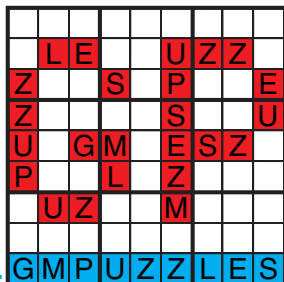




VARIETY

- | | |
|-----------------|--------------------|
| Serkan Yürekli | Tapa-Like Loop |
| Matej Uher | No Four in a Row |
| Michael Tang | Kuromasu |
| David Altizio | Kakuro |
| Murat Can Tonta | Anti-Knight Sudoku |
| JinHoo Ahn | Inverse LITS |

GRANDMASTER PUZZLES



Tapa-Like Loop by Serkan Yürekli

Rules: In this variation of Tapa, the wall is in the form of a single non-intersecting loop. Clues inside the grid represent the number of neighboring cells visited by the loop; if there is more than one number in a cell, each number should be represented with a separate loop segment.

There is no 2x2 rule of Tapa in this puzzle.



2			1 2					3
				2 4		1 1 1		
4								
								1 3
		3 3		3 3				
1					1 3			2

1234

Tapa by Serkan Yürekli

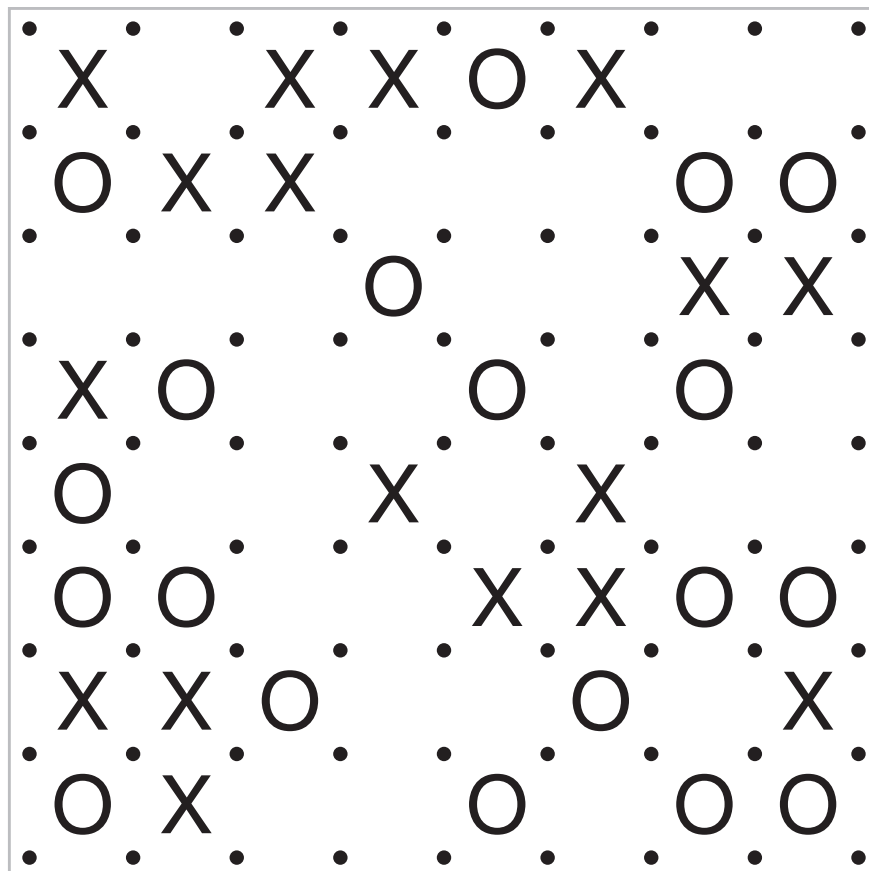


2			¹ ₂					3
				² ₄		¹ ₁ ¹ ₁		
4								
								¹ ₃
		³ ₃		³ ₃				
1					¹ ₃			2

