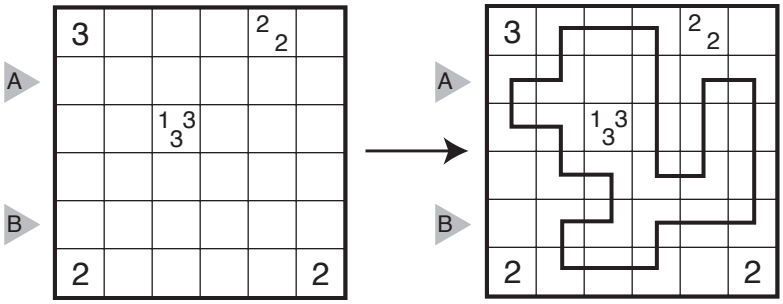
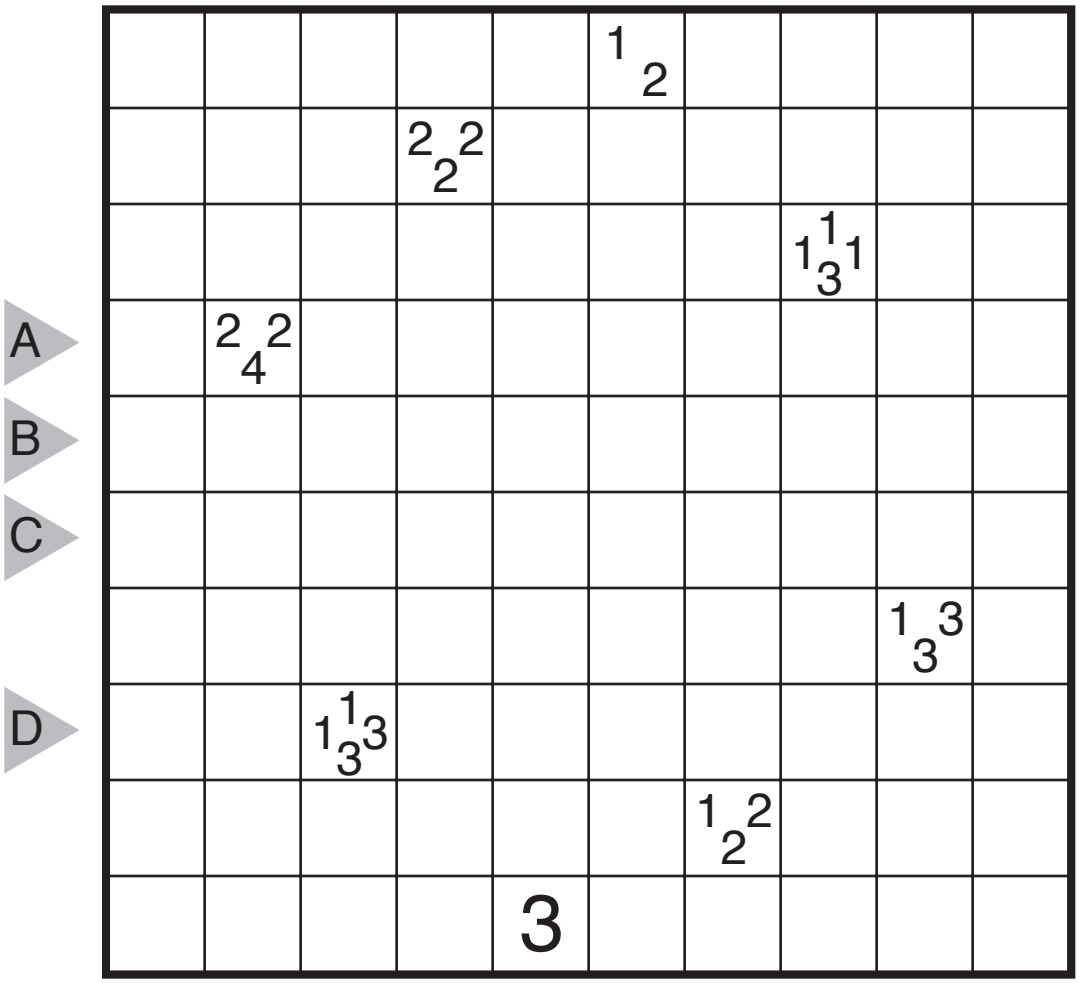
14/09/01:
Tapa-Like Loop by Prasanna Seshadri
Theme: Clue Symmetry and Logic

