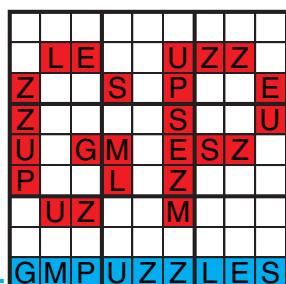


SHADING VARIETY

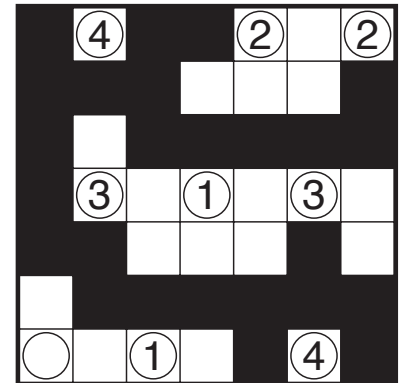
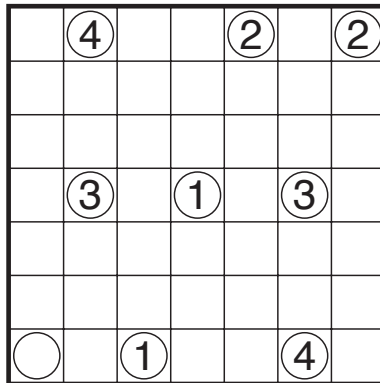
Grant Fikes Canal View
Eric Fox Aqre
Prasanna Seshadri Nurimeizu
Prasanna Seshadri Canal View
Prasanna Seshadri Heyawake
Serkan Yürekli Yajisan Kazusan

