

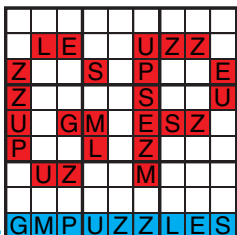


# SEASON 3

# KICK-OFF

- Masyu Grant Fikes
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- LITS Serkan Yürekli
- LITS Prasanna Seshadri
- Fillomino Grant Fikes
- Fillomino Murat Can Tonta
- Star Battle Thomas Snyder
- Star Battle JinHoo Ahn
- Arrow Sudoku Thomas Snyder
- Arrow Sudoku Serkan Yürekli
- Skyscrapers (Sum) Takeya Saikachi
- Skyscrapers (Sum) Murat Can Tonta
- Instructionless Takeya Saikachi

**GRANDMASTER PUZZLES**

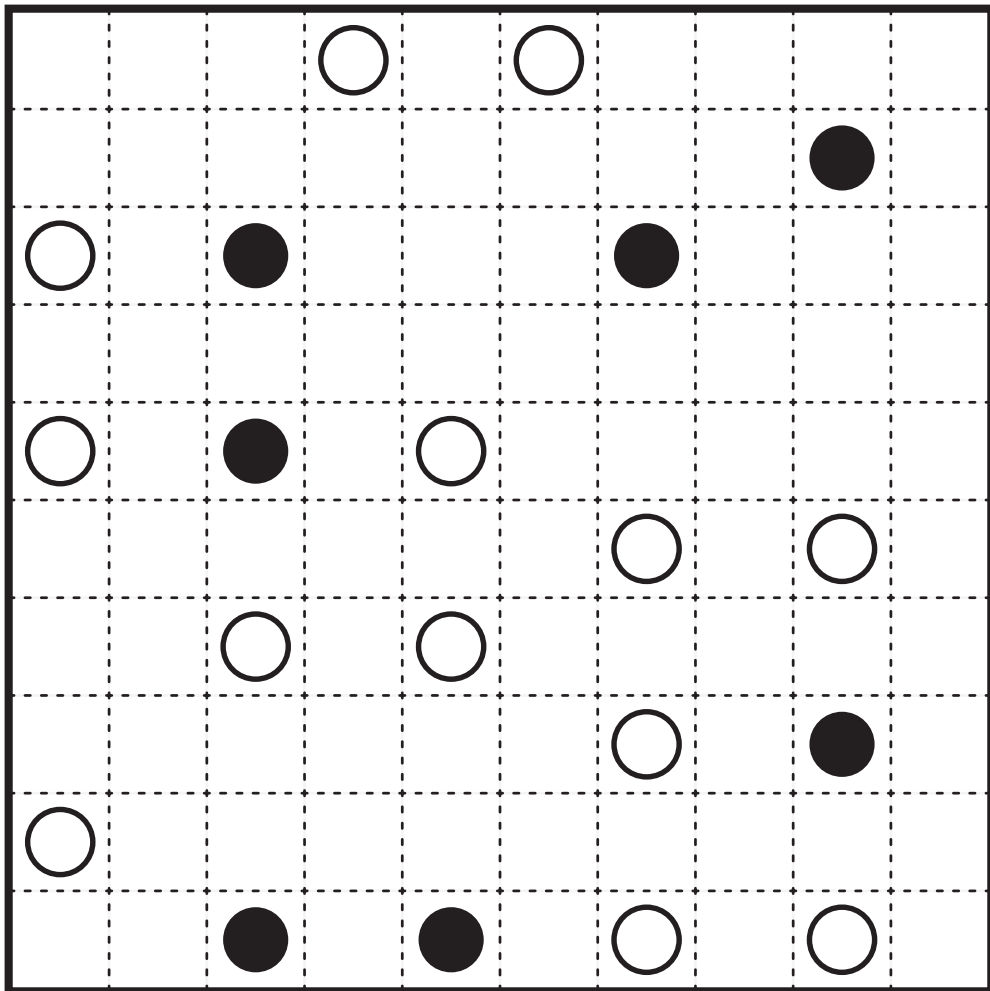


