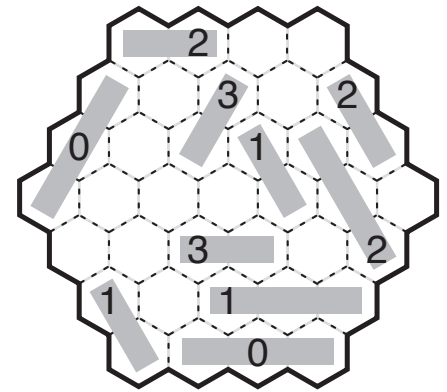
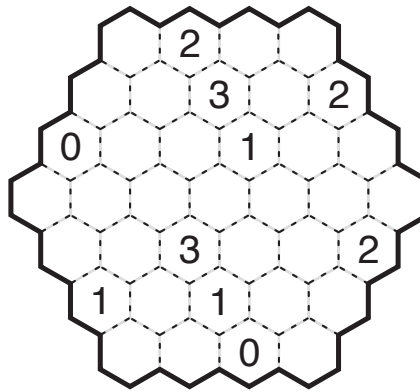
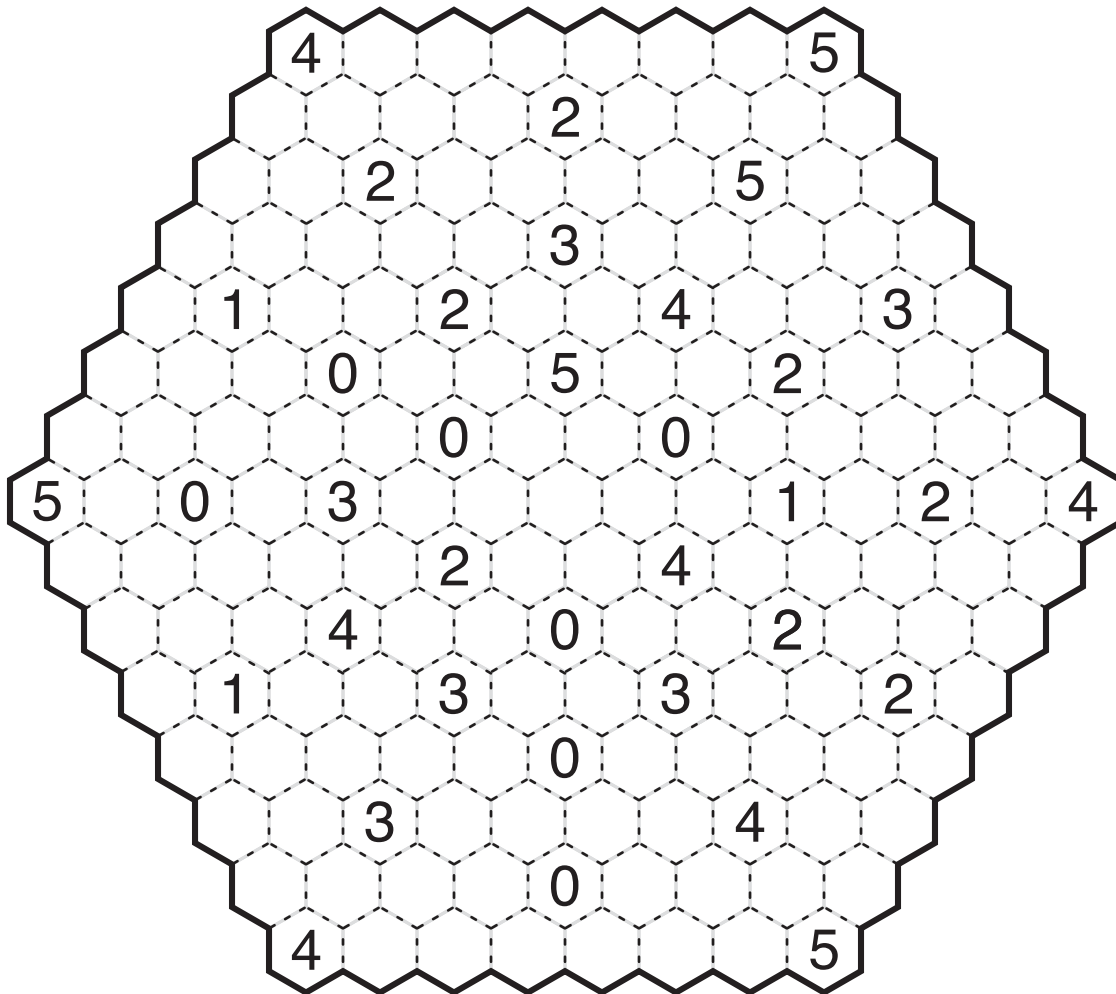


Parking Lot (Hex) by Murat Can Tonta

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