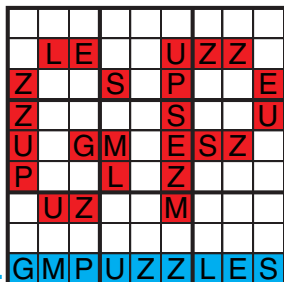




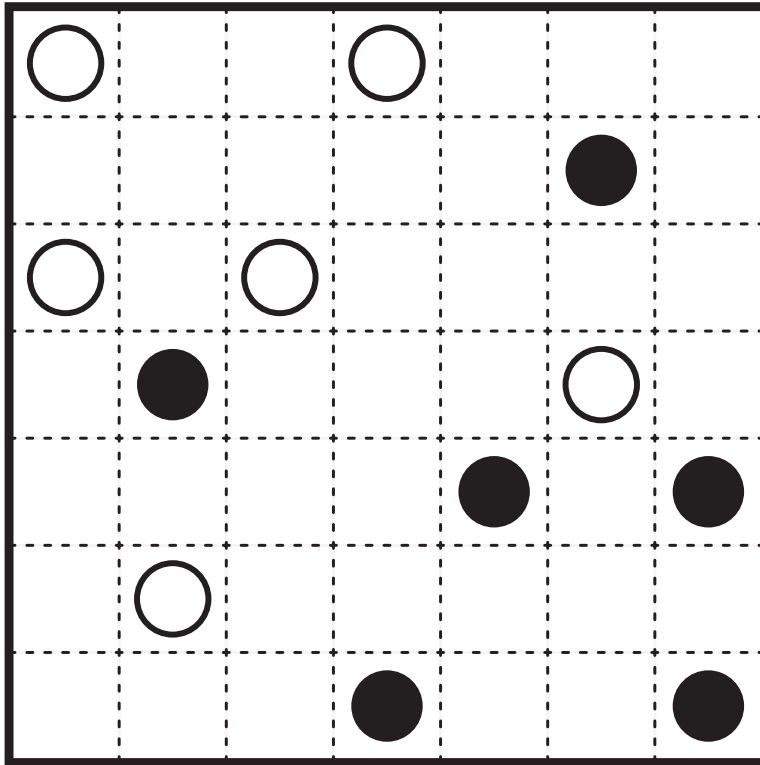
# VARIETY

Murat Can Tonta Balance Loop  
John Bulten Nanro (Signpost)  
Rajesh Kumar Even/Odd Sudoku  
JinHoo Ahn Star Battle  
Serkan Yürekli Kakuro (Kropki)  
Elyot Grant Fillomino

