



# 17/03/22:

#### Yajilin Battleships by Serkan Yürekli Theme: Clockwise Sequence

Variation of Battleships and Yajilin. Place the fleet of ships in the grid so that no ships touch each other, even diagonally. The grid contains internal clues (a number and an arrow) that show how many ship segments are in the indicated direction. All remaining white cells that do not contain a ship segment must be able to form a single loop, as in a Yajilin puzzle.



### 17/03/23: Killer Sudoku by Grant Fikes Theme: Clue Symmetry and Logic

Rules: Classic Sudoku Rules. Also, the sum of the numbers in each cage must equal the value given in the upper-left corner of that cage. Numbers cannot repeat inside a cage.



## 17/03/24:

### Tapa-Like Loop 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.)



### 17/03/25: Starship Battle by Carl Worth Theme: One-sided Battle

Combination of Battleships and Star Battle. Follow standard Battleships rules. Also, exactly one ship segment is present in each bold region.