GRANDMASTER PUZZLES

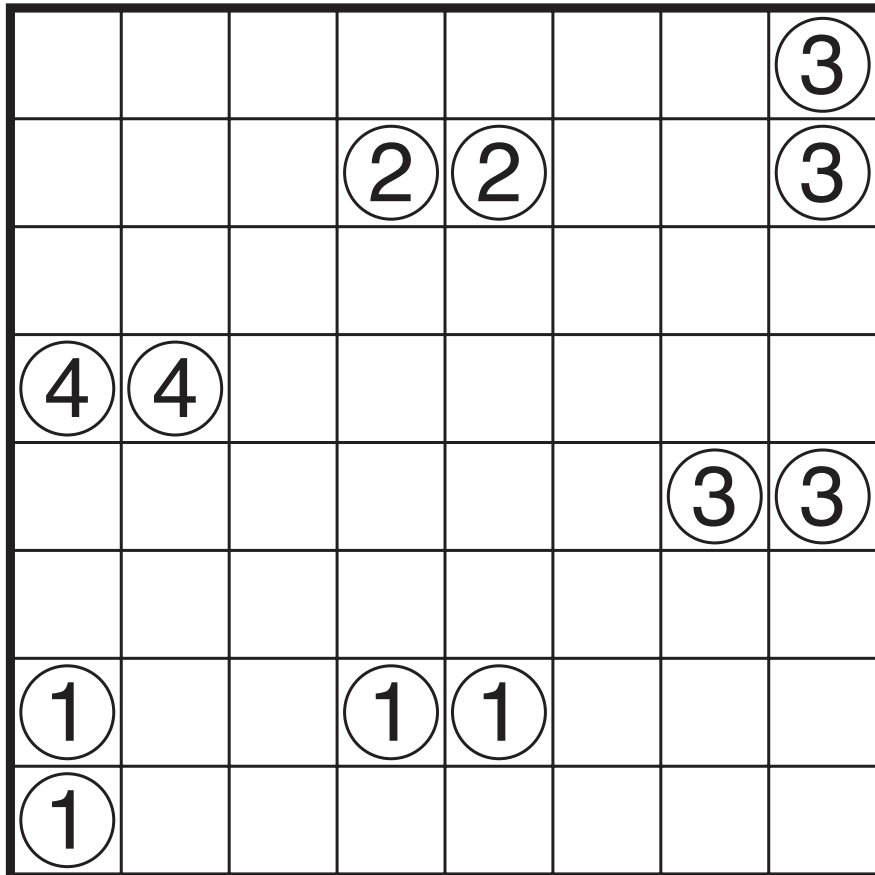


Canal View by Grant Fikes

Rules: Shade some empty cells black to create a single connected group. Cells with circles cannot be shaded, and the shaded cells cannot form a 2x2 square anywhere in the grid. Each numbered cell indicates the total