## 2019/03/11: <br> Star Battle by Murat Can Tonta Theme: Easy as LITS



# 2019/03/12: <br> Smashed Sums by Michael Tang Theme: Binary 

Rules: Fill each row and column of the grid with the digits 1 to 5 and two blackened cells. Numbers outside the grid indicate the sum of the digits between the two blackened cells in that row or column. Blackened cells are allowed to touch.


## 2019/03/13: <br> Pentopia by Bryce Herdt Theme: Back \& Forth

Rules: Place some of the given pentominoes in the grid so that no pentominoes are in adjacent cells that share an edge or corner. Pentominoes cannot repeat in the grid; rotations and reflections of a pentomino are considered the same shape. The arrow clues indicate all the directions (up, down, left, and right) where the nearest pentominoes are located when looking from that square.


## 2019/03/14:

LITS by John Bulten
Theme: Pi Again


# 2019/03/14 [Pi day bonus]: Battleships (Digital) by Serkan Yürekli Theme: First 100 of Pi 

Rules: Locate the indicated fleet in the grid. Each segment of a ship occupies a single cell. Ships can be rotated. Ships do not touch each other, even diagonally. The clues on the right and bottom edges of the grid reveal the sum of the digits in each of the ship segments that appear in that row or column.


# 2019/03/15: <br> Fillomino by Murat Can Tonta Theme: Cross (32 Dice) 



2019/03/16:
Statue Park by Joseph Howard
Theme: Vortex


