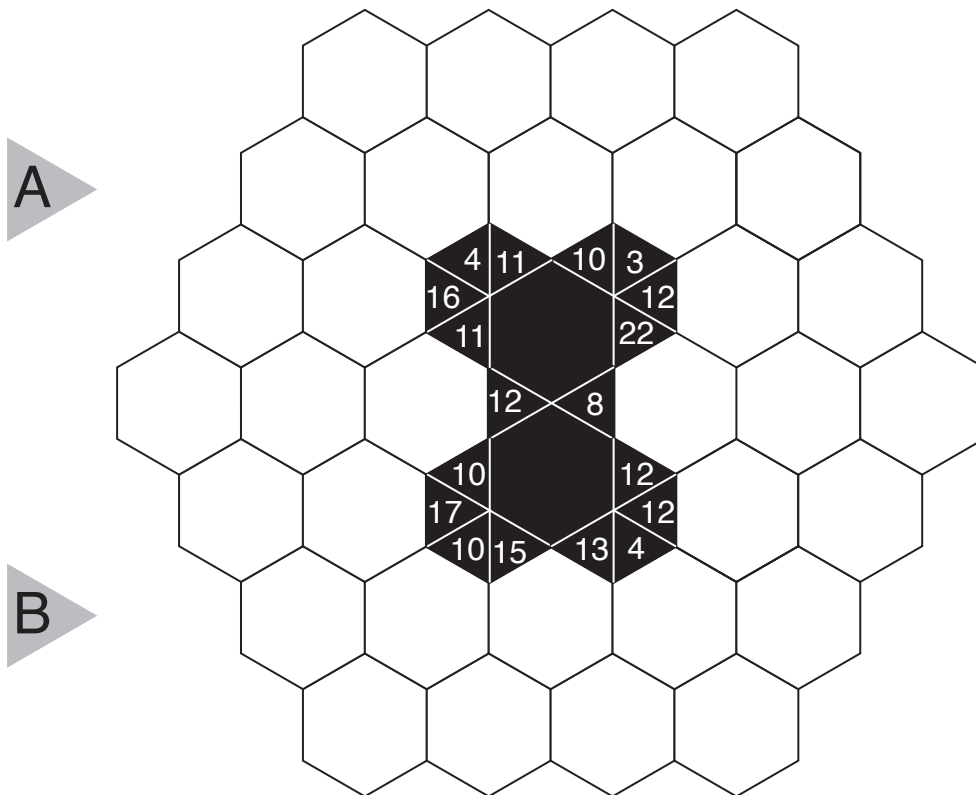


15/02/02:
Kakuro (Hex) by Serkan Yürekli
Theme: Dog Bone

Rules: Fill all empty hexes with digits from 1-9 so that all number clues (in white) indicate the sum of the digits in that direction. Digits cannot repeat in any entry.