1234

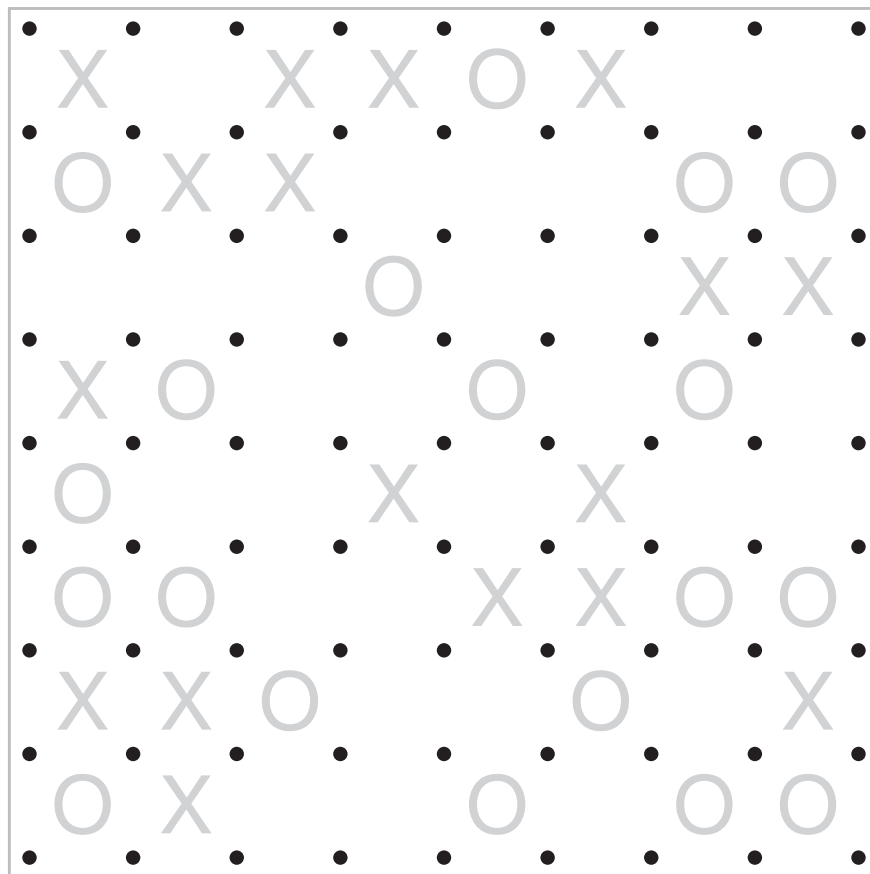
No Four in a Row by Matej Uher

Rules: Place either an 'X' or an 'O' into each empty cell so that four consecutive 'X's or 'O's do not appear horizontally, vertically, or diagonally.



Slitherlink (Cipher) by Matej Uher

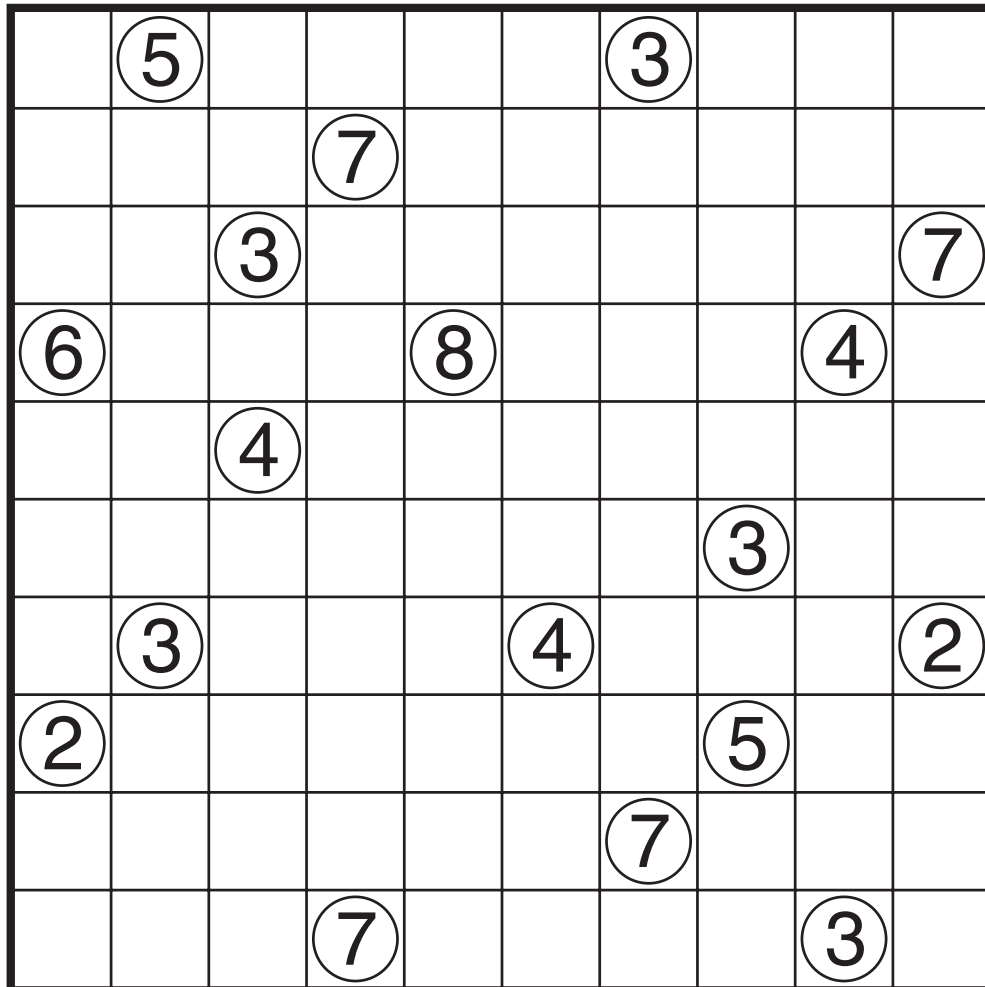
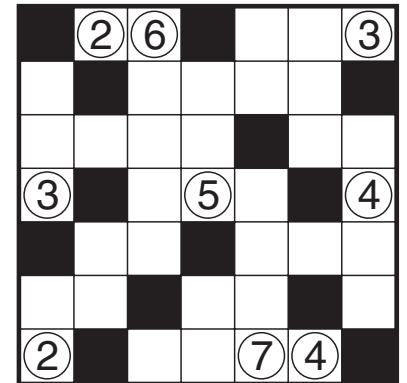
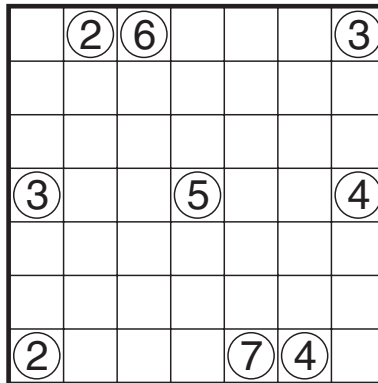
Rules: Standard Slitherlink Rules. Also, the letters X and O stand for two different digits from 0 - 3.



