

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 2x2 group of cells can be entirely shaded black.

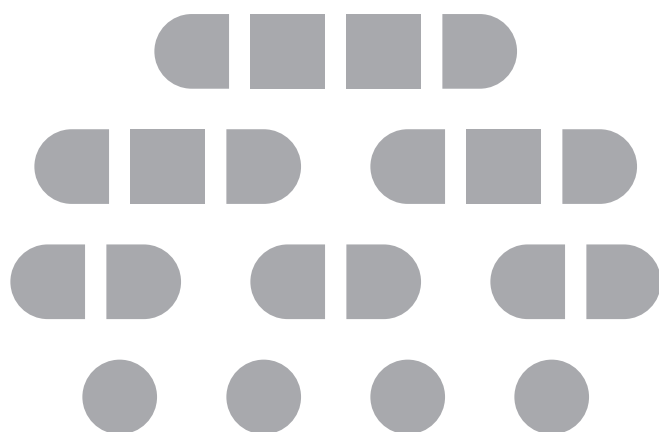
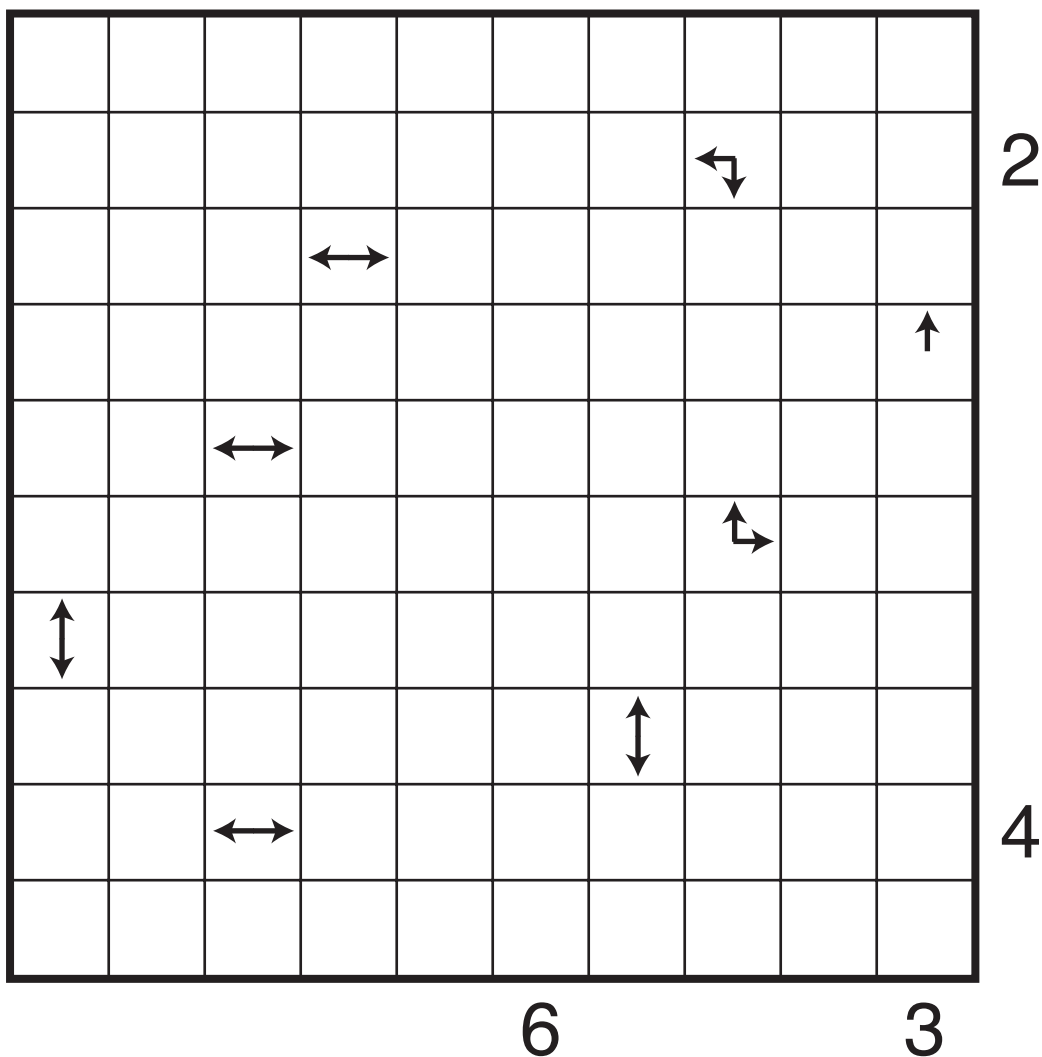
A	7	7	7	7	6	3	3	3	3	3
B	5	7	7	7	6	3	3	3	3	3
	5	7	7	7	6	6	6	6	5	5
	5	7	7	2	2	2	2	6	6	5
	5	5	7	2	1	1	2	6	6	5
C	5	5	6	2	1	1	2	6	6	5
D	5	6	6	2	2	2	2	6	6	5
	5	6	6	6	5	5	5	2	2	2
	5	4	4	4	4	5	5	5	1	1
	1	4	4	4	4	5	3	3	3	1

