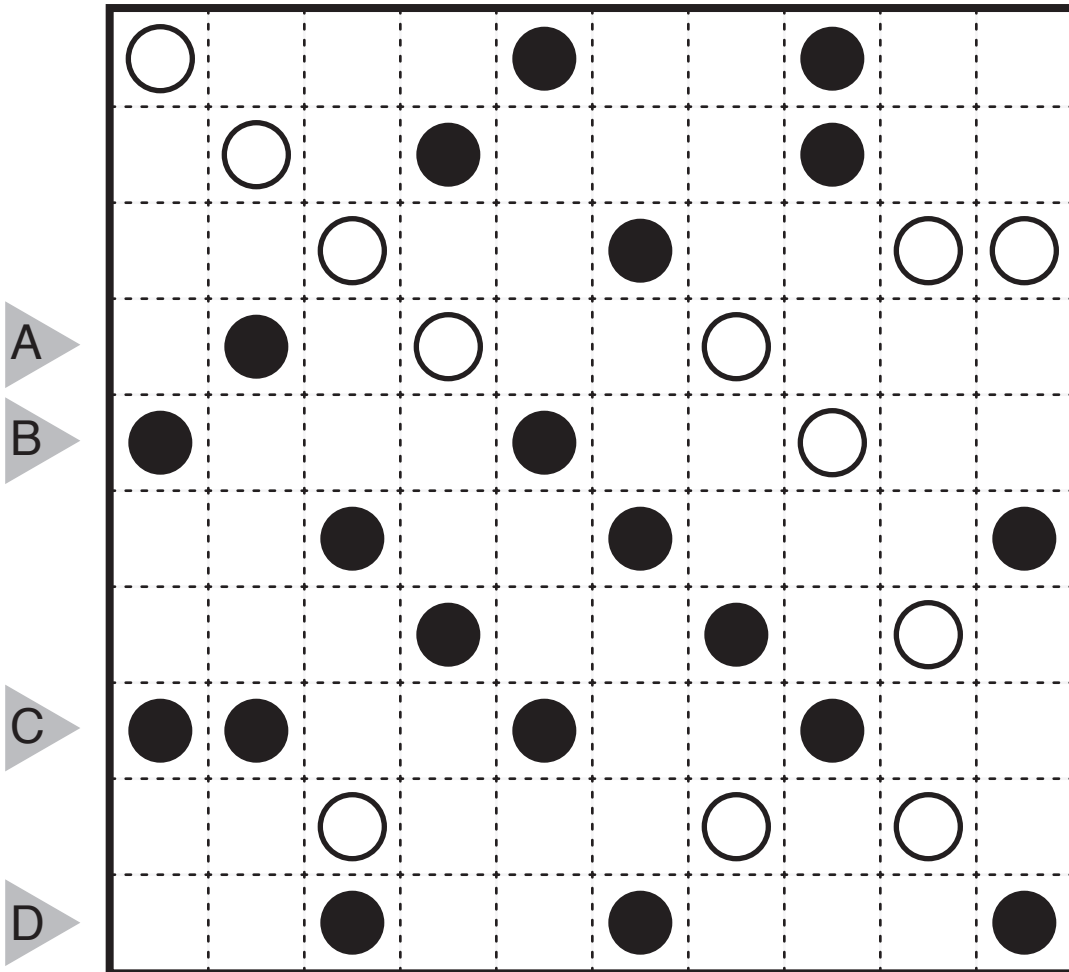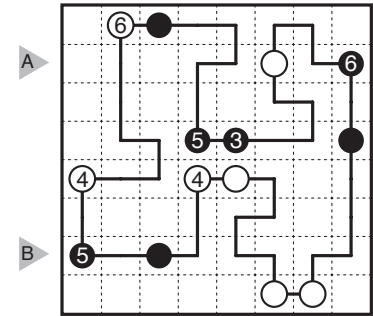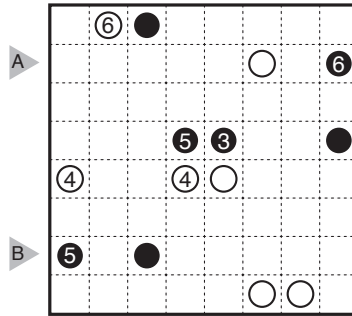# 17/01/23:
Balance Loop by Prasanna Seshadri
Theme: No Numbers

Rules: Draw a single, non-intersecting loop that passes through all circled cells. All white circles must have equal segment lengths on both sides of the circle before turning. All black circles must have unequal segment lengths on both sides of the circle before turning. Numbers indicate the sum of the segment lengths on both sides of the circle.

Answer Entry: Enter the length in cells of the horizontal loop segments from left to right in the marked rows, starting at the top. Separate each row's entry with a comma. This example has the key "11,311".

17/01/24:
Tapa (Islands) by Murat Can Tonta
Theme: Clue Symmetry & Logic

Rules: Standard Tapa Rules. Also, similar to Nurikabe, each clue cell is part of an island of horizontally and vertically connected white cells. Islands are allowed to touch diagonally. Islands may contain at most one clue cell, and the area of the island must be one of the numbers in the clue (as an example, if a clue is 15, then the island containing that clue must be either 1 cell or 5 cells large).

