



# AQRE

Eric Fox Aqre

Eric Fox Aqre

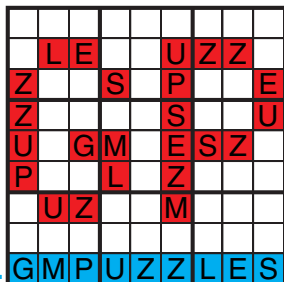
Serkan Yürekli Aqre

Prasanna Seshadri Aqre

Eric Fox Aqre

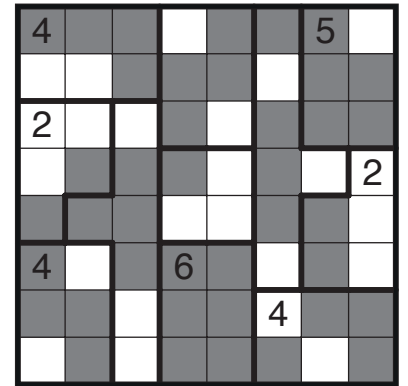
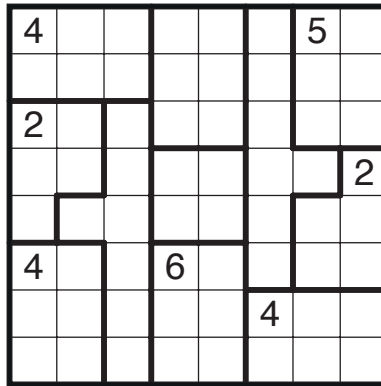
Eric Fox Aqre

## GRANDMASTER PUZZLES

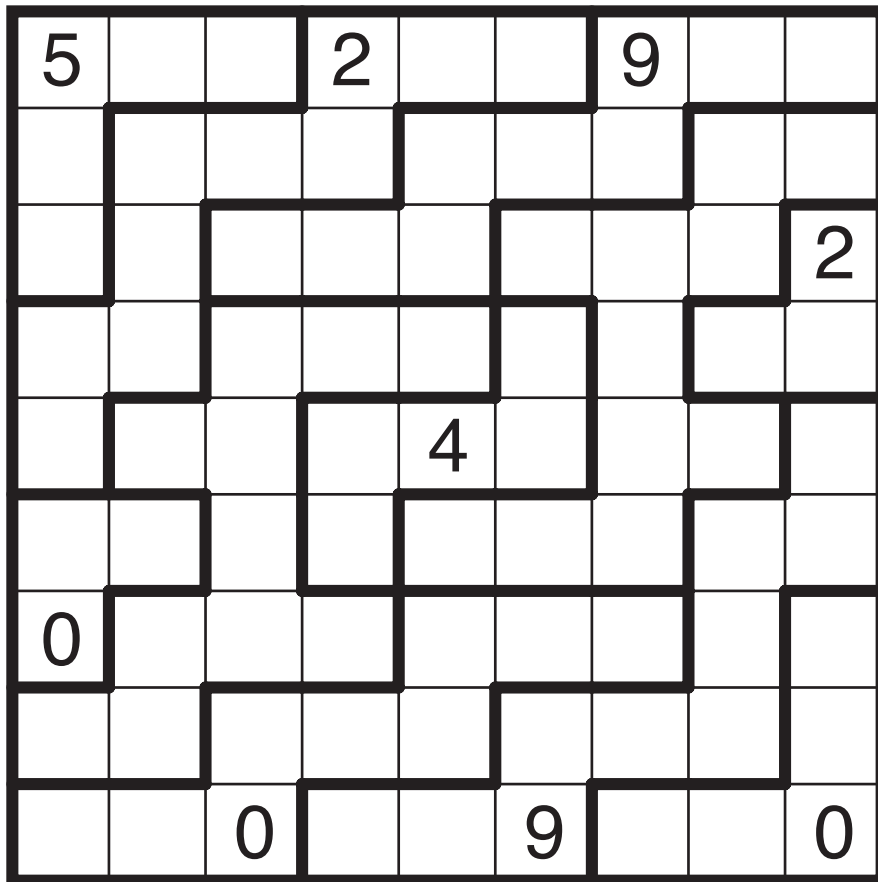


# Aqre by Eric Fox

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.



