

# Something is Off

Adjacency never includes diagonals; touching-ness always includes diagonals. A contiguous area means a polyomino. To get your answer key, enter all letters in the marked cells defined per puzzle, in reading order, skipping empty cells.

## Gaps

Place two stars in each row/column. Each star occupies a whole cell. Stars may not touch. Each number outside the grid gives the number of white squares between the two stars in its row/column.

*Marked cells: Cells containing stars.*

T	S	H	A	L			
	O	U	C	L	M		
		P	E	D	R	I	
			E	L	N	E	R

1

1

## Heteromino

Divide the white cells into regions of 3 cells. Regions with the same shape and orientation may not be adjacent.

*Marked cells: Cells that are centers of regions. A cell is the center of a region if it is adjacent to the two other cells of its region.*

S	N				H	T
A	I				E	O
C	N				K	T

## Masyu

Draw a loop going orthogonally through centers of cells and passing through all circles. When a loop passes through a white circle, it must go straight, but must turn either before or after (or both) the circle. When a loop passes through a black circle, it must turn, but must go straight both before and after the circle.

*Marked cells: Cells not passed by the loop.*

	○							
		○	○	○	○	○		
	○	○	○	○	○			
						○		
●					○			
			○				○	
		○	○					
D	O	W	I	N	E	●	N	K

## Yin-Yang

Put a white circle or a black circle (not both) on every cell. The black circles form a contiguous area, and so as the white circles. No 2x2 area is made of circles of the same color.

*Marked cells: Ends of the region of black circles. A cell containing a black circle is an end of this region if it is adjacent to only one black circle.*

●	S	H	T	●	O	A	R	I	B
C	○	G	N	U	E	●	A	P	R
E	B	F	●	S	●	W	○	R	N
A	●	O	R	●	I	C	○	U	T
L	I	●	○	○	L	○	E	○	E
R	E	T	A	●	Y	T	N	E	V
E	I	○	W	R	●	A	●	O	G
C	R	●	U	●	I	K	E	R	H
G	D	N	●	B	S	●	E	○	M
U	M	O	S	I	●	N	R	T	●

## Akari

Place lightbulbs on some cells. Lightbulbs shine cells in the four cardinal directions until blocked by a black square or the edge of the grid. Each empty cell must have a lightbulb shining it. No two lightbulbs shine each other. Each number on a black square gives the number of lightbulbs adjacent to it.

*Marked cells: Cells with lightbulbs.*

1									1
Q					1				
R	U						1		
N	●	A			1				
T	E	S	P						1
V	1	U	M	R					
O	D	O	F		2			●	
W	H	●	I	N	A	Y			
T	L	A	C	1	T	C	W		
1	K	I	E	N	A	O	R	Y	1

## Kurodoko

Shade some cells black. No two black cells are adjacent, and the white cells form a contiguous area. Numbers may not be shaded black. A number gives the number of cells visible from it (including itself), where a cell is visible from another if they are in the same row/column and there is no black square between them.

*Marked cells: Black cells.*

2				8					
						7			
			4						
O	W	C		7	H	A	R	D	E
	3				8			2	
N	A	T	E	S	P	I	R	T	
							4		
			4						
					7				4

## Scrabble

Place the given words on the grid, reading either across (left-to-right) or down (up-to-down). Words must begin and end with either an edge of the grid or an empty cell. Words may intersect if the letters on the intersection agree. There can be no other word of two or more letters formed on the grid.

P	A	S	E	R	T
N	E	U	S	H	W
H	G	N	L	O	M
T	E	R	V	I	E
X	U	E	C	N	A
R	W	P	S	O	T

aadb cabcd  
 abac ccbad  
 acbc ababca  
 dccc cbbaca  
 adbcb ccbabc  
 bdaca cdabaa

*Marked cells: Cells containing red letters from the word bank when they are placed onto the grid.*

## LITS

Shade a tetromino in each region (bold-outlined area). Two congruent tetrominoes may not be adjacent. All shaded cells must form a contiguous area. No 2x2 area is fully shaded. A cell marked with "~" may not be shaded.

	~	N	O							
	A	R	T	S						
	H	I	E	N	R					
	O	W	H	A	N	E				
		U	M	E	R	T	I			
			S	T	A	W	N	A		
					O	B	R	A	R	E
					V	O	E	G	N	
						A	P	E	T	
							R	B		
	~			~						

*Marked cells: Ends of the region of black cells. A black cell is an end of this region if it is adjacent to only one black cell.*

## Battleship

Place the given fleet into the grid; ships may be rotated. No two ships touch. A cell marked with "~" may not contain any part of a ship. Each number outside the grid gives the number of cells occupied by ships in the row/column.

		~			~		
S	S	N	A				
T	O	R	T	I			
	A	E	N	L	M		
		R	E	I	A	G	
			N	S	E	R	D
				P	E	E	S
		~			~		
4	3	1	2	2	1	3	4

4

2

3 x2

3 x3

3 x4

*Marked cells: Cells containing ship segments.*

## Tapa

Shade some cells black. Black cells form a contiguous area. No 2x2 area is fully black. A cell containing number(s) may not be shaded; each such cell gives the lengths of blocks of black cells in the cells touching it in no particular order.

*Marked cells: Ends of the region of black cells. A black cell is an end of this region if it is adjacent to only one black cell.*

	2					3		
			C	P	6	N		
		11 11	F	R	E	T	S	2 2
		A	H	L	O	I	N	
		M	R	A	11 1	U	T	4
	4	S	P	2 2	L	I	B	
		E	L	C	A	R	N	
	3	P	T	E	N	U	2 3	
			R	1 3	O	W		
		2						5

## Tetropia

Place the five distinct tetrominoes on the grid; tetrominoes may be rotated and/or reflected. No two tetrominoes touch. A cell containing arrow(s) may not contain any part of a tetromino; each such cell gives all cardinal directions in which a cell containing a part of tetromino is the closest.

*Marked cells: Cells that are part of the S tetromino.*

S	H	↙	K	N	A	O
N	O	O	B	↖	M	E
E	W	N	O	A	N	N
A	S	I	N	R	O	W
↑	T	O	E	E	S	↕
R	E	P	A	T	O	I
K	P	A	S	P	L	L

## Skyscrapers

Fill each cell with a digit among 1-5. Each row/column contains exactly one instance of each digit. Treating each digit as a skyscraper with that many floors, each number outside the grid gives the number of skyscrapers in its row/column that are visible from that direction, where taller skyscrapers hide shorter skyscrapers.

*Marked cells: Cells containing 2.*

					3	
4	F	B	C	T	P	
	L	O	R	E	S	3
	A	E	I	O	U	
3	R	A	N	I	S	
	T	K	S	H	D	4
					3	