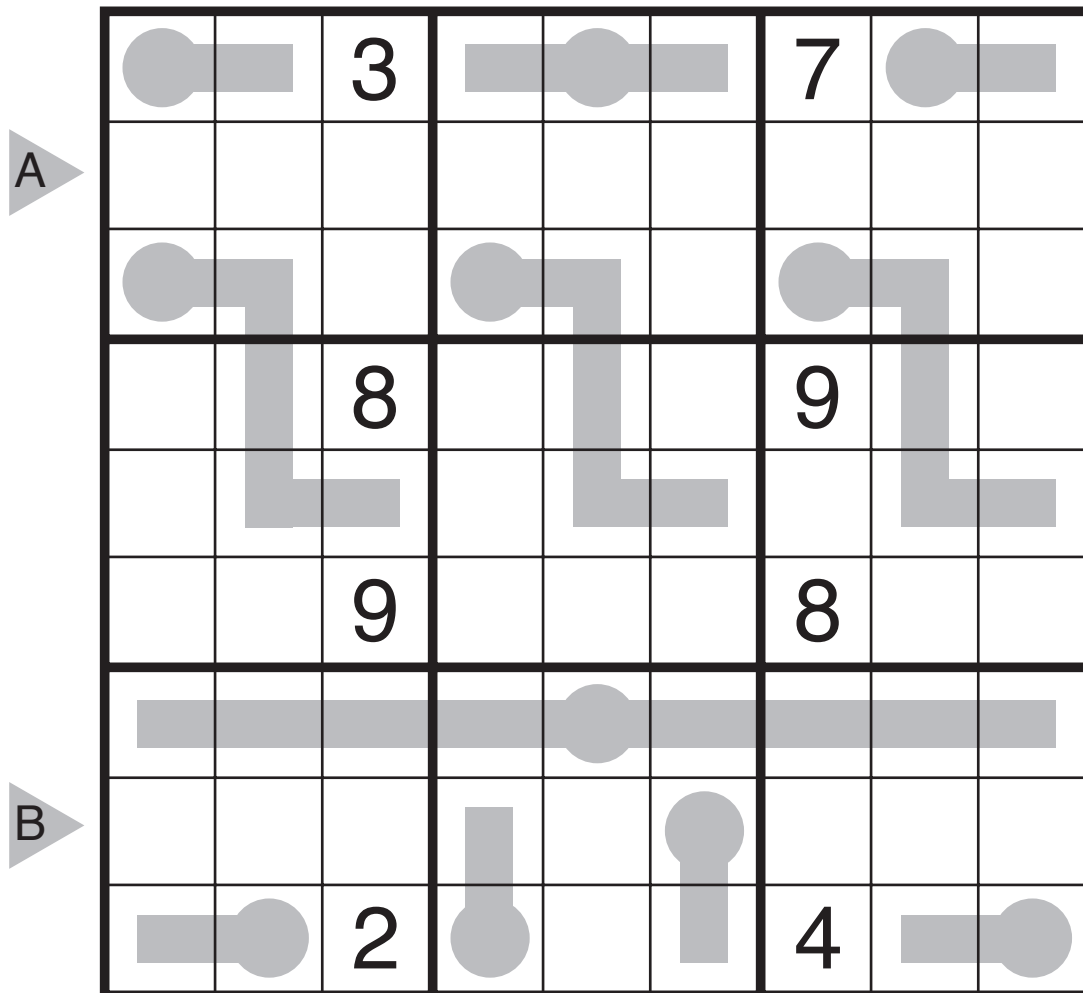# 16/02/25:
Thermo-Sudoku by Prasanna Seshadri
Theme: ZZZ

16/04/09:
Killer Sudoku by Serkan Yürekli
Theme: The Last Ones (for Randiman Rogers)
[all cages end in 1, and symmetric clues add to 11]

Rules: Place a digit from 1 to 9 into each cell so that no digit repeats in any row, column, or bold outlined region. The sum of the digits in each cage must equal the value given in the upper-left corner of that cage. Digits cannot repeat inside a cage.
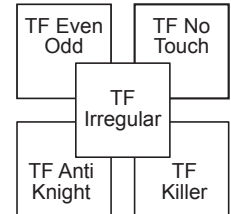
16/10/22:
Tight Fit Sudoku (Variant Samurai) by Serkan Yürekli
Theme: Symmetry and Logic

See earlier puzzles for individual variant rules. The Irregular sudoku uses the cyan borders while all other puzzles use the 3×2 rectangles in black.

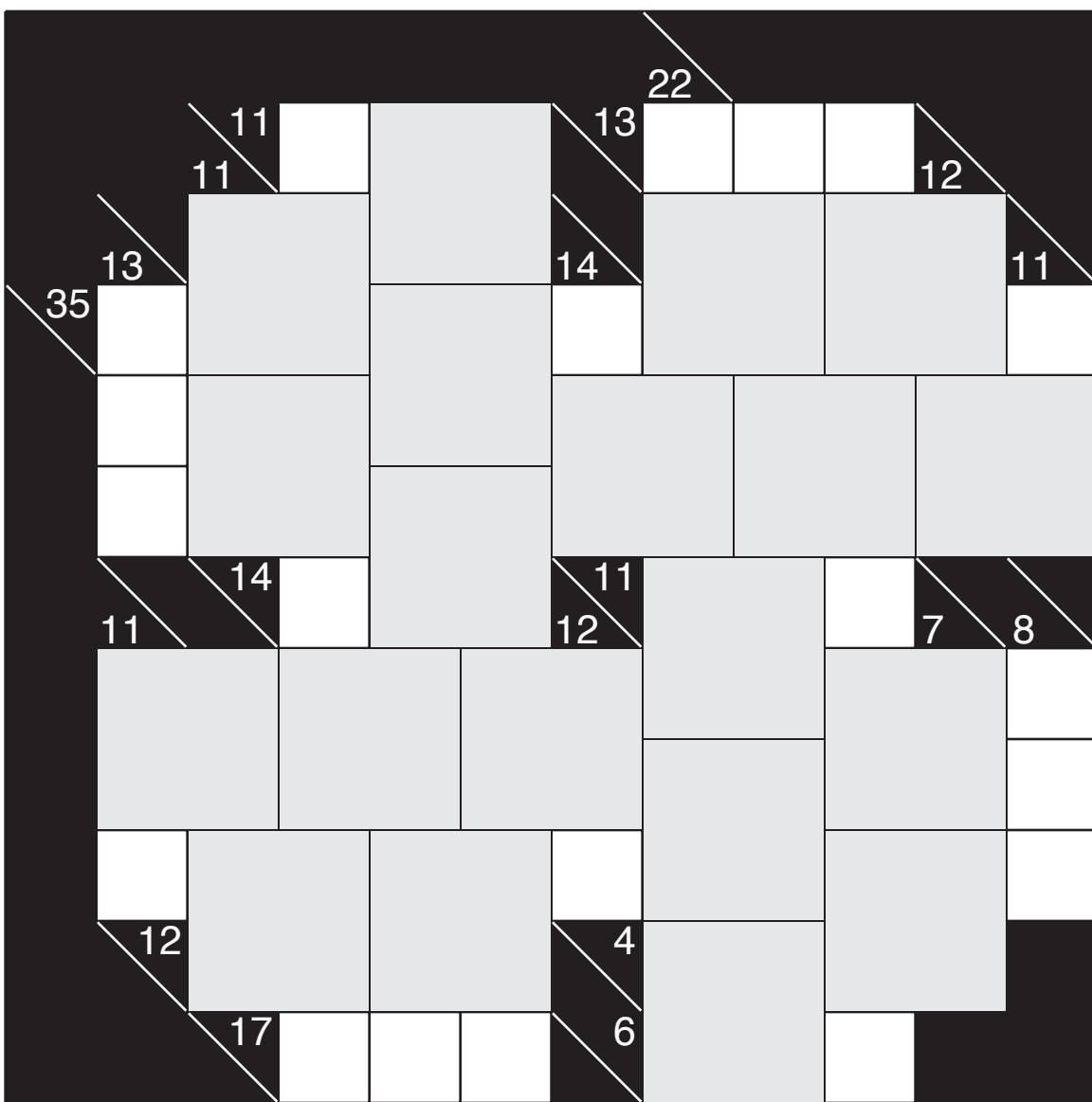|	
TF Even Odd	TF No Touch
TF Irregular	
TF Anti Knight	TF Killer

16/10/06:
Kakuro (Double) by Grant Fikes
Theme: Cloverleaf (for Randy Rogers)

Rules: Variation of Kakuro. The gray (2x2) cells are to be filled by a single digit which sits in multiple rows and columns. No digits can repeat within an entry, regardless of if it is in a small or large cell.

