

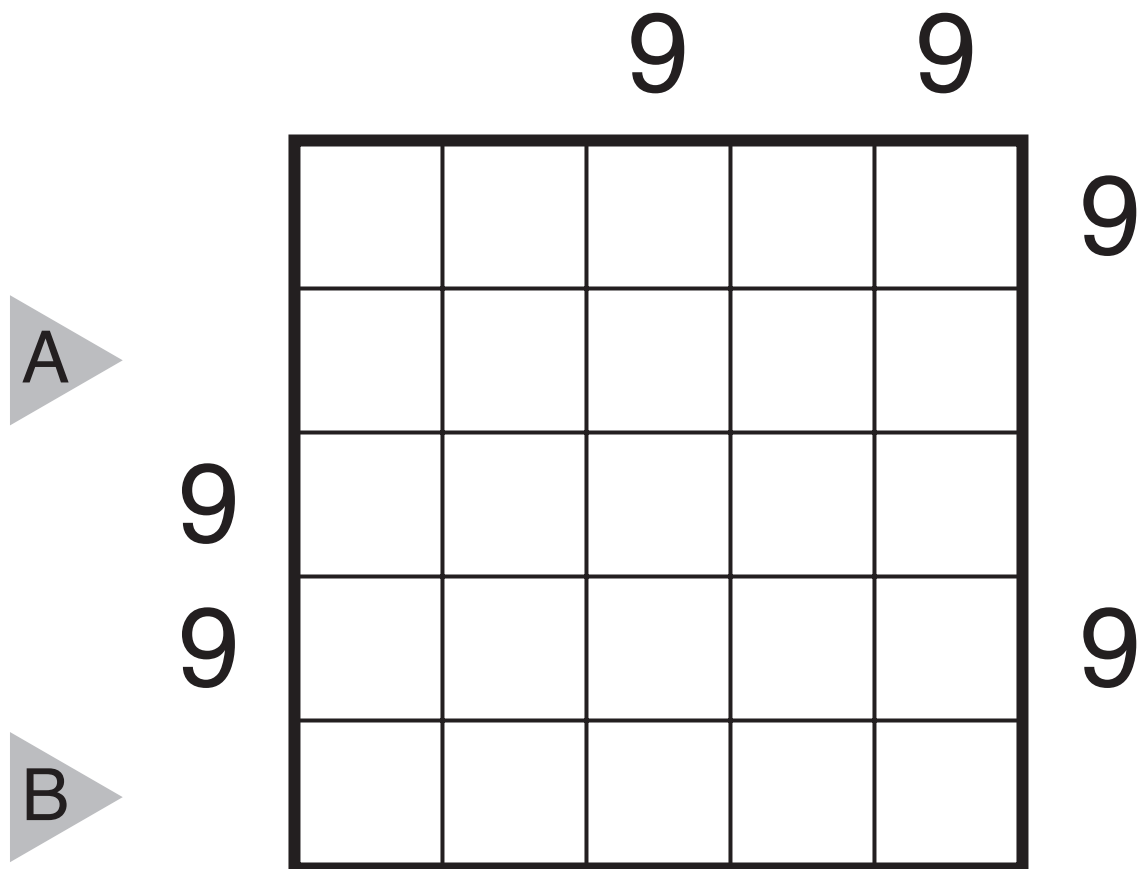
13/12/02:
Fillomino by Grant Fikes
Theme: 2x14 Dice (Opus #7)



6	3			6	2				
								4	4
4	1								
				1	6			4	2
5	2								
								3	1
6	4			3	1				
								3	1
2	3								
				3	4			4	4

13/12/04:
Skyscrapers (Sum) by Thomas Snyder
Theme: Nine High

Rules: Variant of Skyscrapers. The numbers outside the grid represent the sum of the buildings seen in that row or column. For example, if a row is 12534, the clue from the left would be an 8 (1+2+5) and from the right would be a 9 (4+5).



