

Regional Yajilin	26 + 44
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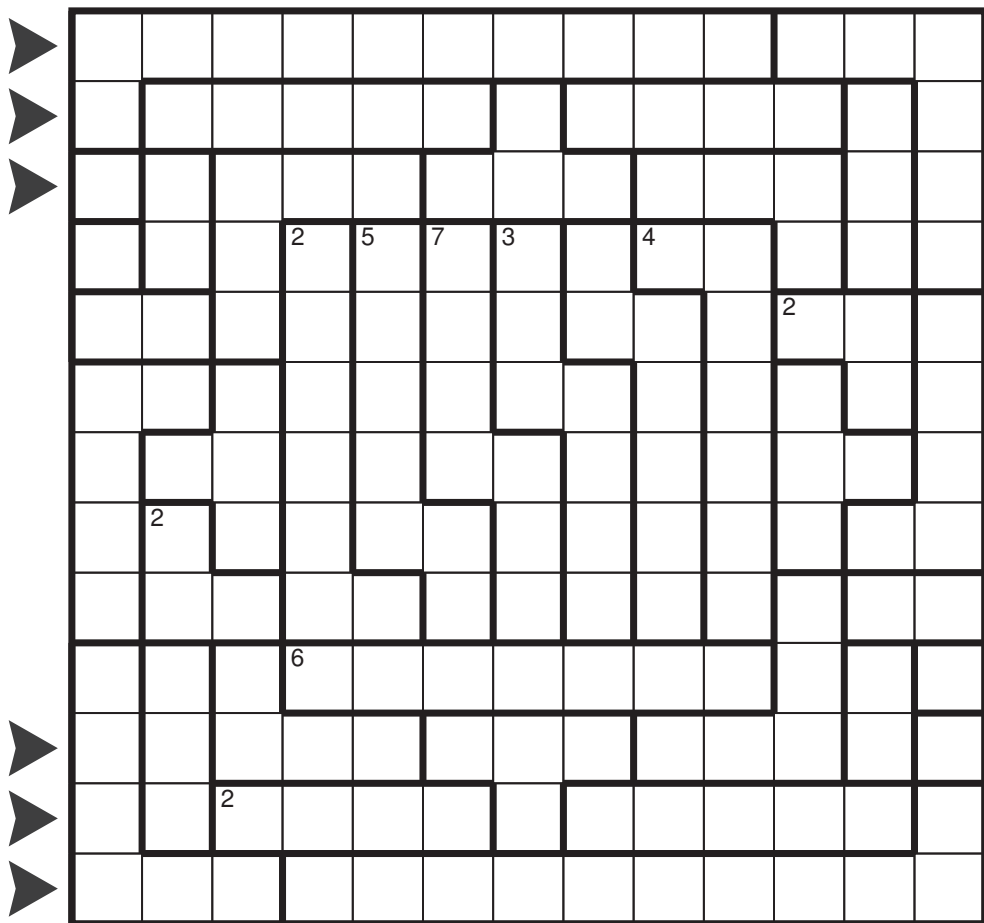
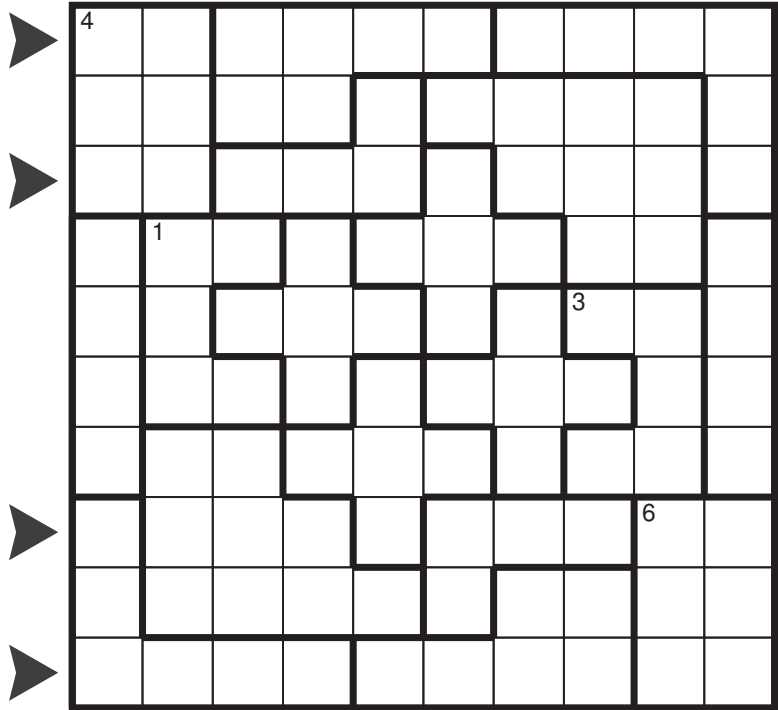
Rules : Shade in some cells. Shaded cells are not allowed to be orthogonally adjacent. Draw a closed loop that passes through all the remaining cells. A number in a region indicate the number of shaded cells in that region. Some segments of the loop may be given.