count of shaded cells connected vertically and horizontally to that numbered cell.



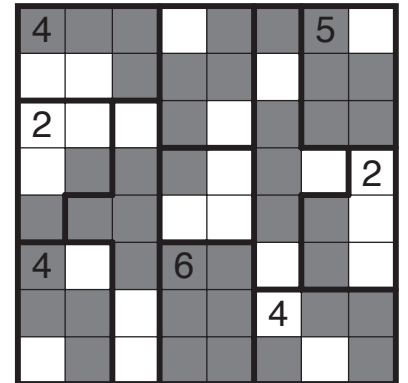
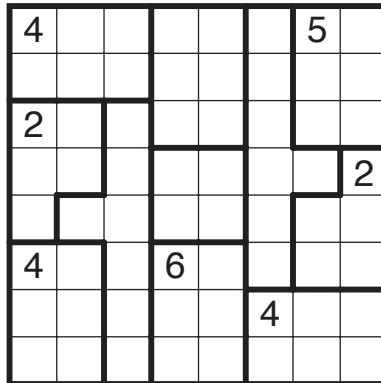
Example by Serkan Yürekli



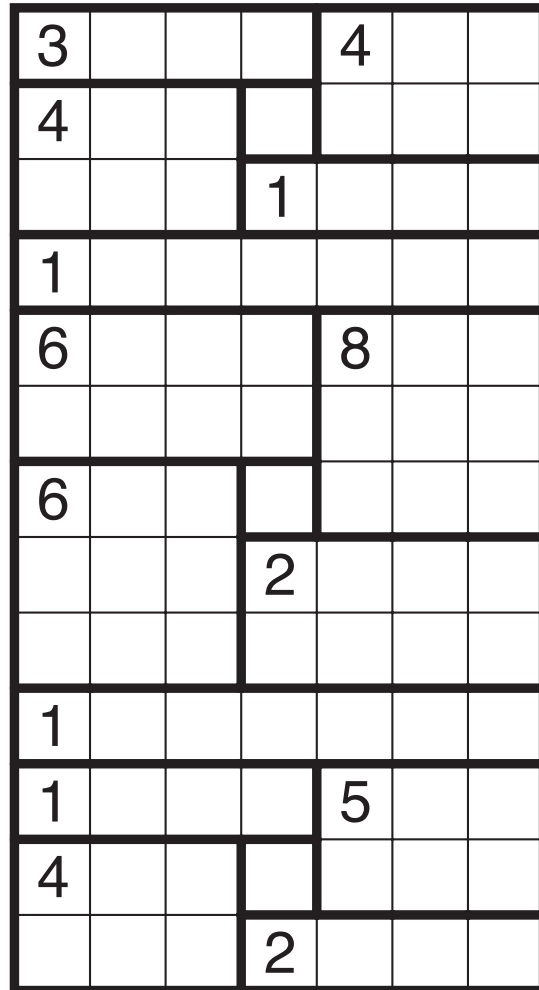
Twins

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.



