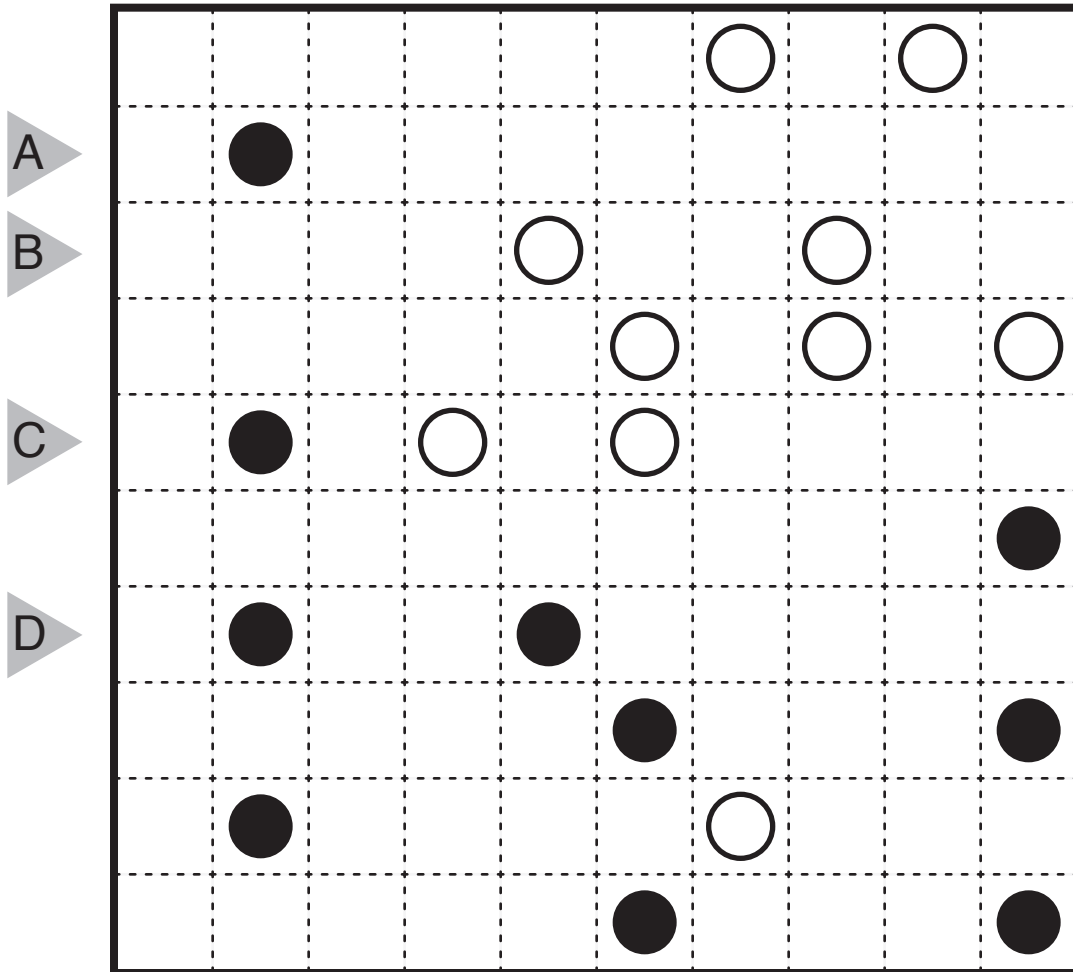


16/09/05:
Masyu by Grant Fikes
Theme: Logical



16/09/06:

Pata by Serkan Yürekli

Theme: Clue Symmetry and Logic

Rules: Variation of Tapa. The clue numbers now refer to the groups of unshaded segments around that cell. Cells with numbers count as unshaded cells for adjacent clues. All other rules for the shaded Tapa are the same as usual.