Answer key : Enter the longest length the loop travels in each marked row.

<h1>Country Road</h1>	<h1>21 + 32</h1>
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Rules : Draw a closed loop passing through every region exactly once. Two orthogonally adjacent cells that are in different regions cannot both be unused by the loop. A number in a region indicates the number of cells the loop visits in that region.

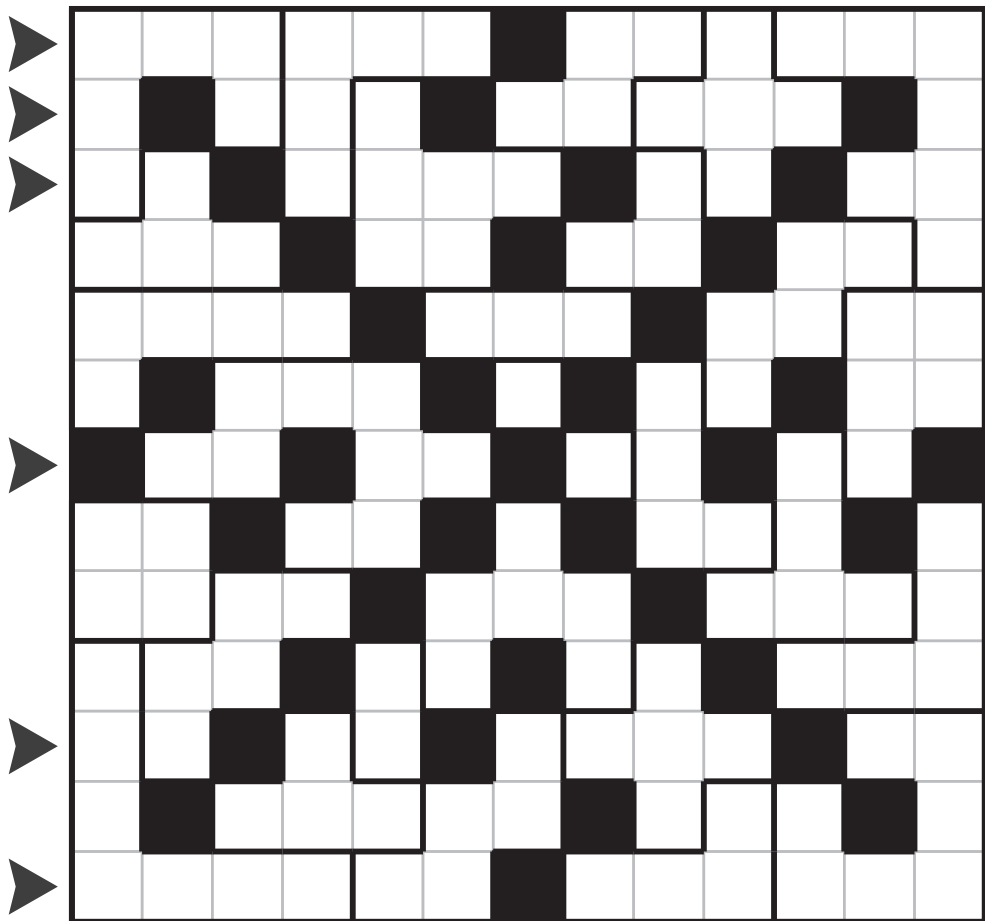
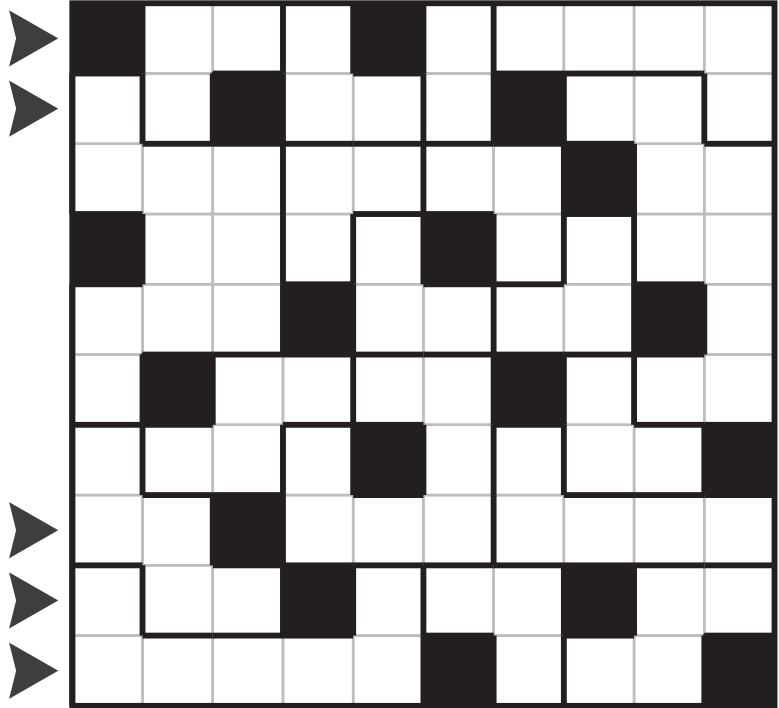
Answer key : Enter the longest length the loop travels in each marked row.



