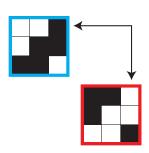
16/02/15: Nurikabe (Windows) by Prasanna Seshadri Theme: Clue Symmetry and Logic

Rules: Standard Nurikabe 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.



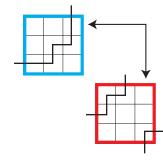
| | | | | | | | 1 | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| A | | | | | | | | 4 | | |
| | | | | | | | | | | |
| В | 3 | | | | | 9 | | | | |
| | | 3 | | | | | | | | |
| C | | | | | | | | | 3 | |
| | | | | | 8 | | | | | 7 |
| D | | | | | | | | | | |
| | | | 2 | | | | | | | |
| | | | | 4 | | | | | | |

16/02/16:

Tapa-Like Loop (Windows) by Prasanna Seshadri Theme: Clue Symmetry and Logic

Rules: Standard Tapa-Like Loop Rules. (Form a single non-intersecting loop. Clues inside the grid represent the number of neighboring cells visited by the loop; if there is more than one number in a cell, each number should be represented with a separate loop segment. There is no 2×2 rule of Tapa in this puzzle.)

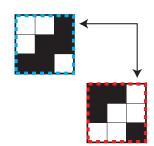
Also there are two windows in the upper left (blue) and lower right (red) of the grid. If a cell is used by the loop in one window, then the cell in the same position in the other window is not used by the loop.



| | | | 3 | | | | | 1 |
|----|---|-----|---|-------------------------------|------------------|---|-----|---|
| A | | | | | | | | |
| | | | | | 1 ₄ 3 | | | |
| | | | | | | | | |
| В | | | | | | | 1_2 | |
| ВС | | 122 | | | | | | |
| | | | | | | | | |
| | | | | 1 ¹ ₃ 2 | | | | |
| D | | | | | | | | |
| | 2 | | | | | 2 | | |

16/02/17: Cave (Windows) by Prasanna Seshadri Theme: Clue Symmetry and Logic

Rules: Standard Cave 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 (i.e., those inside the cave in one window are outside the cave in the other window).

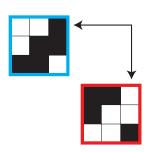


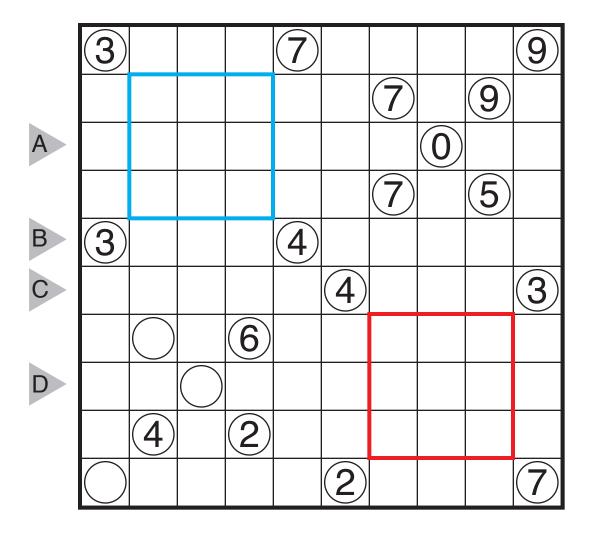
| | | 2 | | 5 | | | | | | 2 |
|---|---|---|---|---|---|---|---|---|---|---|
| A | | | | | 3 | | | | | |
| | | | | | | 4 | | 4 | | |
| В | | | | | | | | | | 4 |
| | 4 | | | | 3 | | | 3 | | |
| C | | | 5 | | | 2 | | | | 4 |
| | 6 | | | | | | | | | |
| D | | | 5 | | 7 | | | | | |
| | | | | | | 4 | | | | |
| | 5 | | | | | | 2 | | 2 | |

16/02/18:

Kurotto (Windows) by Prasanna Seshadri Theme: Clue Symmetry and Logic

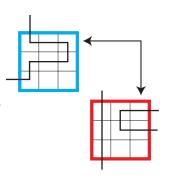
Rules: Standard Kurotto Rules. Also there are two windows in the upper left (blue) and lower right (red) of the grid. The cells in the same position in these windows must have the exact opposite shading.

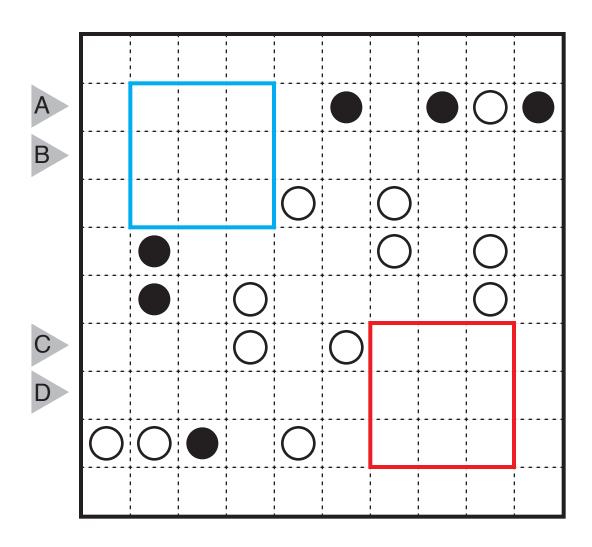




16/02/19: Masyu (Windows) by Prasanna Seshadri Theme: Clue Symmetry and Logic

Rules: Standard Masyu Rules. Also there are two windows in the upper left (blue) and lower right (red) of the grid. If the loop passes through a cell in one window by going straight, it must go through the same cell in the other window by turning. (It is possible for the cells to be unused by the loop in both windows.)





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.