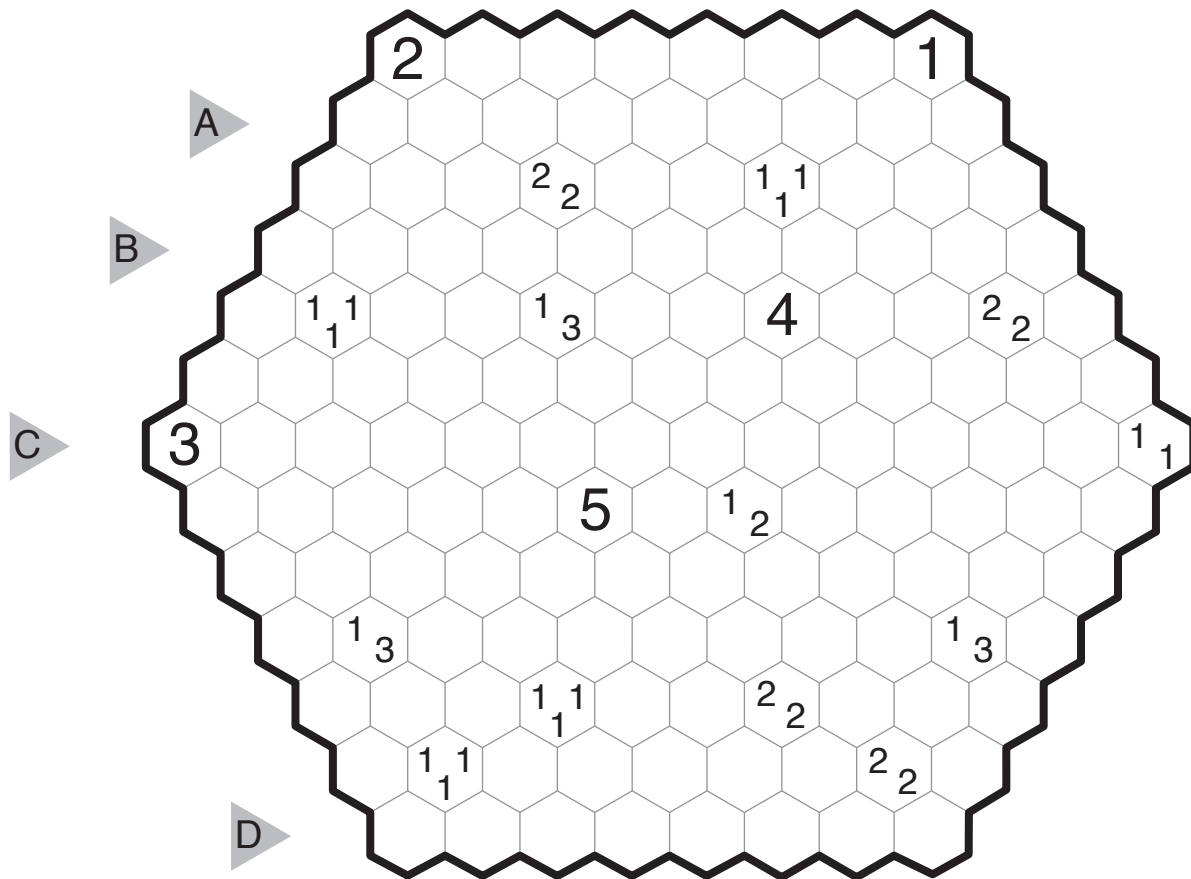


15/02/03:

