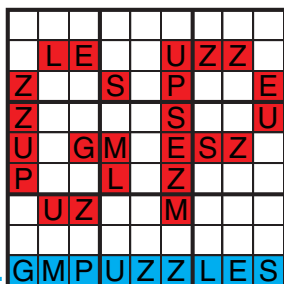




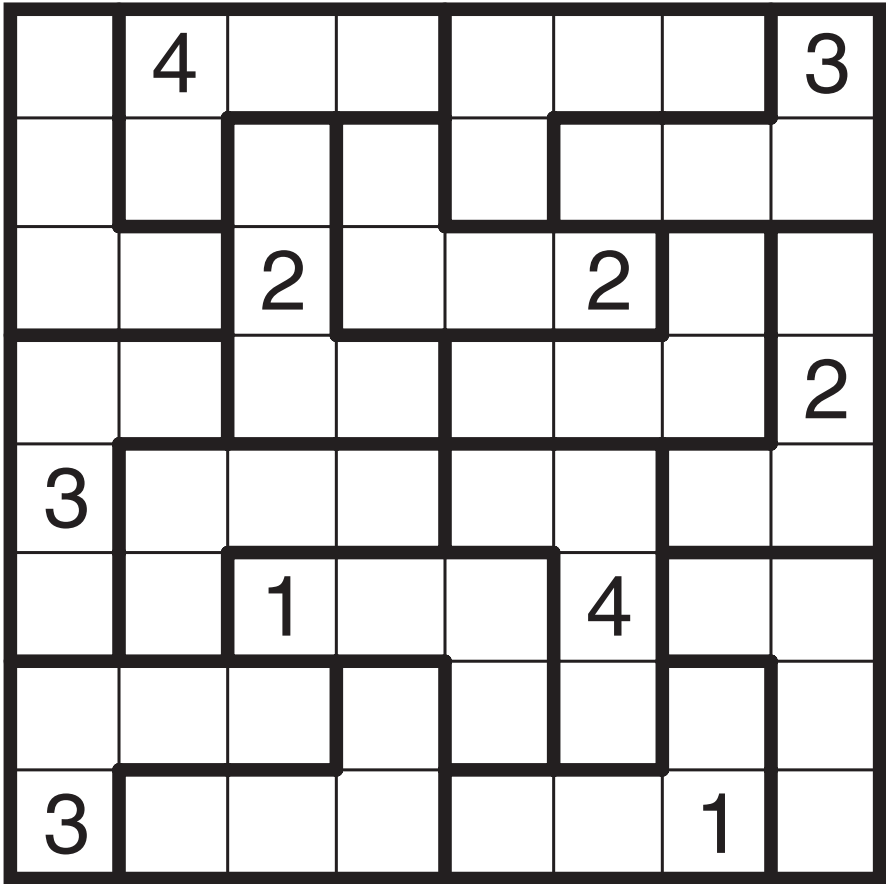
NANRO

Michael Tang Nanro
Thomas Snyder Nanro
Ashish Kumar Nanro
Grant Fikes Nanro (Signpost)
Palmer Mebane Nanro
Bryce Herdt Nanro Loop