## GRANDMASTER PUZZLES



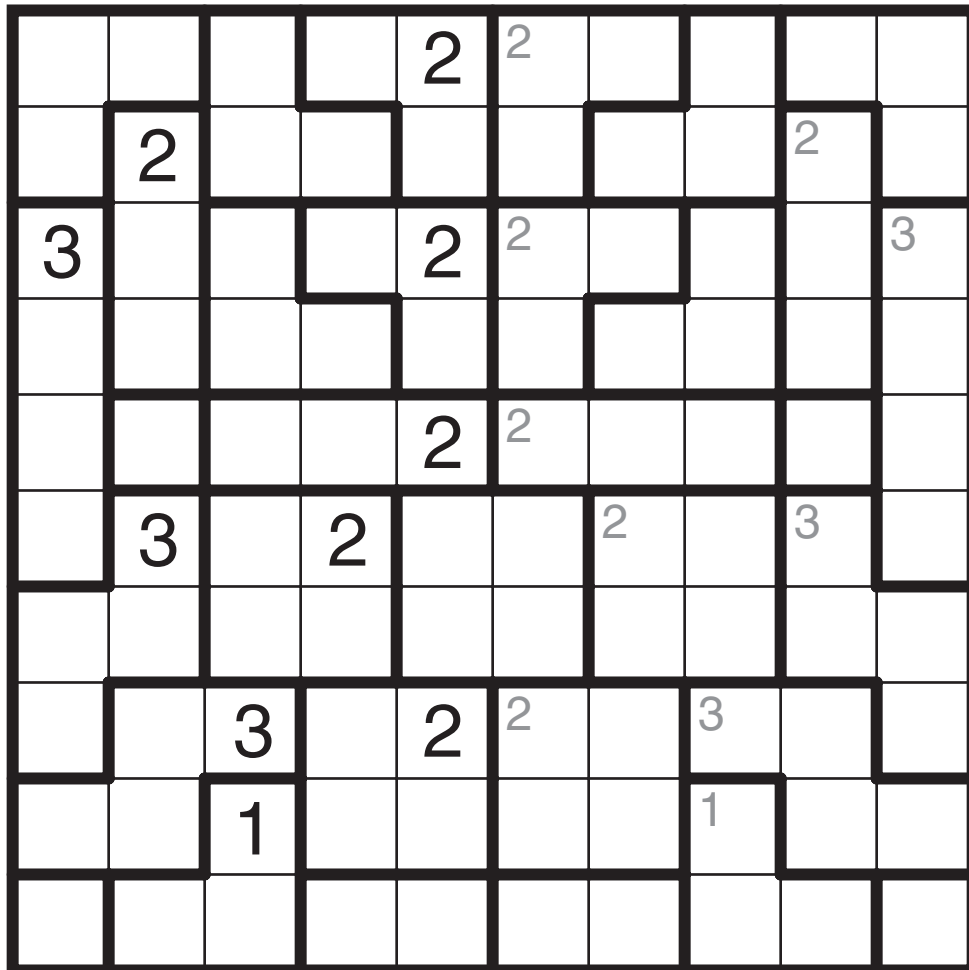
# Balance Loop by Murat Can Tonta



*No Numbers*

## Nanro (Signpost) by John Bulten

Rules: Variation of Nanro. Label some cells with numbers to form a single connected group of labeled cells. No 2x2 group of cells may be fully labeled. Each label number (including black given numbers) must be equal to the total count of labeled cells in that bold region, and all bold regions contain at least one labeled cell. The given numbers in gray indicate how many cells are labeled in that region (but not necessarily which cells are labeled). When two label numbers are orthogonally adjacent across a region boundary, the numbers must be different.



*Mirror*

# Even/Odd Sudoku by Rajesh Kumar

Rules: Classic Sudoku Rules. Also, cells with a square contain an even digit; cells with a circle contain an odd digit.



		■	●	8			3	■
	■	●	■	●	6	9	■	●
■	●	8	3	■	●	■	●	
●	5			2	■	●		
		■	●	1			9	■
	■	●	■	●	3	1	■	●
■	●	7	8	■	●	■	●	
●	6			7	■	●		

