## 17/02/06: <br> Slitherlink by Walker Anderson Theme: Four Squares



17/02/07:
Fillomino by Izak Bulten Theme: Pretty as a Picture Frame


## 17/02/08: <br> Balance Loop by Bryce Herdt Theme: No Numbers

Rules: Draw a single, non-intersecting loop that passes through all circled cells. All white circles must have equal segment lengths on both sides of the circle before turning. All black circles must have unequal segment lengths on both sides of the circle before turning. Numbers indicate the sum of the segment lengths on both sides of the circle.
Answer Entry: Enter the length in cells of the horizontal loop segments from left to right in the marked rows, starting at the top. Separate each row's entry with a comma. This example has the key " 11,311 ".


## 17/02/09: <br> Country Road by Bryce Herdt Theme: Brick Road

Rules: Draw a single non-intersecting loop in the grid that enters and exits each bold region exactly once. If a number clue is given in a region, that number indicates the exact number of cells used by the loop in the region. Unused cells cannot be orthogonally adjacent across different regions.


# 17/02/10: <br> Cave by Walker Anderson Theme: Clue Symmetry and Logic 



## 17/02/11: Sum Star Example by Dan Adams

Rules: Place digits into some cells and shade all remaining cells so that: each dodecagon contains the digits 1-9 exactly once; digits in cells sharing a vertex with a black triangle add up to the indicated clue number without repeats; and shaded cells cannot share an edge with another shaded cell.
Answer entry: Enter the digits in the marked central rows (triangle, hexagon, triangle, ...). Use a capital X for shaded cells. Separate each row with a comma.

The example has the key "8178XX,243".


17/02/11:
Sum Star by Dan Adams Theme: Logical


