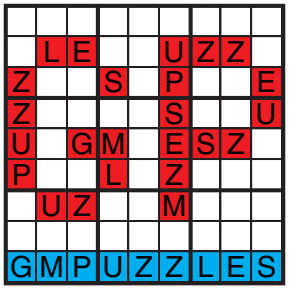
2022/08/15-20

WEEK 32

SMASHED SUMS AND TERRA X

Grant Fikes	Smashed Sums
Ashish Kumar	Smashed Sums
JinHoo Ahn	Terra X
Serkan Yürekli	Smashed Sums
Prasanna Seshadri	Terra X
Sam Cappleman-Lynes	Terra X

GRANDMASTER PUZZLES



Smashed Sums by Grant Fikes

Rules: Fill each row and column of the grid with the digits 1 to 4 and two blackened cells. Numbers outside the grid indicate the sum of the digits between the two blackened cells in that row or column. Blackened cells are allowed to touch.

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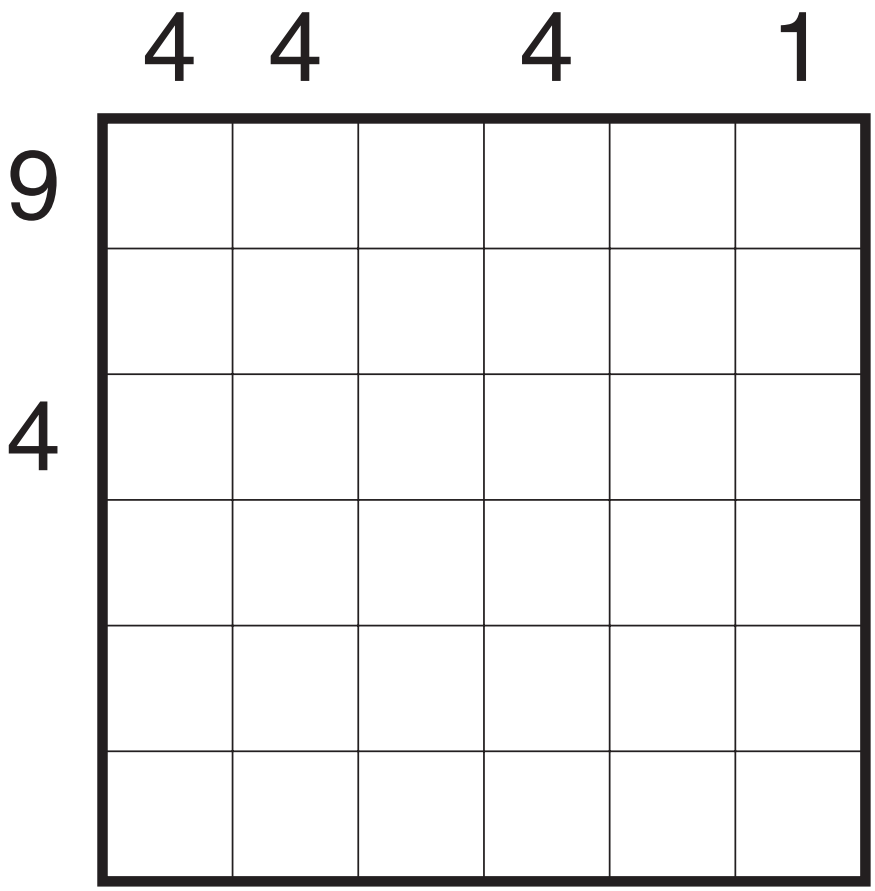

Squared Away {1–4}

Smashed Sums by Ashish Kumar

Rules: Fill each row and column of the grid with the digits 1 to 4 and two blackened cells. Numbers outside the grid indicate the sum of the digits between the two blackened cells in that row or column. Blackened cells are allowed to touch.