16/09/12:
Hundred by Thomas Snyder
Theme: Unique Digits

Add digits to some cells so each cell contains a one- or two-digit number.
The sum of the numbers in each row and in each column must be 100.
ANSWER ENTRY: Enter the numbers from left to right, starting with the top
row, then the middle row, and then the bottom row.
Separate each row with a comma.

1	4	6
8	5	7
2	9	3

16/08/20:
Multi Skyscrapers by Serkan Yürekli
Theme: The Clueless Center (for Veep)

Rules: Standard Skyscrapers rules. The grid is made of 9 overlapping 5×5 Skyscrapers puzzles. The clue cells shared between grids must see the same number of buildings (i.e., you should fill in all interior gray cells with clue numbers as these are used by two grids).

Answer Entry: Enter the fifteen digits (in the white cells) within the marked rows from left to right, separating the two rows with a comma.

16/02/13:
Double Kakuro by Serkan Yürekli
Theme: Heart

Variation of Kakuro. The gray (2x2) cells are to be filled by a single digit which sits in multiple rows and columns. No digits can repeat within an entry, regardless of if it is in a small or large cell.
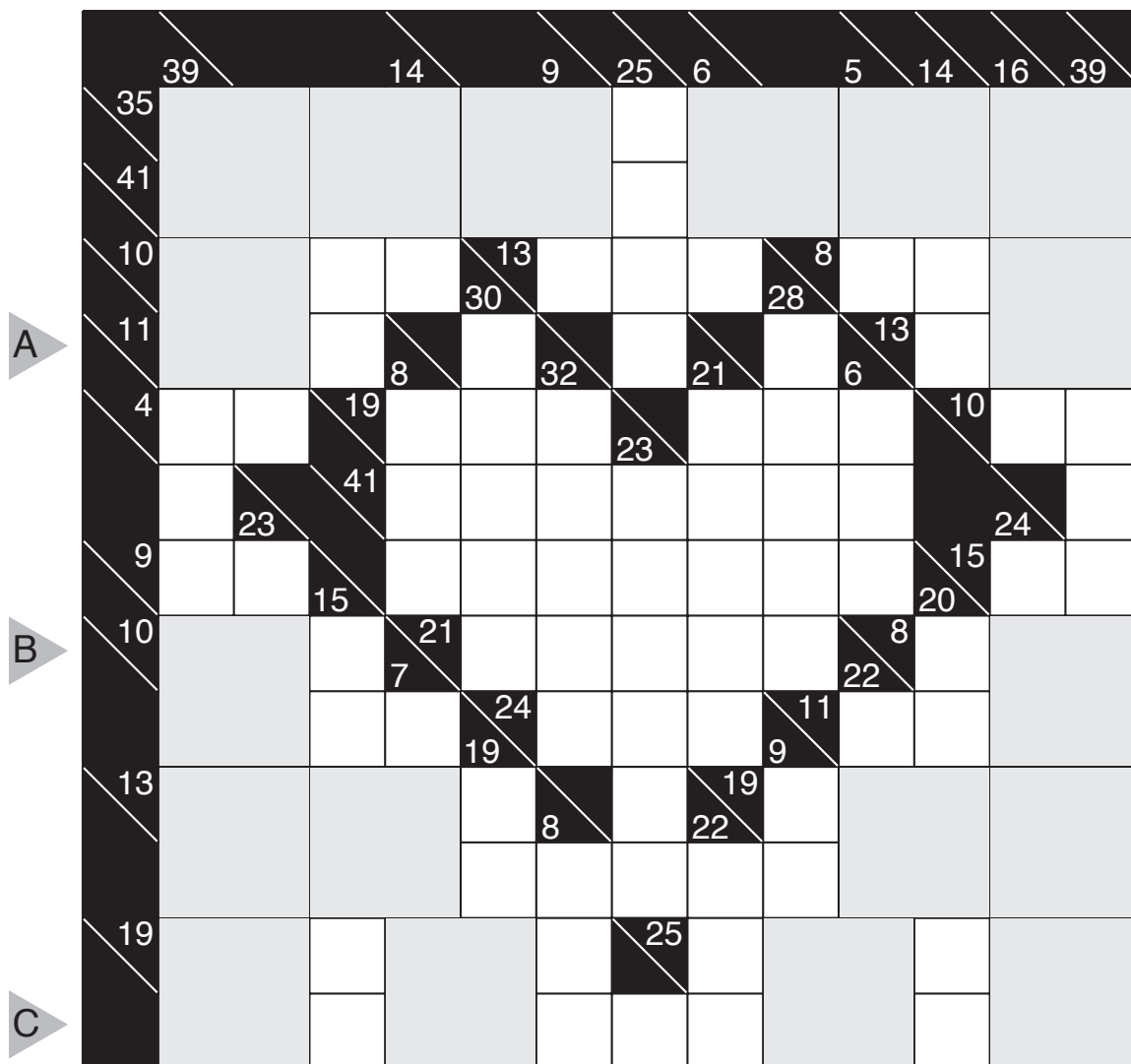
16/09/08:
Statue Park by Murat Can Tonta
Theme: All Black
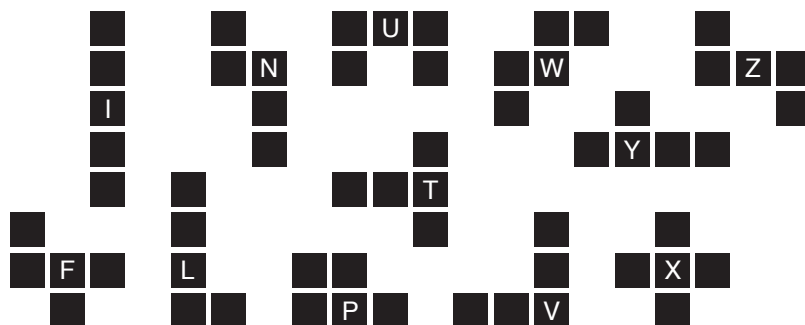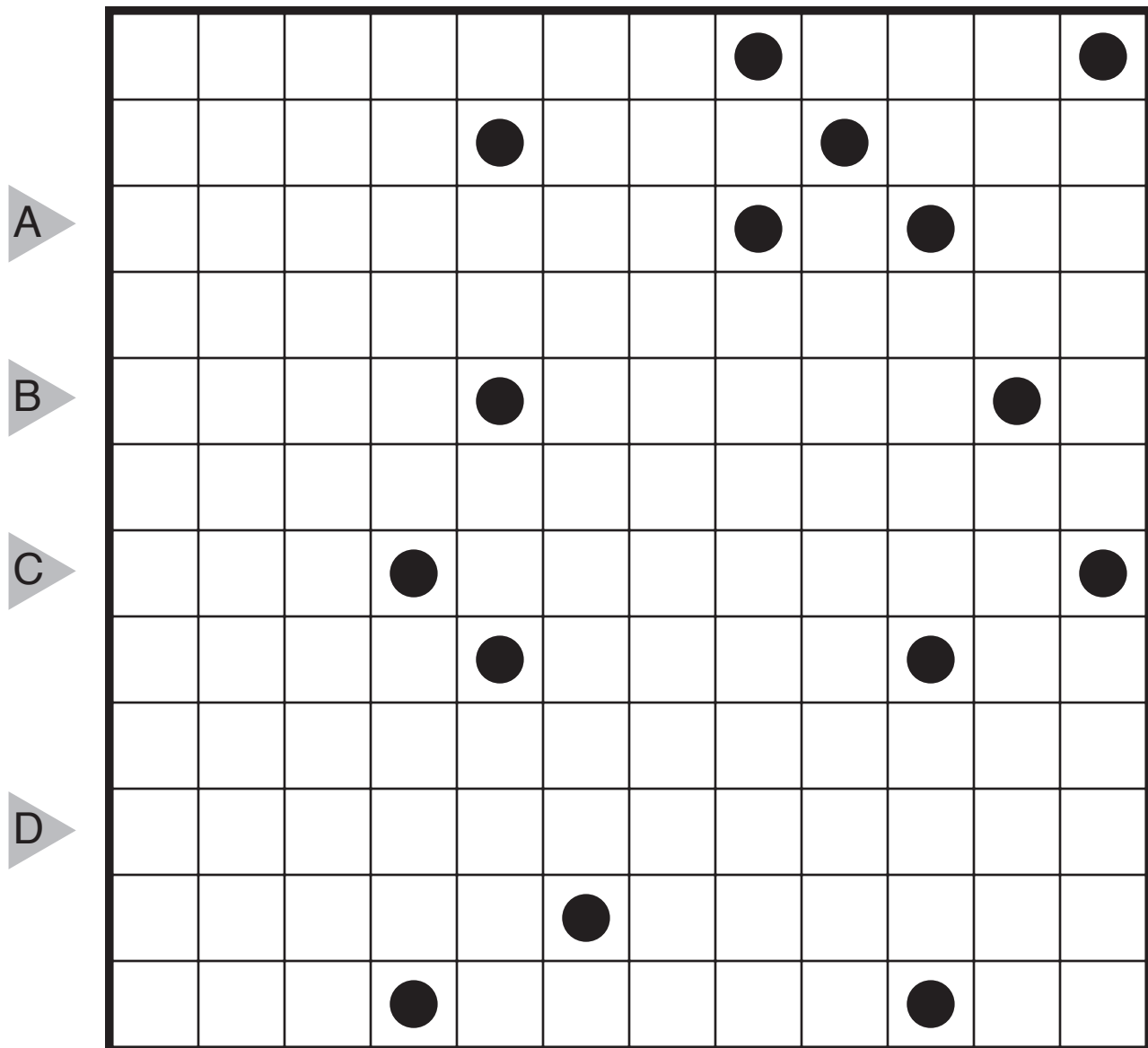
16/08/05:
Pentopia by Carl Worth
Theme: Quadruple Quandary