No Four in a Row

Kuromasu by Michael Tang

Rules: Shade some empty cells black so that each number indicates the total count of white cells connected vertically and horizontally to that number including the numbered cell itself. Black cells cannot share an edge, and all white cells must belong to a single connected group.



A Tale of Two Cities

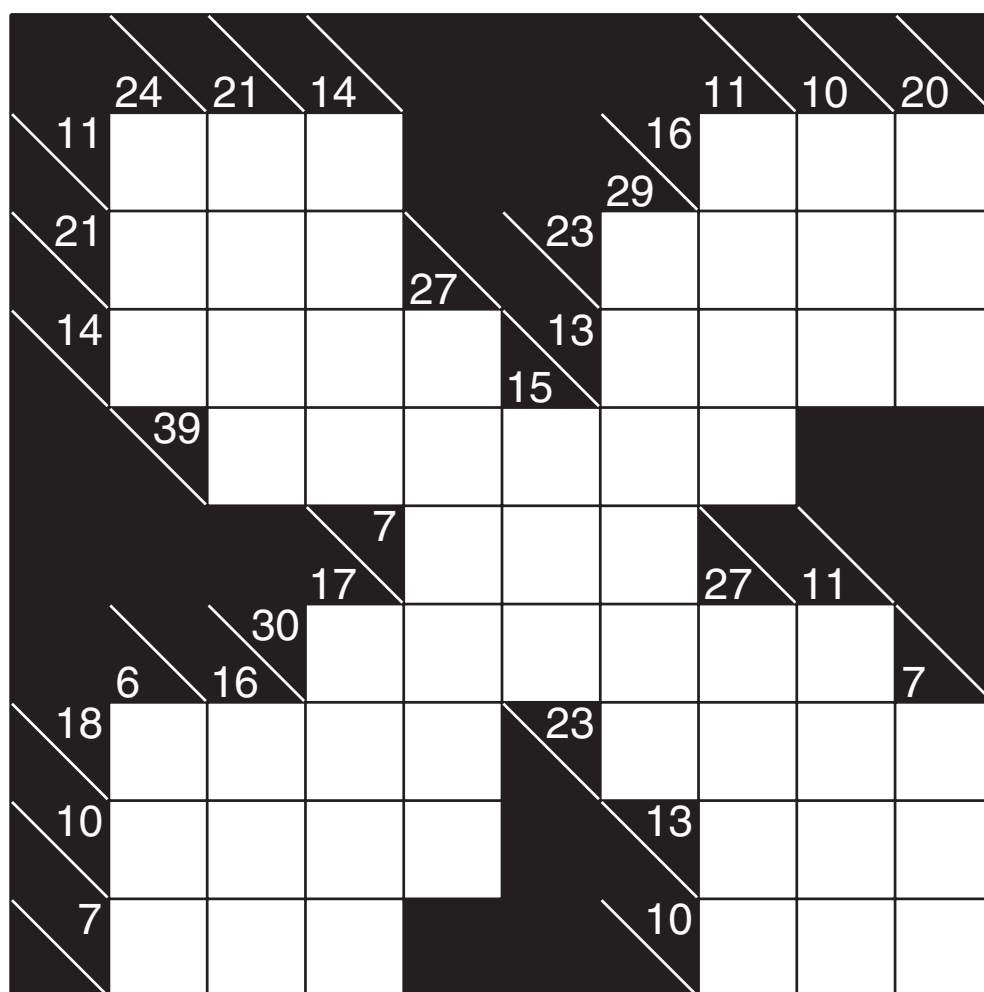
Cave by Michael Tang



	5					3		
			7					
		3						7