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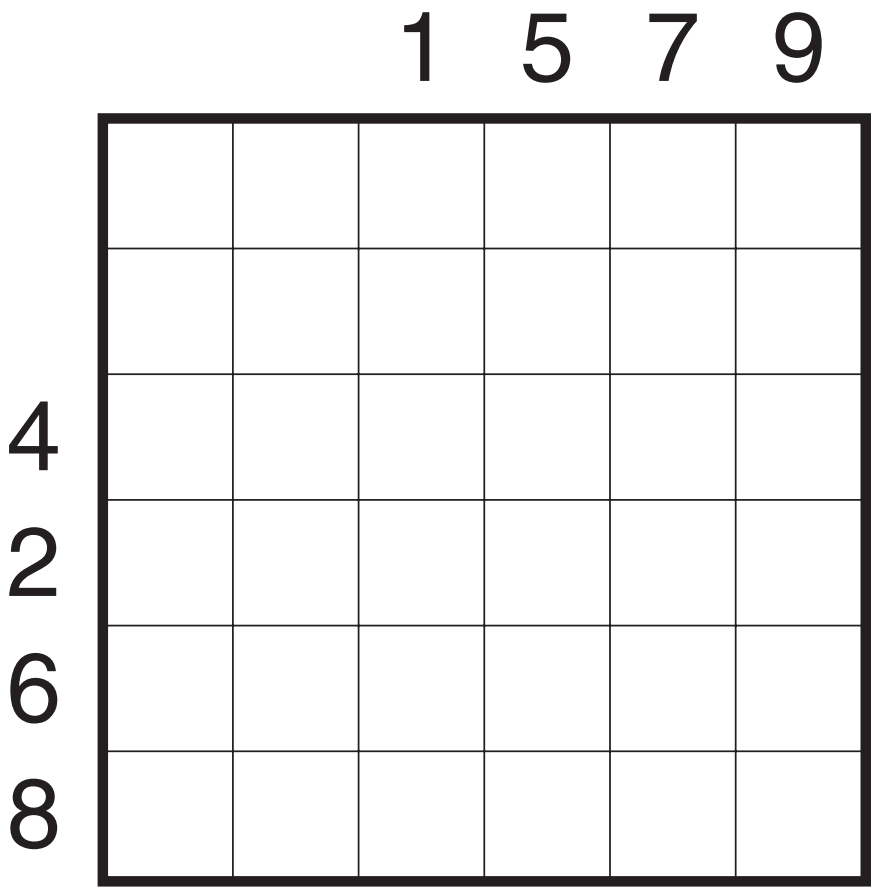
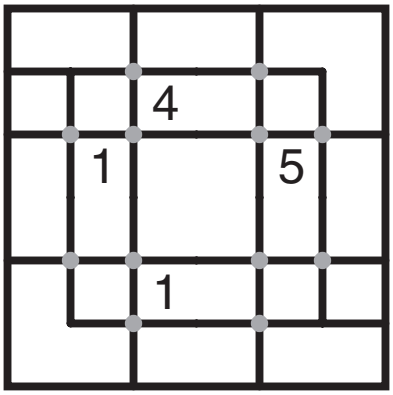


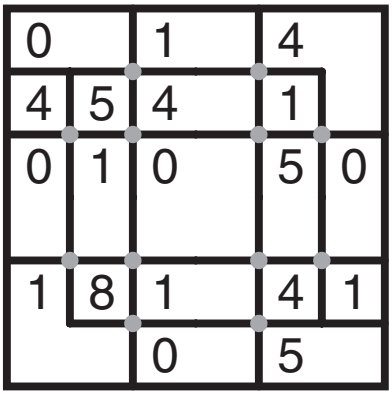
Even Vs Odd

{1–4}

Terra X by JinHoo Ahn

Rules: Place a number from 0 to 9 into each area so that no two areas that touch orthogonally share the same number. Wherever four areas meet at a point (marked with dots as a visual aid), the numbers in those areas must add up to 10.