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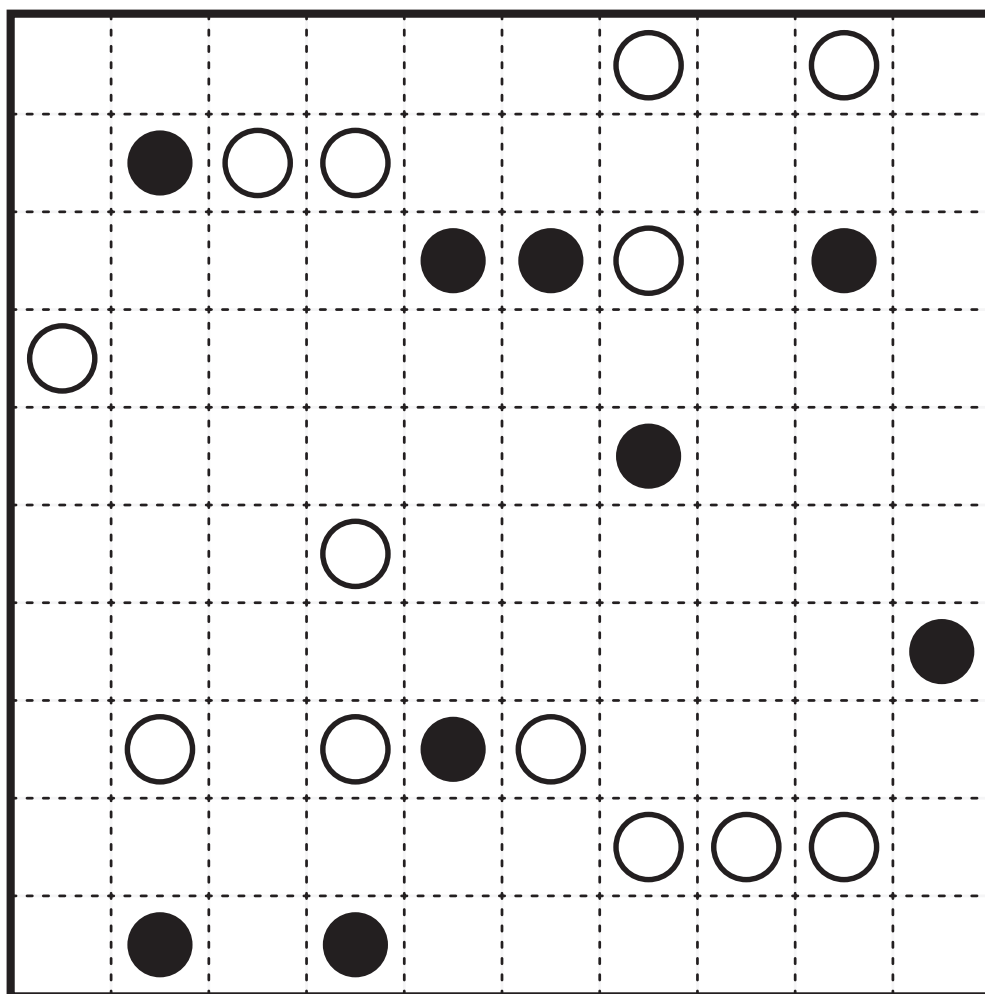
# Masyu by Grant Fikes

Rules: Draw a single, non-intersecting loop that passes through all circled cells. The loop must go straight through the cells with white circles, with a turn in at least one of the cells immediately before/after each white circle. The loop must make a turn in all the black circles, but must go straight in both cells immediately before/after each black circle.