Regional Akari	15 + 36
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Rules : Place exactly one light bulb in every region. These lights illuminate all cells in vertical and horizontal directions till a black cell or the edge of the grid, whichever comes first. Every cell of the grid must be illuminated by at least one light. Lights cannot illuminate each other.

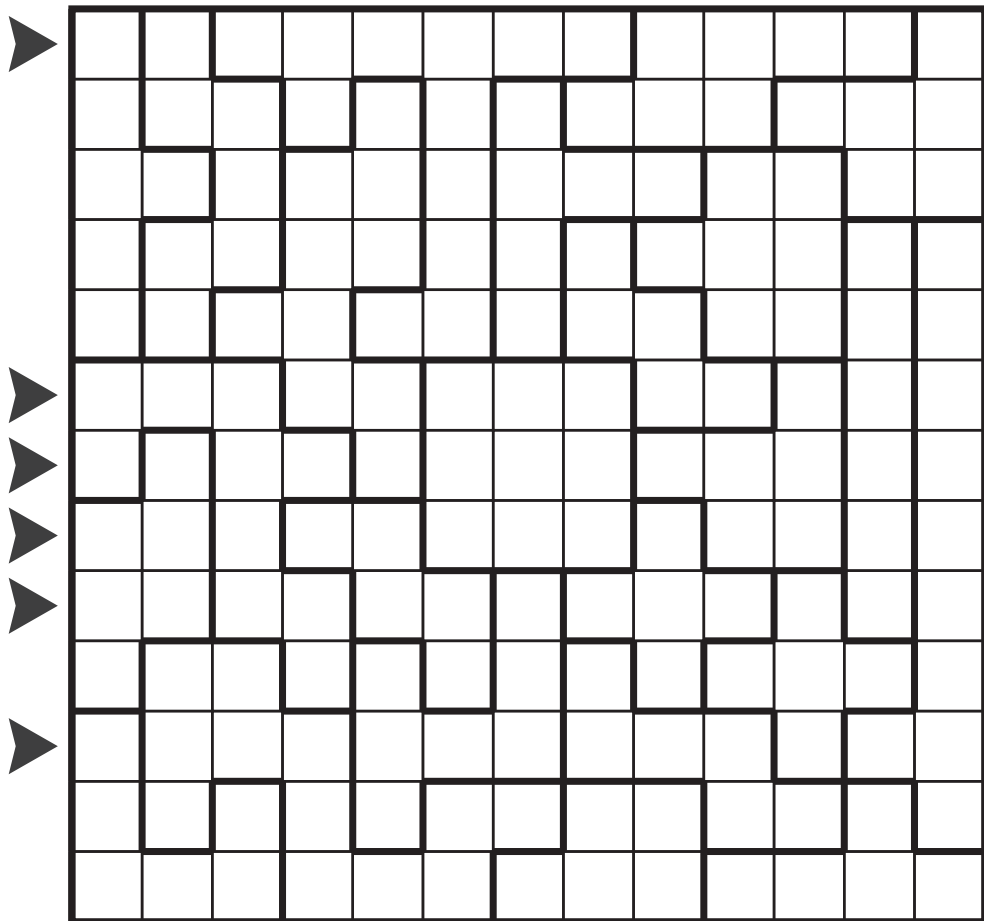
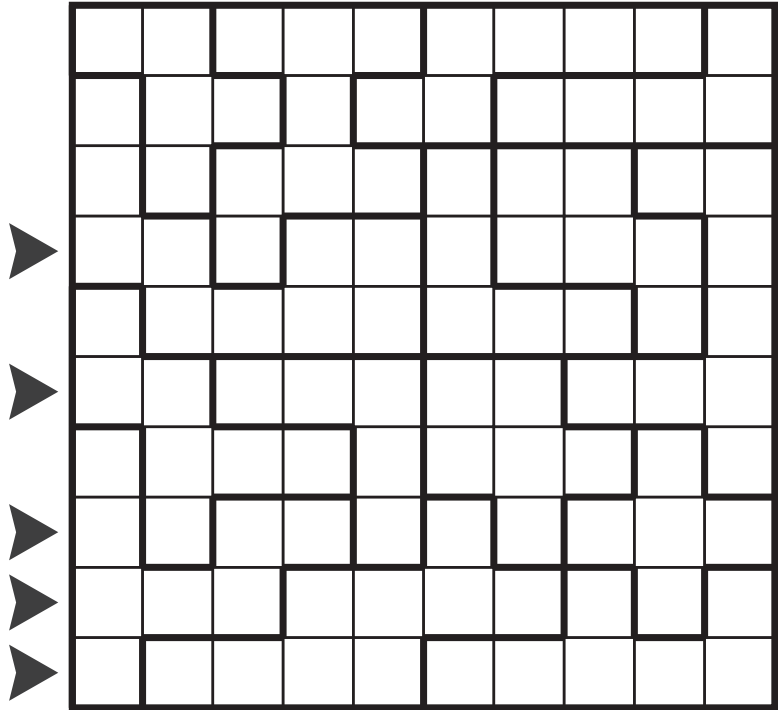
Answer key : Enter the number of light bulbs in each marked row.



