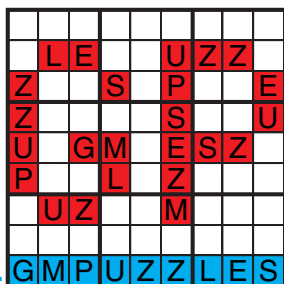




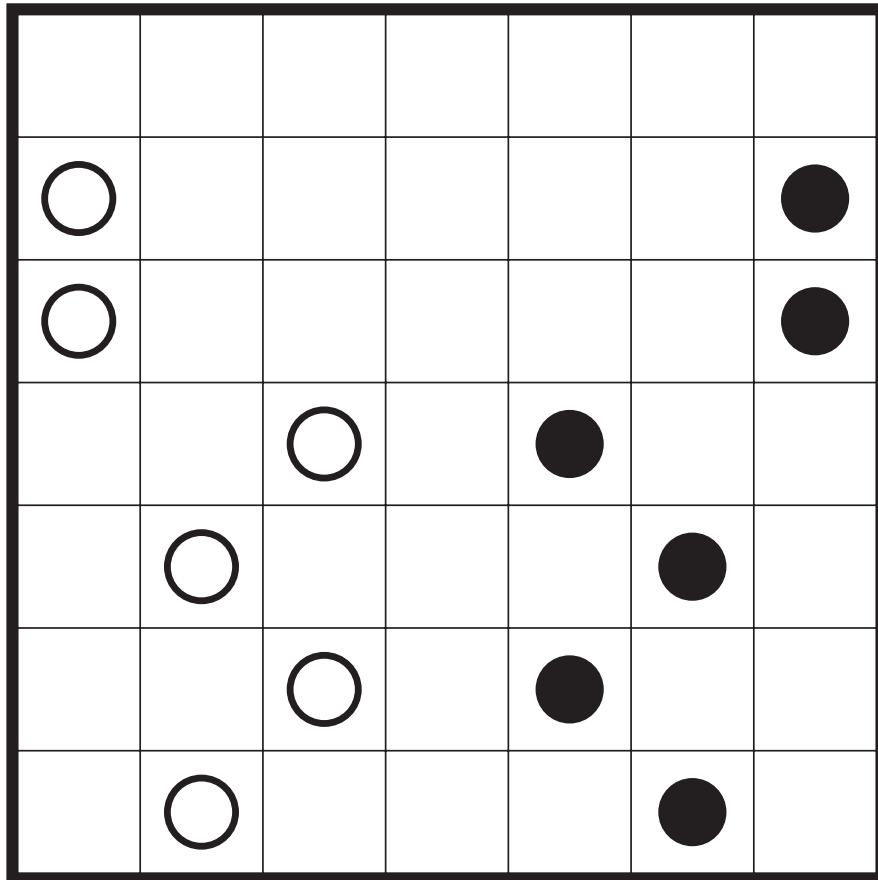
# STATUE PARK

Grant Fikes Statue Park  
David Altizio Statue Park  
Salih Alan Statue Park  
Murat Can Tonta Statue Park (Half and Half)  
Sam Cappleman-Lynes Statue Park  
JinHoo Ahn Statue Park (Tapa Clues)

