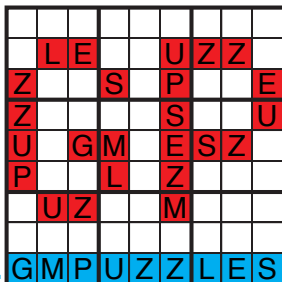


SUNDAY STUMPERS + GIANT PUZZLES

GRANDMASTER PUZZLES



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Tapa (Mastermind) by Serkan Yürekli

Rules: Standard Tapa rules. Also, the numbers given between the grids show the total number of black cells in the same position in that row or column. A row or column without such a clue may have any number of common black cells including zero.



Example

1							
1						3	
			2				
			3				
		1	1				
		3					
							3

0	2						
1						2	
2							
				3			
				3			
2							
3		1					
		5					
6							3

Solution

1							
1						3	
			2				
			3				
		1	1				
		3					
							3

0	2						
1						2	
2							
				3			
				3			
2							
3		1					
		5					
6							3

Tapa (Mastermind) by Serkan Yürekli



		1 ₄				1 ₅			
			3			2 ₂			
3									
									3
			7			6			
		4					2 ₃		

2 0 2 2 2 0 2 2

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

2 0 2 2 2 0 2 2

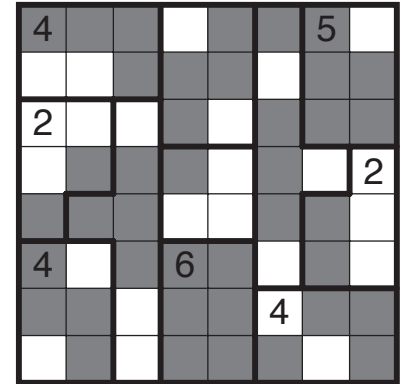
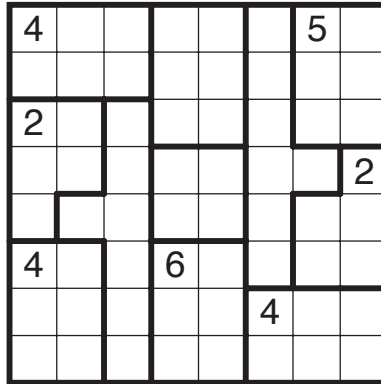
			1 ₄						
	1 ₃							2 ₄	
				1 ₁	1 ₁				
				1 ₂	1 ₁				
	3 ₃							1 ₃	
						6			

2									
0			4						
2									1 ₂
2	1 ₂			6			3 ₃		
2					3 ₃			2 ₄	2
0			1 ₃						
2								2	
2									
2									

