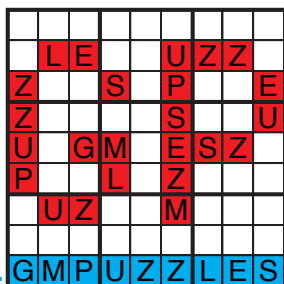




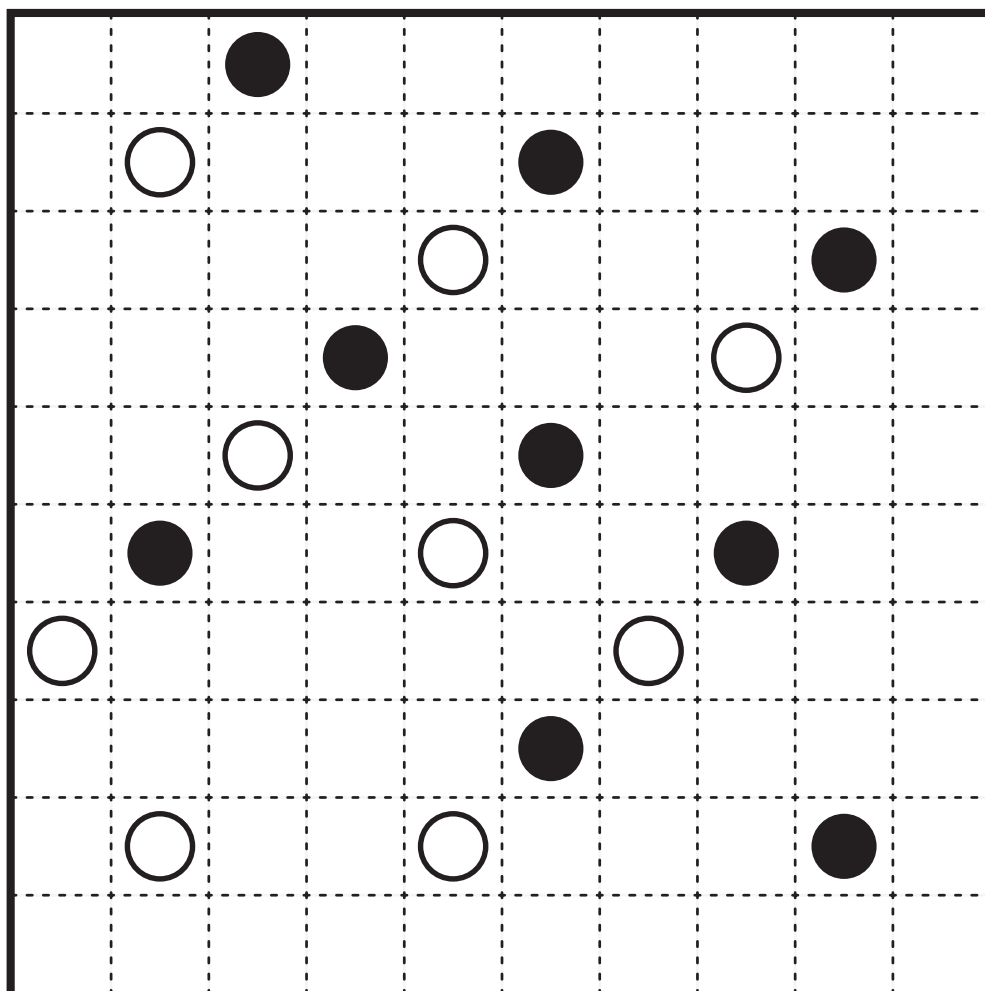
# VARIETY (STARTER PACK)

Tom Collyer Masyu  
Eric Fox Aqre  
Thomas Snyder TomTom  
Akash Douhani Tight Fit Sudoku  
Jonas Gleim Fillomino  
Elyot Grant Pentominonogram

## GRANDMASTER PUZZLES



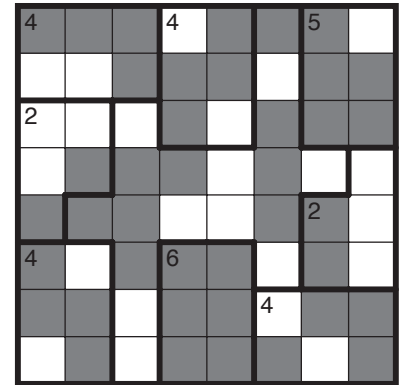
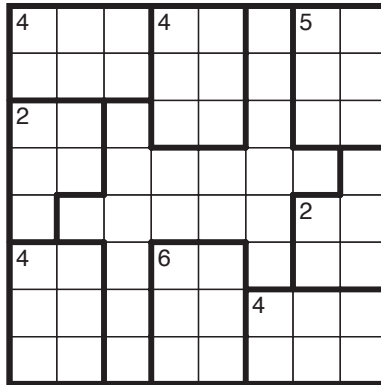
# Masyu by Tom Collyer