LITS	21 + 39
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Rules : Shade in 4 orthogonally connected cells in each region. The shaded cells form a single contiguous area. There can be no 2x2 group of shaded cells. Two identical shapes in different regions can't touch each other orthogonally. Rotations and reflections are considered the same shape.

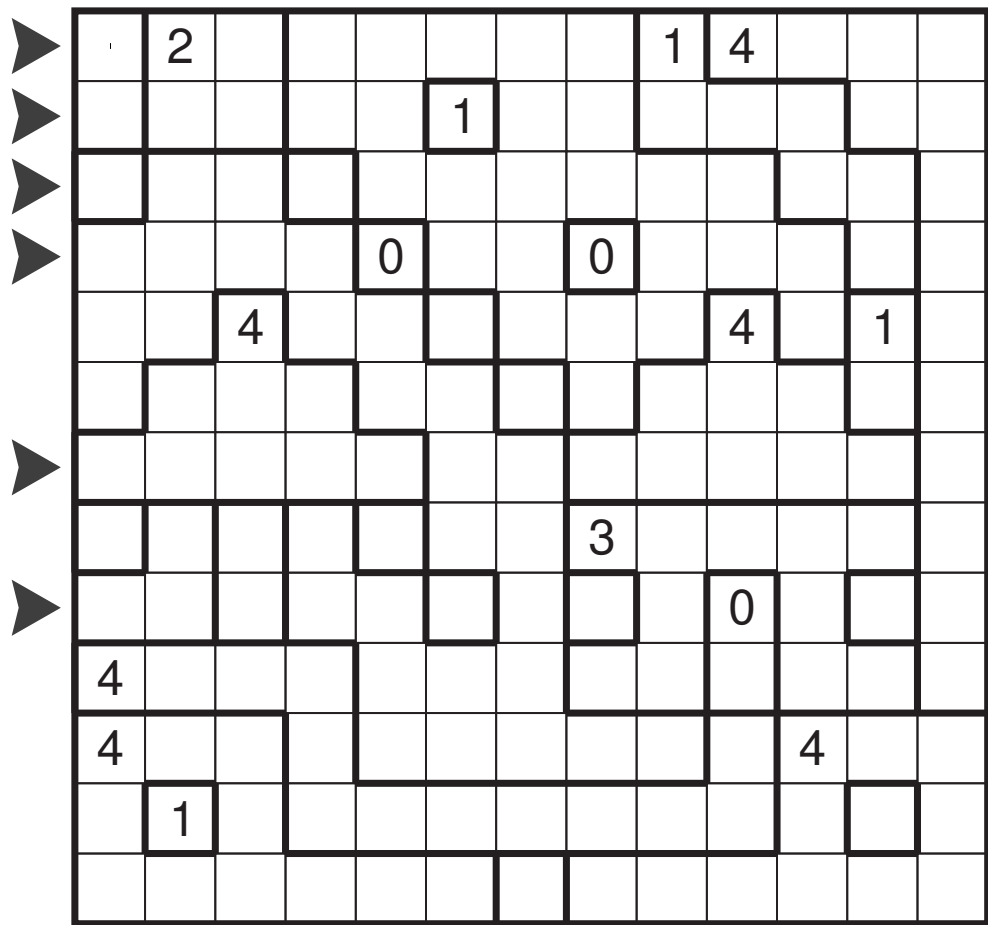
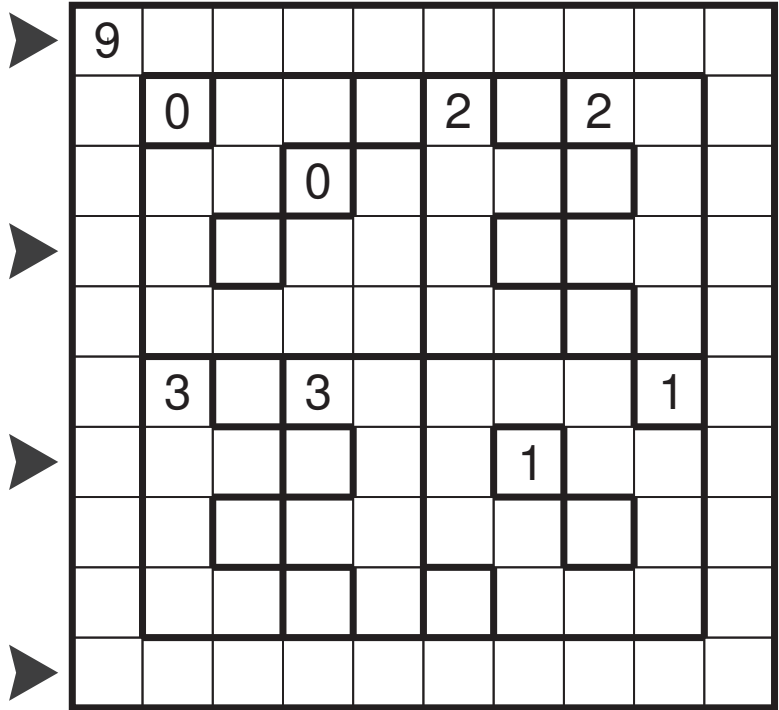
Answer key : Enter the longest group of shaded cells in each of the marked rows.



<h1>Heyawacky</h1>	<h2>30 + 63</h2>
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Rules : Shade in some cells. Shaded cells are not allowed to be orthogonally adjacent. The remaining white area has to be connected. The white area cannot span across 2 consecutive borders (thick lines). A number in a region indicates the number of shaded cells in that region.

Answer key : Enter the number of shaded cells in each of the marked rows.



<h1>Regional Tapa</h1>	<h1>28 + 45</h1>
