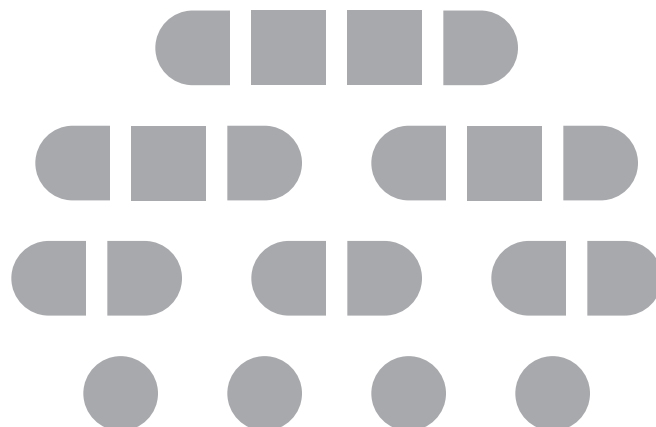
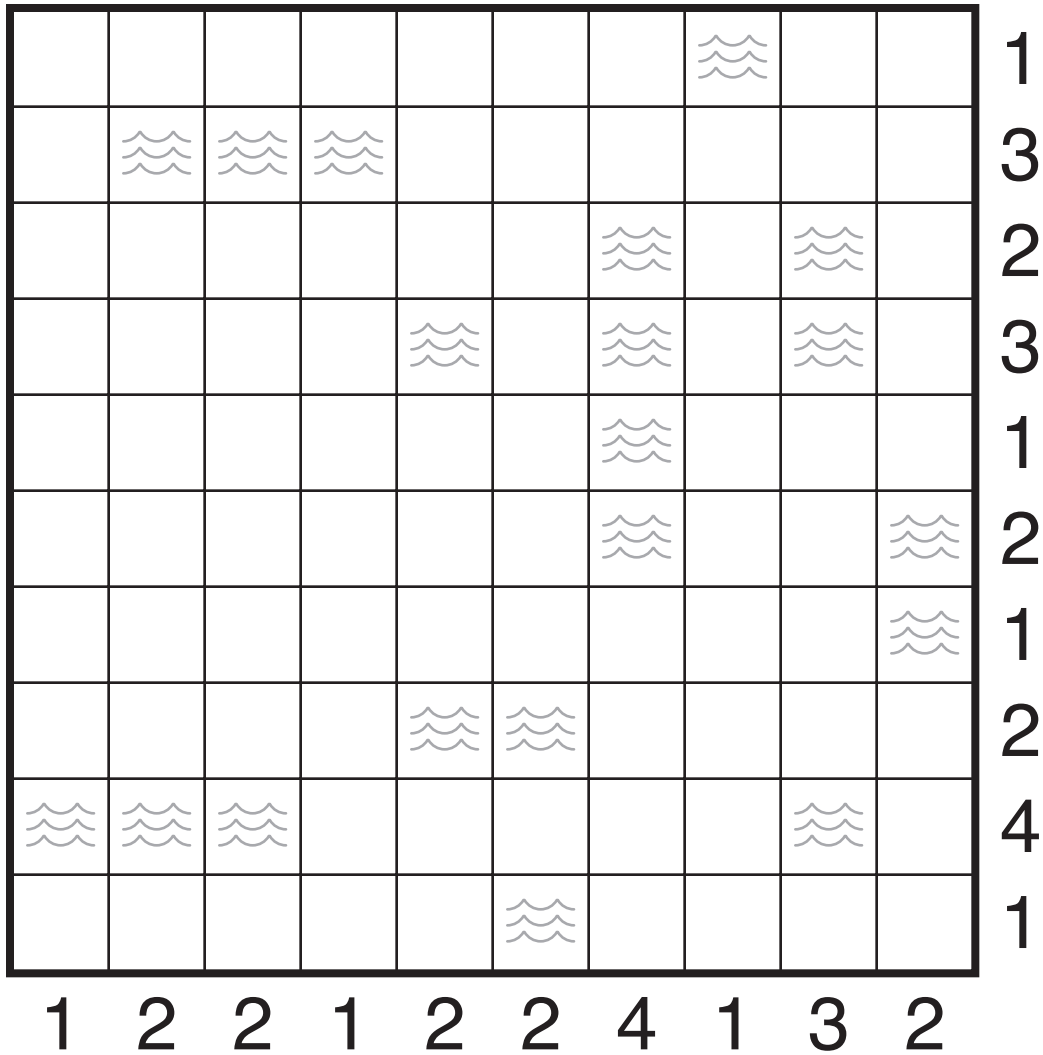
