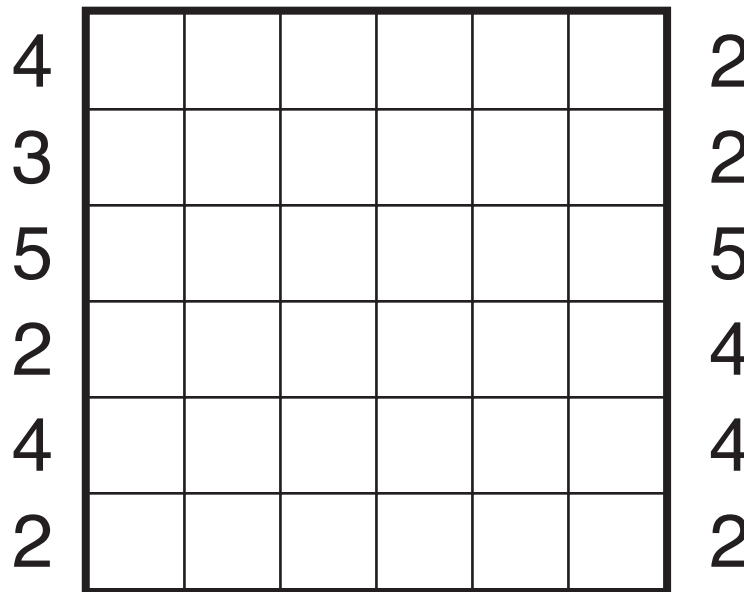
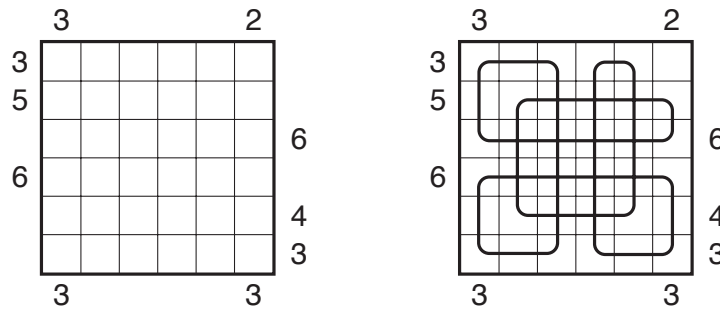


14/10/13: Round Trip by Craig Kasper

Theme: Taking Sides

Draw a single loop in the grid which may cross itself orthogonally, but otherwise does not touch or retrace itself. The clue numbers to the left/right of the rows indicate the number of squares visited by the nearest section of the loop that travels horizontally in the rows. The clue numbers to the top/bottom of the columns indicate the number of squares visited by the nearest section of the loop that travels vertically in the columns.

Answer Entry: Enter the number of empty squares for each row from top to bottom, followed by a comma, and then the number of turns for each row from top to bottom. This example has the key “100000,422224”.