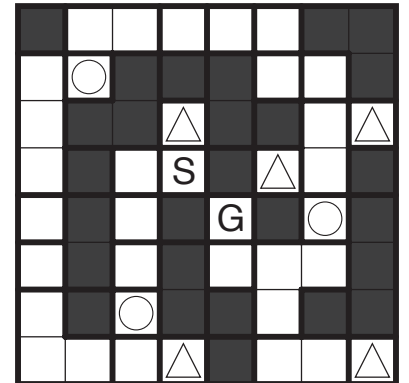
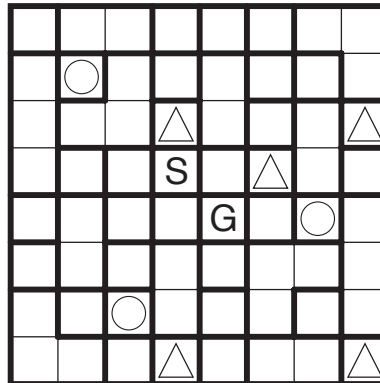
Example by Serkan Yürekli



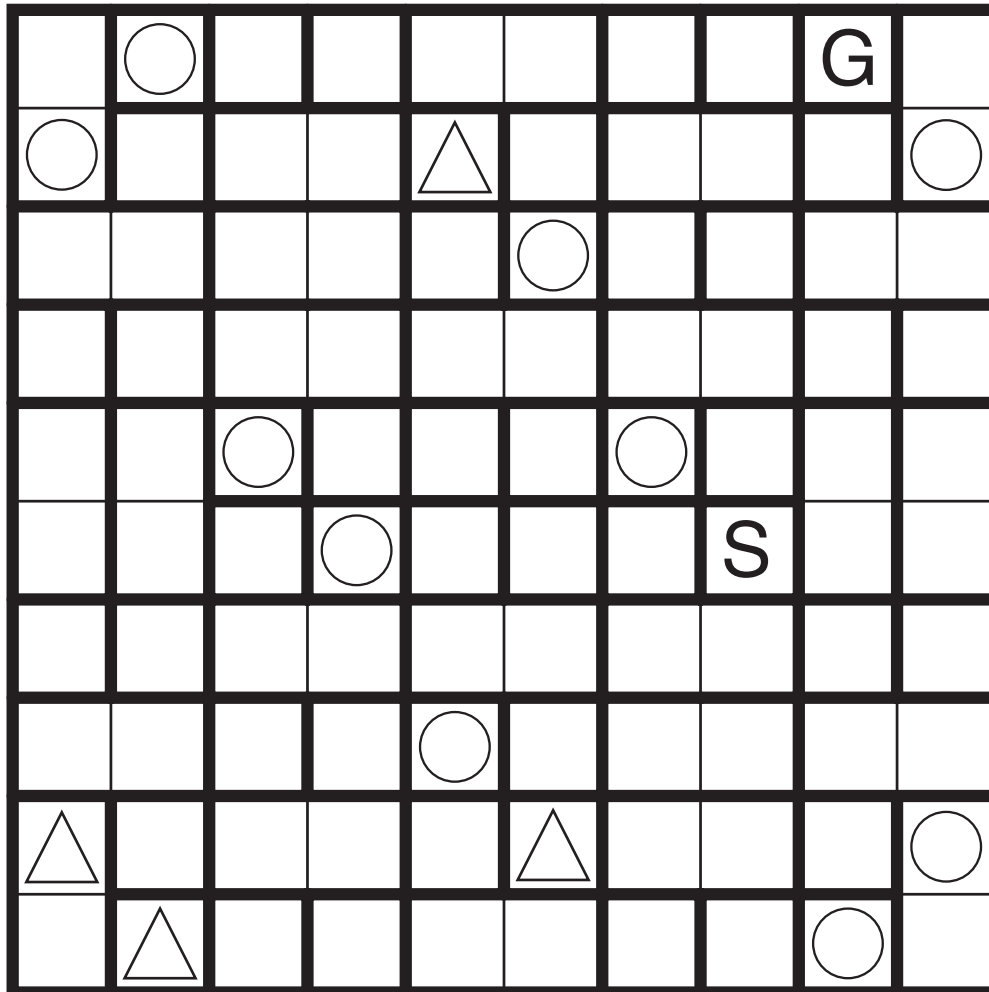
Shutters

Nurimeizu by Prasanna Seshadri

Rules: Fully shade some outlined regions in bold to create a maze with paths made out of the unshaded regions. The direct path of the maze from the start (S) to the goal (G) must pass through all of the circles but none of the triangles. All regions containing S, G, circles, and triangles must be unshaded and part of the maze. No 2x2 area can be fully shaded or fully unshaded. All unshaded regions must be connected by edges, but there can be no loops anywhere in the maze.