Example by Serkan Yürekli

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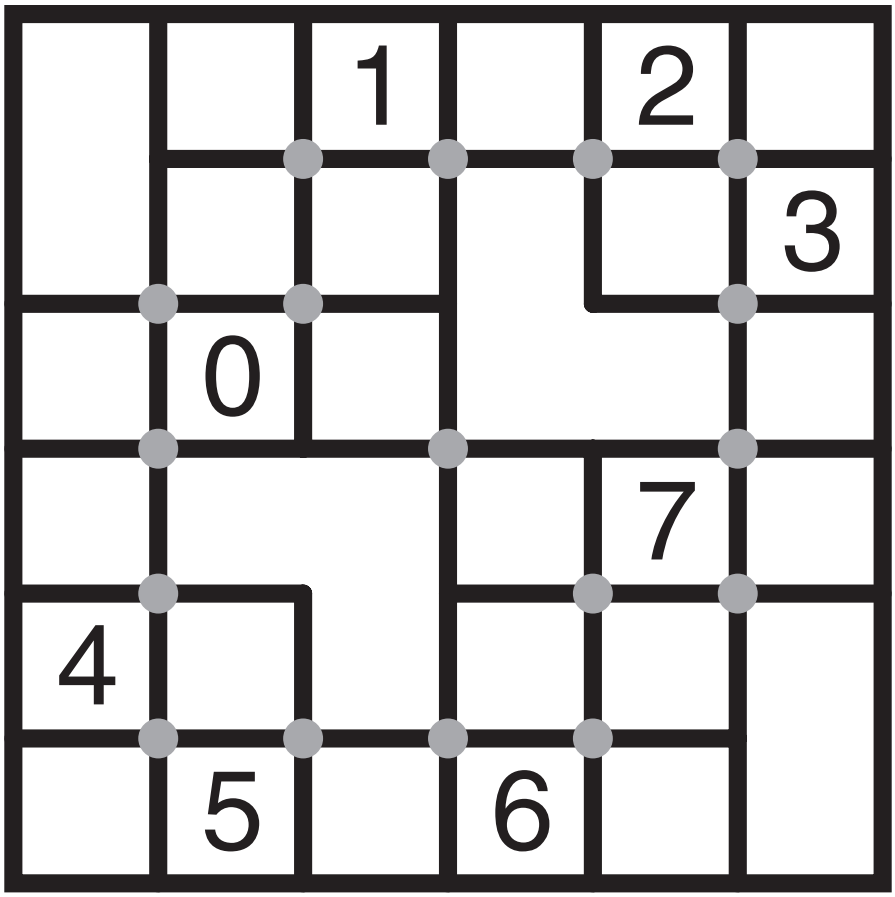

0 to 7

Smashed Sums by Serkan Yürekli

Rules: Fill each row and column of the grid with the digits 1 to 5 and two blackened cells. Numbers outside the grid indicate the sum of the digits between the two blackened cells in that row or column. Blackened cells are allowed to touch.

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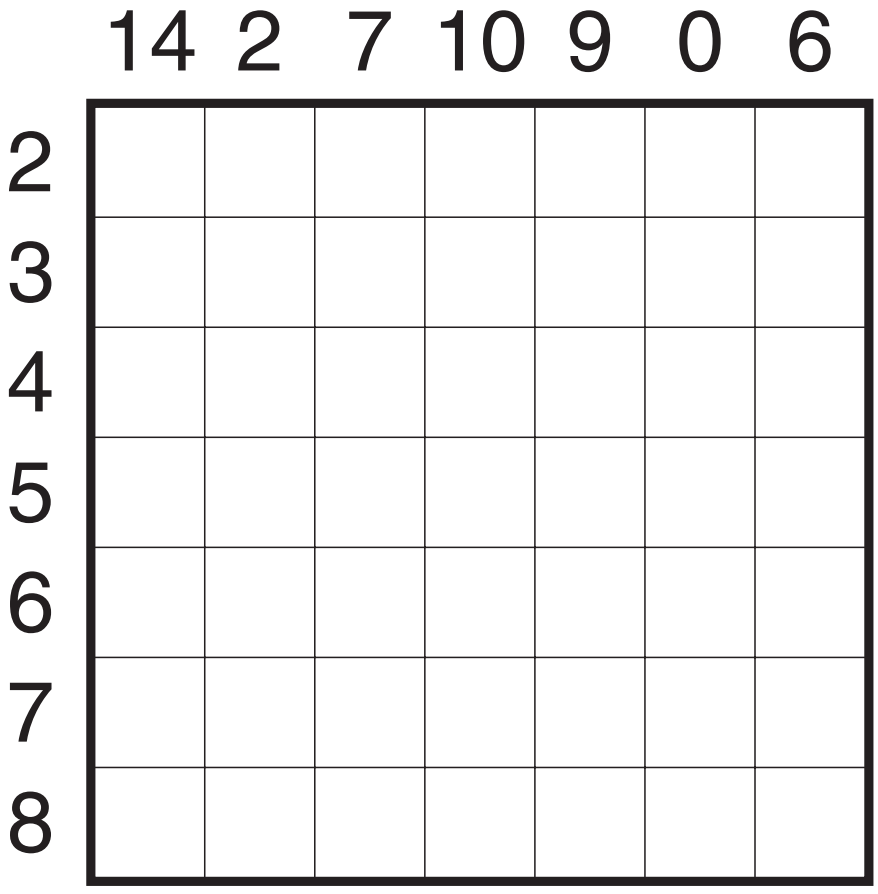
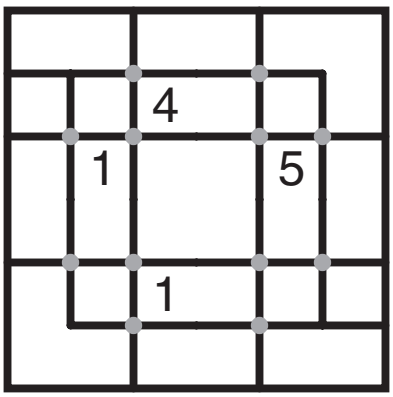
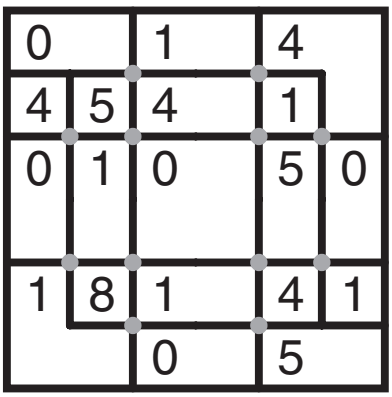


