

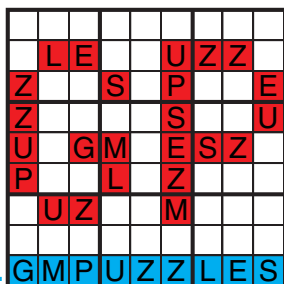


TAKEYA SAIKACHI

DEBUT WEEK

- Takeya Saikachi Tapa-Like Loop
- Takeya Saikachi Sudoku
- Takeya Saikachi Cave (Myopia)
- Takeya Saikachi Kakuro (Consecutive Pairs)
- Takeya Saikachi Tapa (Alternative)
- Takeya Saikachi Battleships (Pentomino)

GRANDMASTER PUZZLES



Tapa-Like Loop by Takeya Saikachi

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.



3			2 4				
							3
			2 4				
				2 2			
4							
				2 3			2

Two Sides

Sudoku by Takeya Saikachi

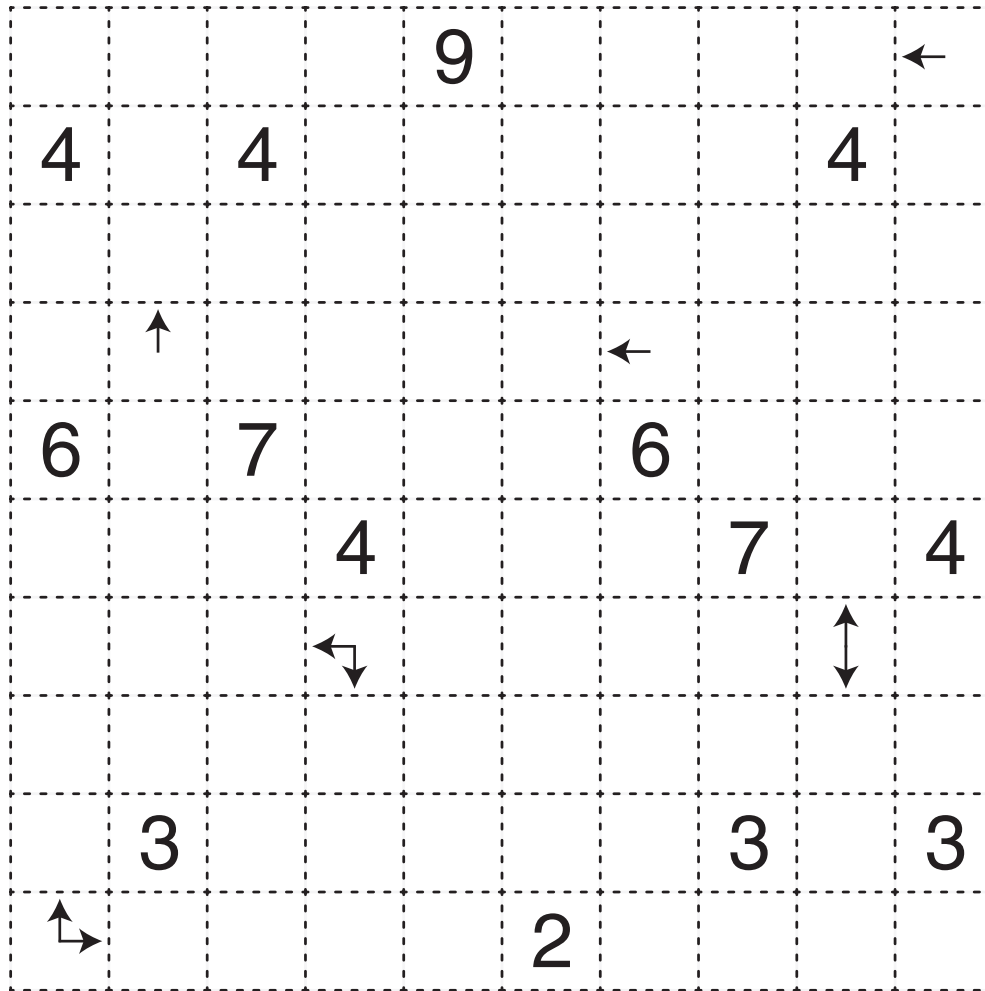


		1				7		9
	4		2				1	
7		5		3				4
	8		6					
		9		4		8		
					1		3	
1				9		5		2
	2				8		4	
3		4				6		