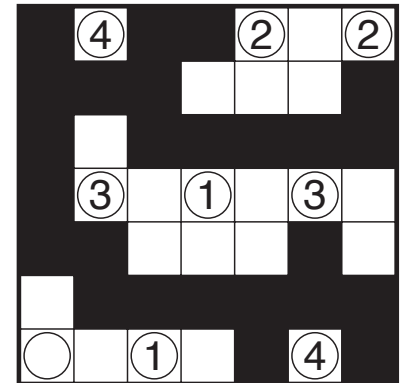
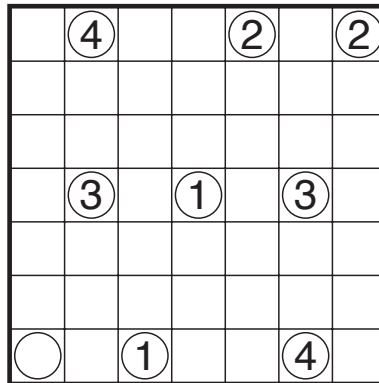
Example by Serkan Yürekli



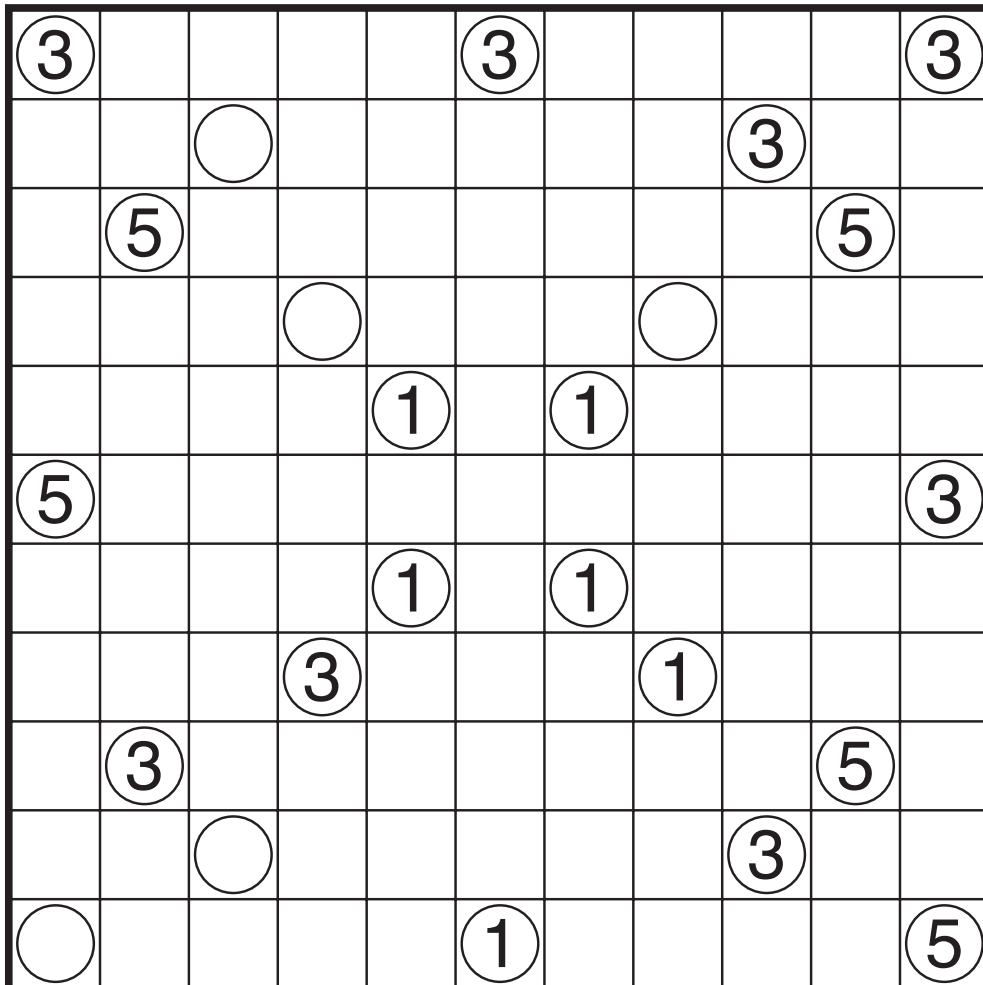
Diagonal Pairs

Canal View by Prasanna Seshadri

Rules: Shade some empty cells black to create a single connected group. Cells with circles cannot be shaded, and the shaded cells cannot form a 2x2 square anywhere in the grid. Each numbered cell indicates the total count of shaded cells connected vertically and horizontally to that numbered cell.



Example by Serkan Yürekli

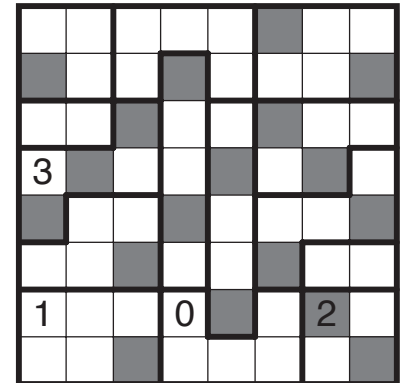
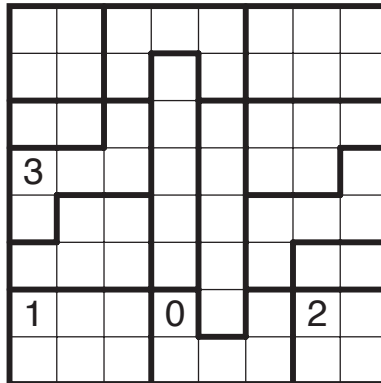