6				8				4
		4						
							3	
	3				4			2
2							5	
						7		
			7					3

A Tale of Two Cities

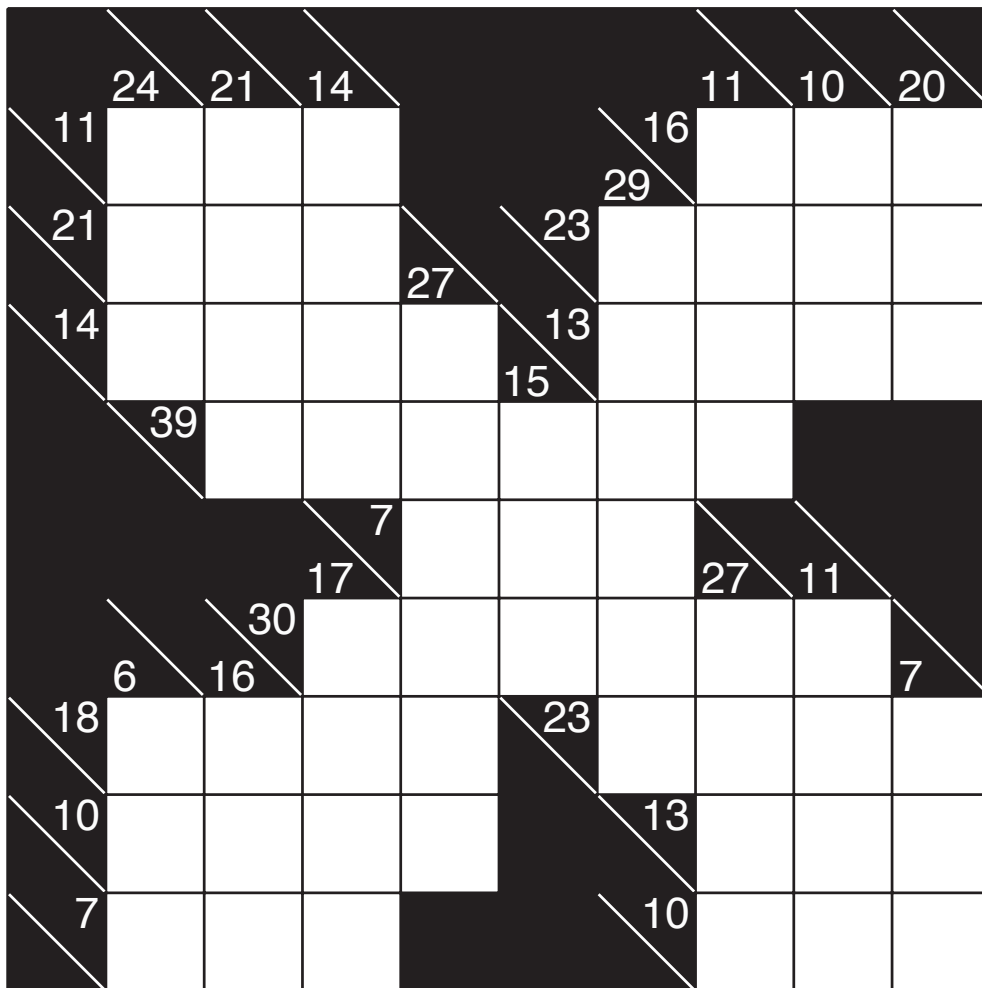
Kakuro by David Altizio



Chi

Kakuro (Duplicate) by David Altizio

Rules: Variation of Kakuro. One digit must be duplicated and appear exactly twice in each entry (i.e., group of cells connected horizontally or vertically without any black cells between). All other digits must not repeat within an entry.