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Rules : Shade in some cells to form a single contiguous wall. There can be no 2x2 group of shaded cells. Clue cells cannot be shaded. The clues indicate the length of shaded cell groups in the 8 cells around the clue cell. If there's more than one digit in the cell, the shaded groups have to be separated by at least one white cell. Additionally, a clue also indicates the length of shaded cell groups in its region. Some regions may not have clues and have no restrictions.

Answer key : Enter the longest group of shaded cells in each of the marked rows.

Clue cells and their values:

- (2,3): 2₁
- (2,8): 4
- (3,6): 4₂
- (4,3): 3₃
- (5,8): 2₂¹
- (6,6): 4₁
- (7,2): 3₂
- (7,8): 2₁

Marked rows (indicated by arrows): Row 4, Row 5, Row 6, Row 7.

Clue cells and their values:

- (1,6): 2
- (2,2): 5₁
- (3,8): 3₁¹
- (4,5): 3₁
- (4,7): 4
- (7,2): 3₁¹
- (7,6): 1₁¹
- (7,8): 3₁¹
- (8,5): 5
- (8,7): 5
- (9,2): 1₁¹
- (9,8): 4₁
- (10,6): 1

Marked rows (indicated by arrows): Row 1, Row 2, Row 3, Row 8, Row 9, Row 10.

