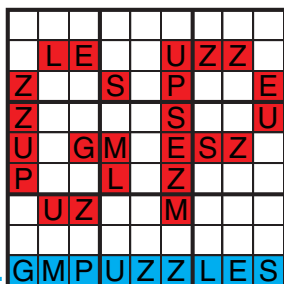




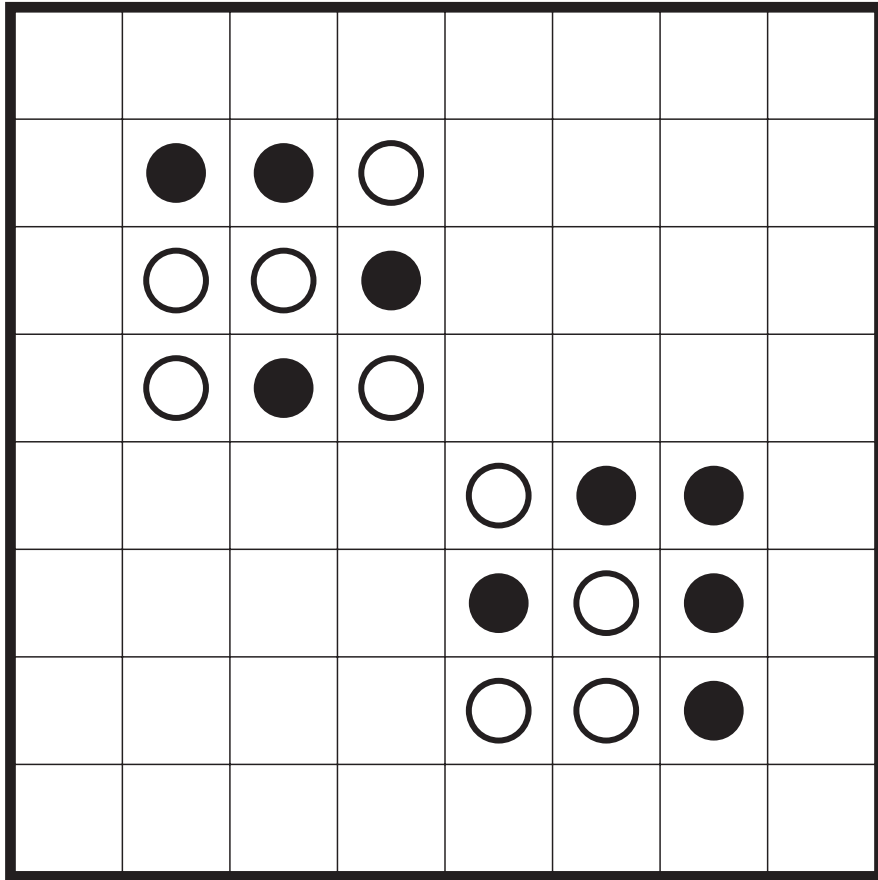
PENTOMINO

- Serkan Yürekli Statue Park
- Grant Fikes Pentominous (Borders)
- Mark Sweep Pentominous
- Elyot Grant Pentominonogram
- John Bulten Minesweeper (Pentomino)
- Prasanna Seshadri Tetro-Pentopia (Transparent)

