

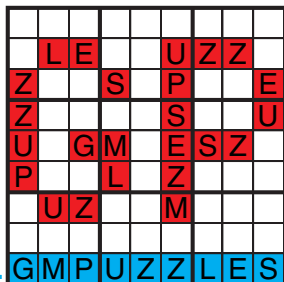


# GRANDMASTER PUZZLES

## QUARTERLY VOLUME 6

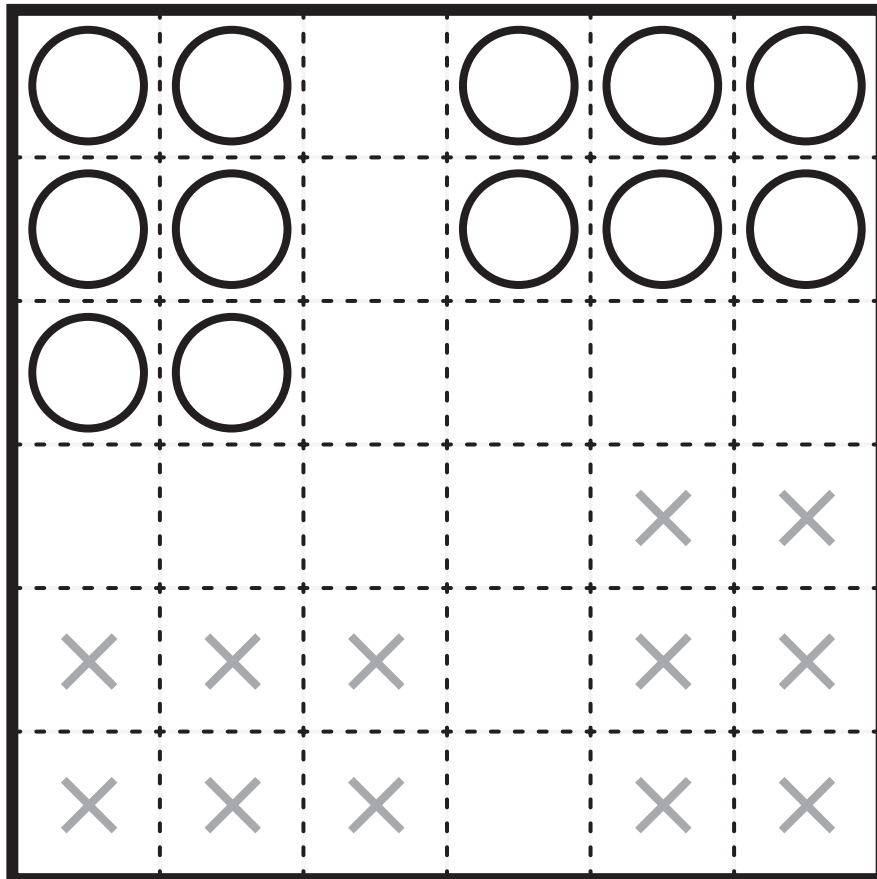
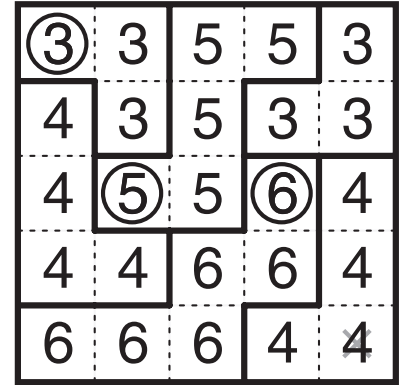
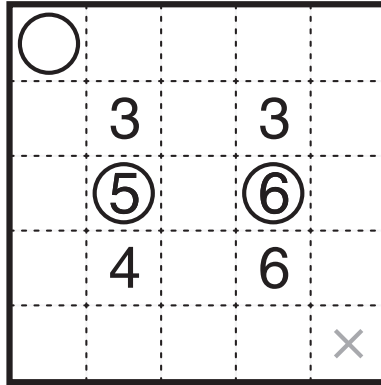
JinHoo Ahn   Snake Pit X  
Grant Fikes   Nanro  
Ashish Kumar   Round Trip  
R. Kumaresan   Sudoku  
Serkan Yürekli   Parking Lot  
Prasanna Seshadri   Kakuro (Gapped)