Geometric Shapes

Cave (Myopia) by Takeya Saikachi

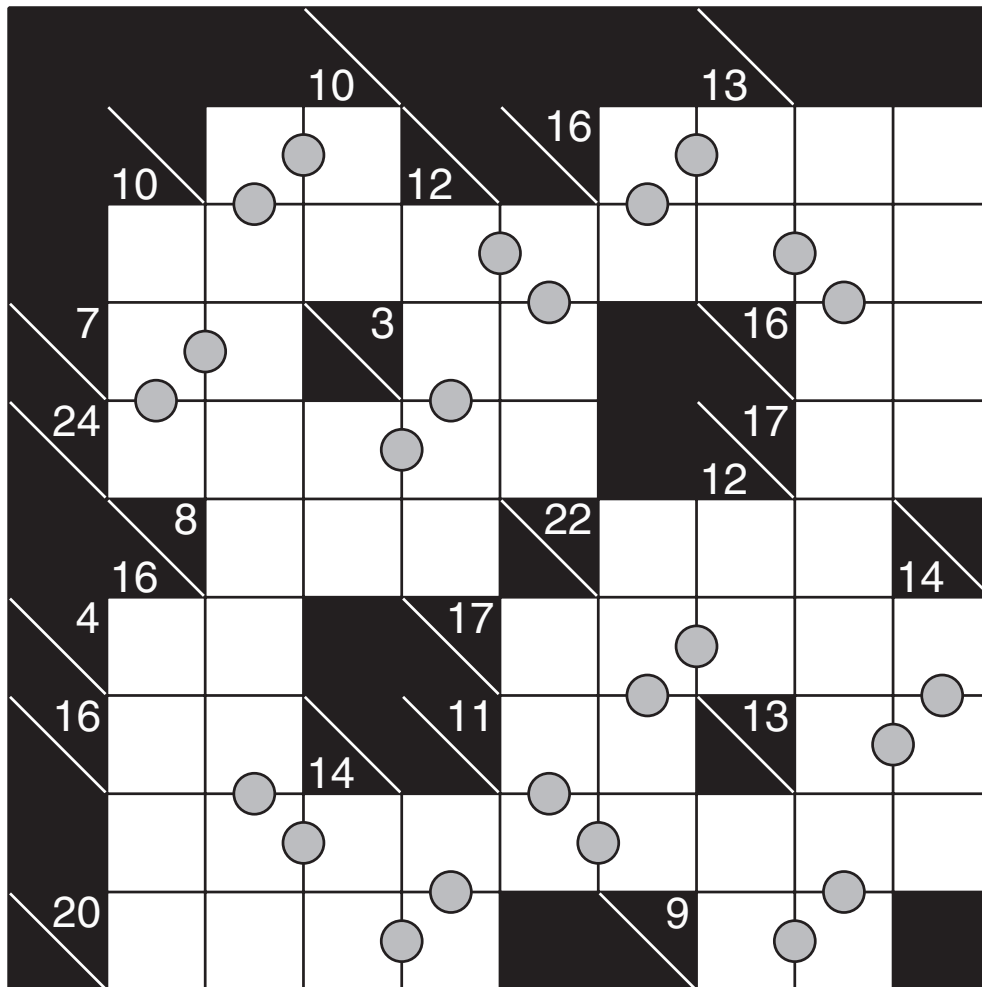
Rules: Standard Cave rules. Also, the arrow clues indicate all the directions (up, down, left, and right) where the nearest shaded cells are located when looking from that square. Arrow clues cannot be shaded.



