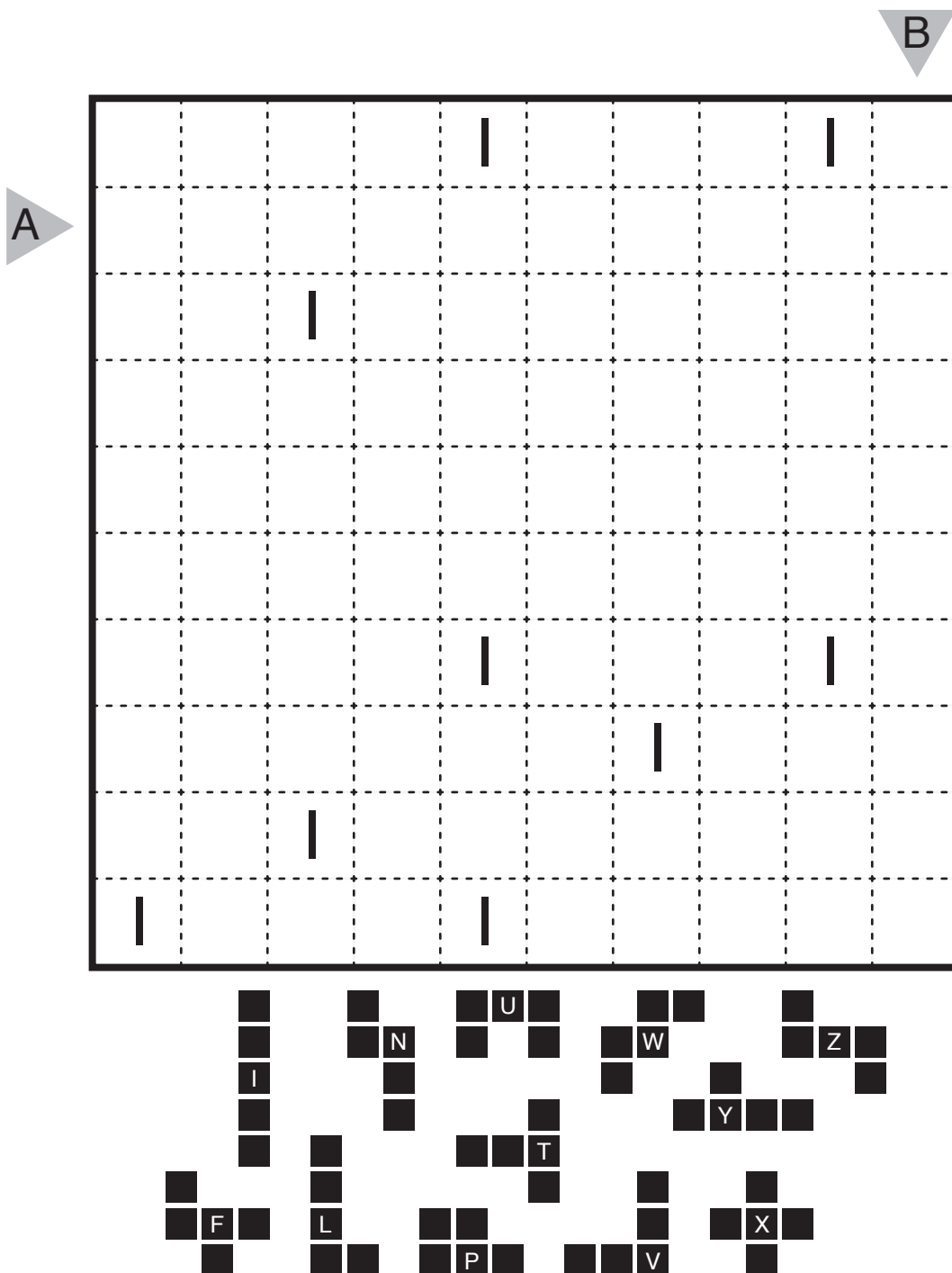


17/01/14:
Pentominous by Carl Worth
Theme: Just One (in Roman Numerals)



17/03/04:

Fillomino (Symmetry) by Murat Can Tonta

Theme: Clue Symmetry and Logic

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

A

B

7			6			1	11			1			8
			4			6	6			4			
			4			7	2			2			
2	1	4				12	2				1	4	6
3	4	4	5							3	8	6	1
3	7	7	5							5	4	4	11
1	2	5				3	5				12	12	12
			1			3	2			12			
			9			5	2			12			
6			6			4	4			12			12

17/02/10:
Cave by Walker Anderson
Theme: Clue Symmetry and Logic

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



17/04/08:
TomTom by Thomas Snyder
Theme: Half and Half

{1-8}

A

B

2-			2-			12	1
12+			12+				
21	20	11+	10+	12			
				12		12	1
		12		12+	5+		
20	18	5					
		12+			12+		
		16+			16+		

17/12/02:

Tapa (Different) by Thomas Snyder

Theme: 2x2 Squares (for Chris Green)

Rules: Standard Tapa Rules. Also, each dashed region must have a different combination of shaded and unshaded cells. See also this example (from Chris Green).

2		4		1
	5		3	

2		4		1
	5		3	

A

								5				
		1 ₄		6			3			1 ₄		
		2 ₂										
		3			4			2 ₂			2 ₄	
			2 ₃					1 ₁				
				2 ₃					1 ₂			
		1 ₄			2 ₃			3 ₃			1	
											2	
		4			1 ₁			1 ₄			5	
				2								

