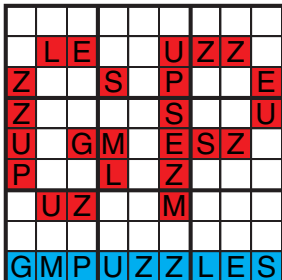




# VARIETY

Serkan Yürekli Nurikabe  
Freddie Hand Cave  
Murat Can Tonta TomTom  
Prasanna Seshadri Snake (Graffiti)  
Grant Fikes Wordoku  
Ashish Kumar Star Battle

## GRANDMASTER PUZZLES



# Nurikabe by Serkan Yürekli



	1		1		5				5
		1							
			1						2
4				1					
					1				3
3						1			
							1		
3				4		1		1	

*One Diagonal*

# Cave by Freddie Hand



			3					3	
3					3				
							3		
			3						
		3							3
3						3			
		3			3		3		
								3	
					3		3		
3		3				3			

*Threes*

# TomTom by Murat Can Tonta



{1-6}

	1				27
		0			
		8			
64					

*Cubism*

# Snake (Graffiti) by Prasanna Seshadri

Rules: Blacken some cells to leave behind a snake (a 1-cell wide path) in white cells that doesn't touch itself, not even diagonally. All white cells must be part of the snake with the head and tail given in the grid. Outside clues indicate the size of all groups of blackened cells in that row or column in order. There must be at least one white cell between each of these groups. When no clues are given, any number of cells may be shaded in that row/column.



			?																				
		?		?						3		?											
		?		?		?				1		2										1	
		?		?		?				1		2										5	
2	2																						
5	?	?																					
3	?																						
									●														
												●											
?	5	?	?																				
2	?	5	?																				
?	?	?	?																				

# Wordoku by Grant Fikes

Rules: Variation of Sudoku rules. Instead of the digits 1-9, use the letters in "RYTM HEAVN".



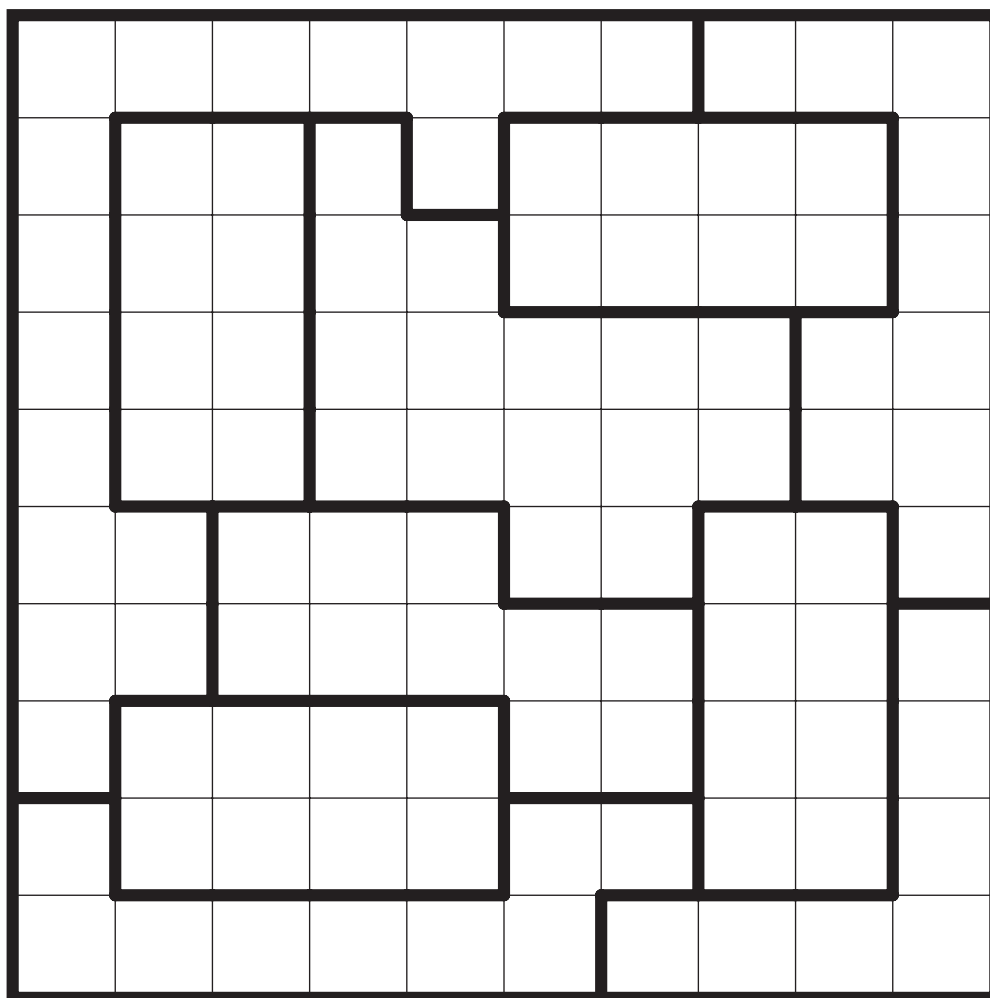
	M		R		V		T
R				H			
		T			Y		R
H			A			T	
	E					H	
		A			R		M
A			V			M	
				E			N
Y		M			N		V

*RHYTHM HEAVEN*

# Star Battle by Ashish Kumar



2★



*Circuit*