

BEST OF 2021 LOOP/PATH

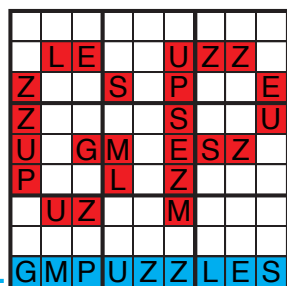


Bryce Herdt
Serkan Yürekli
Prasanna Seshadri
Murat Can Tonta
Thomas Snyder

Nanro Loop*
Slitherlink (Star Battle)
30th Birthday Surprise
Maxi Loop
Castle Wall (+ others)

*Best Loop puzzle

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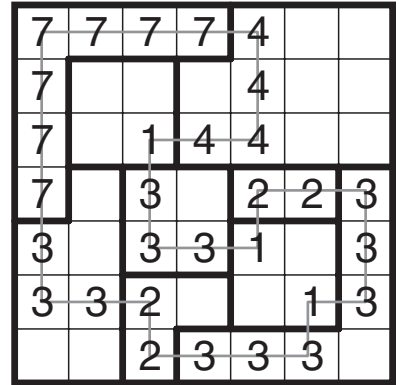
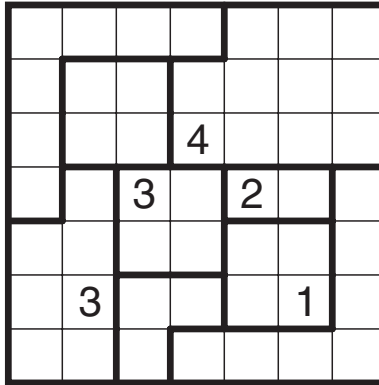
<https://www.gmpuzzles.com/blog/category/loop/>



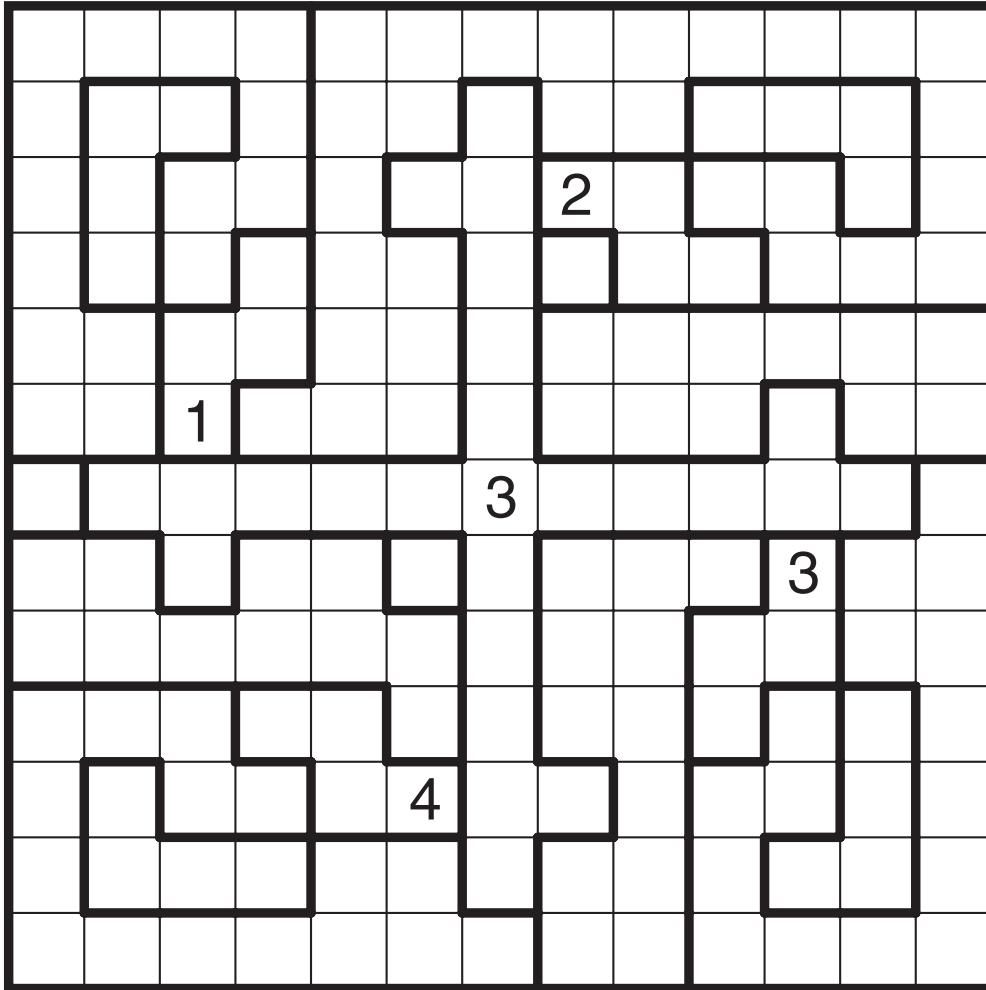
<https://www.gmpuzzles.com/blog/category/other-posts/bestof/>