17/01/25:
Balance Loop by Murat Can Tonta
Theme: All Black

Rules: Draw a single, non-intersecting loop that passes through all circled cells. All white circles must have equal segment lengths on both sides of the circle before turning. All black circles must have unequal segment lengths on both sides of the circle before turning. Numbers indicate the sum of the segment lengths on both sides of the circle.

Answer Entry: Enter the length in cells of the horizontal loop segments from left to right in the marked rows, starting at the top. Separate each row's entry with a comma. This example has the key "11,311".
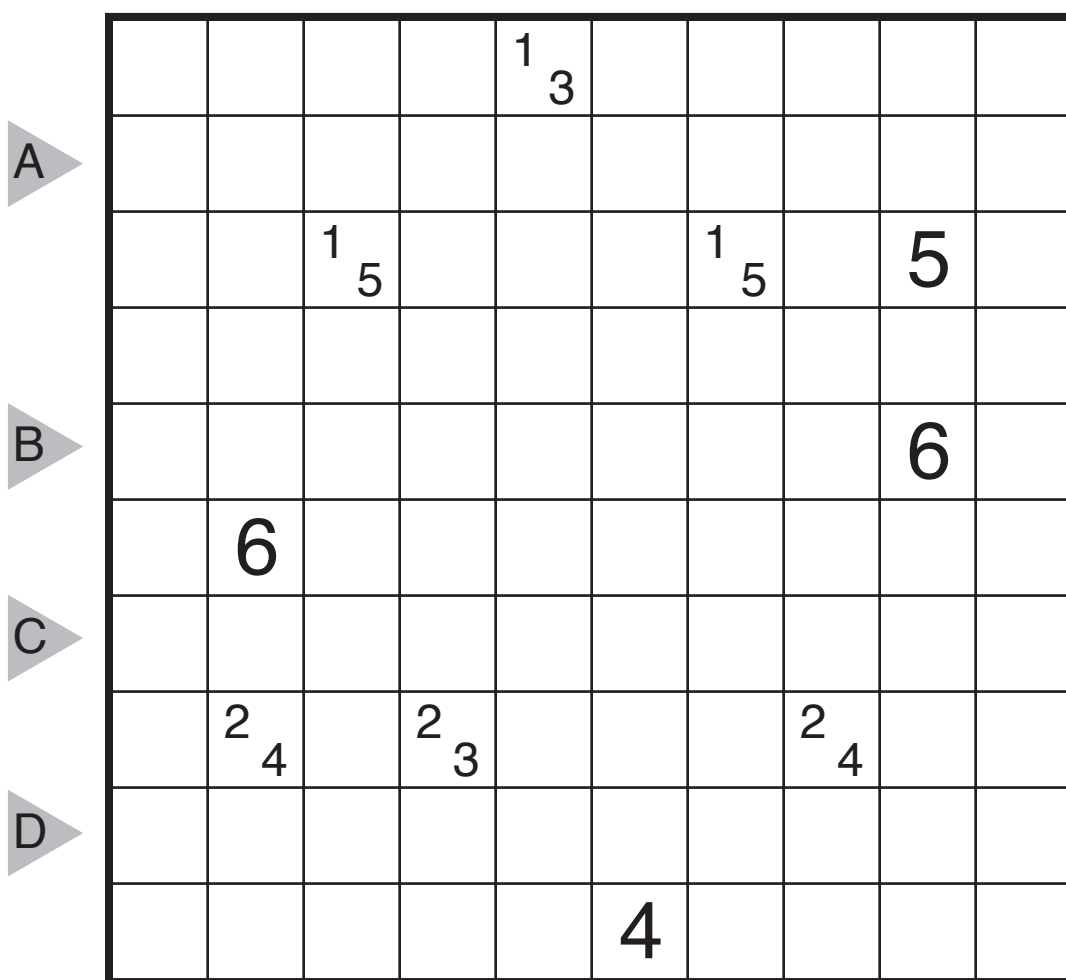
17/01/26:
Tapa (Islands) by Prasanna Seshadri
Theme: Clue Symmetry & Logic

Rules: Standard Tapa Rules. Also, similar to Nurikabe, each clue cell is part of an island of horizontally and vertically connected white cells. Islands are allowed to touch diagonally. Islands may contain at most one clue cell, and the area of the island must be one of the numbers in the clue (as an example, if a clue is 15, then the island containing that clue must be either 1 cell or 5 cells large).

17/01/27:
Masyu or Balance Loop? by Carl Worth
Theme: Almost Antisymmetric

Rules: Combination of Masyu and Balance Loop puzzles. In each horizontal row, all the circles obey the same rules, which are Masyu rules or Balance Loop rules. You must determine what rule applies to each row in order to form the single loop that solves the puzzle.

17/01/28:
Tapa (Islands) by Murat Can Tonta
Theme: Clue Symmetry & Logic

Rules: Standard Tapa Rules. Also, similar to Nurikabe, each clue cell is part of an island of horizontally and vertically connected white cells. Islands are allowed to touch diagonally. Islands may contain at most one clue cell, and the area of the island must be one of the numbers in the clue (as an example, if a clue is 15, then the island containing that clue must be either 1 cell or 5 cells large).