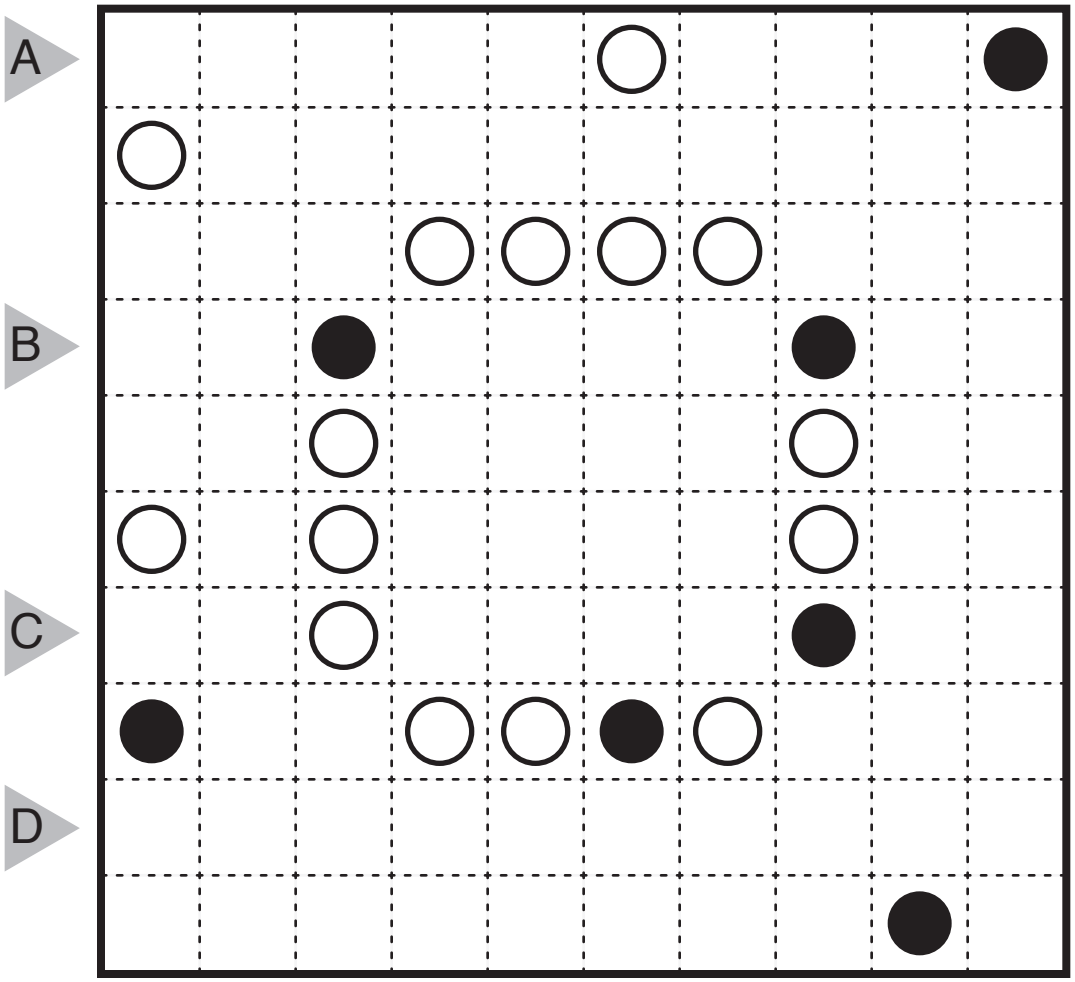
Rules: In this variation of Tapa, the wall is in the form of a single non-intersecting loop. Clues inside the grid represent the number of neighboring cells visited by the loop; if there is more than one number in a cell, each number should be represented with a separate loop segment. There is no 2×2 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. In this example, the answer is "11,12".