Double Back/Star Battle

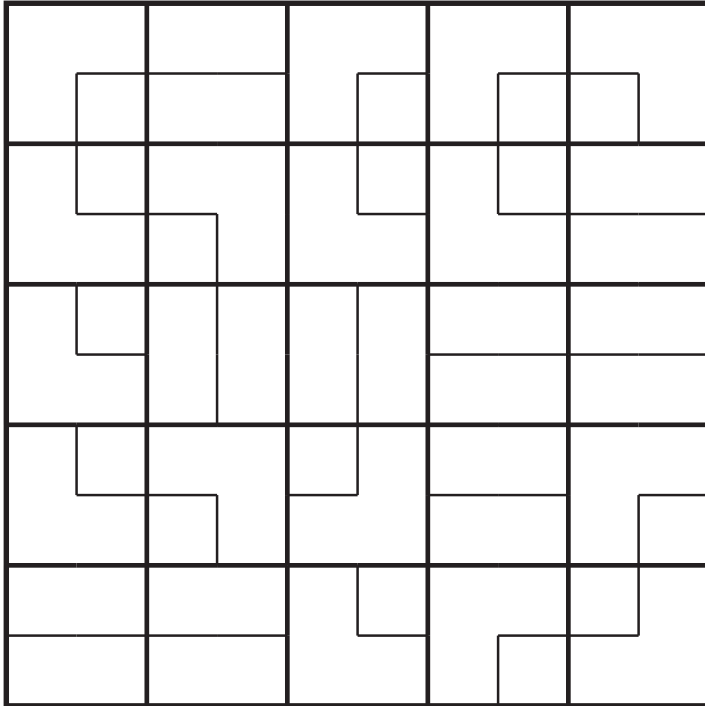
$27 + 43$

Rules : Place exactly one star in every row, column and region. Stars cannot touch each other even diagonally. Stars cannot be placed in gray cells. Draw a closed loop passing through every cell except the gray cells and cells with stars, that visits every region exactly twice.

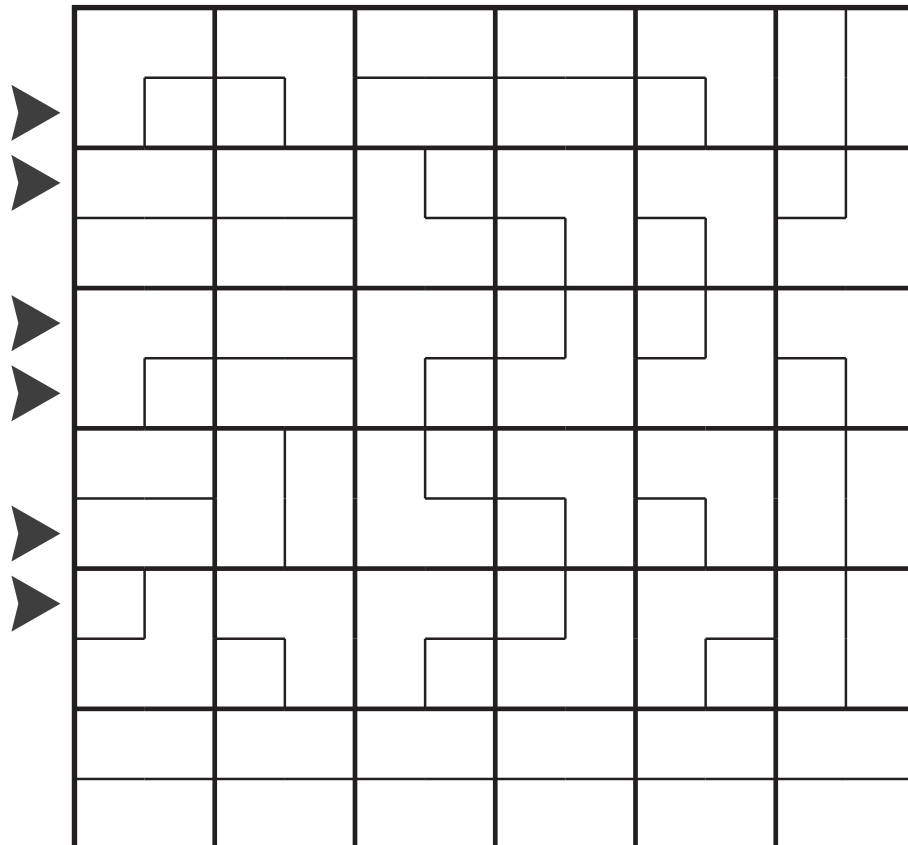
Answer key : Enter the longest length the loop travels in each marked row.

