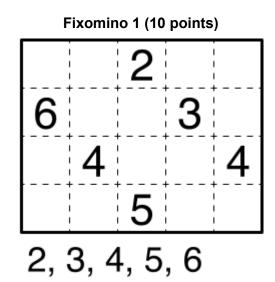
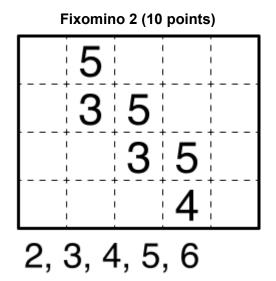
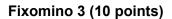
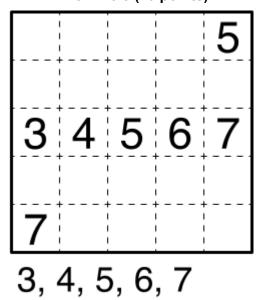
Fixomino (13 puzzles, 380 points total)

Partition the grid into regions with the sizes given below the grid. Regions must contain whole unit squares only and be contiguous by side - two squares that touch only at a point are not considered contiguous. A square containing a number must be contained in the region of that number's size.

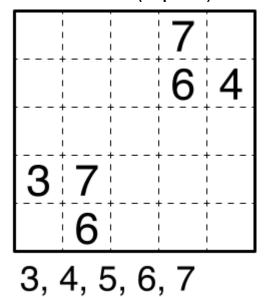


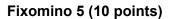


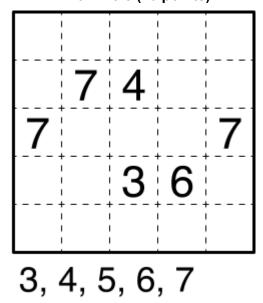




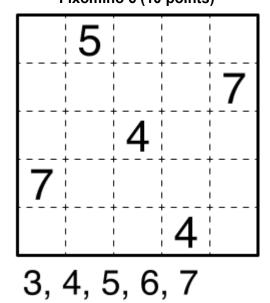
Fixomino 4 (10 points)

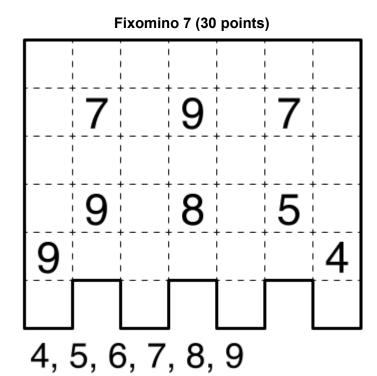


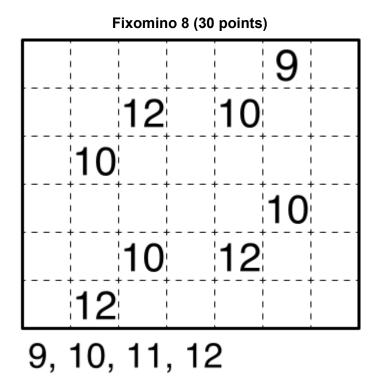


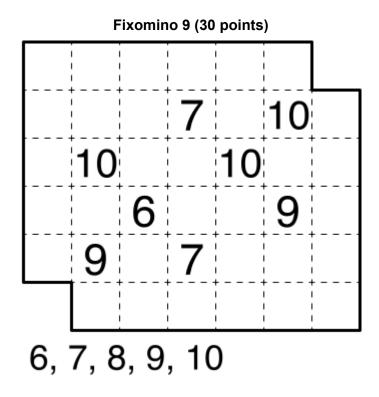


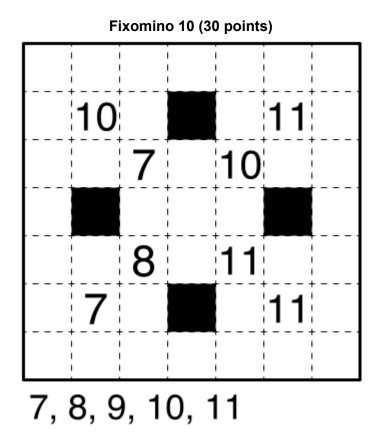
Fixomino 6 (10 points)