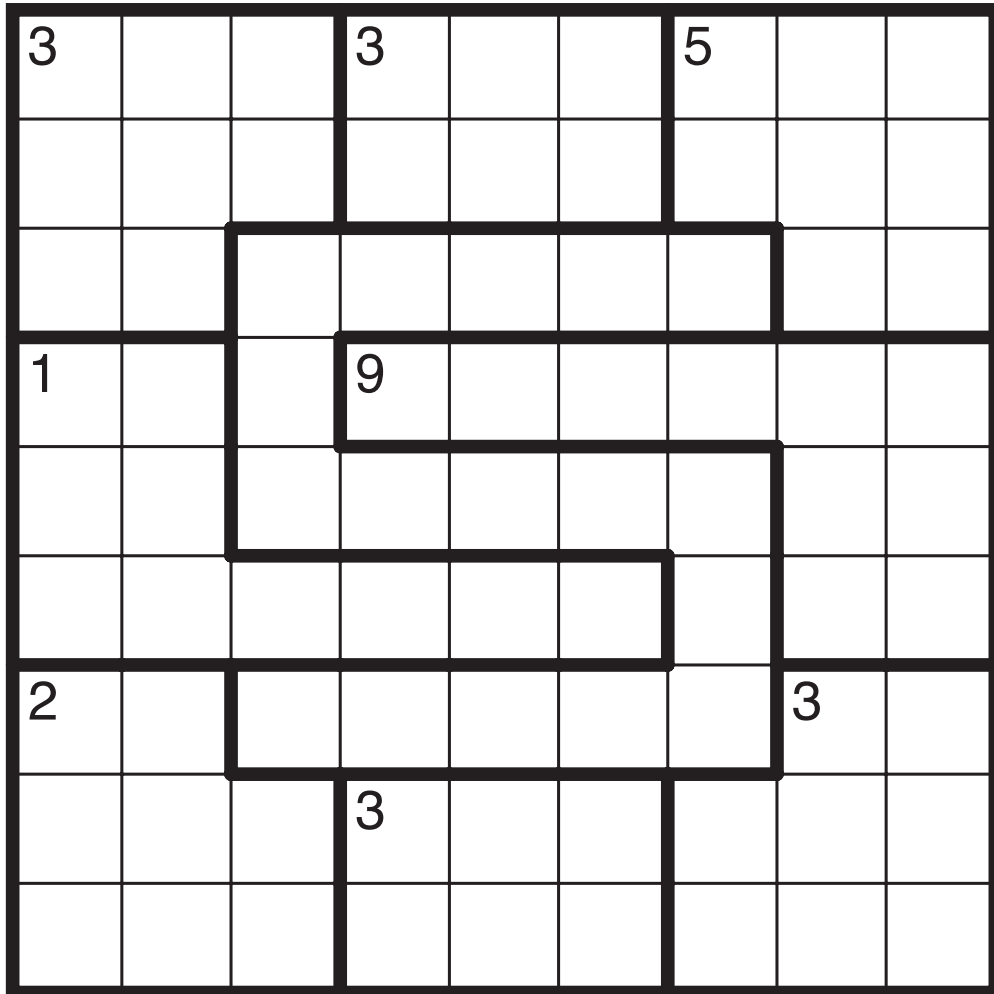
*Diagonals*

# Aqre by Eric Fox

Rules: Shade some cells so that all shaded cells form one connected group. Regions with numbers must contain the indicated count of shaded cells, and it is allowed to shade over the numbered cells. There may not exist a run of four or more consecutive shaded or unshaded cells horizontally or vertically anywhere in the grid.



Example by Serkan Yürekli



S

# TomTom by Thomas Snyder



{1-6}

16		18		20	
	14		6		24
		4	4		
8	12			48	30
10		6			

*Even Steven*

# Tight Fit Sudoku by Akash Doulani



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

*Big Loss*

# Fillomino by Jonas Gleim



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

*Odds vs. Evens*

# Pentominonogram by Elyot Grant

Rules: Shade some cells so that the numbers outside the grid indicate the groups of consecutive black cells which are in that row/column in order, either from left to right or from top to bottom. There must be at least one white cell between any consecutive shaded groups. Rows and columns without outside clues can have any pattern of shaded and unshaded cells. Also, all the shaded cells must be able to be split into the eleven given pentomino shapes. Pentominoes may be flipped and/or rotated.



5	4									
2	3									
1	2	1								

11X

