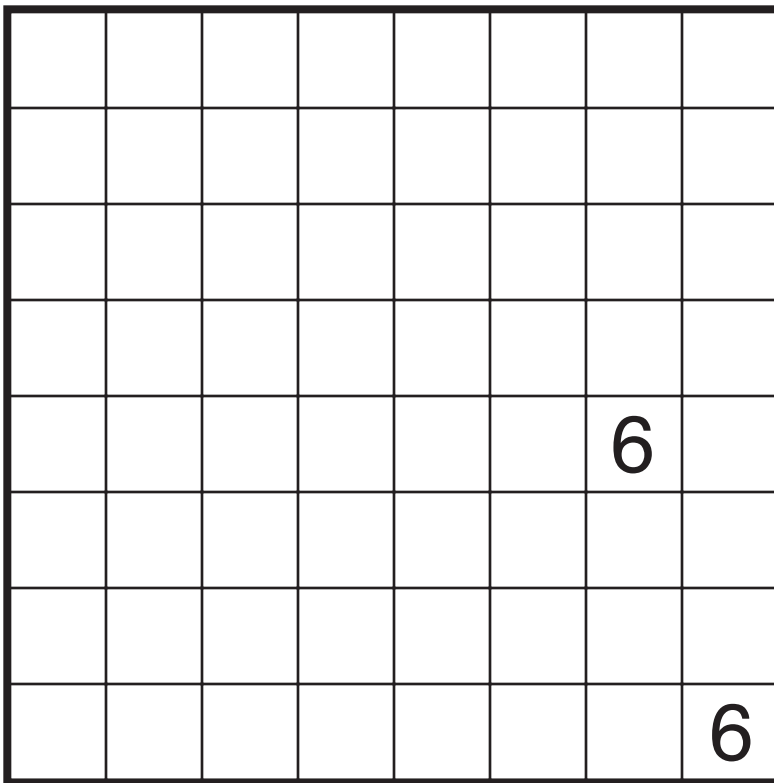
13/09/27:

Battleships (Nansuke) by Grant Fikes

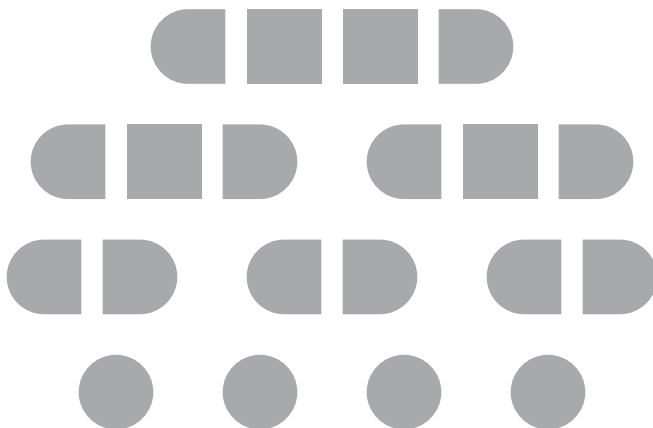
Theme: Logic

Rules: Place the given fleet into the grid so that no two ships touch, even diagonally. In the remaining unused cells, place the given numbers criss-cross style so that they can be read from left-to-right or top-to-bottom. All possible entries with two or more connected digits are given.

A B



11
35
51
52
122
151
251
1131
11121
25511
55221
115251
11111116
11114411
33336331



13/09/28:
 Yajilin by Palmer Mebane
 Theme: Logic

