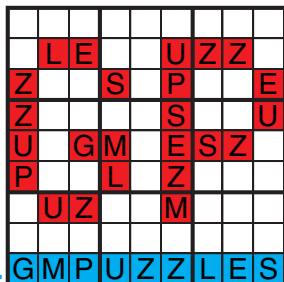




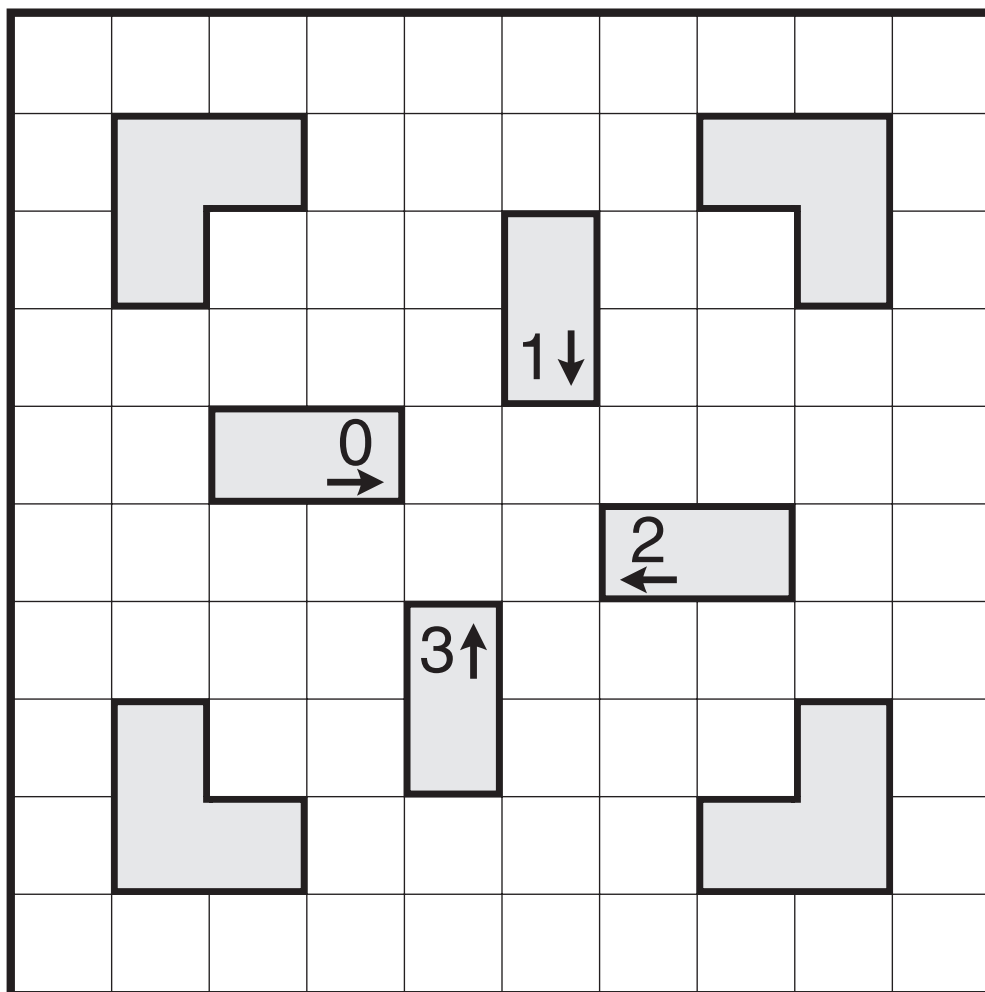
# VARIETY

Murat Can Tonta    Yajilin  
Serkan Yürekli    Kakuro  
Ashish Kumar    Star Battle  
Chris Green    LITS  
Akash Douhani    Consecutive Pairs Sudoku  
Nate Perkins    Fillomino (No Touching Digits)

