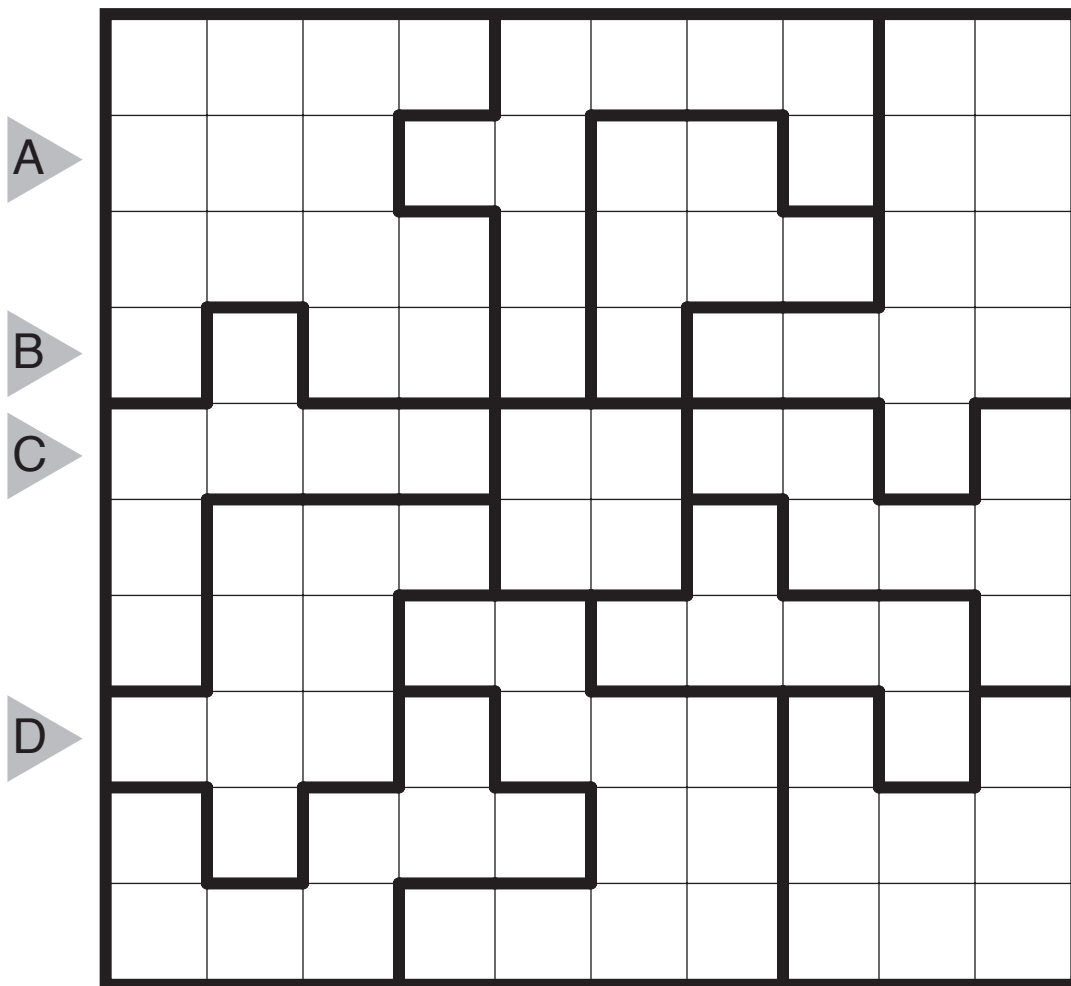




17/05/30:  
LOTS by Bryce Herdt  
Theme: Logical

[Variation of LITS] Shade exactly four connected cells in each outlined region, to form an L, O, T, or S tetromino, so that the following conditions are true:

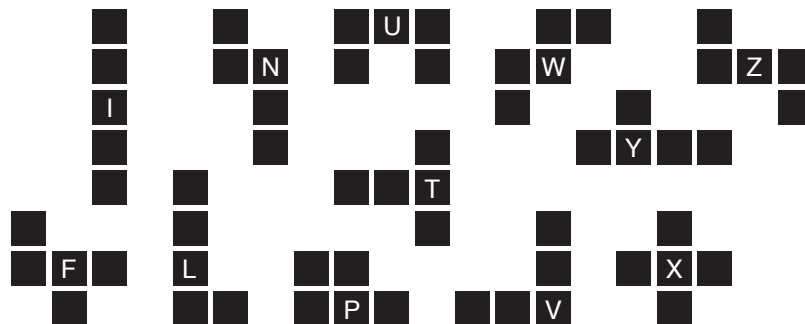
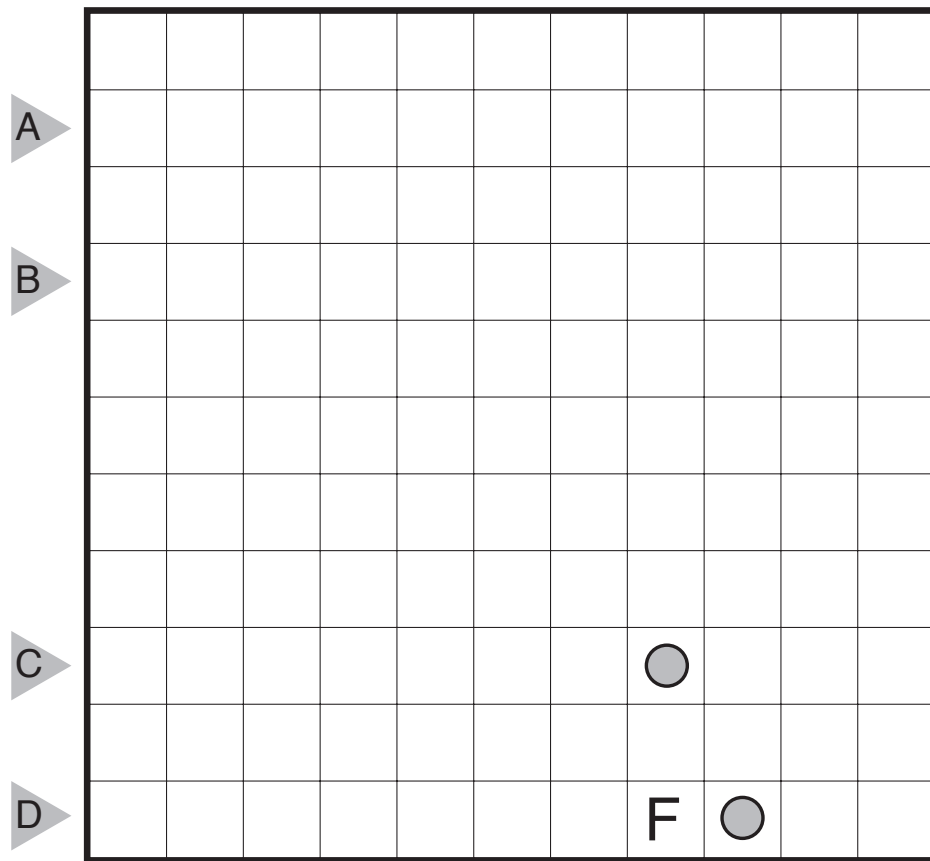
- (1) All shaded cells are connected with each other;
- (2) No  $1 \times 4$  group of cells can be entirely shaded black;
- (3) When two tetrominoes in adjacent regions share an edge, they must not be of the same type (L, O, T, or S), regardless of rotations or reflections.





# 17/06/01: Pentosnake by Nikolai Beluhov Theme: One Letter Clue

Rules: Draw a snake (a 1 cell-wide path) in the grid whose head and tail are given by circled cells. The snake **can touch itself diagonally**, but cannot touch itself orthogonally. All cells that are not part of the snake must be part of a pentomino (i.e., an orthogonally connected group of five cells). These unused pentominoes cannot touch orthogonally but can touch diagonally. A letter in a cell represents the pentomino shape that the cell belongs to. Pentomino shapes can be repeated in the grid, and can also be rotated and reflected. (Lettered cells cannot be used by the snake.)