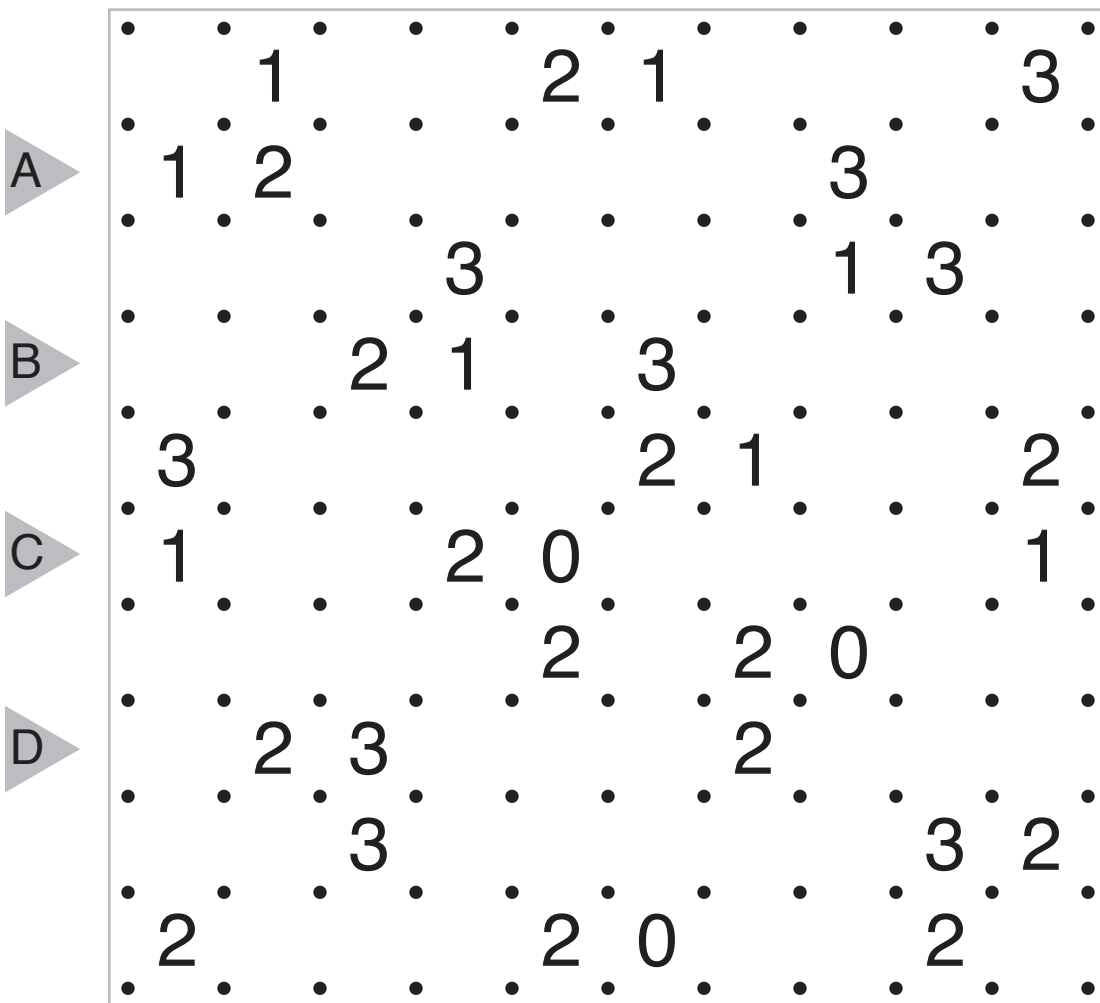