Mastermind 2022

Aqre by Murat Can Tonta

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

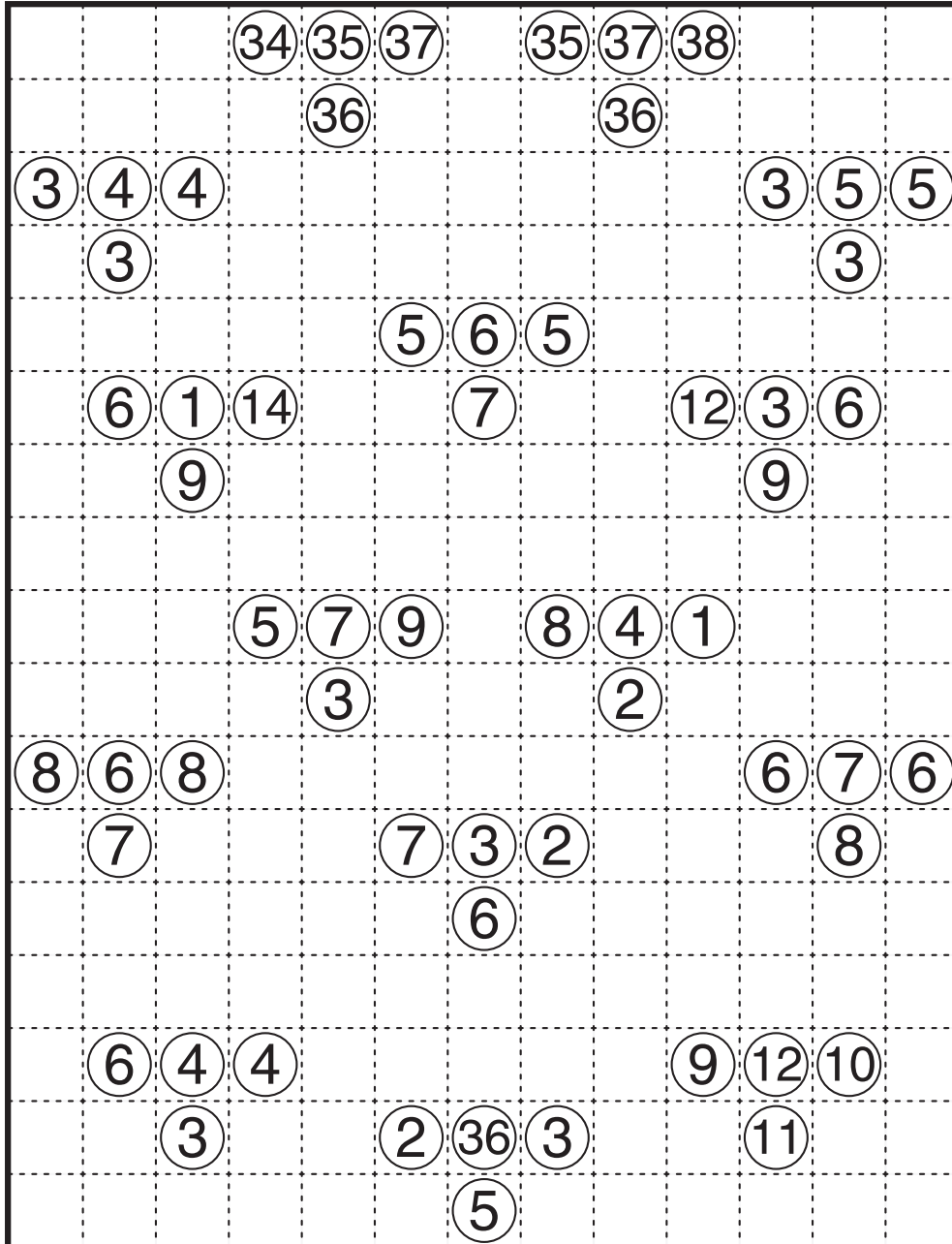


5	7	12	3	1
7	3	4		
3	3	19	3	2
7			7	
5	1	8	2	6
6	8	5		

Squares

Araf (Different Neighbors) by Jeffrey Bardon

Rules: Standard Araf rules. Also, no two regions with the same size can share an edge. (Note: this is the same rule as in Fillomino puzzles where no equal size polyominoes can touch.)



36 T's

Statue Park (Tapa Clues) by Prasanna Seshadri

Rules: Place each of the shapes exactly once into the grid, with rotations and reflections allowed. Pentominoes cannot cover any cells with clues, and no pentominoes can share an edge (diagonal touching allowed). All remaining white cells, including those with clues, must be connected. Number clues behave like Tapa clues and indicate the length of consecutive shaded blocks in the neighboring cells. Each question mark represents a positive integer.

