

15/03/02:

Birthday Loop Special by Prasanna Seshadri

Theme: 24 on 03/02/15

This puzzle combines four loop varieties commonly featured at GMPuzzles as shown to the right.

Draw a single, non-intersecting loop throughout all four quadrants. The loop may enter and exit the different quadrants as many times as needed.

Balance Loop	Yajilin
Castle Wall	Masyu

The standard rules for each puzzle type are true for each quadrant, with these additional considerations:

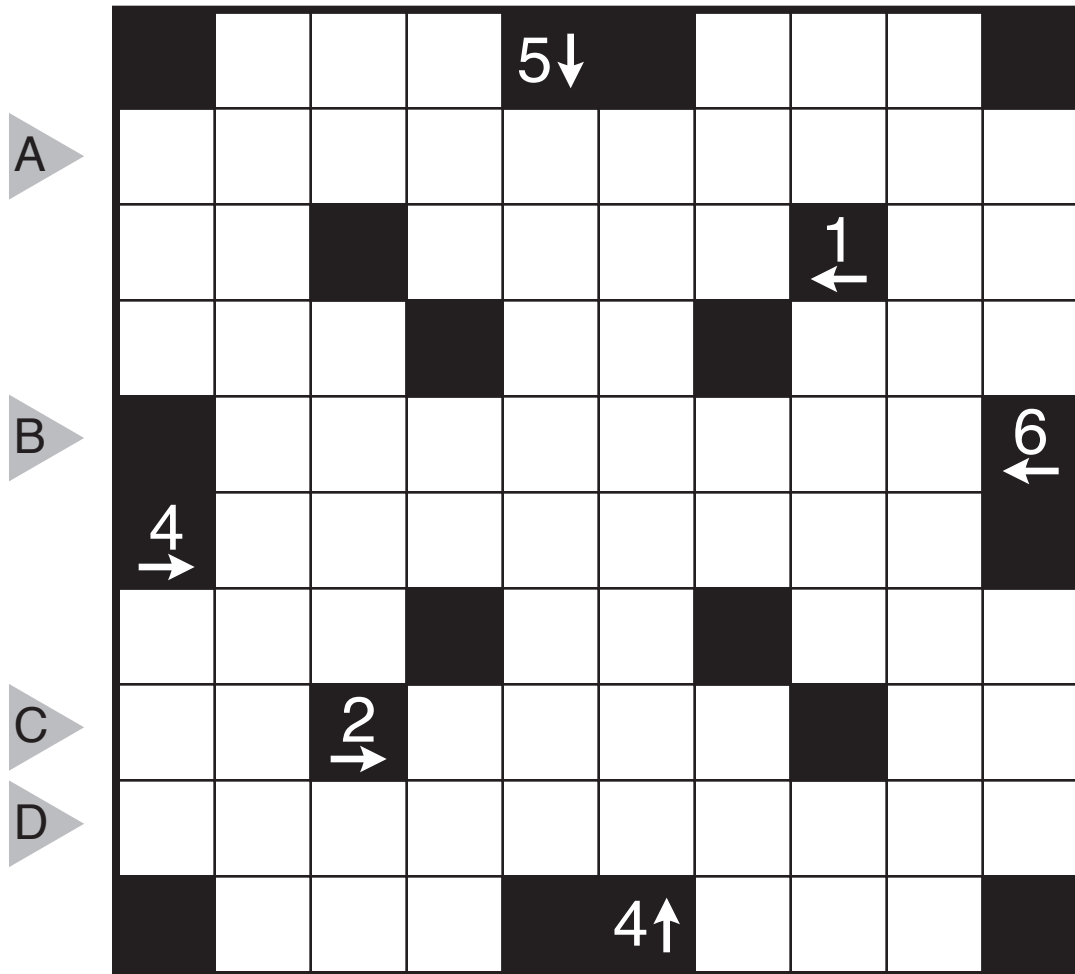
Balance Loop: Use the entire length of segments (including parts of the segments that extend into an adjacent quadrant) when determining the balanced/unbalanced status of a circle clue.

Yajilin: The arrow clues refer only to shaded cells within the Yajilin quadrant. The loop must occupy all cells adjacent to a shaded cell, even in an adjacent quadrant.

