2019/09/21:
O'utcast by Serkan Yürekli
Theme: Clue Symmetry and Logic

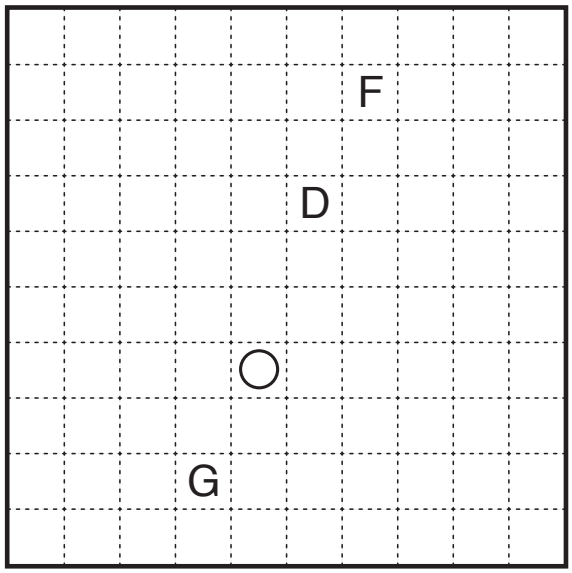
Rules: Place each of the given words into the grid, reading across or down; all words should interconnect, and all words formed in the grid must be from the list. Each given letter must be used by at least one word. Additionally, draw a Masyu loop: a single closed loop passing through each of the "O"s and otherwise using only unused squares. When passing through an "O", the loop must go straight through and must make a 90 degree turn in at least one of the adjacent squares.

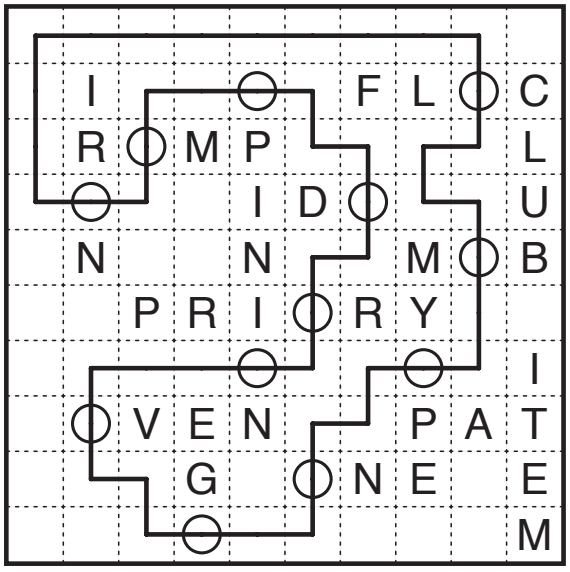
Example:

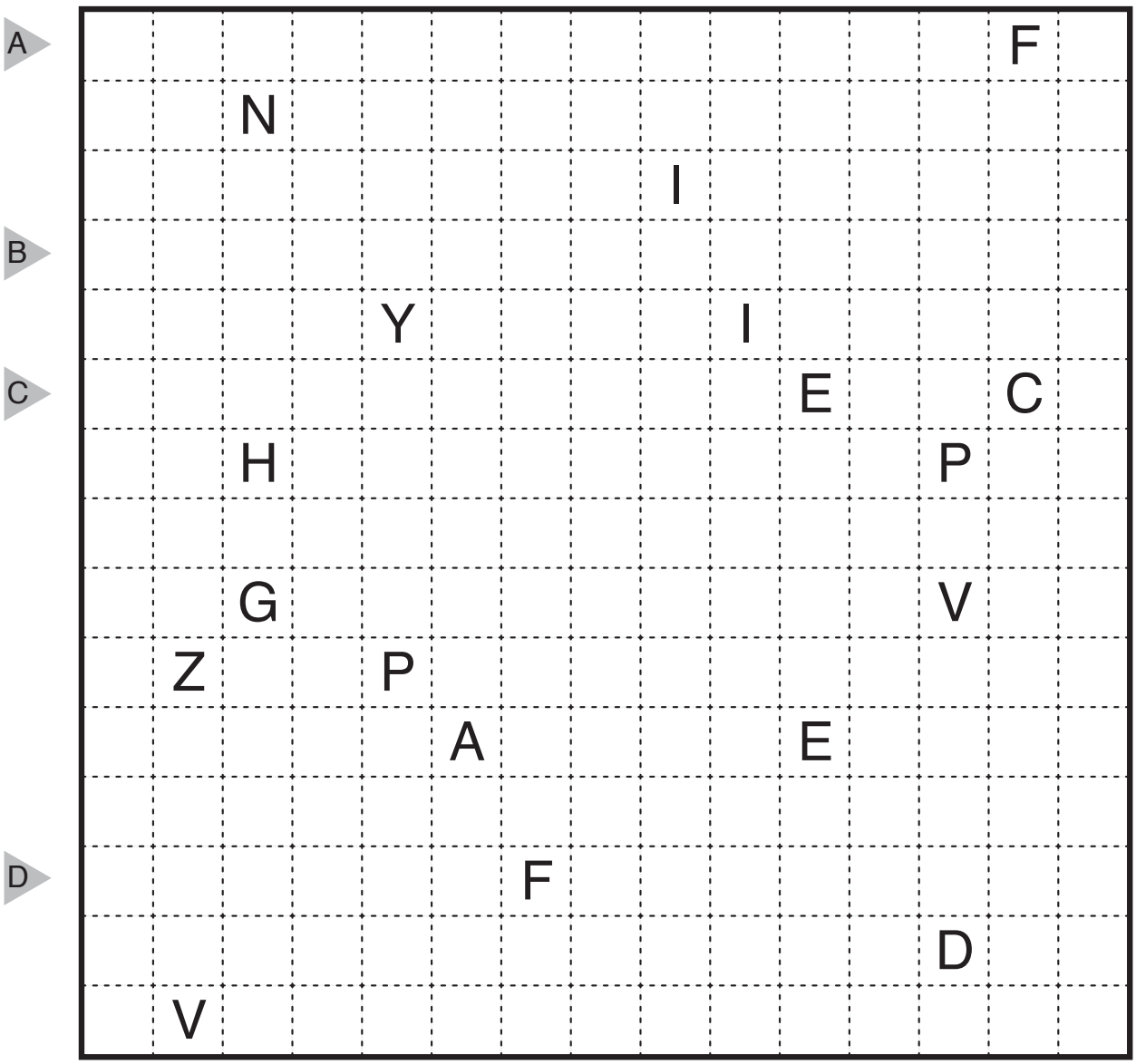
EGO
IDO
MOB
ONE
PAT

CLUB
FLOC
IRON
ITEM
OVEN
ROMP

MYOPE
PRIORY
OPINION



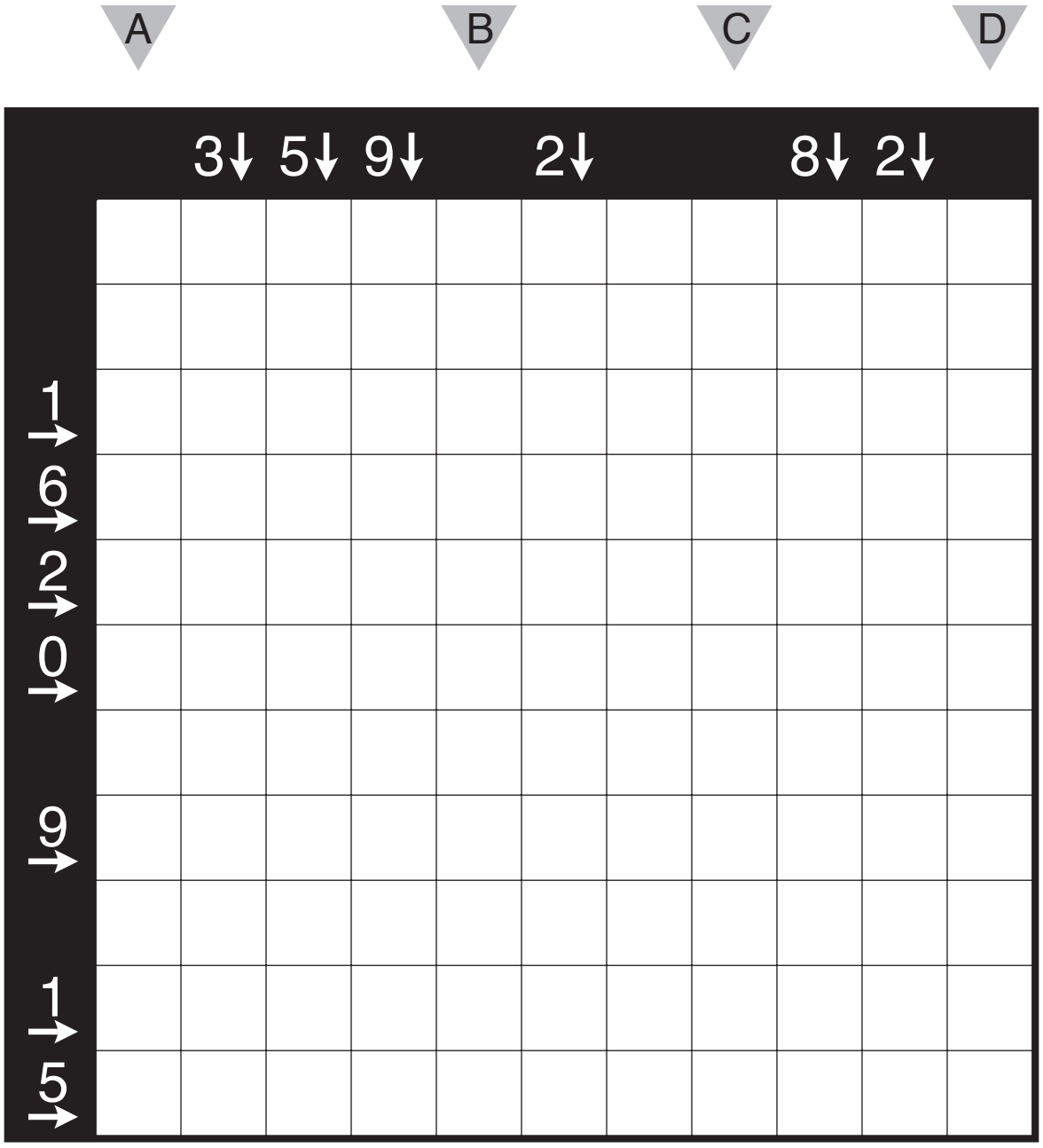




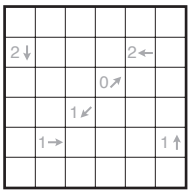
	FLOC	ANNOY	GHETTO
AGO	LEON	AZOIC	NEWISH
OWL	NEON	NITRO	RANDOM
OWN	ROPE	NOISY	UTOPIA
	VINO	PIVOT	VICTIM

