

OBJECT PLACEMENT (HEX)

Grant Fikes Star Battle (Hex)

JinHoo Ahn Statue Park (Hex)

Takeya Saikachi Battleships (Hex)

Prasanna Seshadri Tetropia (Hex)

Thomas Snyder Minesweeper (Hex)

Serkan Yürekli Parking Lot (Extra Parking, Hex)

GRANDMASTER PUZZLES



Star Battle (Hex) by Grant Fikes

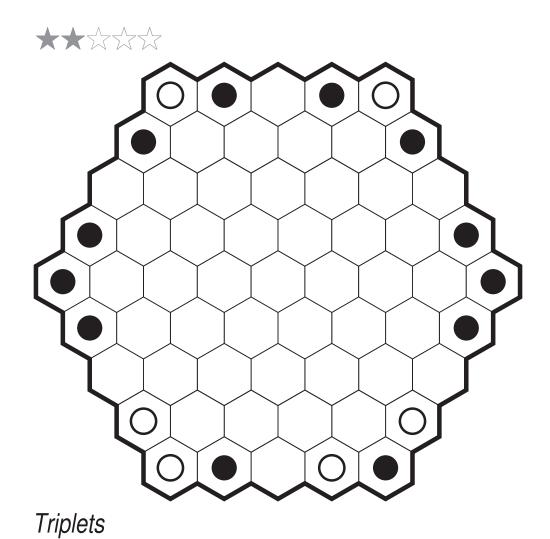
Rules: Fill some cells with stars so that each row (in a horizontal or either of two diagonal directions) and bold region contains the indicated number of stars.

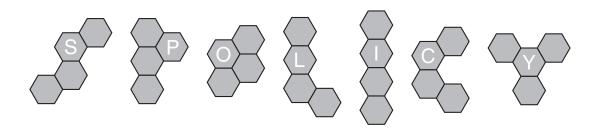
Stars cannot be placed in adjacent cells that share an edge.



Statue Park (Hex) by JinHoo Ahn

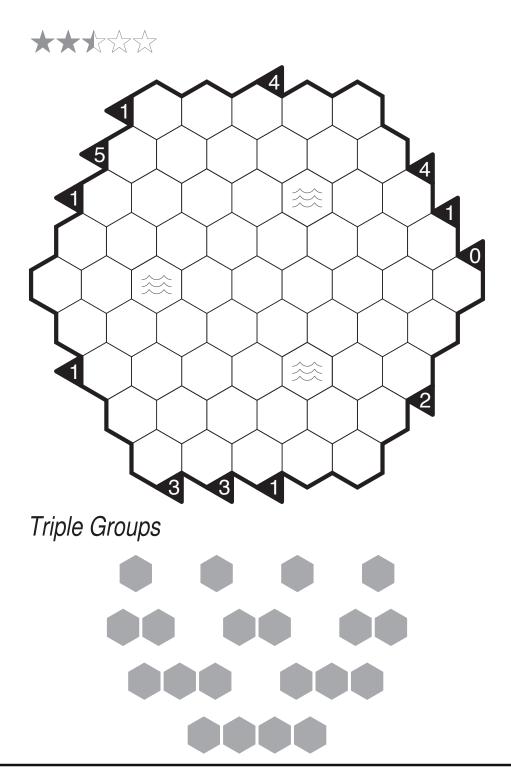
Rules: Standard Statue Park rules (with a hexagonal grid). This puzzle uses a standard tetrohex set.





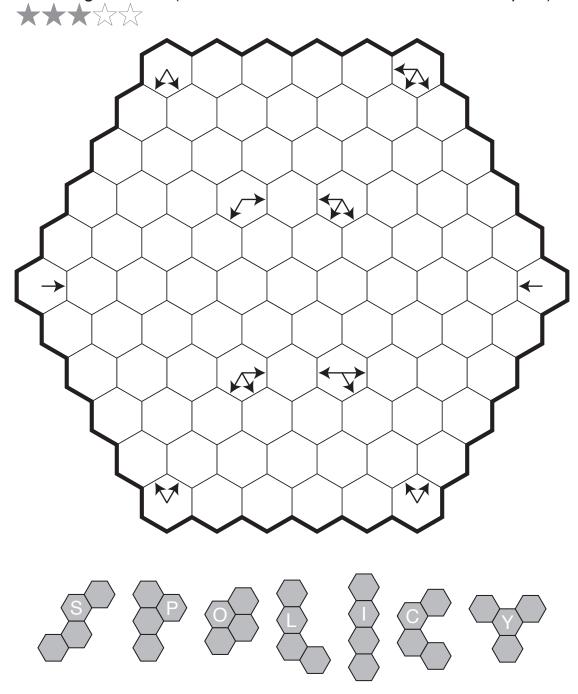
Battleships (Hex) by Takeya Saikachi

Rules: Standard Battleships rules (with a hexagonal grid).



