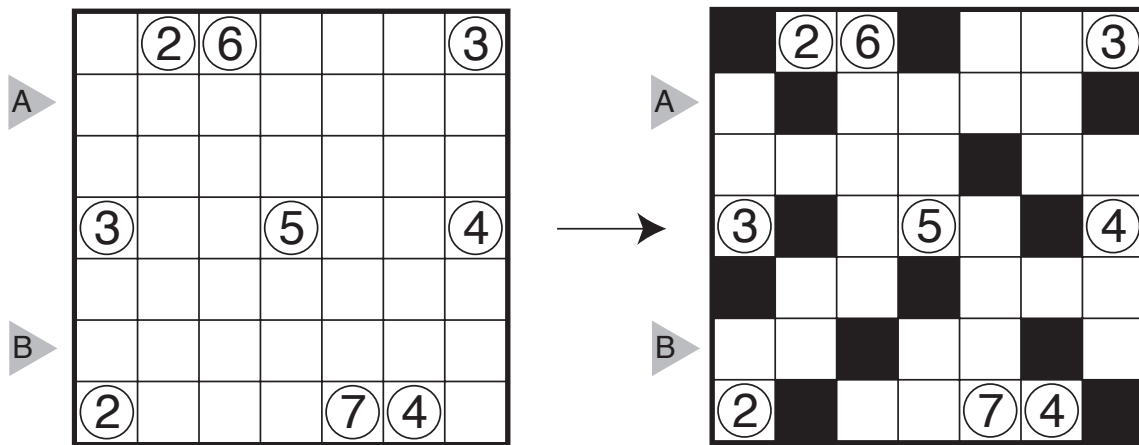


Kuromasu

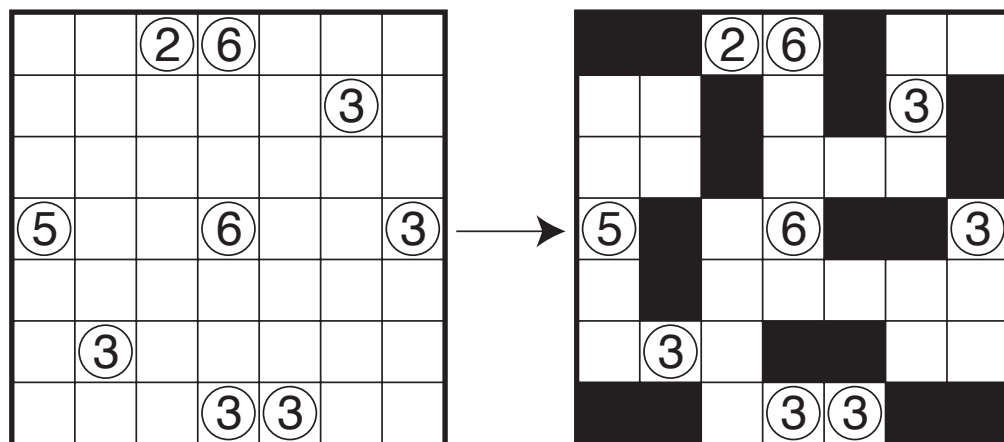
Rules: Shade some empty cells black so that each number indicates the total count of white cells connected vertically and horizontally to that number including the numbered cell itself. Black cells cannot share an edge, and all white cells must belong to a single connected group.

ANSWER ENTRY: Enter the length in cells of each of the white segments from left to right for the marked rows, starting at the top. Separate each row's entry with a comma. This example has the key "14,221".

