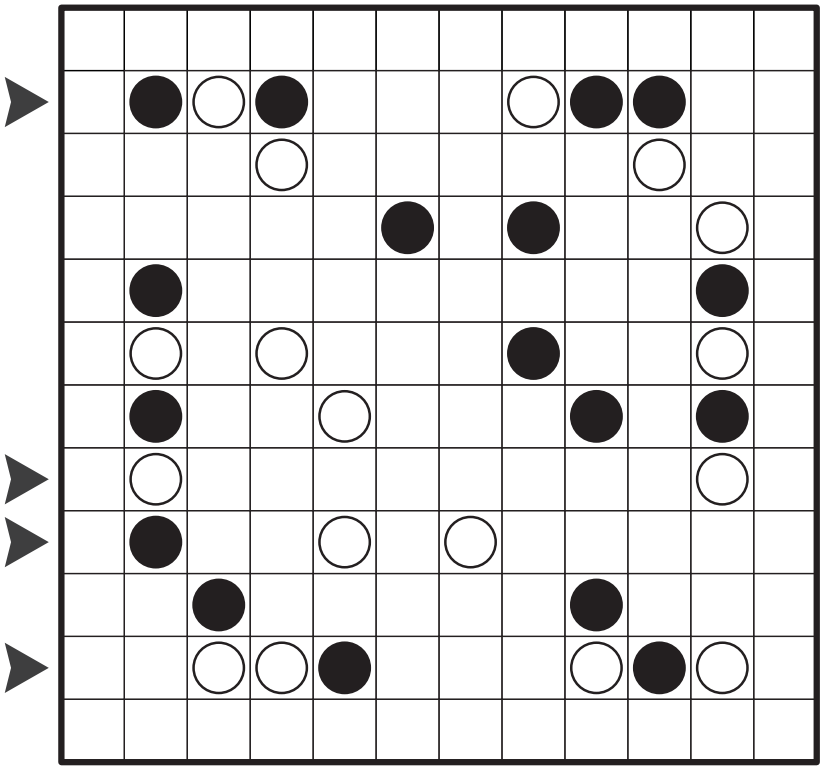
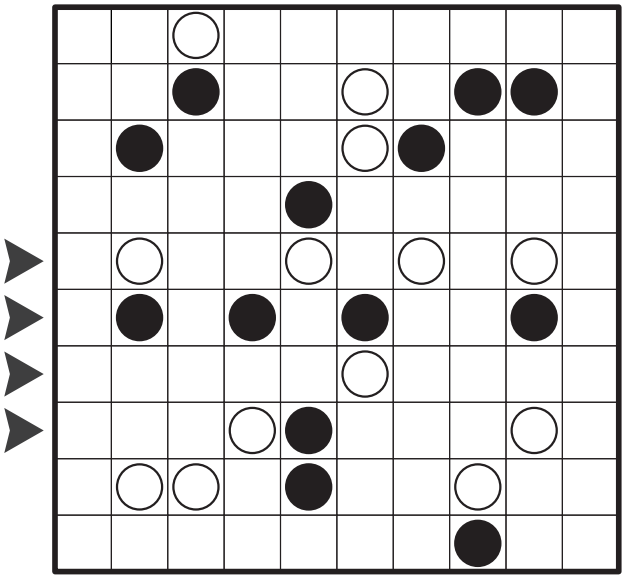
Base Rules

Draw a single closed loop connecting the centers of cells horizontally and vertically. The loop doesn't touch or cross itself anywhere. The loop runs through all black and white circles.

Masyu
("Their" Wacky Masyu)
40 Points
The loop turns in every black circle and goes straight through both adjacent squares. The loop goes straight through every white circle and turns in at least one adjacent square.



Syuma
("Their" Masyu)
55 Points
The loop turns in every black circle and goes straight through in at least one adjacent square. The loop goes straight through every white circle and turns in both adjacent squares.



