## 14/06/02:

## Tapa-Like Loop by Prasanna Seshadri Theme: Pairs

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 $2 x 2$ 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. Ex: "11,12"


## 14/06/03:

## Tapa-Like Loop by Prasanna Seshadri Theme: 1 to 8

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 $2 \times 2$ 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. Ex: "11,12"
A



|  |  |  |  |  |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
|  |  | $3_{3}$ |  |  |  |  |  |  |  |
|  |  |  |  |  |  | 4 |  |  |  |

14/06/04:
Tapa-Like Loop by Prasanna Seshadri Theme: It All Adds Up (to 8)


## 14/06/05:

## Light and Shadow by Serkan Yürekli Theme: Clue Symmetry and Logic

Rules: Divide the grid into gray and white regions, each containing exactly one number and with an area equal to that number. Numbers in white cells are part of white regions;
numbers in gray cells are part of gray regions. Same colored regions cannot share an edge.
ANSWER ENTRY: Enter the length in cells of each group (white and gray) in the marked rows. Separate the rows with a comma. For the Example, this is " 13,121 ".


A

|  |  |  |  |  | 10 | 4 |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
|  | 8 |  | 8 |  |  |  |  |  |
|  |  |  |  |  | 4 |  |  |  |
|  | 2 |  |  |  |  | 2 |  |  |
|  |  |  |  |  |  |  |  |  |
|  |  | 8 |  |  |  |  | 8 |  |
|  |  |  | 4 |  |  |  |  |  |
|  |  |  |  |  | 9 |  | 6 |  |
|  |  | 4 | 4 |  |  |  |  |  |

## 14/06/06: <br> Light and Shadow by Serkan Yürekli Theme: Clue Symmetry and Logic

Rules: Divide the grid into gray and white regions, each containing exactly one number and with an area equal to that number. Numbers in white cells are part of white regions;
numbers in gray cells are part of gray regions. Same colored regions cannot share an edge.
ANSWER ENTRY: Enter the length in cells of each group (white and gray) in the marked rows. Separate the rows with a comma. For the Example, this is " 13,121 ".


## 14/06/07: <br> Light and Shadow by Serkan Yürekli Theme: Clue Symmetry and Logic

Rules: Divide the grid into gray and white regions, each containing exactly one number and with an area equal to that number. Numbers in white cells are part of white regions;
numbers in gray cells are part of gray regions. Same colored regions cannot share an edge.
ANSWER ENTRY: Enter the length in cells of each group (white and gray) in the marked rows. Separate the rows with a comma. For the Example, this is " 13,121 ".


A A |  |  |  |  |  |  |  | 7 |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
|  |  |  | 2 |  |  |  |  |  |  |
| 15 |  |  |  |  |  | 5 |  |  | 5 |
|  |  | 4 |  |  |  |  |  |  |  |
|  |  |  |  |  | 7 |  |  | 3 |  |
|  | 7 |  |  | 10 |  |  |  |  |  |
|  |  |  |  |  |  |  | 3 |  |  |
| 4 |  |  | 3 |  |  |  |  | 18 |  |
|  |  |  |  |  |  | 5 |  |  |  |
|  |  | 2 |  |  |  |  |  |  |  |

