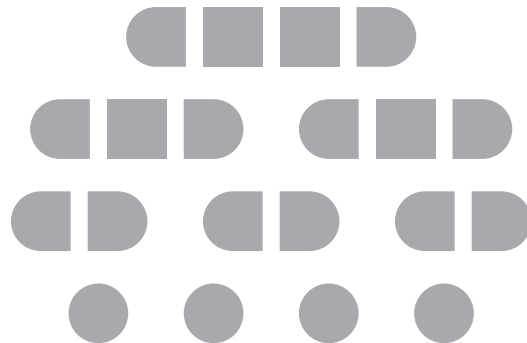


2019/05/10:
 Battleships (Minesweeper) by Ashish Kumar
 Theme: Hanging Frame

Rules: Variation of standard Battleships rules. Instead of exterior clues, clues inside the grid indicate the number of adjacent squares, including diagonally adjacent squares, containing ship segments. Ships do not sit on cells with numbers.

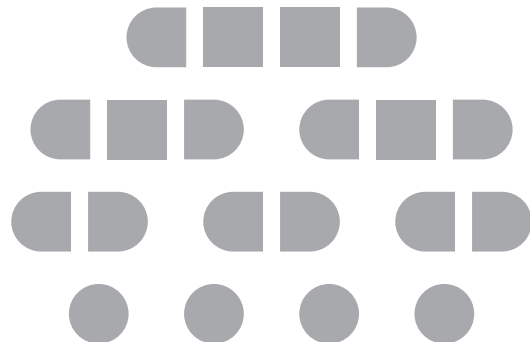
	0							1	
		1	2	2	2	2	2		
		2					2		
		3					2		
		3					2		
		2					1		
		2	2	2	3	1	3		



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

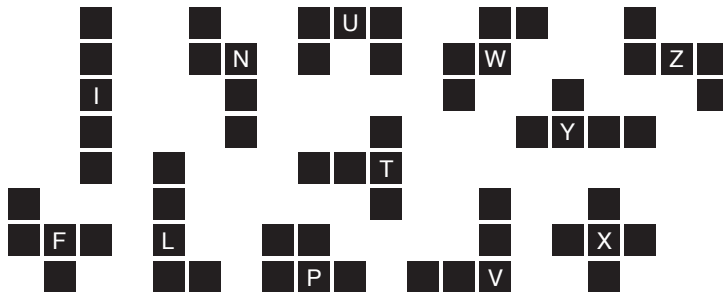
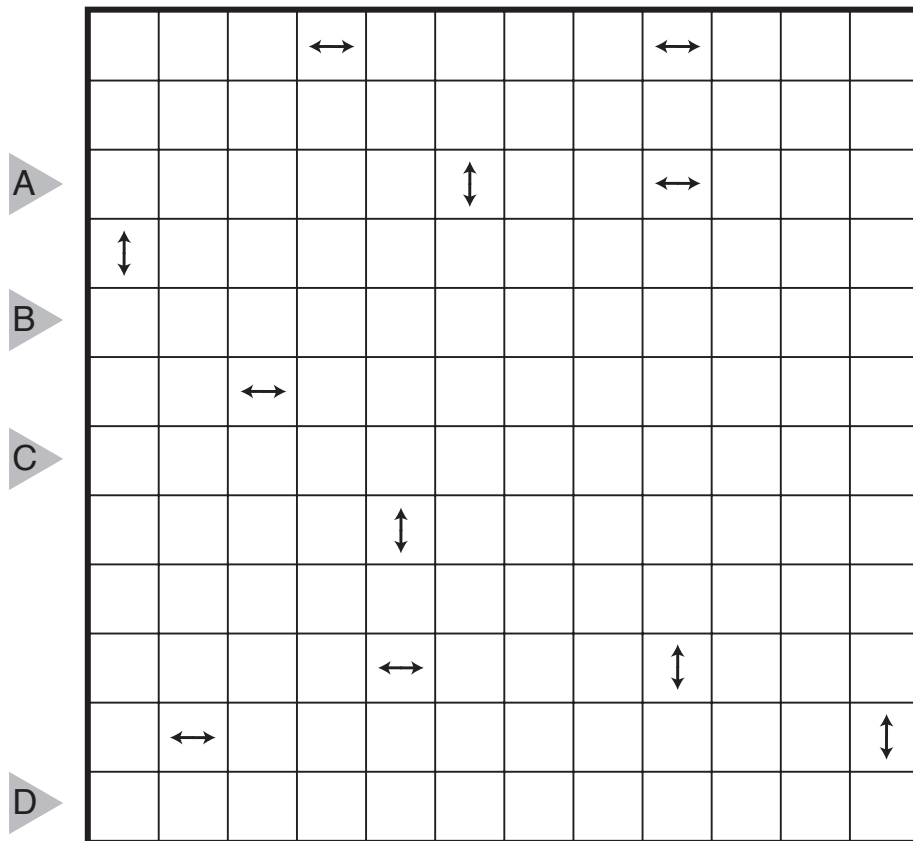
Rules: Locate the indicated fleet in the grid. Each segment of a ship occupies a single cell. Ships can be rotated. Ships do not touch each other, even diagonally. The clues on the right and bottom edges of the grid reveal the sum of the digits in each of the ship segments that appear in that row or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