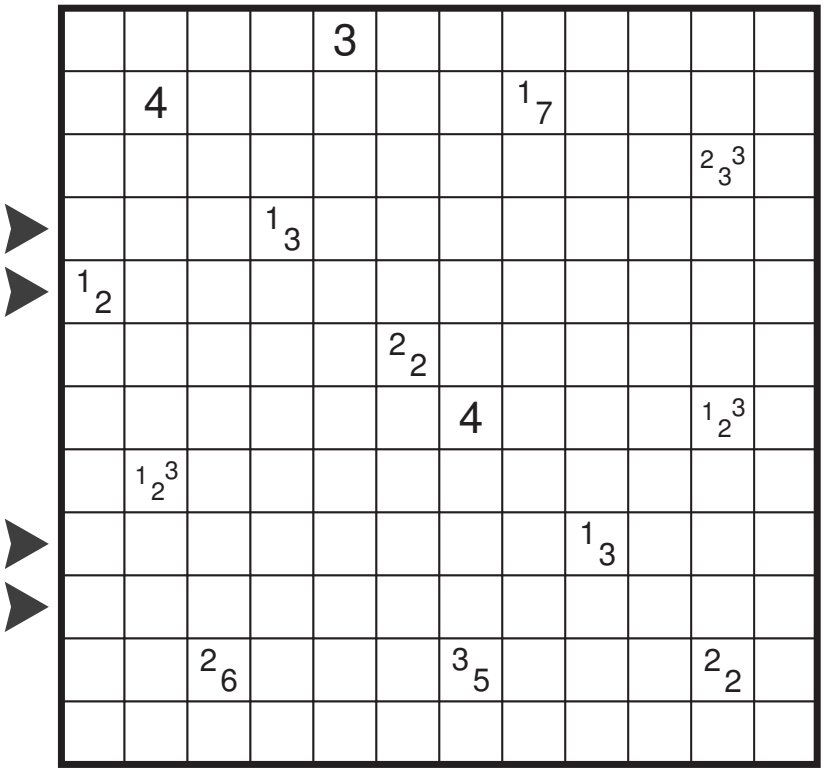
Answer Key for both – Enter the maximum length of loop segment in the marked rows

Base Rules

Draw a single non-intersecting closed loop passing through the centers of cells traveling horizontally and vertically. There is no 2×2 rule of Tapa in this puzzle.

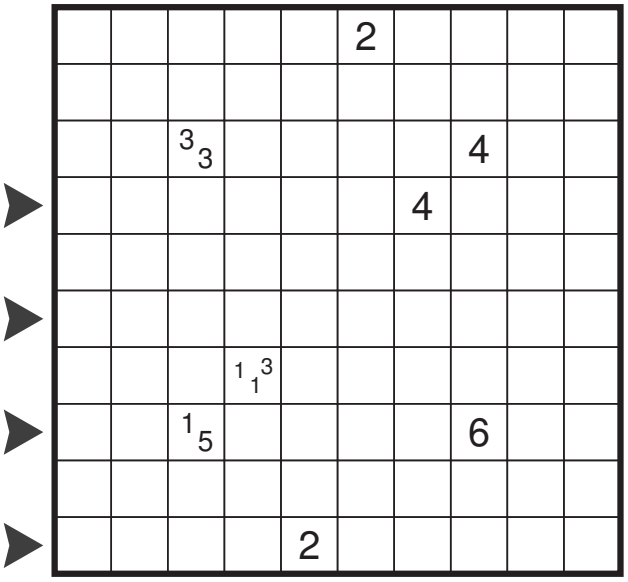
Tapa-Like Loop
("Their" Pata-Like Loop)
55 Points

Clues represent the number of neighboring cells visited by a continuous loop segment; if there is more than one number in a cell, each number should be represented with a separate loop segment.



Pata-Like Loop
("Their" Tapa-Like Loop)
35 Points

Clues represent the number of neighboring cells not visited by the loop; if there is more than one number in a cell, each number should be represented with a separate empty space, separated by the loop **(clues count as empty space for other clues)**. There is no restriction on number of loop segments around a clue.