Parquet	12 + 37
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Rules : Every black-bordered 2x2 area is divided into 2 regions. Shade one region in every area so that the shaded cells form a single contiguous shape. There can be no 2x2 sections of shaded cells anywhere (even if its across two black-bordered areas). Also this shape does not form any loops anywhere, i.e. There can be no orthogonal path from any cell to itself.



Answer key : Enter the longest group of shaded cells in each of the marked rows.

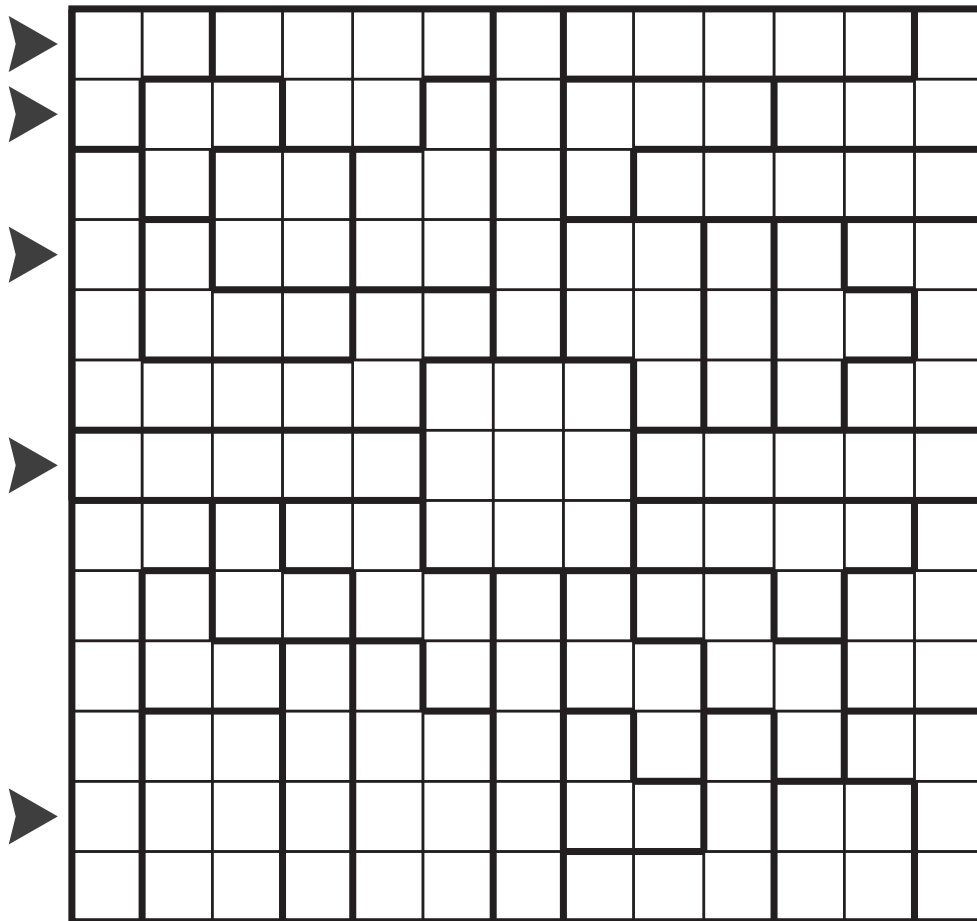
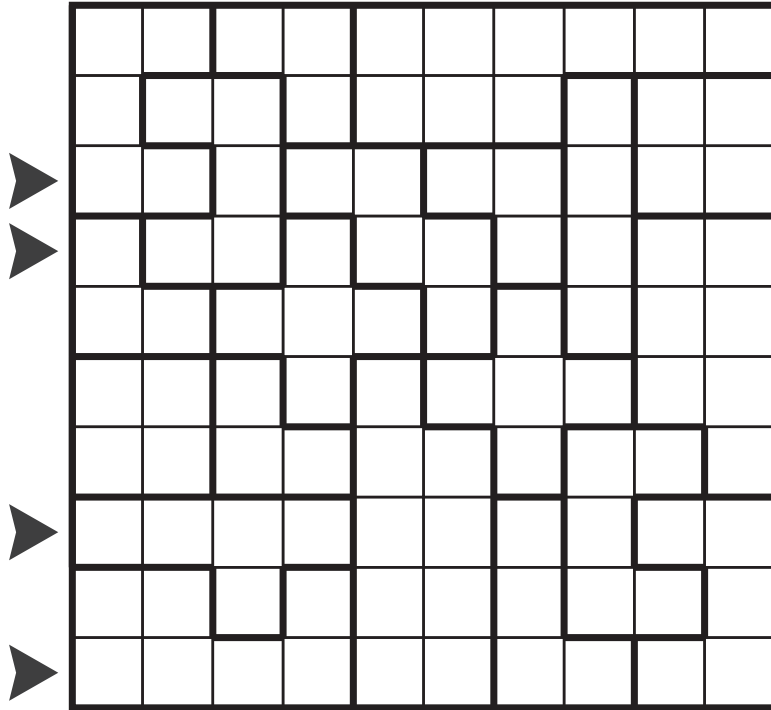


