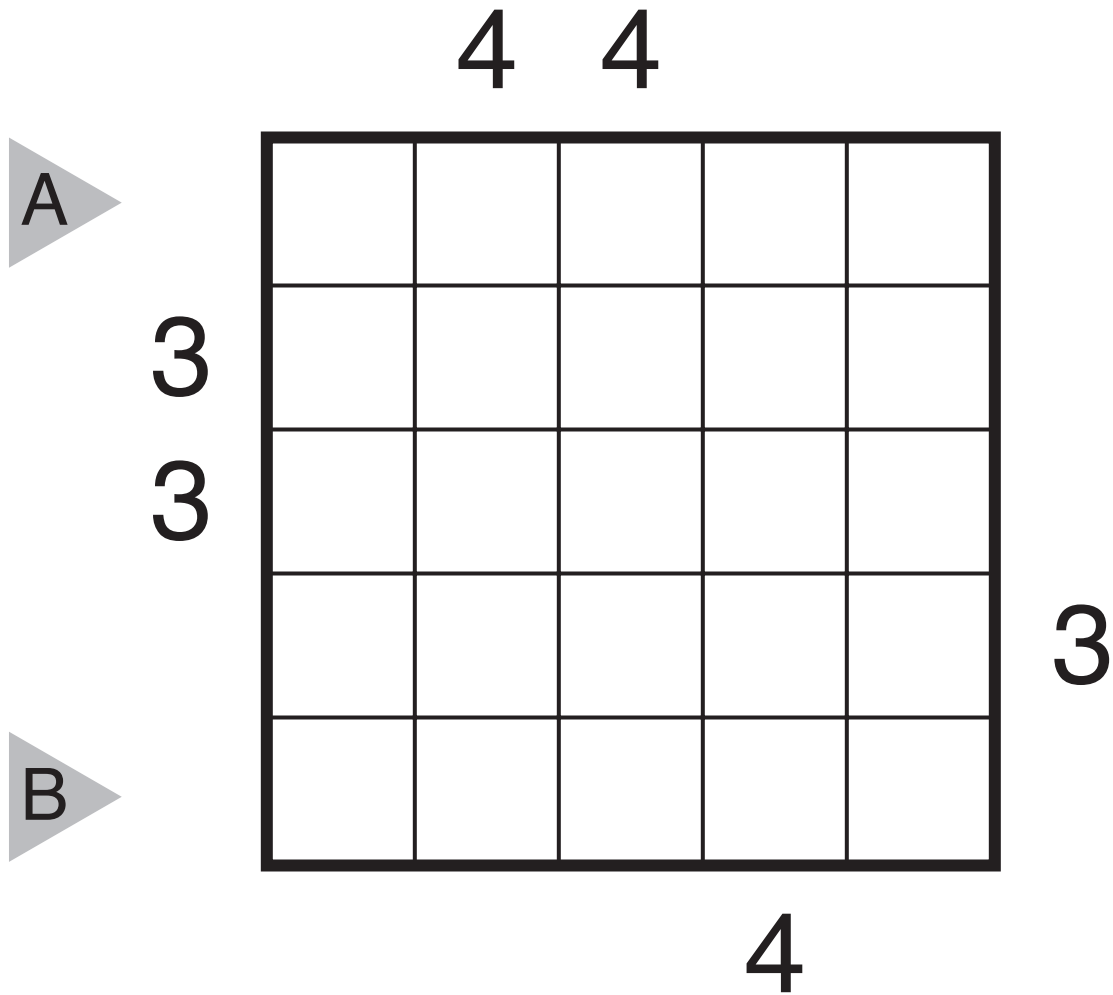


14/04/21:

Skyscrapers by Roland Voigt  
Theme: Equal Distribution and  
Symmetry of Clue Numbers