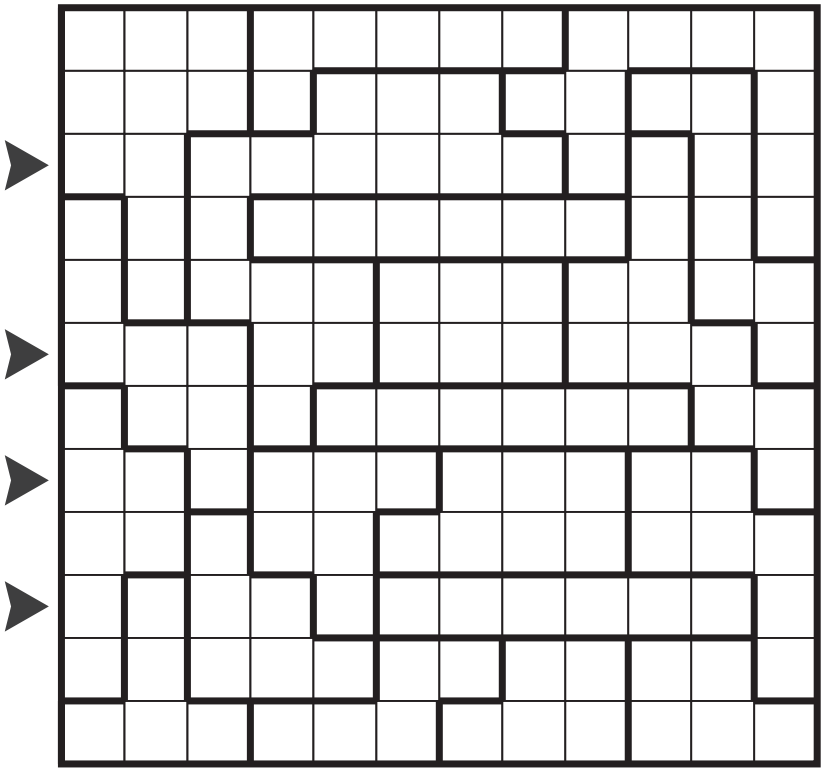
Answer Key for both – Enter the maximum length of loop segment in the marked rows

Base Rules

All shaded cells are connected with each other. No 2×2 group of cells can be entirely shaded. When two "shapes" (tetrominoes formed by a group of 4 continuous cells) in adjacent regions share an edge, they must not be of the same type, regardless of rotations or reflections.

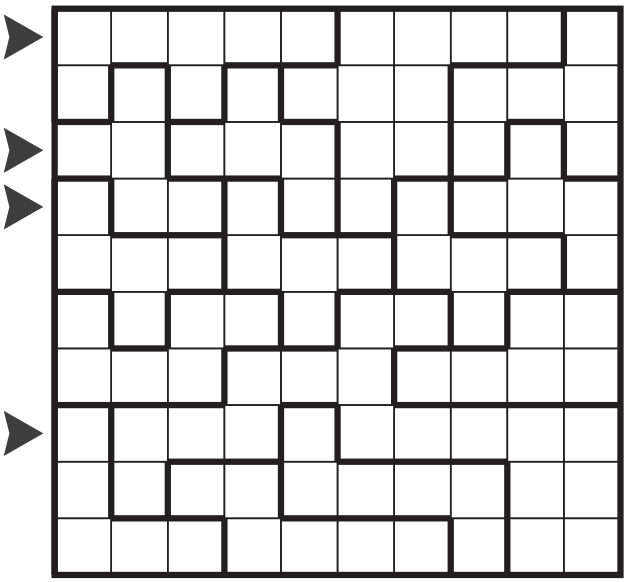
LITS
65 Points

The shaded cells must form the "shapes" (unshaded cells can too, but are irrelevant to the ruleset) in each region. Therefore, each region must contain exactly 4 continuous shaded cells, in the shape of L, I, T or S (because of the 2x2 rule, O is not possible).



STILO
70 Points

The unshaded cells must form the "shapes" (shaded cells can too, but are irrelevant to the ruleset) in each region. Therefore, each region must contain exactly 4 continuous unshaded cells, in the shape of S, T, I, L or O.



