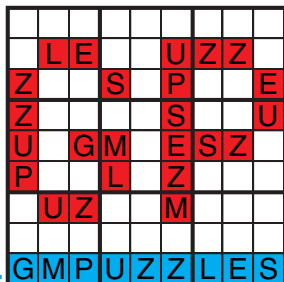




CIPHER

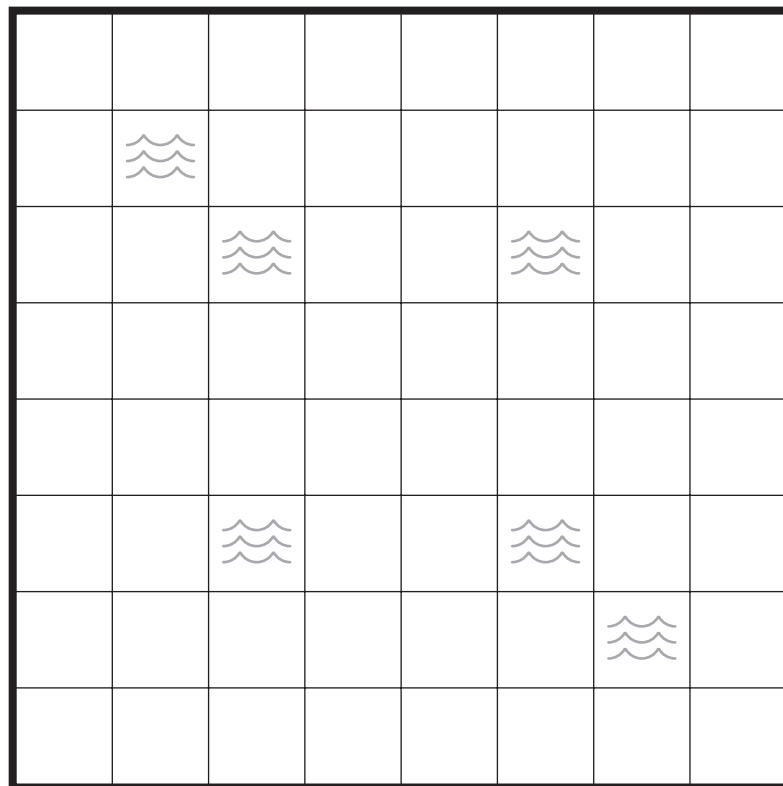
- | | |
|-------------------|-----------------------|
| Serkan Yürekli | Battleships (Cipher) |
| Prasanna Seshadri | Tapa (Cipher) |
| Takeya Saikachi | Pentominous (Cipher) |
| Carl Worth | Yajilin (Cipher) |
| JinHoo Ahn | Skyscrapers (Cipher) |
| Ashish Kumar | Arrow Sudoku (Cipher) |

GRANDMASTER PUZZLES



Battleships (Cipher) by Serkan Yürekli

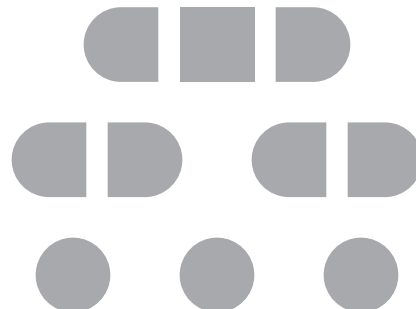
Rules: Standard Battleships rules. Also, the letters A, B, E, L, T represent different digits from 0-9. Identify which letters stand for which digits and then solve the Battleships.



B
A
T
T
L
E

A B A A B A A A

BATTLE



Tapa (Cipher) by Prasanna Seshadri

Rules: Standard Tapa rules, except that the digits have been encoded with a cipher into letters. Each letter represents a different positive integer, for the solver to determine.



○ W				○				P	
		G M				W O W			
			P				W O W		
	M M W				M W				○ W

GMP! WOW WOW!

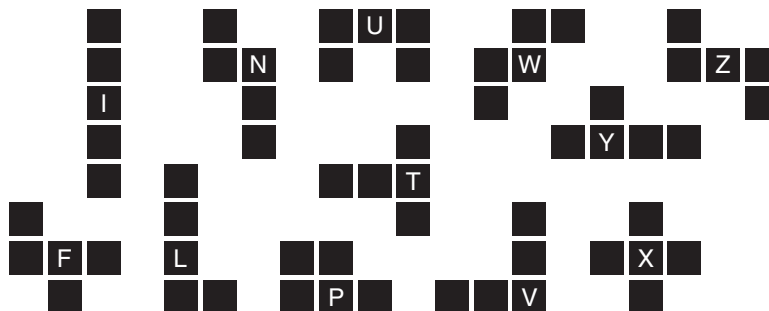
Pentominous (Cipher) by Takeya Saikachi

Rules: Divide the grid into 20 pentominoes so that no two pentominoes of the same shape (including rotations/reflections) share an edge. Each number in this grid represents a clue for a different letter/pentomino as in a regular Pentominous puzzle; all instances of a number must represent the same letter. An inventory of possible pentominoes is given below the puzzle.