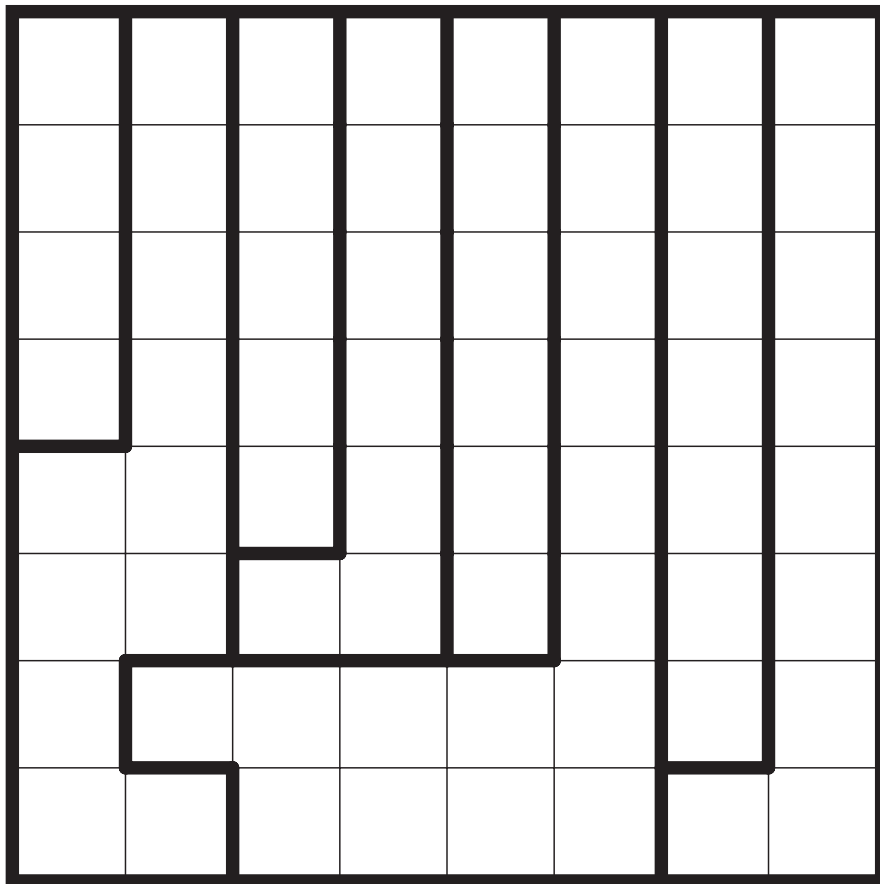
*Singles*

# Masyu by Grant Fikes



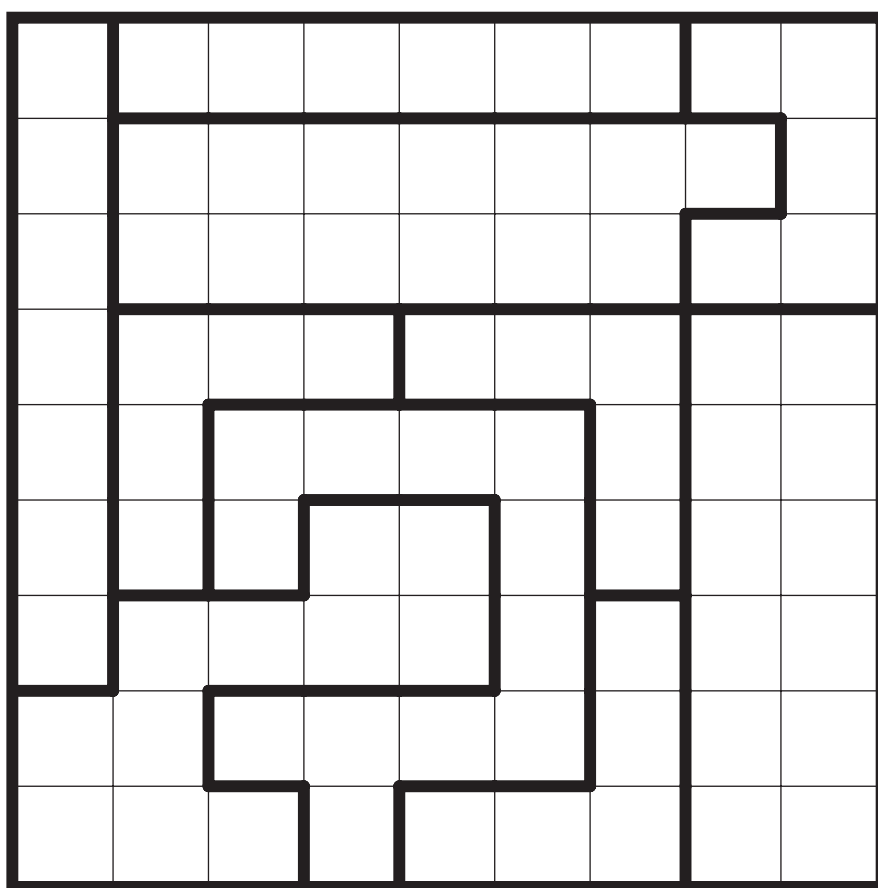
# LITS by Serkan Yürekli

Rules: Shade exactly four connected cells in each outlined region, to form an L, I, T, or S tetromino, so that the following conditions are true: (1) All shaded cells are connected with each other; (2) No 2x2 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, I, T, or S), regardless of rotations or reflections.



*Profiles*

# LITS by Prasanna Seshadri



*Pointing*

# Fillomino by Grant Fikes

Rules: Divide the grid along the dotted lines into regions called polyominoes so that no two polyominoes with