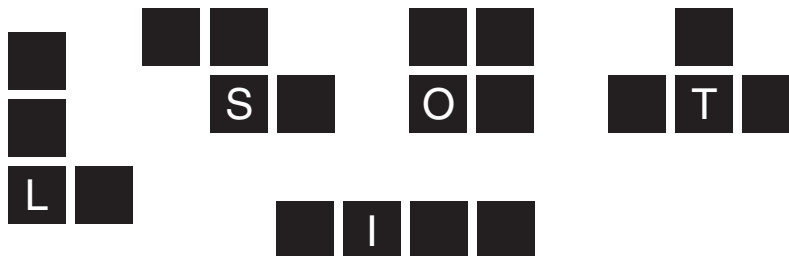


Example

			3			
	2	3				3
	4					2
			1	2		

Solution

			3			
	2	3				3
	4					2
			1	2		

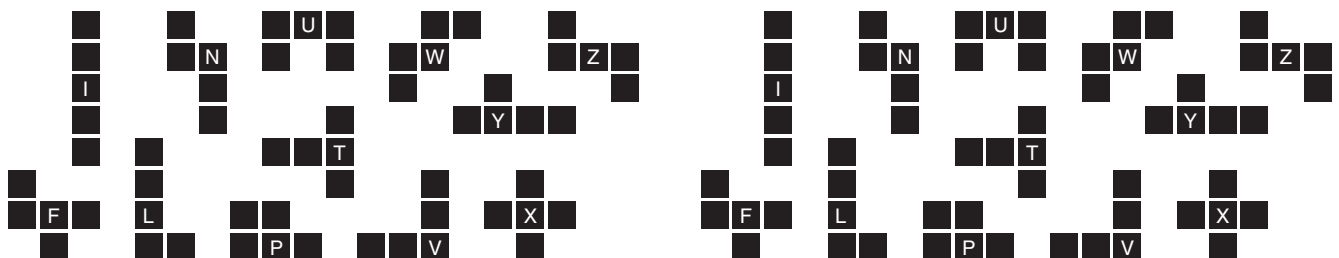


Statue Park (Tapa Clues) by Prasanna Seshadri



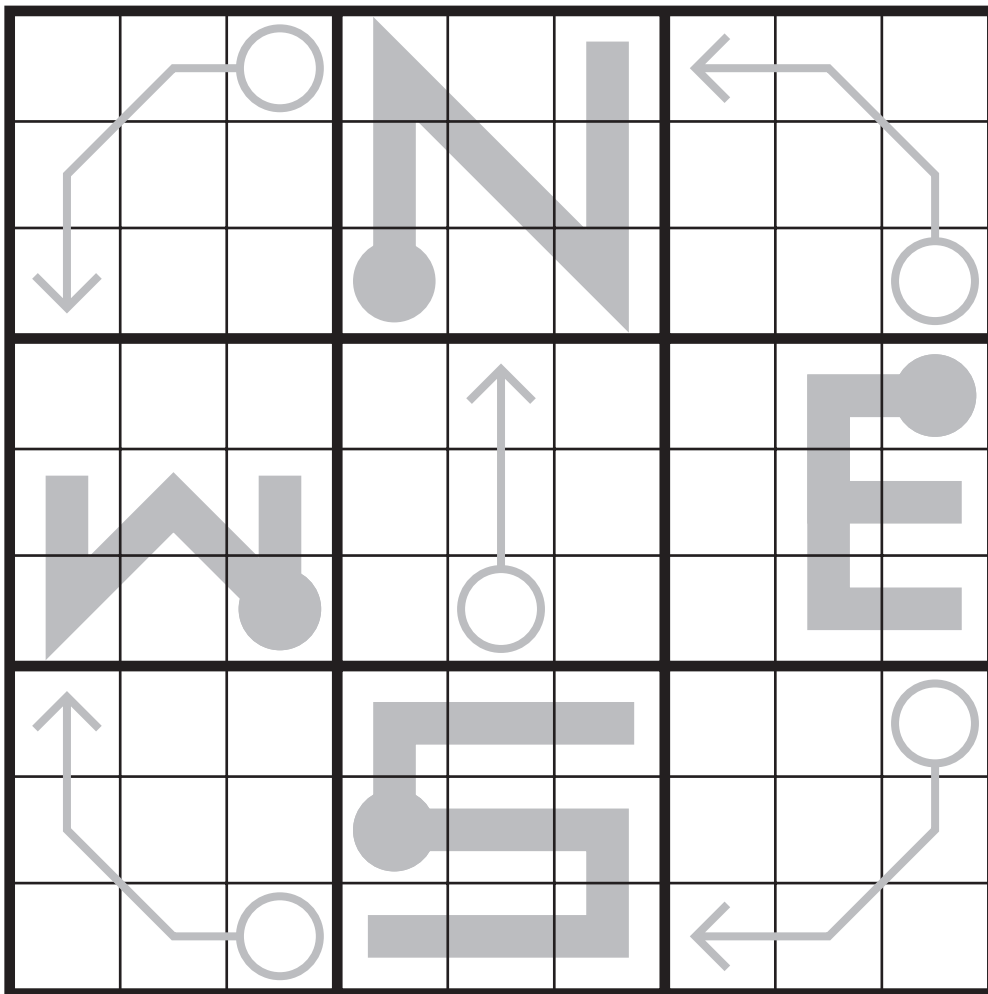
				2_4										0					
		5														2_2			
?				2_3			1_2^2			1_1^1				3_3					?
				2_2			4			1_3				2_2					
				4			3			1_2^2				5					
?				1_3			2_2			2_2				2_3					?
				2_4															4
							1_2								0				

