

2024/08-09/26-01

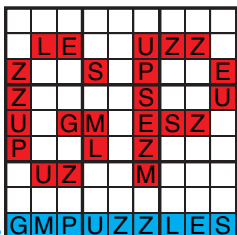
WEEK 0

SEASON 4

KICK-OFF

Aqre	Murat Can Tonta
Aqre	Serkan Yürekli
Math Path	Thomas Snyder
Math Path	Thomas Snyder
Yajilin	Grant Fikes
Yajilin	David Olmsted
Star Battle	JinHoo Ahn
Star Battle	Şaban Erdoğan
Fillomino (Non-consecutive)	Serkan Yürekli
Fillomino (Non-consecutive)	Freddie Hand
Consecutive Pairs Sudoku	Akash Doulani
Consecutive Pairs Sudoku	Salih Alan
Masyu	Grant Fikes

GRANDMASTER PUZZLES

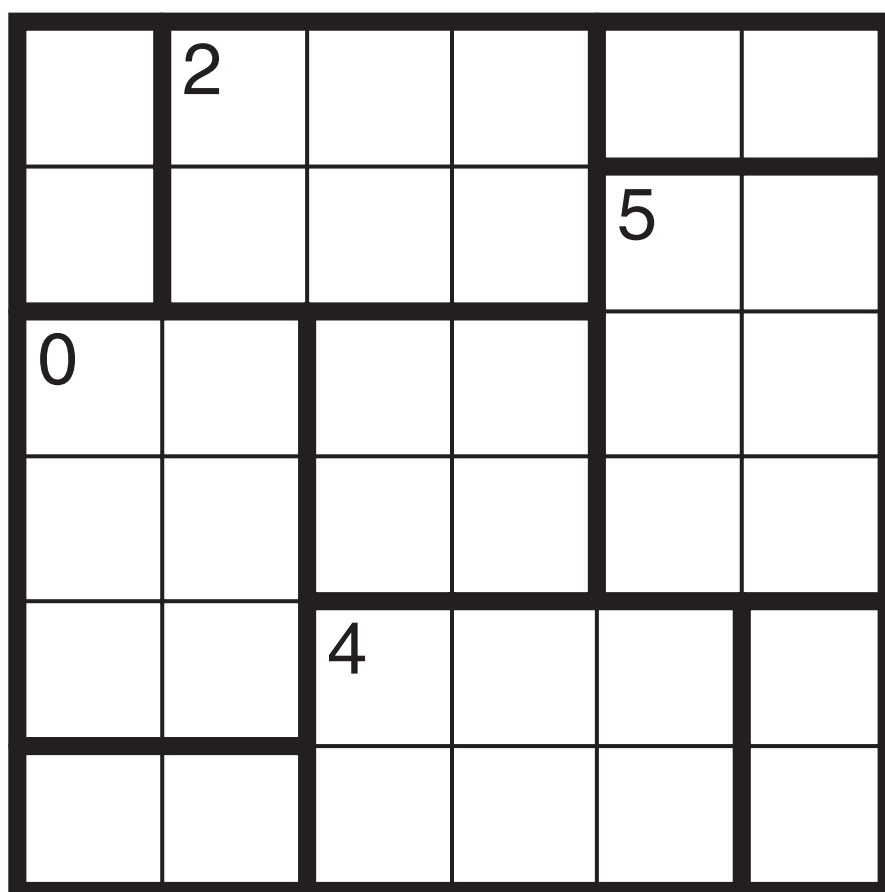


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Aqre by Murat Can Tonta

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.



Rectangles

Aqre by Serkan Yürekli



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

Fields

Math Path by Thomas Snyder

Rules: Write a number from 1 to N (N is given for each puzzle) into each cell (except black cells) so that every number appears in the grid once. There must be a path using just adjacent cells to travel between consecutive numbers from 1 to N. Also, the number in the upper-left corner of each bold cage indicates the value of a mathematical operation (addition, subtraction, multiplication, division) applied successively to all numbers in the cage, starting with the largest number for subtraction and division (e.g. 1,2,4 with subtraction is a 1- clue as $4-2-1 = 1$). The operation may or may not be given in the cage, but at least one of the four operations must apply.