the same area share an edge. Inside some cells are numbers; each number must represent the area of the polyomino it belongs to. A polyomino may contain zero, one, or more of the given numbers. (It is possible for a “hidden” polyomino — a polyomino without any of the given numbers — to contain a value that is not present in the starting grid such as a 6 in a puzzle with only 1-5 clues.)



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

4U

# Fillomino by Murat Can Tonta

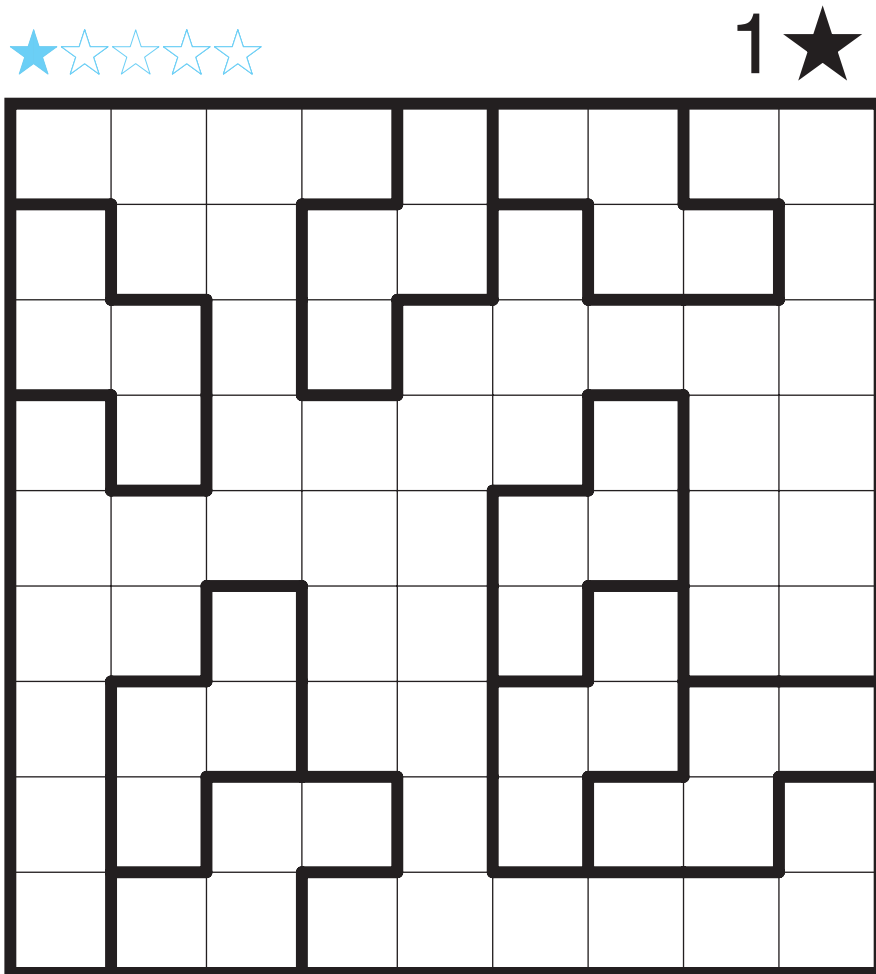


			3					6	
1	2	6	4					5	
								6	
			2	6	3	6		4	1
			3			1			
			5			4			
5	1		1	3	1	5			
	2								
	4					2	1	5	6
	1					4			