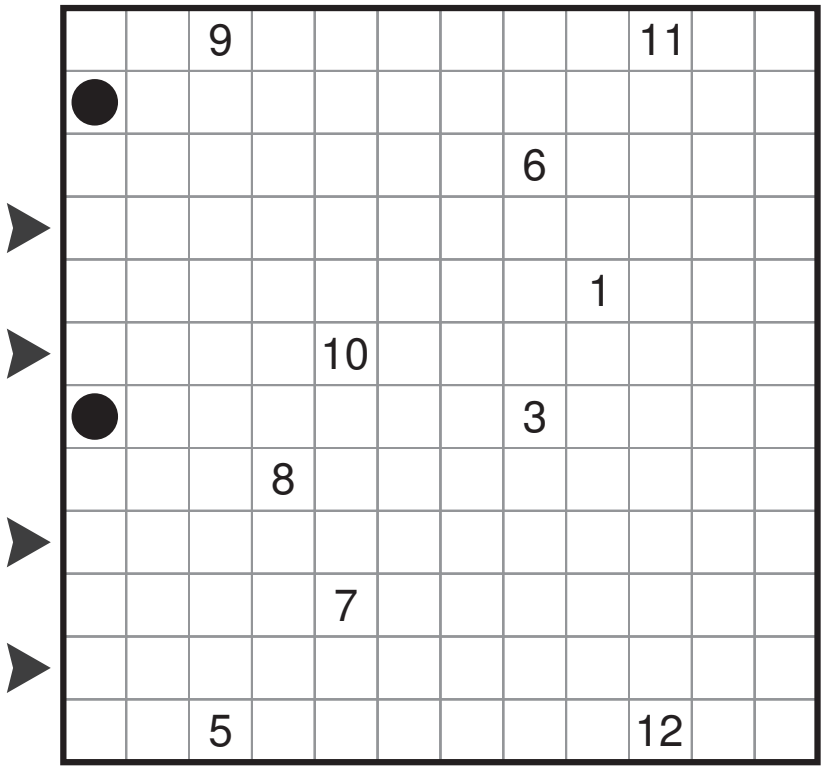
Answer Key for both – Enter the longest shaded group in the marked rows.

Base Rules

Locate a snake, passing through empty cells and black circles. The snake cannot touch itself orthogonally, but can touch itself diagonally. The remaining cells form islands.

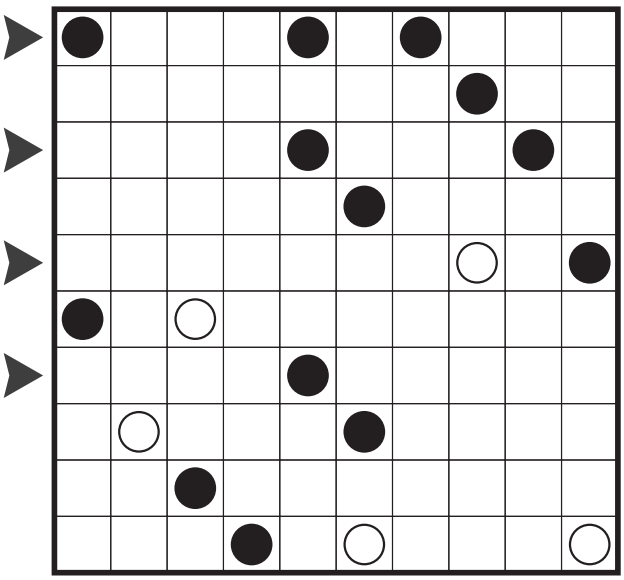
Snake Egg
("Their" Different Eggs)
65 Points

There are exactly 2 black circles, which are the head and tail. The islands must all be of different sizes, ranging from 1-12 (1-9 in the example). The numbers indicate size of the island they're a part of.



Similar Eggs
("Their" Snake Egg)
65 Points

There are multiple black circles, any two of which will be the head and tail (it is up to the solver to determine). The snake must pass through all other black circles too. The islands must all be of the same size, and it is up to the solver to determine the size. Each island can contain 0 or 1 white circle, and all white circles must be part of islands.