Order and Disorder {1–5}

Terra X by Prasanna Seshadri

Rules: Place a number from 0 to 9 into each area so that no two areas that touch orthogonally share the same number. Wherever four areas meet at a point (marked with dots as a visual aid), the numbers in those areas must add up to 10.





Example by Serkan Yürekli

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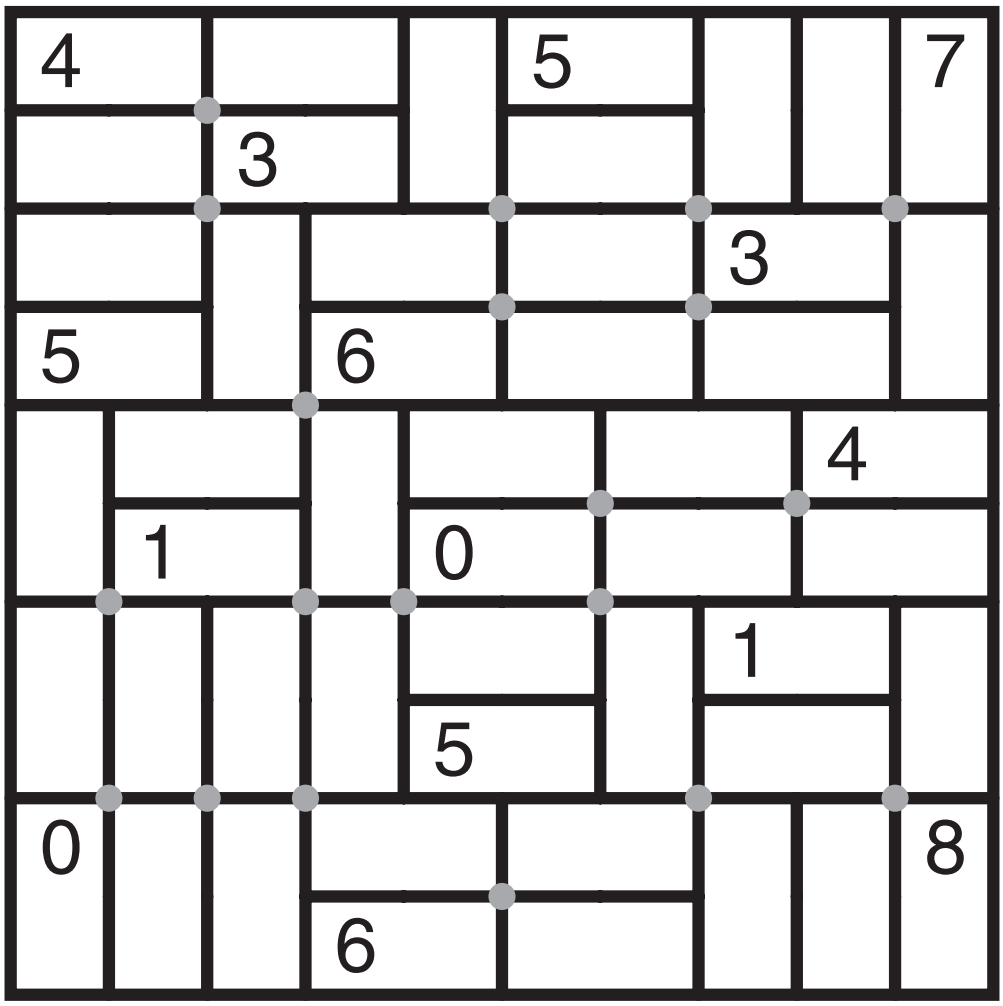
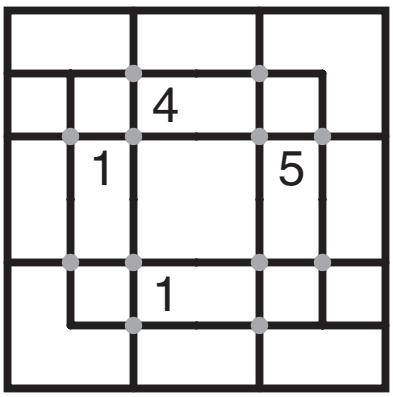
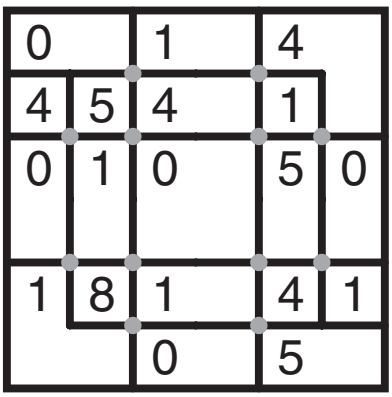