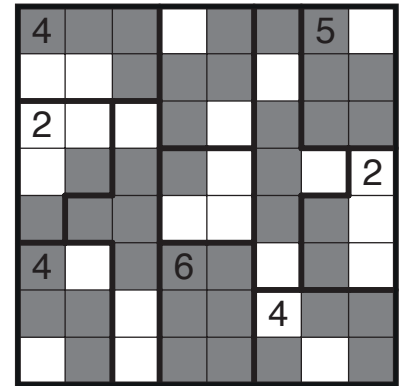
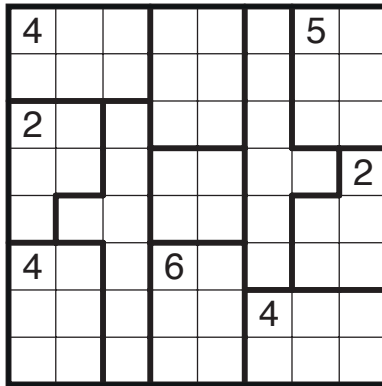
Example by Serkan Yürekli



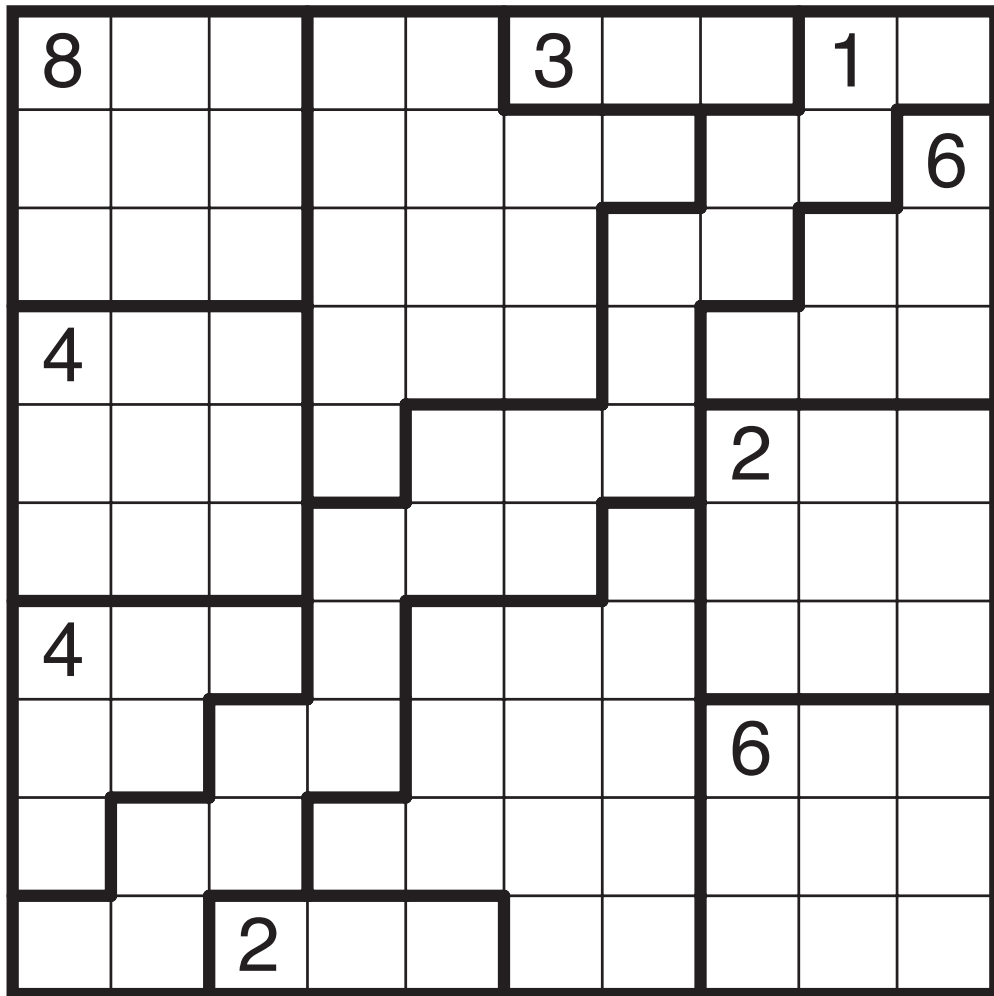
*Symmetric Snakes*

# 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.



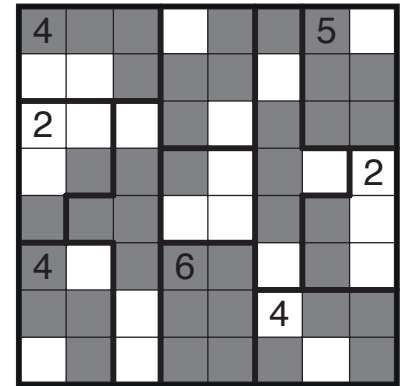