16/12/06:

# Battleships (Myopia) by Prasanna Seshadri

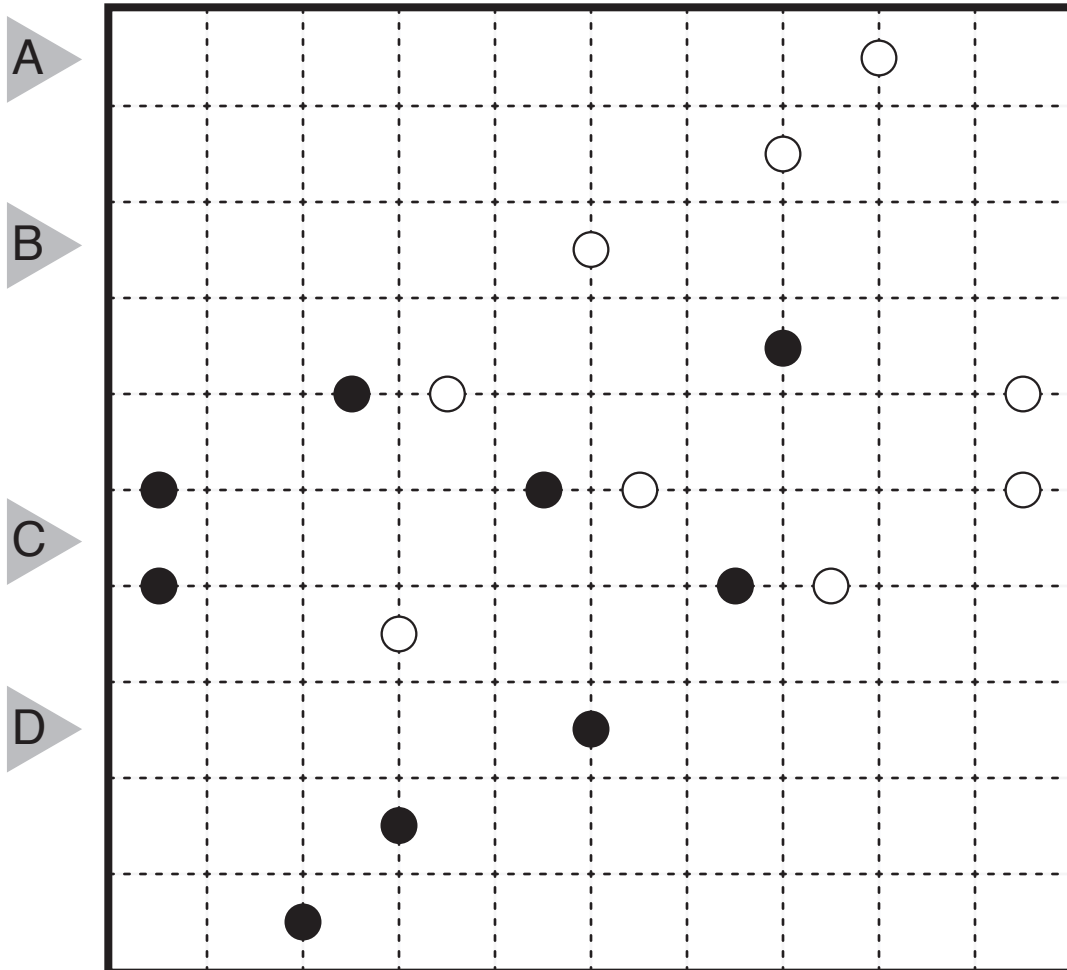
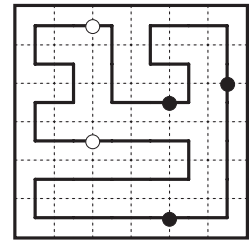
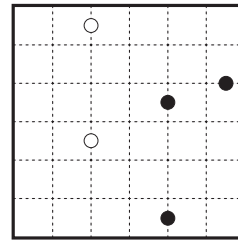
## Theme: Clue Symmetry and Logic

Rules: Standard Battleships rules. Also, the arrows point at the closest ship segment(s) from that cell. No ship segment can be placed in a cell with an arrow.



16/12/07:  
 Kropki Loop by Prasanna Seshadri  
 Theme: Anti-symmetry

Rules: Draw a single closed loop that passes vertically and horizontally through all cells. The loop must go through all of the given dots. When passing through a white dot, the number of cells on one side of the dot before turning must differ by 1 from the number of cells on the other side before turning. When passing through a black dot, the number of cells on one side of the dot before turning must be twice the number of cells on the other side before turning. (Not all possible dots are given; if a line crosses two dots, ignore the other dot and count cells as if it is not there.)