14/06/16:
 Battleships by Bram de Laat
 Theme: Solved?



14/06/17:
 Slitherlink by Bram de Laat
 Theme: Clue Symmetry and Logic



14/06/18:

Slitherlink (Toroidal) by Bram de Laat

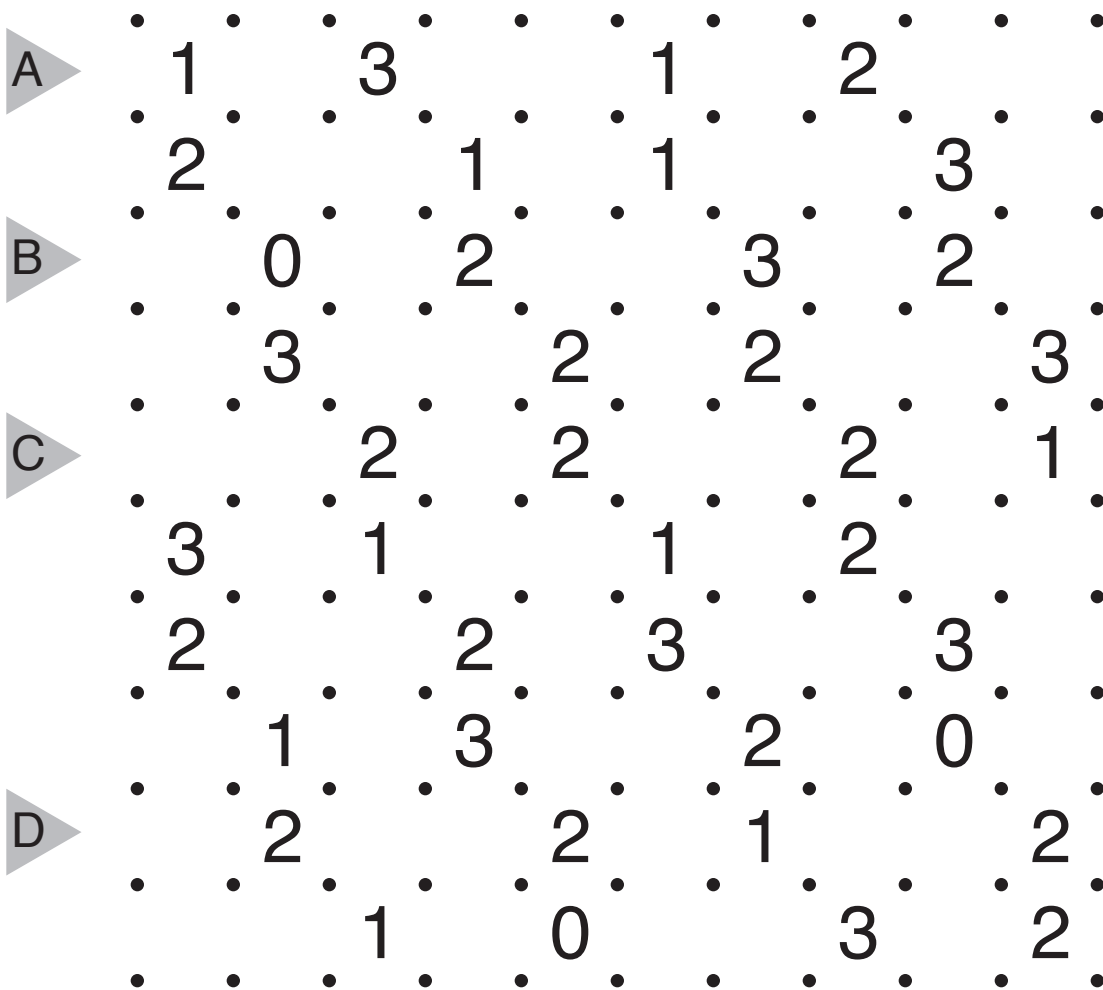
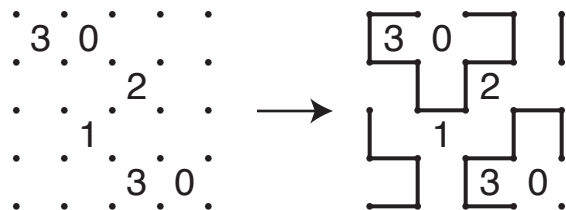
Theme: Clue Symmetry and Logic

