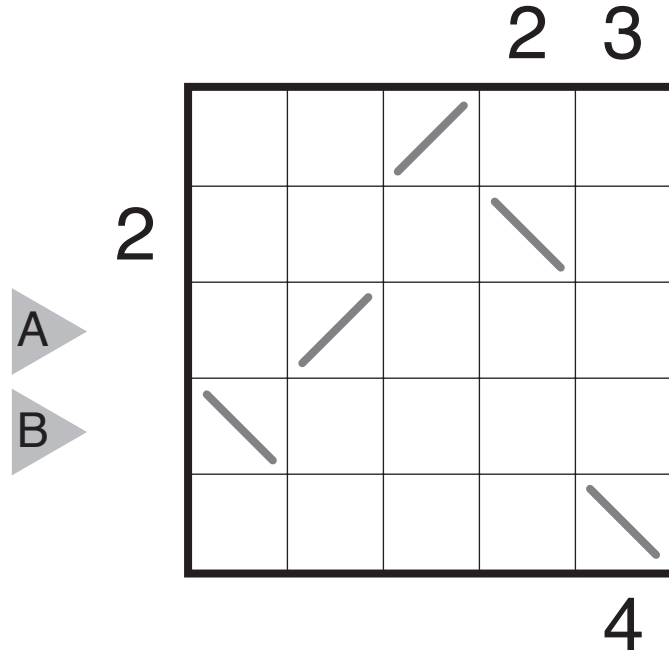
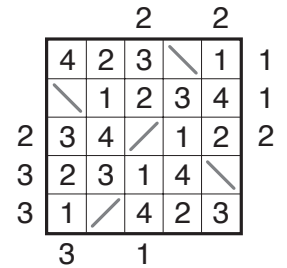
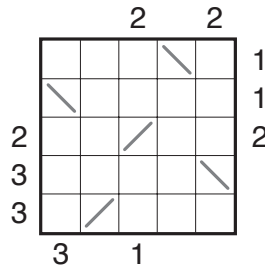


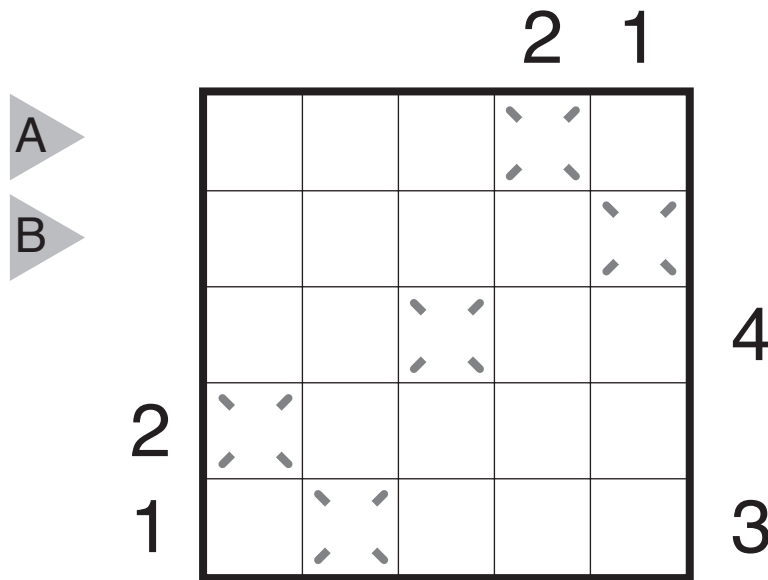
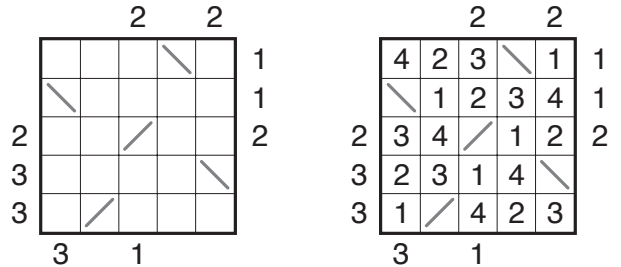
# 2018/12/10: Skyscrapers (with Mirrors) by Palmer Mebane Theme: Logical

Rules: Variation of Skyscrapers. Insert a digit from 1 to 4 into each empty cell so that each row and column has one copy of each digit and exactly one mirror. Each digit in the grid represents the height of a building, and clues on the outside of the grid indicate how many buildings can be “seen” when looking from that direction, including those seen through the mirror’s reflection. Buildings block the view of any building with equal or lower height behind them.



