

14/05/26:

## Simple Loop<sup>+</sup> by Grant Fikes

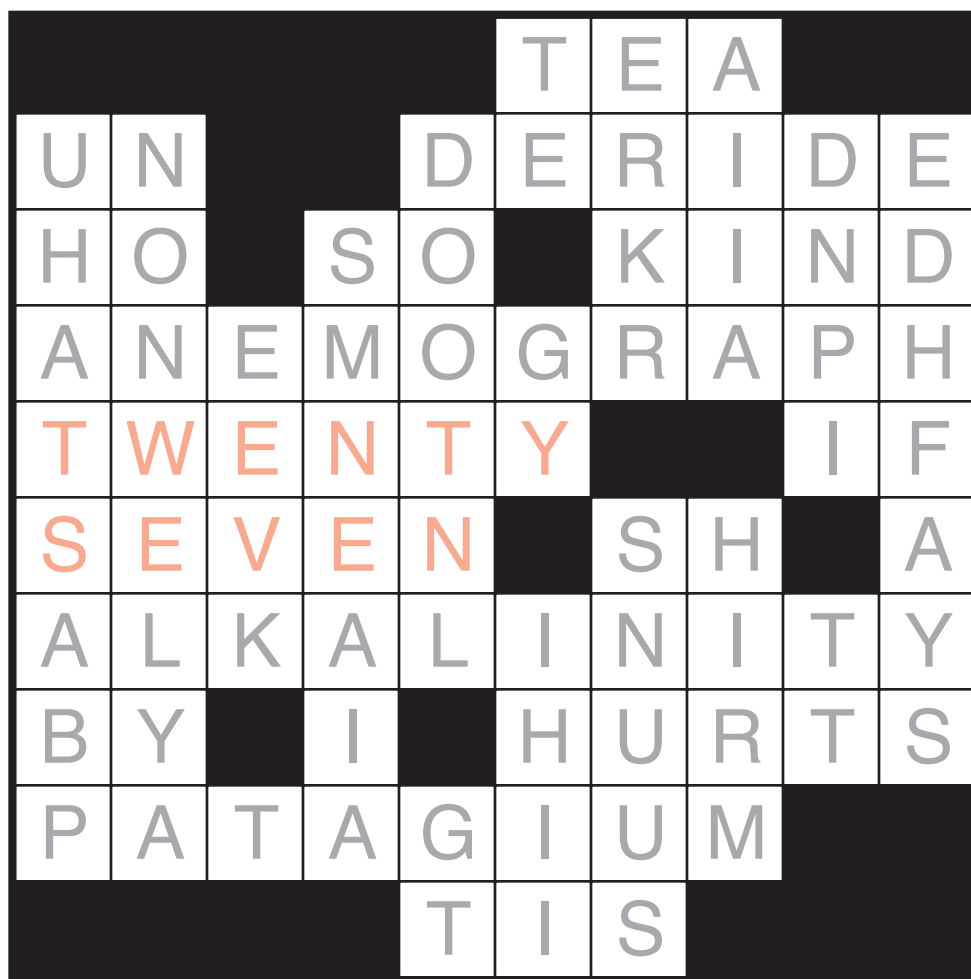
### Theme: Birthday Mystery

Rules: Draw a single loop of horizontal and vertical segments that passes through all of the white cells (and only the white cells) exactly once.

Like last week's puzzles, there is a second puzzle style that this grid can be solved as. Doing so will help you find a secret answer word.

ANSWER ENTRY: Enter the final answer word in ALL CAPITAL LETTERS.