Tapa (Hex) by Prasanna Seshadri

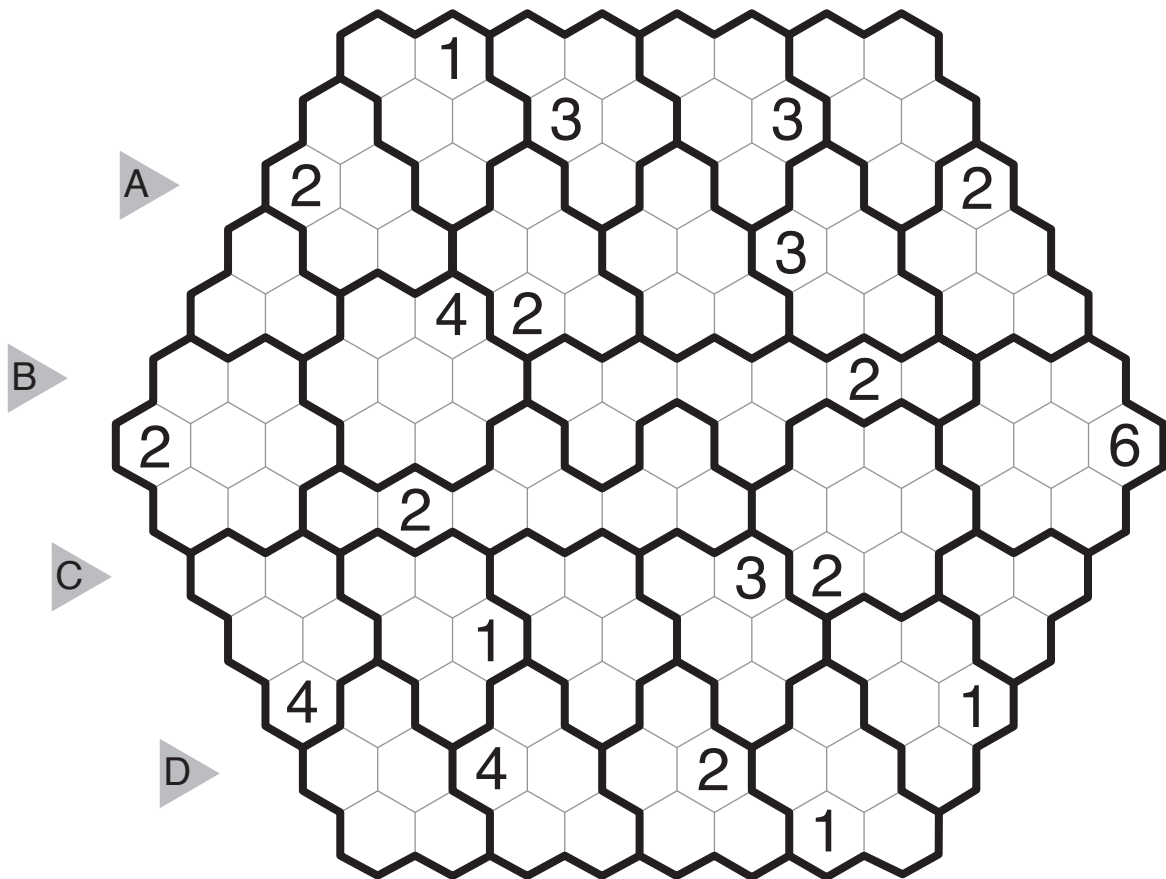
Theme: Clue Symmetry and Logic

Rules: Variation of Tapa. Instead of the normal 2x2 rule, on this hex grid no three cells in the connected Tapa can share a common vertex. All other rules still apply.