4x4 Matrix



Arrow/Thermo-Sudoku by Jonas Gleim

Rules: Standard Arrow Sudoku rules and Thermo-Sudoku rules.



Compass

Battleship Sudoku by Serkan Yürekli

Rules: First see standard Sudoku rules (insert a number in the indicated range into each cell so that no number repeats in any row, column, or bold region). Also, standard Battleships rules.

Locate the given fleet, as in a Battleships puzzle. Each ship segment is numbered and these numbers must fit into a valid sudoku solution as well. Ships can be rotated when positioned in the grid, but different ships cannot be placed in adjacent cells that share an edge or corner. The clues outside the grid indicate the number of ship segments in that row/column. Numbers inside the grid at the start should be treated like “seas” and cannot belong to ships in the fleet.



	2		6						4
	6		4			2			1
						3			3
	8	4							1
						1	3		4
		2							1
		3			1		6		2
					2		5		
2	1	3	1		2	1	0		

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

Dominoes

Japanese Sums (Battleships) by John Bulten

Rules: Standard Japanese Sums rules. Also, all unused cells must form an unknown fleet of 1-cell wide ships in the grid. Each segment of a ship occupies a single cell, and ships do not touch each other, even diagonally.

		4	7			5	3
		4	6			6	8
2	3						
5	?						
11							
9							
?							
2	3						

		4	7			5	3
		4	6			6	8
2	3	●	2	◐	3	◑	◒
5	?	1	4	◒	6	5	3
11		3	1	5	2	◑	◒
9		◑	◒	◒	1	2	6
?		4	6	3	5	1	2
2	3	◑	◒	2	●	3	●

{1-6}

Example by Serkan Yürekli



18										
7	27	5				26				2
11	?	10		15		5		5	?	23
6	?	28		3		11		39	1	20
12	22	10								
29	?									
7	28	9								
21	9	10								
20	2	15								
5	3	15	5							
?	?	8								
19	14	12								

Yamato

{1-9}

Shape Sudoku by Salih Alan

Rules: Standard Sudoku rules. Also, there are some numbered shapes that must be put into the grid. Shapes can be rotated, but cannot be reflected.



		8	
			6
1			
		9	

Multiplication

Slitherlink (Switch) by Matej Uher

Rules: Standard Slitherlink rules.
Also, each given clue has to switch its initial position with one of its adjacent neighbors.



2	2	2	2	0	2
	3		1	2	3
	0				
	1	2		1	1
					3
1	1	2	0		1
2	1	3	2		1
					3

2	2		1	0	2	3
	0		2	3	2	2
	3					
	2	1		1	1	
					1	
1	1	0	2		3	
1	2	2	3		3	1

Example by Serkan Yürekli



	2	0	3	3		3	2	2	1		1	1	2	2	
2	2	3		3	2	2	3		1	2	1	2		2	0
2		3	1	1	2		2	2	2	3		2	1	1	1
2	2	2	2		2	2	1	2		1	2	2	1		1
3	3		3	2	2	2		2	3	3	1		2	2	2
	1	1	2	1		1	2	1	2		2	2	1	2	
3	2	2		2	1	2	2		1	1	2	1		2	3
2		2	2	2	2		2	2	2	3		2	2	1	2
1	2	2	2		2	2	1	1		2	3	3	1		3
3	2		3	2	2	2		1	1	2	2		2	2	1
	2	2	2	1		1	2	2	3		1	2	1	1	
1	1	2		3	2	1	2		1	2	3	2		1	2
2		3	2	1	1		2	2	1	1		2	2	3	2
1	2	1	2		1	2	1	3		2	1	2	2		1
0	2		1	1	1	2		2	1	3	1		2	3	2
	2	1	2	2		2	2	2	2		1	2	0	2	

Knight's Moves

Tapa-Like Loop (Transparent) by Prasanna Seshadri

Rules: Variation of Tapa-Like Loop rules. The loop can travel through clue cells. Each clue now describes the entire 3x3 area the clue cell is in the middle of.

