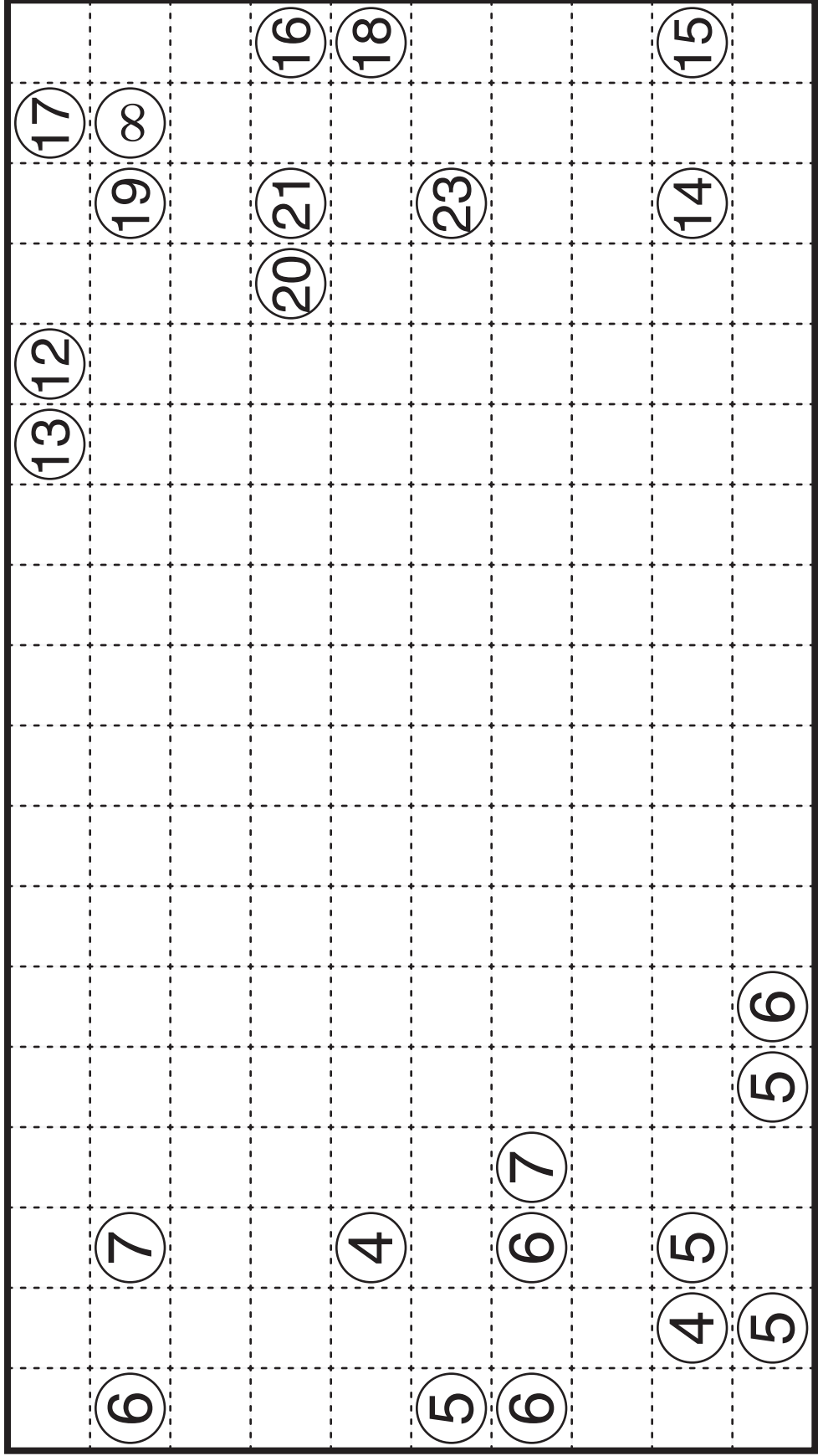


14/07/05:

Araf by Serkan Yürekli

Theme: Infinity



A

B

14/01/25:
 Cave (Product) by Thomas Snyder
 Theme: Even Slashes

Variation of Cave rules. Every clue is the product of the # of visible cells in that row and the # of visible cells in that column, including the cell itself.

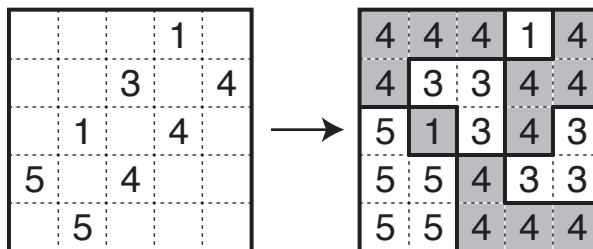
			12				12		
A		8						6	
	12				2			6	
	24					4			4
B				6			4		
					6			4	
C		12				6			
			12				20		
	8			18					8
	24				16			18	
D		24						6	
			24					6	

14/12/06:

Fillomino (Checkered) by Robert Vollmert

Theme: Hidden

Rules: Standard Fillomino rules. Also, it must be possible to shade some polyominoes black so that no bordering polyominoes are the same color (in other words, the grid must allow a two-color shading).



				1		2		1
	2		5					
						1		1
3		1		5			1	
A			5		6			
	2						3	1
B		5						
	1		5			3		3
	4				4			
				2		4		3
	1		2		2		1	
			1					1

14/11/01:

Fillomino (Cipher) by Palmer Mebane

Theme: C Major

Rules: Standard Fillomino Rules. Also, each musical note represents a different positive integer.

Answer Entry: For each cell in the marked rows/columns, enter the area of the polyomino it belongs to. Use numbers, not musical notes for entry. Enter just the last digit for any two-digit number.

						B	G#	
A					A	D		
			G	D				A#
		F	F#				C#	A#
	E	F#				F	G	
	D	F#			B	D#		
B	C	F#			C	B		
	E			C#	D#			
			C#	D#				
		F#	D#					