{1-23}

58			240	
462	1-		15+	
	15x	2		3
		3÷		
13		-6		

58	23	18	17	16	15
462	22	20	19	14	
	21	3	2	1	13
		5	4	12	10
13	6	7	8	9	11

Example by Thomas Snyder



{1-15}

20x			20x		
	20		20		
20		20			

Twenty Something

Math Path by Thomas Snyder



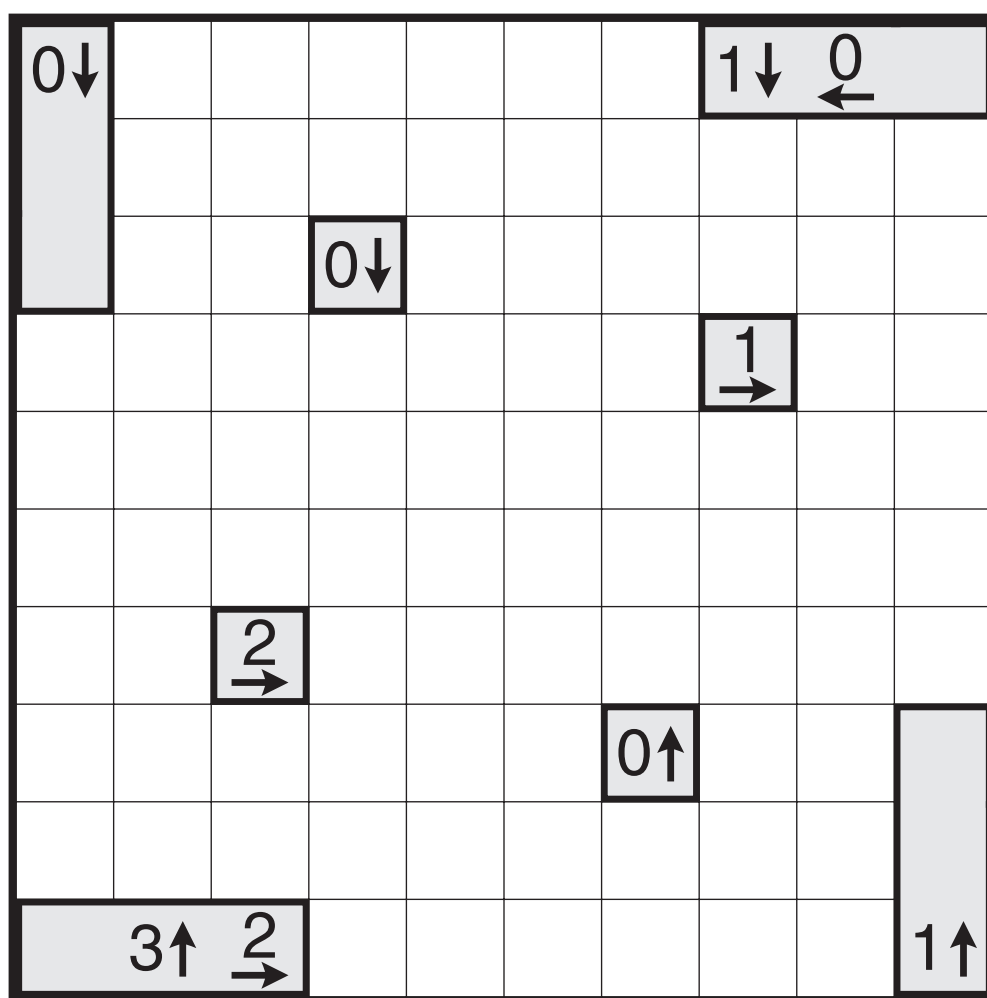
{1-25}

42		20		
	100		240	
	100	42		
				240
20				

Double Vision

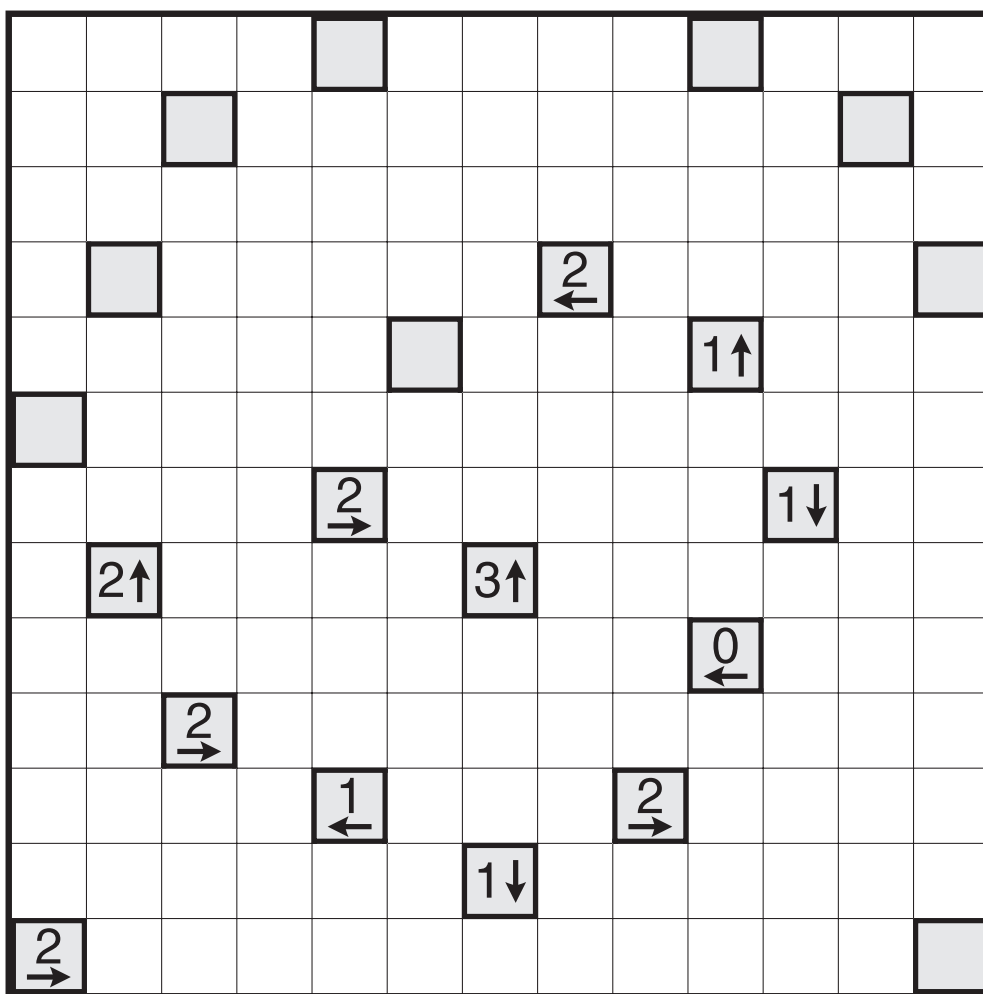
Yajilin by Grant Fikes

Rules: Blacken some white cells and then draw a single closed loop (without intersections or crossings) through all remaining white cells. Blackened cells cannot share an edge with each other. Some cells are outlined and in gray and cannot be part of the loop. Numbered arrows in such cells indicate the total number of blackened cells that exist in that direction in the grid.



Spinner

Yajilin by David Olmsted



Spiral

Star Battle by JinHoo Ahn

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.