13/12/05:

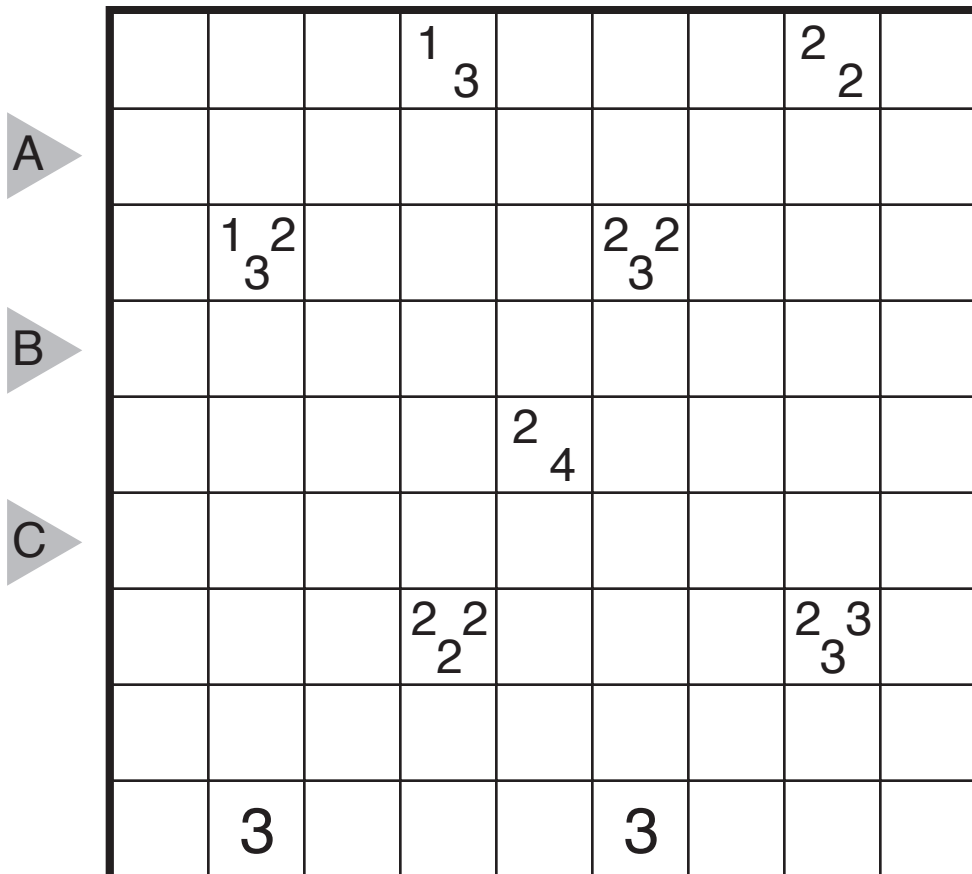
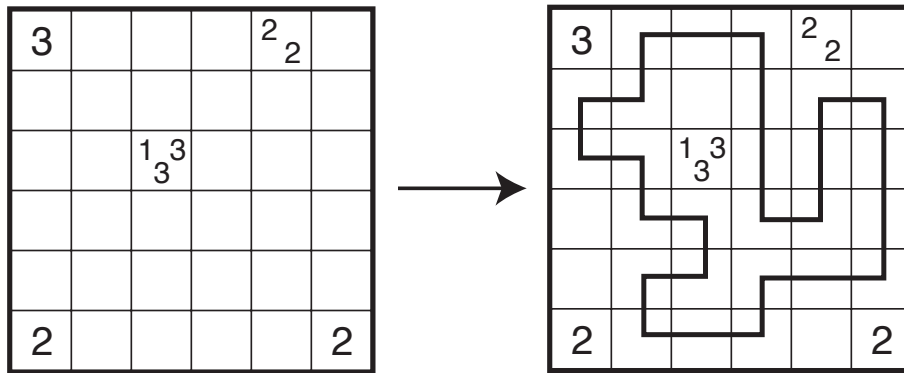
Tapa-Like Loop by Serkan Yürekli

Theme: Clue Symmetry and Logic

Rules: In this variation of Tapa, the wall is in the form of a single non-intersecting loop.