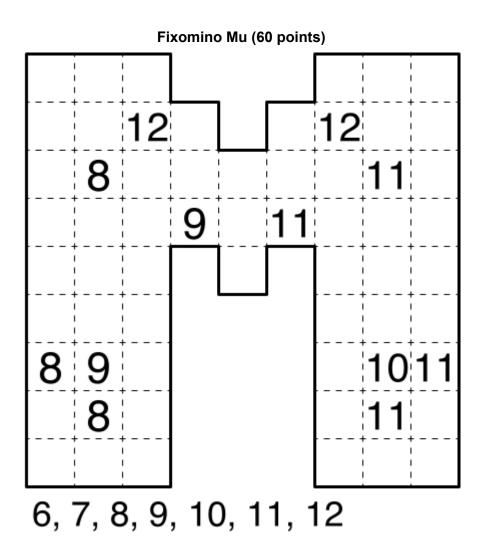


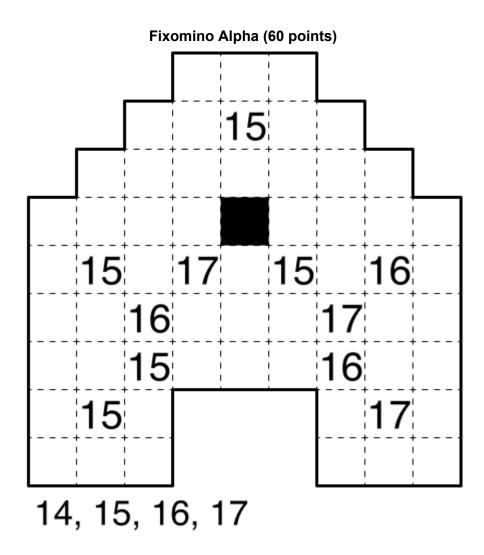


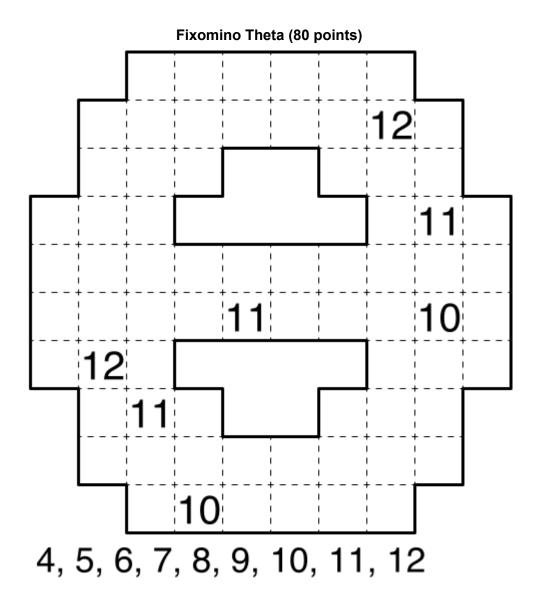












Tapa (13 puzzles, 380 points total)

Shade in some of the squares of the grid. All shaded squares must be connected - two shaded squares that touch only at a point are not considered connected. No cells with numbers can be shaded. No 2 by 2 square of cells can be fully shaded. Each cell with numbers gives the sizes of the consecutive blocks of shaded cells in the eight cells surrounding that clue, with at least one unshaded cell appearing in between any two consecutive blocks.