### GRANDMASTER PUZZLES



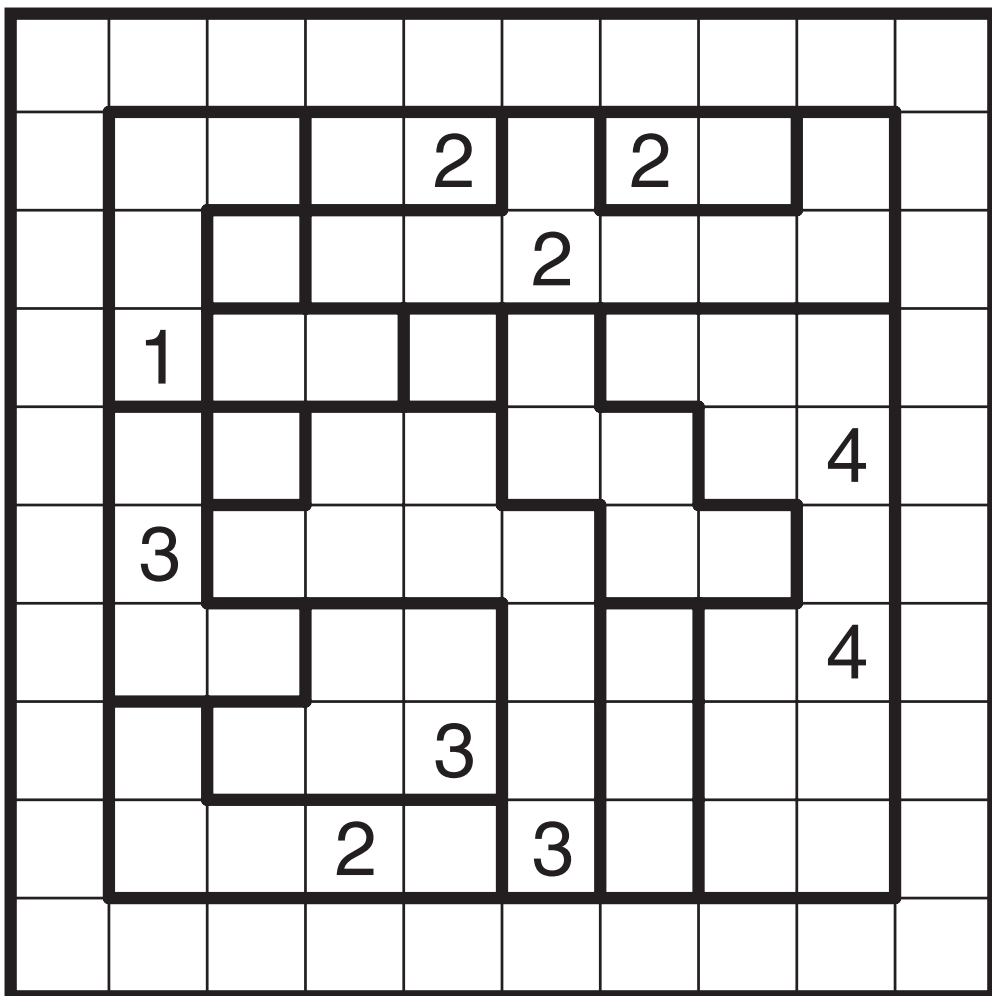
# Snake Pit X by JinHoo Ahn

Rules: Divide the grid along the boundary lines so that every cell belongs to a snake. A snake is a one-cell-wide path at least two cells long that does not touch itself, not even diagonally. Circled cells must be at one of the ends of a snake. A snake may contain one circled cell, two circled cells, or no circled cells at all. Numbered cells must be part of a snake with a length of exactly that number of cells. A snake may contain one number, multiple identical numbers, or no numbers at all. Two snakes of the same length cannot touch each other horizontally or vertically. Cells with an X cannot be an end of a snake.