B

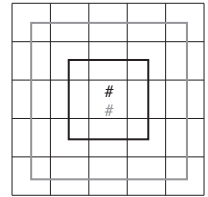
C

D

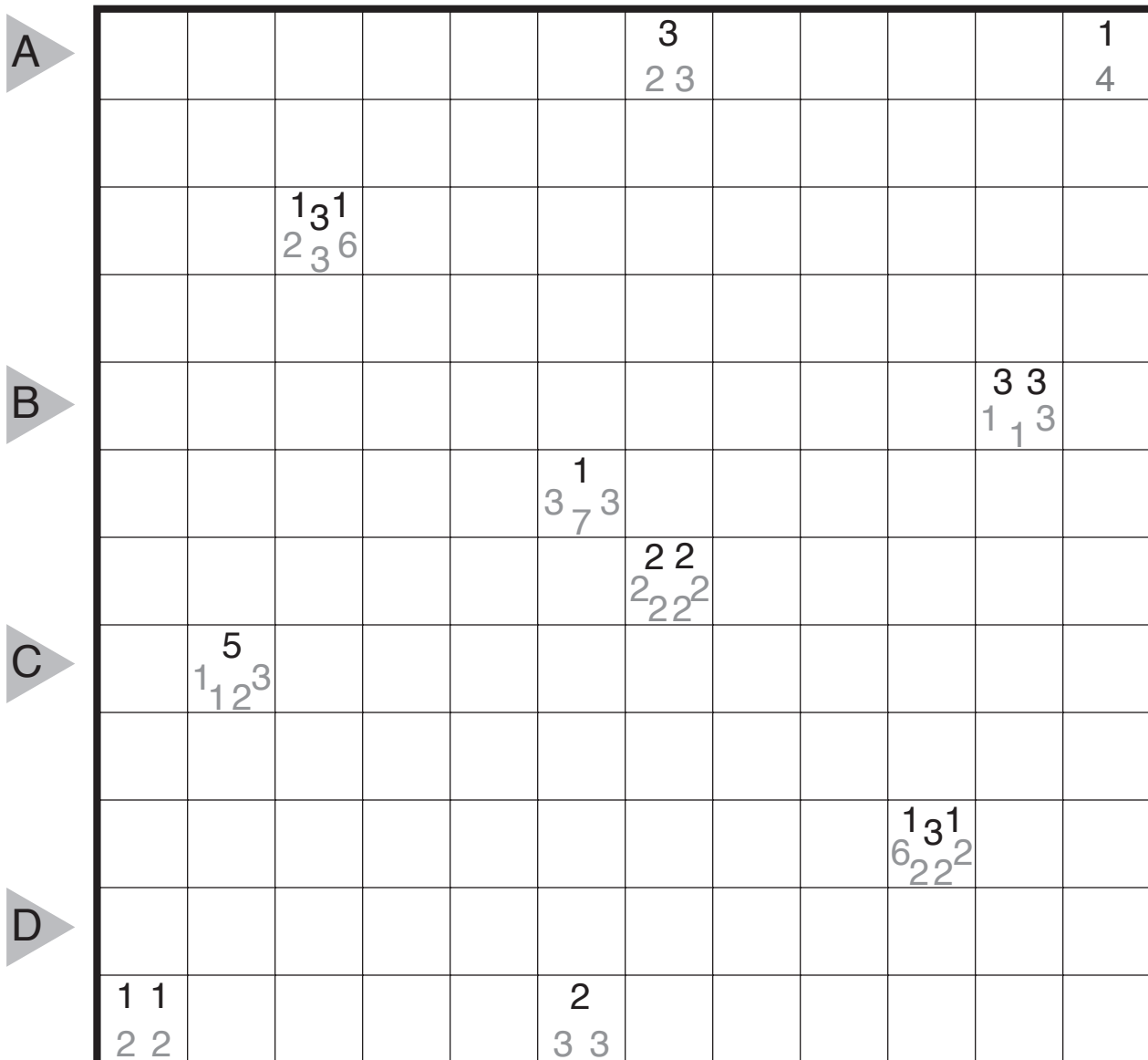
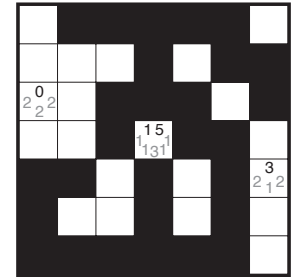
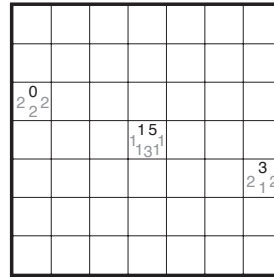
17/03/11:

Tapa (Visionary) by Serkan Yürekli

Theme: The most popular puzzle of TVC XI



Rules: Variation of Tapa. Each clue cell contains two sets of numbers. Black numbers are regular Tapa clues for immediately neighboring cells. Gray numbers supply clues for secondary neighbors that are separated by one cell from the clue cell. (It may help to refer to the figure to the upper right that shows the two rings of cells affected by black



17/05/10:

Nurikabe (No 5 in Line) by John Bulten

Theme: 2x2 Welcome! (for Jamie Hargrove)

Rules: Variation of Nurikabe rules. The 2x2 shaded cell rule no longer applies.
In its place, it is not allowed to have five consecutive black cells in any row
or column.

17/05/10:

Nurikabe (No 5 in Line) by John Bulten

Theme: 2x2 Welcome! (for Jamie Hargrove)

Rules: Variation of Nurikabe rules. The 2x2 shaded cell rule no longer applies.
In its place, it is not allowed to have five consecutive black cells in any row
or column.

17/05/10:

Nurikabe (No 5 in Line) by John Bulten

Theme: 2x2 Welcome! (for Jamie Hargrove)

Rules: Variation of Nurikabe rules. The 2x2 shaded cell rule no longer applies.
In its place, it is not allowed to have five consecutive black cells in any row
or column.

17/05/10:

Nurikabe (No 5 in Line) by John Bulten

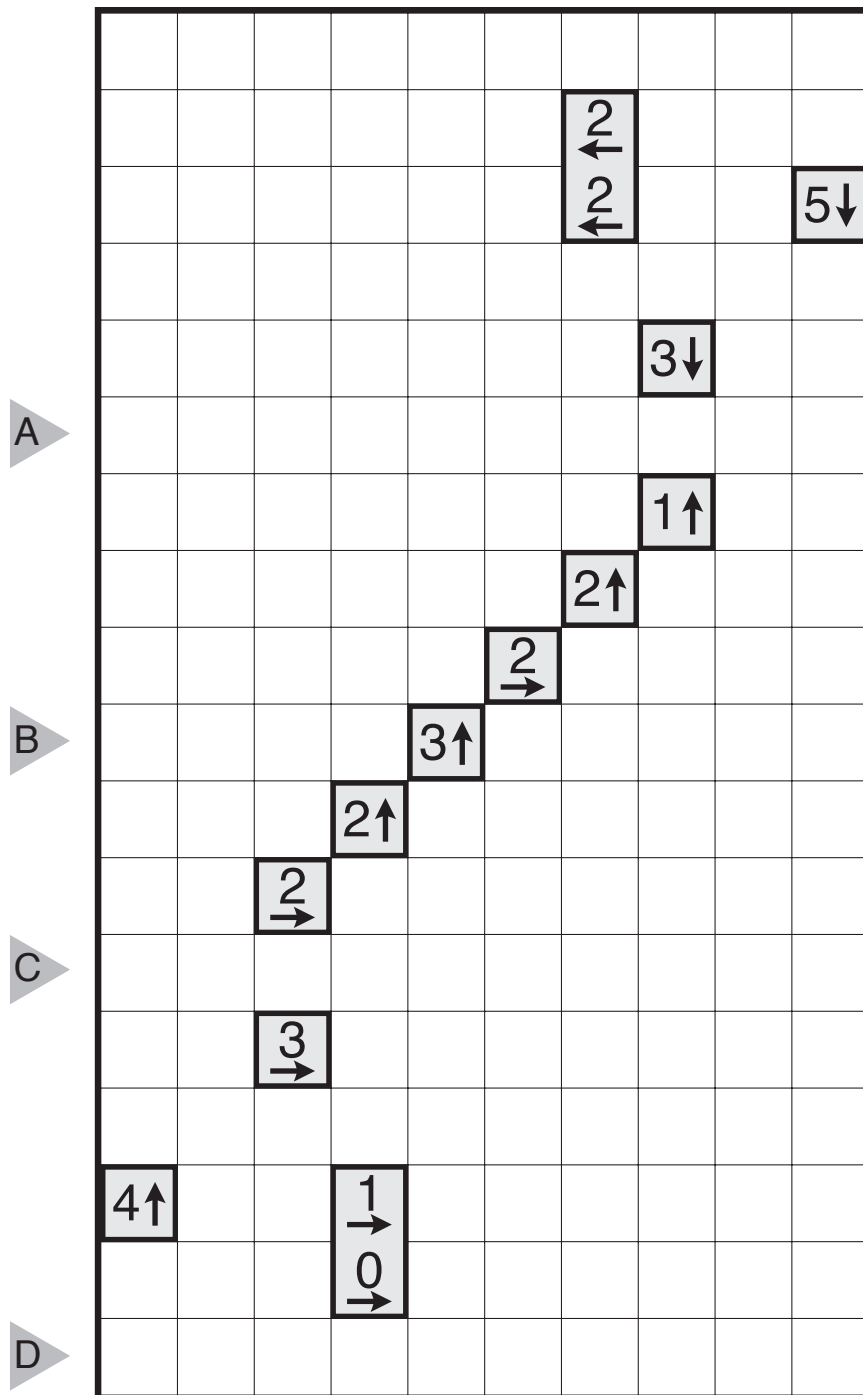
Theme: 2x2 Welcome! (for Jamie Hargrove)

