## 2018/04/23: <br> Minesweeper by Thomas Snyder Theme: 1234

A |  | 1 |  |  |  | 3 |  | 1 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
|  | 1 |  | 2 |  | 3 |  | 2 |
|  | 1 |  | 2 |  |  |  | 3 |
|  | 1 |  | 2 |  | 3 |  |  |
|  |  |  |  |  |  |  |  |
|  |  | 1 |  |  |  | 4 |  |
| 1 |  |  | 2 |  | 3 |  | 4 |
|  | 2 |  |  |  | 3 | 4 |  |
|  | 3 |  | 2 |  | 3 |  | 4 |
|  | 2 | 2 |  |  |  | 4 |  |

## 2018/04/24:

Minesweeper by John Bulten
Theme: Meow

A) |  | 2 |  |  |  |  |  |  | 1 |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
|  | 3 | 2 |  | 4 | 5 |  | 3 | 3 |  |
|  | 4 |  | 1 |  |  | 3 |  | 4 |  |
| 2 |  |  |  |  |  |  |  |  | 2 |
| 2 |  |  | 4 |  |  | 4 |  |  | 2 |
| 2 |  |  |  |  |  |  |  |  | 2 |
|  | 3 | 3 |  | 3 | 4 |  | 4 | 3 |  |
|  | 3 |  | 1 |  |  | 4 |  | 4 |  |
|  | 3 |  |  |  |  |  |  | 5 |  |
|  |  | 2 | 2 |  |  | 3 | 2 |  |  |

2018/04/25:
Minesweeper by Serkan Yürekli Theme: Flower

A |  |  | 1 |  | 1 |  | 1 |  | 1 |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
|  | 3 |  | 2 |  | 2 |  | 2 |  | 5 |  |
|  |  | 2 |  | 3 |  | 3 |  | 4 |  |  |
|  | 4 |  |  |  | 4 |  |  |  | 4 |  |
| 2 |  | 2 |  |  |  |  |  | 4 |  | 2 |
|  | 2 |  | 4 |  | 7 |  | 5 |  | 3 |  |
| 2 |  | 3 |  |  |  |  |  | 4 |  | 2 |
|  | 4 |  |  |  | 4 |  |  |  | 3 |  |
|  |  | 3 |  | 3 |  | 4 |  | 2 |  |  |
|  | 3 |  | 2 |  | 4 |  | 2 |  | 4 |  |
|  |  | 2 |  | 2 |  | 2 |  | 1 |  |  |

# 2018/04/26: <br> Double Minesweeper by Thomas Snyder Theme: Clue Symmetry and Logic 

Rules: Place either 0, 1, or 2 mines into each empty cell so that each number represents the total count of mines in neighboring cells, including diagonally adjacent cells.

A) |  |  | 5 |  | 5 |  |  | 3 |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
|  | 3 |  |  | 8 |  | 4 |  |  | 1 |
|  | 4 |  | 7 |  |  | 4 |  | 1 |  |
| 4 |  |  | 6 |  | 5 |  |  | 3 |  |
| 4 |  | 5 |  |  | 5 |  | 4 |  |  |
|  |  | 5 |  | 6 |  |  | 5 |  | 5 |
|  | 3 |  |  | 6 |  | 5 |  |  | 5 |
|  | 4 |  | 7 |  |  | 5 |  | 6 |  |
| 3 |  |  | 7 |  | 6 |  |  | 6 |  |
| C C |  | 7 |  |  | 5 |  | 7 |  |  |

## 2018/04/27: <br> Minesweeper (Statue Park) by Murat Can Tonta Theme: Out of the Box

Rules: Place each of the pentominoes exactly once into the grid, with rotations and reflections allowed. No two pentominoes can overlap or be orthogonally adjacent, and all of the space not occupied by pentominoes must be connected. Numbered cells indicate how many of the surrounding cells (including diagonally adjacent cells) contain parts of the pentominoes. Cells with numbers cannot contain pentominoes.
A
B
C

D

# 2018/04/28: <br> Minesweeper 3-D by John Bulten Theme: Four Depths of Mines 

Rules: Standard Minesweeper rules. Also, every coordinate should contain exactly one mine across all the grids.


|  | A | B | C | D | E | F | G | H |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 |  |  |  |  |  | 1 | 1 |  |
| 2 |  |  |  | 5 | 3 |  |  |  |
| 3 | 1 |  |  |  |  |  |  |  |
| 4 |  | 3 |  |  | 3 |  |  |  |
| 5 |  |  |  | 0 |  |  | 4 |  |
| 6 |  |  |  |  |  |  |  | 1 |
| 7 |  |  |  | 2 | 4 |  |  |  |
| 8 |  | 1 | 1 |  |  |  |  |  |