				2 ₂	2
	1 ₈				
					4
5					
				4 ₅	
1		2 ₂			

				2 ₂	2
	1 ₈				
					4
5					
				4 ₅	
1		2 ₂			



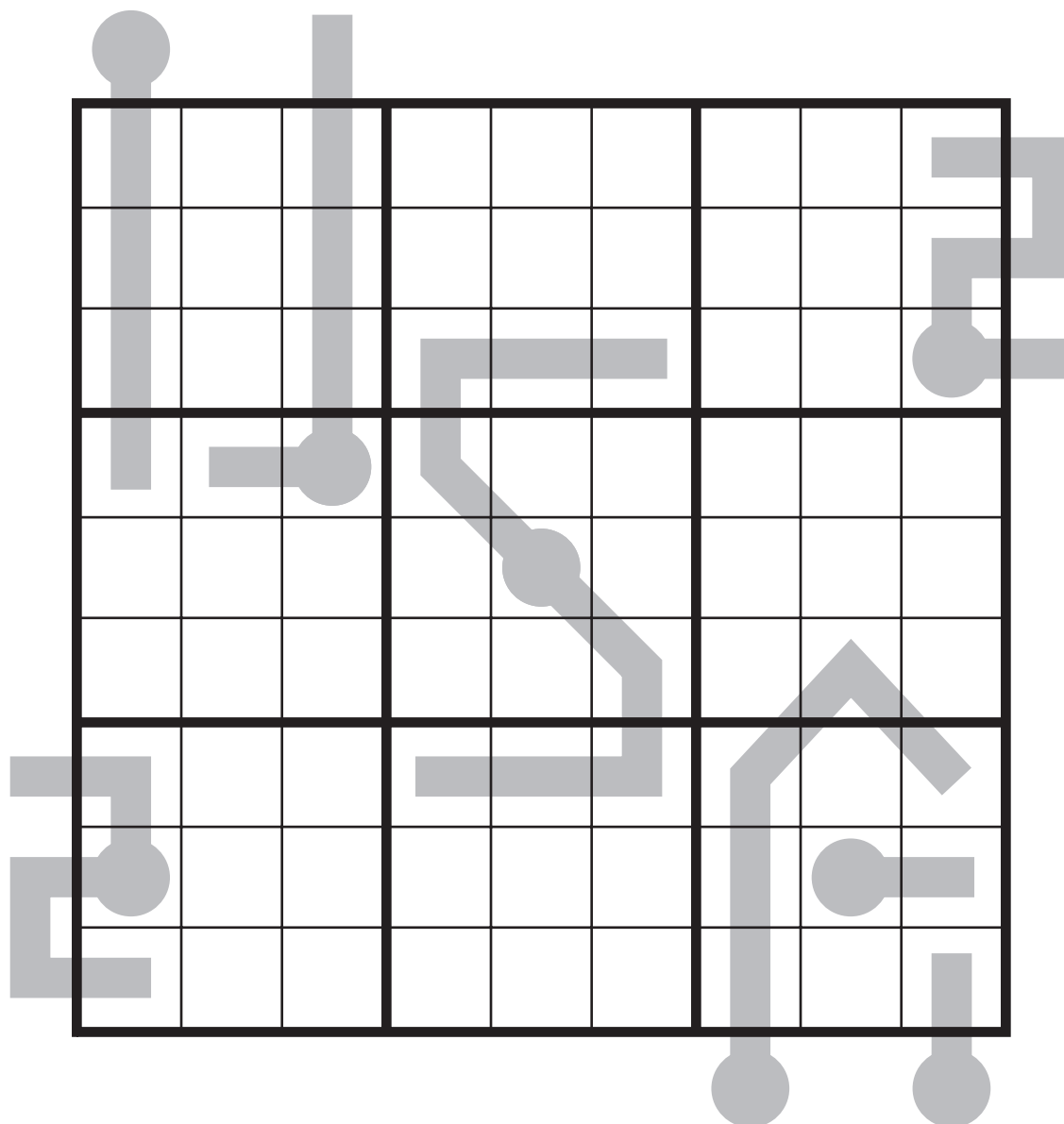
Example by Serkan Yürekli

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

All Cells?