★ ★ ★ ★ ★ 1 ★

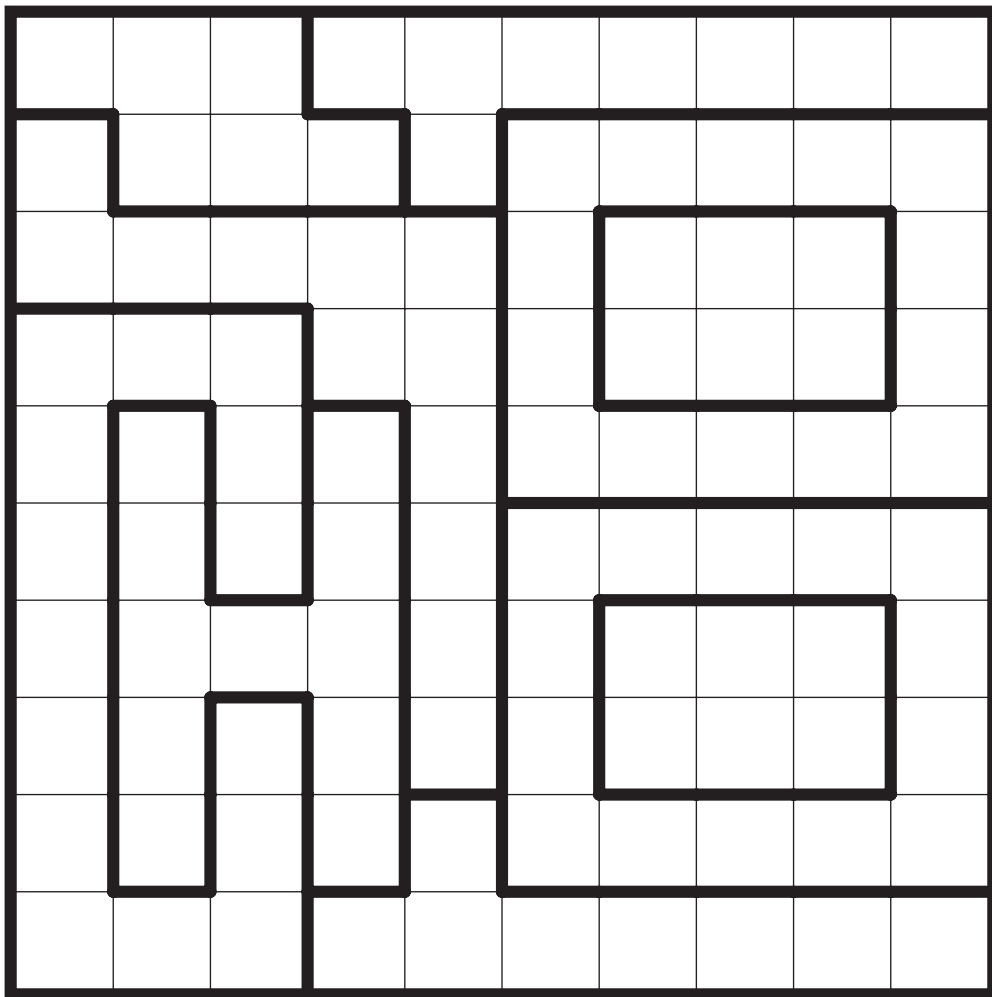
The puzzle consists of a 10x10 grid. A bold region is defined by thick black lines. The bold region includes the following cells: (1,1), (1,2), (1,3), (1,4), (1,5), (1,6), (1,7), (1,8), (1,9), (1,10); (2,1), (2,2), (2,3), (2,4), (2,5), (2,6), (2,7), (2,8), (2,9), (2,10); (3,1), (3,2), (3,3), (3,4), (3,5), (3,6), (3,7), (3,8), (3,9), (3,10); (4,1), (4,2), (4,3), (4,4), (4,5), (4,6), (4,7), (4,8), (4,9), (4,10); (5,1), (5,2), (5,3), (5,4), (5,5), (5,6), (5,7), (5,8), (5,9), (5,10); (6,1), (6,2), (6,3), (6,4), (6,5), (6,6), (6,7), (6,8), (6,9), (6,10); (7,1), (7,2), (7,3), (7,4), (7,5), (7,6), (7,7), (7,8), (7,9), (7,10); (8,1), (8,2), (8,3), (8,4), (8,5), (8,6), (8,7), (8,8), (8,9), (8,10); (9,1), (9,2), (9,3), (9,4), (9,5), (9,6), (9,7), (9,8), (9,9), (9,10); (10,1), (10,2), (10,3), (10,4), (10,5), (10,6), (10,7), (10,8), (10,9), (10,10). The bold region is a single connected shape that covers most of the grid, with some internal gaps. The number of stars for each row, column, and bold region is indicated by the number and star icons above the grid.