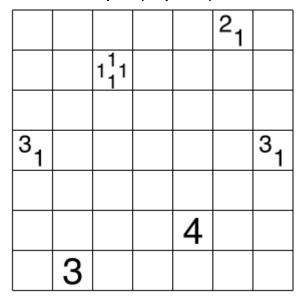
Tapa 1 (10 points)

	5		
2		2 ₂ 1	
11			22
	⁵ 1		2
		3	_

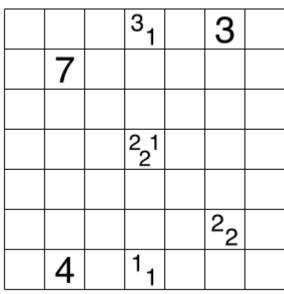
Tapa 2 (10 points)

	22			
5		1 ¹ ₁ 1		
	3 ₁ 1		6	
		5		

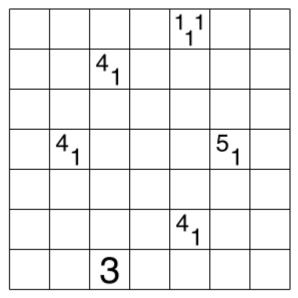
Tapa 3 (10 points)



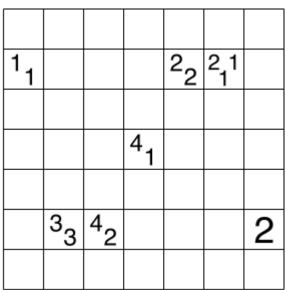
Tapa 4 (10 points)



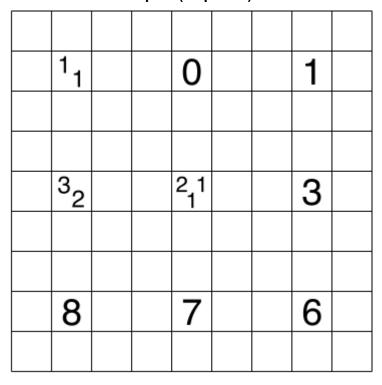
Tapa 5 (10 points)



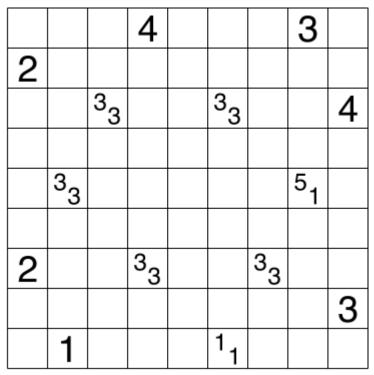
Tapa 6 (10 points)



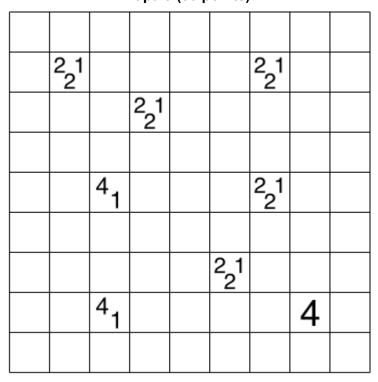
Tapa 7 (30 points)



Tapa 8 (30 points)



Tapa 9 (30 points)