Nanro Loop by Bryce Herdt

Rules: Label some cells with numbers to form a single non-intersecting loop; no 2x2 group of cells may be fully labeled, but the loop may touch itself orthogonally or diagonally. The region boundaries divide the loop into segments, and each region must have at least one segment. Numbers denote the length in cells of each segment within a region; all numbers in a region must be the same. When two numbers from different segments are orthogonally adjacent, the numbers must be different. (Consequently, segments in the same region must not share an edge.)



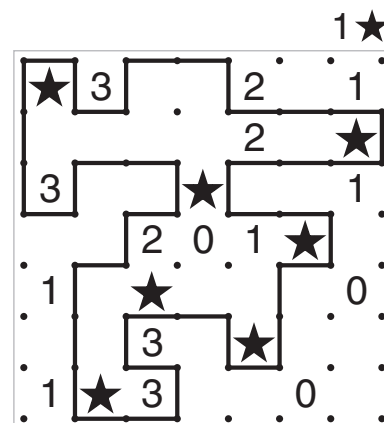
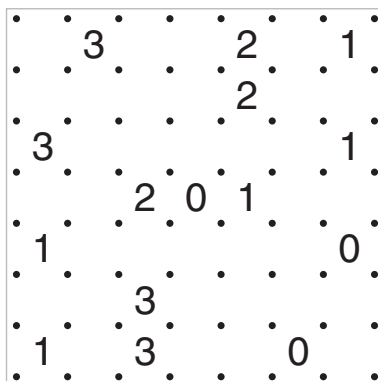
Example by Serkan Yürekli