Zzzzz...

Star Battle by Şaban Erdoğan



2★



H_2O

Fillomino (Non-consecutive) by Serkan Yürekli

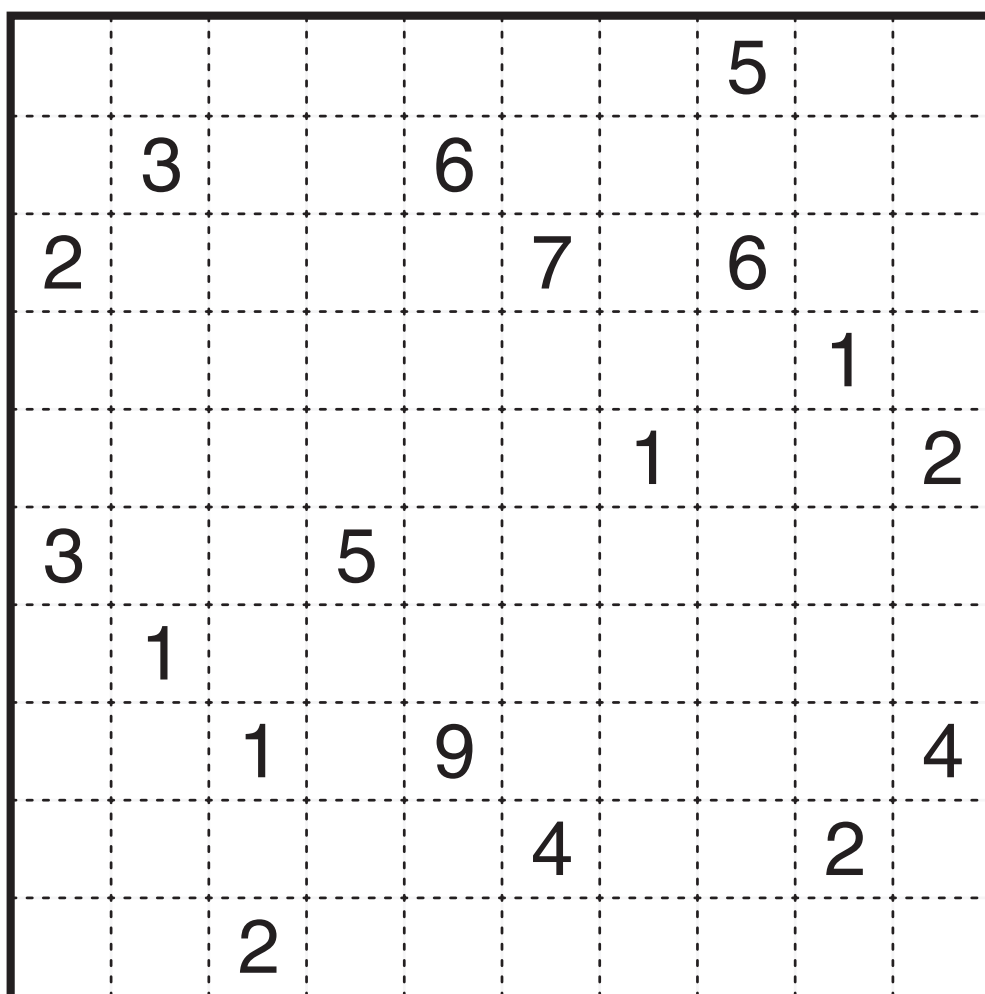
Rules: Divide the grid along the dotted lines into regions called polyominoes so that no two polyominoes with the same area share an edge. Inside some cells are numbers; each number must represent the area of the polyomino it belongs to. A polyomino may contain zero, one, or more of the given numbers. (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.) **No two polyominoes with the same area, or with areas that differ by one, can share an edge.**



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

Edge Clues

Fillomino (Non-consecutive) by Freddie Hand



Consecutive Pairs Sudoku by Akash Doulani

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). Also, if a gray circle is given between two adjacent cells, then the two numbers in those cells must be consecutive. (Note: not all gray circles are given; adjacent cells without a circle may contain either consecutive numbers or nonconsecutive numbers.)