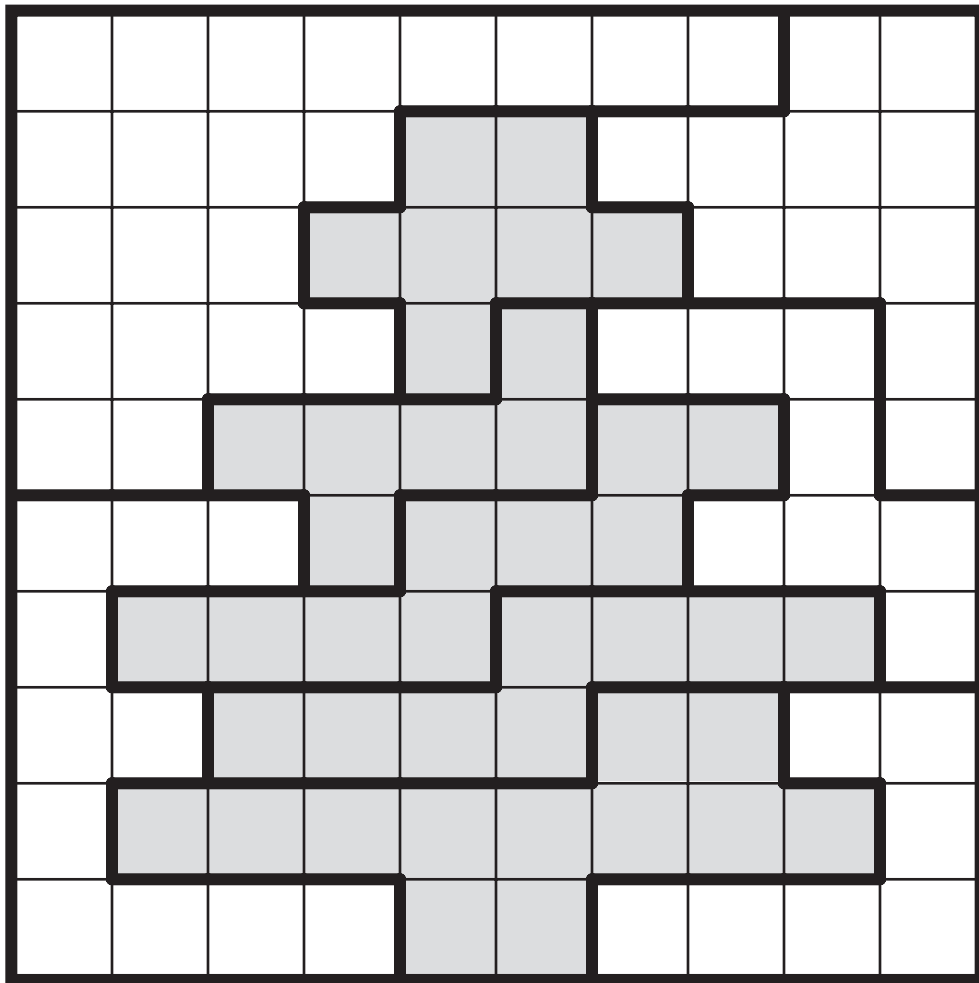
Clues inside the grid represent the number of neighboring cells visited by the loop; if there is more than one number in a cell, each number should be represented with a separate loop segment. There is no 2x2 rule of Tapa in this puzzle.

ANSWER ENTRY: Enter the length in cells of the horizontal loop segments from left-to-right in the marked rows, starting at the top. Separate each row's entry with a comma.



13/12/06:
Star Battle by Thomas Snyder
Theme: "The Star Battle For Christmas"

2★



13/12/07:

Sudoku (+/- 4) by Palmer Mebane

Theme: Very Hard Practice

Rules: Place integers from -4 to 4 into each cell so that each row, column, and region contains each integer from -4 to 4 exactly once. The numbers outside the grid represent the sum of all integers between that clue and the zero in that row/column.

Some cells inside the grid already contain an integer but no sign is given.

It is part of the puzzle to determine if these values are positive or negative.

ANSWER ENTRY: Enter the numbers (ignoring sign) from left-to-right in the marked rows, separating each row with a comma (eg "123401234,431023412").

	1							
	1							
				1	1			
			4	4				
							4	
							4	

2 -9 -6 -3 0 -3 0 3 0

0

-4

A 3

0

6

1

0

B 0

2