## GRANDMASTER PUZZLES



# Yajilin by Murat Can Tonta



*Simple Twister*

# Kakuro by Serkan Yürekli



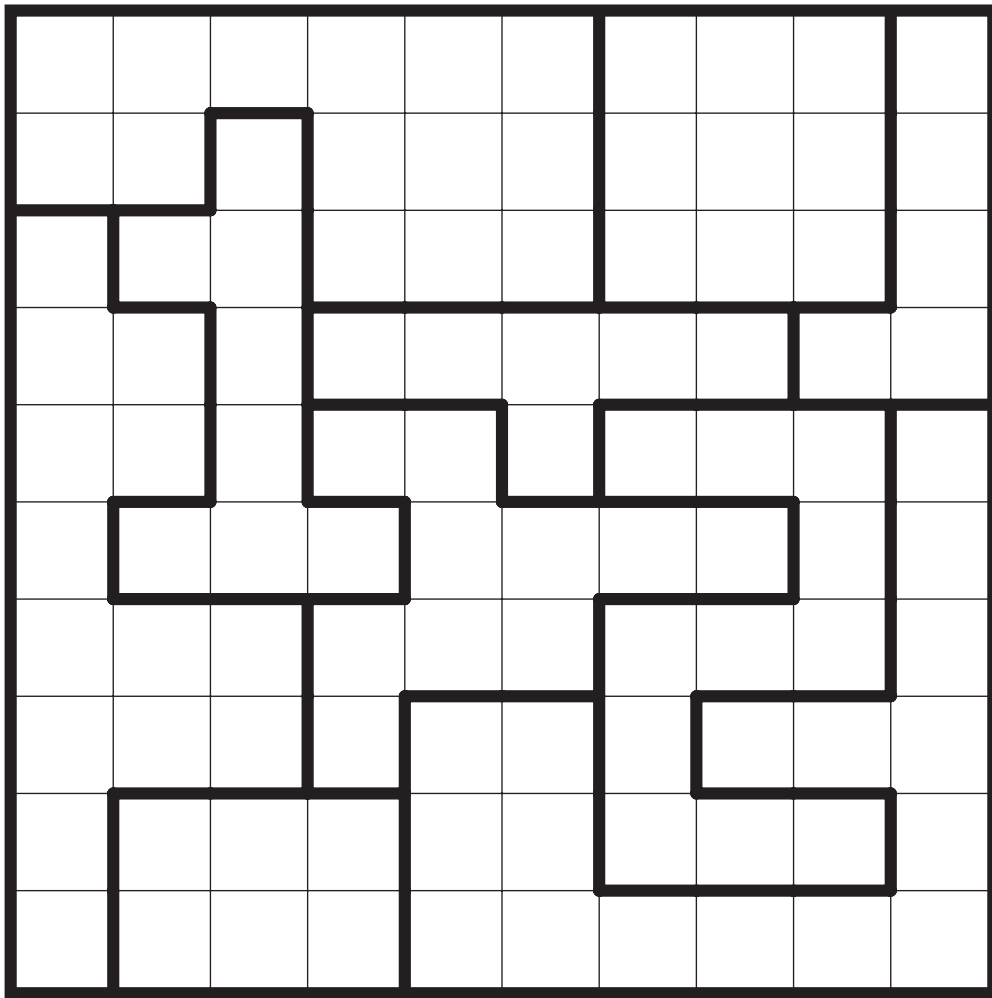
10	20	7		14	28	16	8		10	
									6	16
13			24					11		
			26					14		
11							21			
						10				
		28								
	4	7						11	10	14
				11				8		
11				8				22		
			3				24			
		20								
	3	7	6						18	11
						12				
				11	5				17	
				9					4	

