## 2018/06/11: <br> Cave by Grant Fikes <br> Theme: Clue Symmetry and Logic



# 2018/06/12: <br> Cave by Grant Fikes Theme: Prime and Reason 



# 2018/06/13: <br> Cave by Prasanna Seshadri <br> Theme: Skewed Diagonals 



# 2018/06/14: <br> Cross the Caves by John Bulten Instructions Page 

Cross the Caves is a combination of Cross the Streams and Cave rules (with the exception of having multiple "caves" that all connect to the edge of the grid).

Rules: Shade some empty cells black to create a single group of black cells that are all connected to each other through their edges. No $2 \times 2$ cell area within the grid contains all black cells. Numbers to the left/top of the grid represent the groups of consecutive black cells which are in that row/column in order, either from left to right or from top to bottom. A question mark (?) represents a group of consecutive black cells whose size is unknown; an asterisk (*) represents any number of unknown groups of black cells, including none at all.

All white cells must be connected via other white cells to an edge of the grid. All numbered cells inside the grid must be white and each number in these cells indicates the total count of white cells connected vertically and horizontally to the numbered cell including the cell itself.

|  | $*$ <br> 3 <br> $*$ | * | $\begin{aligned} & 3 \\ & 2 \end{aligned}$ | * | * | * | 2 |  | * | ? |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| ? ? ? |  |  |  |  |  |  |  |  |  |  |
| * |  |  |  |  |  |  |  |  |  |  |
| 1*3 |  |  |  |  | 2 | 5 |  |  |  |  |
| ? ? ? |  |  |  |  |  |  |  |  |  |  |
| * |  |  |  |  |  |  |  |  |  |  |
| * |  |  |  |  | 4 | 3 |  |  |  |  |
| * 4 * |  |  |  |  |  |  |  |  |  |  |
| ? ? ? |  |  |  |  |  |  |  |  |  |  |



Example by Thomas Snyder

## 2018/06/14: <br> Cross the Caves by John Bulten Theme: Sunken Lake

|  | 8 | * | * | * | * | * | * | * | * | 8 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| A ? |  |  |  |  |  |  |  |  |  |  |
| 22 |  |  |  | 6 | 6 | 6 | 6 |  |  |  |
| * |  |  |  |  |  |  |  |  |  |  |
| * |  | 6 |  |  |  |  |  |  | 2 |  |
| B * |  |  |  |  |  |  |  |  |  |  |
| * |  | 6 |  |  |  |  |  |  | 3 |  |
| c * |  | 6 |  |  |  |  |  |  | 3 |  |
| * |  |  |  |  |  |  |  |  |  |  |
| 22 |  |  |  | 6 |  |  | 7 |  |  |  |
| D 32 |  |  |  |  | 4 | 4 |  |  |  |  |

2018/06/15:<br>Cave by Murat Can Tonta Theme: Easy As ...?



# 2018/06/16: <br> Formed Cave by Serkan Yürekli <br> Theme: Clue Symmetry and Logic 

Rules: Standard Cave rules; also, all groups of cells outside the Cave must be formed out of different arrangements of exactly five cells (i.e., different pentominoes). Pentomino shapes may be reflected or rotated, but they cannot repeat or touch each other. Not all pentominoes need to appear. [The example uses four cell regions (i.e., tetrominoes) within the same rules.]

|  | 2 | 5 |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  |  |  |  | 3 |
|  |  | 5 |  |  |  |  |
|  |  |  | 7 |  |  |  |
| 3 |  |  |  |  |  |  |
|  |  |  | 4 | 6 | 6 |  |