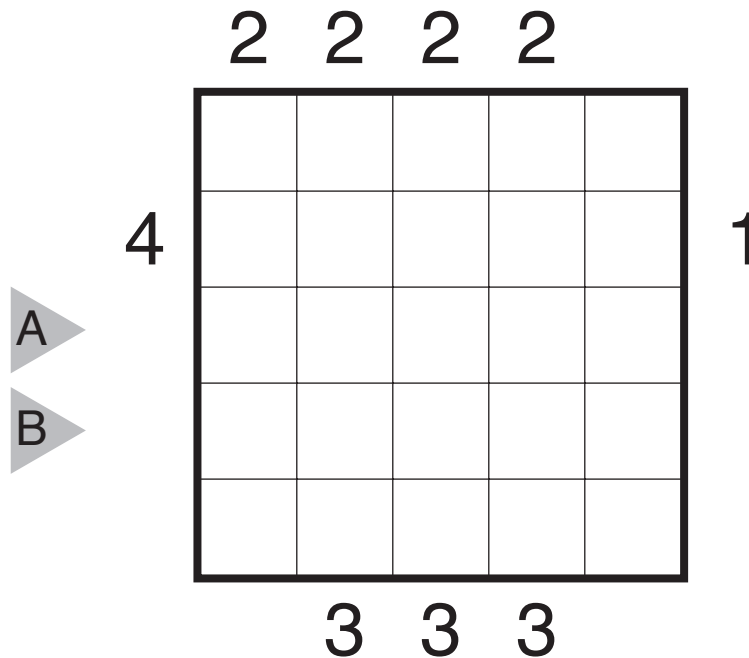
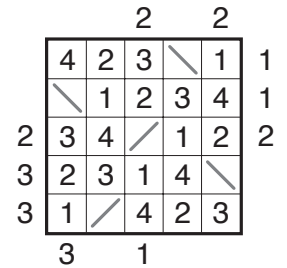
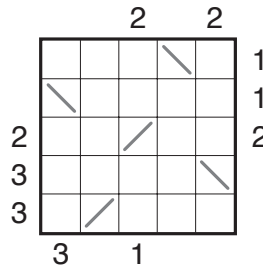
# 2018/12/11: Skyscrapers (with Mirrors) by Palmer Mebane Theme: Logical

Rules: Variation of Skyscrapers. Insert a digit from 1 to 4 into each empty cell so that each row and column has one copy of each digit and exactly one mirror. **The direction of the mirrors must also be determined.** Each digit in the grid represents the height of a building, and clues on the outside of the grid indicate how many buildings can be “seen” when looking from that direction, including those seen through the mirror’s reflection. Buildings block the view of any building with equal or lower height behind them.



2018/12/12:  
 Skyscrapers (with Mirrors) by Palmer Mebane  
 Theme: Easy as 1, 2, 3, 4?

Rules: Variation of Skyscrapers. Insert a digit from 1 to 4 **or a diagonal mirror** into each cell so that each row and column has one copy of each digit and exactly one mirror. Each digit in the grid represents the height of a building, and clues on the outside of the grid indicate how many buildings can be “seen” when looking from that direction, including those seen through the mirror’s reflection. Buildings block the view of any building with equal or lower height behind them.