Rules: Variation of Nurikabe rules. The 2x2 shaded cell rule no longer applies.
In its place, it is not allowed to have five consecutive black cells in any row
or column.

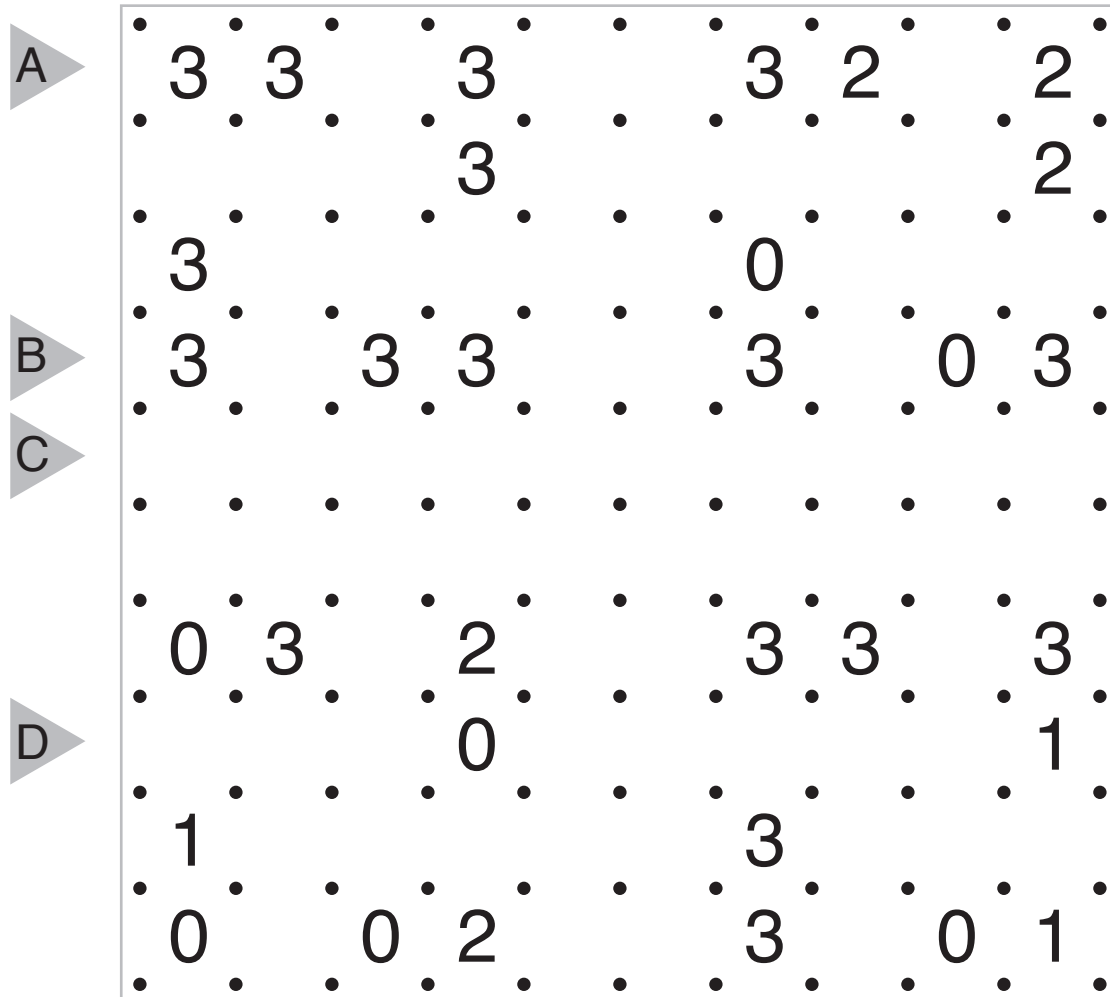
17/05/10:
 Nurikabe (No 5 in Line) by John Bulten
 Theme: 2x2 Welcome! (for Jamie Hargrove)
 Rules: Variation of Nurikabe rules. The 2x2 shaded cell rule no longer applies.
 In its place, it is not allowed to have five consecutive black cells in any row
 or column.

[illegible]

17/04/14:
Yajilin by Murat Can Tonta
Theme: Clue Symmetry and Logic



17/02/06:
Slitherlink by Walker Anderson
Theme: Four Squares



17/05/13:

4-Way Loop by Serkan Yürekli

Theme: Clue Symmetry and Logic (for TheSubro)

Rules: Combination of Balance Loop, Yajilin, Castle Wall, and Masyu as shown to the right.

Balance Loop	Yajilin
Castle Wall	Masyu

Draw a single, non-intersecting loop through all four quadrants. The loop may enter and exit the different quadrants as many times as needed.

The standard rules for each puzzle type are true for each quadrant, with these additional considerations:

Balance Loop: Use the entire length of segments (including parts of the segments that extend into an adjacent quadrant) when determining the balanced/unbalanced status of a circle clue.