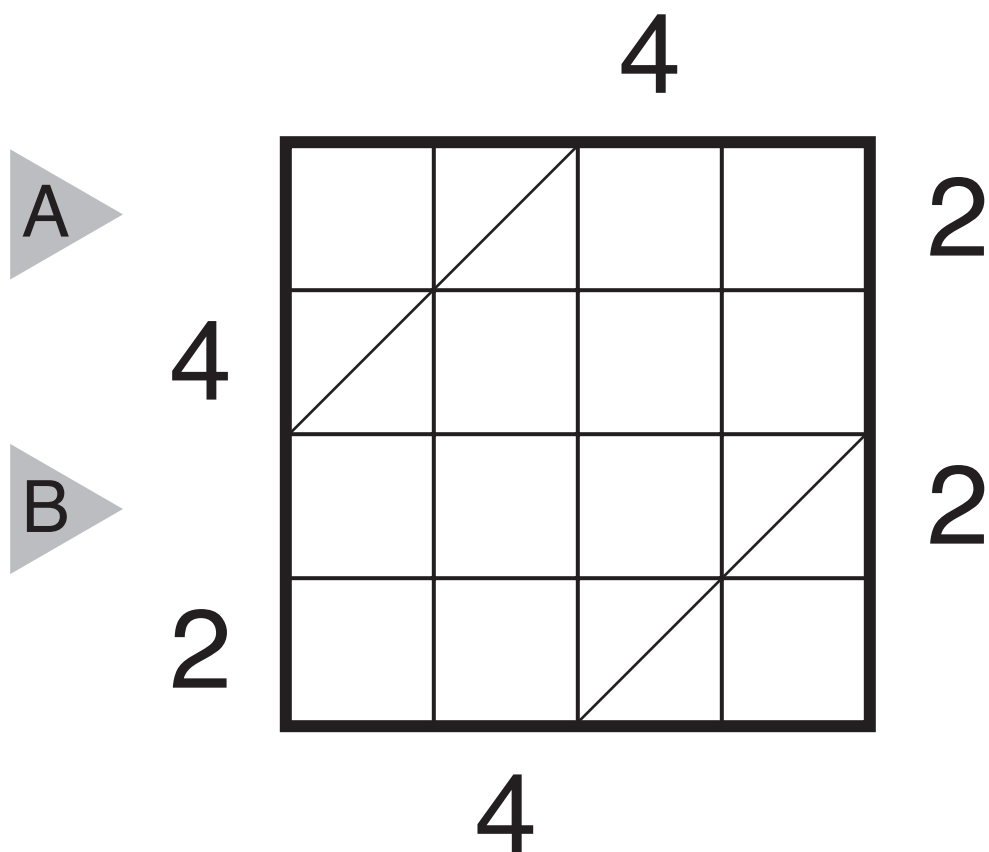


14/04/22:

## Skyscrapers (Tight Fit) by Roland Voigt

Theme: Equal Distribution and Symmetry of Clue Numbers

Rules: Standard Skyscrapers Rules. Also, some cells have been split into triangles, each of which must be filled with a number. In this puzzle, the numbers 1-5 must be placed in each row and column.



