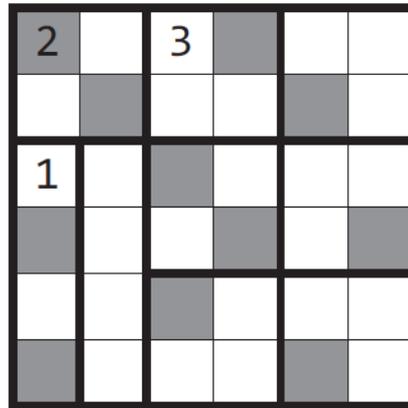
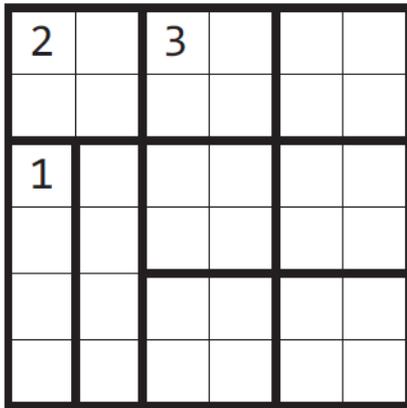


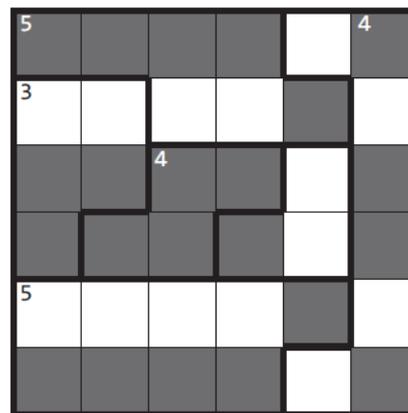
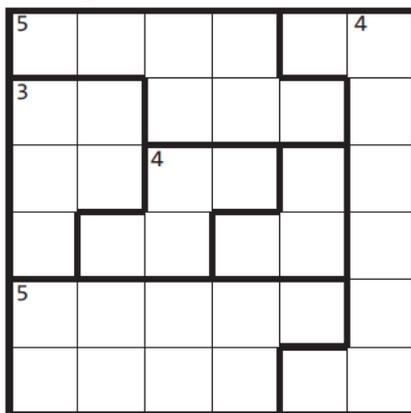
Akichiwake

Shade some cells. Shaded cells can't touch each other by a side. The remaining white area has to be connected. The white area can't span over two consecutive thick boundaries in a single row or column. The numbers indicate the maximum possible continuous white area within a region. There need not be an area equal to this value; the only restriction is there can be no continuous area larger than the value.



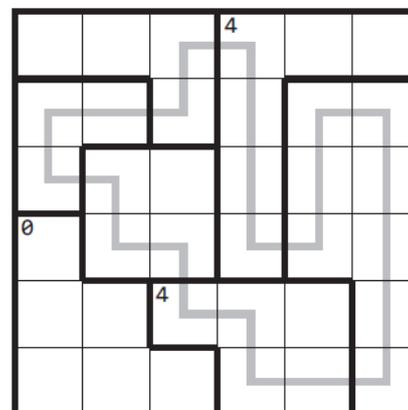
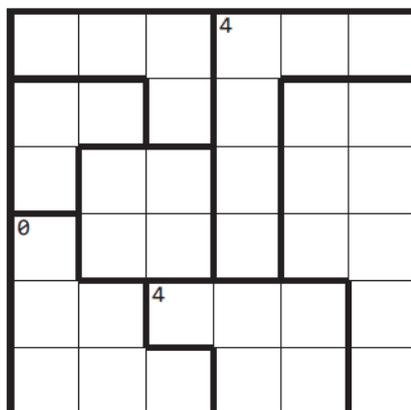
Chocona

Shade some cells so that shaded sections form rectangles, and numbered thickly outlined regions contain the given number of shaded cells, not necessarily consecutive/joined. Blocks without numbers can have any number of shaded cells. Rectangles must not share sides.



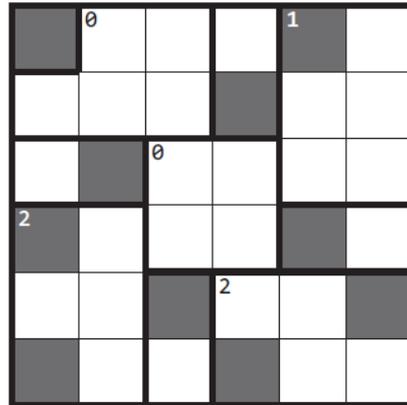
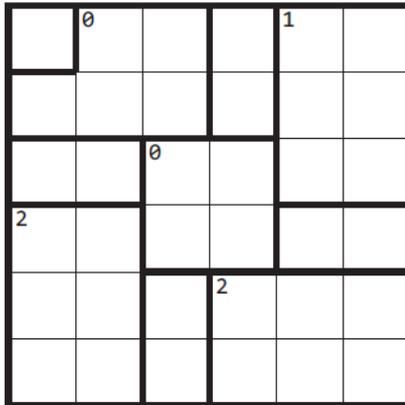
Country Road

Draw a closed loop passing through the centres of cells horizontally and vertically. The loop must not return to any thickly outlined region it has already visited, and any two cells touching by a side that the loop does not visit must be in the same region. The loop does not have to visit all regions. A number in a region indicates the number of cells visited by the loop in that region.