*A nice and easy puzzle for my 27th birthday.*



Difficulty: ★★☆☆☆

14/05/27:  
TomTom by Grant Fikes  
Theme: Twin Twist

{1-5}

	10+				
A	12+				
		5+	6+		
B			8+	5+	

	10x				
C	12x				
		5x	6x		
D			8x	5x	

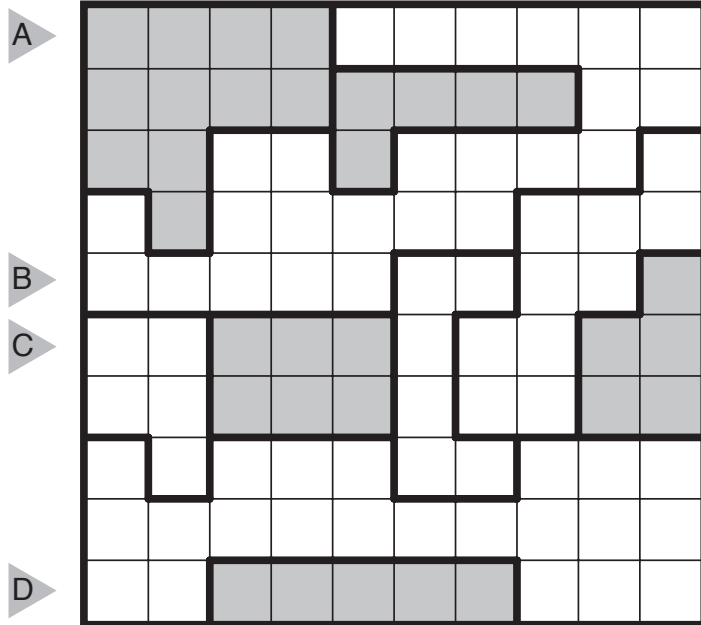
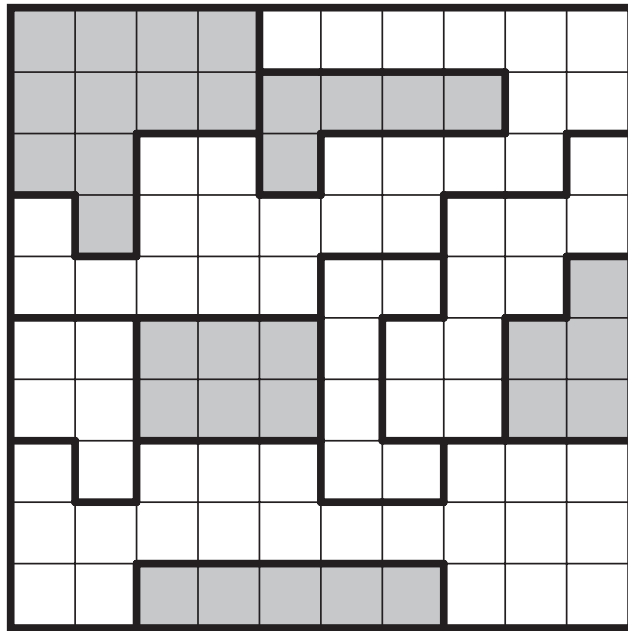
14/05/28:

# Star Battle to Masyu Relay by Prasanna Seshadri

Rules: Standard Star Battle Rules (ignore the shading). Then turn every star in a gray region into a black circle, and every star in a white region into a white circle, and solve again as a standard Masyu puzzle. Ignore the region boundaries when drawing the loop.

ANSWER ENTRY: Standard Masyu solution entry.

2★



14/05/29:

## Nurikabe by Grant Fikes

### Theme: Stanyon Count

(The Stanyon Count, a variation of and predecessor to the Elmsley Count, is a card sleight in magic tricks that makes 3 cards appear to be 4 cards; in this puzzle, 3 can become 4 and still be solved.)

	3				3		3			
A										
	3									
B										
			2					11		
					2					
		1				2				
			3							1
			3				3			1

	4				4		4			
C										
	4									
D										
			2					11		
					2					
		1				2				
			4							1
			4				4			1



Cross the Streams by Grant Fikes  
 Theme: INIGEM  
 (puzzle 2 of 2)

C      D

			?								
			*		*	*					
			* 2 1		4 3 2	*				4	
			3	*	*	*	*	5	*	4	
2	*	2	*								
	2	2	?								
			*								
	1	3	*								
		*	3								
	4	2	2								
	?	2	?								
	1	2	2								
	*	3	?								
			4								

14/05/31:

## Slitherlink (Portal) by Bobby Liu

Rules: Standard Slitherlink Rules. Also, there are four regions (in gray) in the two grids that are portals.

All edges that touch any gray squares must match across grids (without rotation or reflection). For identical shapes, it is not known which positions are matched (for example, the ring in the upper left of the first puzzle could be in either the upper left or lower right of the second puzzle).