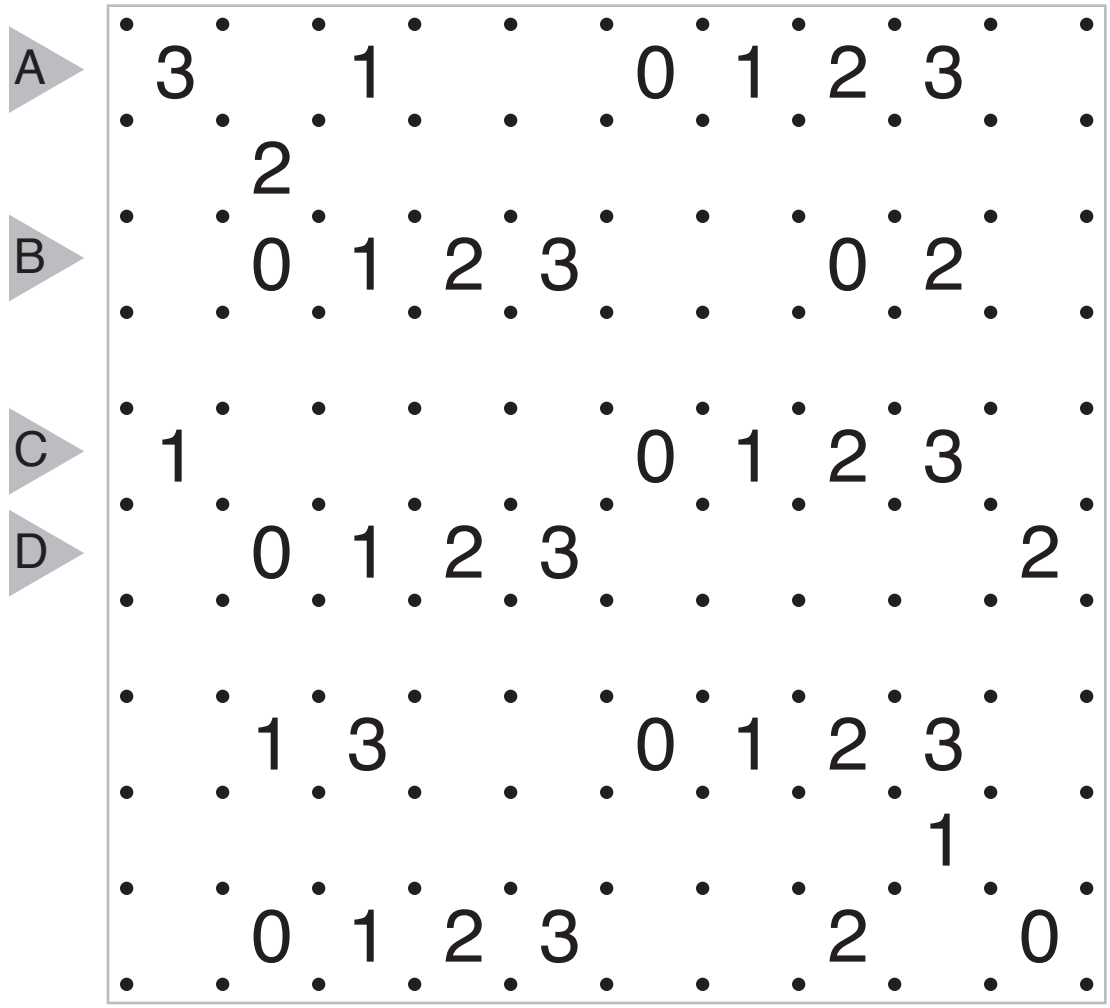




14/09/02:
Masyu by Murat Can Tonta
Theme: Box

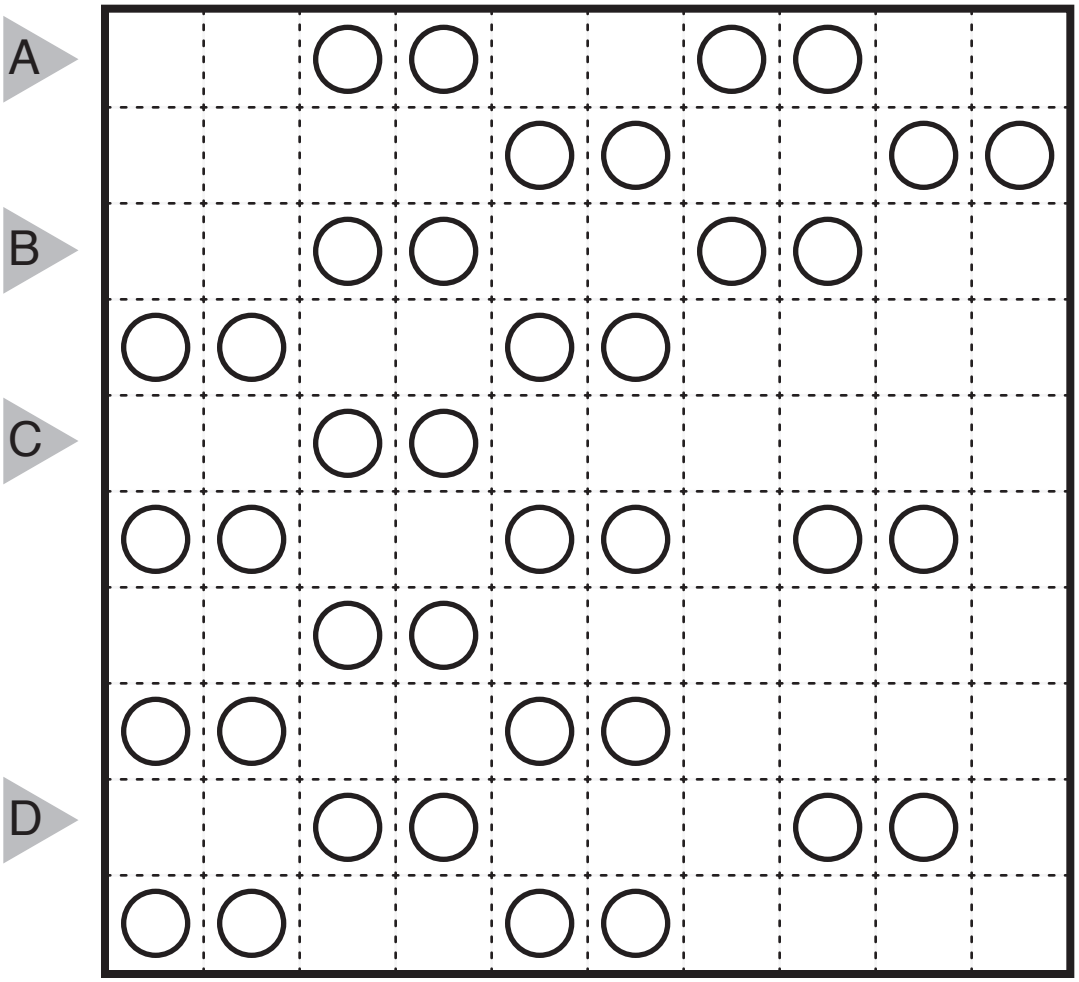


14/09/03:
Slitherlink by Thomas Snyder
Theme: 0123 and Antisymmetry



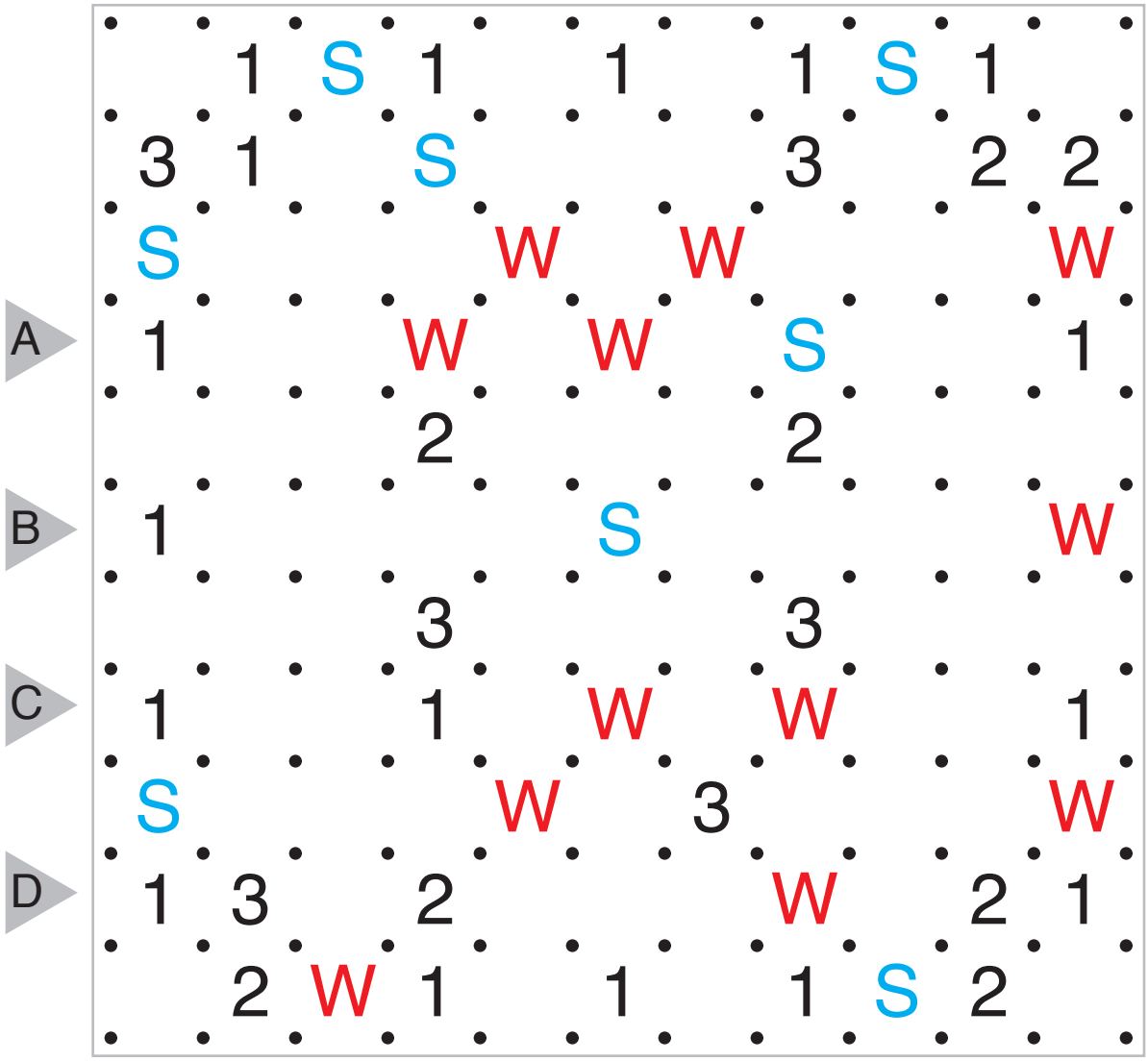
14/09/04:
Masyu (Deformable) by Murat Can Tonta
Theme: Dominoes

Rules: Standard Masyu Rules. Also, some white circles must become black circles for this puzzle to have a valid solution.



14/09/05:
Slitherlink (Sheep and Wolves, no 2×2)
by Hans van Stippent
Theme: The Lone Sheep

Rules: Standard Slitherlink rules. Also, all sheep (marked by an S) must be inside the loop and all wolves (marked by a W) must be outside the loop. Also, no 2×2 square of cells can be entirely inside the loop, or entirely outside the loop.



14/09/06:
Tapa-Like Loop by Prasanna Seshadri
Theme: Odd One Out

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 2×2 rule of Tapa in this puzzle.