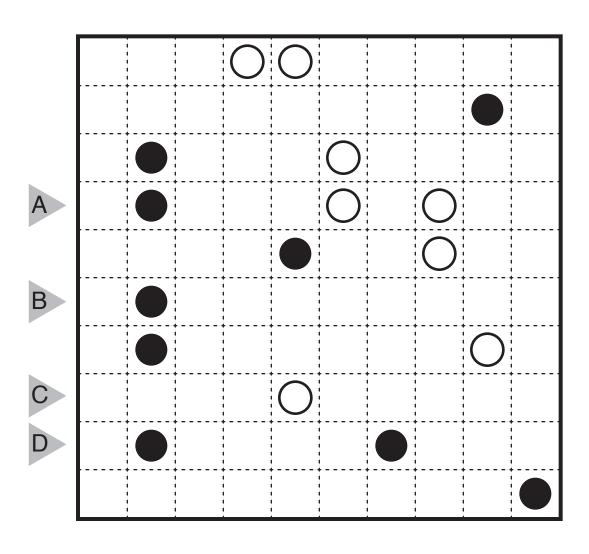
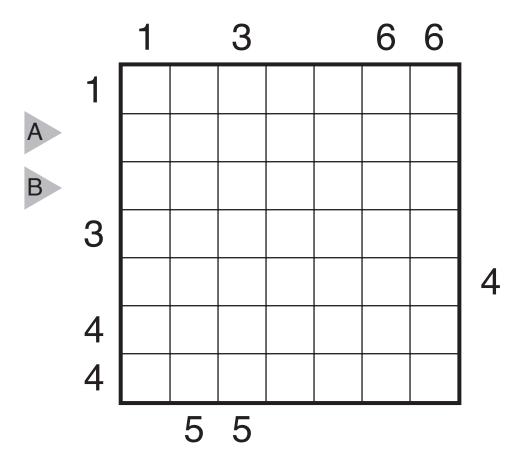
# 17/05/08: Masyu by Grant Fikes Theme: Logic (for Daniel Cohen)



17/05/09: Skyscrapers by John Bulten Theme: Duplexes (for Veep)



#### 17/05/10:

# Nurikabe (No 5 in Line) by John Bulten Theme: 2×2 Welcome! (for Jamie Hargrove)

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

A													
				7							3		3
В										2			
								2					
	4												
			2		1							5	
C							1						
		4							1		2		
													10
D						4							
				2									
	6		5							4			

### 17/05/11:

## Killer Sudoku by Serkan Yürekli Theme: Fan (for Randy Rogers)

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.

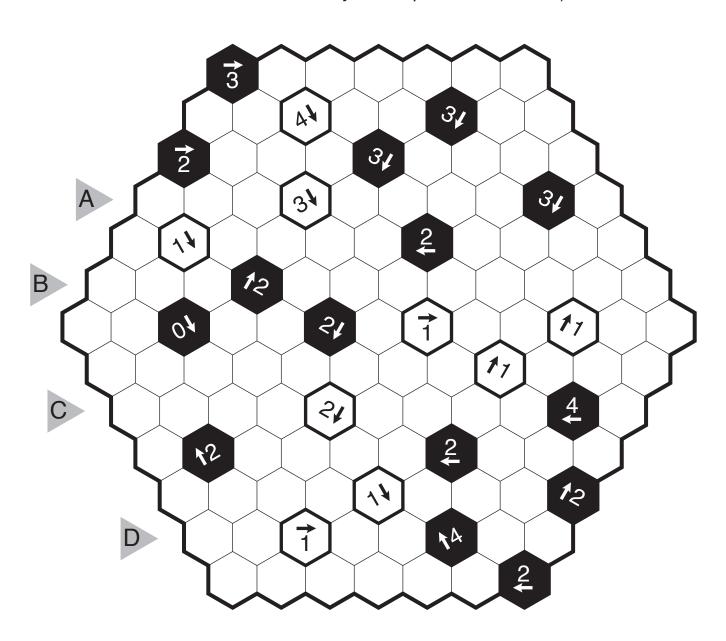
		19				11	,	
	,		<u></u> ;	10	23	<u> </u>	15	
		<u></u>	7				<u></u>	
		,		21		10		
A					 15			
		5				19		
	12		22		16			18
		13						
В								

### 17/05/12:

## Castle Wall (Hex) by Serkan Yürekli

### Theme: Clue Symmetry and Logic (for Chris Green)

Rules: Draw a single closed loop (without intersections or crossings) passing through some empty cells in the grid. The grid contains some bordered or colored cells that cannot be part of the loop. Black cells must be outside the loop; white cells (with heavy borders) must be inside the loop. Numbers and arrows refer to the total sum of the lengths of loop segments in the given direction. (An equivalent way to understand these values is to count the number of cell borders crossed by the loop in that direction.)



#### 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)