Yajilin: The arrow clues refer only to shaded cells within the Yajilin quadrant. The loop must occupy all cells adjacent to a shaded cell, even in an adjacent quadrant.

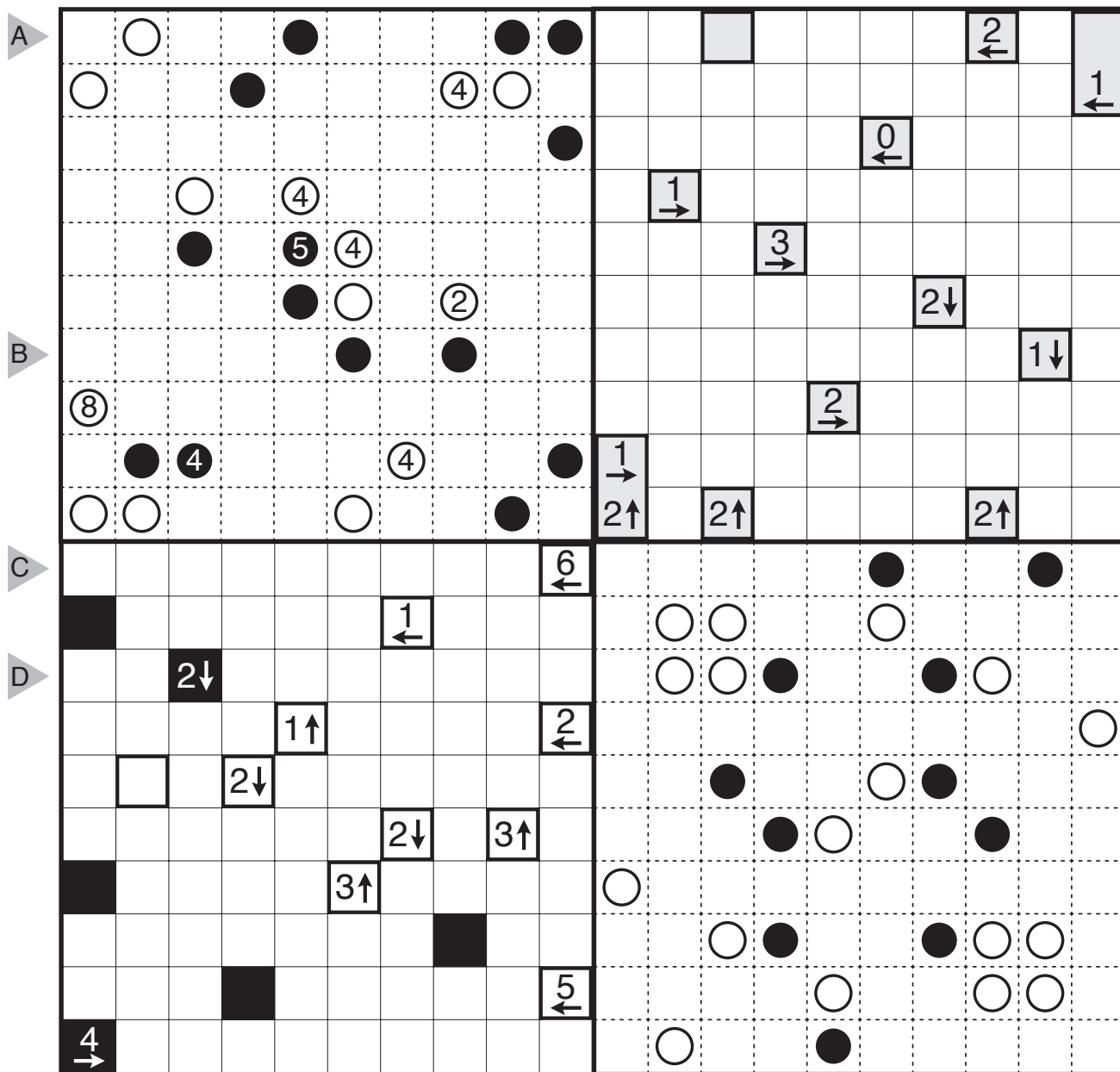
Castle Wall: Number clues only apply within the grid and DO NOT include any line segments that cross the bold border with another grid or any segments in other quadrants. (Another way to say this is that the Castle Wall clues refer to the number of thin lines crossed in the lower-left quadrant only.)

Masyu: Normal rules apply for white and black circles, but the path satisfying these rules can extend into an adjacent quadrant. (For example, a white circle can be passed through crossing a quadrant edge, provided it turns immediately on one side of the circle whether the turn is in the Masyu quadrant or in another quadrant.)