Norinori

$18 + 47$

Rules : Shade in some cells such that there are 2 shaded cells in every region and every shaded cell has exactly one shaded cell orthogonally adjacent to it.

Answer key : Enter the number of shaded cells in each of the marked rows.

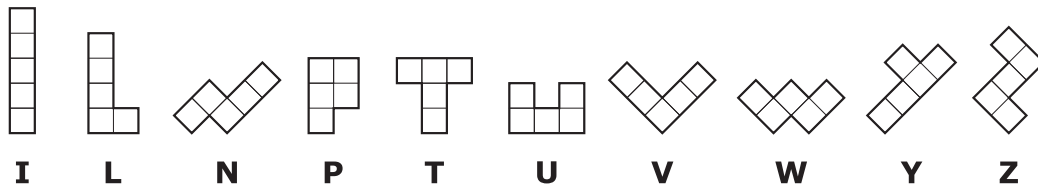
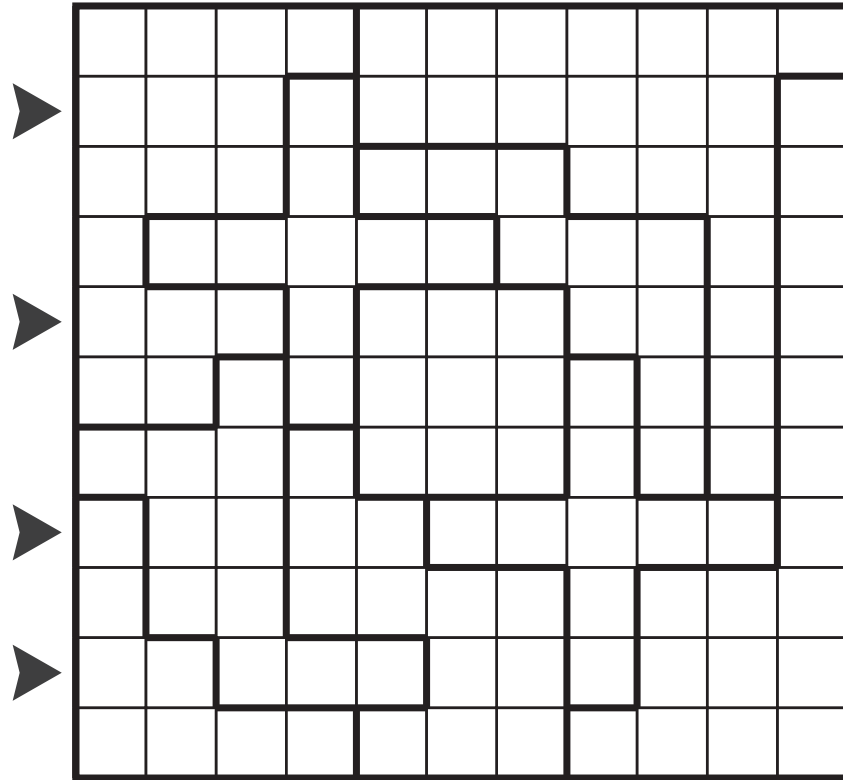


Pentomino Areas

29

Rules : Place the given pentominos into the grid, such that each region has exactly one pentomino shape. The shapes cannot repeat and cannot touch each other, even diagonally. Rotations and reflections are considered as instances of the same shape.

Answer key : Enter the first 2 letters seen in each of the marked rows, reading from left to right.



<h1>Pentomino Areas</h1>	<h1>37</h1>
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Rules : Place the given pentominos into the grid, such that each region has exactly one pentomino shape. The shapes cannot repeat and cannot touch each other, even diagonally. Rotations and reflections are considered as instances of the same shape.

Answer key : Enter the first 2 letters seen in each of the marked rows, reading from left to right.