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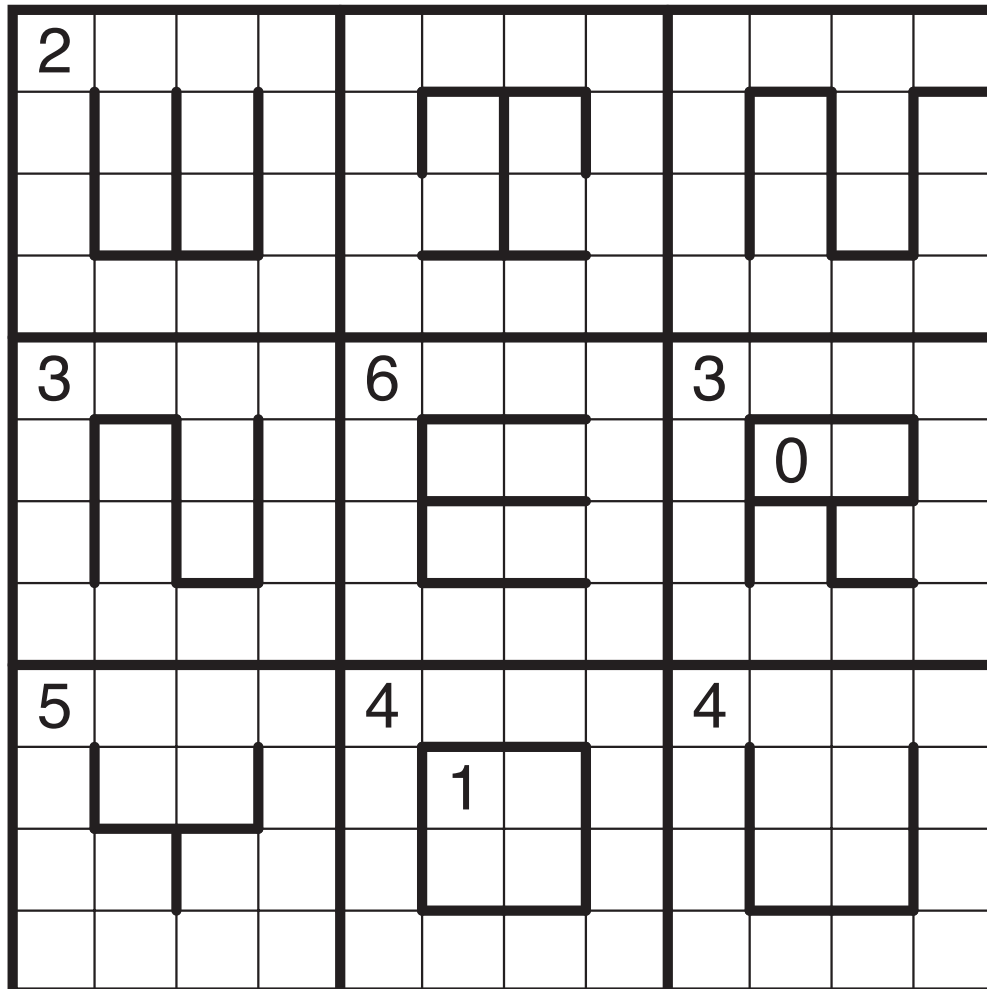
Heyawake by Prasanna Seshadri

Rules: Shade some cells black so that all remaining white cells are connected as part of a single connected group; shaded cells cannot share an edge. No unbroken sequence of white cells in any row or column can cross two thick boundaries.

A number in a region indicates the number of shaded cells in that region. Regions with no number may have any number of shaded cells. Cells with numbers can be shaded over.



Example by Serkan Yürekli



Winner is You

Yajisan Kazusan by Serkan Yürekli

Rules: Shade some cells black so that all unshaded number and arrow clues indicate the exact count of shaded cells in the given direction. Shaded cells cannot share an edge, and all white cells must remain connected as part of a single connected group. It is allowed to shade over some of the numbered cells; a shaded over clue may or may not be true.

		0	2		4				
			←		←				
			1	2↓					
			←						
	1↑					2↓			
		3↑	2						
			→						
		0		3	2				
		←		→	←				

■	□	■	2	□	■	□	□	□	□
□	□	□	←	□	□	2↓	□	□	□
□	□	□	□	□	□	□	□	□	□
□	■	□	□	□	□	□	■	□	□
□	□	□	□	□	□	□	□	□	□
□	□	□	□	□	□	□	□	□	□
□	□	□	3↑	2	□	□	■	□	■
□	□	□	→						
□	■	□	□	□	□	2	□	□	□
□	□	□	□	□	□	←	□	□	□

Example by Serkan Yürekli



3↓	2	3↓	2	0					
→	→	→	→	→					
3	2↓	1	1	2					
→	←	←	←	←					
1↑	3	2↓	2	2↓					
→	→	→	→	→					
2↓	2↓	2↑	3↓	2					
→	→	→	→	→					
3↓	1	3	3↓	2					
←	←	←	←	←					
					3	2↓	2	2	1↑
					←	←	←	←	←
					2	2	3↑	3↑	1↑
					→	→	→	→	→
					1	2	1↓	2	2↑
					→	→	→	→	→
					2	3↑	2	3	1↓
					←	←	←	←	←
					2	5↑	2↑	3	2↑
					←	←	←	←	←

Quarters