*32 Dice*

# Star Battle by Thomas Snyder

Rules: Fill some cells with stars so that each row, column, and bold region contains the indicated number of stars. Stars cannot be placed in adjacent cells that share an edge or corner.



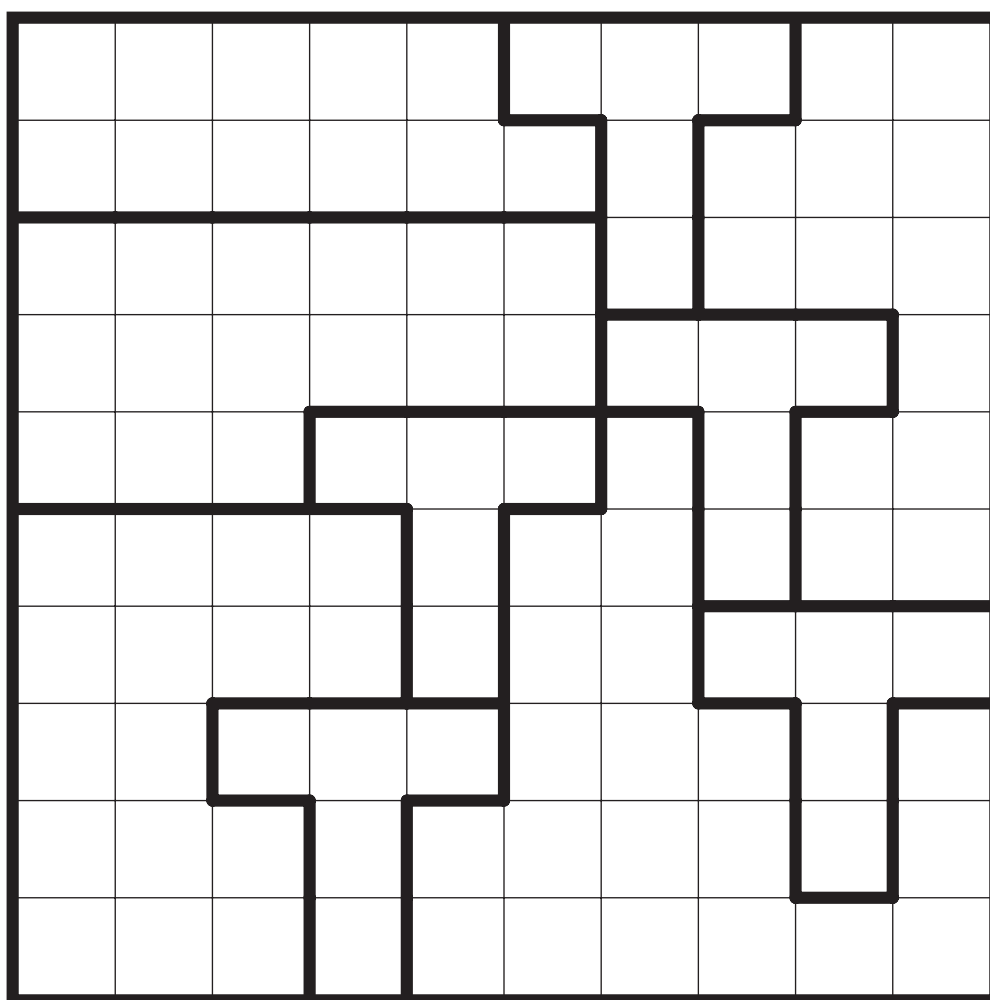
*Tetrominoes*



# Star Battle by JinHoo Ahn



2★



*T It Up*

# Arrow Sudoku by Thomas Snyder

Rules: 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). Some arrow shapes are in the grid; the sum of the numbers along the path of each arrow must equal the number in the circled cell. Numbers can repeat within an arrow shape.



