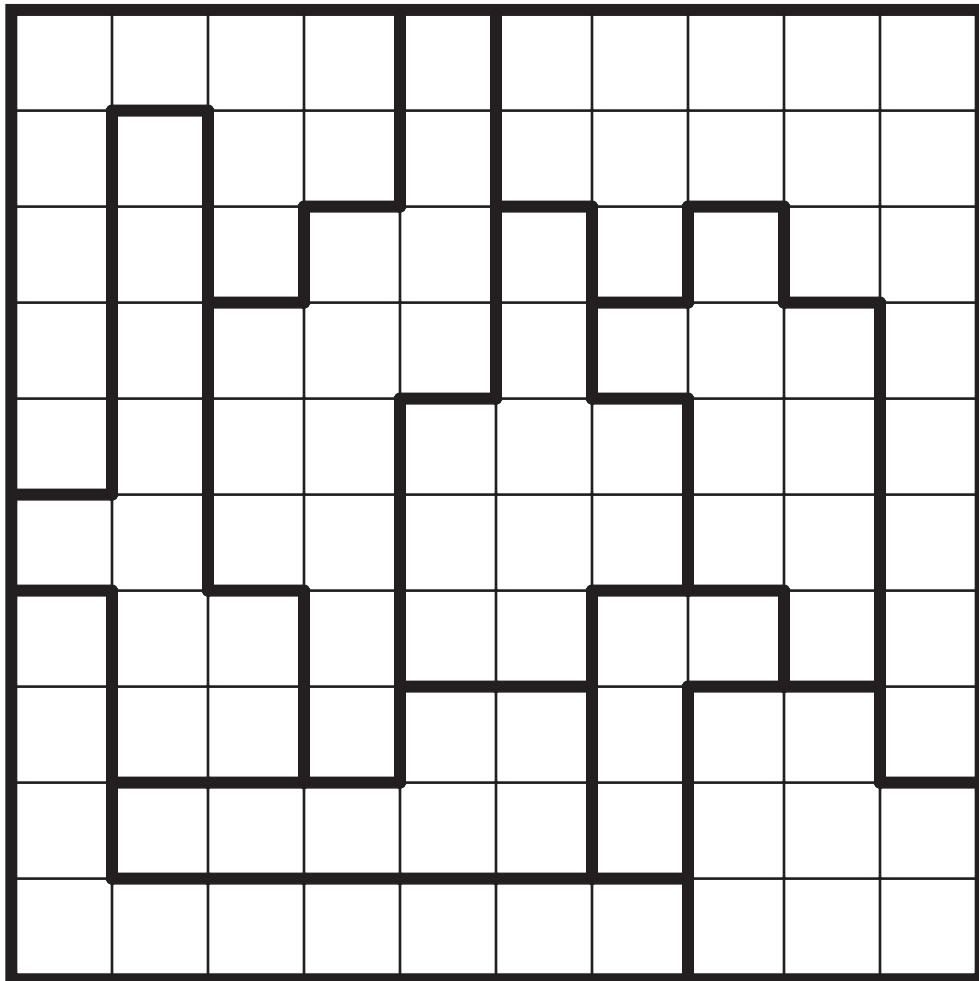


16/08/01:
Star Battle by Carl Worth
Theme: Cityscape

2★



16/08/02:
Cave by Ashish Kumar
Theme: Clue Symmetry and Logic

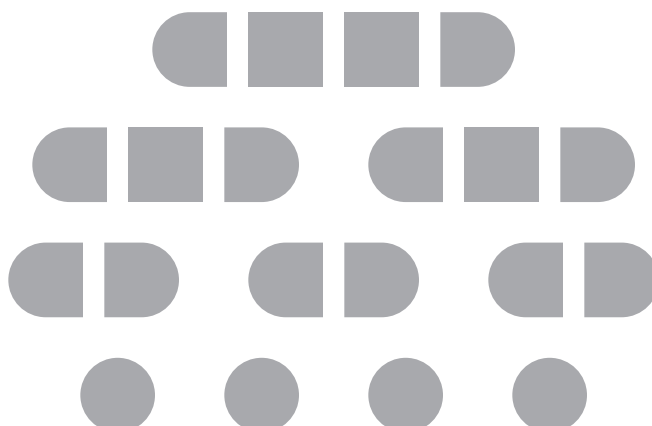