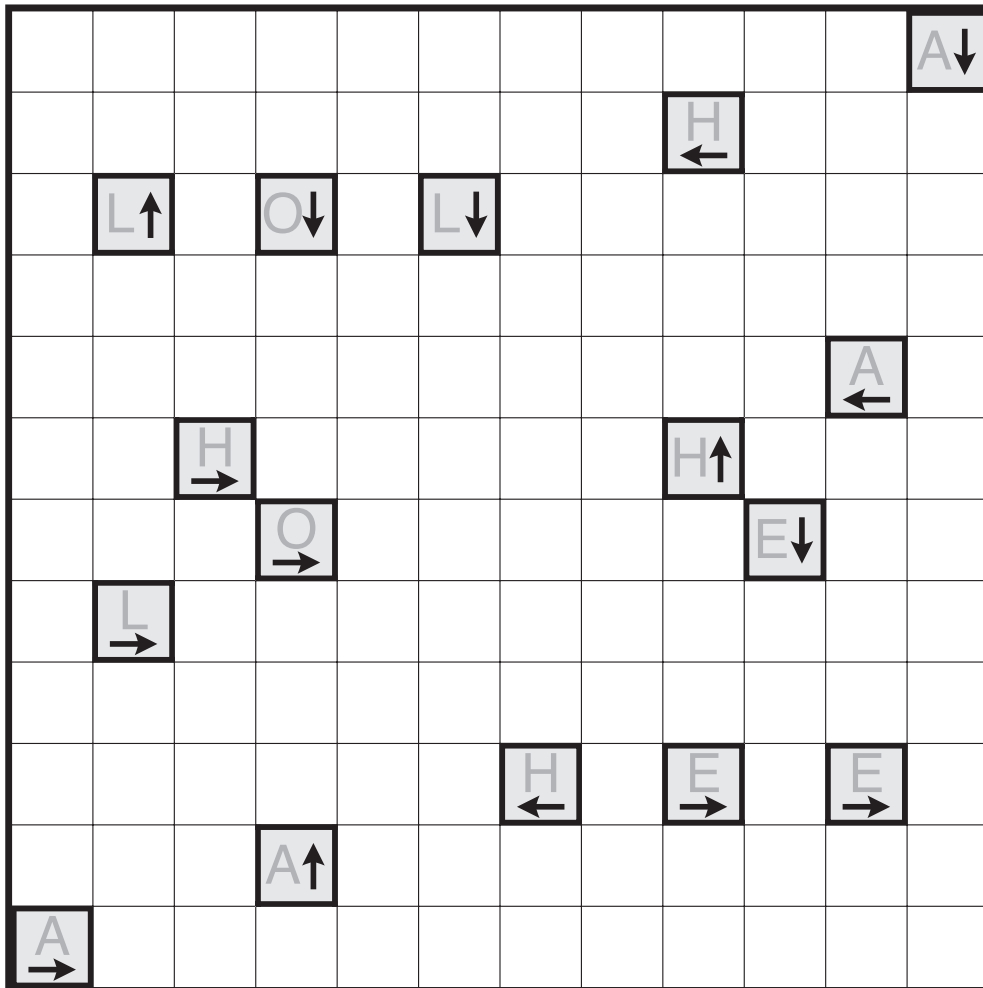
		5	6	1	7	8	5		
		9					5		
		9		1	2		6		
		9		3	4		6		
		9					6		
		8	8	4	2	2	4		

Box in Box



Yajilin (Cipher) by Carl Worth

Rules: Standard Yajilin rules. Also, the letters A, E, H, L, O represent different digits from 0-9. Identify which letters stand for which digits and then solve the Yajilin.