					<b>3</b>
	○		→	<b>5</b>	
	○		→	<b>1</b>	
	<b>1</b>	○	→		
	<b>6</b>	○	→		
<b>2</b>					

*Right Way of Thinking*

# Arrow Sudoku by Serkan Yürekli

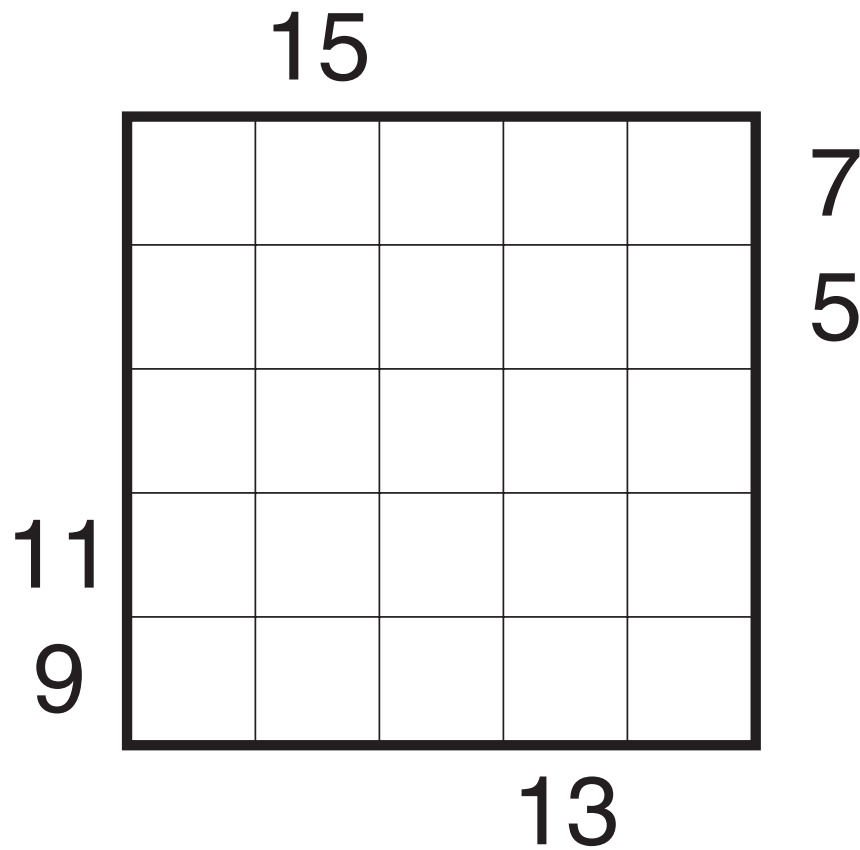


	9		7		6	
6						9
○			○			○
			2			
			○			
2	○		4		○	3
5						1
8						7
○	3	4			6	2