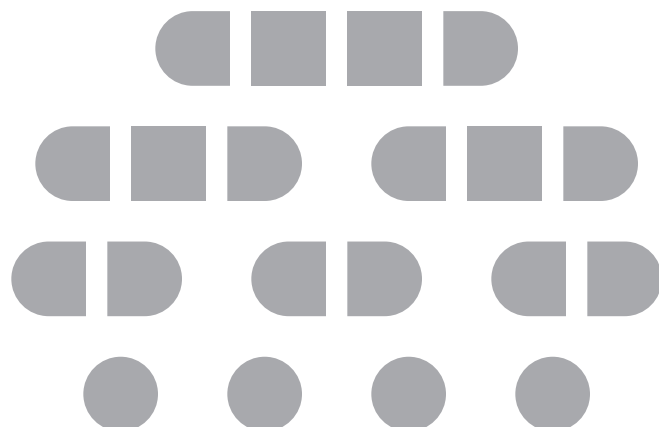
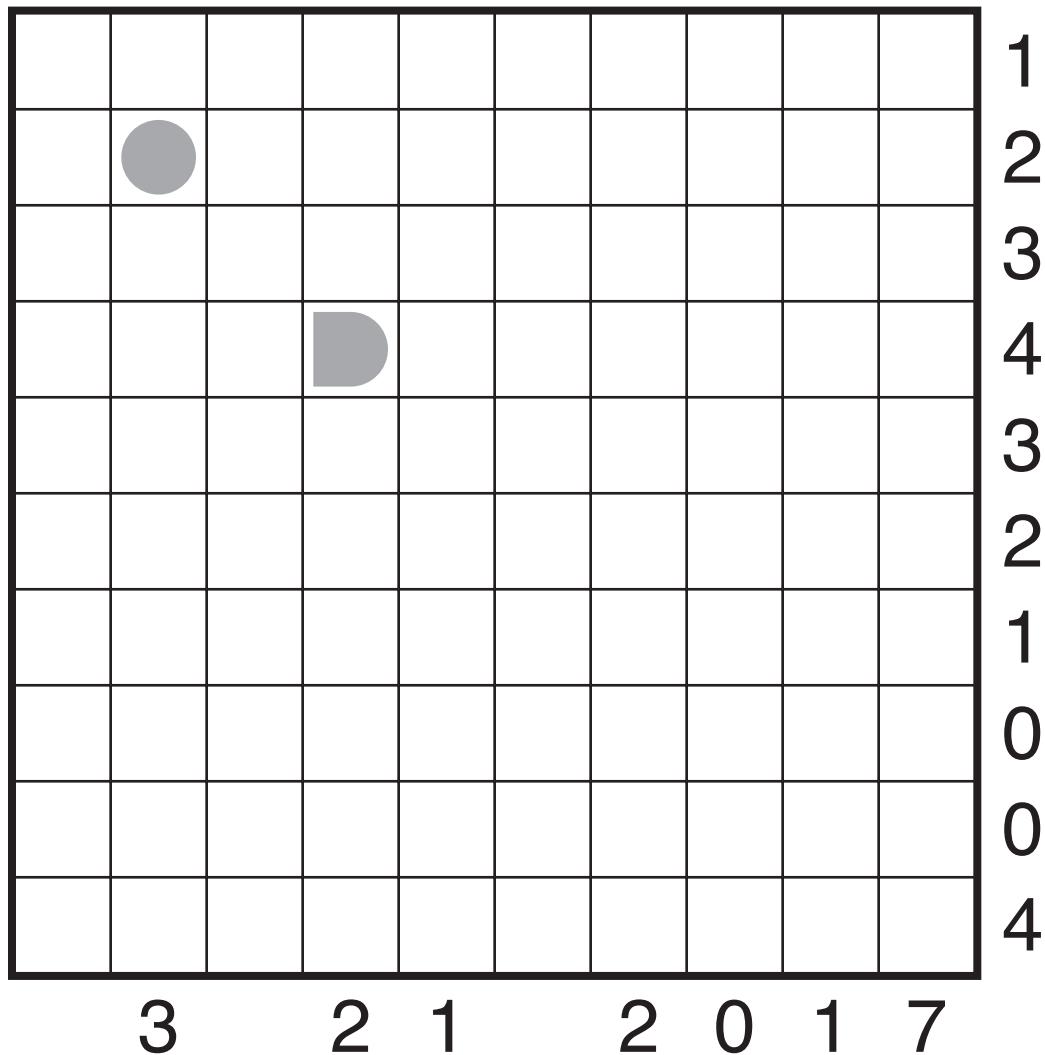
17/05/13:

4-Way Loop by Serkan Yürekli

Theme: Clue Symmetry and Logic (for TheSubro)