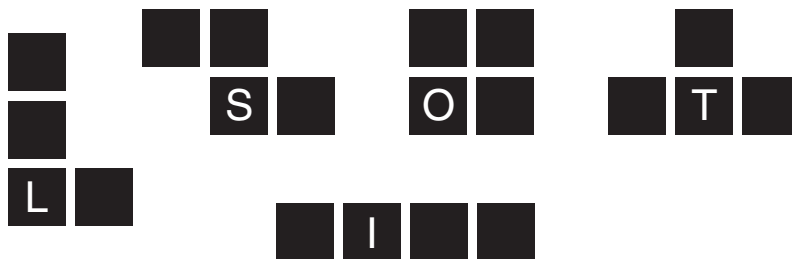
## GRANDMASTER PUZZLES



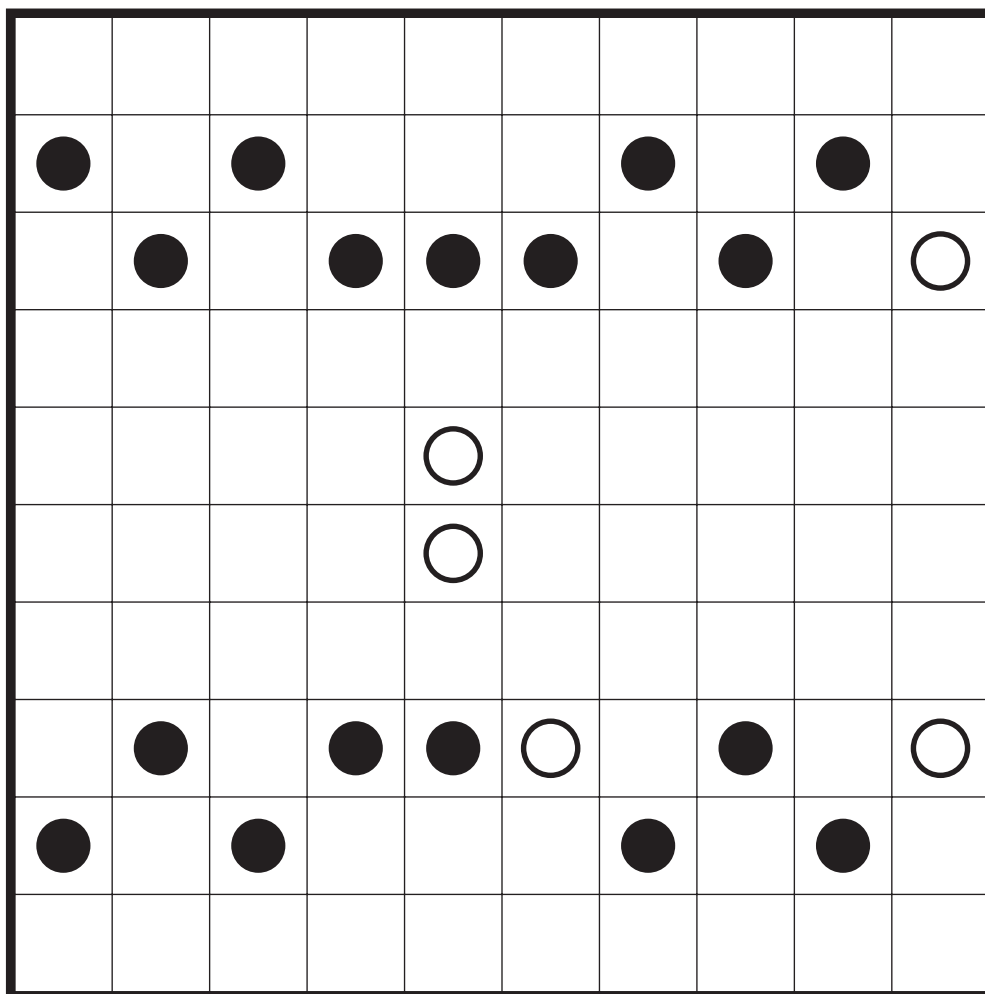
# Statue Park by Grant Fikes



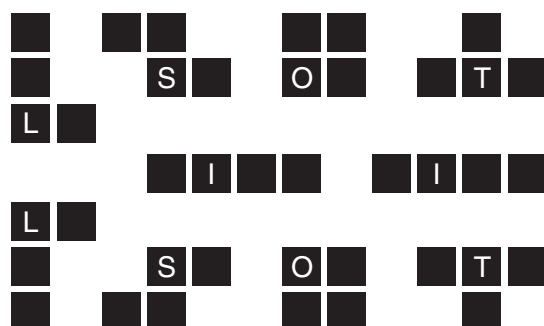
*Magic Mirror*



# Statue Park by David Altizio



*Off by One*

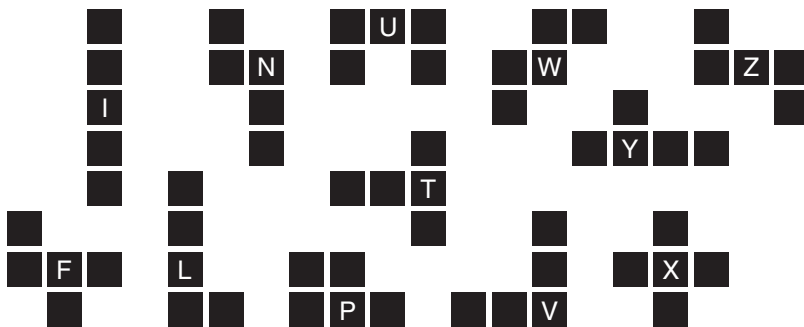


# Statue Park by Salih Alan



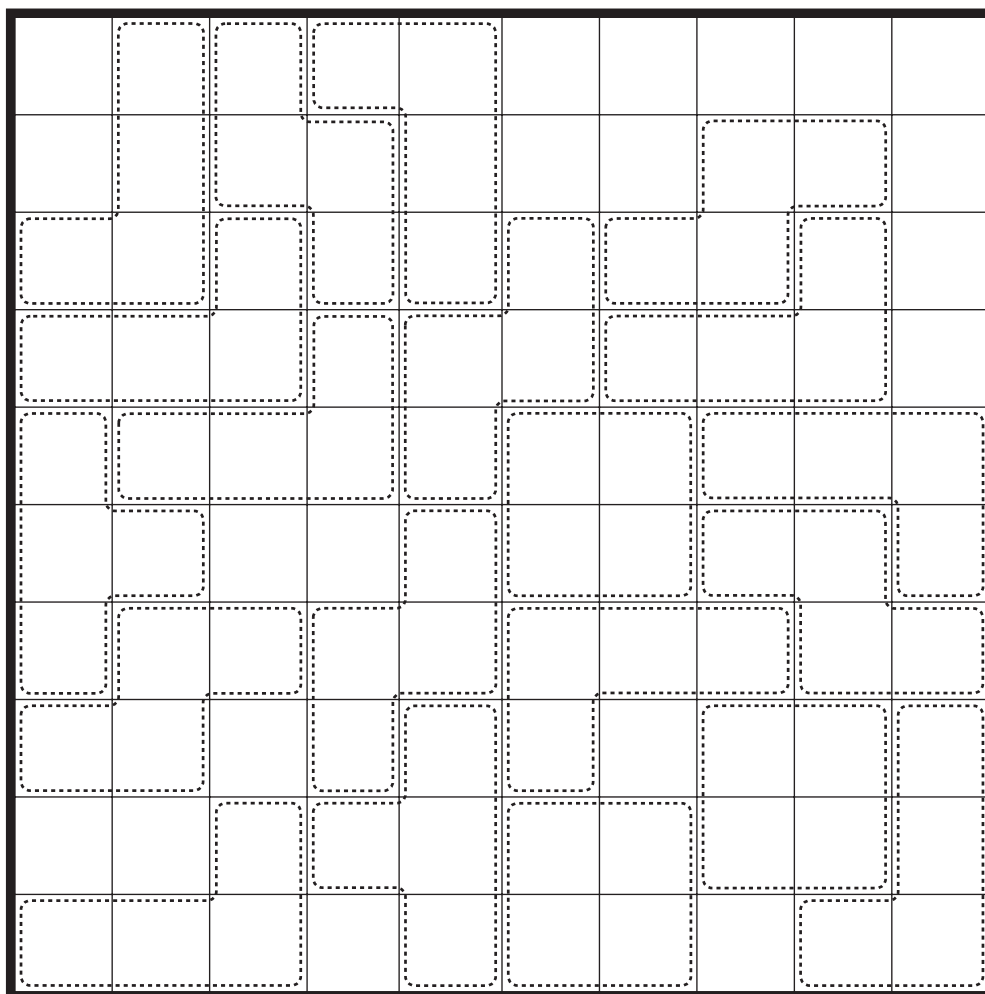
	○	●	○	○	●						
	○										
	●	○	○	●					○		
				○					○		
	○	○	●	○		●	○	○	●		
○	●					○					
○						○	●	○			
●								○	●	○	○
○	○	●		○	○	●					●
		○	○	●		○		○	●	○	○
						○	●	○			

*Dotted Snake*

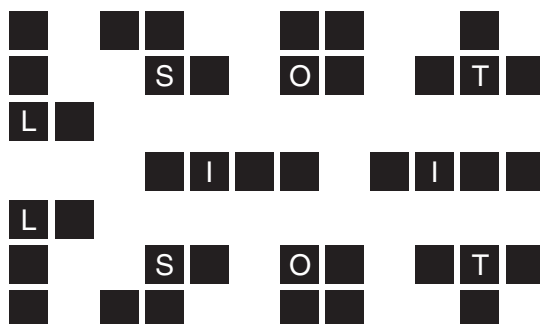


# Statue Park (Half and Half) by Murat Can Tonta

Rules: Standard Statue Park rules, using a double tetromino set. Also, there are some given cages with dashed lines. In each cage, exactly half of the total number of cells must be occupied by tetrominoes.