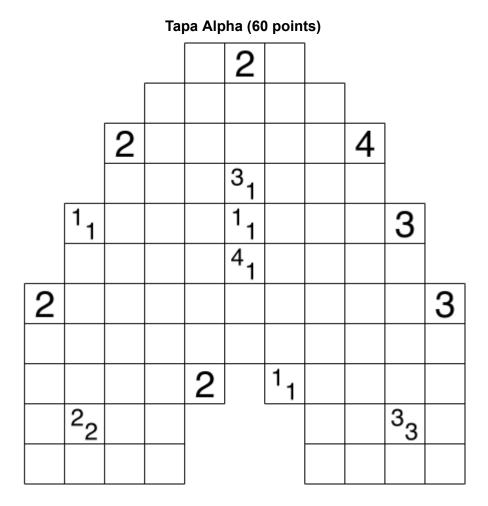


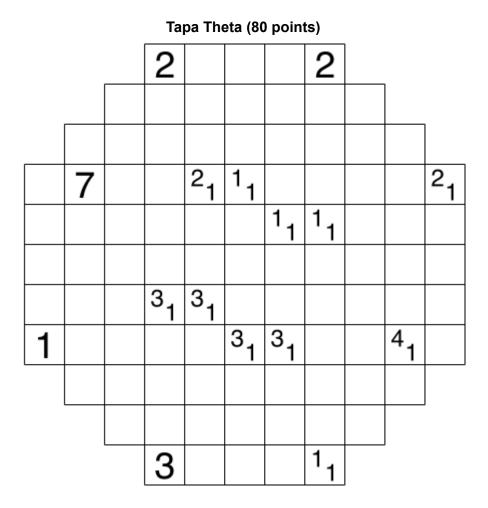
Tapa 10 (30 points)

2			3		221		
			3 3				
			3				
	³ 1					⁴ 1	
				² 1			
				21			
		32		² ₁			1

Tapa Mu (60 points)

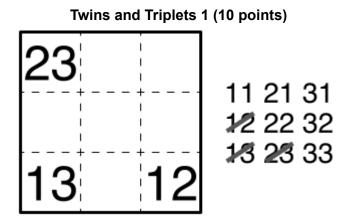
	2 ₂ 1				3				33	
				⁵ 1		⁴ 1				
		42						⁵ 1		
					2					
² 1										² 1
			1				3			
	3								¹ ₁	

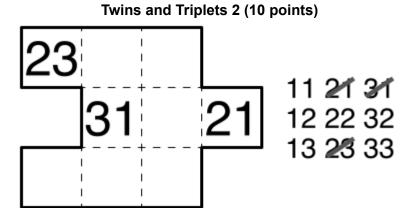


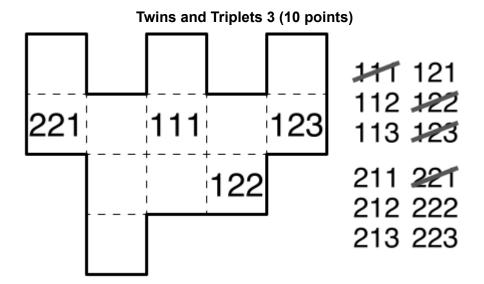


Twins and Triplets (13 puzzles, 450 points total)

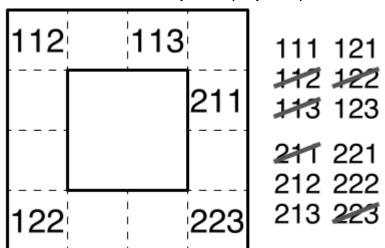
Fill in each blank square with a number so that each number in the bank to the right is used. Some numbers are already filled in. If two squares share a side, then the numbers in those cells must be equal in all but one digit position. For example, 211 and 231 may be in adjacent cells, but 112 and 121 may not be in adjacent cells.

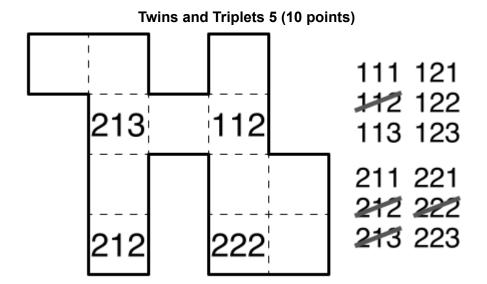




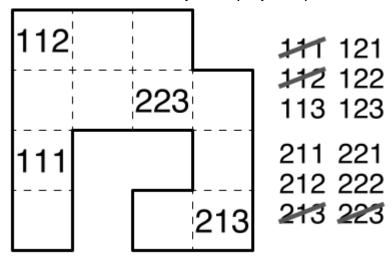


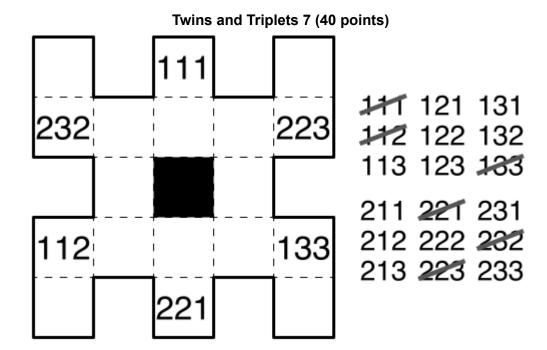
Twins and Triplets 4 (10 points)