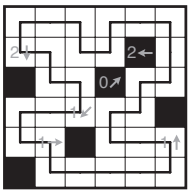
FLOUNCE
EVERYONE
NOTEBOOK
OBLIVION
BIOLOGIST
COLTSFOOT

2019/04/13:
Castle Wall by Bryce Herdt
Theme: Siege

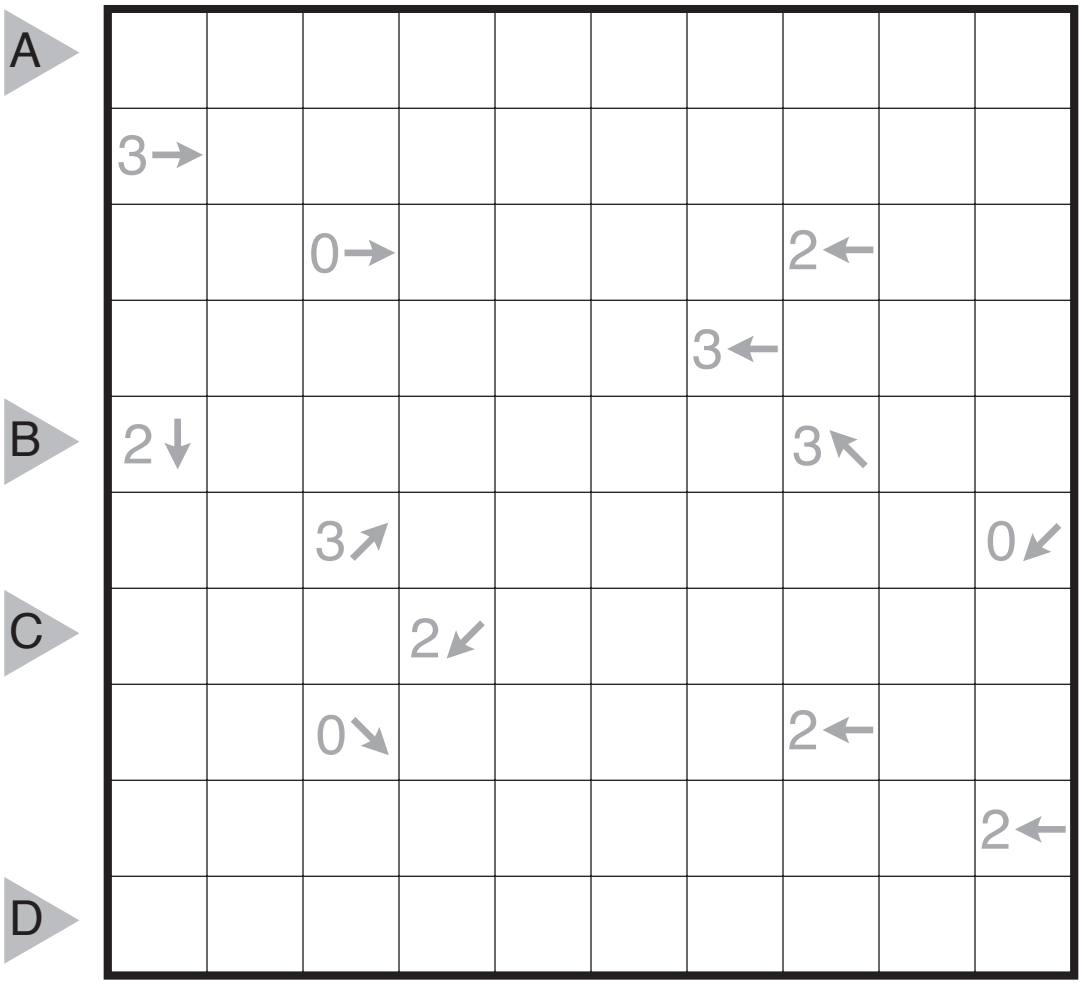


2019/05/11:
Yajilin (Strict Transparent) by Joseph Howard
Theme: Every Which Way but Up