River

Kakuro (Consecutive Pairs) by Takeya Saikachi

Rules: Standard Kakuro rules. Also, if a gray circle is given between two adjacent cells, then the two numbers in those cells must be consecutive.
 (Note: not all gray circles are given; adjacent cells without a circle may contain either consecutive numbers or nonconsecutive numbers.)



Triominoes

Tapa (Alternative) by Takeya Saikachi

Rules: Standard Tapa rules. Also, exactly one copy of each letter given in the grid must be shaded; other copies of that letter, if present, must be left unshaded.

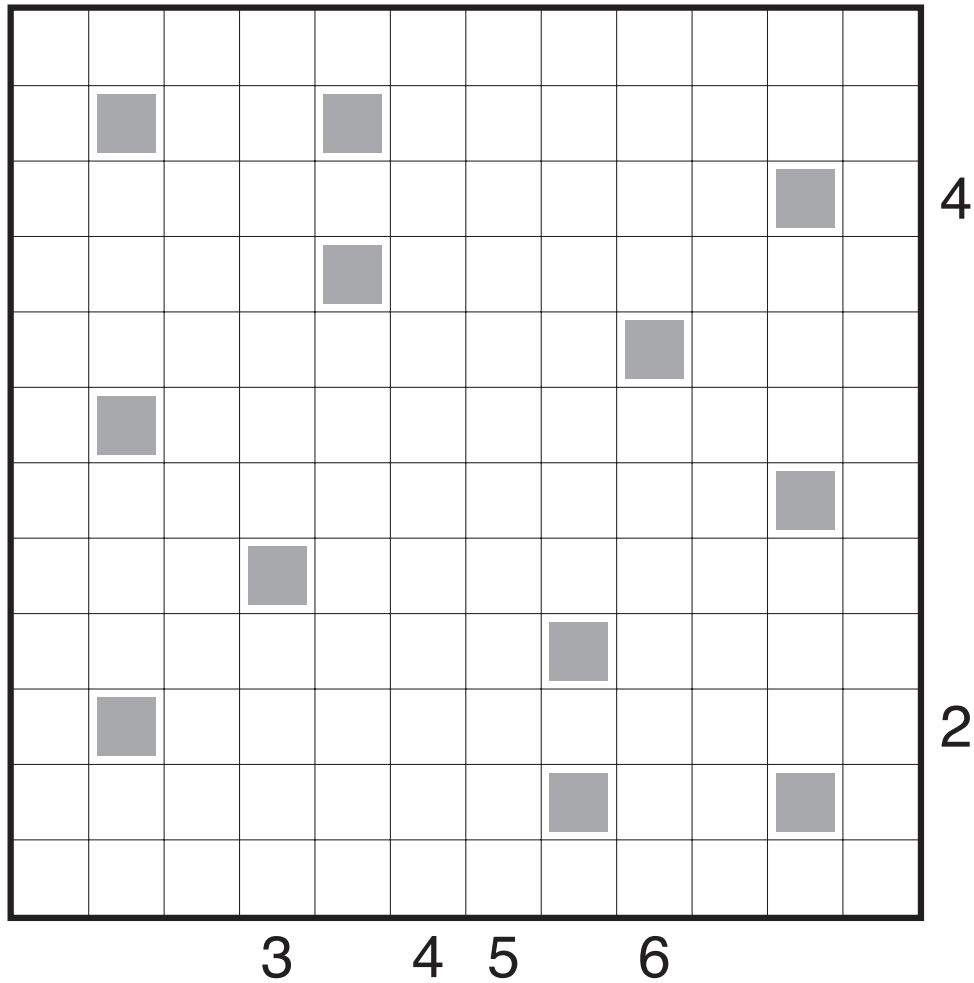


L	O	V	E			O	L	D	
¹ ₂			¹ ₂			¹ ₁			² ₂
2	R	I	G	H	T				2
1				W	R	O	N	G	1
¹ ₁			² ₂			¹ ₂			¹ ₂
	N	E	W			H	A	T	E

Antonyms

Battleships (Pentomino) by Takeya Saikachi

Rules: Standard Battleships rules. Use the indicated fleet. Ships can be rotated and reflected.



Squares

