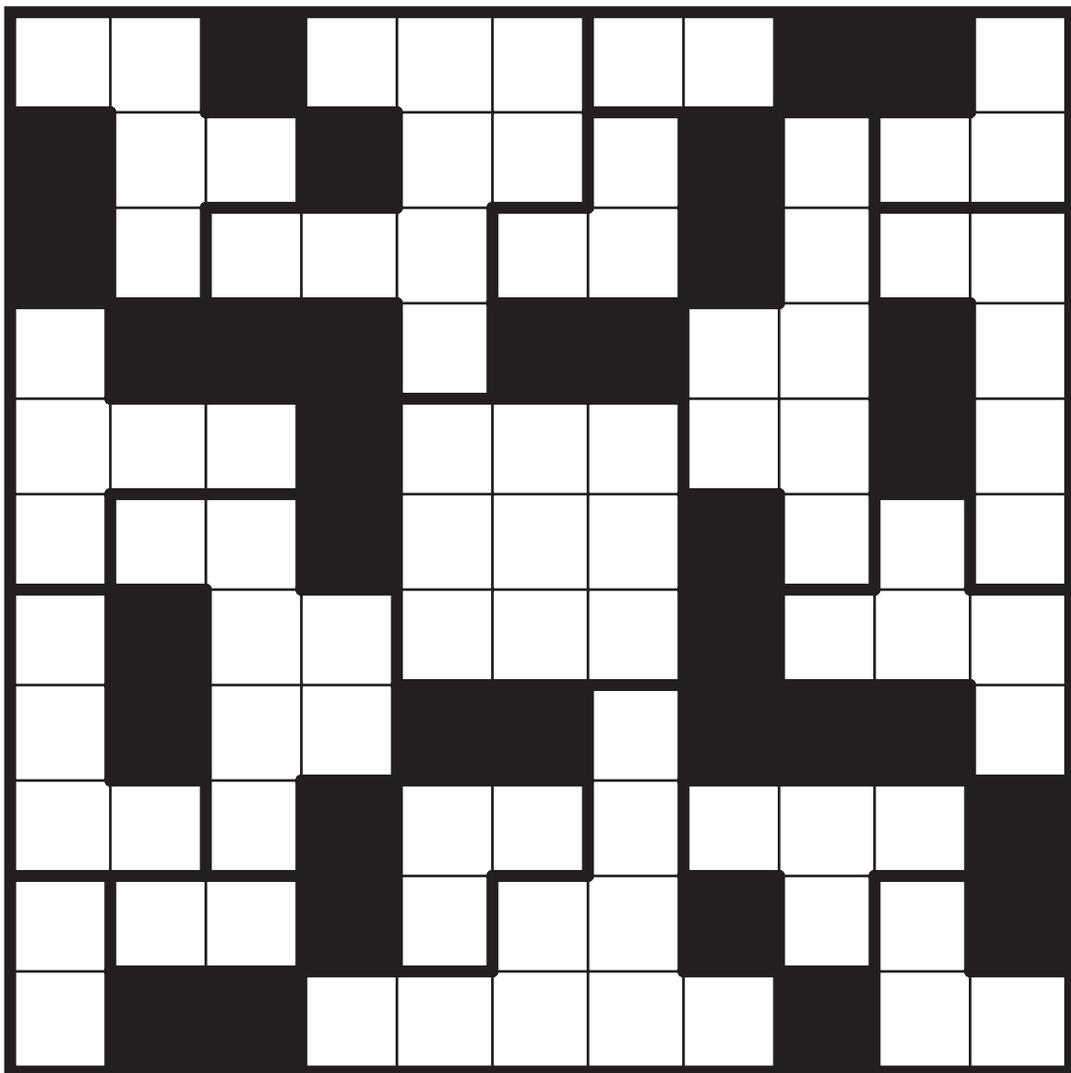# 16/10/03:
Regional Akari by Prasanna Seshadri
Theme: Logical (for Valvino)

Rules: Add a light bulb to exactly one cell in each bold bordered white cell region so that each white cell is lit up. Each light bulb illuminates the cell it is in, as well as any horizontally and vertically adjacent cells, stopping at any black cells. No bulb can illuminate another bulb.

Answer Entry: For each row from top to bottom, enter the number of bulbs in that row. Enter these numbers as a single string with no separators.

16/10/04:
Fillomino by Murat Can Tonta
Theme: Clue Symmetry & Logic (for Daniel Cohen)

		10		8			6	
		7		7				
	5			1			1	
			7		2	3		3
							1	
	1					3		
					5			2
5				7			4	
			7			6		6
5		5			8			
	3			6				6
1			4					
		2					8	
	2							
4		4	4		6			
	2			4			1	
				2		8		
	5			5		5		

Row markers (left side): A, B, C

16/10/05:

Numberlink by Serkan Yürekli
Theme: 24 Hours Again (for TheSubro)

Rules: Connect each pair of numbers with a path passing through edge-adjacent cells.
No cell may be used on more than one path.