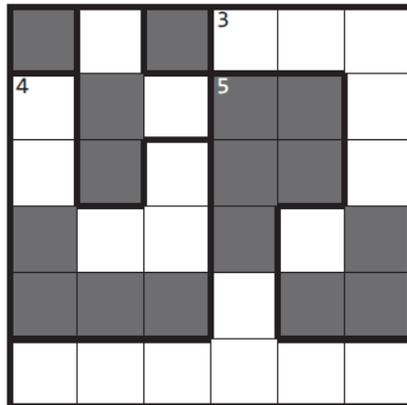
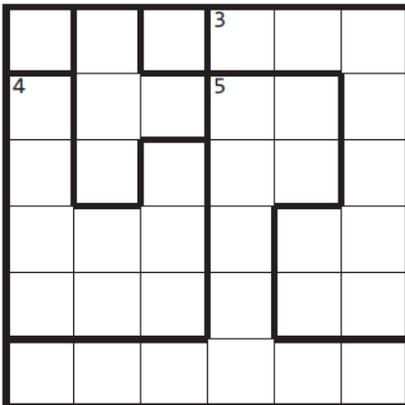
Heyawacky

Shade some cells. Shaded cells must not touch each other by a side. The white cells must form a single connected area. The white area cannot span across 2 consecutive thick boundaries. A number in a region indicates the number of shaded cells in that region.



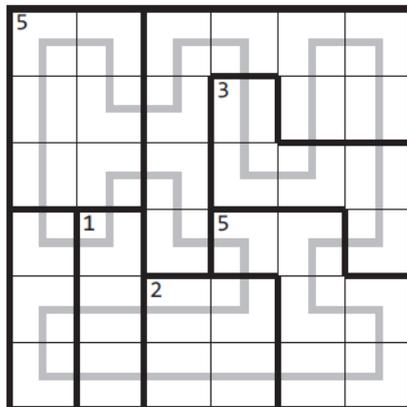
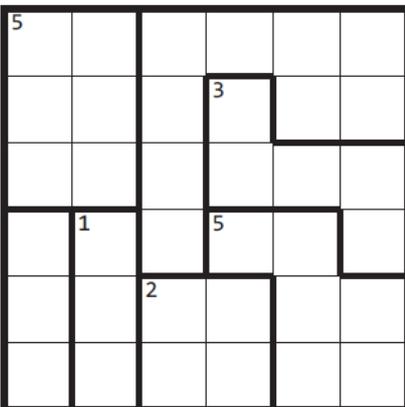
Islands

Shade in a polyomino in each thickly outlined region such that no two polyominoes touch each other by a side, no two regions sharing an edge contain polyominoes of the same size, and a numbered region contains a polyomino of that size.



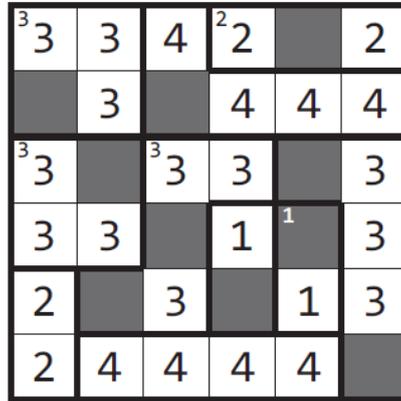
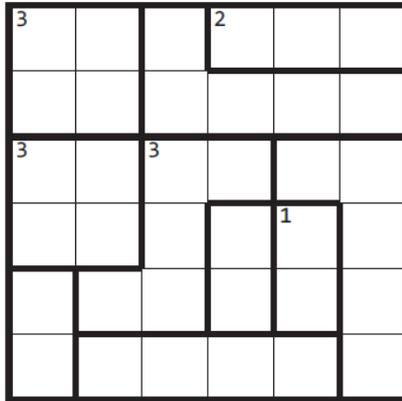
Maxi Loop

Draw a closed loop passing through the centres of all cells horizontally and vertically. The numbers in a thickly outlined region indicate the highest number of cells the loop passes consecutively in that area. This number must be achieved at least once.