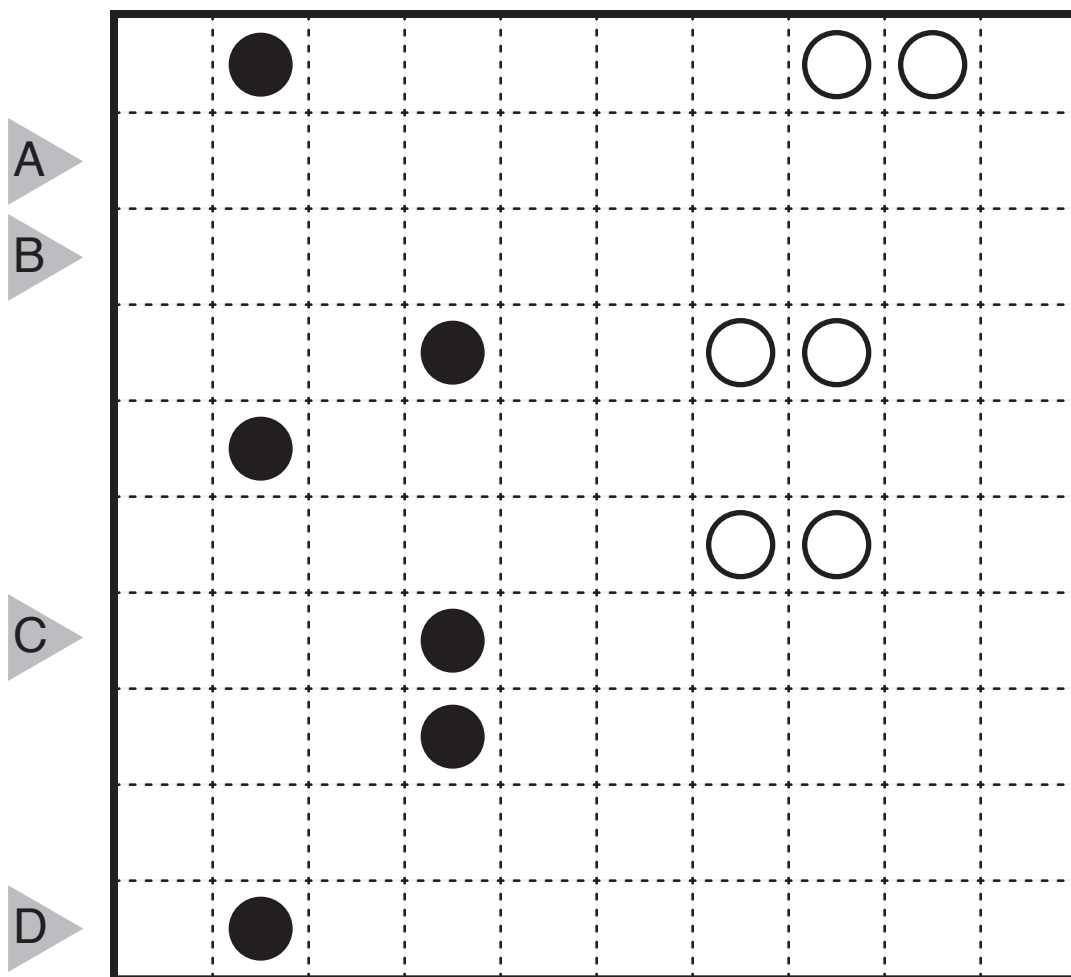
			8			4			
		4					4		
A	3							3	
	6					2			3
B					10				
				7					
C	5			7					3
D		3						3	
			3				4		
				8			7		

16/08/03:

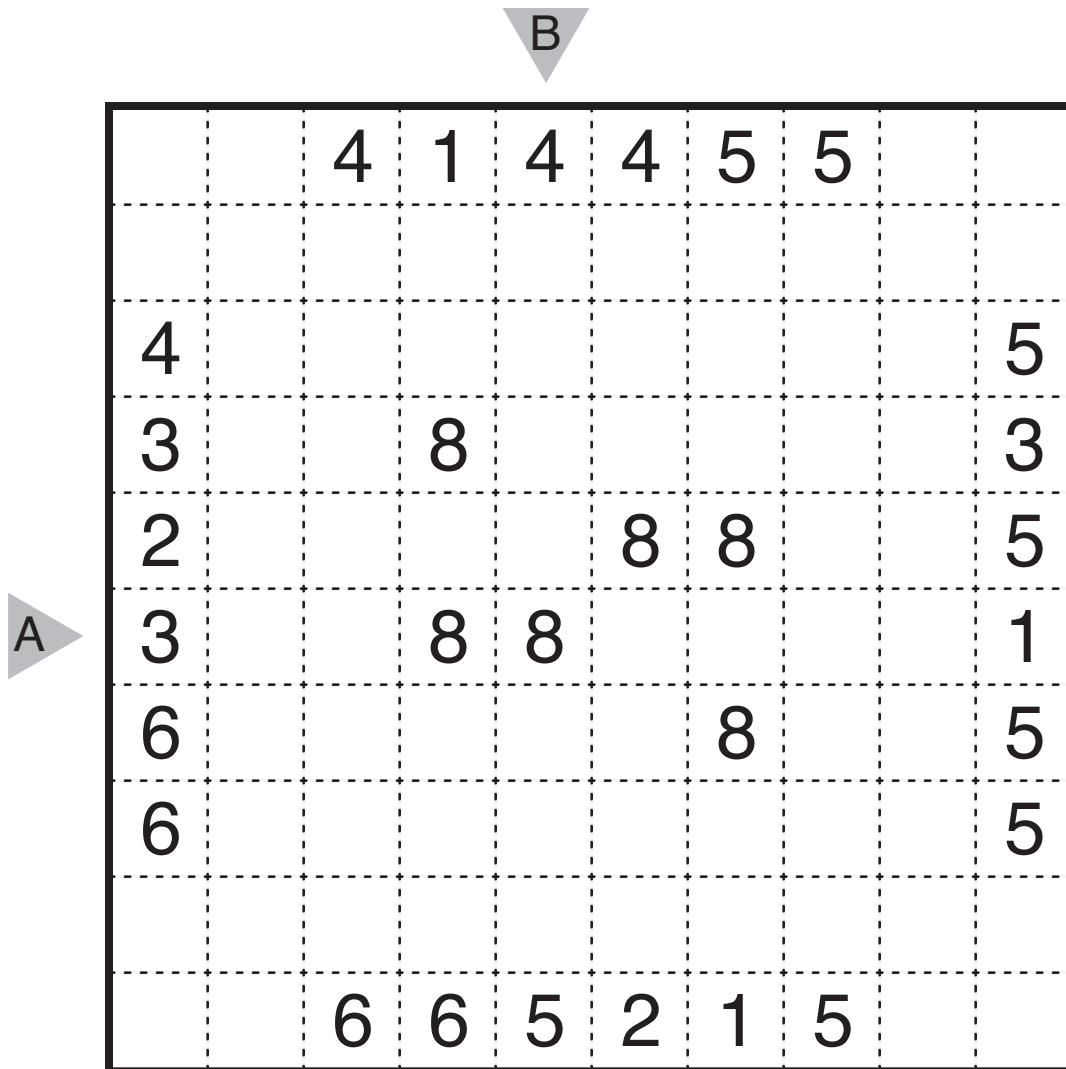
Masyu (Battleships) by Walker Anderson

Theme: Half and Half

Rules: Combination of Masyu and Battleships. Standard Masyu rules. All empty cells not occupied by the Masyu loop will belong to the fleet of ships given below. The whole fleet must be placed in the grid; ships cannot touch each other, not even diagonally.