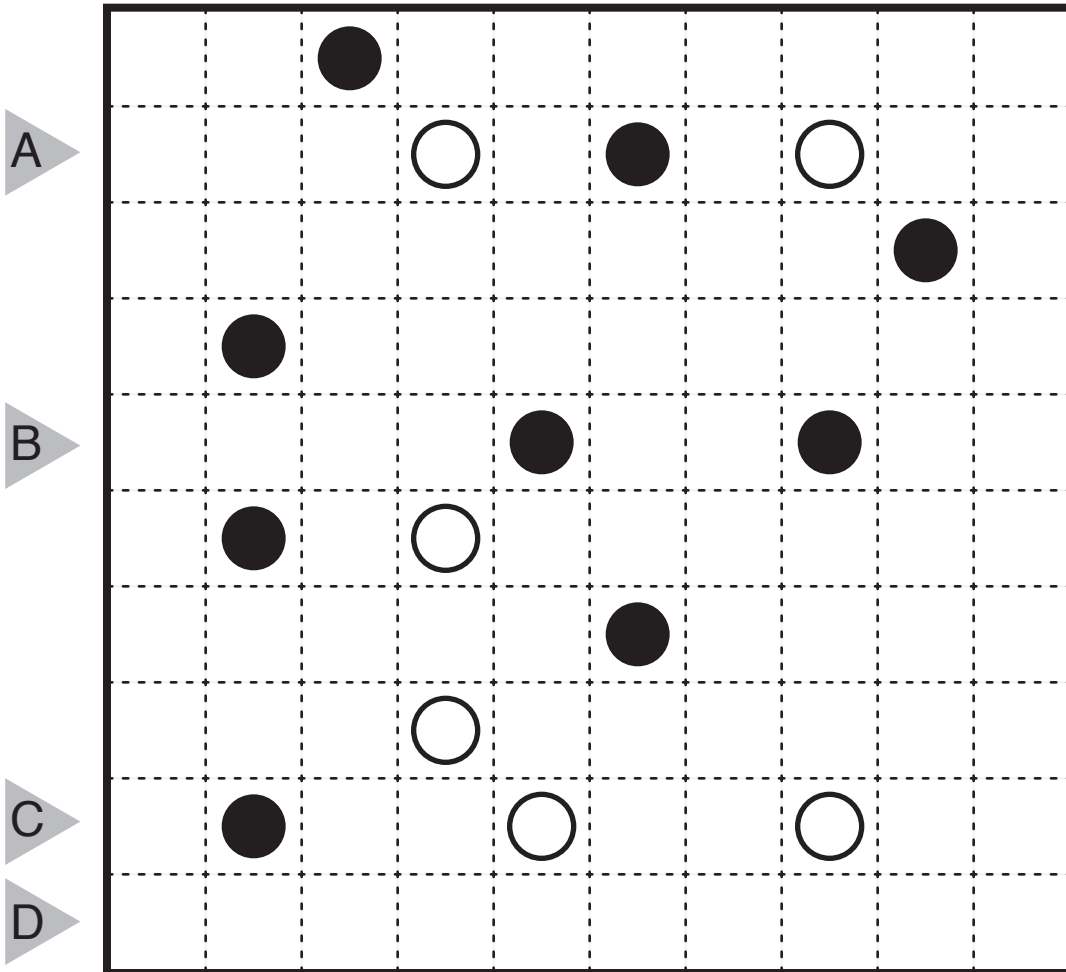
Castle Wall: Number clues can see beyond the CW quadrant **ONLY IF** the line segment begins from a cell within the CW quadrant. (For example, if a segment starts in the rightmost column of the CW quadrant and goes three cells further to the right into the Masyu quadrant before turning, this segment would contribute 3 to the count of segments for that row.)

Masyu: Normal rules apply for white and black circles, but the path satisfying these rules can extend into an adjacent quadrant. (For example, a white circle can be passed through crossing a quadrant edge, provided it turns immediately on one side of the circle whether the turn is in the Masyu quadrant or in another quadrant.)