# 2018/12/12: Galaxies and Tetrominoes by Palmer Mebane Theme: Logical

Rules: Combination of Tetromino/object placement and Spiral Galaxies puzzle styles. Place the seven tetromino shapes into the grid, rotations allowed but not reflections. Tetrominoes do not touch each other not even diagonally and they do not cover any cell with part of a white circle. Digits on the left/top of the grid indicate the number of cells used by tetrominoes in that row/column. Digits on the right/bottom indicate the number of different tetromino shapes partially in that row/column. All remaining white cells must be part of connected regions – “galaxies” – with rotational symmetry. Each galaxy must have exactly one circle at its center of rotational symmetry.

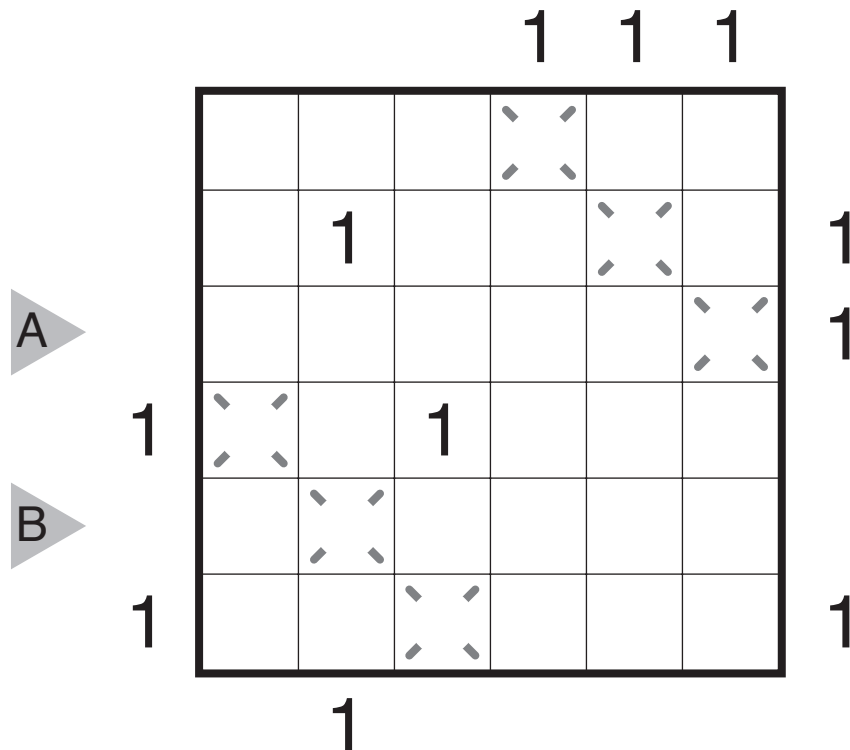
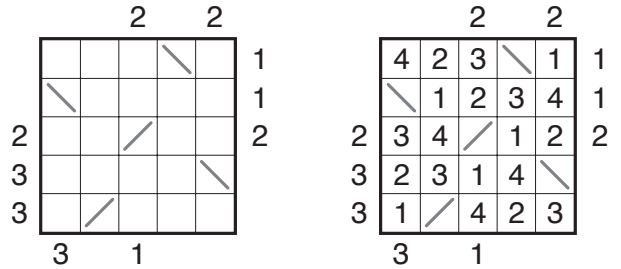
The puzzle consists of a 6x6 grid. The numbers around the grid indicate the number of cells used by tetrominoes (top and left) and the number of different tetromino shapes partially in that row/column (right and bottom). The circles are placed at the following grid coordinates (row, column): (1,2), (1,5), (2,3), (2,4), (2,6), (3,2), (4,4), (5,2), and (5,5).

The tetrominoes provided are:

- I**: A vertical 4x1 shape.
- L**: A 3x2 shape with the right column missing the top cell.
- J**: A 3x2 shape with the left column missing the top cell.
- O**: A 2x2 square.
- S**: A 2x3 shape with the top-right and bottom-left cells missing.
- Z**: A 2x3 shape with the top-left and bottom-right cells missing.
- T**: A 3x3 shape with the center cell missing.