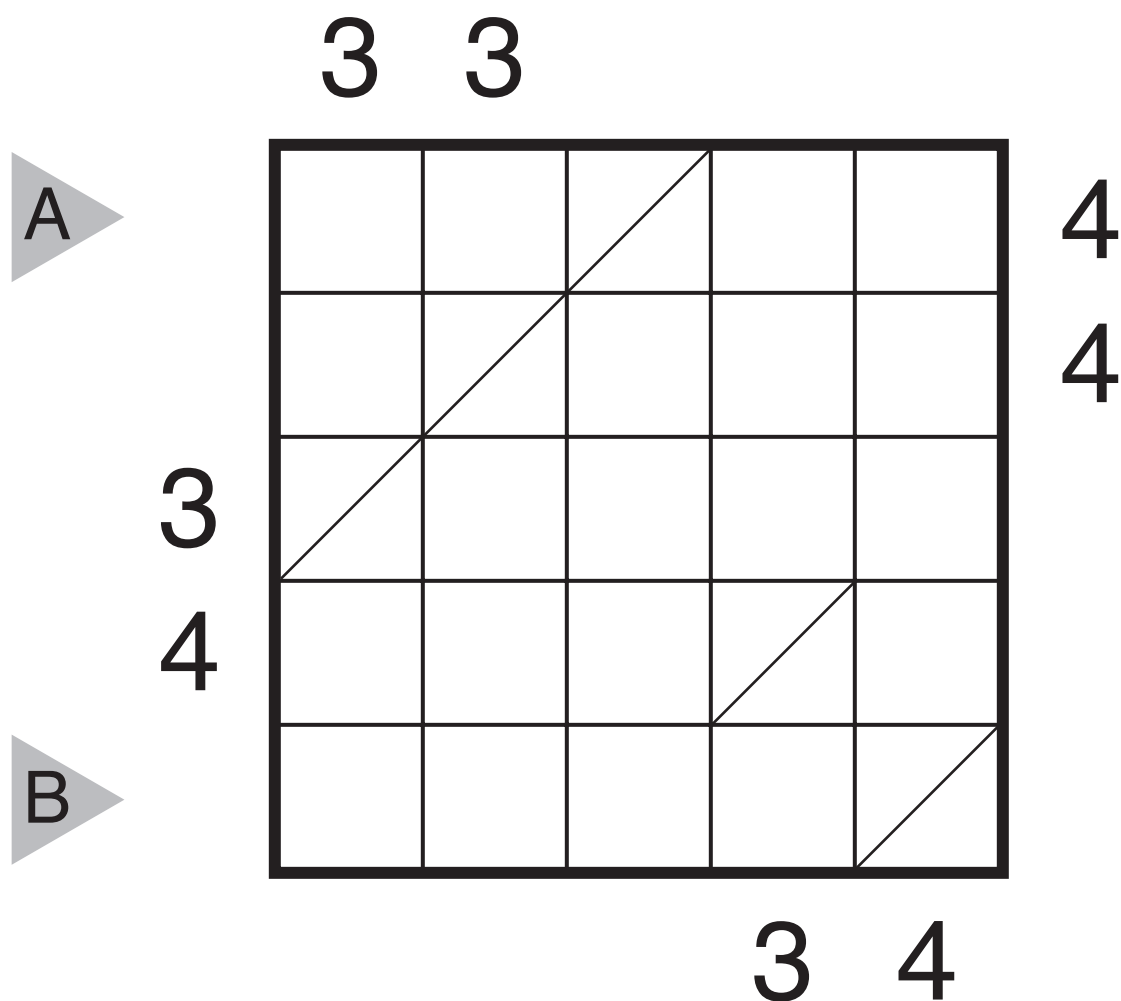


14/04/24:

# Skyscrapers (Tight Fit) by Roland Voigt

Theme: Equal Distribution and Pairing of Clue Numbers

Rules: Standard Skyscrapers Rules. Also, some cells have been split into triangles, each of which must be filled with a number. In this puzzle, the numbers 1-6 must be placed in each row and column.