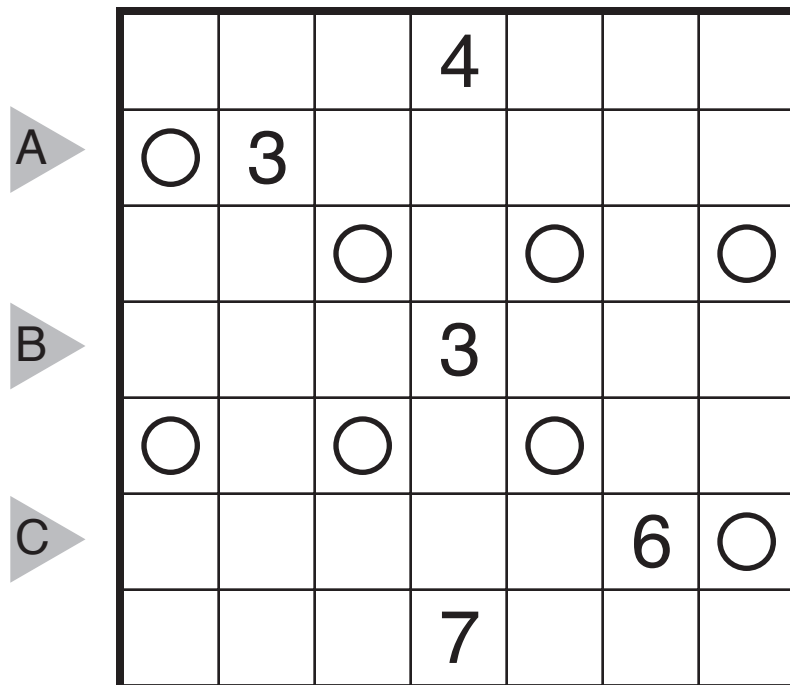
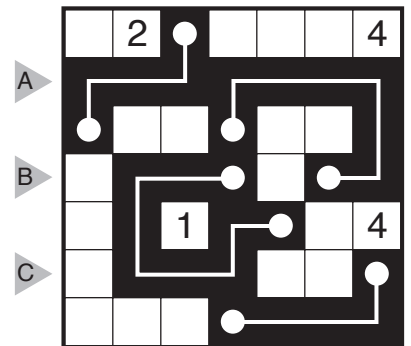
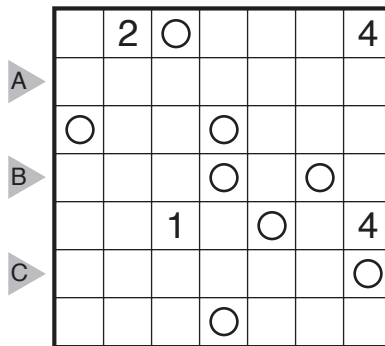


14/10/14: Golem Grad by Serkan Yürekli

Theme: Clue Symmetry and Logic

(Variation of Nurikabe) Shade some empty cells black so that the grid is divided into white areas, each containing at most one number. A white area with a number must have the same area in cells as that number. White areas may only touch diagonally. All shaded cells