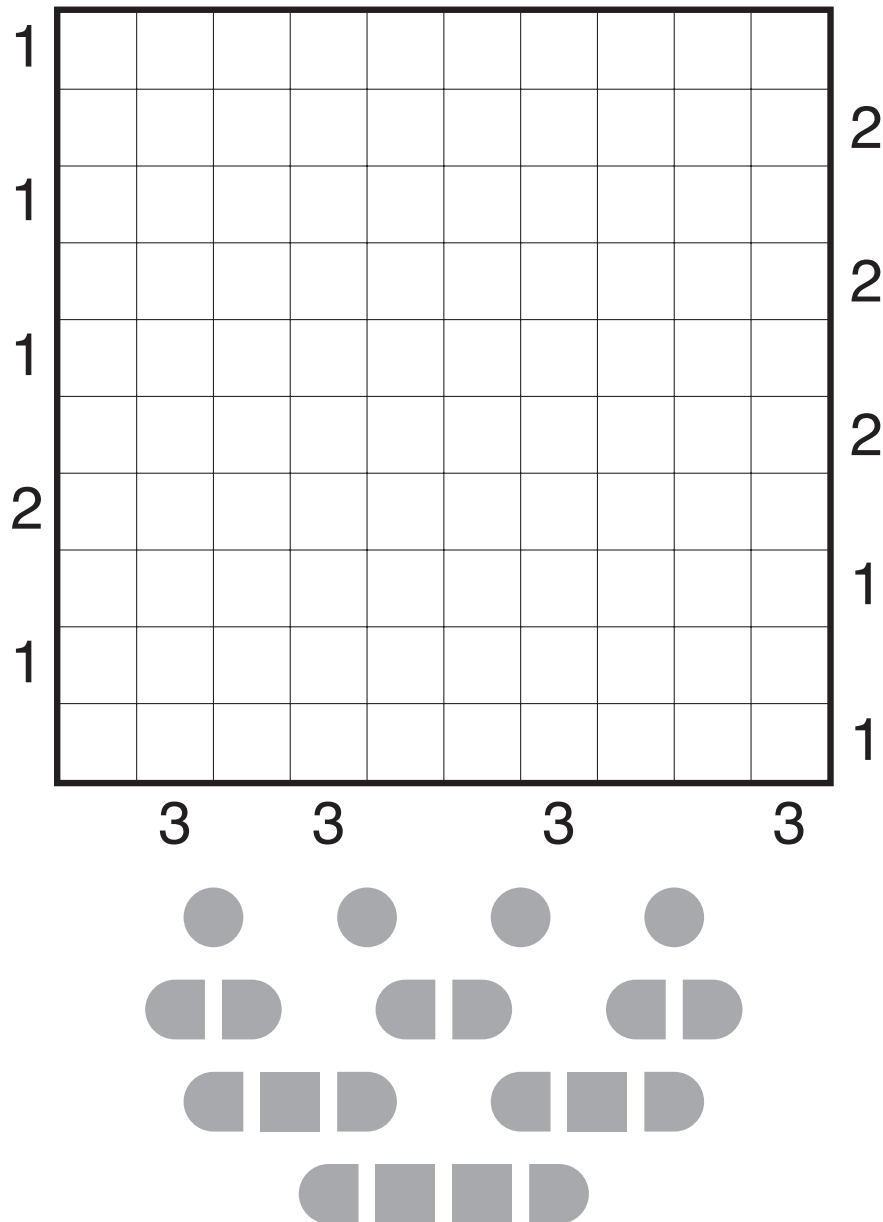
# 2018/12/13: Skyscrapers (with Mirrors) by Palmer Mebane Theme: All for One, ...

Rules: Variation of Skyscrapers. Insert a digit from 1 to 5 into each empty cell so that each row and column has one copy of each digit and exactly one mirror. **The direction of the mirrors must also be determined.** Each digit in the grid represents the height of a building, and clues on the outside of the grid indicate how many buildings can be “seen” when looking from that direction, including those seen through the mirror’s reflection. Buildings block the view of any building with equal or lower height behind them.