Dominoes

Terra X by Sam Cappleman-Lynes

Rules: Place a number from 0 to 9 into each area so that no two areas that touch orthogonally share the same number. Wherever four areas meet at a point (marked with dots as a visual aid), the numbers in those areas must add up to 10.





Example by Serkan Yürekli

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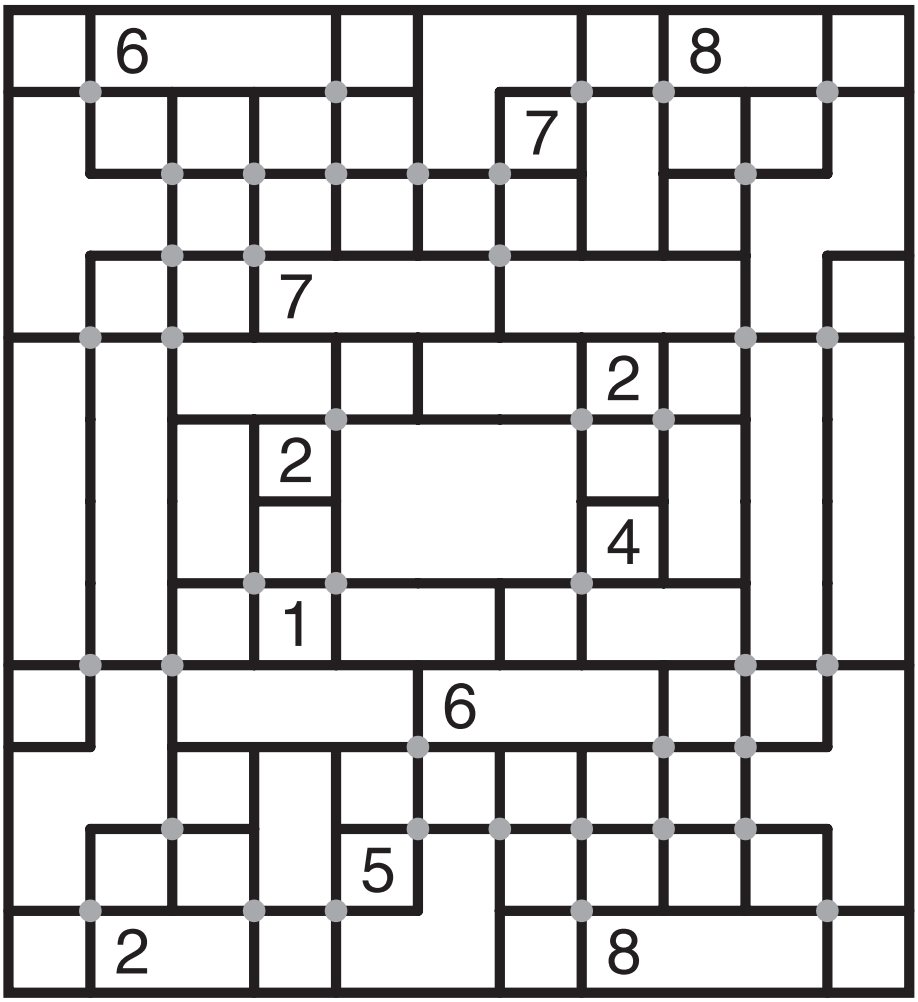

Mystery Box