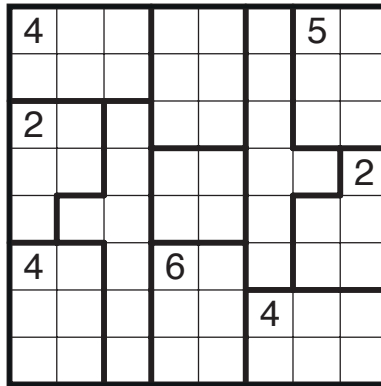
Example by Serkan Yürekli



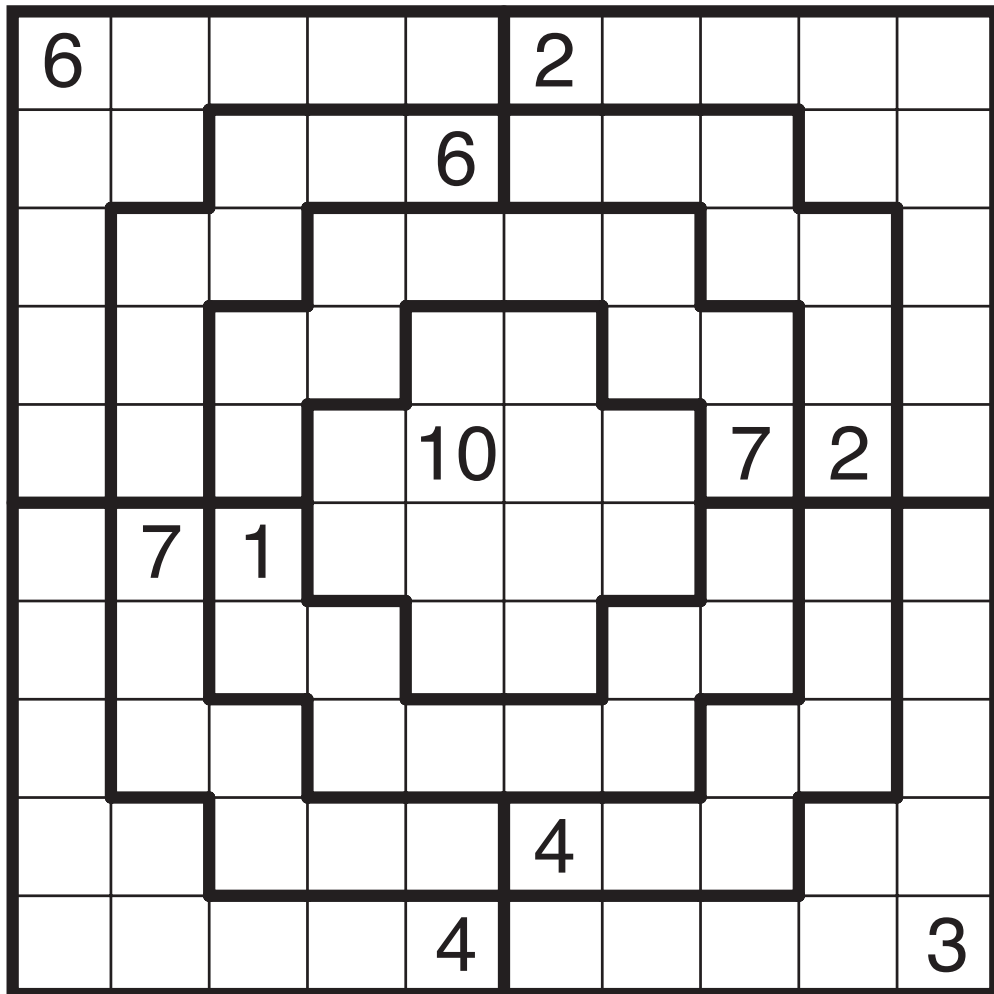
*Slash*

# Aqre by Serkan Yürekli

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.