*Cubicles*

# Star Battle by Ashish Kumar

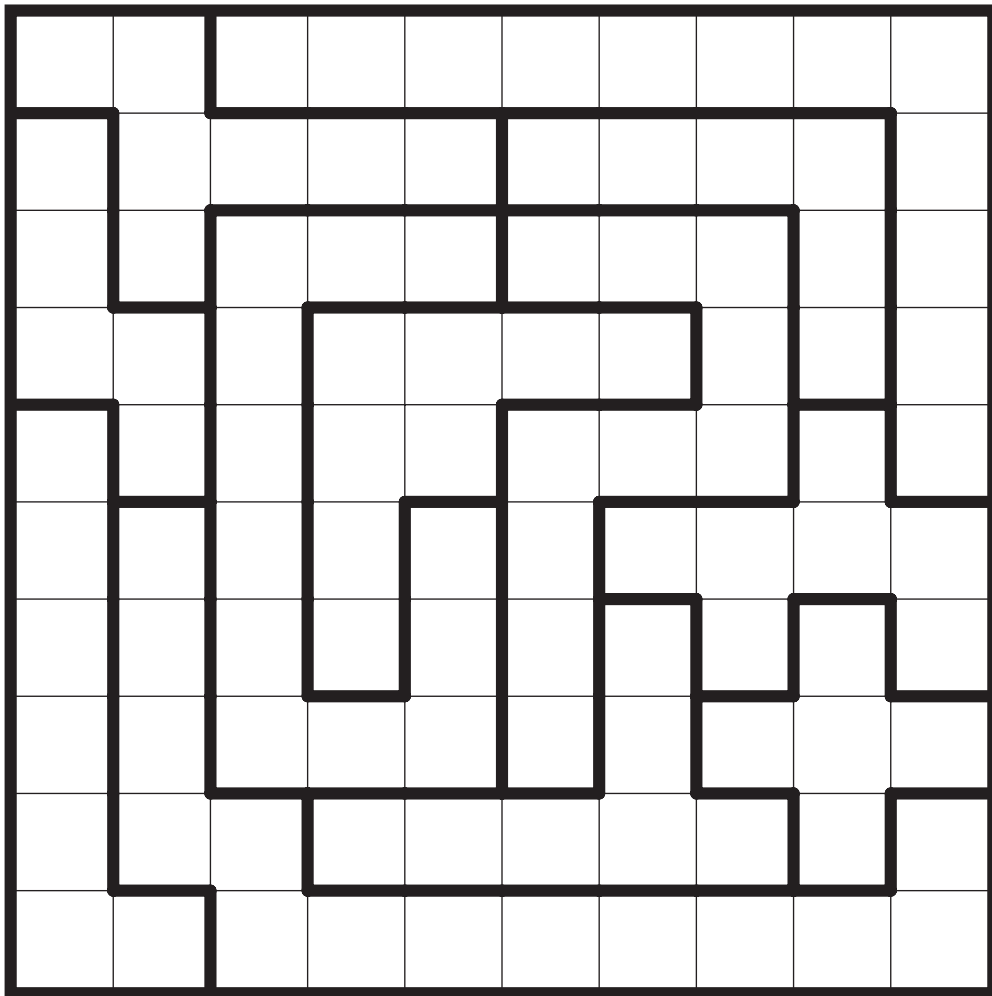


2★



12

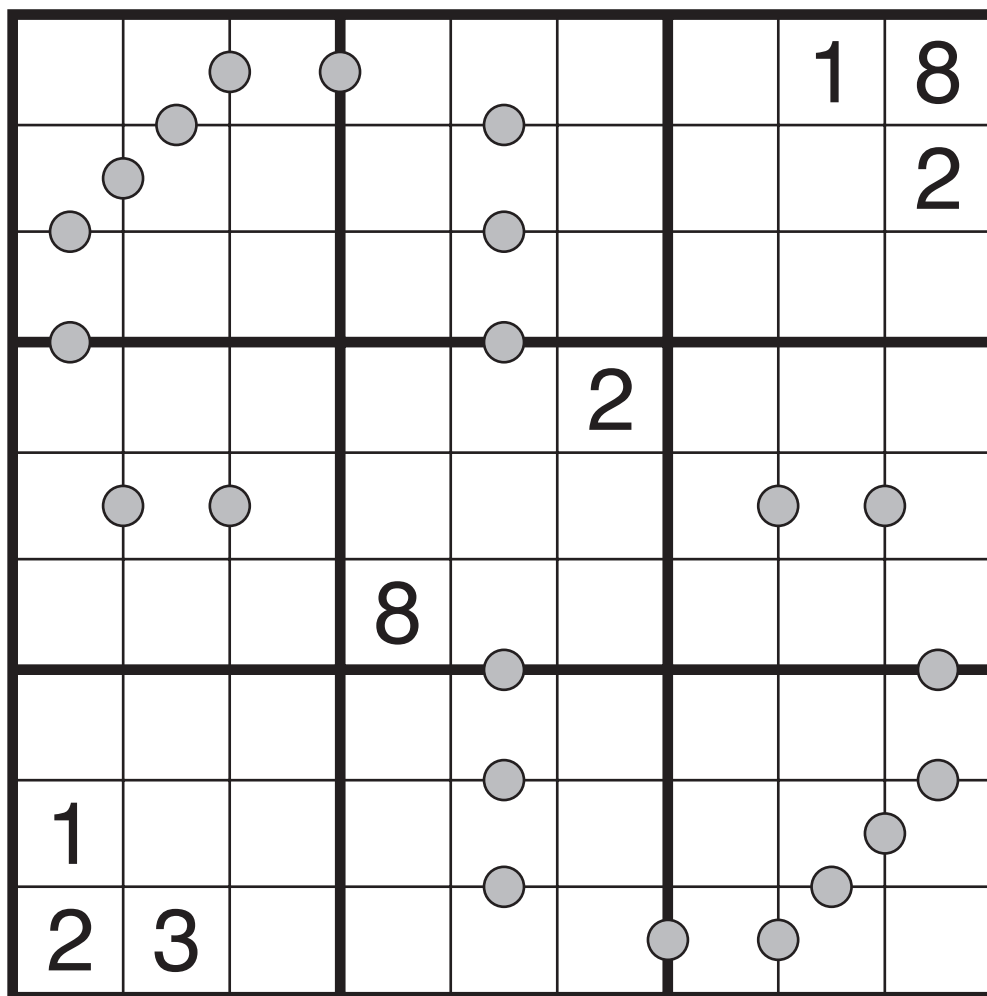
# LITS by Chris Green



*Grandmaster Puzzles*

# Consecutive Pairs Sudoku by Akash Doulani

Rules: Standard Sudoku rules. Additionally, if a gray circle is given between two adjacent cells, then the two numbers in those cells must be consecutive. (Note: not all gray circles are given; adjacent cells without a circle may contain either consecutive numbers or nonconsecutive numbers.)



*Sand Timer*

# Fillomino (No Touching Digits) by Nate Perkins

Rules: Standard Fillomino rules. Also, adjacent polyominoes must not have any digits in common (e.g., a 24 polyomino cannot be adjacent to 2, 4, 12, 14, 20, or similar polyominoes).



12				13	13			3	3
								3	
	2								
1		2		12			2		1
6		2							
			1	12		2			3
12				2		12		6	
								6	2
	12		12			7		6	1
									2
		10							
10	3				10	7			12

*Keep Away*