17/06/02:

# Snake Pit X by Takeya Saikachi

## Theme: Clue Symmetry & Logic

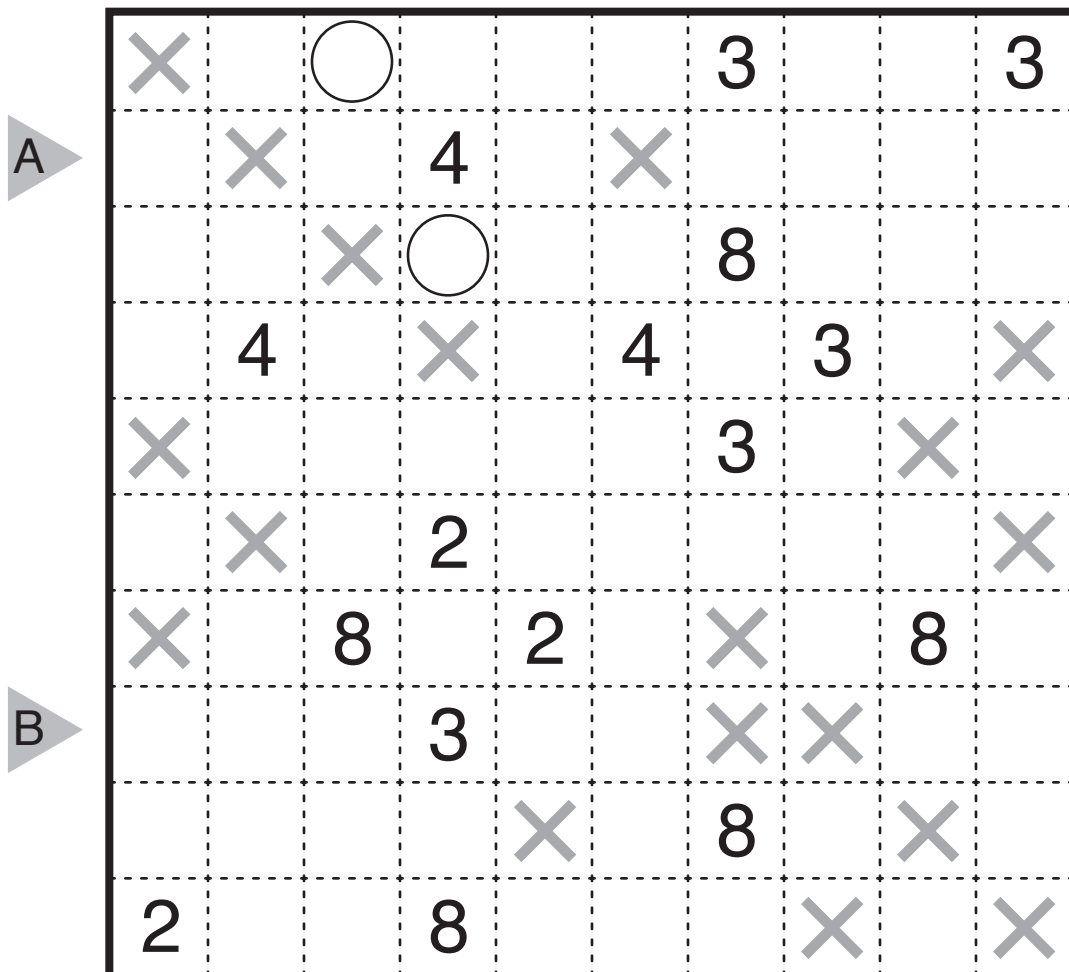
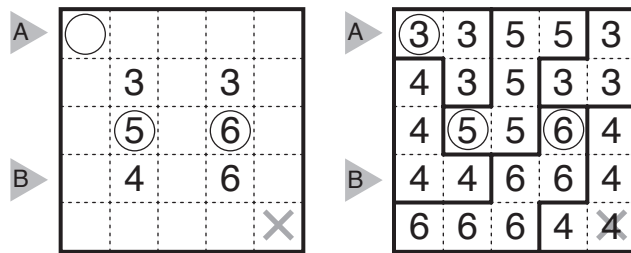
**Rules:** Divide the grid along the boundary lines so that every cell belongs to a snake.

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.

[+ new rule] Cells with an X cannot be an end of a snake.



17/06/03:  
 Yajilin by David Olmsted  
 Theme: Ladders