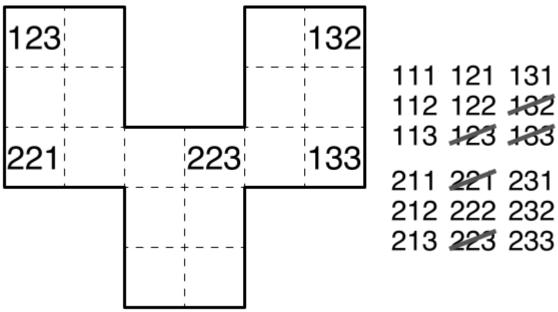


Twins and Triplets 6 (10 points)

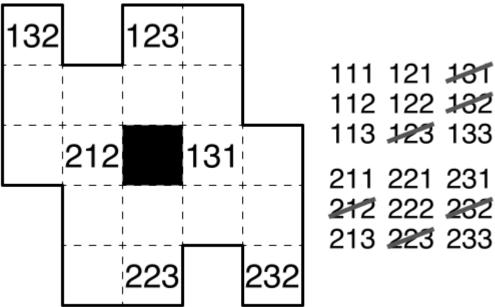




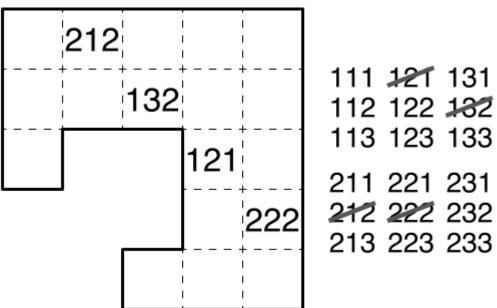


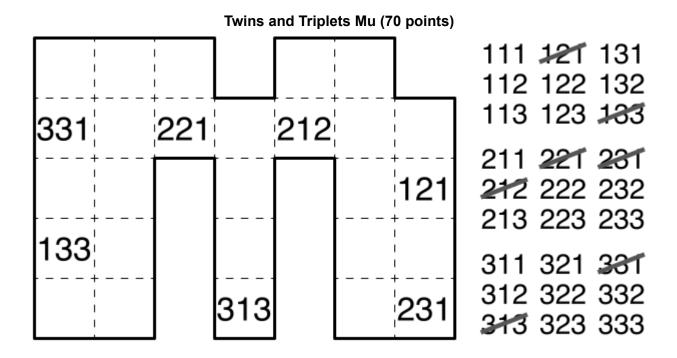




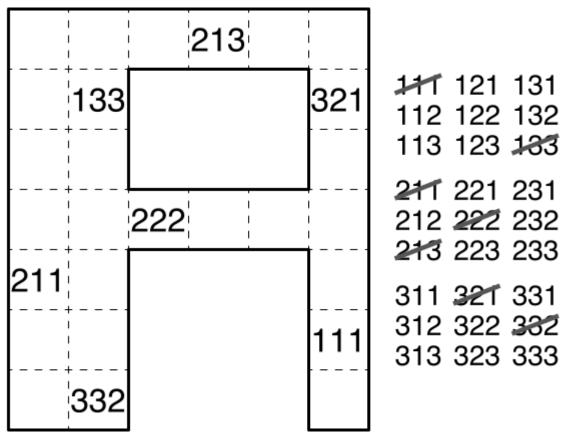


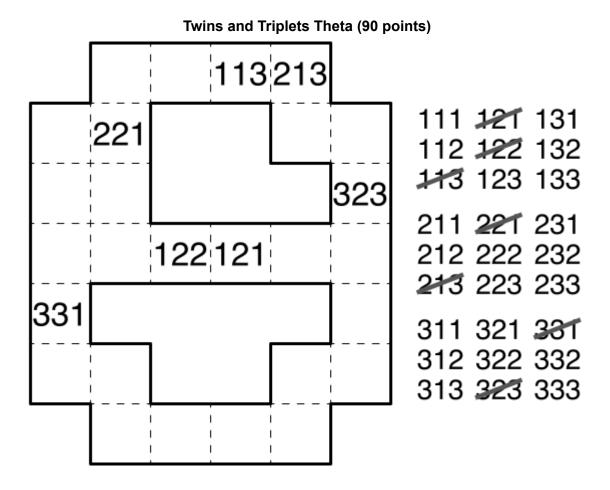
Twins and Triplets 10 (40 points)





Twins and Triplets Alpha (70 points)





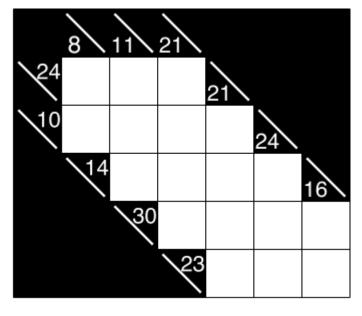
Kakuro (13 puzzles, 590 points total)

Fill in each white square with a nonzero digit. In a consecutive horizontal or vertical block of white cells, no digit can repeat, and the sum of all digits in the block