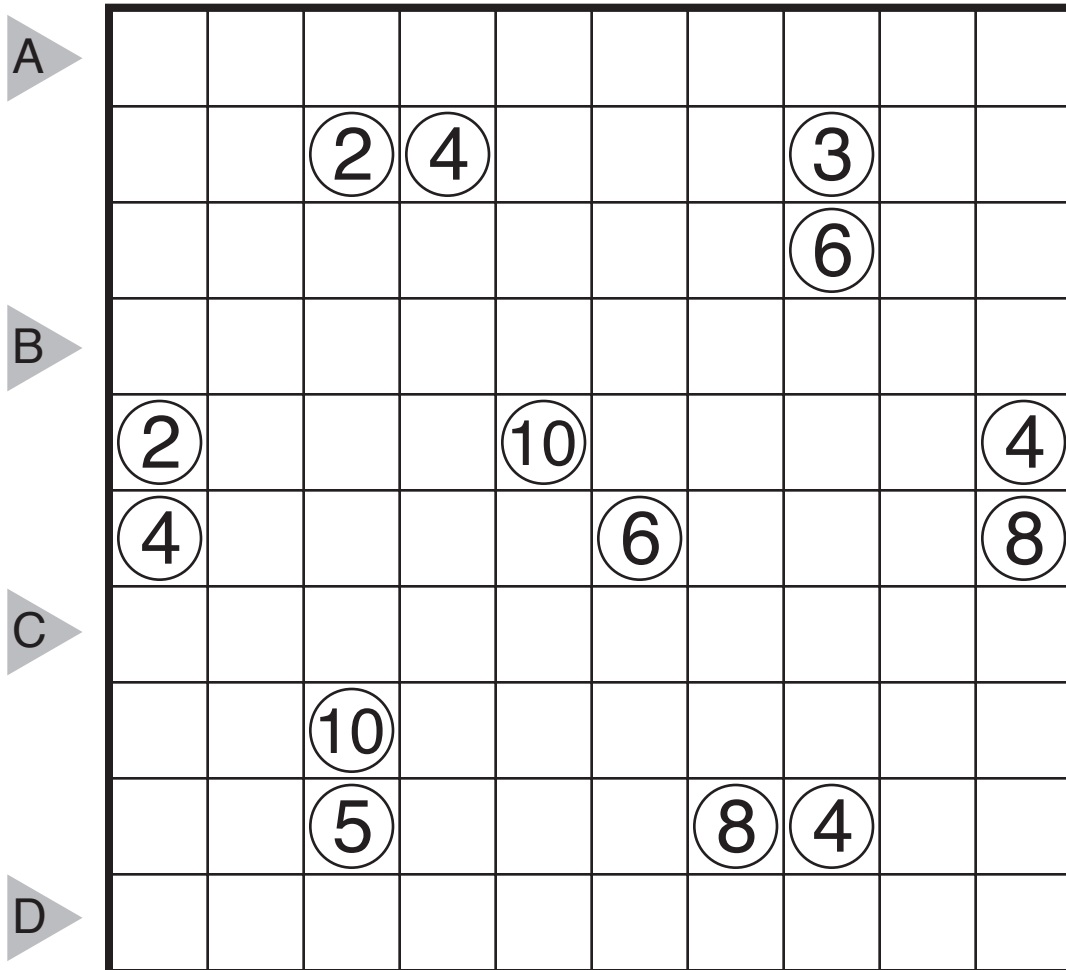


Double Kuromasu

Rules: Same as above, except that instead of single black cells, shade in dominoes (1x2 black cell groups). Dominoes cannot share an edge.



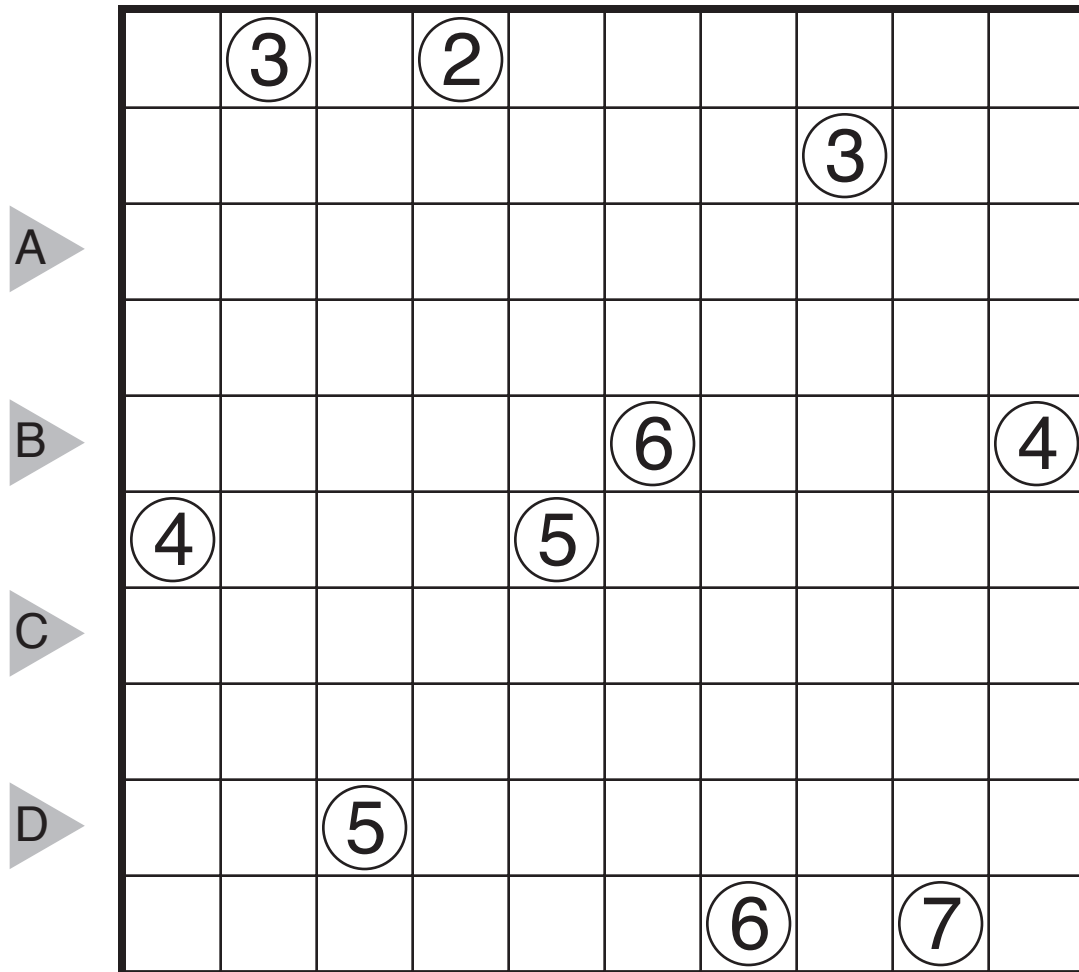
14/08/11:
Kuromasu by Thomas Snyder
Theme: Almost Doubled



