

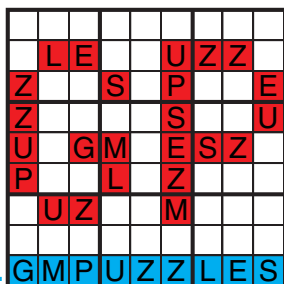


# GRANDMASTER PUZZLES

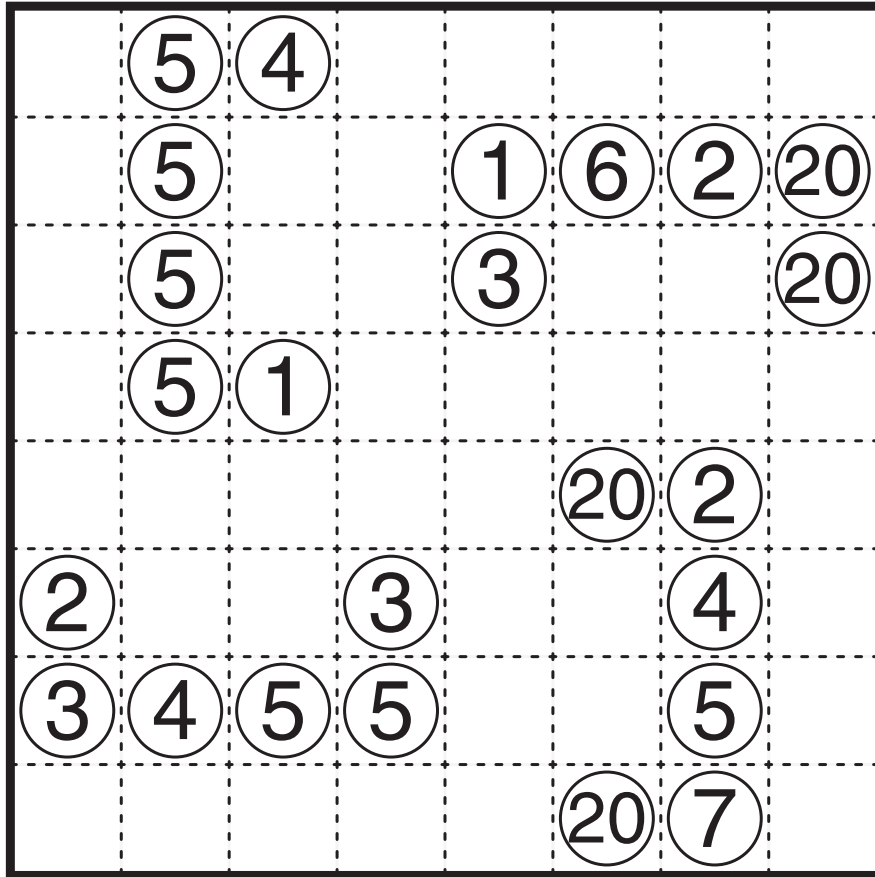
## QUARTERLY VOLUME 5

Grant Fikes    Araf  
JinHoo Ahn    Aqre  
Takeya Saikachi    Tapa-Like Loop  
Rajesh Kumar    Arrow Sudoku  
Thomas Snyder    TomTom  
Prasanna Seshadri    Pentopia

### GRANDMASTER PUZZLES



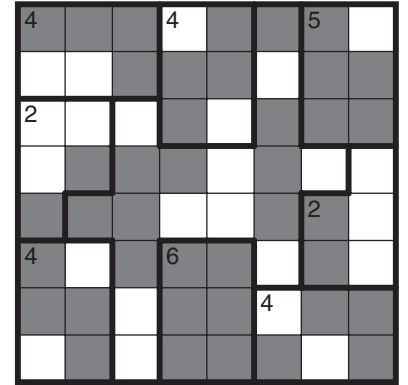
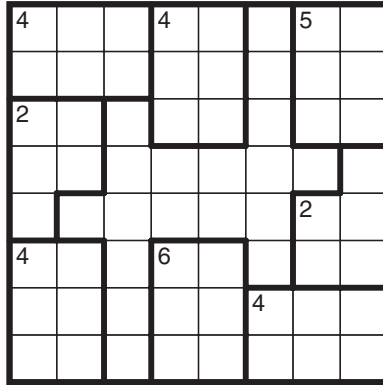
# Araf by Grant Fikes