Rules: Place some of the given pentominoes in the grid so that no pentominoes touch, not even diagonally. Pentominoes cannot repeat in the grid; rotations and reflections of a pentomino are considered the same shape. The arrow clues indicate all the directions (up, down, left, and right) where the nearest pentominoes are located when looking from that square.
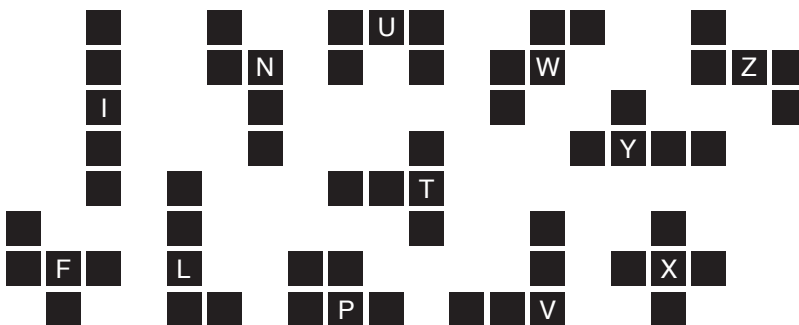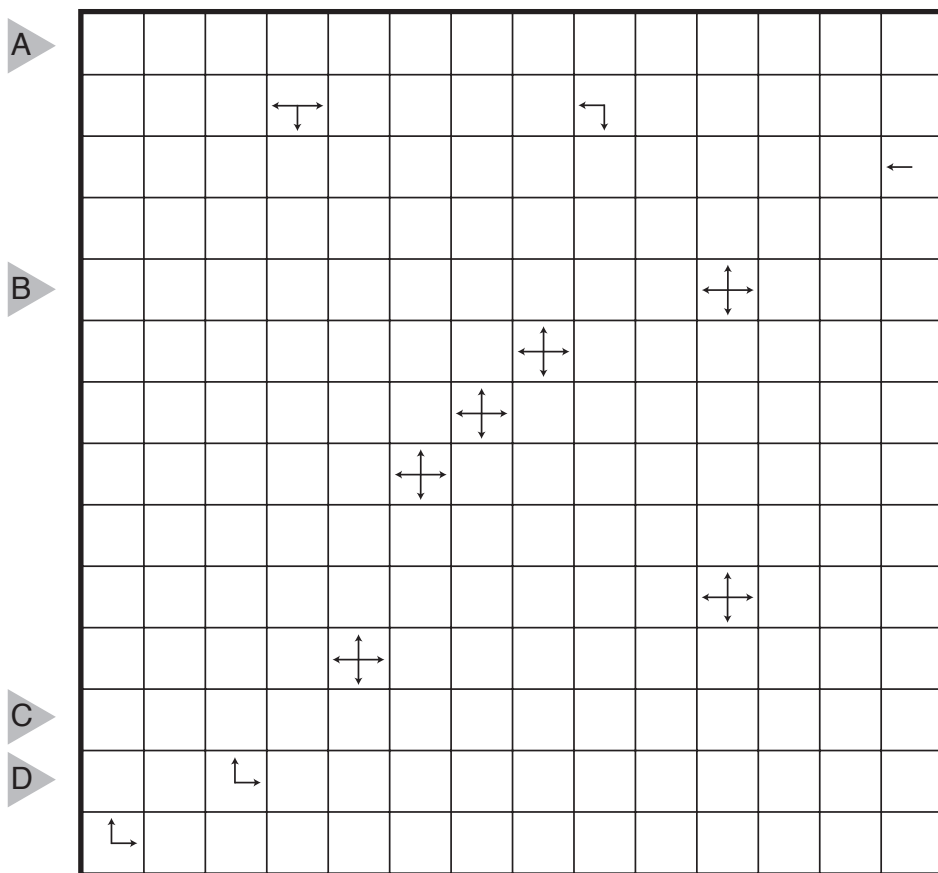
16/05/10:
Pentopia (Transparent) by Prasanna Seshadri
Theme: Clue Symmetry and Logic
(Originally on 2016 Polish Puzzle Championship)

Rules: Place some pentominoes in the grid so that no pentominoes touch, not even diagonally. Pentominoes cannot repeat in the grid; rotations and reflections of a pentomino are considered the same shape. The arrow clues indicate all the directions (up, down, left, and right) where the nearest pentominoes are located when looking from that square, ignoring the clue cell itself. (Pentominoes can sit on the clue cells.)
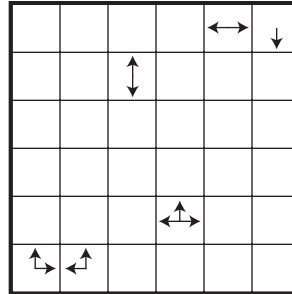
16/06/03:
Star Battle by Thomas Snyder
Theme: Cornered