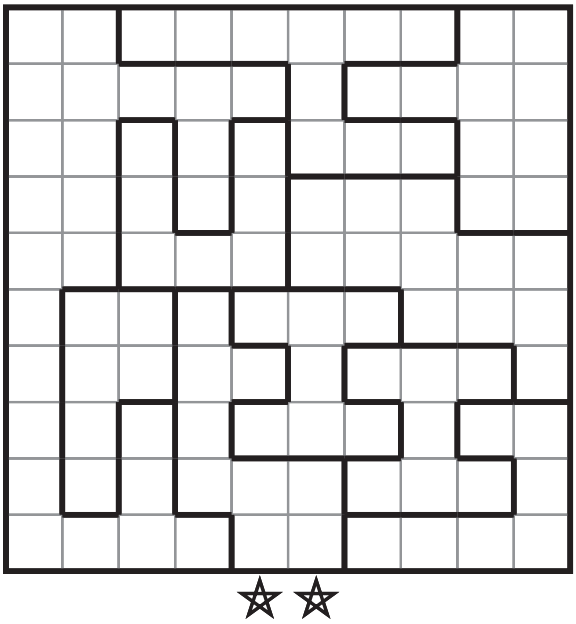


Answer Key for both – Enter the total number of cells visited by the snake in the marked rows. Enter the digit in the units place in case of double digit numbers.(e.g. "1" in case of "11")

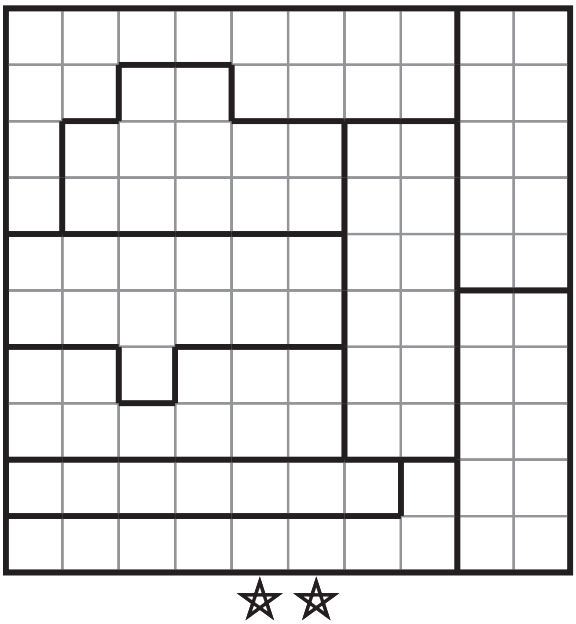
Base Rules

Place 2 (1 in the example) stars in every row and column. Stars cannot touch each other, even diagonally.

Star Battle
("Their" movie series)
40 Points
There are 2 stars in each thickly outlined region.



Star Wars
("Our" movie series)
65 Points
There can be any number of stars **except 2** in each thickly outlined region, including 0.



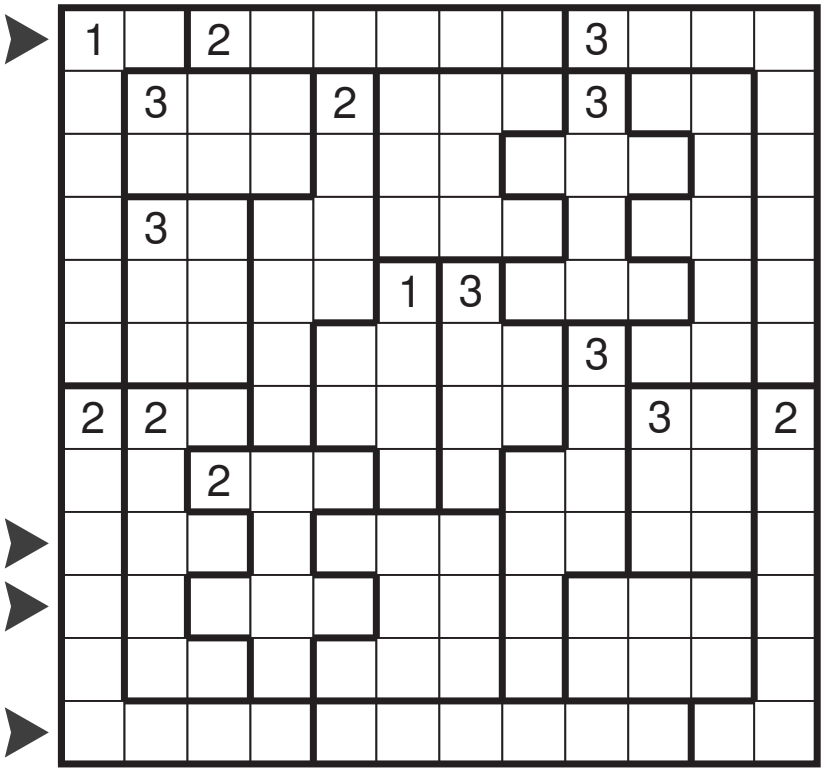
Answer Key for both – In each row, enter the column number of the first star from the left

Base Rules

Shade some cells. Shaded cells are not allowed to touch each other orthogonally. The remaining white area has to be connected. The white area can't span over two consecutive boundaries in a single row or column.