Clockwise

Slitherlink (Star Battle) by Serkan Yürekli

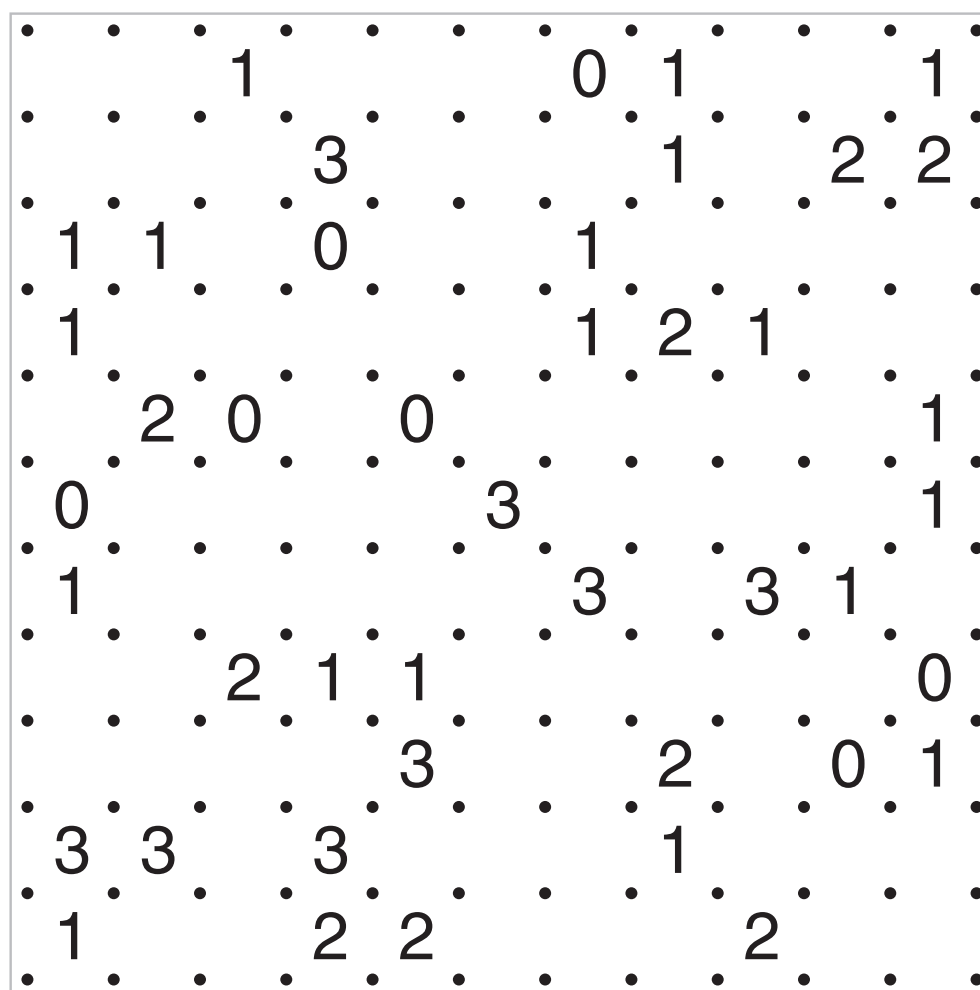
Rules: Standard Slitherlink rules. Also, each row and column must contain exactly two stars (one in the example). Stars cannot touch each other, even diagonally, and all stars must be inside the loop. Stars cannot be placed in the numbered cells.



Example by Serkan Yürekli

★★★★★

2★



Castle Wall	Country Road	Balance Loop
Inner Cave	Tapalike Loop	Slitherlink
Masyu	Maxi Loop	Yajilin

[illegible]

A 5x5 grid with a black path. The path starts at the top-left corner (row 1, column 1) and ends at the bottom-right corner (row 5, column 5). The path is composed of horizontal and vertical segments. The numbers at the intersections are: 3 at (1,1), 2 at (1,5), 1 at (3,3), 3 at (3,3), 2 at (5,1), and 2 at (5,5).

A 5x5 grid with a path of circles and obstacles of black dots. The path starts at (1,1), goes right to (2,1), then down to (2,2), then right to (3,2), then right to (4,2), then down to (4,3), then right to (5,3), then down to (5,4), then left to (4,4), then left to (3,4), then up to (3,3), then up to (2,3), then up to (1,3), then left to (1,4), then left to (1,5), then right to (2,5), then right to (3,5), then right to (4,5), then right to (5,5). There are black dots at (1,1), (2,2), (3,3), (4,4), and (5,5).