GRANDMASTER PUZZLES



Nanro by Michael Tang



L Tetrominoes

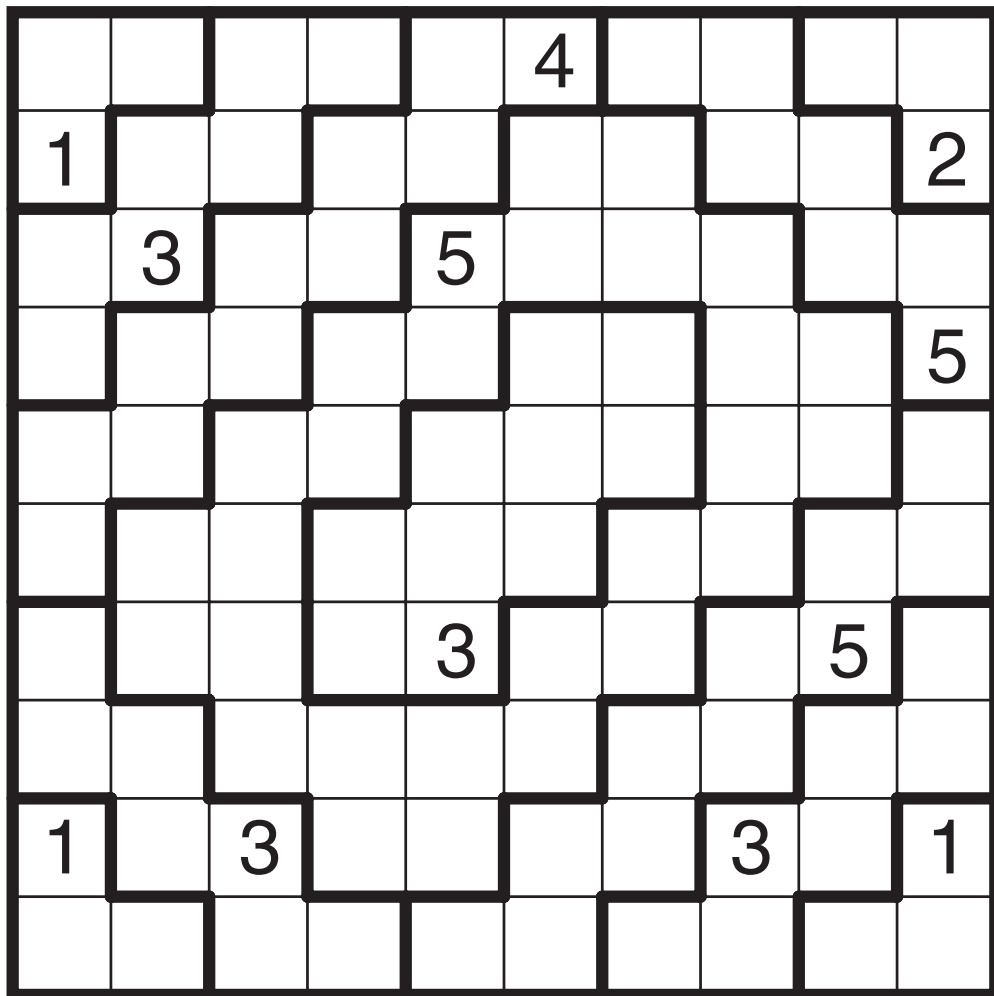
Nanro by Thomas Snyder



	1						2		
					2				3
		2							
3			3		2				
				1		3			1
							3		
1				3					
		2							3

Centered Squares

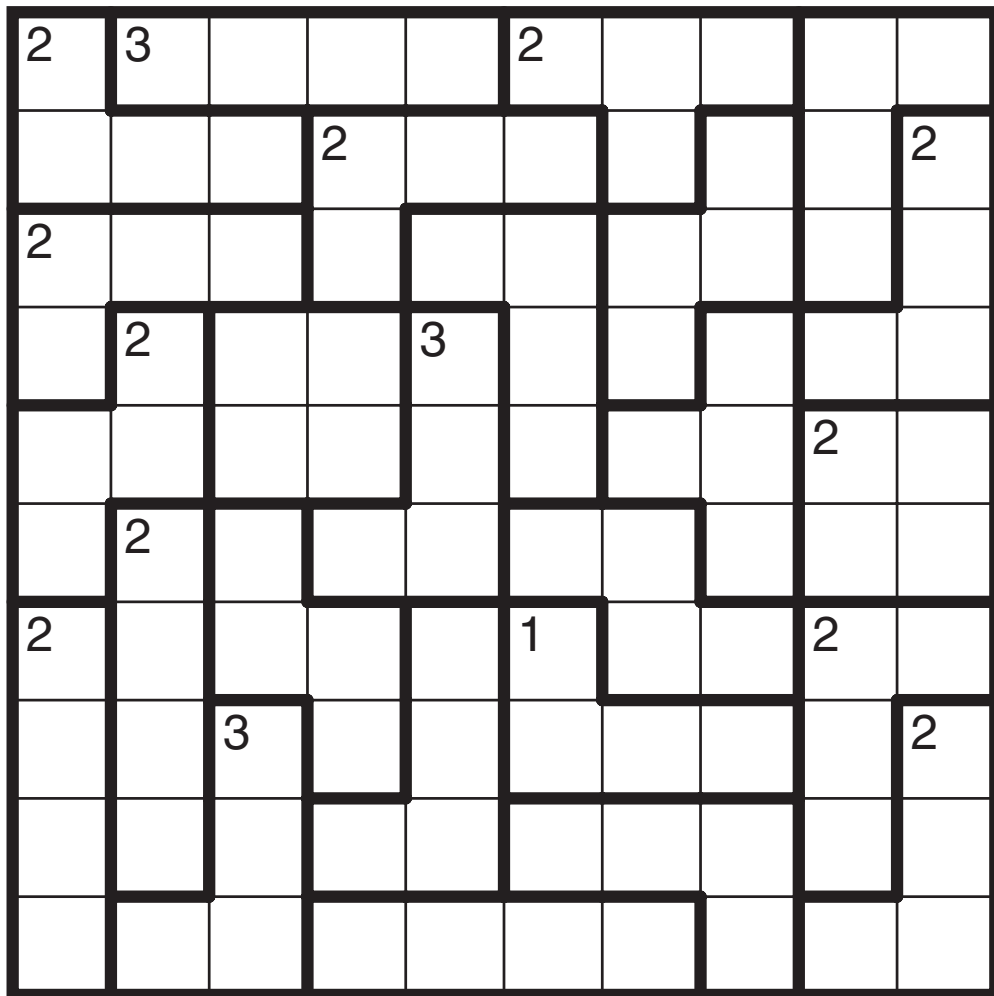
Nanro by Ashish Kumar



Colosseum

Nanro (Signpost) by Grant Fikes

Rules: Variation of Nanro. Label some cells with numbers to form a single connected group of labeled cells. No 2x2 group of cells may be fully labeled. Each label number (including black given numbers) must be equal to the total count of labeled cells in that bold region, and all bold regions contain at least one labeled cell. The given numbers indicate how many cells are labeled in that region (but not necessarily which cells are labeled). When two label numbers are orthogonally adjacent across a region boundary, the numbers must be different.