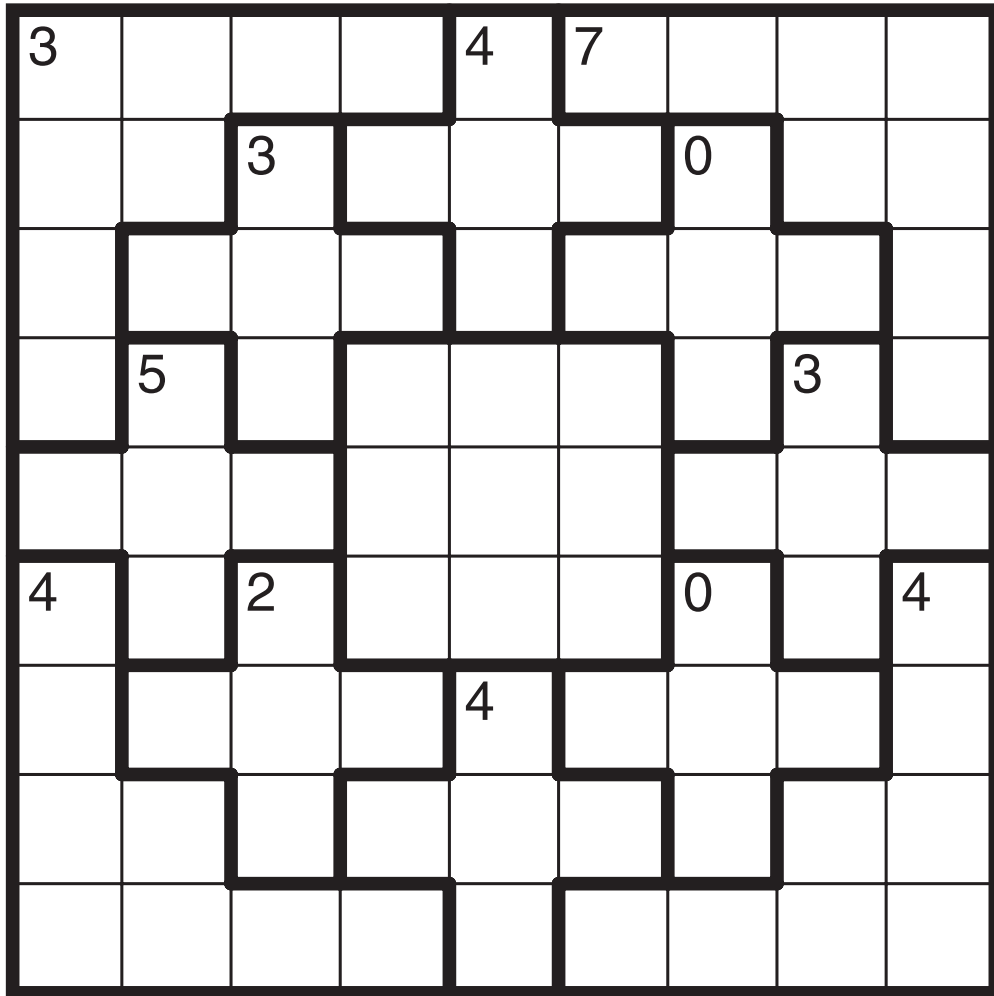
*Brackets*

# Aqre by JinHoo Ahn

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



*Plus*

# 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.

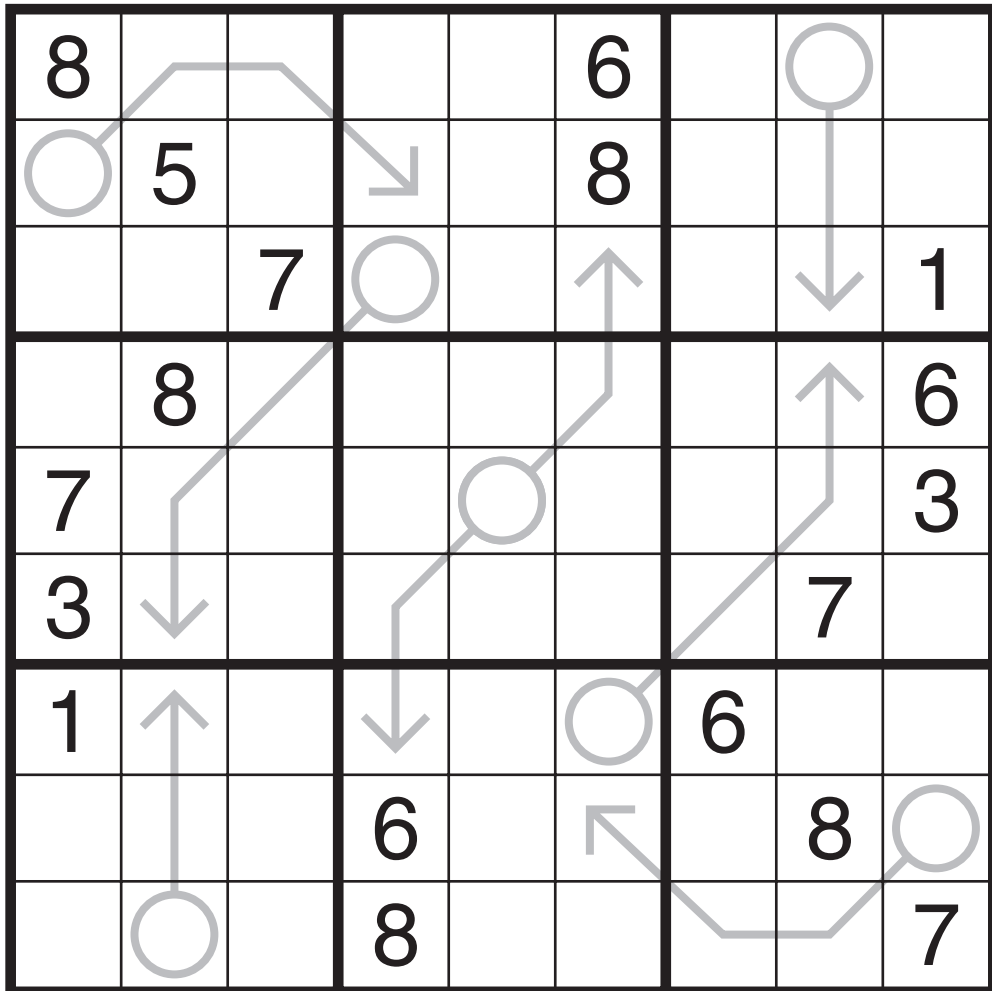
There is no 2x2 rule of Tapa in this puzzle.



											3
		2 <sub>3</sub> <sup>2</sup>					1 <sub>4</sub> <sup>1</sup>				
					1 <sub>3</sub> <sup>2</sup>						
	2 <sub>3</sub> <sup>2</sup>									1 <sub>4</sub> <sup>3</sup>	
			2 <sub>3</sub> <sup>3</sup>								
								1 <sub>3</sub> <sup>2</sup>			
	1 <sub>3</sub> <sup>2</sup>									2 <sub>2</sub> <sup>2</sup>	
						1 <sub>3</sub> <sup>1</sup>					
				1 <sub>3</sub> <sup>2</sup>					1 <sub>3</sub> <sup>2</sup>		
1											

*Groups of Three*

# Arrow Sudoku by Rajesh Kumar



*Question Marks*

# TomTom by Thomas Snyder



{1-6}

1	1	1		1	
		1	1		1
	1		1	1	
					1
1			1		
1		1	1		

*The Lonely Ones*

# Pentopia by Prasanna Seshadri

Rules: Place some of the given pentominoes in the grid so that no pentominoes are in adjacent cells that share an edge or corner. Pentominoes cannot repeat in the grid; rotations and reflections of a pentomino are considered the same shape. The arrow clues indicate all the directions (up, down, left, and right) where the nearest pentominoes are located when looking from that square.