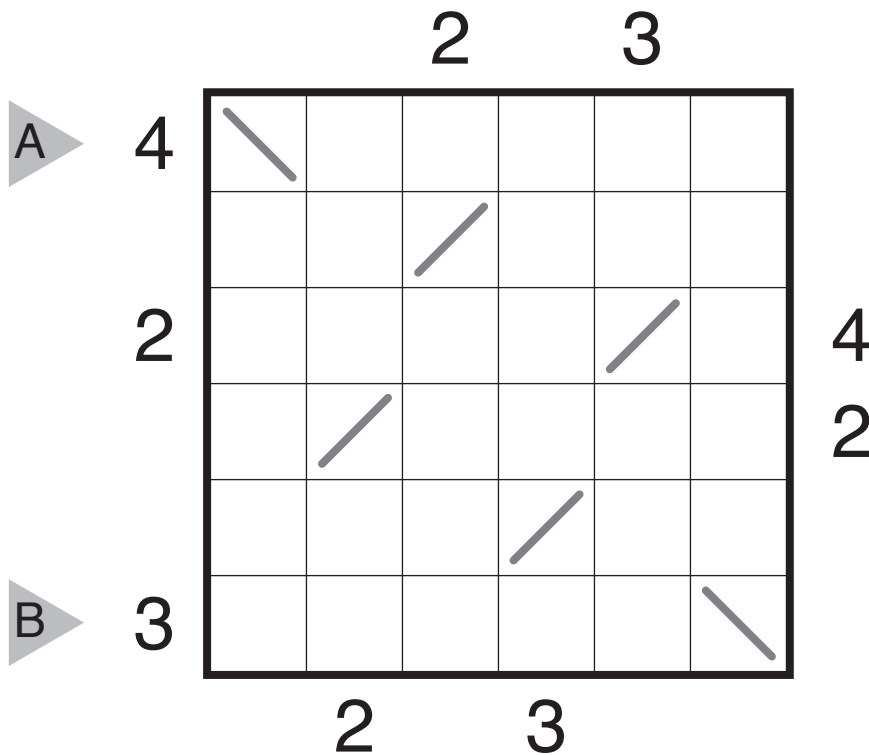
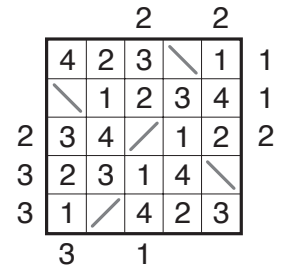
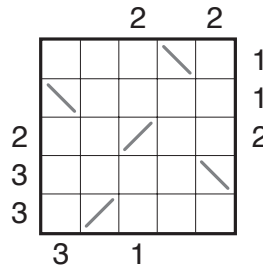
2018/12/13:  
Skyscrapers (Battleships) by Palmer Mebane  
Theme: Logical

Rules: Combination of Skyscrapers and Battleships. Place the indicated fleet into the grid so that ships do not touch each other not even diagonally. The size of the ship represents its height as in a Skyscrapers puzzle, and the clues outside the grid indicate how many ships are visible in that direction. Ships block the view of any ship of equal or smaller size behind them.