30th Birthday Surprise by Prasanna Seshadri Theme: The Journey

From Prasanna: *"This puzzle is meant to be a culmination of 10 years of authoring puzzles. I want to especially thank GMPuzzles for accommodating these special puzzles every year even if it may not have fit the regular schedules. I also see this puzzle as a "reset" of sorts, and I'll get back to simple ideas to celebrate my next few birthdays, and then see where that takes me. These last 10 years have been a fantastic experience and I'd like to take this moment to thank the puzzle community as a whole for being a huge part of my journey."*

The subgrid letters represent the last 9 birthday surprises from Prasanna:

2012 = TWENTY-ONE PUZZLES

<https://prasannaseshadri.wordpress.com/2012/03/02/puzzle-no-62-82-my-birthday-puzzles/>

2013 = KNAPP DANEBEN TAPA

<https://prasannaseshadri.wordpress.com/2013/03/02/puzzle-no-313-knapp-daneben-tapa-birthday-special/>

2014 = STATUE PARK

<https://www.gmpuzzles.com/blog/2014/03/statue-park-prasanna-seshadri32/>

2015 = BIRTHDAY LOOP

<https://www.gmpuzzles.com/blog/2015/03/birthday-loop-prasanna-seshadri/>

2016 = CASTLE WALL (WITH TOWERS)

<https://www.gmpuzzles.com/blog/2016/03/castle-wall-with-towers-by-prasanna-seshadri/>

2017 = TAPA AND YAJISAN-KAZUSAN

<https://www.gmpuzzles.com/blog/2017/03/birthday-surprise-puzzle-prasanna-seshadri/>

2018 = CANAL VIEW AND SPECIAL CLUES

<https://www.gmpuzzles.com/blog/2018/03/birthday-surprise-puzzle-prasanna-seshadri-2/>

2019 = SANDWICH CONS SUDOKU

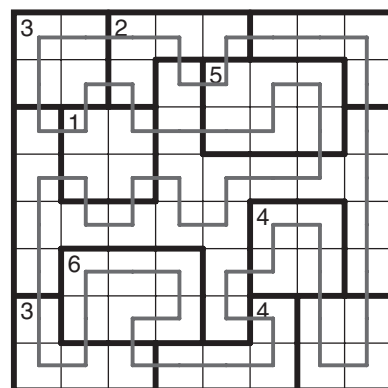
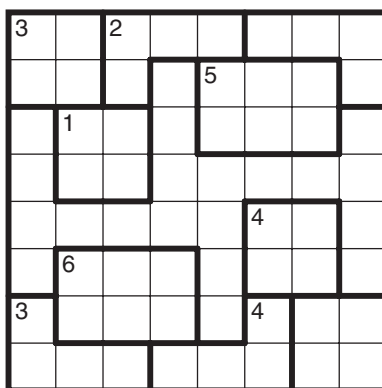
<https://www.gmpuzzles.com/blog/2019/03/birthday-surprise-sudoku-by-prasanna-seshadri/>

2020 = SWIVELLING SERPENT

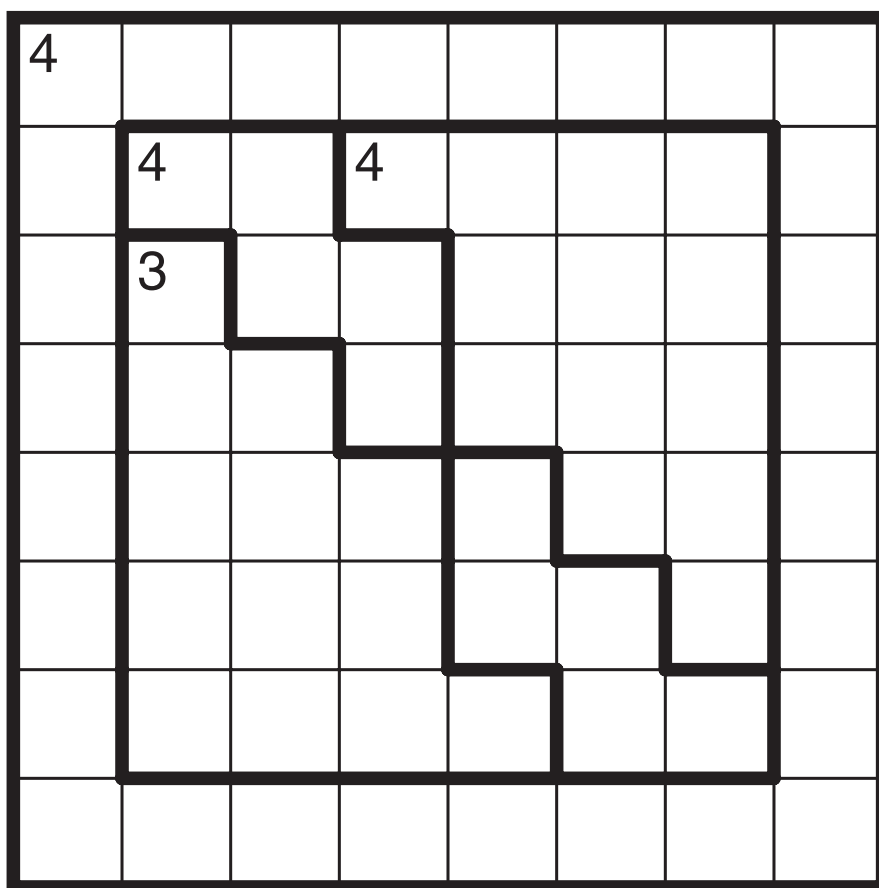
<https://www.gmpuzzles.com/blog/2020/03/swivelling-serpents-birthday-surprise-by-prasanna-seshadri/>