15/02/04:
Nanro (Hex) by Prasanna Seshadri
Theme: Clue Symmetry and Logic

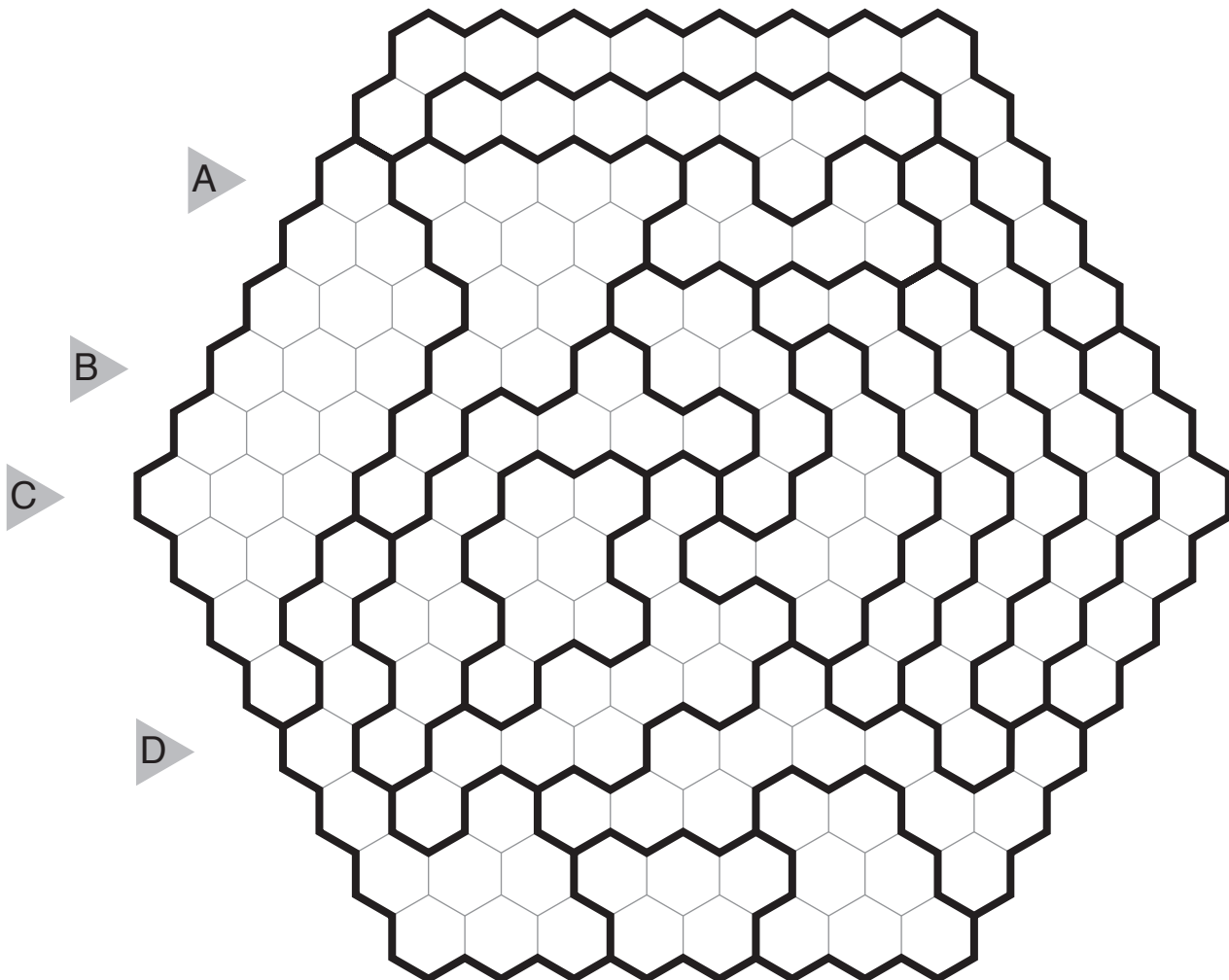
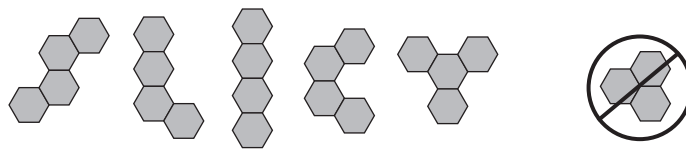
Rules: Variation of Nanro. Instead of the normal 2x2 rule, on this hex grid no three cells in the connected group can share a common vertex. All other rules still apply.