Chi

Anti-Knight Sudoku by Murat Can Tonta

Rules: Standard Sudoku Rules. Also, digits cannot repeat in any cells separated by a chess knight's move.

	x		x	
x				x
		1		
x				x
	x		x	



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

Nonconsecutive Sudoku by Murat Can Tonta

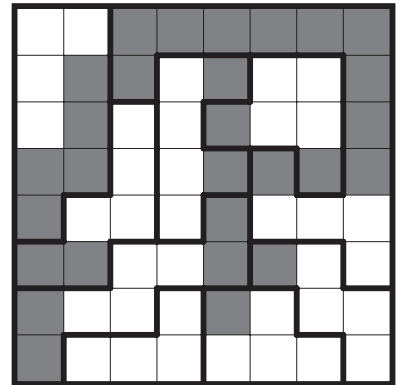
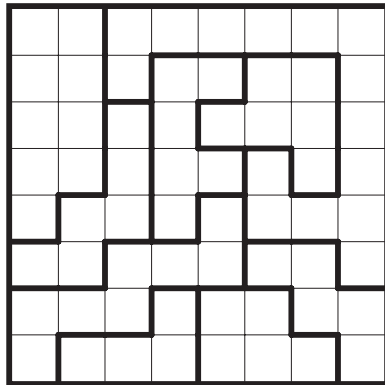
Rules: Standard Sudoku Rules. Also, numbers in adjacent cells cannot be consecutive (i.e., differ by one).



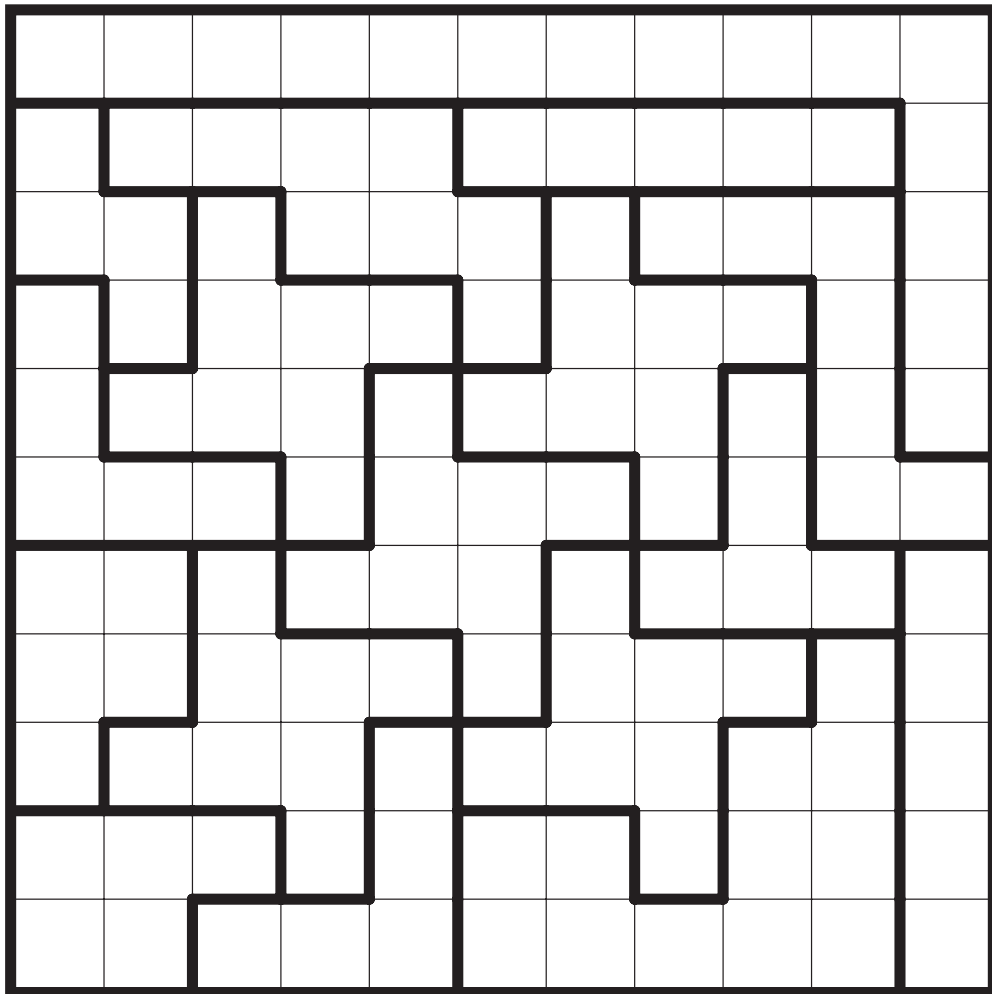
		8		1				
			2		3			
	1			9	2		5	
3								1
	5		8	3			4	
			7		4			
				6		4		