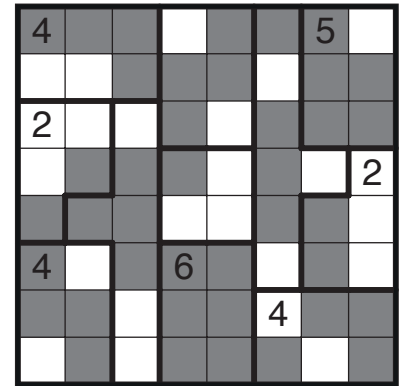
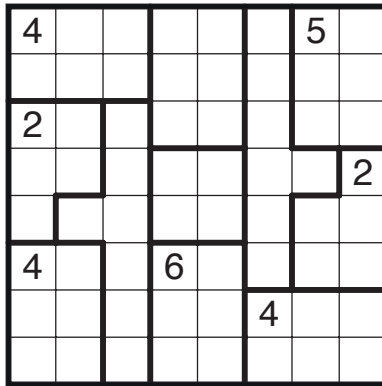
Example by Serkan Yürekli



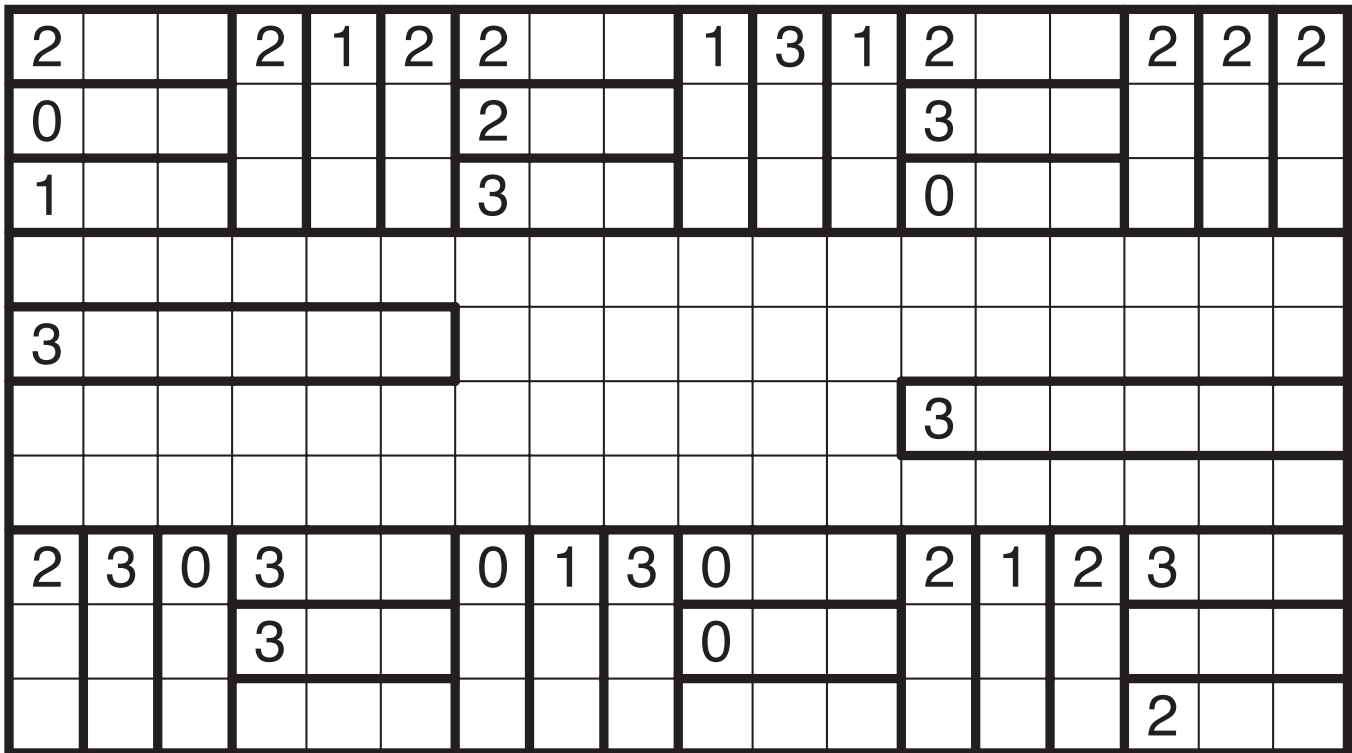
Scope

# Aqre by Prasanna Seshadri

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.