2★

16/01/13:
Masyu by Murat Can Tonta
Theme: Knight Steps
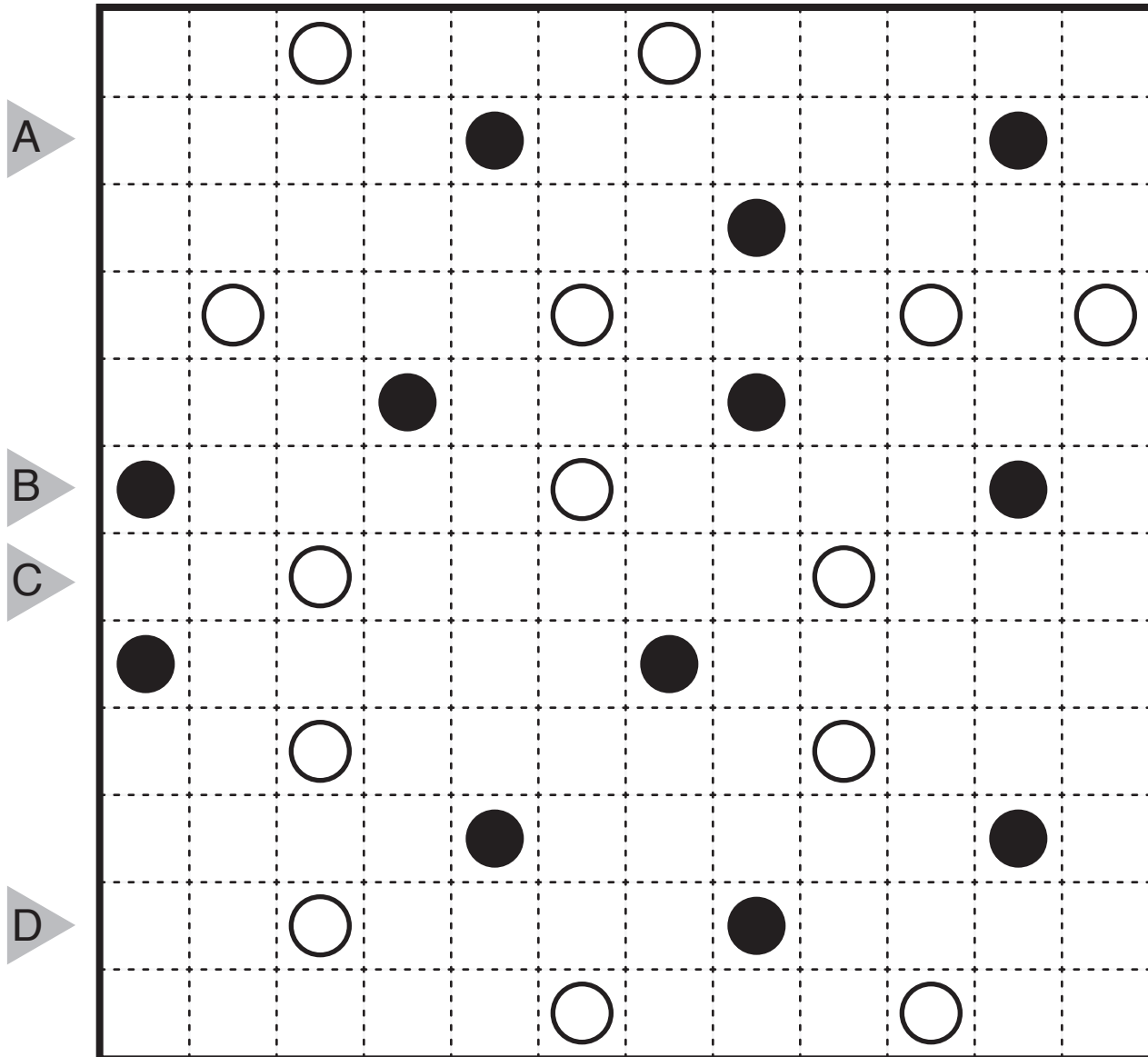
16/10/08:
Roller Coaster by Serkan Yürekli
Theme: 1 to 9 (for Veep, who co-wrote this style for the 2016 MIT Mystery Hunt: http://huntception.com/puzzle/roller_coaster/)

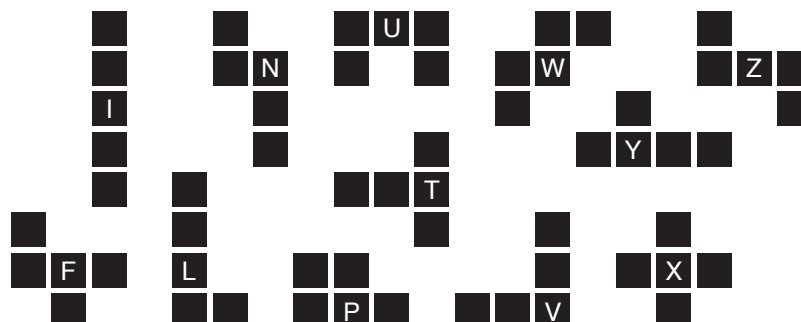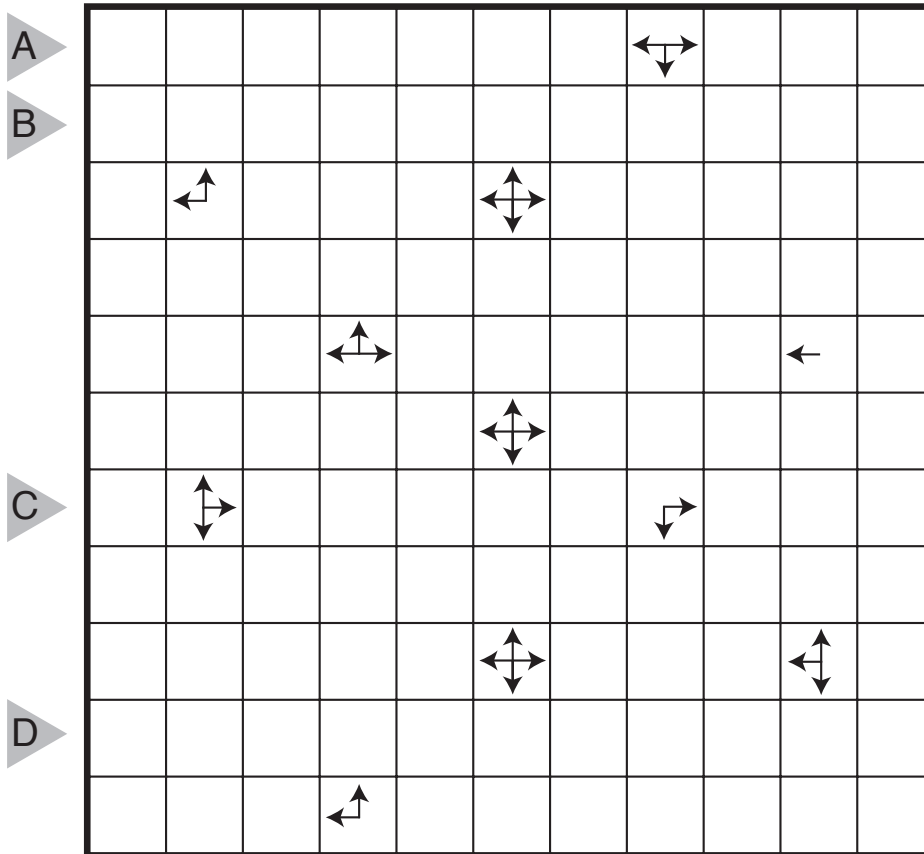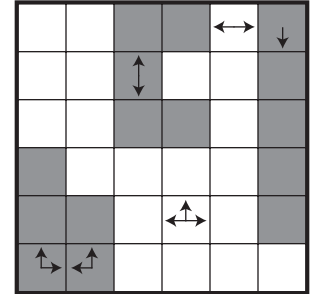Rules: Fill each cell with a digit from 1 to 9 (1 to 6 in example) so that no digit repeats in any row or column, and also draw a single, non-intersecting loop through some of the cells in the grid. The loop cannot pass through gray cells. Numbers on the outside of the grid show the sum of digits of ALL horizontal/vertical loop segments in that row/column *in order*. (Note: as in column 5 of the example, only segments that pass horizontally/vertically in a row/column appear as clues; the 5 in that column is not part of a vertical segment and is not represented by a clue). Not all outside clues are given, and unclued rows/columns can have any possible distribution of loop segments/sums.