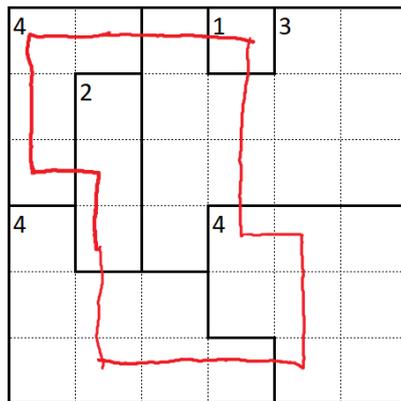
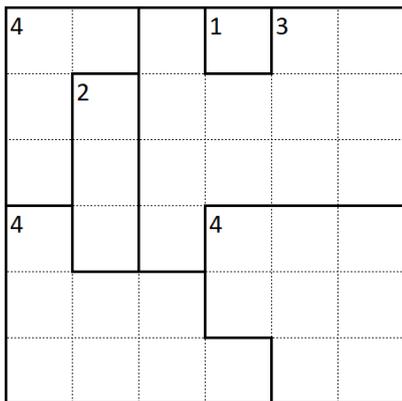
Nanro Signpost

Label some cells with numbers to form a single connected group of labelled cells. No 2x2 group of cells may be fully labelled. Each number must be equal to the total number of labelled cells in that bold region, and all bold regions contain at least one labelled cell. The given numbers indicate how many cells are labelled in that region, but not necessarily which cells are labelled. For two labelled cells touching by a side across a thick boundary, the numbers must be different.



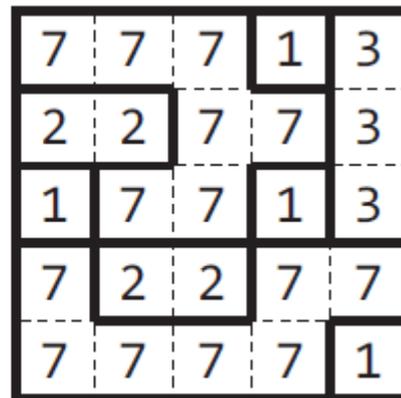
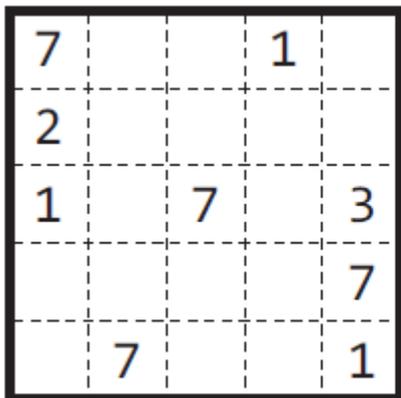
Regional Snake Loop

Draw a closed loop passing through the centres of cells horizontally and vertically. The loop cannot touch itself. A number in a region indicates the number of cells visited by the loop in that region.



Fillomino

Divide the grid along the grid lines into polyominoes so that no two polyominoes with the same area share an edge. Each given number must represent the area of the polyomino it belongs to. A polyomino may contain zero, one, or more of the given numbers.



Ripple Effect

Place numbers 1-N in each thickly outlined region, where N equals the size of the region. Same numbers in the same row or column are separated by at least a number of cells equal to that number. Distances are counted along hollow areas in the same units as areas containing cells.

| | | | | | | | | | |
|--|--|--|---|---|--|--|--|--|--|
| | | | | 1 | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| | | | 4 | | | | | | |
| | | | 1 | | | | | | |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 3 | 1 | 2 | 4 | 3 | 1 | 2 | 1 | 3 | 2 |
| 1 | 2 | 4 | 1 | 2 | 3 | 1 | 2 | 1 | 3 |
| 2 | 1 | 3 | 2 | | | 4 | 3 | 2 | 1 |
| 4 | 3 | 2 | 1 | | | 2 | 5 | 1 | 2 |
| 5 | 2 | 1 | 3 | 4 | 2 | 5 | 1 | 3 | 1 |
| 3 | 4 | 5 | 1 | 2 | 3 | 1 | 4 | 2 | 3 |

Suguru

Place a number in each empty cell such that every thickly outlined region of size N contains all numbers from 1 to N. Cells with the same numbers do not touch each other, even at a point.

| | | | | |
|---|---|--|---|---|
| | 3 | | 3 | |
| | | | | |
| | | | | |
| 4 | | | | 3 |
| | | | | |

| | | | | |
|---|---|---|---|---|
| 2 | 3 | 1 | 3 | 1 |
| 1 | 4 | 5 | 4 | 5 |
| 3 | 2 | 1 | 2 | 1 |
| 4 | 5 | 3 | 4 | 3 |
| 2 | 1 | 2 | 1 | 2 |

Kenken

Place a number from 1 to N in each cell such that every row and column contains each number from 1 to N once. Clues in each region represent the result of the given mathematical operation applied to all numbers in that region. Numbers may repeat in a region. For division and subtraction start with the largest number and divide/subtract the others.

| | | | | |
|----|--|----|-----|----|
| +8 | | /5 | -1 | |
| | | | x10 | |
| +7 | | | | |
| | | +6 | | x6 |
| -1 | | | | |

| | | | | | | | |
|----|---|---|----|-----|----|----|---|
| +8 | 2 | 3 | /5 | 1 | -1 | 5 | 4 |
| | 3 | 4 | 5 | x10 | 2 | 1 | |
| +7 | 1 | 2 | 3 | 4 | 5 | | |
| | 5 | 1 | +6 | 4 | 3 | x6 | 2 |
| -1 | 4 | 5 | 2 | 1 | 3 | | |