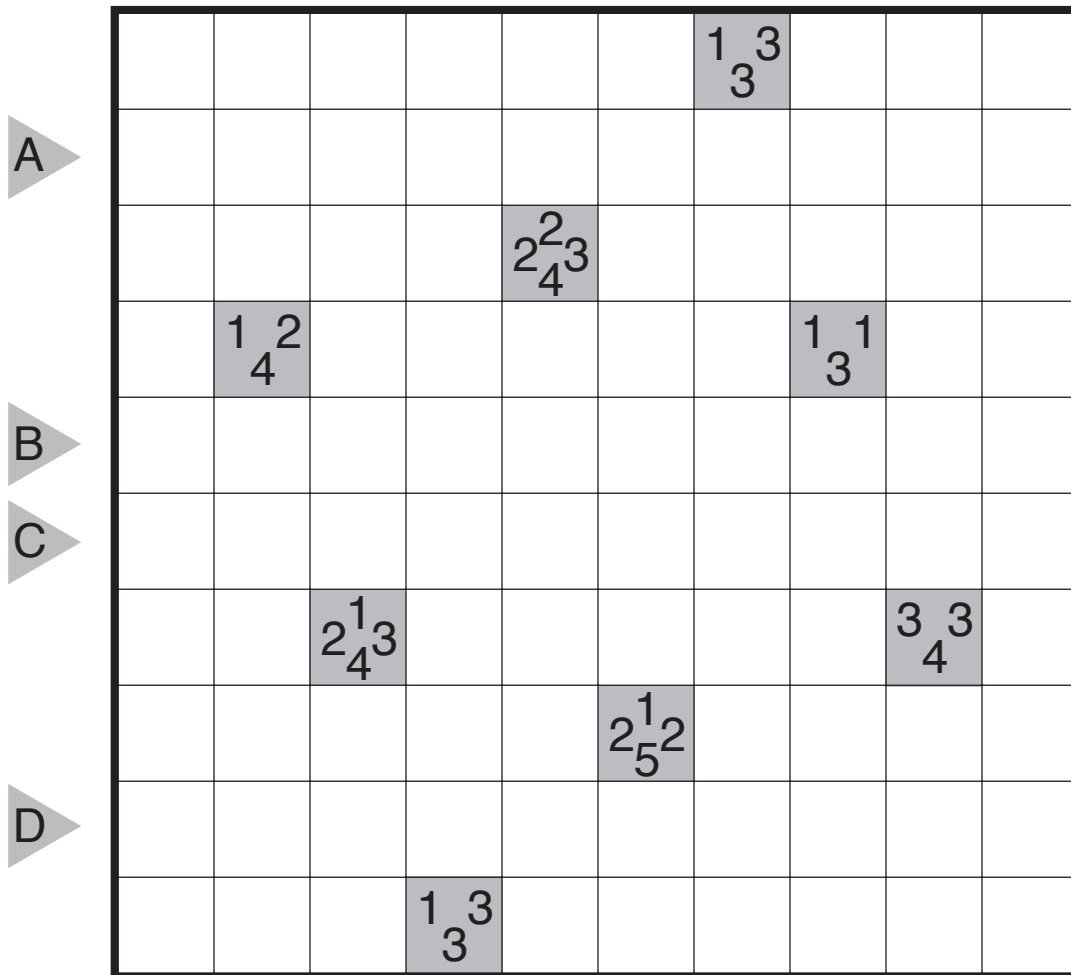
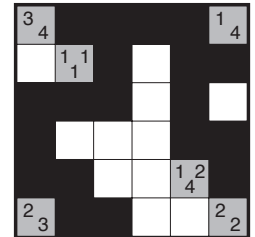
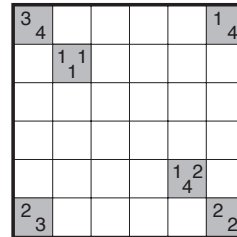
# 2018/12/14: Skyscrapers (with Mirrors) by Palmer Mebane Theme: Logical

Rules: Variation of Skyscrapers. Insert a digit from 1 to 5 into each empty cell so that each row and column has one copy of each digit and exactly one mirror. Each digit in the grid represents the height of a building, and clues on the outside of the grid indicate how many buildings can be “seen” when looking from that direction, including those seen through the mirror’s reflection. Buildings block the view of any building with equal or lower height behind them.



# 2018/12/14: Inner Coral by Palmer Mebane Theme: Clue Symmetry and Logic

Rules: Shade some empty cells black to create a single connected wall (the "Coral"). The shaded cells cannot form a 2x2 square anywhere in the grid, and all unshaded cells including clue cells must be connected to an edge of the grid. Clues in the gray cells indicate the lengths of the first shaded segments visible from this cell in all four directions (clues are given in ascending order).





2018/12/15:

# Skyscrapers (with Sum Baskets) by Palmer Mebane

## Theme: Fours and Fives

Rules: Standard Skyscrapers rules (using digits 1 to 7). Also, there are some regions ("Sum baskets") in the grid marked by dashed lines. The sum of the buildings in these sum baskets is given. Building heights can repeat within a basket.