must be connected with each other, but no 2x2 group of cells can be entirely shaded. Also, all shaded cells must be divisible into snakes with the heads and tails given in the grid. Snakes cannot cross each other.

Answer Entry: Enter the length in cells of each of the black 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 "7,32,31".

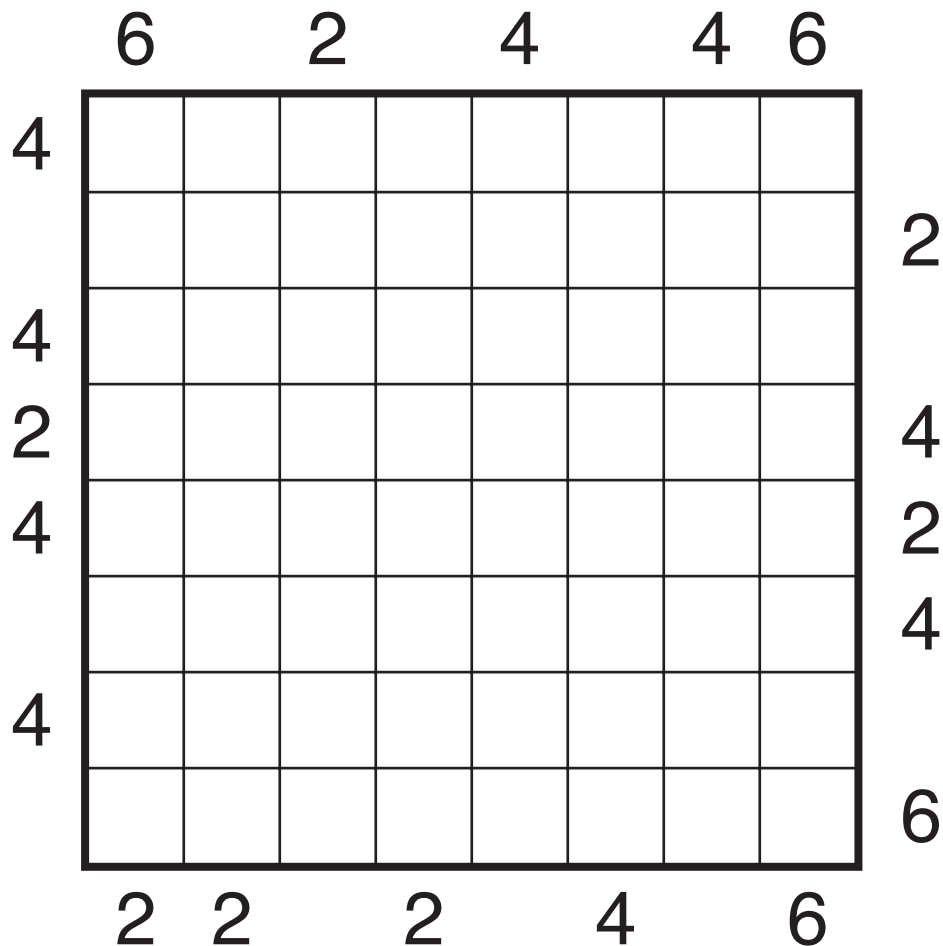
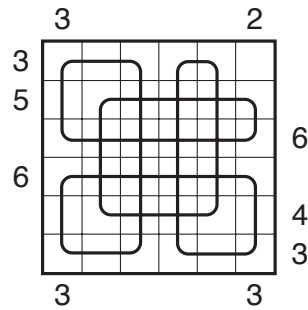
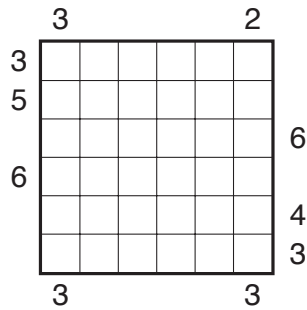


