13/09/30: Fillomino by Grant Fikes Theme: 28 Dice (Opus #5)

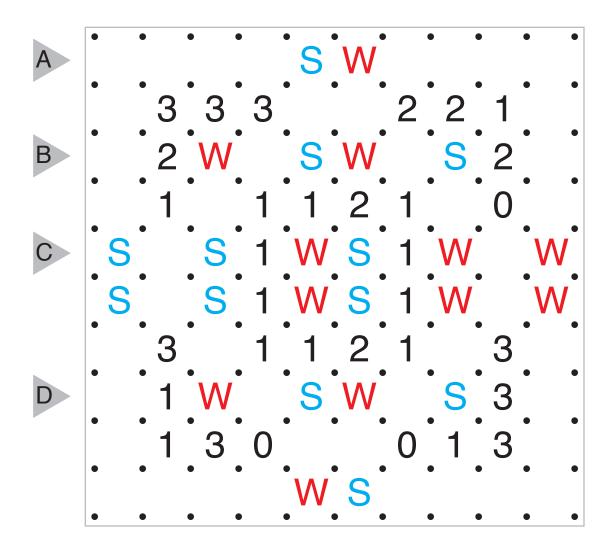
			3	6						
		4	2				i i	5	6	
		2							4	3
				5	5		3			2
A							2			
В				5						
	3			5		6	2			
	6	3							6	
		2	2					2	1	
							6	5		

### 13/10/01:

# Slitherlink (Sheep and Wolves) by Thomas Snyder

Theme: Unfriendly Neighbors

Rules: Standard Slitherlink rules. Also, all sheep (marked by an S) must be inside the loop and all wolves (marked by a W) must be outside the loop.



13/10/02: Sudo-Kurve by Thomas Snyder Theme: Corners

A	3	2				В				
·				4	5		8	2		
				6				7		
			·							
				7				4		
				1	9		5	6		
			·				1			
										7
									8	9

## 13/10/03: BACA by Serkan Yürekli Theme: Trapped in A box!

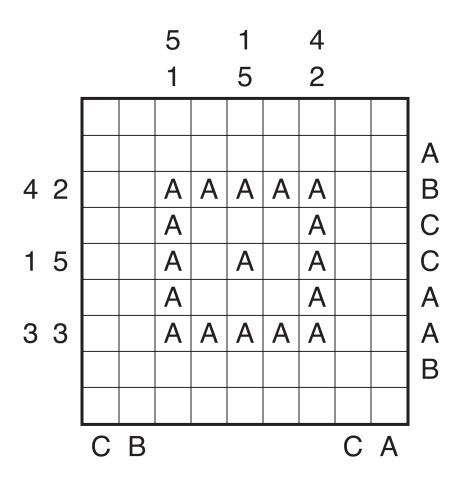
Rules: Either shade or add a single letter (A, B, or C) to each square so that each row and column contains exactly one A, one B, one C, and the rest shaded squares.

Cells in the grid already marked with a letter can be shaded or remain unchanged.

Letters outside the grid indicate the first letter seen from that direction.

Numbers outside the grid describe the size of groups of consecutive shaded squares in that row or column in order. There must be at least one unshaded square between groups.

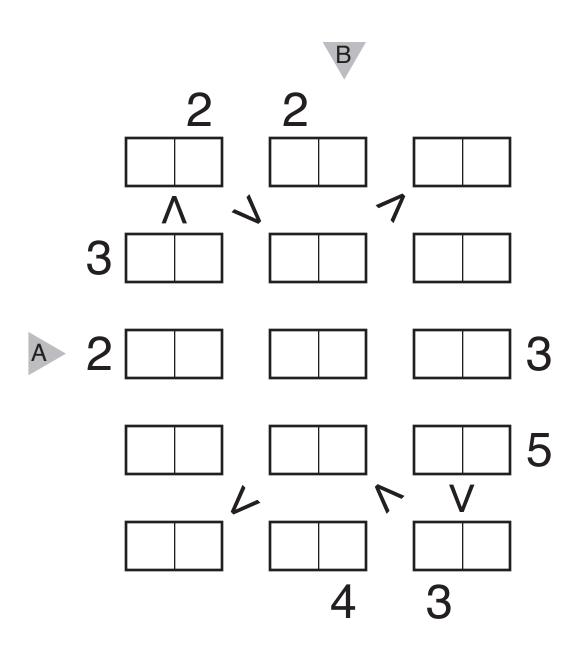
**ANSWER ENTRY:** Enter the number of the column where the B is placed for each row, starting at the top and proceeding to the bottom.



#### 13/10/04:

## 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.



## 13/10/05: Tapa by Palmer Mebane Theme: Logic

		1 3				2 3				1 2
A								4		
				1 1 3						
В			1 1 3							
								1_1		
							1_1			
C			1 4							
	3				1 4				1 4	
D										