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

All Round Symmetry

Consecutive Pairs Sudoku by Salih Alan

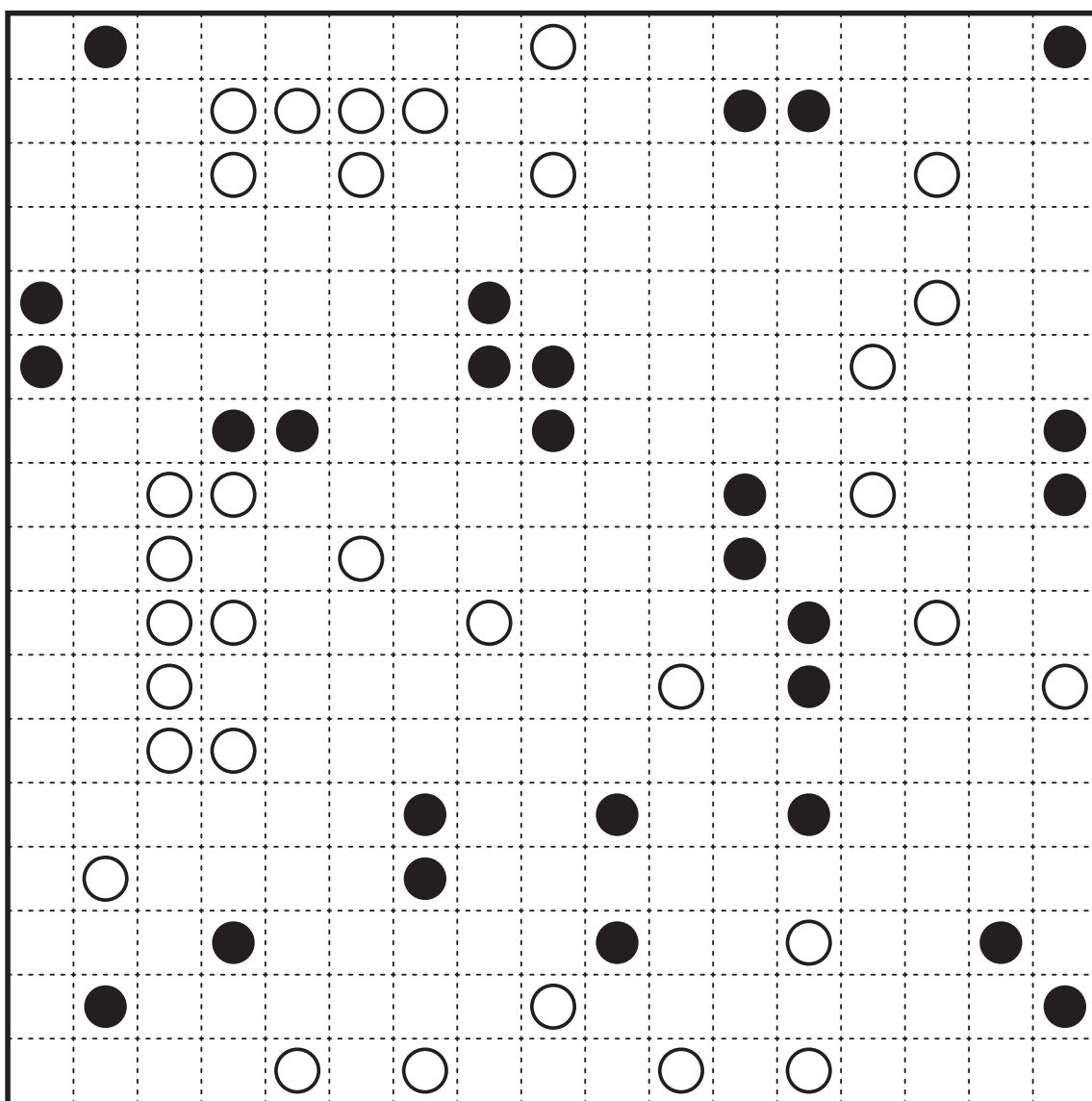


1	8					4	5
5							6