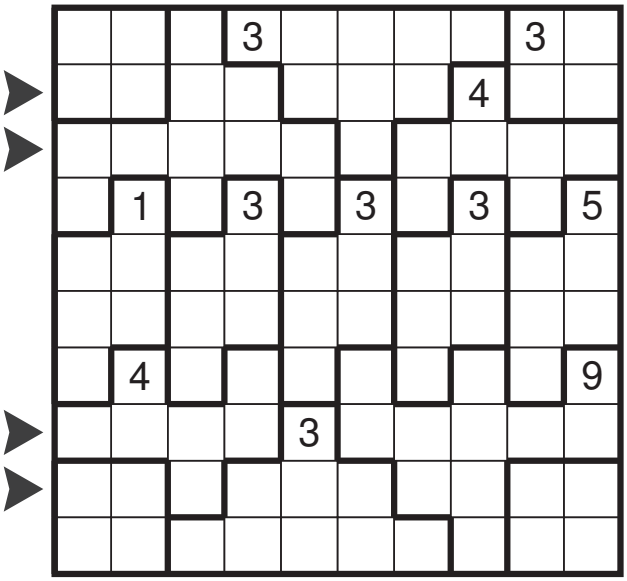
Heyawake
100 Points

The numbers indicate number of shaded cells in a region.



Akichiwake
110 Points

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 area larger than the value connected within the region.



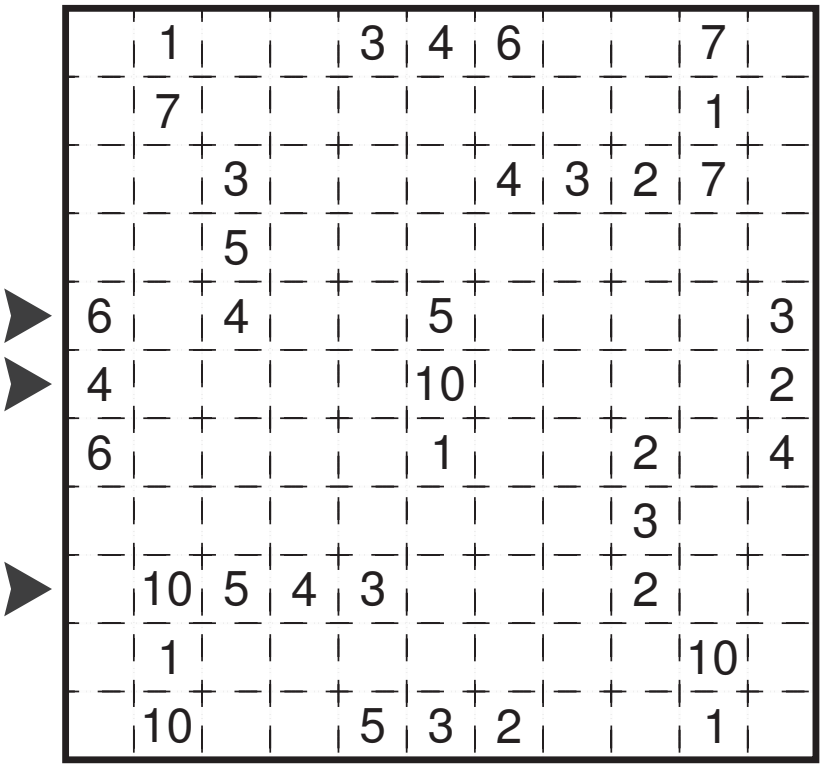
Answer Key for both – In the marked rows, enter the number of shaded cells

Base Rules

Divide the grid along the dotted lines into regions called polyominoes so that no two polyominoes with the same area share an edge.