Rules: Standard Slitherlink rules, except that the edges of the grid wrap around.

The top row of dots is the same as the bottom row of dots; the left column of dots is the same as the right column of dots.

The loop can now run across an outer edge and continue on the other side.

ANSWER ENTRY: Enter the size of each group of connected squares in the marked rows from left to right; in the example, the bottom row would be 112.



14/06/19:

Araf by Bram de Laat

Theme: Clue Symmetry and Logic

Rules: Divide the grid into some regions formed of edge-adjacent squares. Each cell is part of one region, and each region should contain exactly two given numbers. Each region must have an area that is strictly between those numbers.
ANSWER ENTRY: Enter the number of cells in each connected group (between bold lines) in the marked rows.

	2	14	1					7	8	14
A	14									1
	4			10	6	5	10			9
B			7					1		
			6					6		
			5					14		
			4					10		
C	1			3	2	10	14			14
	14									10
	4	3	14					2	1	14

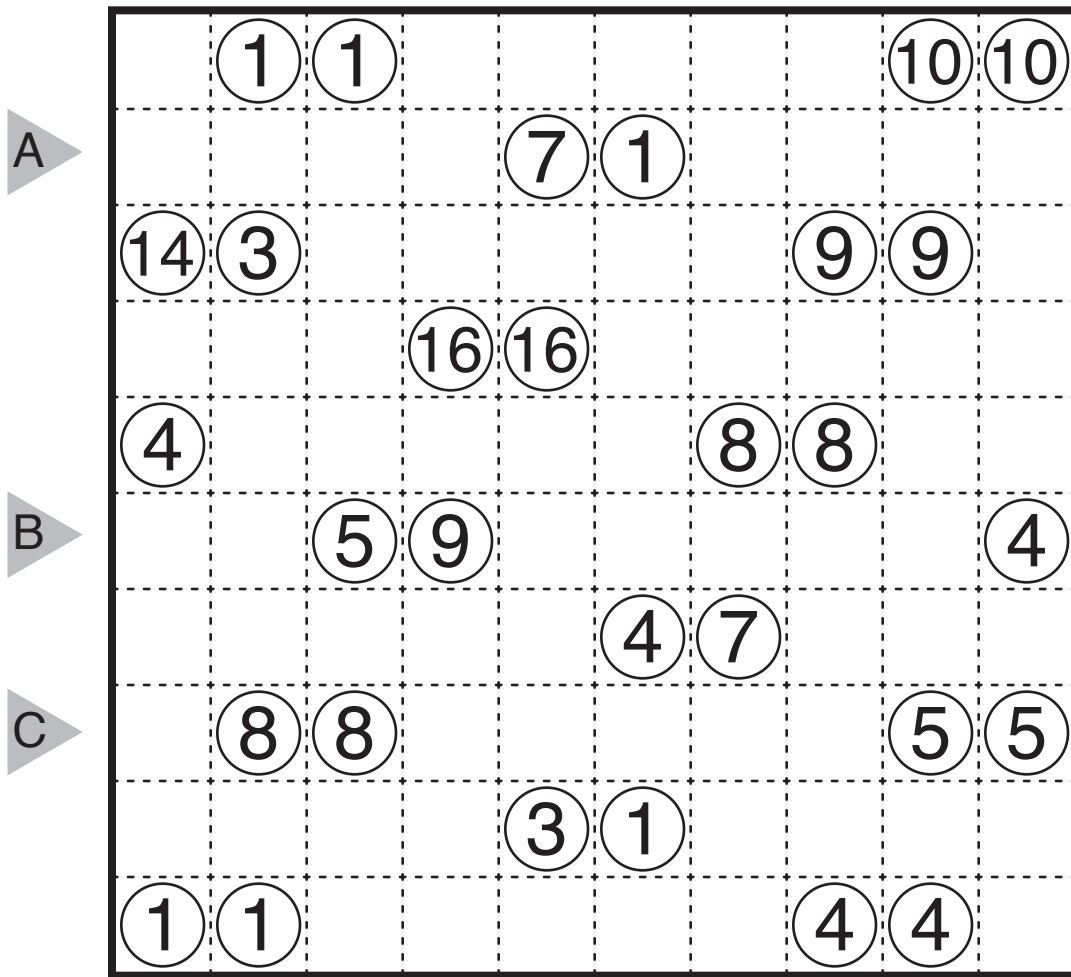
14/06/20:

Araf (Different Neighbors) by Bram de Laat Theme: Clue Symmetry and Logic

Rules: Standard Araf rules (see yesterday's puzzle).

Also, no two regions with the same size can share an edge.

(Note: this is the same rule as in Fillomino puzzles where no equal size polyominoes can touch.)



14/06/21:

Battleships (Observers) by Bram de Laat

Theme: Clue Symmetry and Logic

Rules: Standard Battleships placement rules.
Also, the clues indicate the total number of white cells visible from that cell in the same row/column, not including the cell itself. The view of cells is blocked by ships.

			3
			4
2			
4			



●			3
			4
2	●		●
4			●



		8							
	10							3	
					12				10
		14							
							4		
4				14					
	6							8	
							4		



14/06/16:

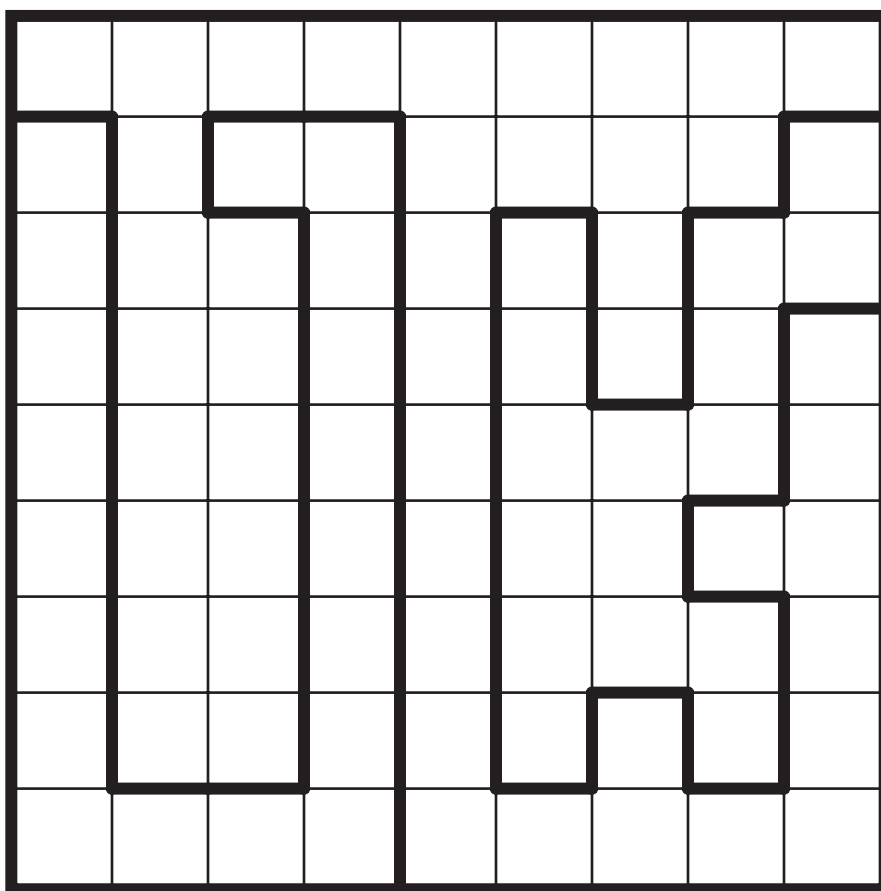
Star Battle (Regional) by Prasanna Seshadri