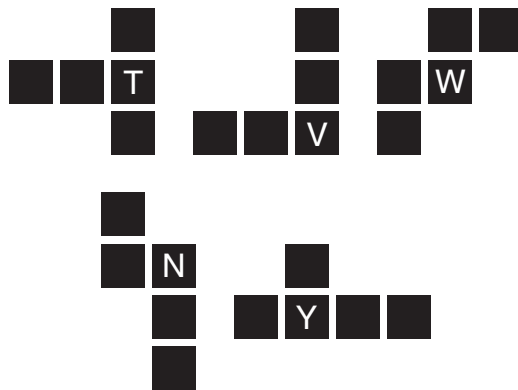
GRANDMASTER PUZZLES



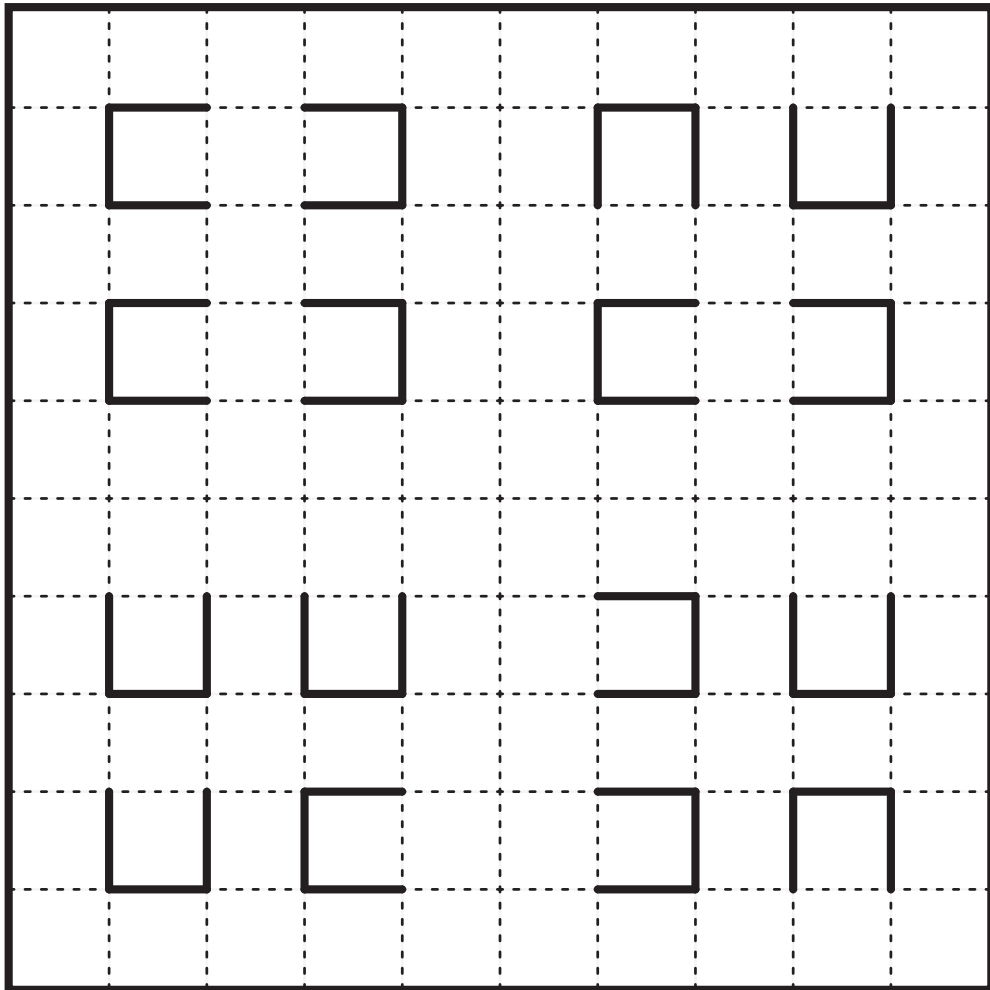
Statue Park by Serkan Yürekli



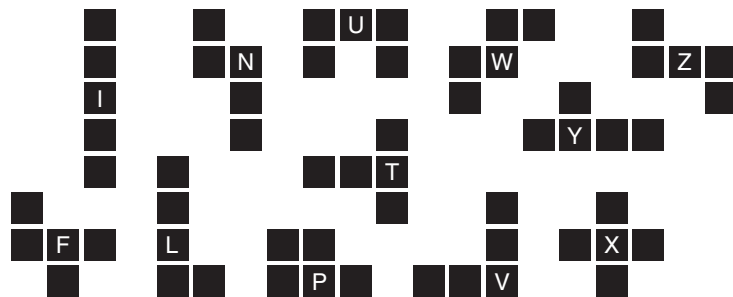
Windows



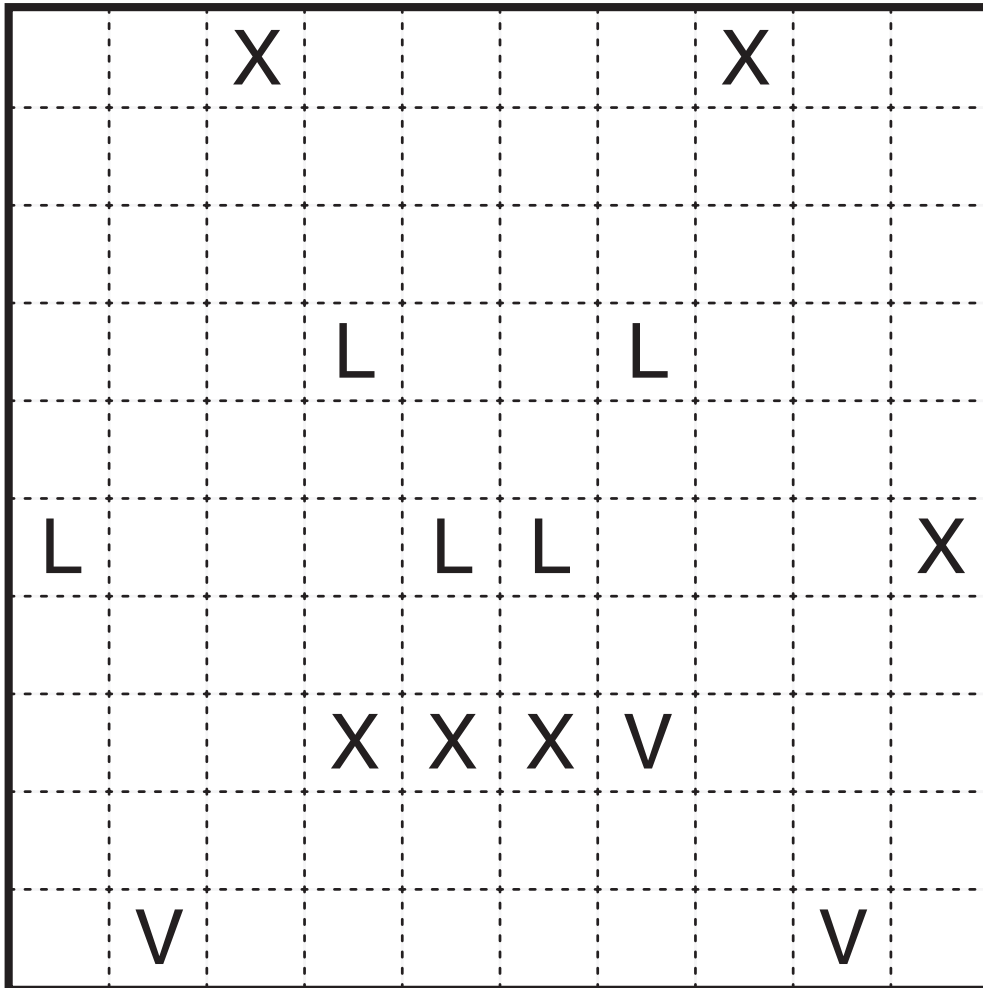
Pentominous (Borders) by Grant Fikes



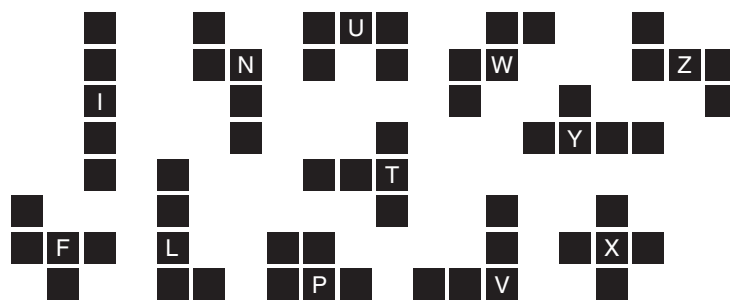
Dead Ends



Pentominous by Mark Sweep