*2x3 Boxes*

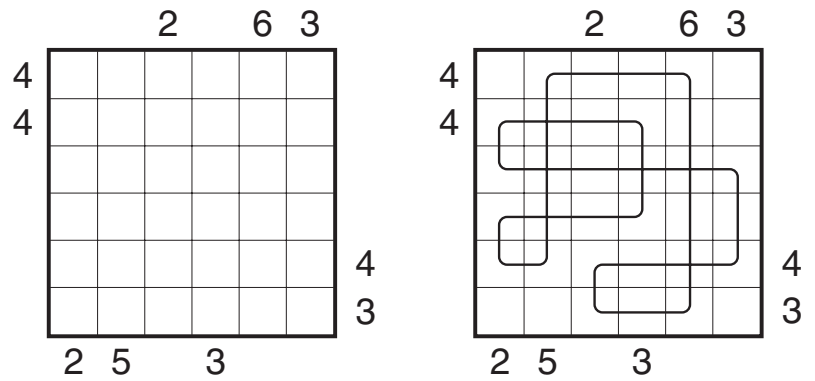
# Nanro by Grant Fikes



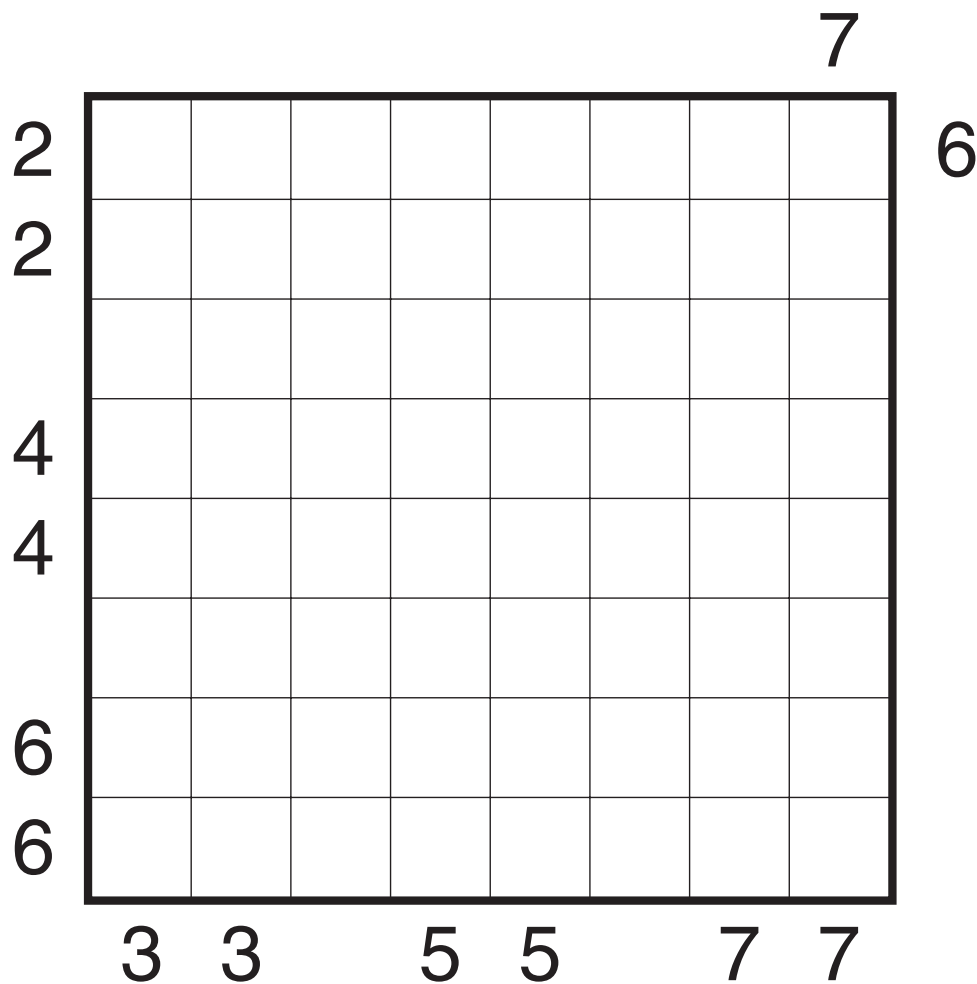
*Empty Frame*

# Round Trip by Ashish Kumar

Rules: Draw a single loop in the grid which may cross itself orthogonally, but otherwise does not touch or retrace itself. The clue numbers to the left/right of the rows indicate the number of squares visited by the nearest section of the loop that travels horizontally in the rows. The clue numbers to the top/bottom of the columns indicate the number of squares visited by the nearest section of the loop that travels vertically in the columns.



Example by Serkan Yürekli



*Odd vs. Even*

# Sudoku by R. Kumaresan



9		8						
	6		7			4		
4		5			6		9	
	3			8		7		
			6		7			
		4		5			8	
	2		3			6		9
		1			4		3	
						5		1

*Parity Lines*

# Parking Lot by Serkan Yürekli

Rules: Locate some automobiles in the grid having size 1x2 or 1x3. 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. (Unlike other variations of this puzzle, there are no extra automobiles without numbers here.)

3				1
			1	
	0		1	
4				3
	2		1	
		0		
4				5

3					1
█		█	1	█	█
█	█	0	█	1	
	4			█	3
		2	█	1	█
		█	0	█	█
█	4				5

Example by Serkan Yürekli



	3			3			2
			2			2	
3				2	2		3
		3					
		3			3		3
2			2			2	
						3	
	2			3	2		3
		2				2	
2				3			3

*2 and 3*

# Kakuro (Gapped) by Prasanna Seshadri

Rules: Standard Kakuro Rules. Also, some cells may remain empty but empty cells cannot share an edge with other empty cells.



	29	14	6	12	4	6	15	9	10	5	35	
28												
						10				4		
21	22	23		9	6			21	18			
			15	5			17	4			3	
23	14			9	11	5	8		9	3	5	
			13	12				4				18
42												
35												
13	5	12		17		8			6	8	9	
				16								
40				10			3	4			11	7

*Cross the Streams*