2	7					8	3
6							7
8	9					3	2

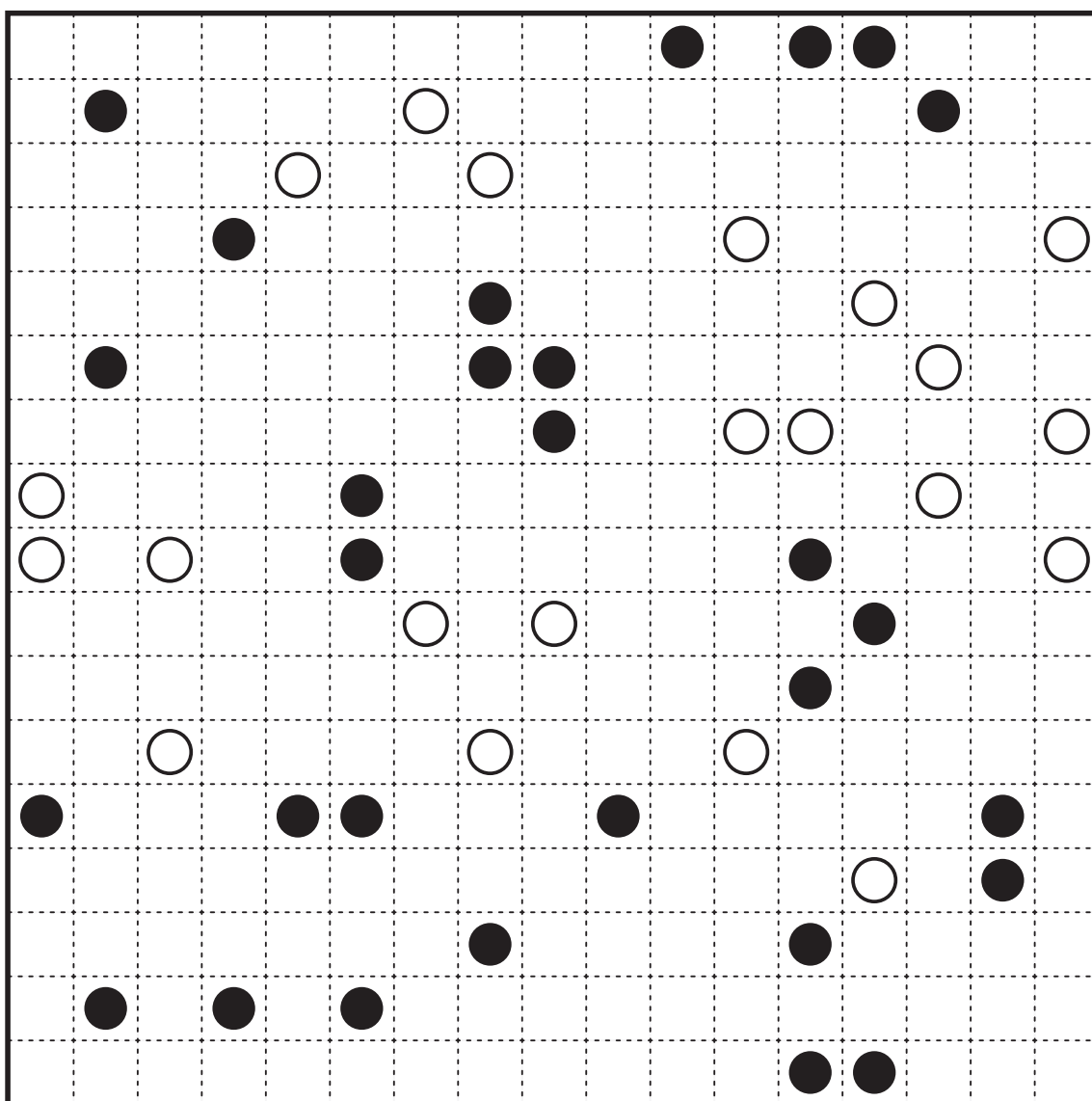
Hourglass

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.



Masyu by Grant Fikes



Masyu by Grant Fikes