16/05/13:
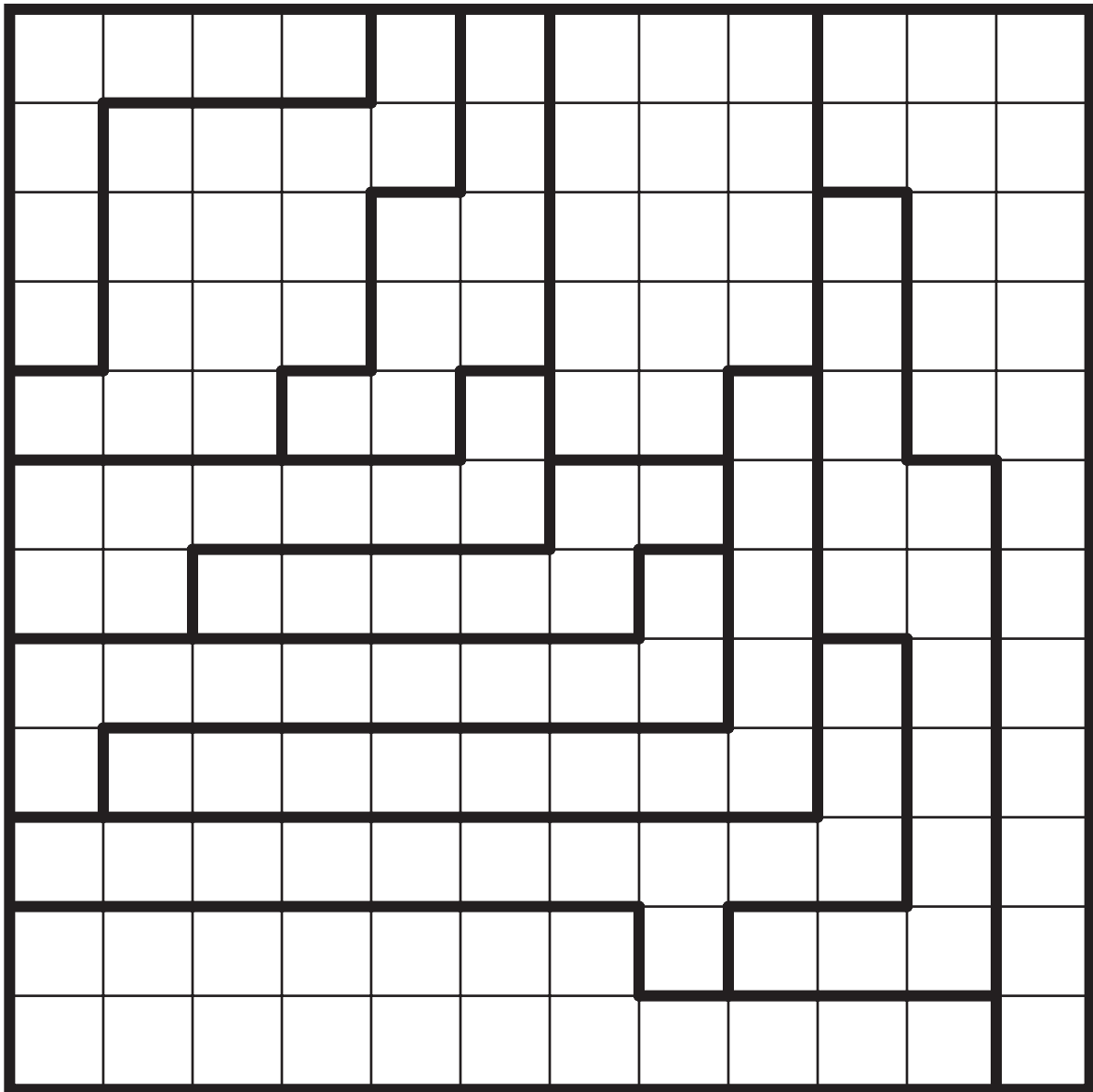# Yajilin (Transparent) by Prasanna Seshadri
Theme: Clue Symmetry and Logic
(Originally on 2016 Polish Puzzle Championship)

Rules: Variation of Yajilin Rules. The loop can pass through clue cells, and clue cells that are not passed through must be blackened (and obey the standard Yajilin shading rules). Blackened clue cells do not necessarily have to be satisfied.
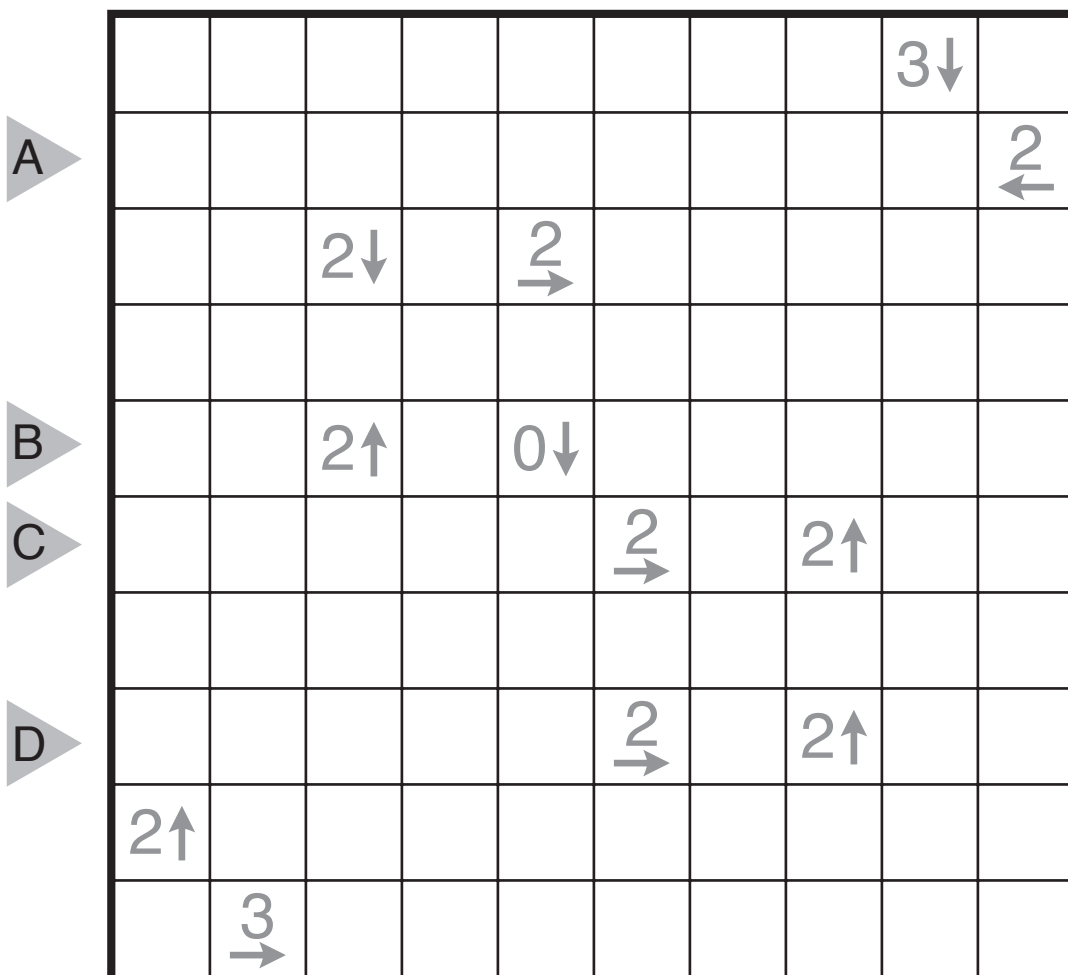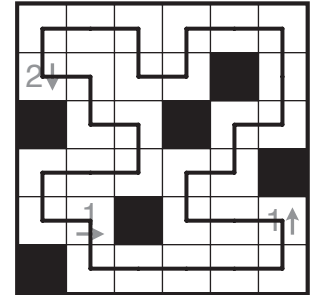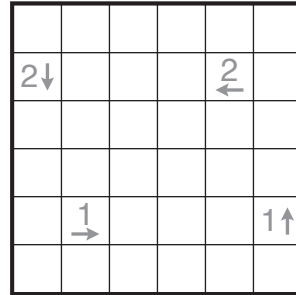
16/09/28:
Slitherlink (Cipher) by Grant Fikes
Theme: Letters In This Slitherlink
Standard Slitherlink Rules. Also, the letters I, L, S, and T stand
for different digits from 0 - 3.