Sunday Surprise by Thomas Snyder

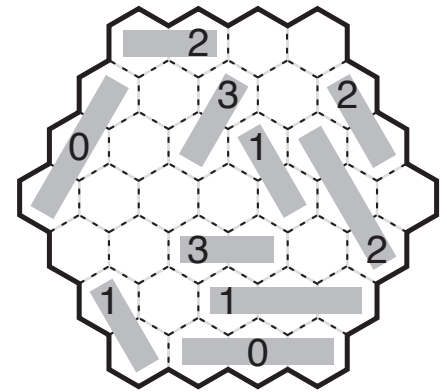
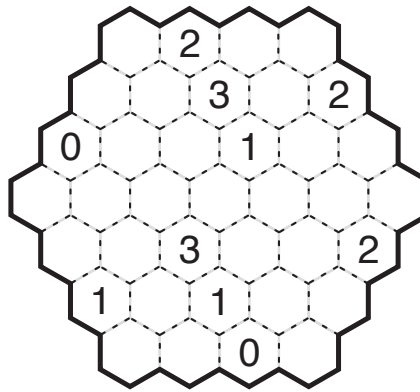
Rules: This puzzle from the US team t-shirts for the world championships is originally being released in an "instructionless" mode. It combines a common sudoku variation and a common puzzle type. More info will be given after the WSPC.



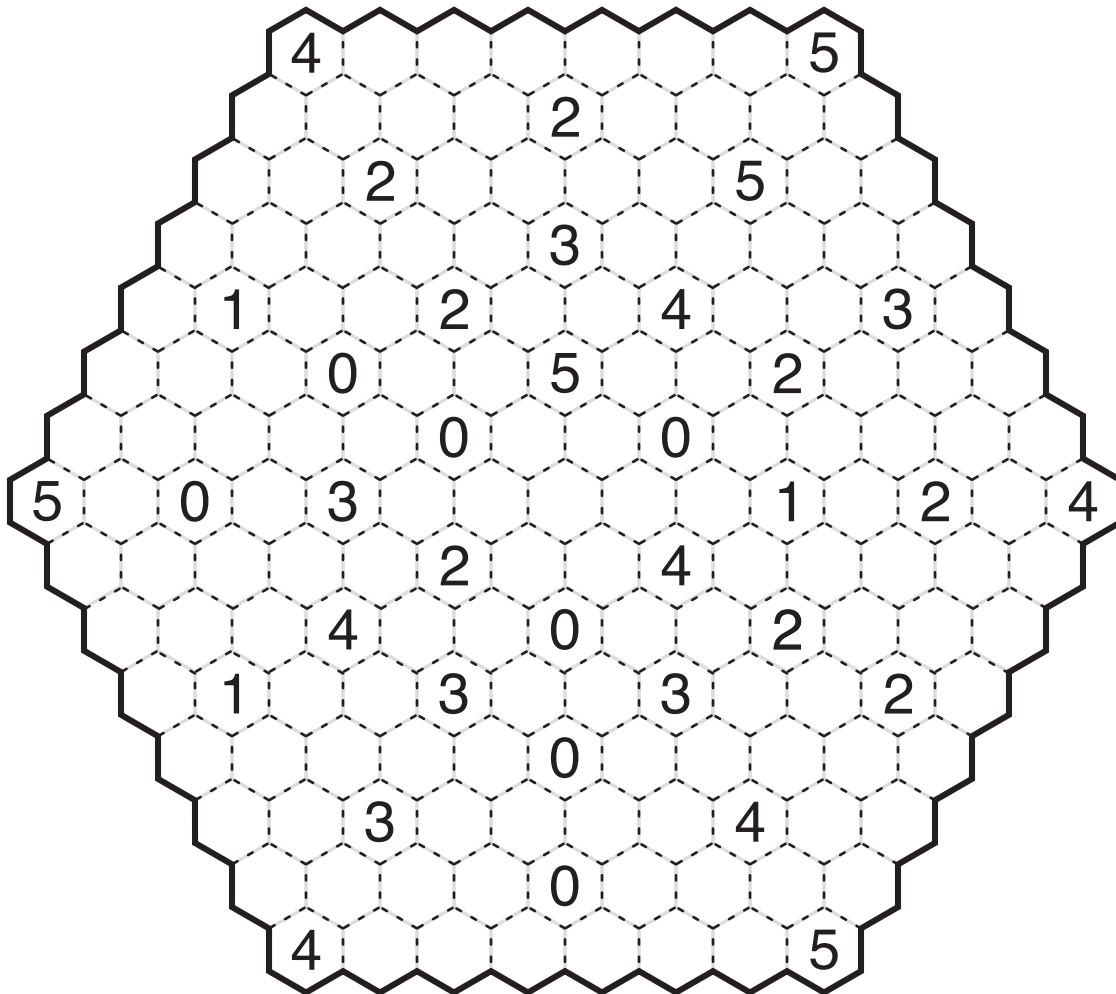
*US Team for 2022 World Sudoku
and Puzzle Championships*