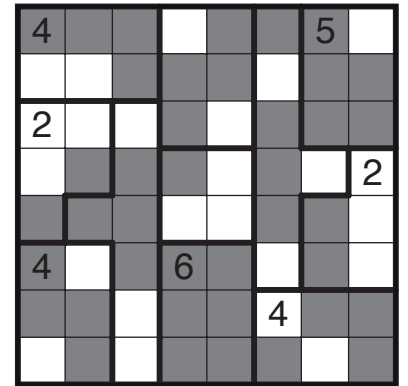
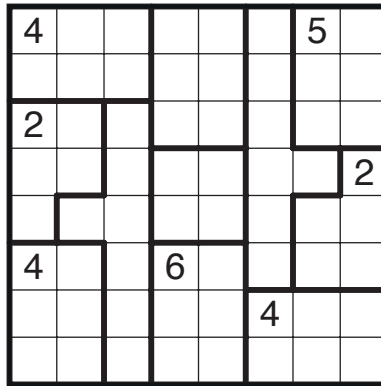
Example by Serkan Yürekli



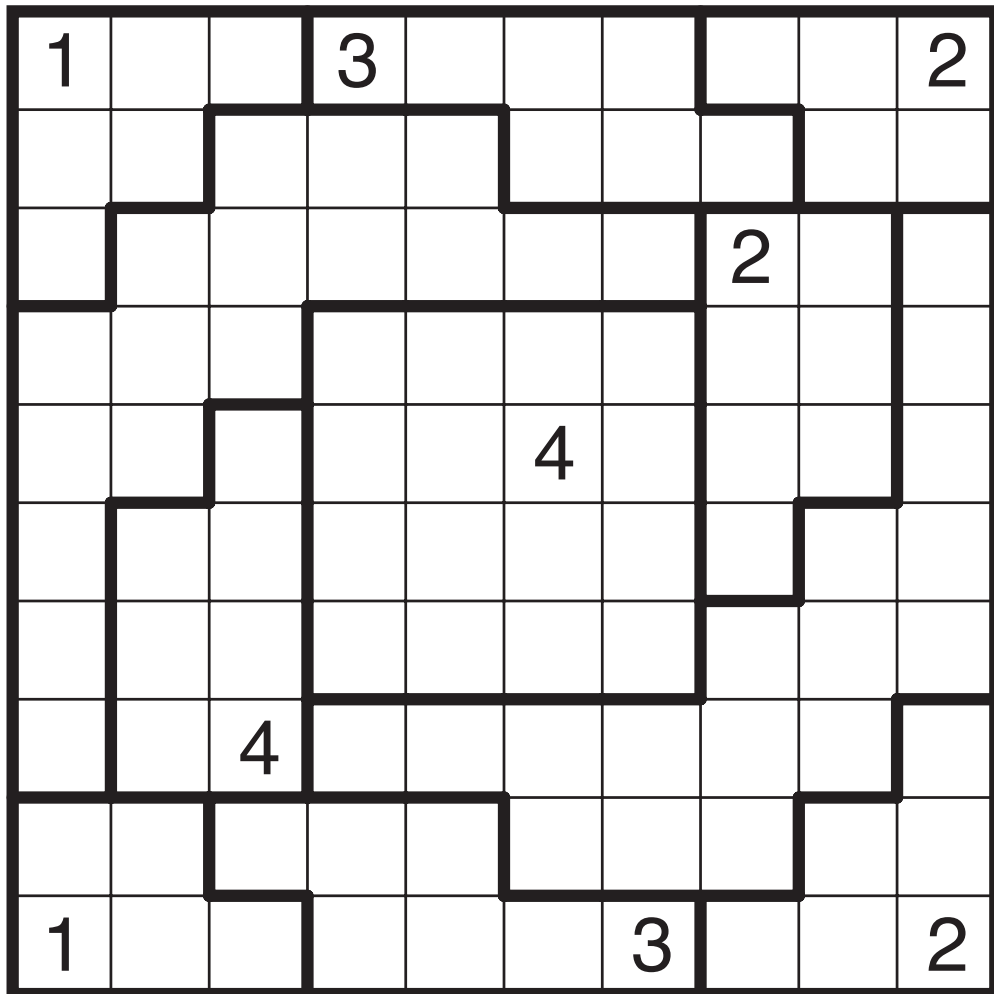
*Stalactites and Stalagmites*

# 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.