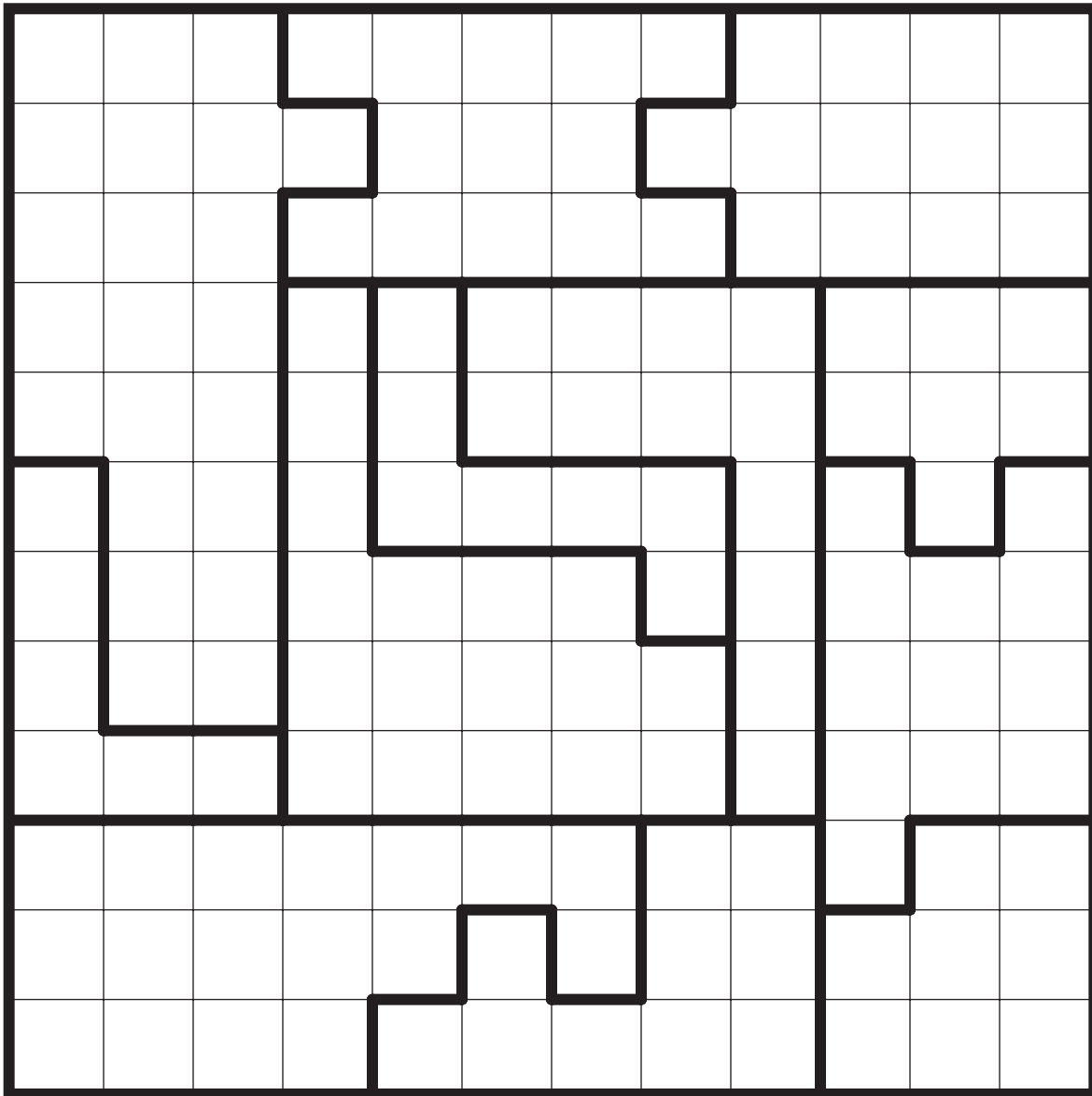


17/03/21:
 Battleships by Thomas Snyder
 Theme: Today's puzzle



17/05/24:
Star Battle by Thomas Snyder
Theme: Star Frame

2★



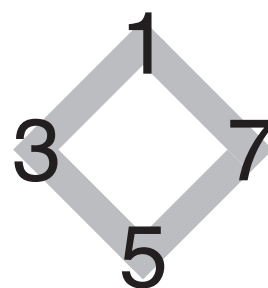
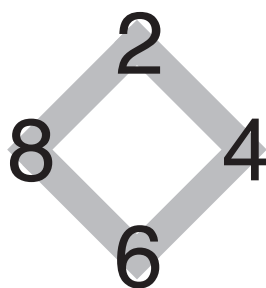
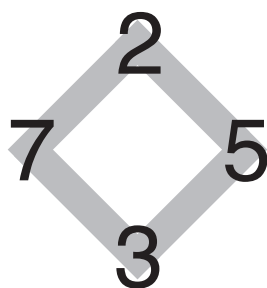
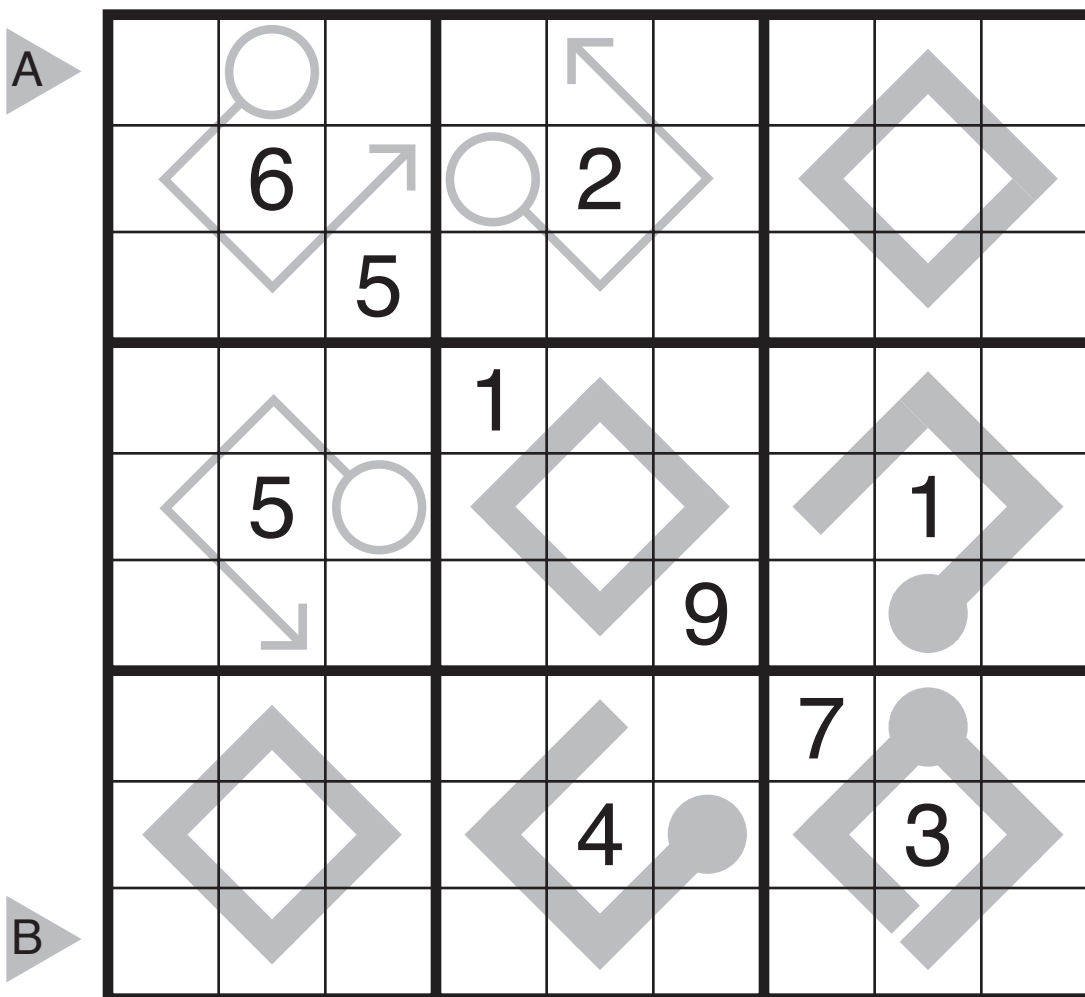
17/02/17:

Arrow/Shape/Thermo-Sudoku by Prasanna Seshadri

Theme: Diamonds (for Chris Green)

Rules: Classic Sudoku Rules. Also, some arrow shapes are in the grid; the sum of the digits along the path of each arrow must equal the digit in the circled cell. Some thermometer shapes are in the grid; digits must be strictly increasing from the round bulb to the flat end. Finally, some diamond shapes are in the grid; the labeled diamonds below the grid must be placed in some order onto the shapes in the grid.

The labeled diamonds can be rotated but cannot be reflected.



17/08/19:

Killer Sudoku by Serkan Yürekli

Theme: Clue Symmetry and Logic

(Originally on 2017 Brand's Sudoku Open)

Rules: Place a digit from 1 to 9 into each cell so that no digit repeats in any row, column, or bold outlined region. The sum of the digits in each cage must equal the value given in the upper-left corner of that cage. Digits cannot repeat inside a cage.

A

B

22	7			8			6	
			33			20		
				41				
15							9	
		33			35			
								7
21				11				
						13		

17/03/02:

Birthday Surprise Puzzle by Prasanna Seshadri

Theme: 26 on 03/02

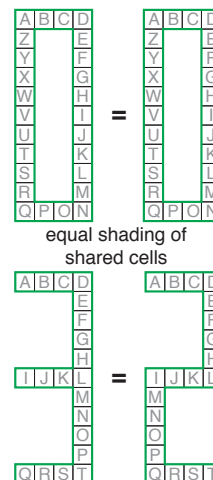
Rules: This puzzle combines Yajisan-Kazusan with Tapa with additional rules.

Left grid = Yajisan-Kazusan (No 2x2): Shade some cells black so that all unshaded number and arrow clues indicate the exact count of shaded cells in the given direction (all counts extend through gaps in the grid). Shaded cells cannot share an edge, and all white cells must remain connected as part of a single contiguous group. It is allowed to shade over some of the numbered cells; a shaded over clue may or may not be true. ***Also, no 2x2 area inside the grid can be fully white.***

Right grid = Tapa: Shade some empty cells black to create a single connected wall. Numbers in a cell indicate the length of consecutive shaded blocks in the neighboring cells. If there is more than one number in a cell, then there must be at least one white (unshaded) cell between the black cell groups. Cells with numbers cannot be shaded, and the shaded cells cannot form a 2x2 square anywhere in the grid.