14/10/15: Round Trip by Craig Kasper

Theme: Getting Even

Draw a single loop in the grid which may cross itself orthogonally, but otherwise does not touch or retrace itself. The clue numbers to the left/right of the rows indicate the number of squares visited by the nearest section of the loop that travels horizontally in the rows. The clue numbers to the top/bottom of the columns indicate the number of squares visited by the nearest section of the loop that travels vertically in the columns.

Answer Entry: Enter the number of empty squares for each row from top to bottom, followed by a comma, and then the number of turns for each row from top to bottom. This example has the key “100000,422224”.

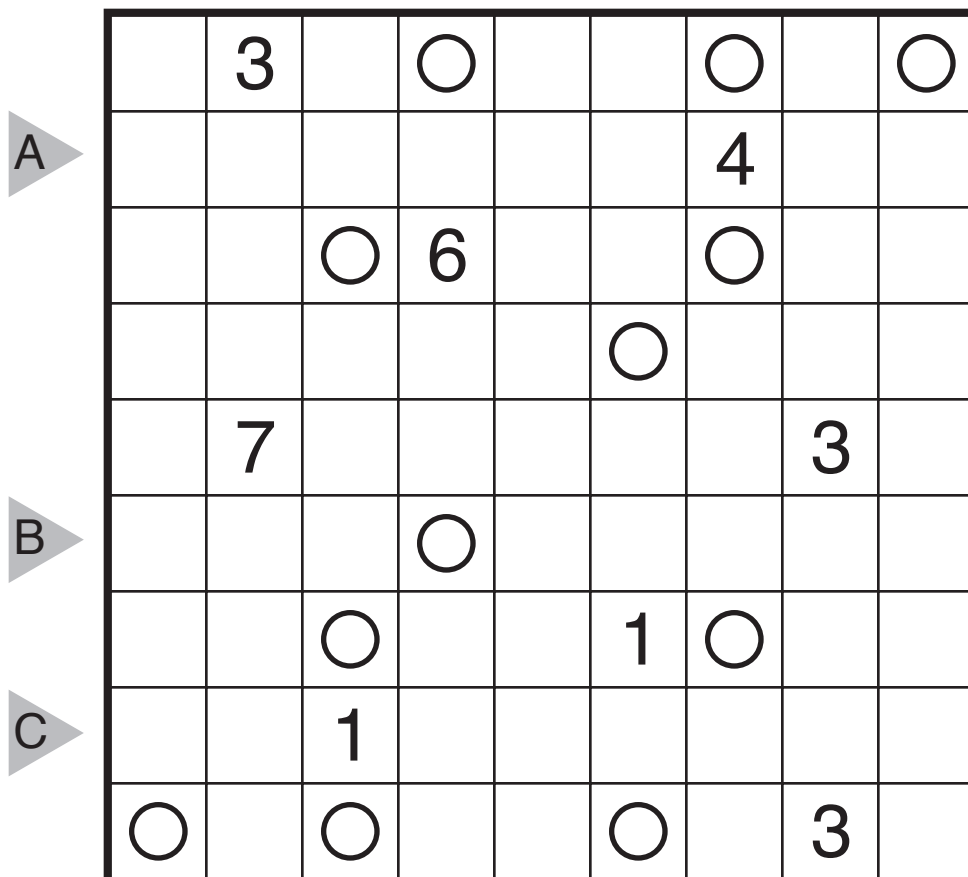
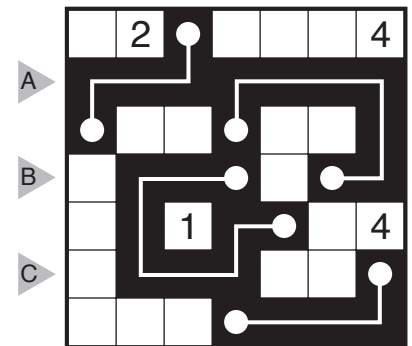
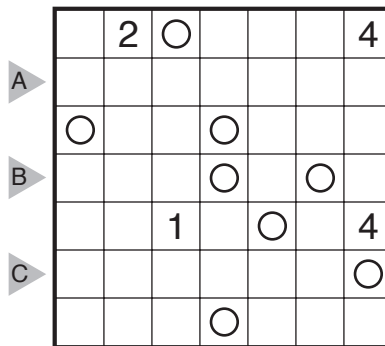