must equal the small white-on-black number to the left (for horizontal blocks, with sum given above a slash) or above (vertical blocks, with sum given below a slash). All such blocks of white cells will have at least two cells, and every block will have its sum given.

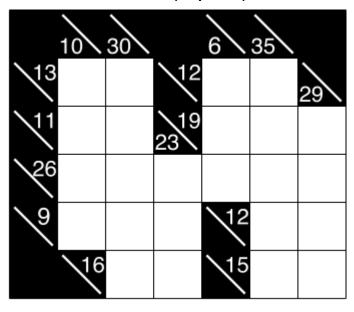
5 27 13 8 12 16 17 24 14 6 3 15 5

Kakuro 1 (20 points)

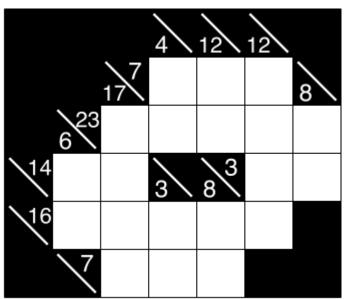
Kakuro 2 (20 points)



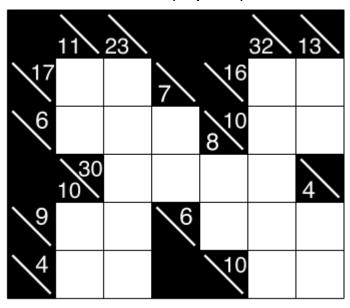
Kakuro 3 (20 points)



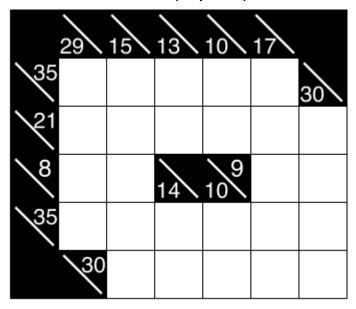
Kakuro 4 (20 points)



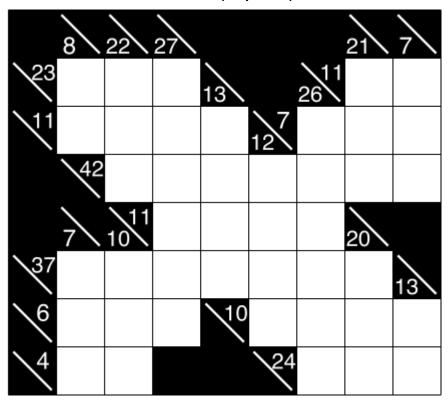
Kakuro 5 (20 points)