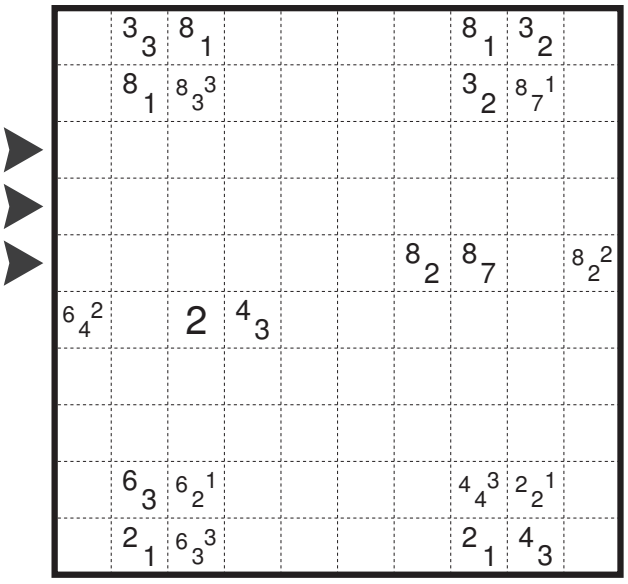
Fillomino
("Their" Fill-Own-Mino)
45 Points

Each number must represent the area of the polyomino it belongs to. A polyomino may contain zero, one, or more of the given numbers.



Fill-Other-Mino
("Their" Fillomino)
110 Points

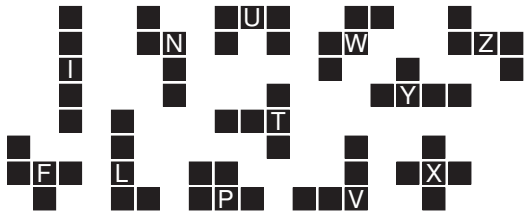
The numbers in a cell represent the sizes of all different polyominoes orthogonally touching that cell (it can be touched multiple times by a same polyomino, but will still count just once in the clue). The clue itself can belong to a polyomino of any size as long as it follows base rules, **but no numbers can describe their own polyomino.** A polyomino may contain 0 or 1 clue cell.



Answer Key for both – In marked rows, enter the number of cells occupied by each separate region that's a part of that row (if a region appears in the same row in different instances, enter the number each instance).

Base Rules

Place pentominoes (not necessarily all 12, the listing is for letter reference) in the grid without repeating any shape. Rotations and reflections are considered the same shape. The pentominoes are not allowed to touch, not even at the corners.

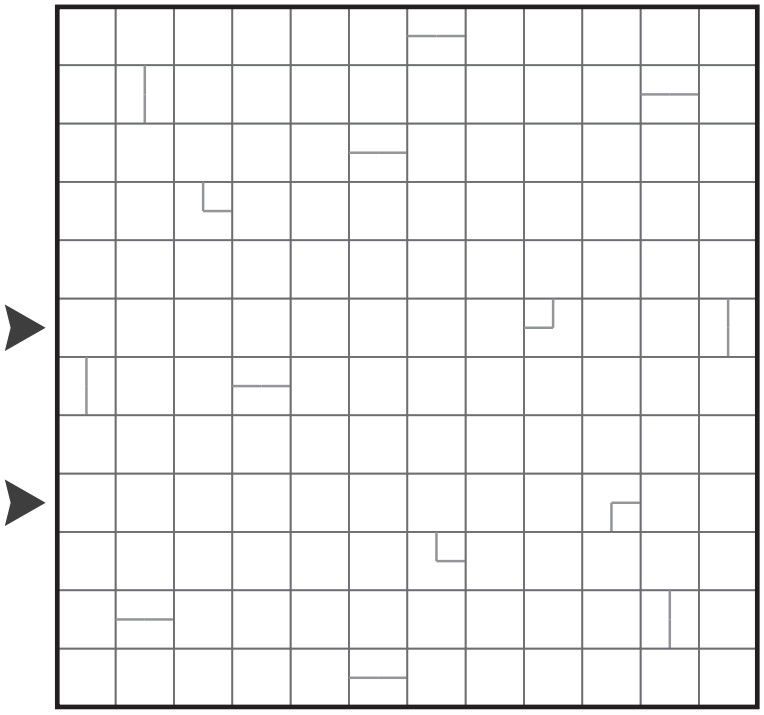


Myopic Pentominoes

("Our" Pentopia)

50 Points

The lines in the grid indicate the direction(s) in which the pentominoes is/are closest when looking from that square.