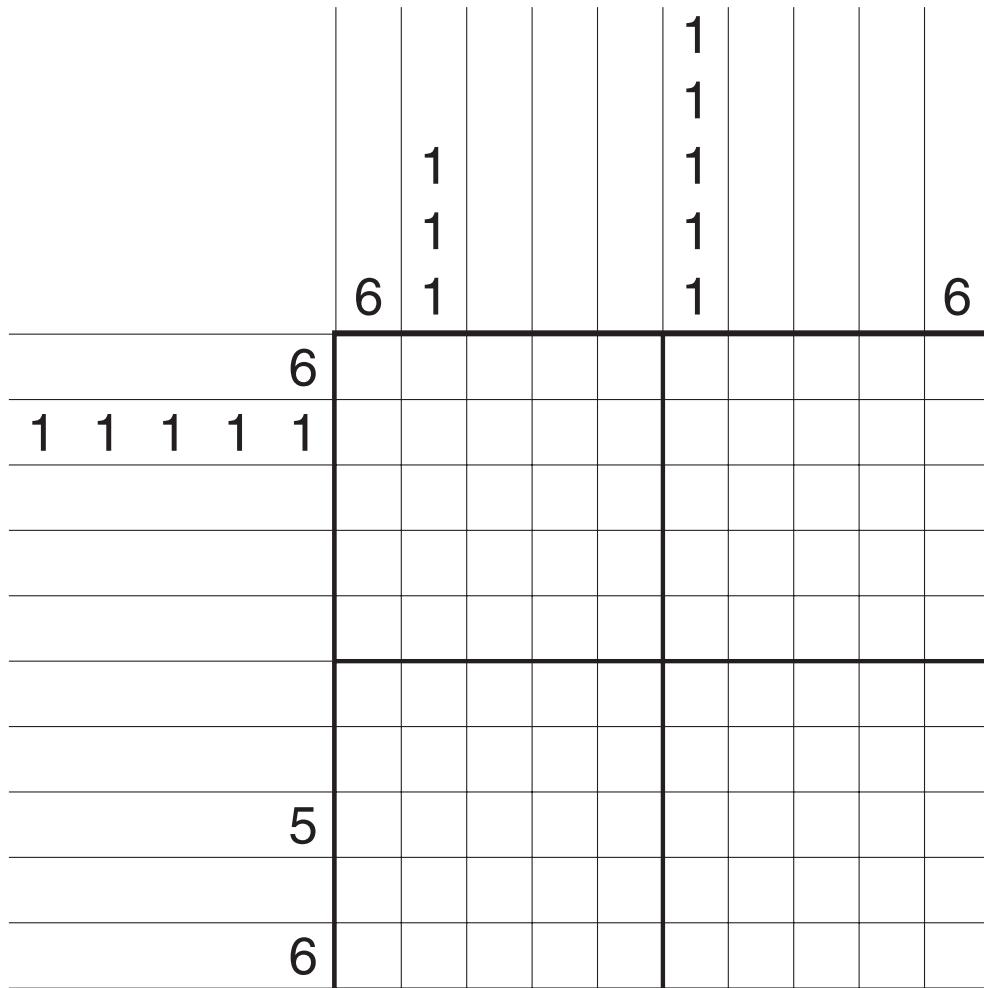


Roman Numerals

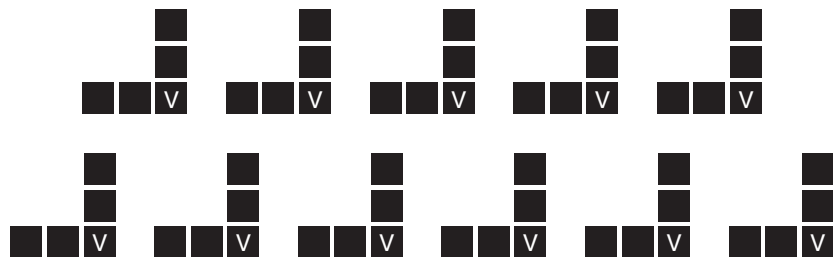


Pentominonogram by Elyot Grant

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.



11V



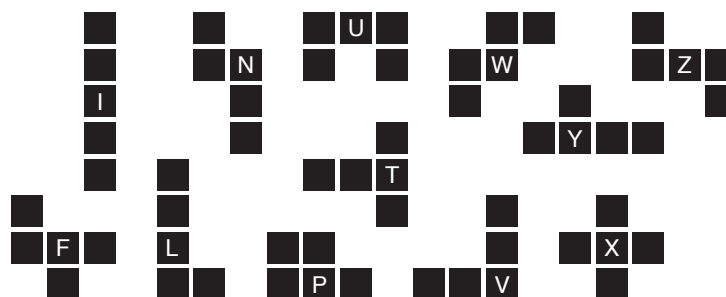
Minesweeper (Pentomino) by John Bulten

Rules: Place the given pentominoes into the grid, rotations and reflections allowed, but without repeats of any shape. Pentominoes cannot cover the numbered cells, and different pentomino shapes cannot be placed in adjacent cells that share an edge or corner. Numbered cells indicate how many of the surrounding cells (including diagonally adjacent cells) contain parts of the pentominoes.