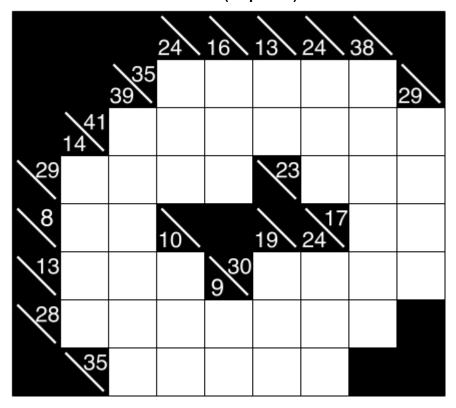
Kakuro 6 (20 points)



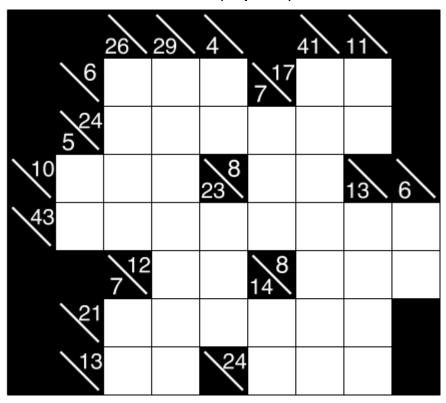
Kakuro 7 (50 points)



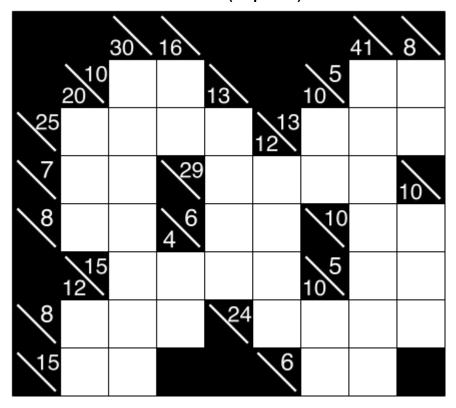
Kakuro 8 (50 points)



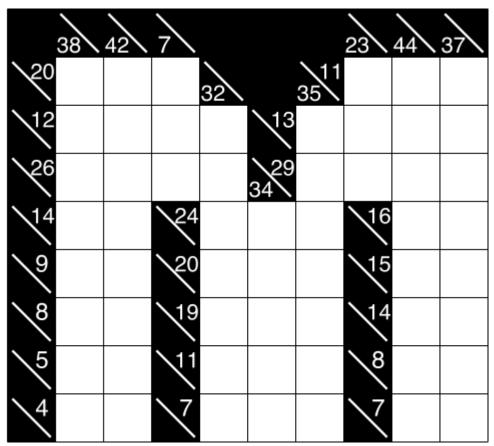
Kakuro 9 (50 points)



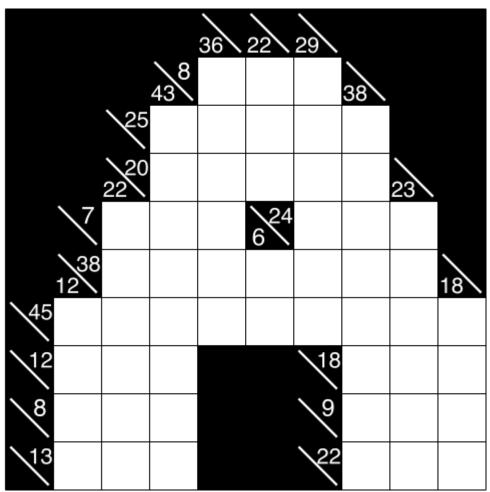
Kakuro 10 (50 points)



Kakuro Mu (80 points)



Kakuro Alpha (80 points)



Kakuro Theta (110 points)