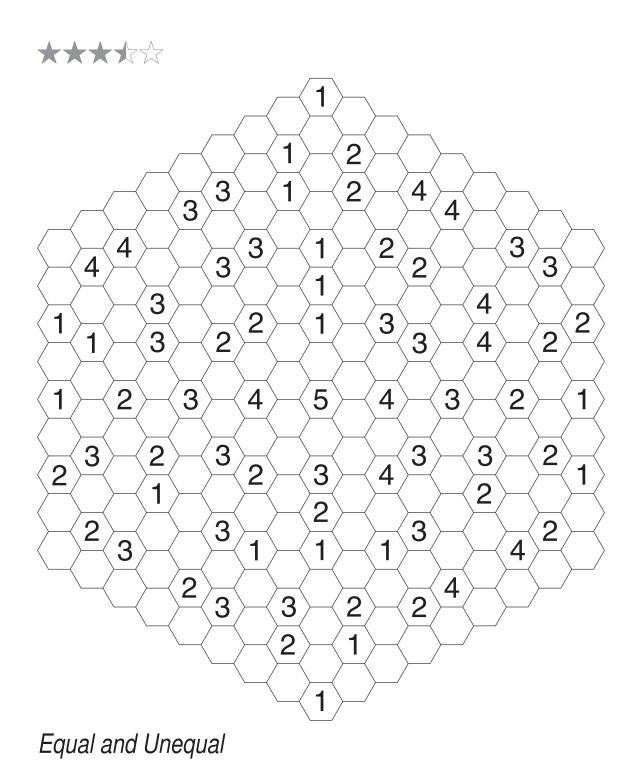
Tetropia (Hex) by Prasanna Seshadri

Rules: Place some of the given tetrahexes in the grid so that no tetrahexes are in adjacent cells that share an edge. Tetrahexes cannot repeat in the grid; rotations and reflections of a tetrahex are considered the same shape. The arrow clues indicate all the six directions where the nearest tetrahexes are located when looking from that hexagonal cell. (Arrow clues cannot contain tetrahex shapes.)



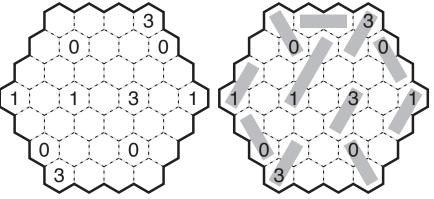
Minesweeper (Hex) by Thomas Snyder

Rules: Place a mine into some of the empty hexagonal cells so that each number represents the total count of mines in neighboring cells.

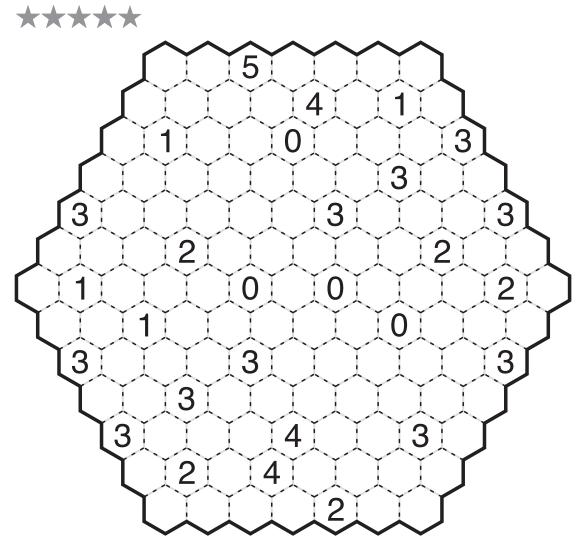


Parking Lot (Extra Parking, Hex) by Serkan Yürekli

Rules: Locate some automobiles in the grid having size 1×2 or 1×3. Each number in the grid should be part of an automobile, indicating the number of unoccupied cells the automobile can move to by traveling along its longest axis, stopped only by an edge of the grid or another automobile. No more than one number can be in an automobile; automobiles can also be placed without any numbers, with no restrictions on their ability to move. All unused cells must be part of a single connected group.



Example by Serkan Yürekli



Prime Edges