Theme: UK (Site of WPC in 2014)

(Originally on IPC)

Rules: Variation of Star Battle rules. Place an equal number of stars into each region so that each row and column has two stars. No two stars can touch, even diagonally.

2★



14/06/17:
 Cross the Streams by Grant Fikes
 Theme: Four Lack of a Better Title
 (From GMPuzzles To IPC)

				A		B	C		D		
				4							
				?	?		?			?	?
				?	?		?		4	?	?
				?	?	*	?	*	*	4	?
4	?	?	?								
	?	4	*								
			*								
		*	4								
			?								
?	?	?	?								
?	?	?	?								
		*	4								
		4	*								
			*								

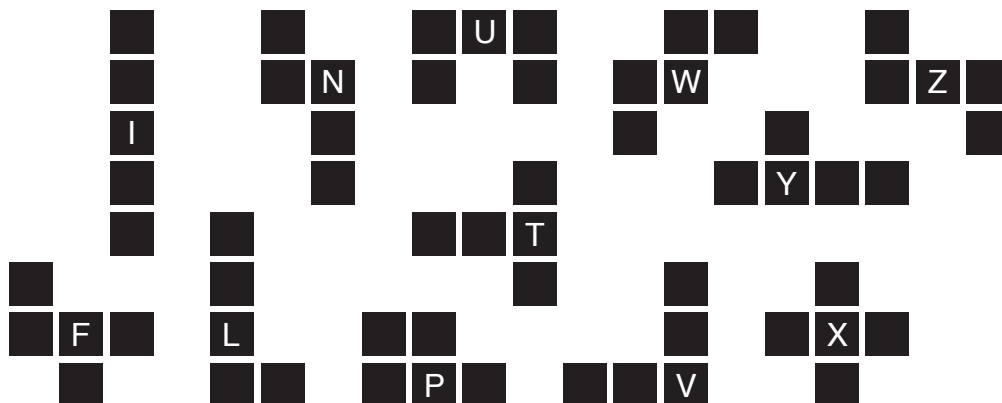
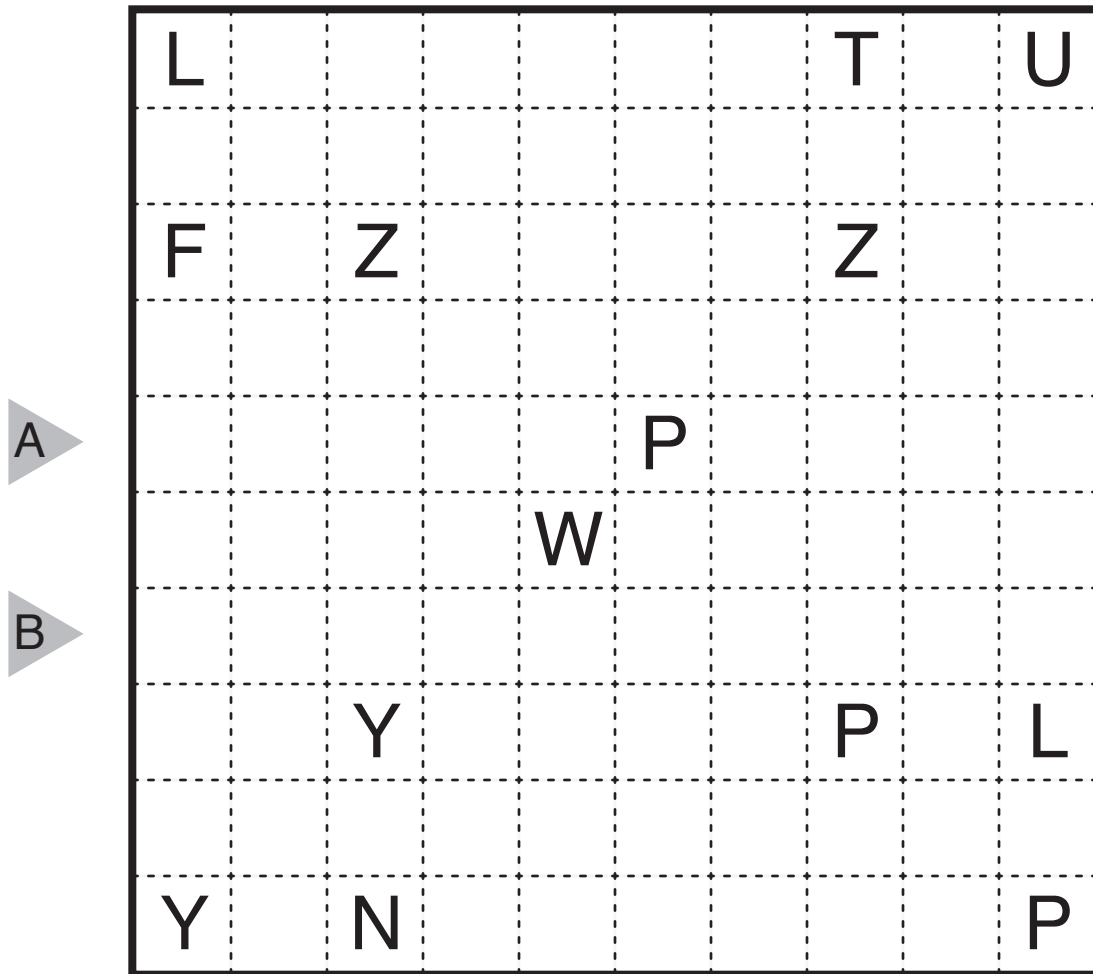
14/06/18:

Pentominous by Prasanna Seshadri

Theme: Clue Symmetry and Logic (originally on IPC)

Divide this grid into 20 regions each containing 5 cells. Regions with the same shape (including rotations/reflections) cannot share an edge. A cell with a letter in it must be part of the pentomino shape normally associated with that letter. An inventory of polyominoes is given below the puzzle; some pieces might not be used.

Answer Entry: Enter the letter of the shape in each cell in the marked rows.



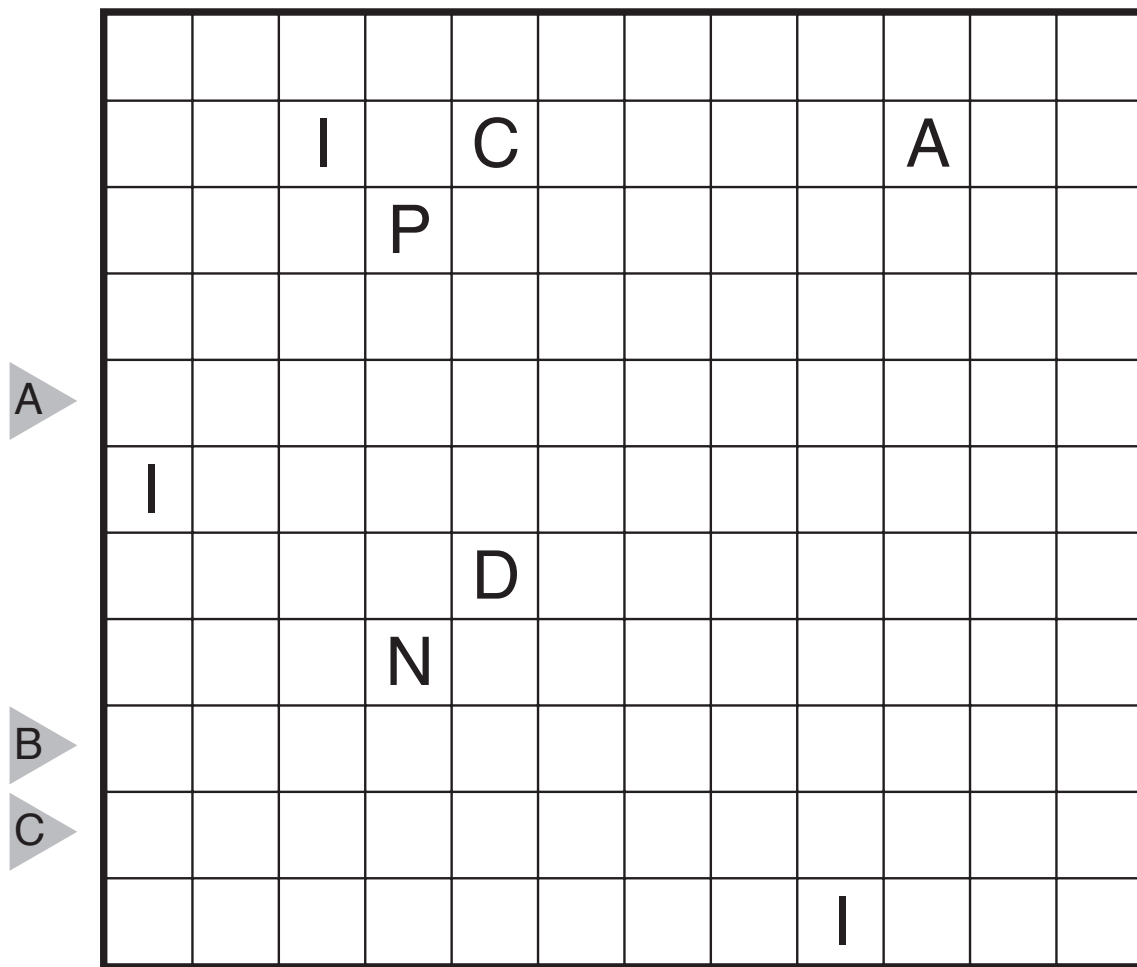
14/06/19:

Nurikabe (Word) by Thomas Snyder

Theme: IPC and INDIA

(From GMPuzzles To IPC)

Rules: Variation of Nurikabe rules. Here, the islands are made up of words given in the list below the grid. The words must appear “snake-like” without forming 2x2 white squares or branching. Each given letter belongs to a separate word from the list.



BIHAR

CHHATTISGARH

GOA

MIZORAM

ODISHA

PUNJAB

RAJASTHAN

TRIPURA

14/06/20:
 TomTom by Grant Fikes
 Theme: Cage Symmetry and Logic
 (From GMPuzzles To IPC)

B

{1-8}

A

	9		11			15	
18		6			12		30
	35		9			10	
8		3			2		5
	42						
2		7	3		4		
	7			6		1	
			12		8		

14/06/21:

TomTom (Cipher) by Thomas Snyder

Theme: Cage Symmetry and Logic
(From GMPuzzles To IPC)

Rules: The letters A through J represent different digits from 0-9.
Identify which letters stand for which digits and then solve the TomTom
with the digit set $\{A < B < C < D < E < F\}$ so no digit repeats
in any row or column and the value of each cage is correct using
standard TomTom rules. Multi-digit clues cannot start with a 0.

$\{A < B < C < D < E < F\}$

	GHHx		GI+		I-	I-
		IJJx				
A	G-					I÷
				HJJx		
B	GG+	I-				HHGx
			H÷			