Parking Lot (Hex) by Murat Can Tonta

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. (Unlike other variations of this puzzle, there are no extra automobiles without numbers here.)

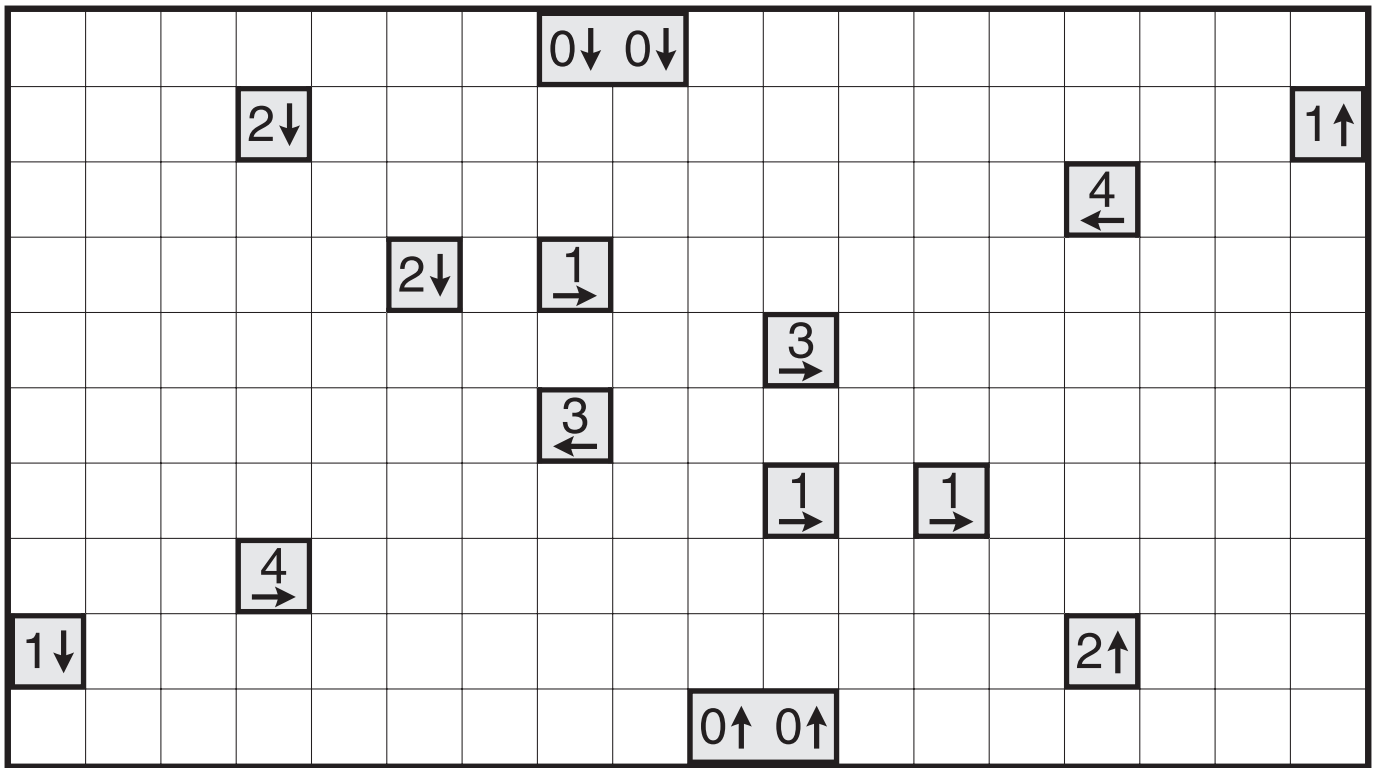


Example by Serkan Yürekli



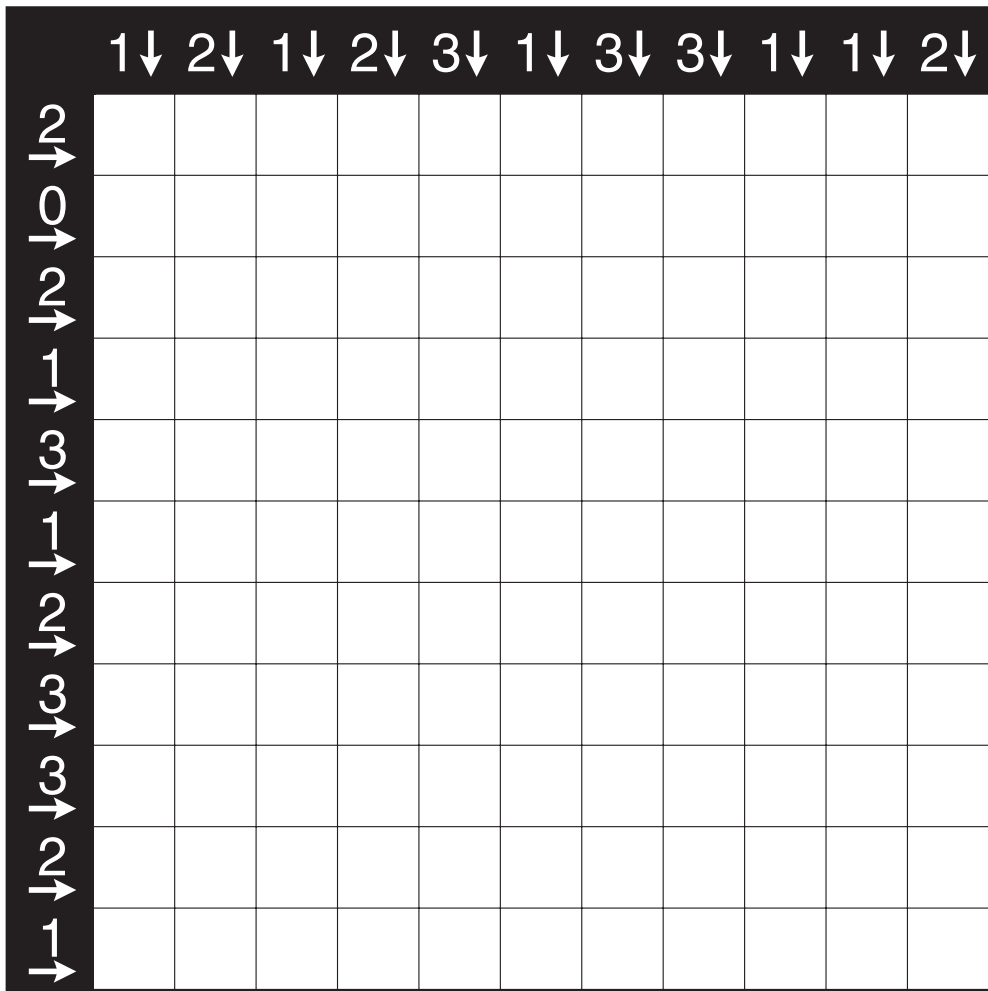
Empty Center

Yajilin by Sam Cappleman-Lynes



Open Middle

Castle Wall by Stefan Liew



Outside