	I	I	I	I		L						
A		T		L				S	S			
	T	T	T		L	L	S	S				
B		L				L						
	S		L	T	T	T	L					
	S	S	L	L		T		L	L			
	S			T				I		L		
C	L	L	T	T	T			I		L		
D	L				S	S	I	L	L			
	L			S	S		I					
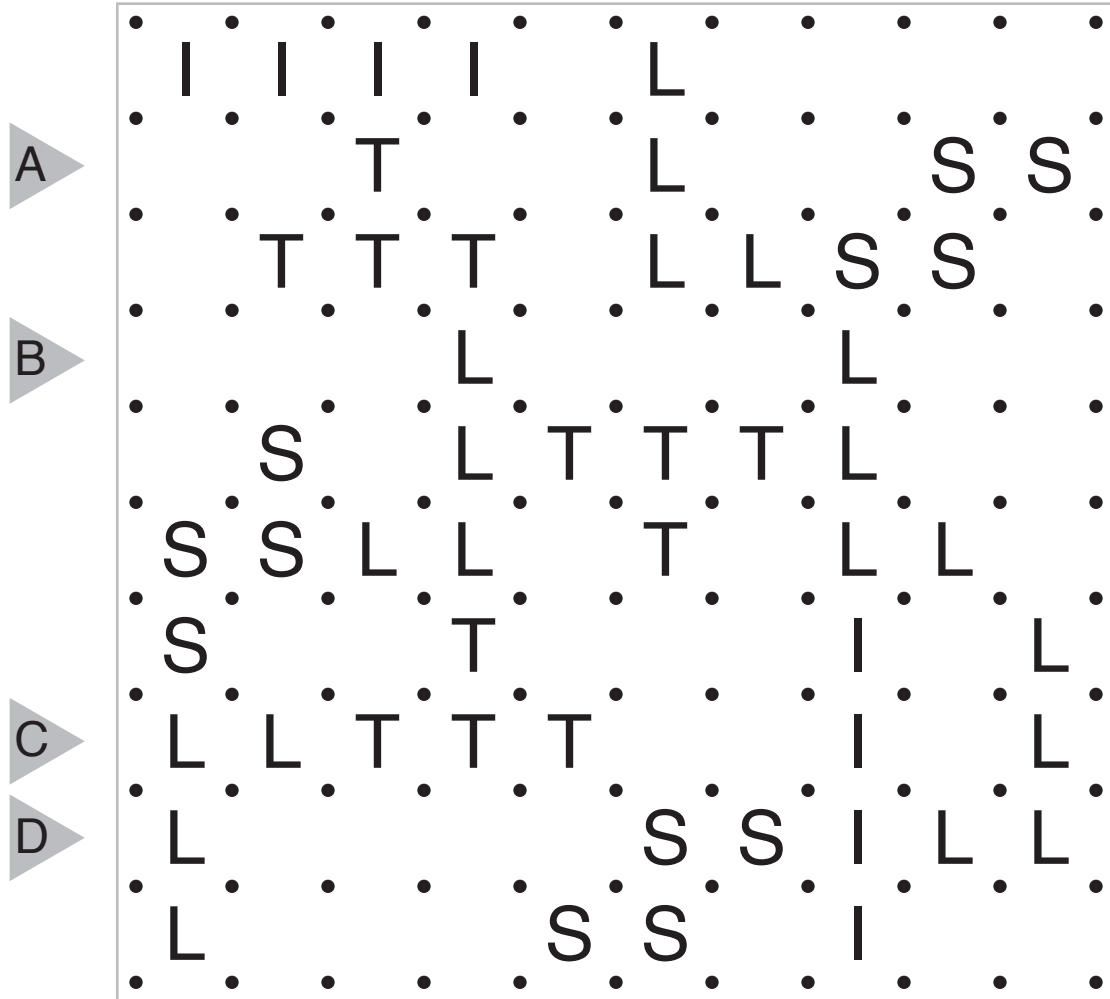
Castle Wall (with Towers) instructions

This puzzle is a variation of Castle Wall

Standard Castle Wall Rules: Draw a single closed loop
(without intersections or crossings) passing through some empty cells
in the grid. The grid contains some bordered or colored cells that cannot
be part of the loop. Black cells must be outside the loop;
white cells (with heavy borders) must be inside the loop.
Numbers and arrows refer to the total sum of the lengths
of loop segments in the given direction. (An equivalent way
to understand these values is to count the number of cell borders
crossed by the loop in that direction.)
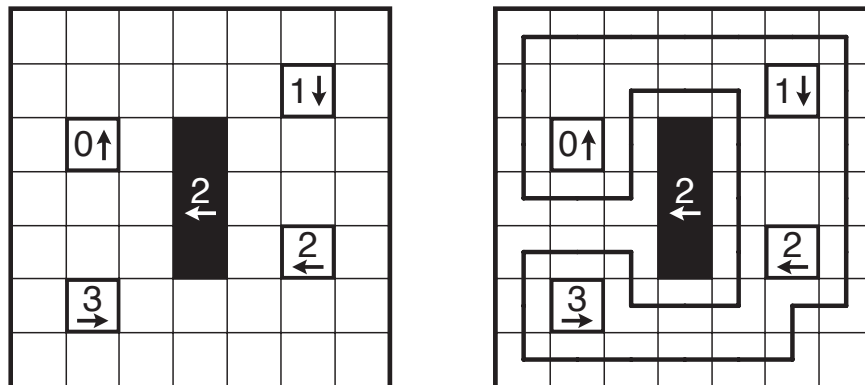
+ Towers Variation:

Also, the numbers outside the grid show the number of empty cell segments
visible in that direction (ignore all clue cells and all cells used by the loop).
A segment of length N in a given direction is taken as a building
of height N. Buildings of height N block the view of all buildings behind
them of equal or lesser height.