Answer entry: Enter the length in cells of the horizontal line segments from left to right in the marked rows, starting at the top. Separate each row's entry with a comma.
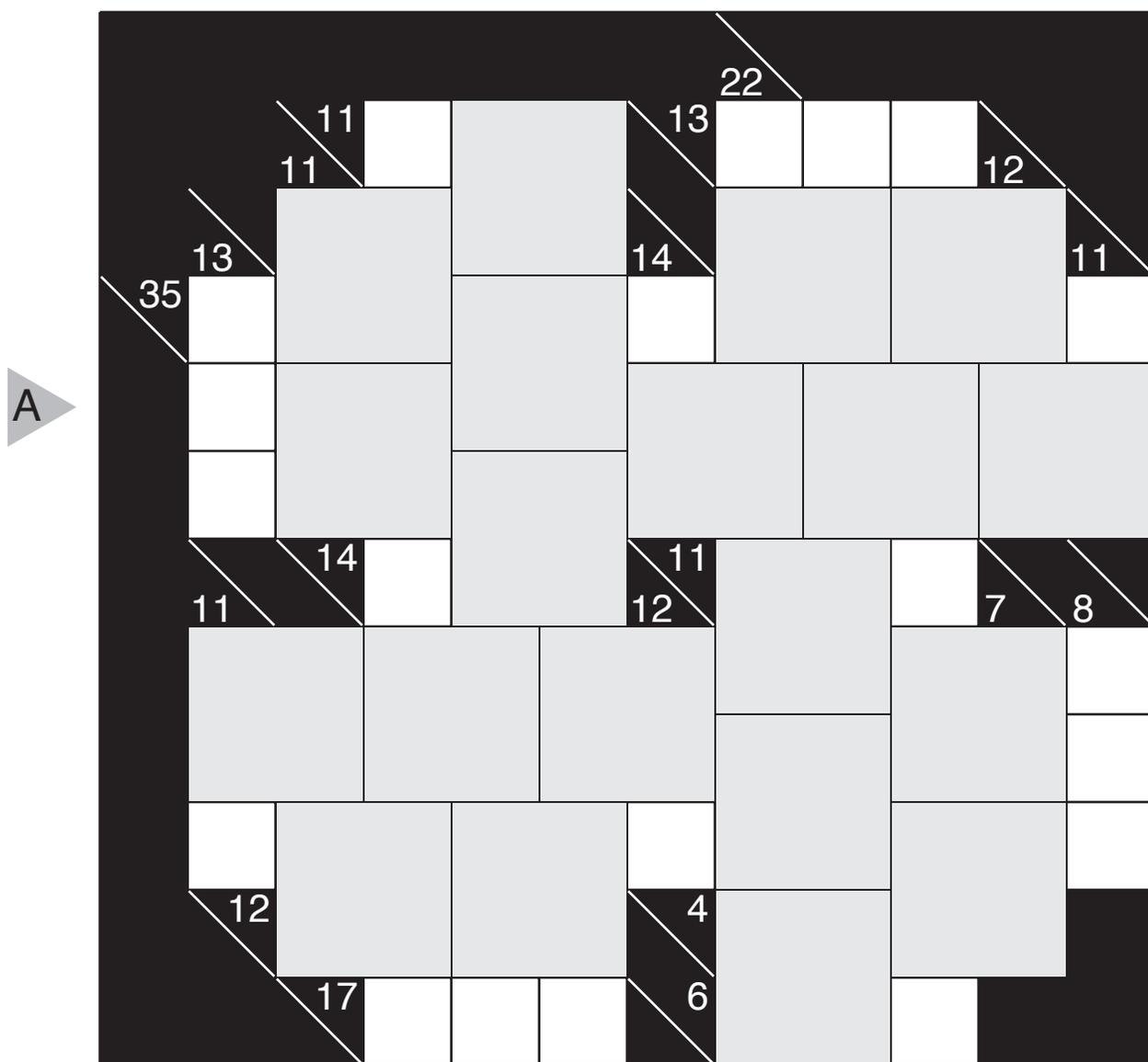
16/10/06:
Kakuro (Double) by Grant Fikes
Theme: Cloverleaf (for Randy Rogers)

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.

16/10/07:
XV Sudoku by Serkan Yürekli
Theme: Anti-XV (for Phleb)

Rules: Classic Sudoku Rules. Also, when the numbers in
two cells sharing an edge add up to 5, a V is marked on that edge;
when the numbers in two cells sharing an edge add up to 10, an X is marked
on that edge. (For clarity, as no symbols appear in the grid below,
there are never any edge-adjacent cells that sum to 5 or 10.)

B

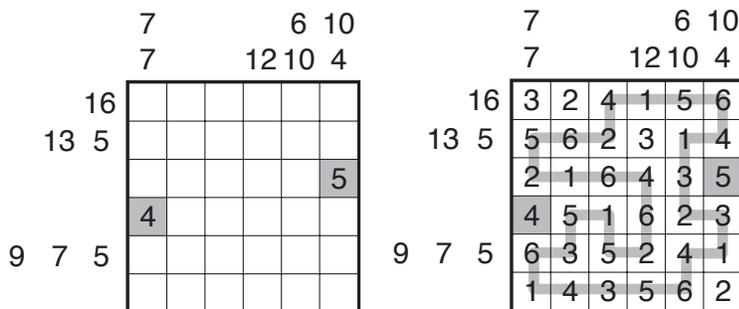|								
4			3		8			
							7	
	2				5			
2								6
6				3				5
5								8
			4				5	
	9							
			6		2			1

A

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.

Example grids:

	7		6	10	
	7		12	10	4
16					
13 5					
					5
4					
9 7 5					

	7			6	10	
	7			12	10	4
16	3	2	4	1	5	6
13 5	5	6	2	3	1	4
	2	1	6	4	3	5
4	4	5	1	6	2	3
9 7 5	6	3	5	2	4	1
	1	4	3	5	6	2

Column clues (top):

```
              5
    9  15  7  15 12
    22  7 10 15  7
```

Row clues (left):

A ▶	12	15
14	4	9
	13	6
17	7	7
10	15	14
B ▶		
11	9	
21		

Grid gray cells: 1 (top-right), 2, 3, 4, 5, 6, 7, 8, 9