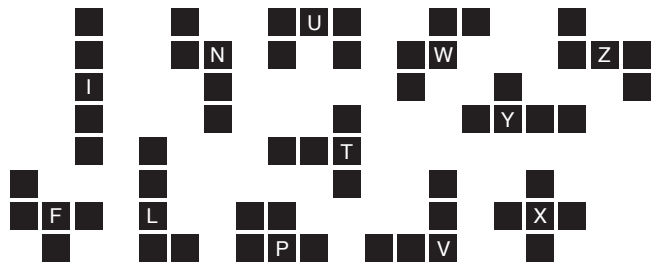
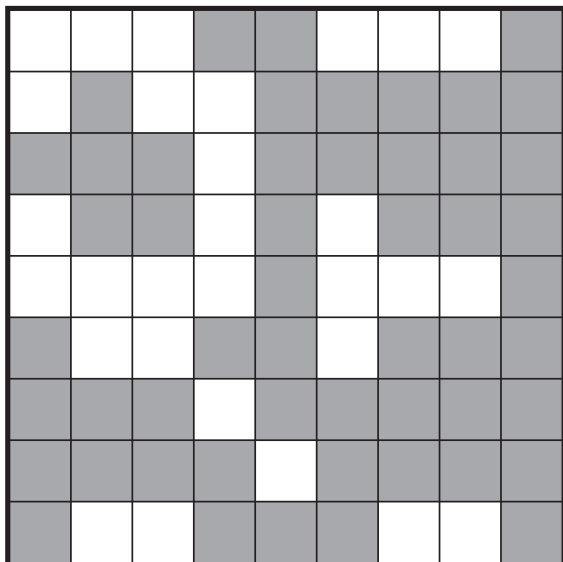
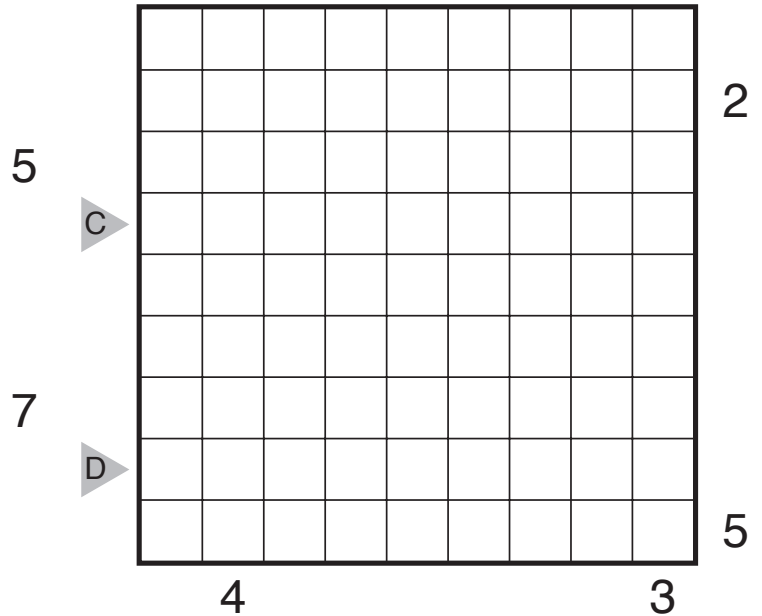
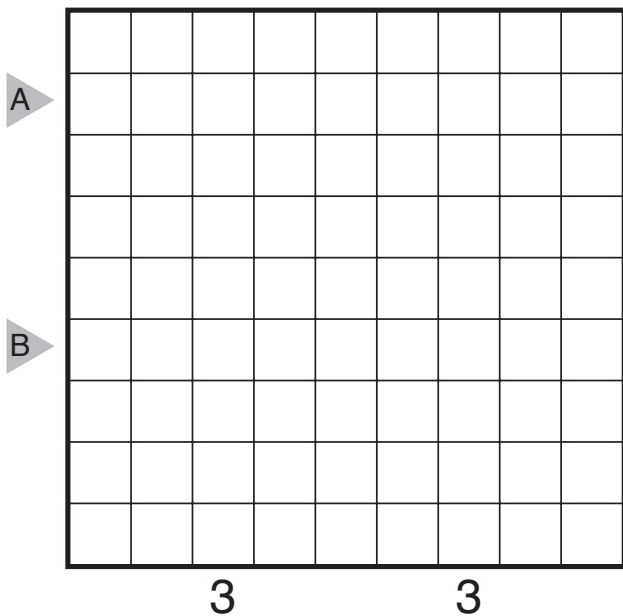


16/12/08:

# Pentomino (2 in 1) by Prasanna Seshadri

## Theme: Logical

Rules: Place six pentominoes into each of the two top grids so that all twelve pentominoes are in one of the grids. Pentominoes can be rotated and reflected, but cannot touch each other not even diagonally. The numbers outside the grids indicate how many cells are used by pentominoes in that row/column. The shaded cells in the bottom grid must be part of a pentomino in one of the two top grids; the unshaded cells cannot be part of a pentomino in either grid.





16/12/10:

## Fillomino (Kropki) by Prasanna Seshadri

### Theme: Almost Antisymmetric

Rules: Standard Fillomino Rules. Also, if there is a white dot between two adjacent cells, then those cells must contain numbers that differ by one. If there is a black dot between two adjacent cells, then one of the numbers must be twice the other. Either a white or black dot can separate 1 and 2. All possible dots are given (i.e., no unmarked borders can have numbers that differ by 1 or have a quotient of 2).