14/10/16: Golem Grad by Serkan Yürekli

Theme: Clue Symmetry and Logic

(Variation of Nurikabe) Shade some empty cells black so that the grid is divided into white areas, each containing at most one number. A white area with a number must have the same area in cells as that number. White areas may only touch diagonally. All shaded cells must be connected with each other, but no 2x2 group of cells can be entirely shaded. Also, all shaded cells must be divisible into snakes with the heads and tails given in the grid. Snakes cannot cross each other.

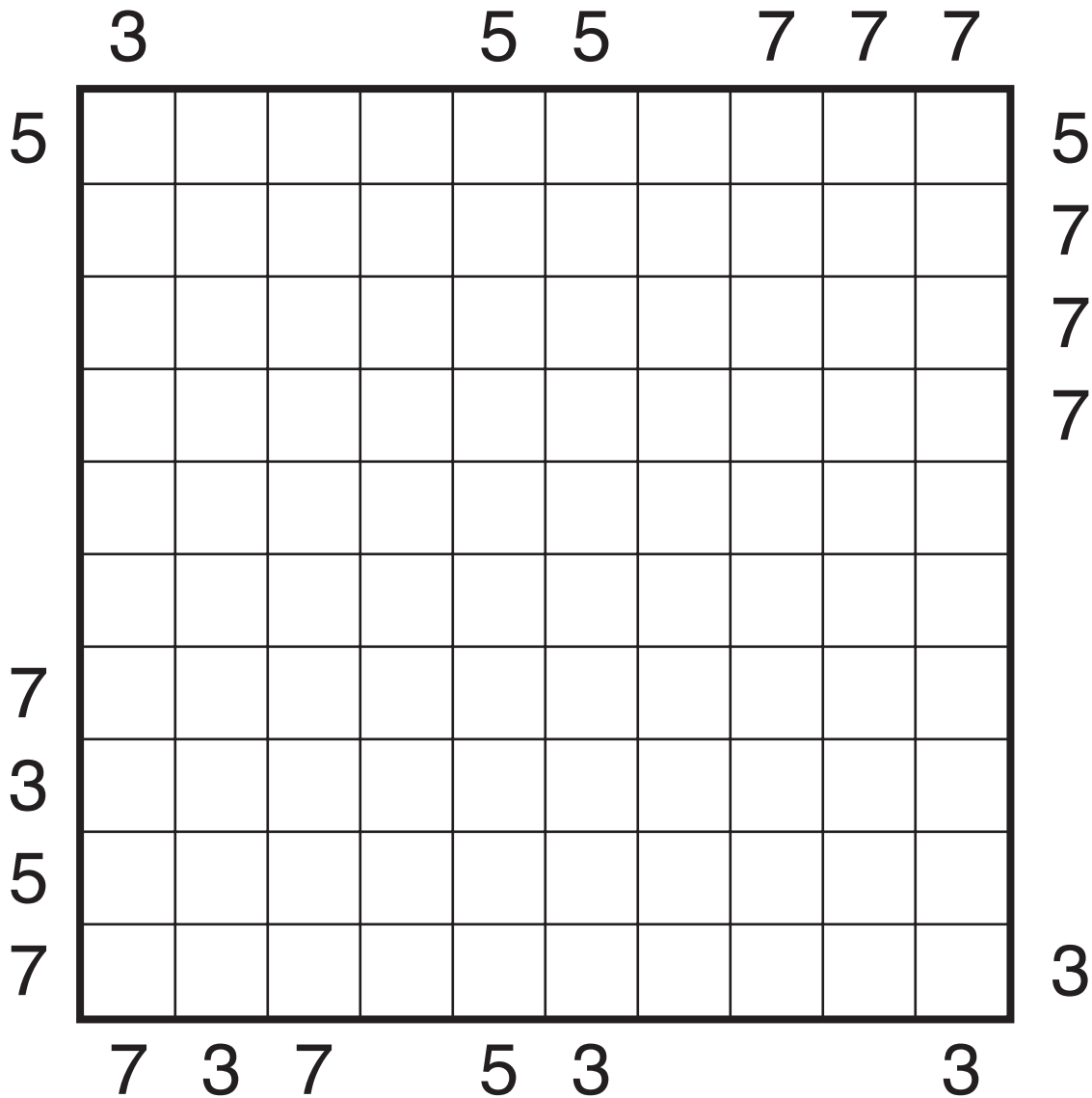
Answer Entry: Enter the length in cells of each of the black segments from left to right for the marked rows, starting at the top. Separate each row's entry with a comma. This example has the key "7,32,31".



14/10/17:
 Round Trip by Craig Kasper
 Theme: Odd Lots

Draw a single loop in the grid which may cross itself orthogonally, but otherwise does not touch or retrace itself. The clue numbers to the left/right of the rows indicate the number of squares visited by the nearest section of the loop that travels horizontally in the rows. The clue numbers to the top/bottom of the columns indicate the number of squares visited by the nearest section of the loop that travels vertically in the columns.

Answer Entry: Enter the number of empty squares for each row from top to bottom, followed by a comma, and then the number of turns for each row from top to bottom.