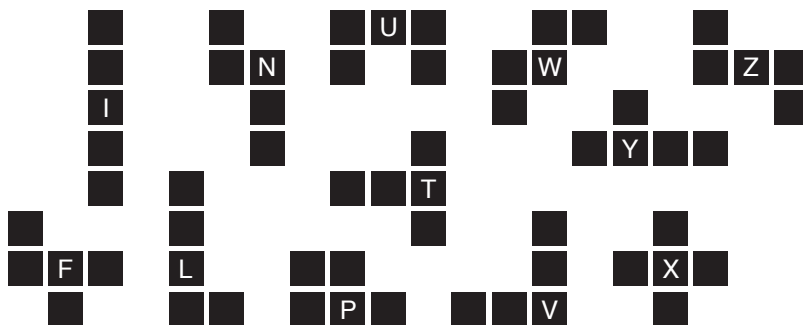
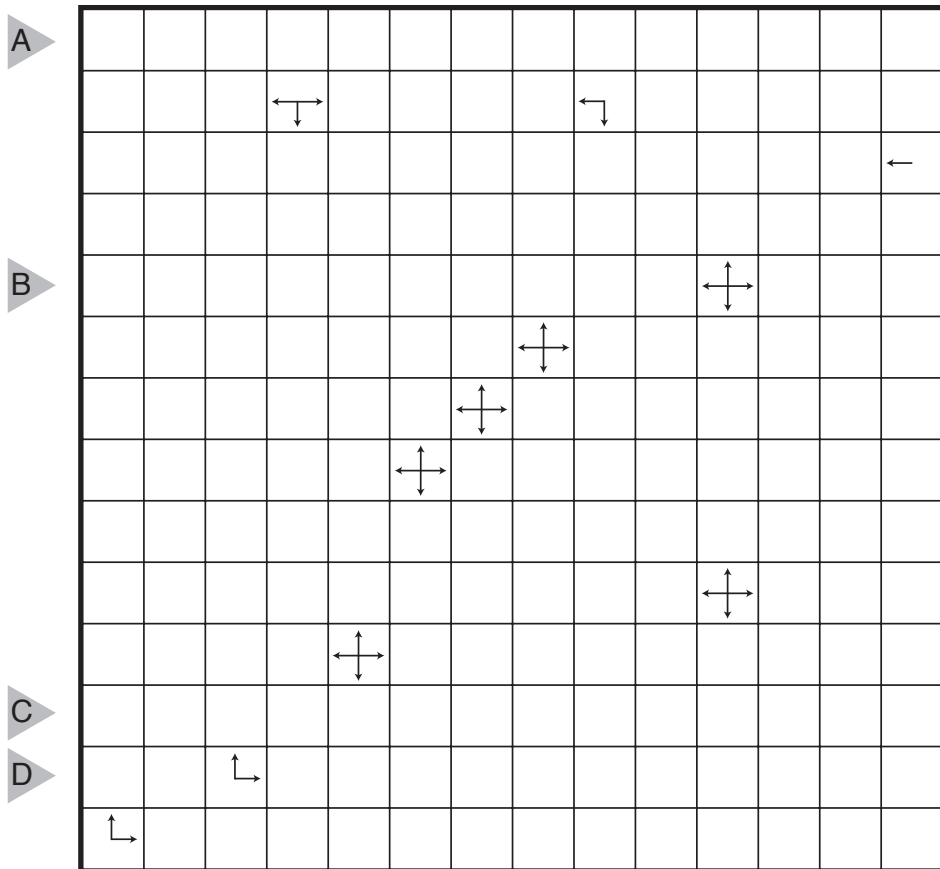


16/08/04:
Fillomino by Walker Anderson
Theme: Just Out of Reach



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.



16/08/06:

Slitherlink (Large-Square) by Bryce Herdt

Theme: Chess

(pattern of squares, and large numbers = number of letters in respective chess piece)

Rules: Standard Slitherlink Rules. Also, there are some large shaded squares. The loop cannot pass through the interior of these squares. Numbers in the large squares indicate the count of unit cell segments used around that square (a maximum of 8).