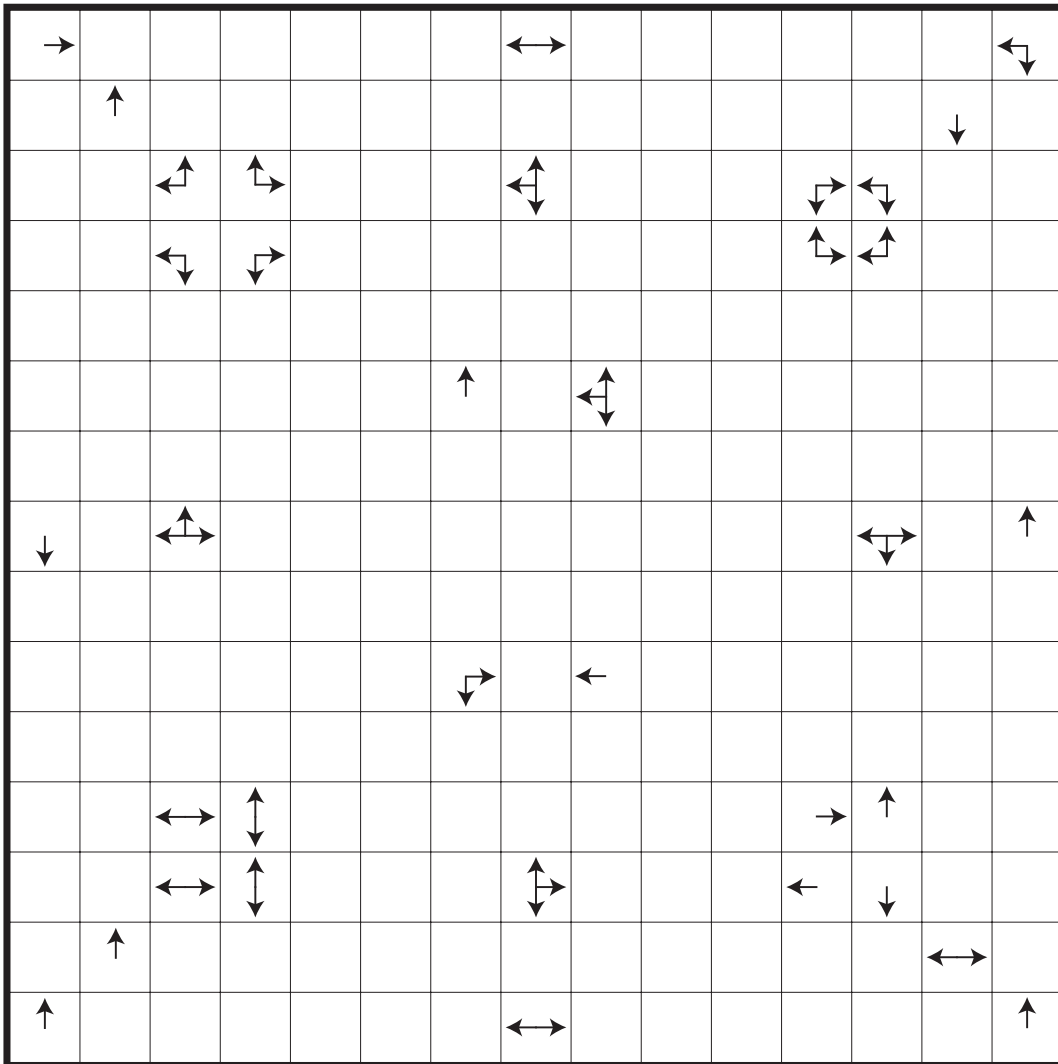
| | | | | | | | | | | | | | |
|--|--|---|---|---|---|---|---|---|---|---|--|--|--|
| | | | | | | | | | | | | | |
| | | | | | | | | 1 | | | | | |
| | | 6 | 3 | 4 | 4 | 6 | | 3 | 3 | 4 | | | |
| | | | | | | | | 2 | | | | | |
| | | 2 | | | | | | 1 | 3 | | | | |
| | | 2 | 3 | | | | | | 4 | 3 | | | |
| | | | 3 | 3 | | | | | | 1 | | | |
| | | | | | | | | | | | | | |
| | | | | 3 | | | | | | | | | |
| | | 1 | 0 | 1 | | 2 | 2 | 2 | 2 | 3 | | | |
| | | | | 3 | | | | | | | | | |
| | | | | | | | | | | | | | |

Test Your Wits



Tetro-Pentopia (Transparent) by Prasanna Seshadri

Rules: Place some of the given polyominoes in the grid so that no polyominoes are in adjacent cells that share an edge or corner. Polyominoes cannot repeat in the grid; rotations and reflections of a polyomino are considered the same shape. The arrow clues indicate all the directions (up, down, left, and right) where the nearest polyominoes are located when looking from that square, ignoring the clue cell itself. Polyominoes can sit on the clue cells.



Unique Groups