Maxi Loop by Murat Can Tonta

Rules: Draw a single non-intersecting loop in the grid that passes through all white cells. If a number clue is given in a bold region, that number indicates the total count of cells passed through by the largest connected loop section(s) in the region.

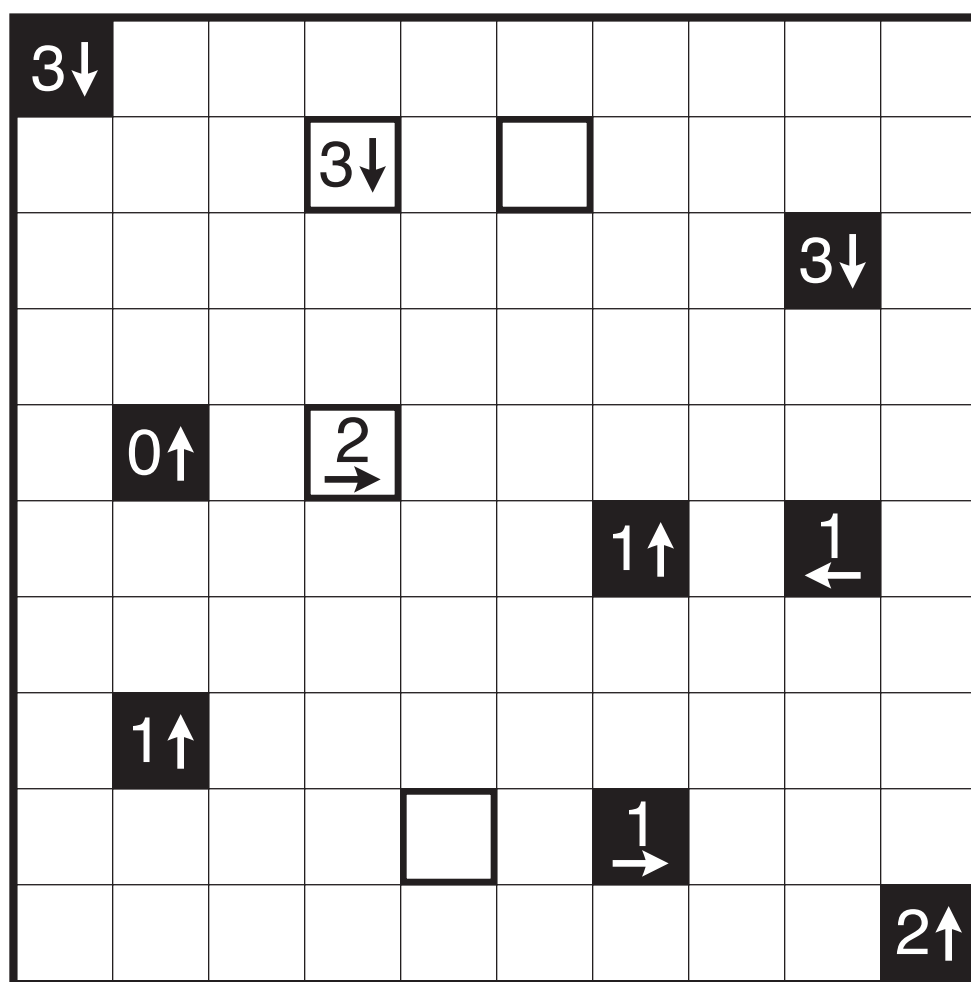


Example by Serkan Yürekli



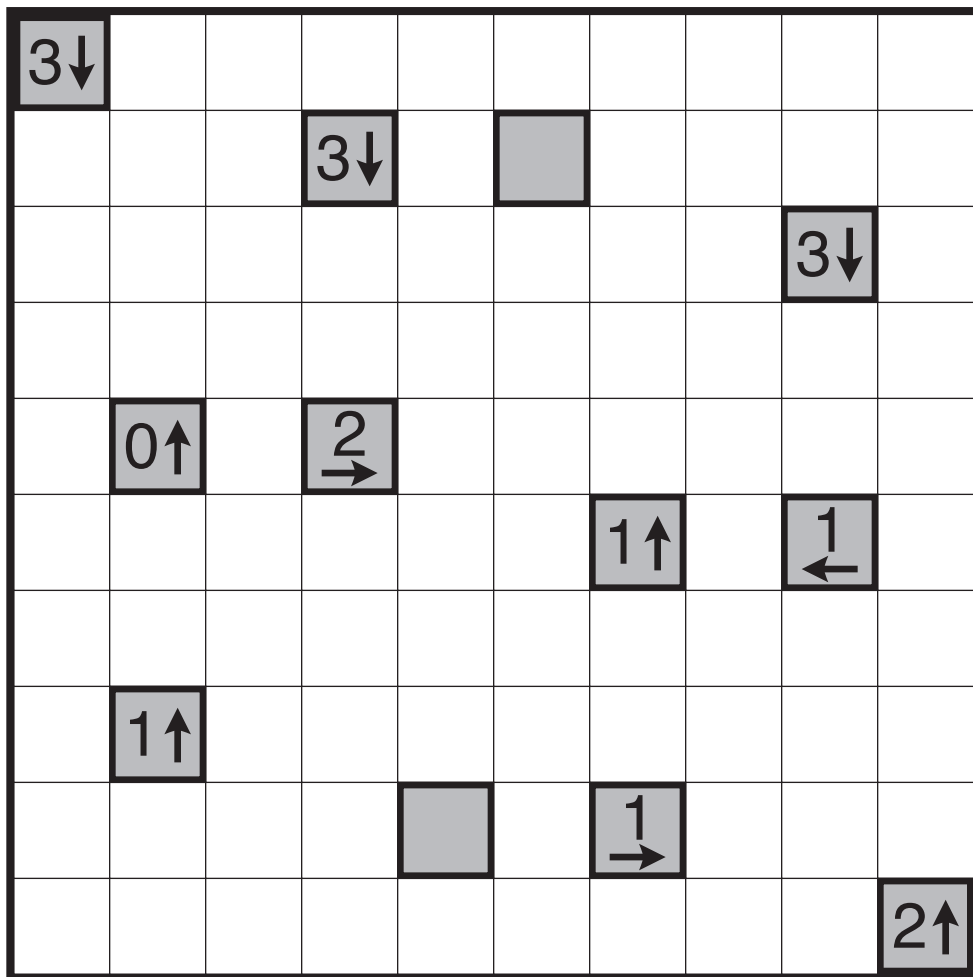
Wbox

Castle Wall by Thomas Snyder



(from 2021 Puzzle Grand Prix: US Round)