Love

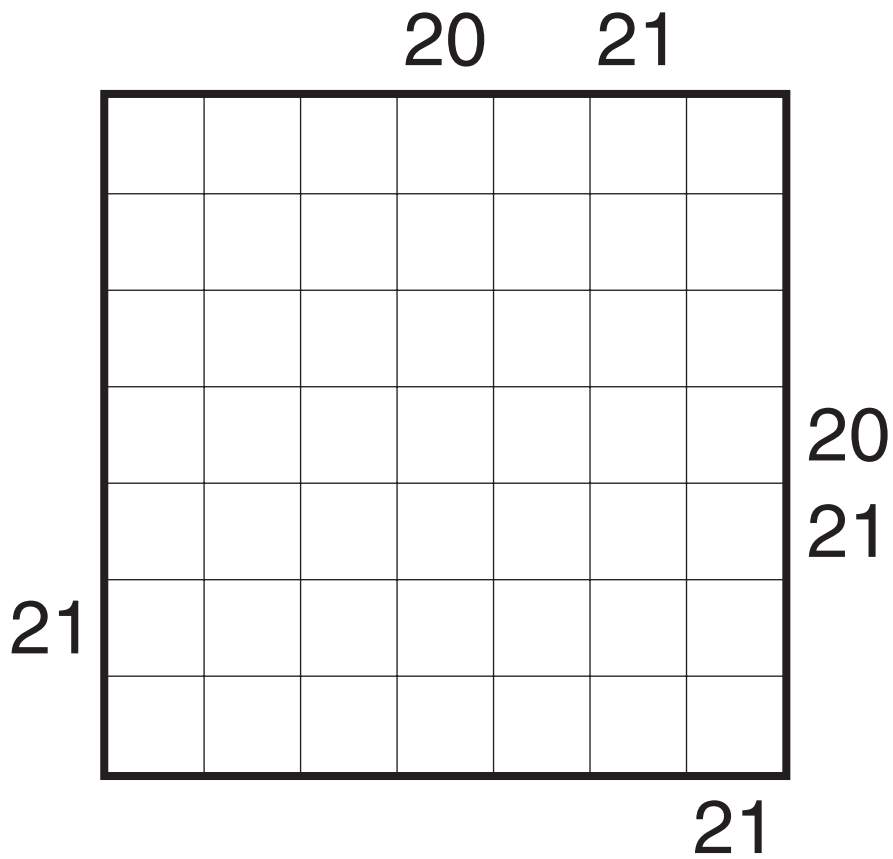
# Skyscrapers (Sum) by Takeya Saikachi

Rules: Variation of Skyscrapers; each clue represents the sum of the heights of the visible buildings in that direction.