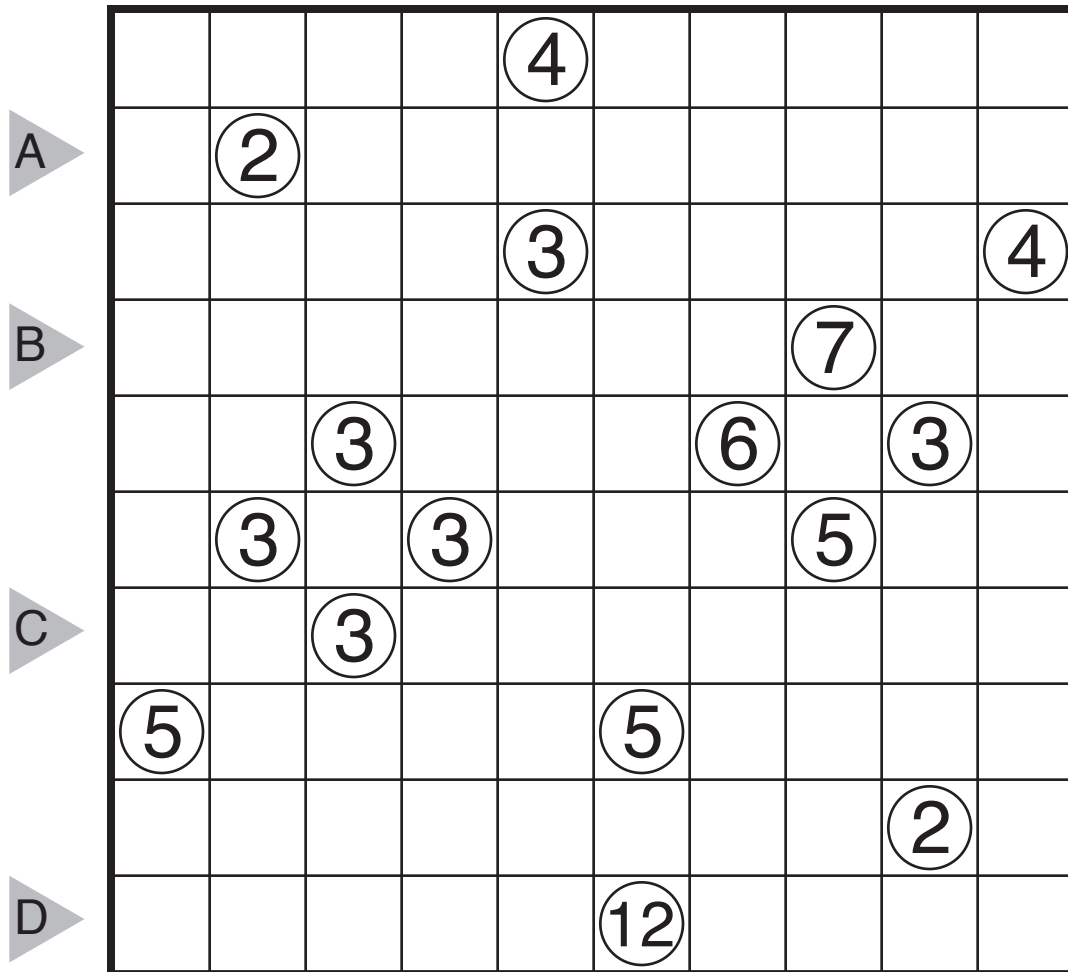
14/08/12:
Kuromasu by Thomas Snyder
Theme: Clue Symmetry and Logic

		8				13			
A							5		4
		3	4					3	
B		4							
					6				5
	4			7					
C							5		
		4				5	7		
	9		12						
D			6				8		

14/08/14:
Kuromasu (Double) by Murat Can Tonta
Theme: Consecutive Partners



14/08/15:
Kuromasu by Prasanna Seshadri
Theme: Clue Symmetry and Logic



14/08/16:

Kuromasu (Double) by Prasanna Seshadri

Theme: Clue Symmetry and Logic

A 10x10 grid for a Kuromasu puzzle. The grid is labeled with letters A, B, C, and D on the left side, corresponding to rows 1, 4, 7, and 10 respectively. Clues are provided in the left margin: A, B, C, and D. Numbers are placed in some cells: Row 1, Column 6 has a 6; Row 1, Column 10 has a 9; Row 2, Column 4 has a 3; Row 4, Column 9 has a 10; Row 5, Column 5 has a 2; Row 5, Column 6 has a 2; Row 6, Column 2 has a 4; Row 7, Column 8 has a 4; Row 10, Column 1 has a 5; Row 10, Column 6 has an 8.

					6				9
A			3						
B								10	
				2	2				
	4								
C									
D							4		
	5				8				