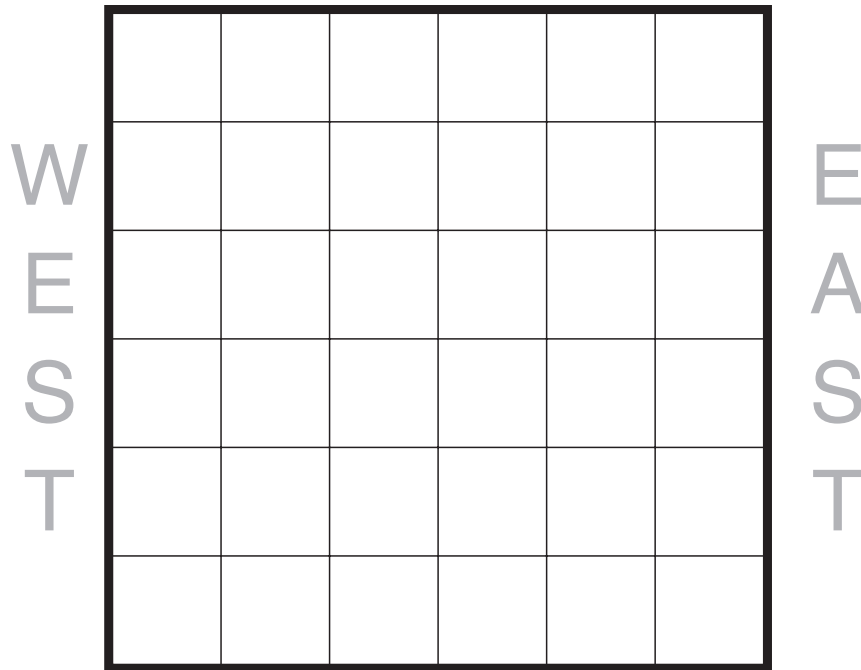
Lots of Laughs

Skyscrapers (Cipher) by JinHoo Ahn

Rules: Standard Skyscrapers rules, using the integers 1-6. Also, each letter represents a different positive integer, for the solver to determine.



N N

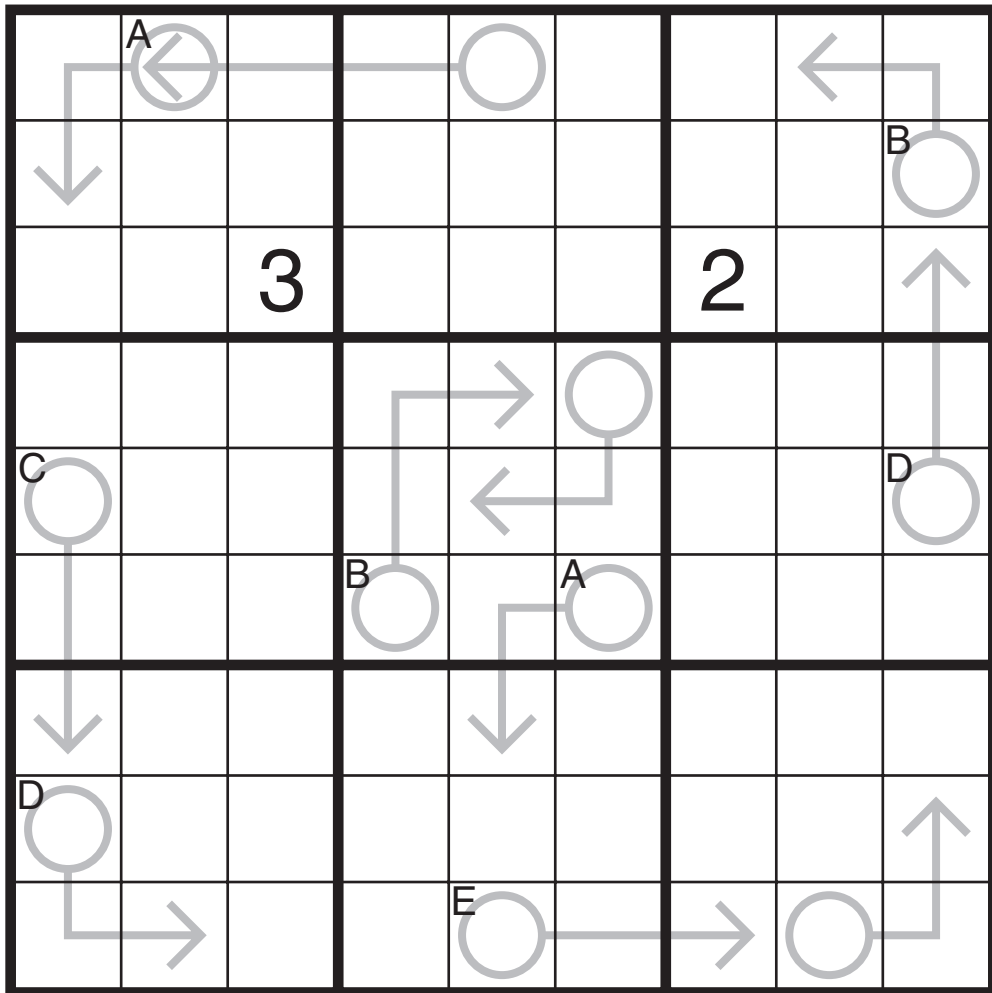


S S

NEWS

Arrow Sudoku (Cipher) by Ashish Kumar

Rules: Standard Arrow Sudoku rules. Also, some of the digits in the circles are encrypted with letters. Each letter represents a different positive integer, for the solver to determine.



Poker Face