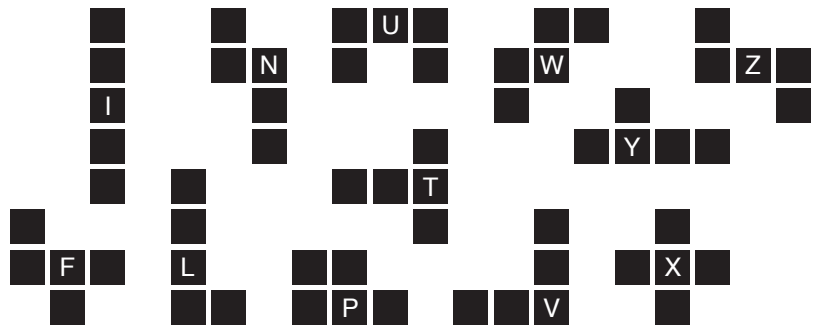
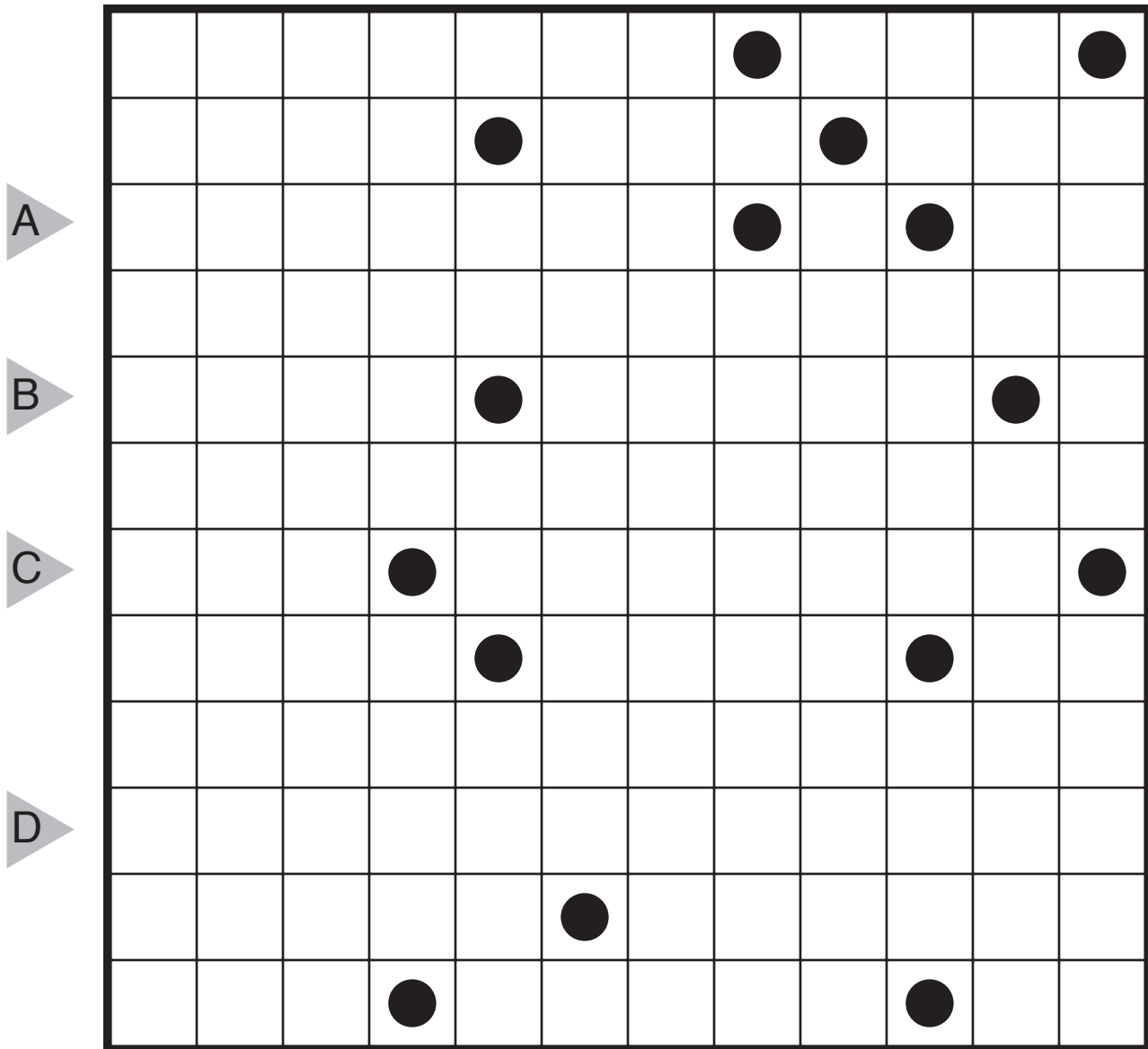
A 10x10 grid for a Tapa puzzle. The grid is mostly empty, with some cells containing clue numbers. The clues are arranged as follows:

- Row 2: (2,2) contains '1' above '5'; (7,2) contains '2' above '2'.
- Row 3: (5,5) contains '4'.
- Row 4: (5,4) contains '1' above '4'.
- Row 5: (2,2) contains '1' above '3'; (7,2) contains '3' above '3'.
- Row 6: (4,3) contains '2' above '2'; (9,2) contains '1' above '3'.
- Row 7: (6,5) contains '4'.
- Row 8: (6,5) contains '4'.
- Row 9: (3,2) contains '1' above '3'; (9,2) contains '3'.

Row labels are indicated by grey triangles on the left side of the grid:

- Row 3: A
- Row 4: B
- Row 7: C
- Row 9: D

16/09/08:
 Statue Park by Murat Can Tonta
 Theme: All Black



16/09/10:

Fillomino (Symmetry) by John Bulten

Theme: Salt and Pepper

(alphanumerically, 19 = S, 16 = P)

Rules: Standard Fillomino Rules. Also, all polyominoes should have rotational symmetry.