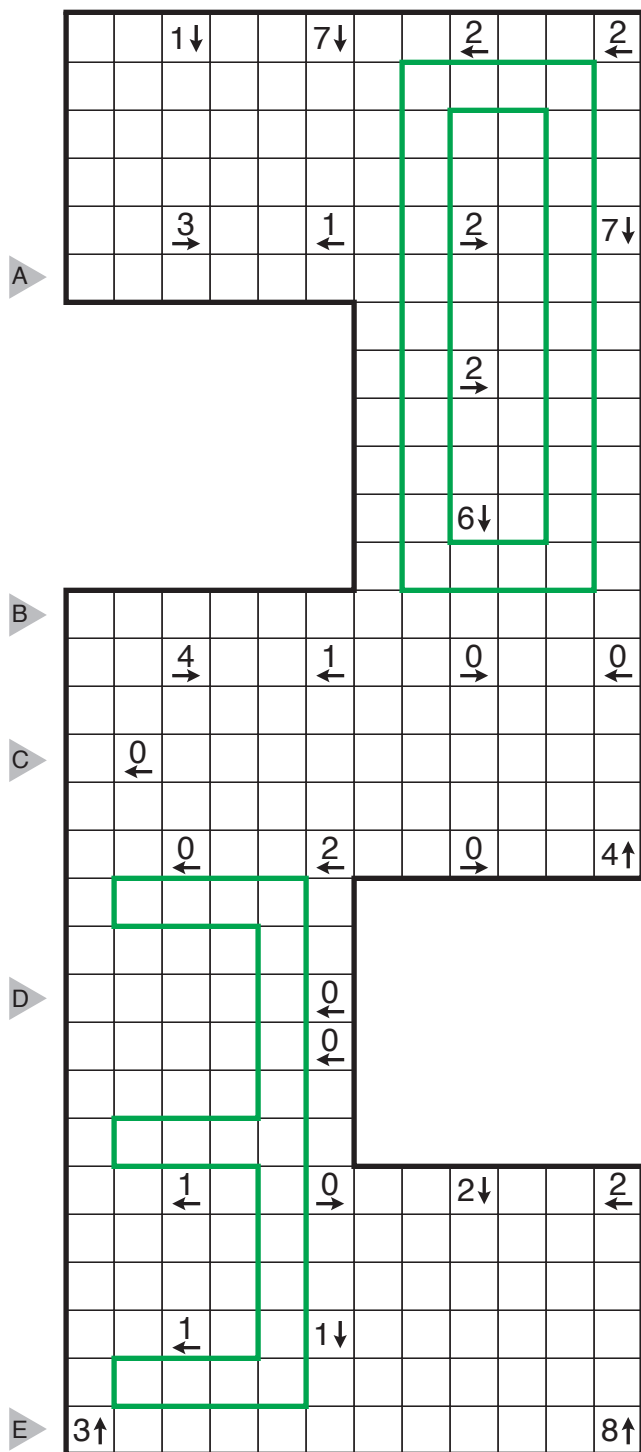
Additional rule 1: clues in the middle of the grids indicate the sum or the difference of the number of shaded cells in that row between the grids (possibly both).

Additional rule 2: The shading of the green outlined regions is equivalent in the two grids in the shared cells (if the cell labeled "A" in the illustration to the right is shaded in one grid it must be shaded in both grids). Note that the 3 and 2 share all locations except for the bottom vertical stem of the numbers which is shifted.



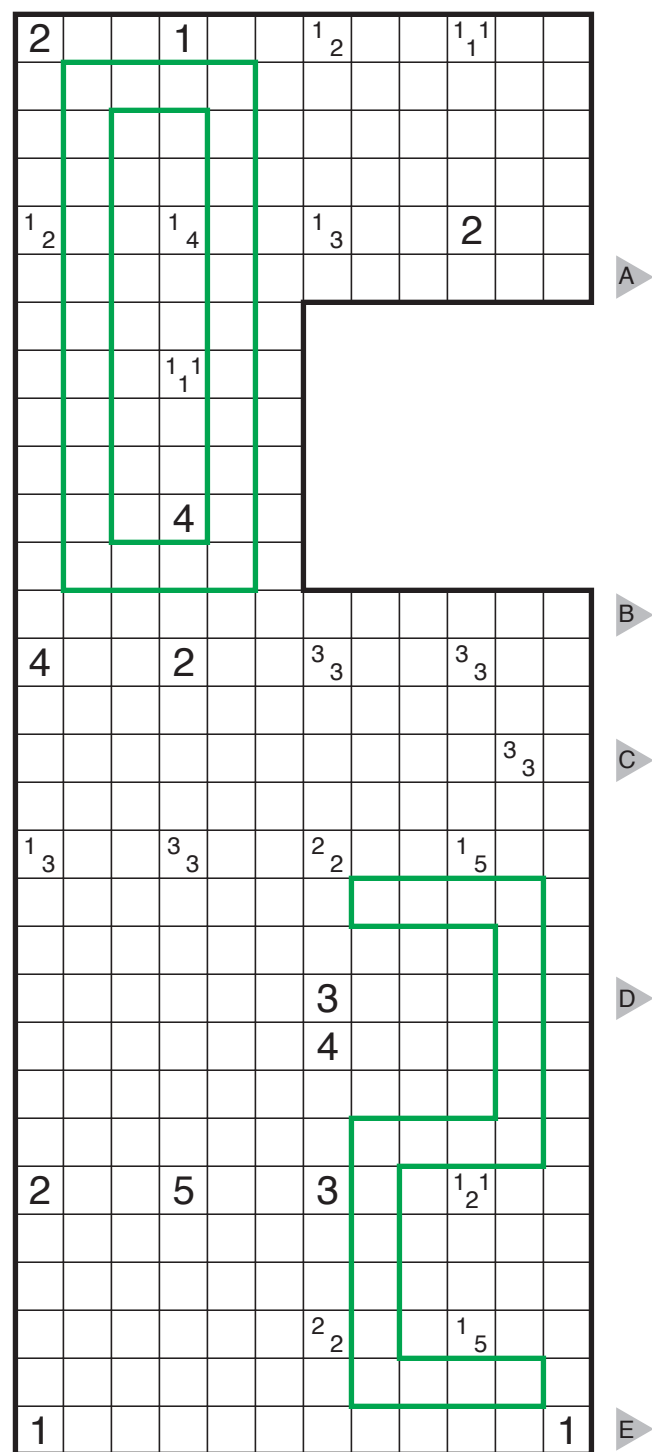
Answer entry: For each marked row, enter the length in cells of each of the unshaded segments from left to right in the Yajisan-Kazusan followed by the length of each of the shaded segments from left to right in the Tapa. Separate each row's entry from the next with a comma (but do not use commas in between the Yajisan-Kazusan and Tapa entry parts in a given row). Enter both digits for any two-digit large segment in an entry.