Inverse LITS by JinHoo Ahn

Rules: Shade some cells black so that in each region there are exactly four unshaded cells that form an L, I, T, S, or O tetromino. When two unshaded tetrominoes share an edge across regions, they must not be the same shape regardless of rotations or reflections. All shaded cells must be connected into a single group, but no 2x2 group of cells can be entirely shaded black.

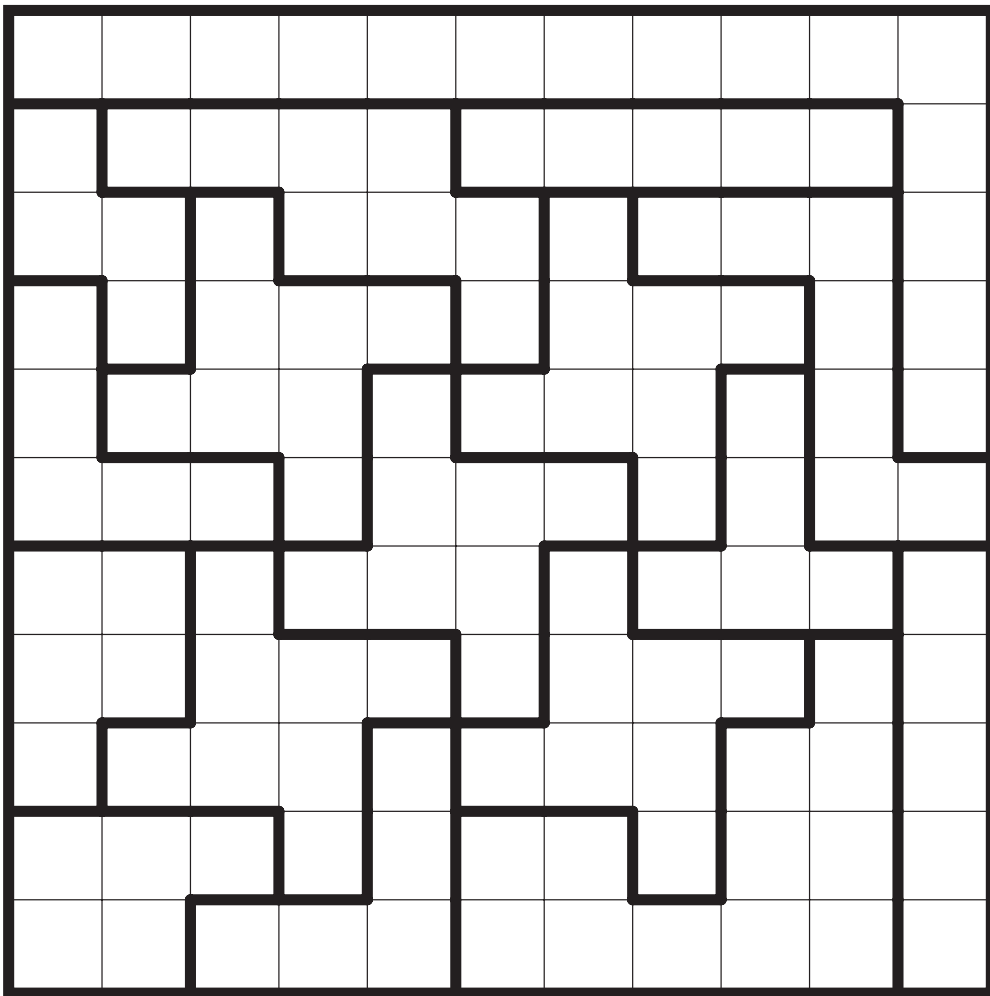


Example by Thomas Snyder



Five Shurikens

LITS by JinHoo Ahn



Five Shurikens