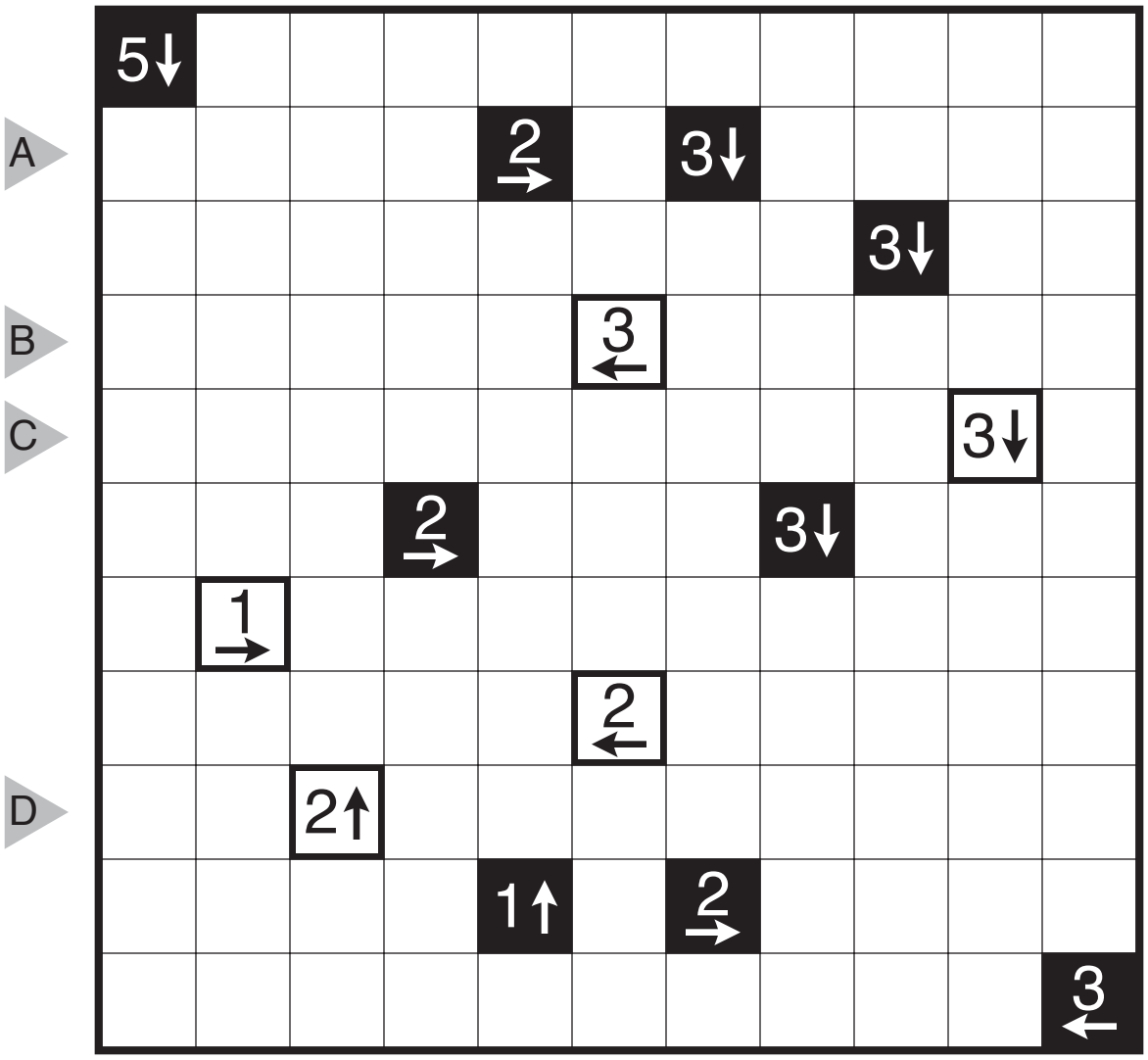




Rules: Variation of Yajilin Rules, including both diagonal arrows and transparent clues that the loop can pass through. Any clue cells that are part of the loop must be true and indicate the number of shaded cells in that direction. Any clue cell that is not part of the loop must be blackened, and the clue value MUST also be false (e.g., if a 2 left clue is blackened, there must be some number of cells other than 2 blackened to the left of the clue).



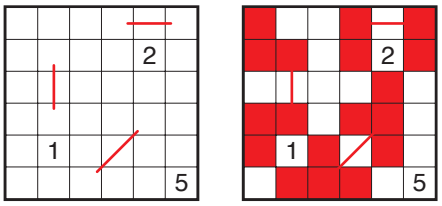
2019/06/22:
Castle Wall by Murat Can Tonta
Theme: Clue Symmetry and Logic



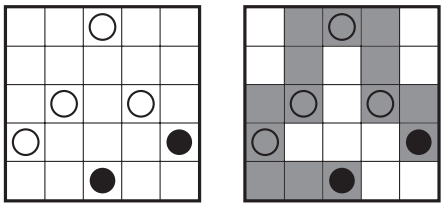
SSS (Sundoko Snake Shape) Rules and Examples

Combination of Sundoko, Snake, and Shape puzzle styles.

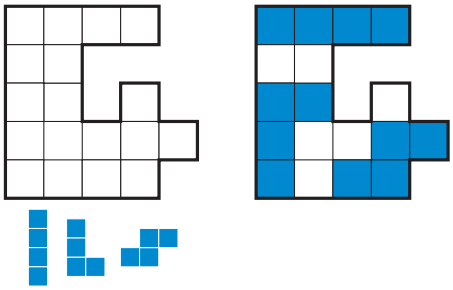
Sundoko: Shade some cells to make sunglasses, consisting of a bridge (a given line, in red) and two lenses made out of orthogonally connected cells that are symmetric with respect to the perpendicular bisector of the bridge. Two lenses may not share an edge, but can intersect at a point. Cells with the bridges are not shaded, except at the bridge ends. Numbers in the grid are unshaded, and indicate the total count of unshaded cells connected vertically and horizontally to the numbered cell, including the cell itself.



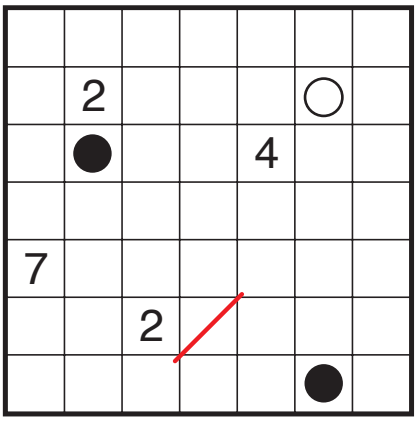
Snake: Shade some cells to create a one-cell wide snake in the grid that does not cross or touch itself, not even diagonally. The snake starts and ends at the black circles and must pass through all white circles.

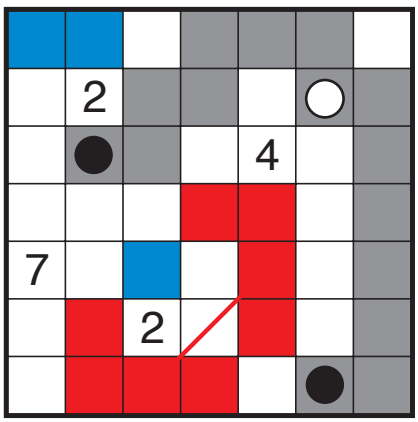


Shape: Place each of the given shapes into the grid exactly once (rotations and reflections allowed). Shapes cannot touch each other, not even diagonally.



In SSS, shade some cells to make sunglasses, create a single snake, and place all of the shapes in the grid. Shaded cells of different categories (sunglasses, snake, shapes) cannot share an edge. Number clues referring to unshaded cell counts consider all three categories of objects as shaded cells in this hybrid.





2019/02/16:
SSS by Yuki Kawabe
Theme: Logical