Waves

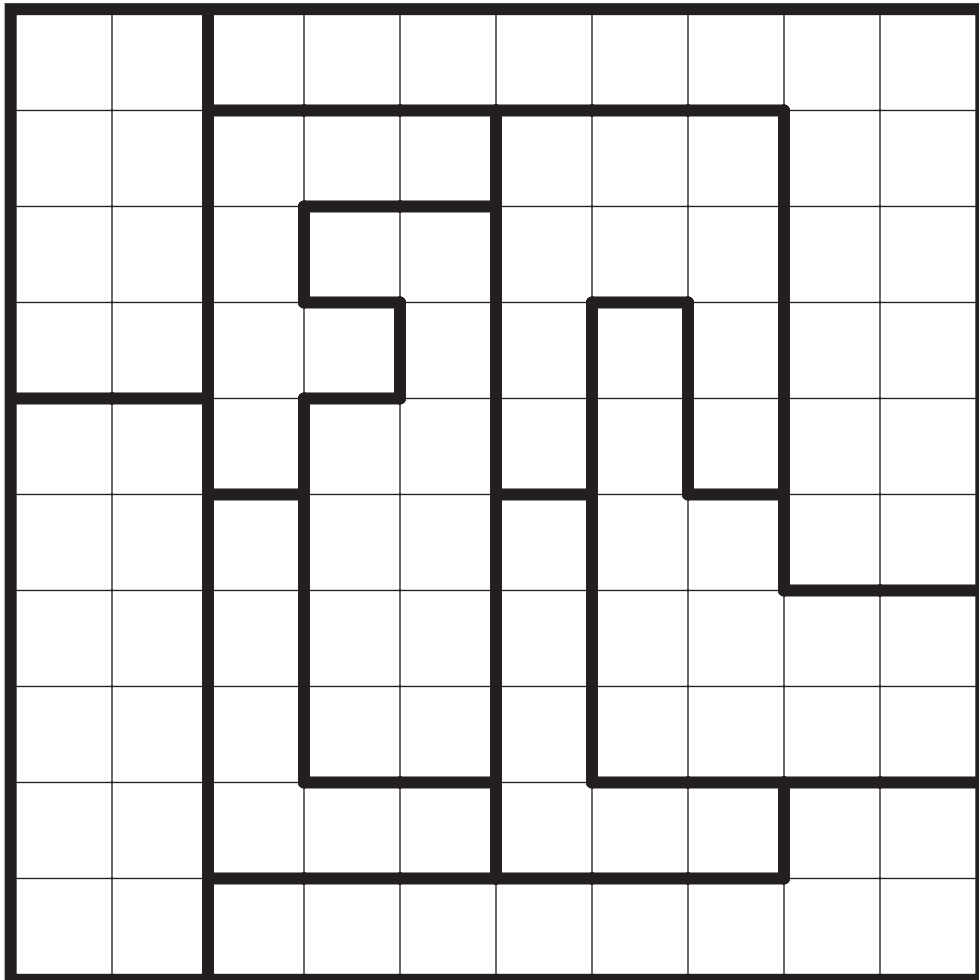
■ = 2, 4, 6, 8

● = 1, 3, 5, 7, 9

# Star Battle by JinHoo Ahn



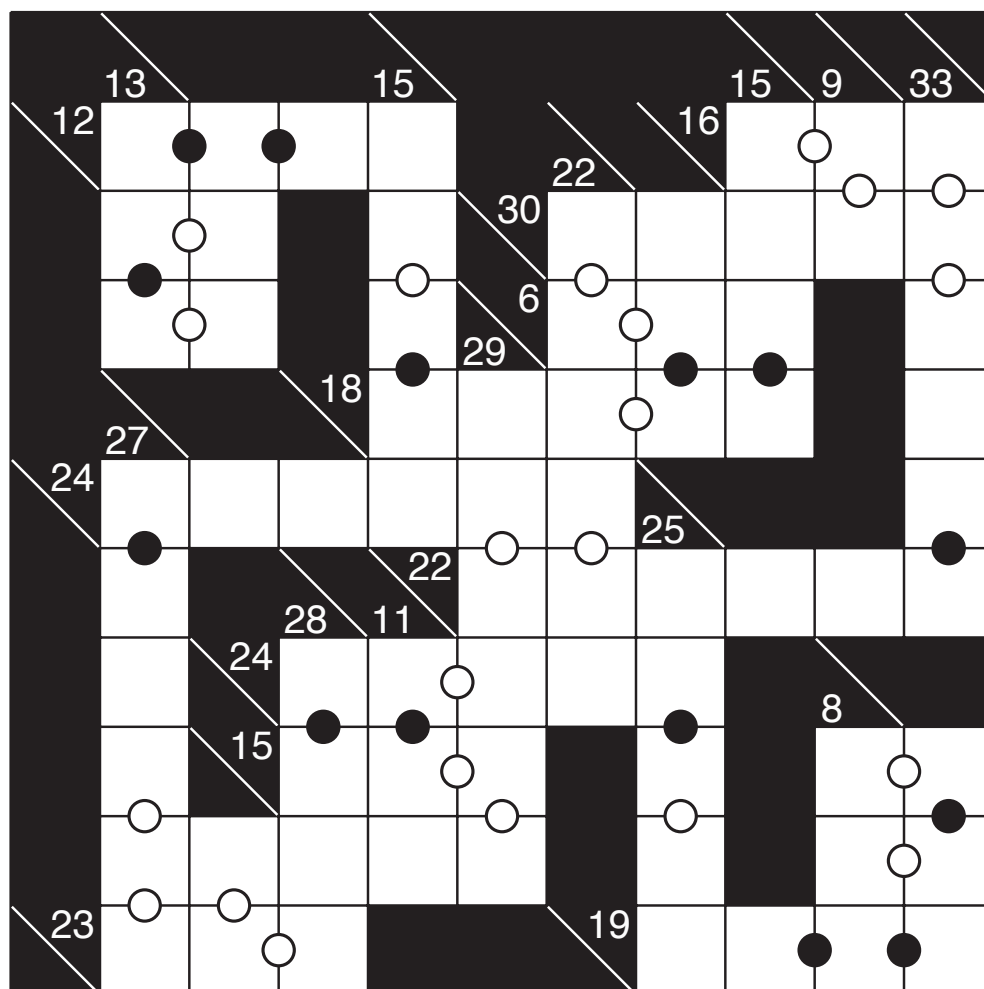
2★



*FALL-ing Stars*

# Kakuro (Kropki) by Serkan Yürekli

Rules: Standard Kakuro Rules. Also, a white circle between two cells shows that the digits in those cells are consecutive (i.e., they differ by 1); a black circle shows that the digit in one of the cells has twice the value of the digit in the other. If there is no circle between adjacent cells, neither of these properties holds. (Note: between 1 and 2, either a white or a black circle can be given.)



*V for Victory*

# Fillomino by Elyot Grant



	1	24			
					3
	17	20			2
					6
					3
					1
		5			
		5			
3					
2					
6					
3			17	20	
1					
		24		1	

*Repeated Groups*