17/03/02:
 Birthday Surprise Puzzle by Prasanna Seshadri
 Theme: 26 on 03/02



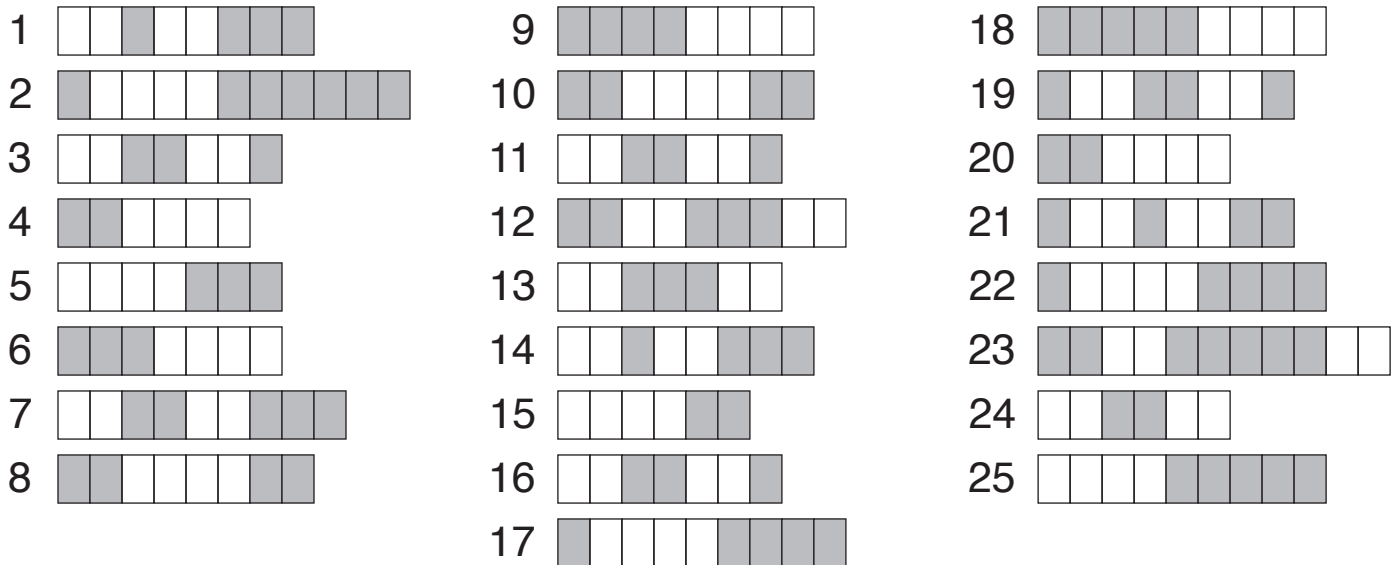
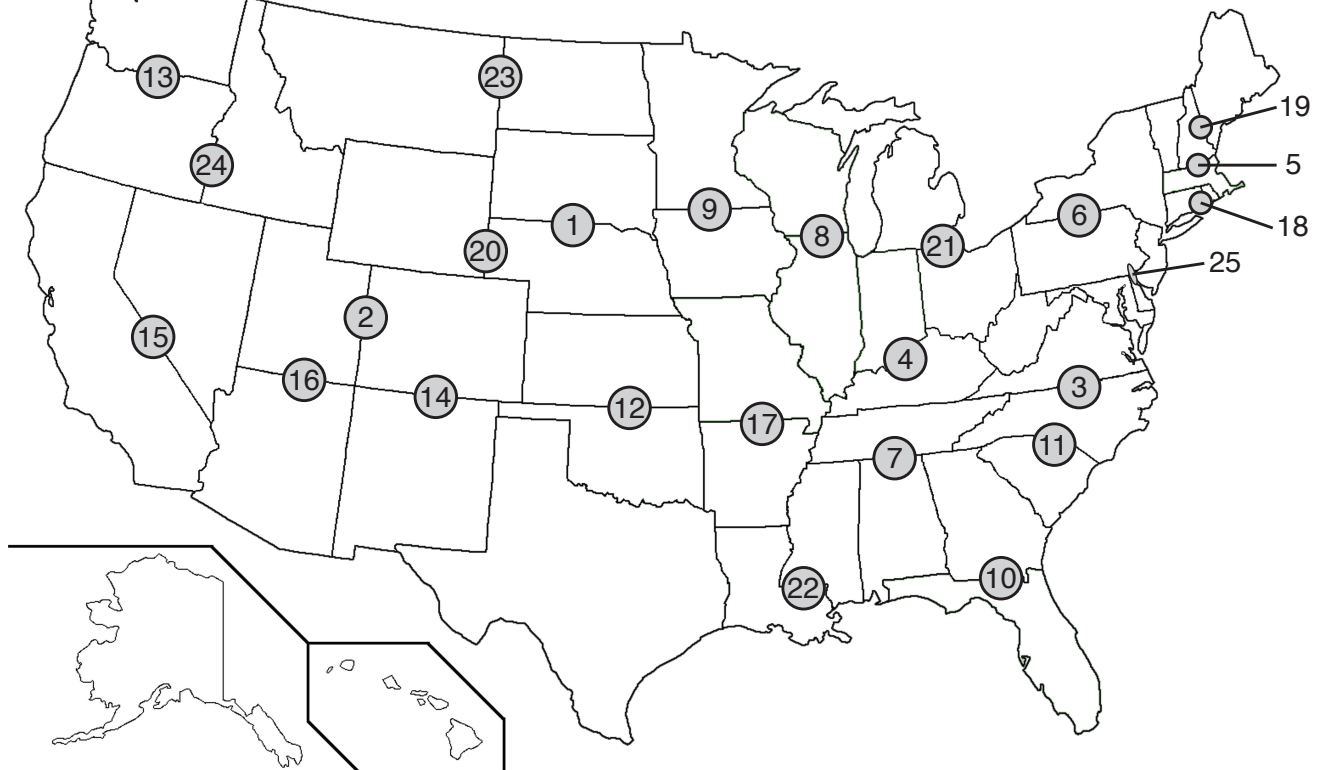
1
9
9
1
2
0
1
7

1
9
9
1
2
0
1
7



17/11/13:

Border Patrol by Thomas Snyder



Shady characters found at the border:

AS (6)	ACY (4)	ABNE (7)	ACHIN (9)	AEMRSST (6)
CH (3)	CMO (2)	ADNT (2)	BCOOO (6)	CEEFOOS (2)
IS (2)	EEI (4)	ADRU (8)	CEHLL (9)	
LS (2)	ELO (6)	AELR (7)	CNOST (3)	
	HIM (3)	EKSW (7)	EERSS (4)	
	IRR (4)	GIOP (1)	ERRTU (6)	
		INOS (2)		