*Possible Odds*

# Skyscrapers (Sum) by Murat Can Tonta

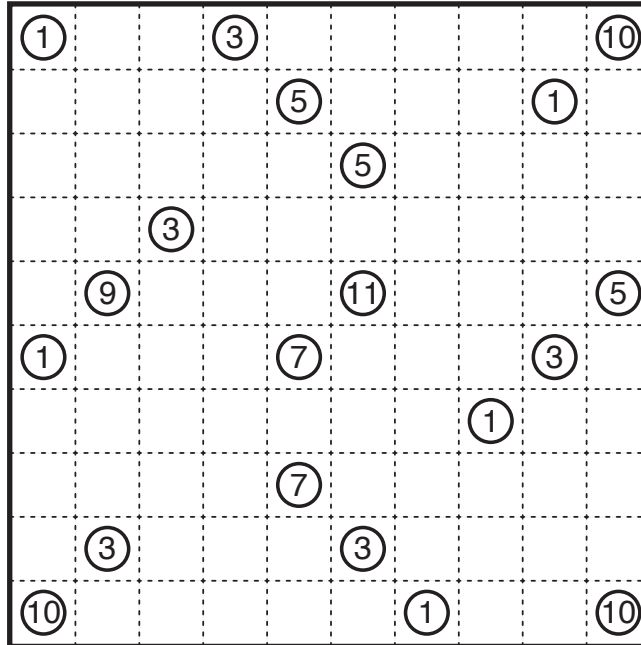


*Two Consecutive Numbers*

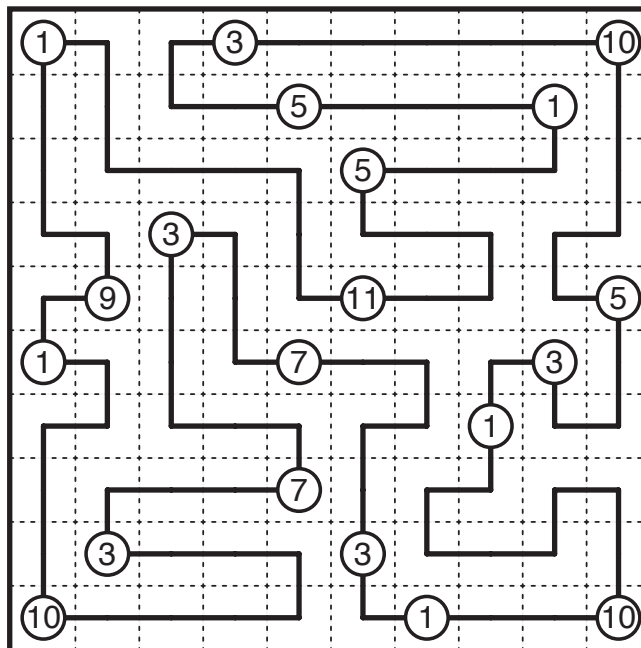
# Instructionless by Takeya Saikachi

To solve the main puzzle, you must first discover the genre's rules by solving the example puzzle.

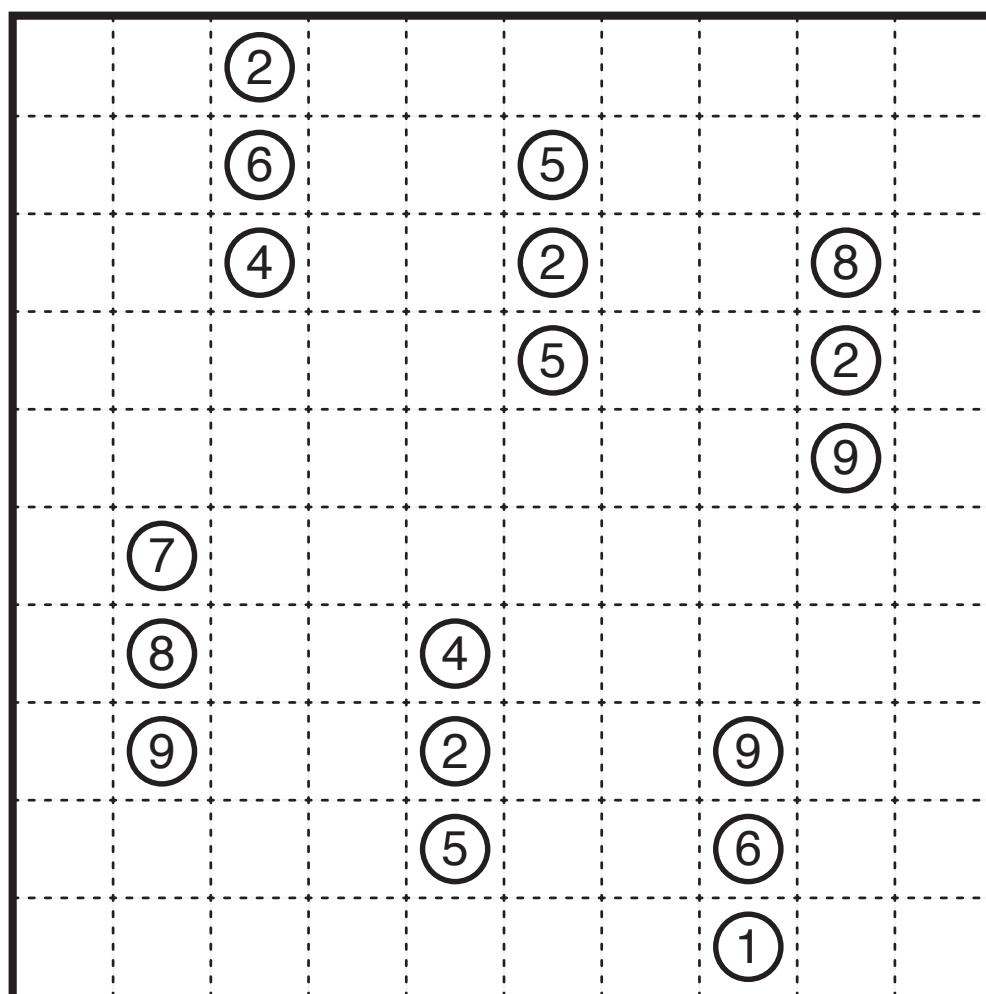
## Example



## Solution



# Instructionless by Takeya Saikachi



*Triplets*