3	1	4	1	5	9	2	6	5	3	8
5	8	9	7	9	3	2	3	8	4	
6	2	6	4	3	3	8	3	2	7	
9	5	0	2	8	8	4	1	9	7	7
1	6	9	3	9	9	3	7	5	1	
0	5	8	2	0	9	7	4	9	4	
4	5	9	2	3	0	7	8	1	6	6
4	0	6	2	8	6	2	0	8	9	
9	8	6	2	8	0	3	4	8	2	
5	3	4	2	1	1	7	0	6	7	5
	9		11			2	3	1	4	

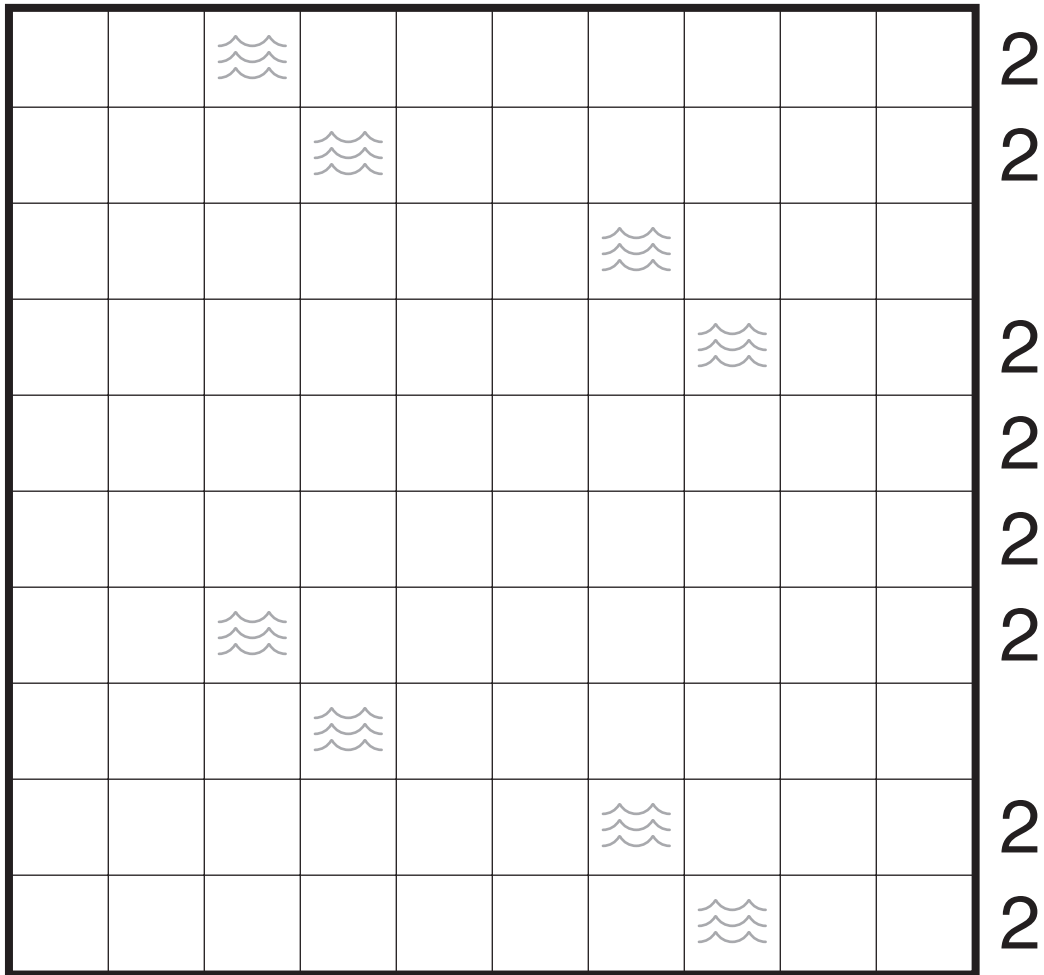


2019/03/13: Pentopia by Bryce Herdt Theme: Back & Forth

Rules: Place some pentominoes in the grid so that no pentominoes touch, not even diagonally. 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.



2019/02/23:
Battleships by John Bulten
Theme: Radar on the Blink



2 2 2 2 2 2 2