Yajilin by Thomas Snyder

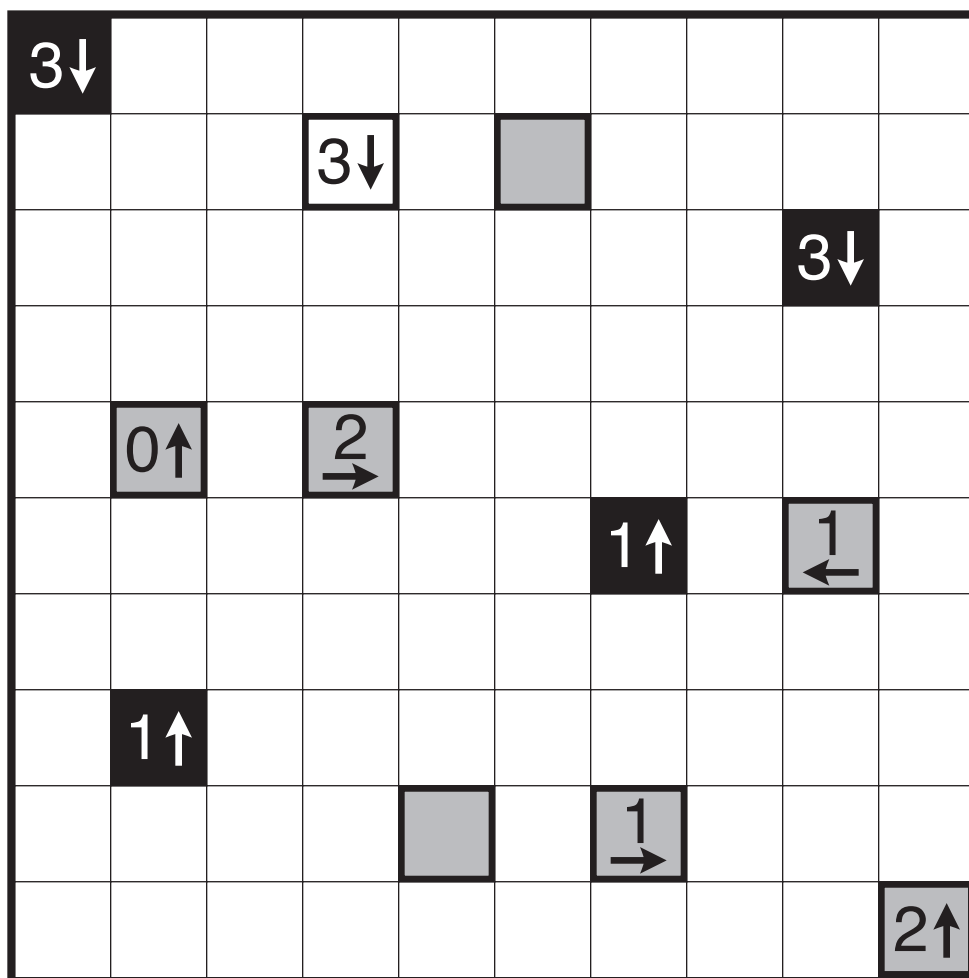


(from 2021 Puzzle Grand Prix: US Round)

Yajilin (Castle Wall) by Thomas Snyder

Rules: Standard Yajilin Rules: Blacken some white cells and then draw a single closed loop (without intersections or crossings) through all remaining white cells. Blackened cells cannot share an edge with each other. Some cells are outlined and in gray and cannot be part of the loop. Numbered arrows in such cells indicate the total number of blackened cells that exist in that direction in the grid.

Also, in addition to the usual gray clues, some clues are white and black and act similarly to Castle Wall clues. White clues must be inside the loop and black clues must be outside the loop. White and black clues indicate the sum of the lengths of loop segments in the indicated direction.



(from 2021 Puzzle Grand Prix: US Round)