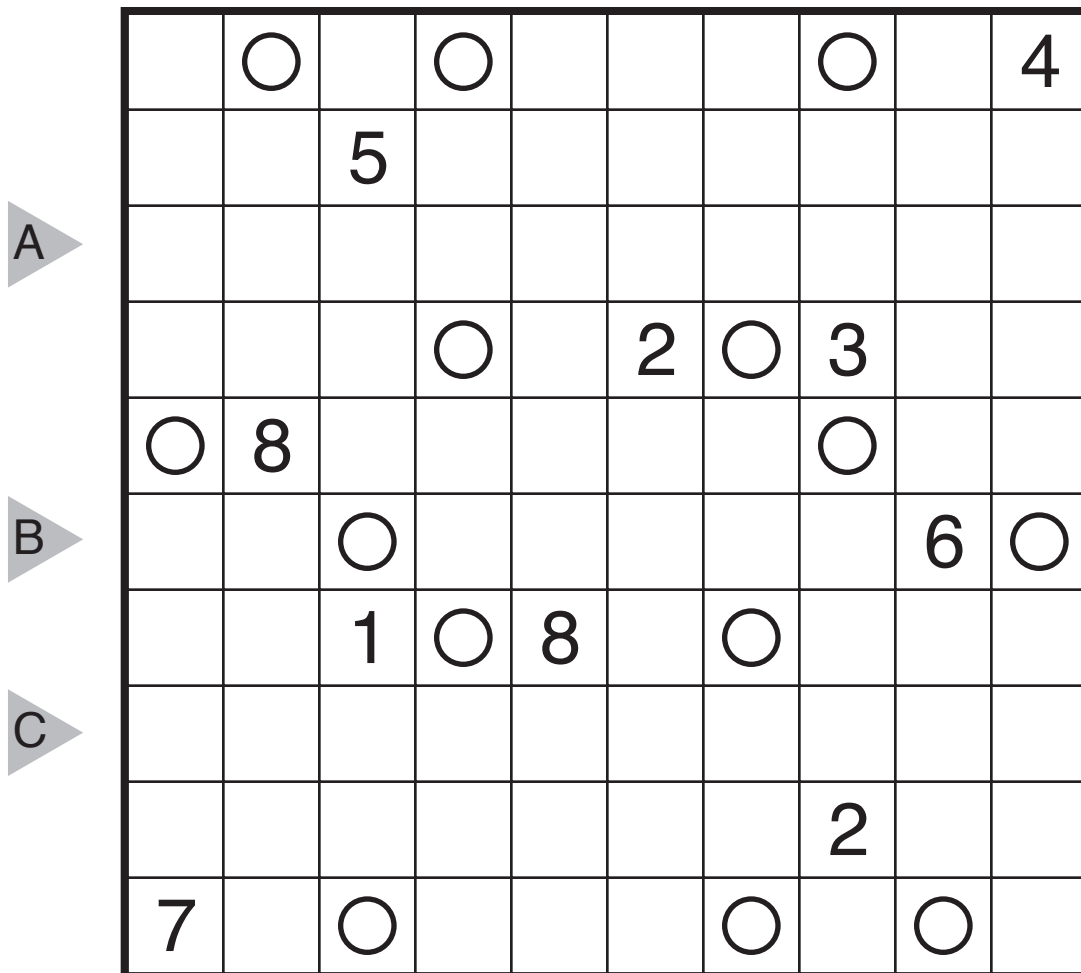
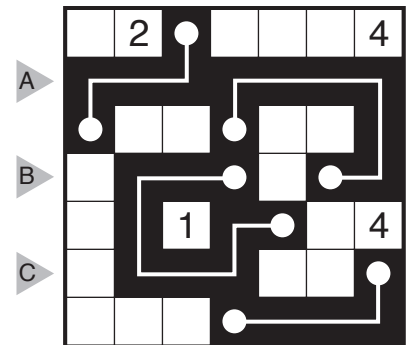
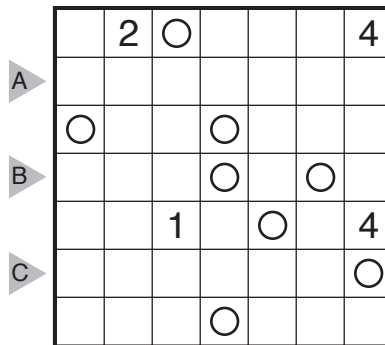


14/10/18: Golem Grad by Serkan Yürekli

Theme: Clue Symmetry and Logic

(Variation of Nurikabe) Shade some empty cells black so that the grid is divided into white areas, each containing at most one number. A white area with a number must have the same area in cells as that number. White areas may only touch diagonally. All shaded cells must be connected with each other, but no 2x2 group of cells can be entirely shaded. Also, all shaded cells must be divisible into snakes with the heads and tails given in the grid. Snakes cannot cross each other.

Answer Entry: Enter the length in cells of each of the black 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 "7,32,31".



14/10/19:
 Round Trip by Craig Kasper
 Theme: To The Nines

Draw a single loop in the grid which may cross itself orthogonally, but otherwise does not touch or retrace itself. The clue numbers to the left/right of the rows indicate the number of squares visited by the nearest section of the loop that travels horizontally in the rows. The clue numbers to the top/bottom of the columns indicate the number of squares visited by the nearest section of the loop that travels vertically in the columns.

Answer Entry: Enter the number of empty squares for each row from top to bottom, followed by a comma, and then the number of turns for each row from top to bottom.

	2	2		6	3	6	3		2	4	
2											7
7											2
3											6
6											3
4											5
5											4
	2	7	6	3	2	4	2	8	3	2	