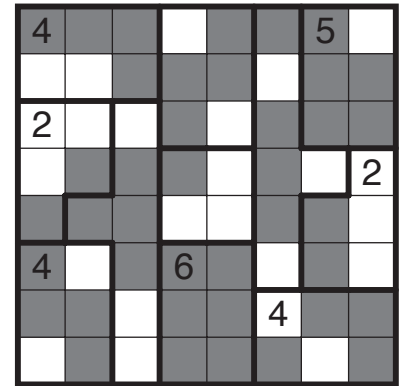
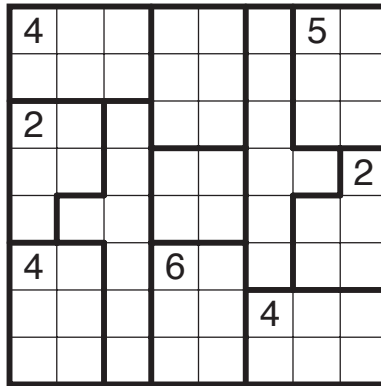
Example by Serkan Yürekli



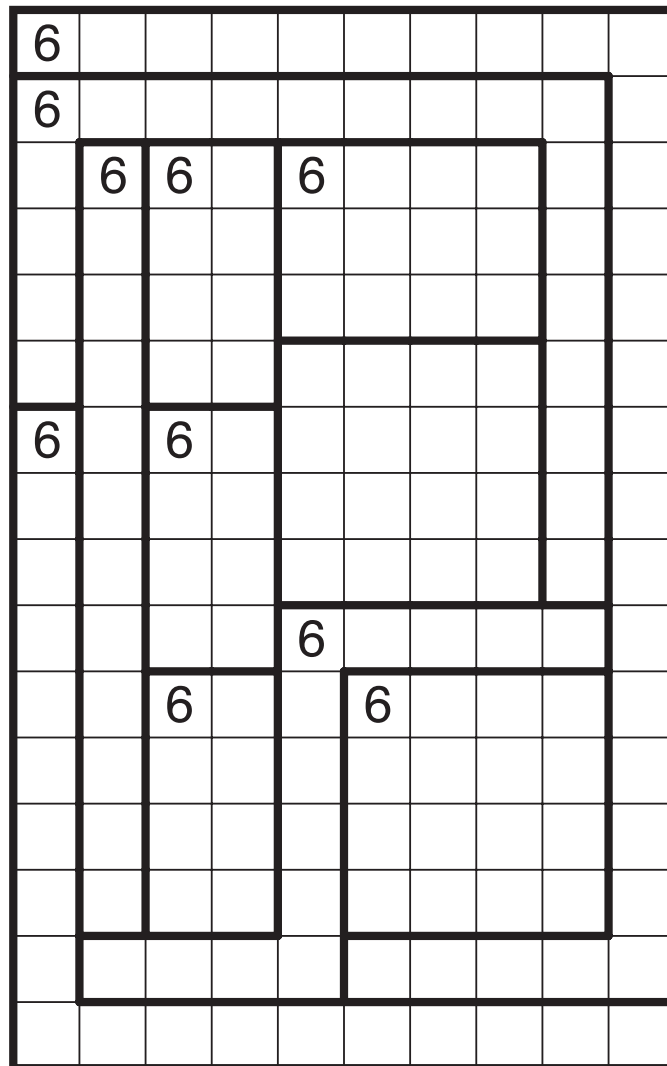
*Swirl*

# 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



*Sixes*