(sees 3 only) 1

(sees 1, 2) 2

3 **(sees 1, 2, 3)**

1 **(sees 2 only)**
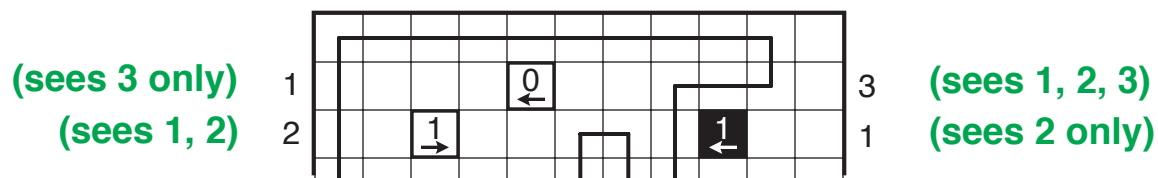
16/03/02:
Castle Wall (with Towers) by Prasanna Seshadri
Theme: 25 years from 1991/03/02 to 2016/03/02
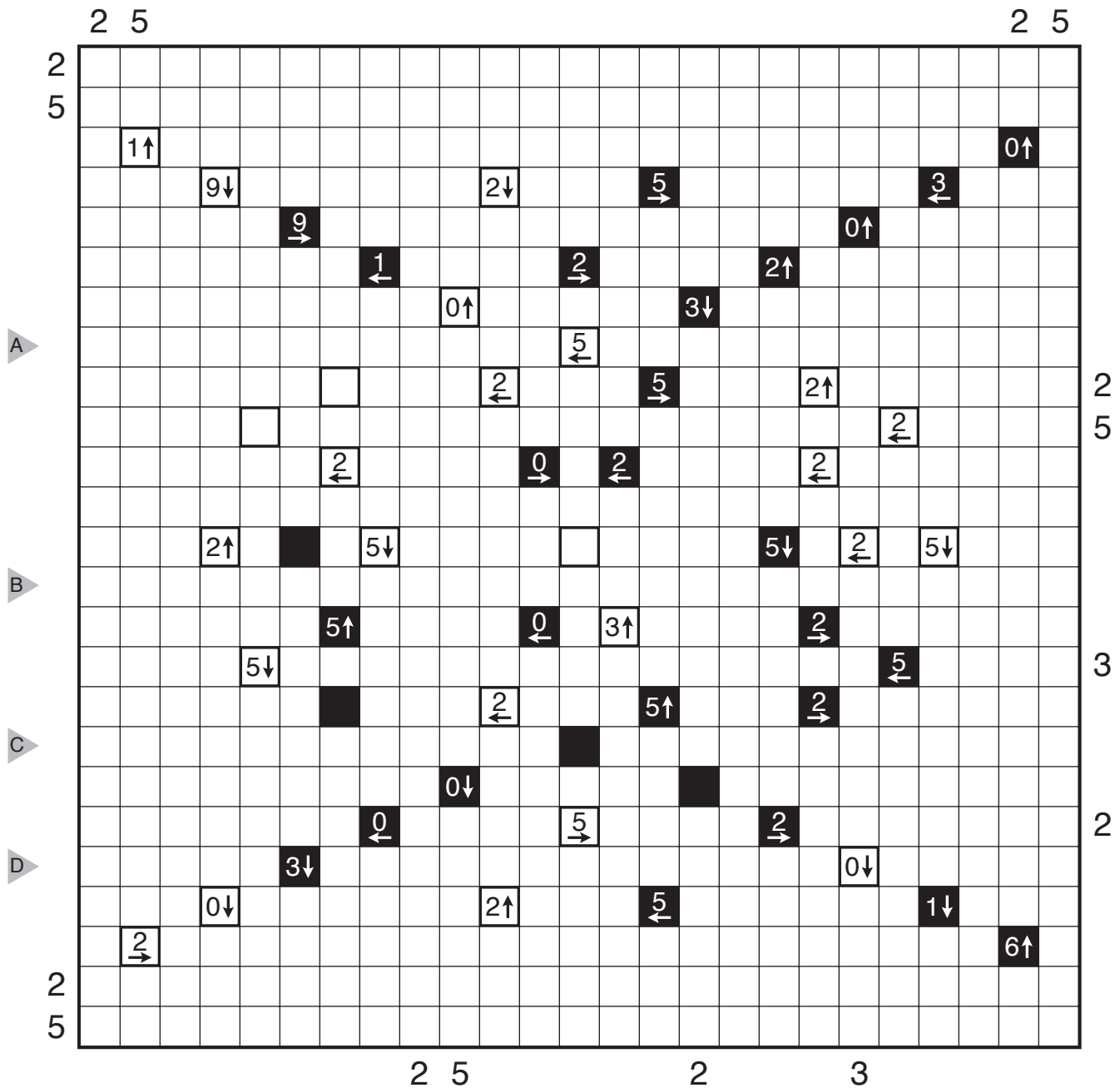
16/03/08:
Cave by Bryce Herdt
Theme: Fibonacci Spiral
(shading is just to emphasize the theme elements)
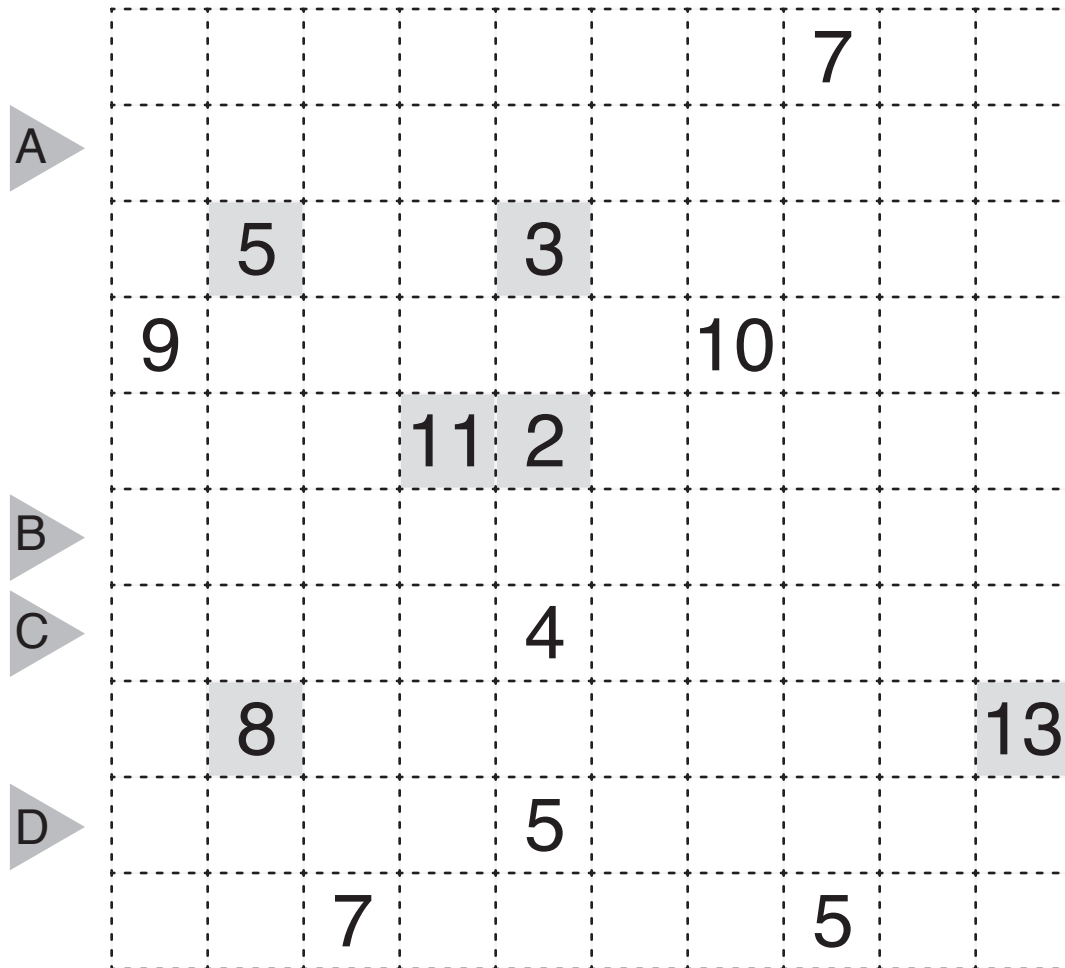
16/06/29:
Cave (Diagonal) by Prasanna Seshadri
Theme: Clue Symmetry and Logic (for Veep)

Variation of Cave. Number clues give the total count of cells connected diagonally to a numbered cell *including the cell itself*. Also, there can be no 2×2 area fully inside the cave.

			2	
3			3	
		2		
			4	
	3			2
	1			

The example solution grid with shaded cells.

2			2								4
		2									
	3					4					
							5		6		
							3				5
8				4		7					2
2			3								
	2		2								
				2						7	
							5				
2											1

A, B, C, D (row markers on left side)

16/03/11:
Fillomino by Carl Worth
Theme: Dominoes

B

11	1				5			9
1			11		1		6	1
3		3		3			7	
A
	3			5				
	3		1		3		6	7
	6			3		6		
		5	6				6	
6		7			8		3	
1			8			6		
	5			10		3		6
1	7		1		6			1
12			8				1	10