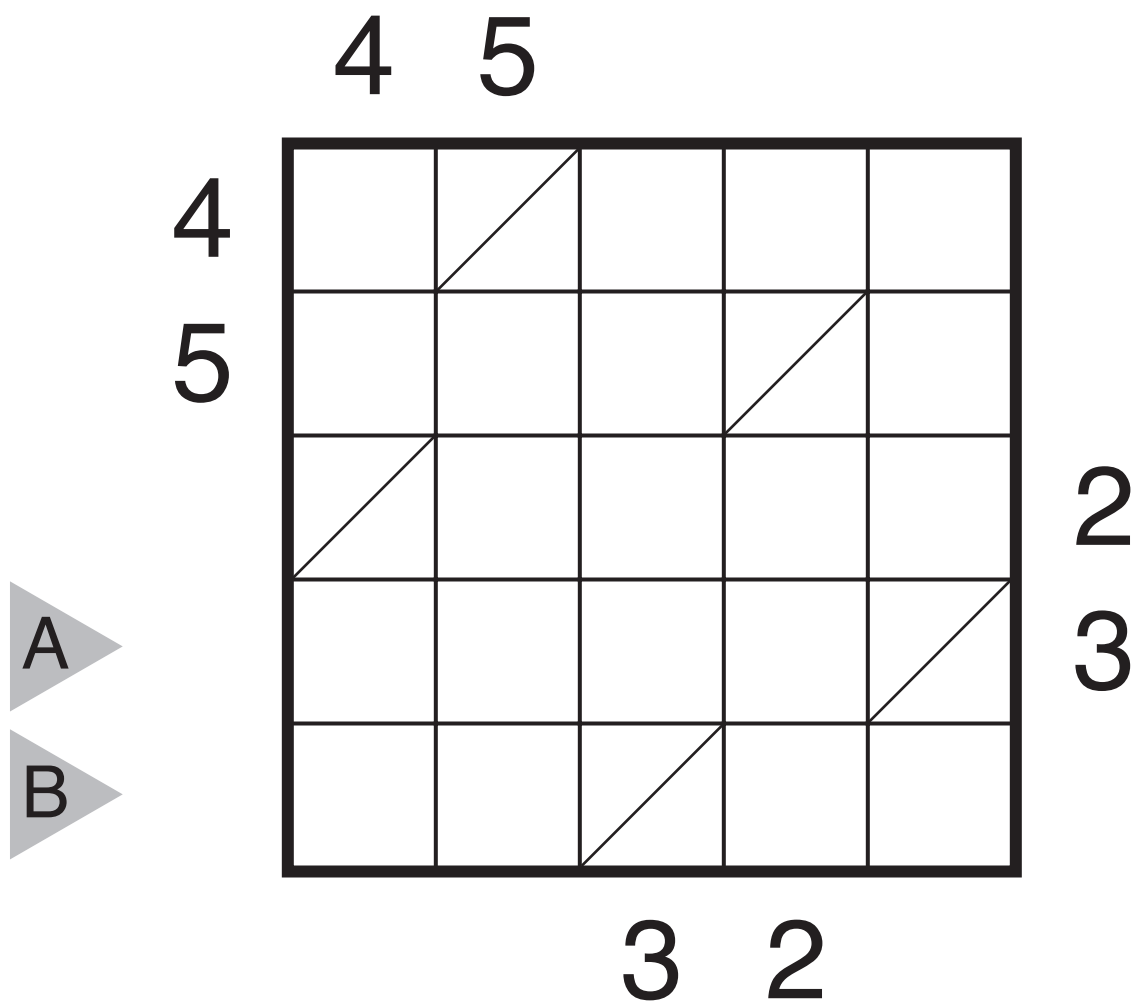


14/04/26:

# Skyscrapers (Tight Fit) by Roland Voigt

Theme: Equal Distribution and Symmetry of Clue Numbers

Rules: Standard Skyscrapers Rules. Also, some cells have been split into triangles, each of which must be filled with a number. In this puzzle, the numbers 1-6 must be placed in each row and column.



14/04/21:

Sudoku (Killer) by Serkan Yürekli  
Theme: Clue Symmetry and Logic  
(originally appeared in this year's 24HPC)

Rules: Place a digit from 1 to 8 into each cell so that no digit repeats in any row, column, or bold outlined region. The sum of the digits in each cage must equal the value given in the upper-left corner of that cage. Digits cannot repeat inside a cage.

|    |    |    |    |    |    |    |    |  |
|----|----|----|----|----|----|----|----|--|
| 13 |    |    | 36 |    | 3  |    |    |  |
| 4  |    |    |    | 14 |    | 15 | 7  |  |
|    |    |    |    | 7  |    |    |    |  |
|    |    | 12 |    |    | 12 |    | 36 |  |
|    | 7  |    |    | 8  |    |    |    |  |
| 14 | 9  | 3  |    |    |    |    | 11 |  |
|    |    | 5  |    |    |    |    |    |  |
|    | 12 |    |    |    |    | 4  |    |  |

A

B

14/04/23:  
 Nanro by Serkan Yürekli  
 Theme: Clue Symmetry and Logic  
 (originally appeared in this year's 24HPC)

|   |   |   |   |  |   |   |   |   |   |   |
|---|---|---|---|--|---|---|---|---|---|---|
|   | 3 |   | 2 |  | 2 |   |   |   | 8 |   |
| A |   |   |   |  |   |   |   |   |   |   |
|   |   | 3 |   |  |   |   |   |   |   |   |
| B |   |   | 2 |  |   |   |   |   |   |   |
|   | 2 |   |   |  |   |   |   |   |   |   |
| C |   |   |   |  |   |   |   |   |   | 2 |
|   |   |   |   |  |   |   | 4 |   |   |   |
| D |   |   |   |  |   |   |   | 2 |   |   |
|   |   |   |   |  |   |   |   |   |   |   |
|   |   | 2 |   |  |   | 3 |   | 2 |   | 5 |



14/04/25:  
 Statue Park by Serkan Yürekli  
 Theme: Open Middle  
 (originally appeared in this year's 24HPC)

|   |   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
|   |   |   | ○ |   | ● |   |   | ● |   | ○ | ● |   |
|   | ○ | ● | ● |   | ● | ○ |   |   |   |   |   |   |
|   |   |   | ○ |   |   | ● |   | ● | ● | ○ |   | ● |
| ○ |   |   |   |   |   |   | ○ |   |   | ● |   | ○ |
|   |   |   |   |   |   | ● | ○ |   | ● |   |   | ● |
| A |   |   | ○ |   |   |   |   | ○ |   |   | ● |   |
|   | ○ | ○ |   |   |   |   |   |   |   | ○ | ○ |   |
| B |   | ● |   |   | ○ |   |   |   |   | ● |   |   |
| ○ |   |   | ● |   | ○ | ● |   |   |   |   |   |   |
| C | ● |   | ○ |   |   | ● |   |   |   |   |   | ○ |
| ○ |   | ○ | ○ | ○ |   | ○ |   |   | ○ |   |   |   |
| D |   |   |   |   |   | ● | ● |   | ○ | ○ | ○ |   |
|   | ○ | ○ |   | ● |   |   | ● |   | ○ |   |   |   |