*Where Are the Circles?*

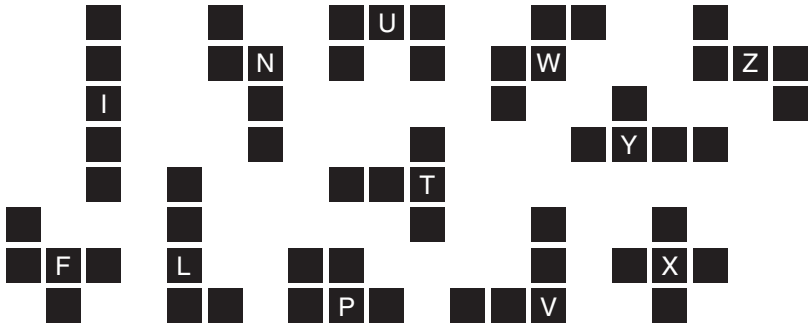


# Statue Park by Sam Cappleman-Lynes



			○	○	●	○					
			●	○	○	○					
			○	●	○	○		○	○	○	
								●	○	●	
	○	●	○					○	○	○	
	●	○	○					○	●	○	
	●	○	○								
	○	○	○		○	●	○	○			
					○	○	○	●			
					○	●	○	○			

*Boxes*



# Statue Park (Tapa Clues) by JinHoo Ahn

Rules: Place each of the shapes exactly once into the grid, with rotations and reflections allowed. Pentominoes cannot cover any cells with clues, and no pentominoes can share an edge (diagonal touching allowed). All remaining white cells, including those with clues, must be connected. Number clues behave like Tapa clues and indicate the length of consecutive shaded blocks in the neighboring cells.



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

*Octagon*