15/02/05:
SLICY by Thomas Snyder
Theme: Logical

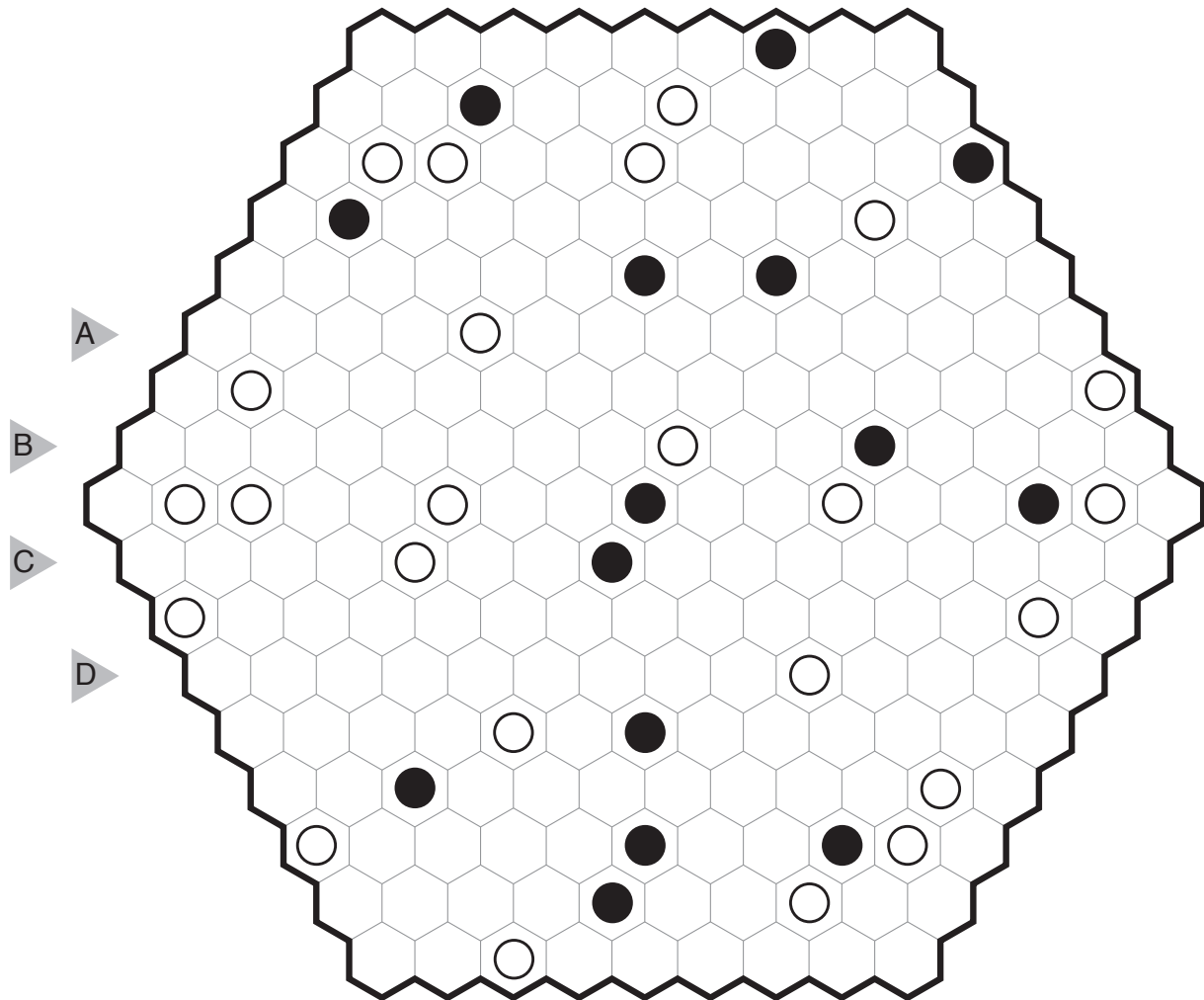
Rules: Variation of LITS. Shade exactly four cells in each outlined region to form an S, L, I, C, or Y tetrahex. When all regions have been shaded, the following conditions must be true:

- 1) All shaded cells will be connected through a network of adjacent shaded cells;
- 2) No three shaded cells will share a common vertex;
- 3) When two tetrahexes share an edge in adjacent regions, they must not be the same type (S, L, I, C, or Y), regardless of potential rotations or reflections.



15/02/06:
Masyu (Hex) by Serkan Yürekli
Theme: Clue Symmetry and Logic

Rules: Draw a single, non-intersecting loop that passes through all circled cells. The loop can only make 120 degree turns. The loop must go straight through the cells with white circles, with a 120 degree turn in at least one of the cells immediately before/after each white circle. The loop must make a 120 degree turn in all the black circles, but must go straight in both cells immediately before/after each black circle.



15/02/07:
 Kakuro (Hex) by Serkan Yürekli
 Theme: The Eye

Rules: Fill all empty hexes with digits from 1-9 so that all number clues (in white) indicate the sum of the digits in that direction. Digits cannot repeat in any entry.