15/03/03:
Castle Wall by Serkan Yürekli
Theme: Clue Symmetry and Logic



15/03/04:
Masyu by Tom Collyer
Theme: Logical

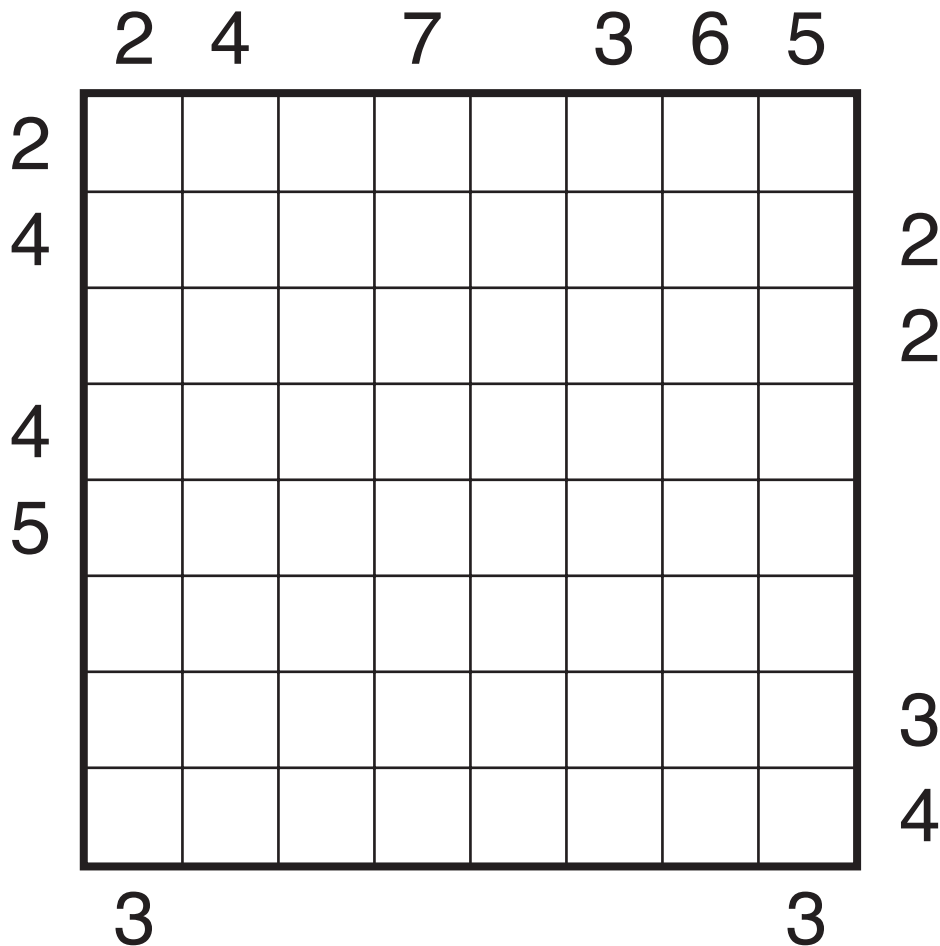
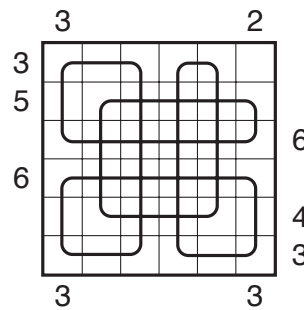
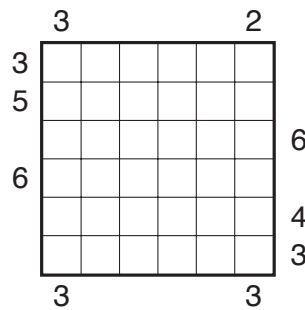


15/03/06: Round Trip by Bryce Herdt

Theme: 24-7-365

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".



15/03/07:

Balance Loop by Thomas Snyder

Theme: Digit Series

Rules: Draw a single, non-intersecting loop that passes through all circled cells. All white circles must have equal segment lengths on both sides of the circle before turning. All black circles must have unequal segment lengths on both sides of the circle before turning. Numbers indicate the sum of the segment lengths on both sides of the circle.

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. This example has the key "11,311".