16/09/30:
Pentominous (Star Battle) by Grant Fikes
Theme: Logical

Combination of Pentominous and Star Battle. Place stars into some cells so that there are two stars in each row and column; no two stars can touch, even diagonally. Then divide the rest of the grid into 16 regions each containing 5 cells. Regions with the same shape (including rotations/reflections) cannot share an edge. A cell with a letter in it must be part of the pentomino shape normally associated with that letter; an inventory of pentominoes is given below the puzzle.
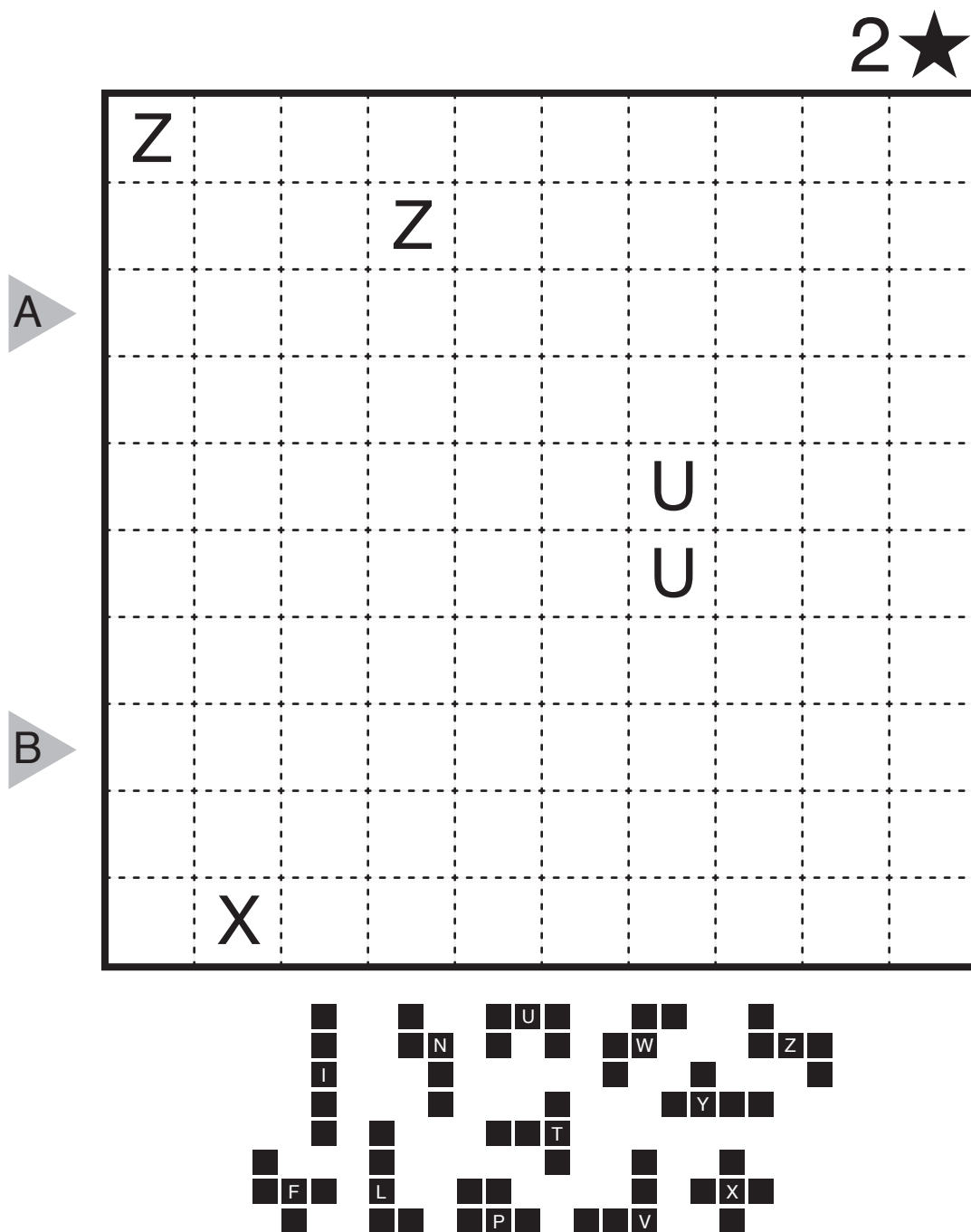
16/12/05:
Nurikabe (Full) by Prasanna Seshadri
Theme: Logical

Rules: Variation of Nurikabe. Shade some of the numbered cells so that the grid is divided into white regions, with each cell in such a region containing a number identical to the area of the region. Two white regions may only touch diagonally. All shaded cells must be connected with each other, but no 2×2 group of cells can be entirely shaded black.

7	7	7	7	6	3	3	3	3	3
5	7	7	7	6	3	3	3	3	3
5	7	7	7	6	6	6	6	5	5
5	7	7	2	2	2	2	6	6	5
5	5	7	2	1	1	2	6	6	5
5	5	6	2	1	1	2	6	6	5
5	6	6	2	2	2	2	6	6	5
5	6	6	6	5	5	5	2	2	2
5	4	4	4	4	5	5	5	1	1
1	4	4	4	4	5	3	3	3	1

16/01/30:
Nanro (Signpost) by Prasanna Seshadri
Theme: Spiral

(The regions grow from one cell to eleven and back down to one)

Rules: Variation of Nanro. The small clue numbers indicate how many cells in that region are used (but do not necessarily indicate which cells are filled as standard Nanro clues do).
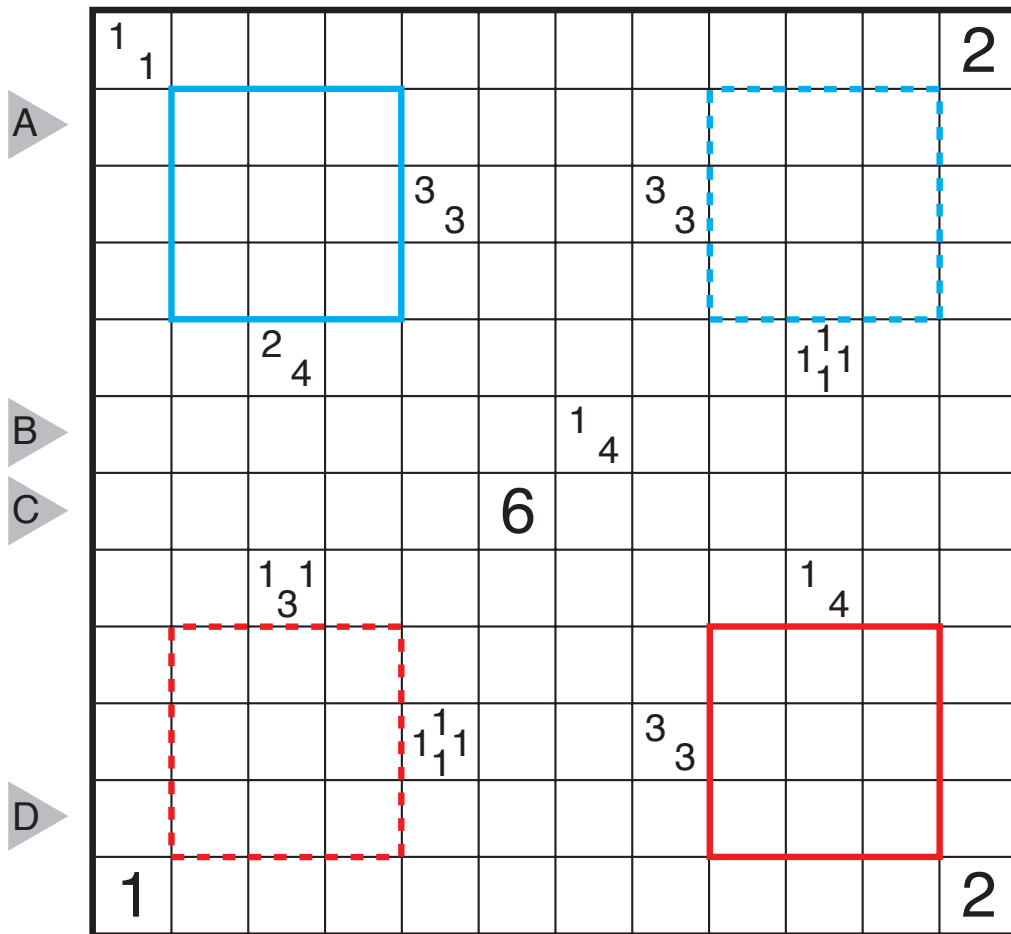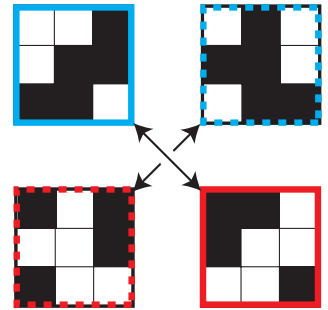
16/02/20:
Tapa (Windows) by Prasanna Seshadri
Theme: Clue Symmetry and Logic

Rules: Standard Tapa Rules. Also there are two pairs of windows. One pair is the upper left (blue, solid) and lower right (red, solid). The other is the upper right (blue, dashed) and lower left (red, dashed). The cells in the same position in each window pair must have the exact opposite shading.

The grid contains the following clues:

- Top-left corner: 1 1
- Top-right corner: 2
- Row with: 3 3 ... 3 3
- 2 4
- 1 1 1 (with extra 1)
- 1 4
- 6
- 1 1 3
- 1 4
- 1 1 1 (with extra 1)
- 3 3
- Bottom-left corner: 1
- Bottom-right corner: 2

Row labels (left side): A, B, C, D

16/03/09:
Tapa (Windows) by Jack Lance
Theme: Clue Symmetry and Logic

Rules: Standard Tapa Rules. Also there are two windows in the upper left (blue) and lower right (red) of the grid. The cells in the same position in these windows must have the exact opposite shading. (Clue cells are considered unshaded.)