Tetrominoes

Nanro by Palmer Mebane

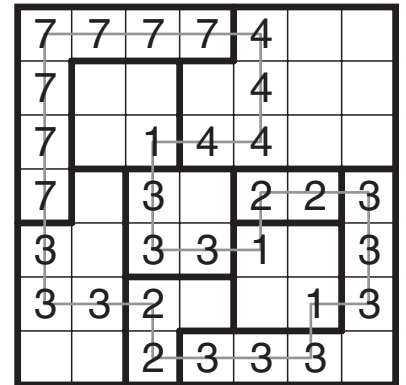
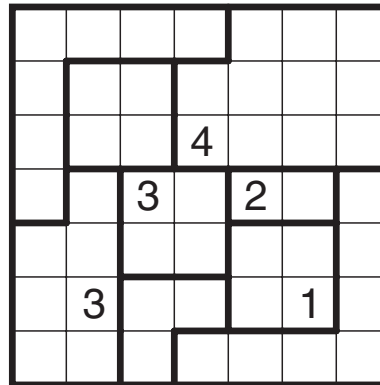


								6	
7				3					
									6
7									
									6
	7								

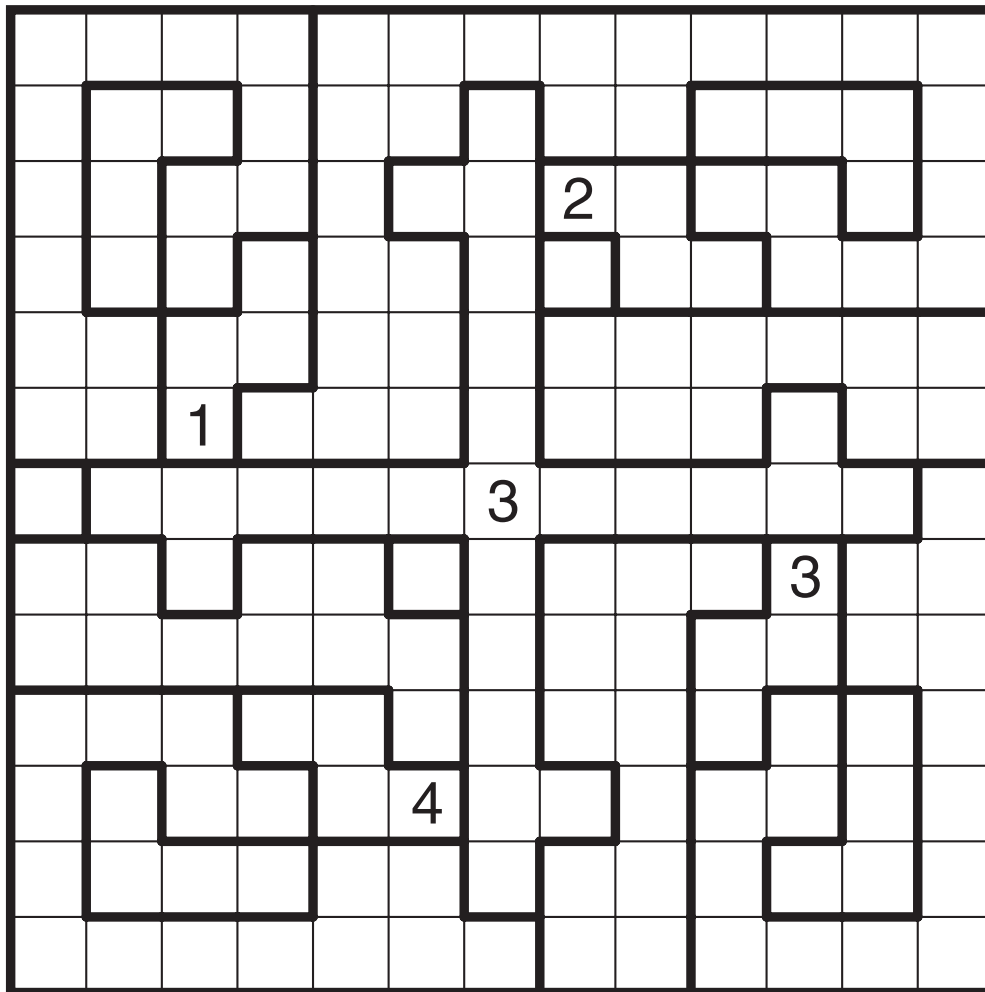
Six Afraid of Seven

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