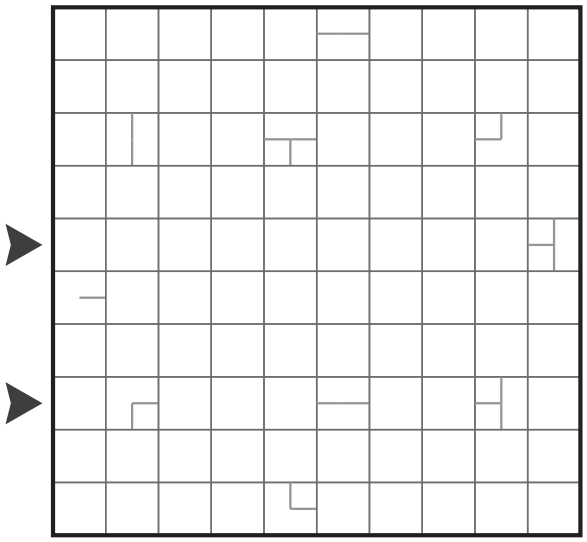


Hypermetropic Pentominoes

("Their" Pentopia)

60 Points

The lines in the grid indicate the direction(s) in which the pentominoes is/are furthest away when looking from that square (which could be adjacent cells too). The other directions will either have pentominoes that are closer or no pentominoes at all.

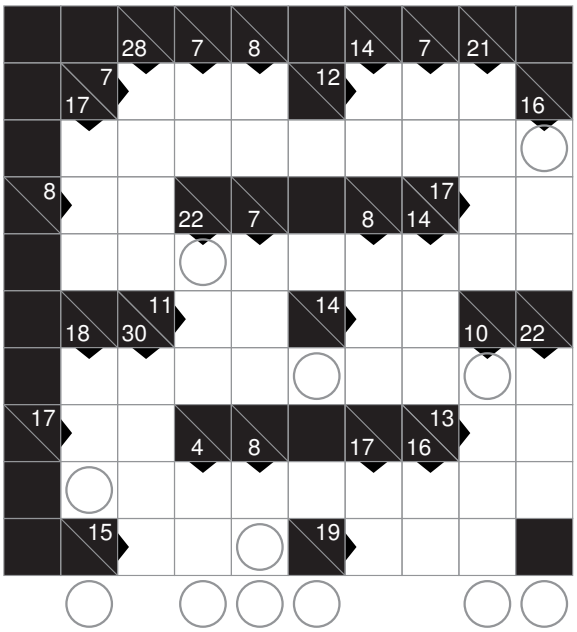


Answer Key for both – In marked rows, enter the letter of the first 2 shapes appearing, in order of appearance from left to right. Use '-' to fill in inadequate keys

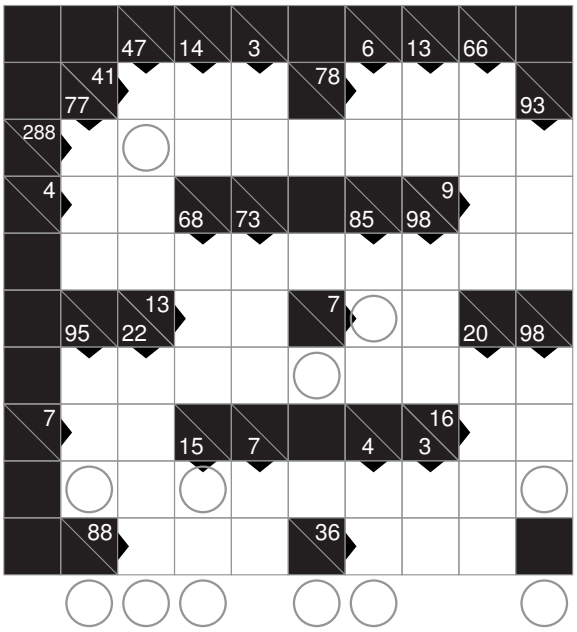
Base Rules

Place the digits 1-9 in the white cells. The clues give sums for the direction of the arrow, either across or down. Digits cannot repeat within a row/column of continuous white cells (uninterrupted by a black cell/grid edge).

Kakuro
("Their" Kakuro de Hito-keta)
50 Points
The sums count each cell as an individual digit.



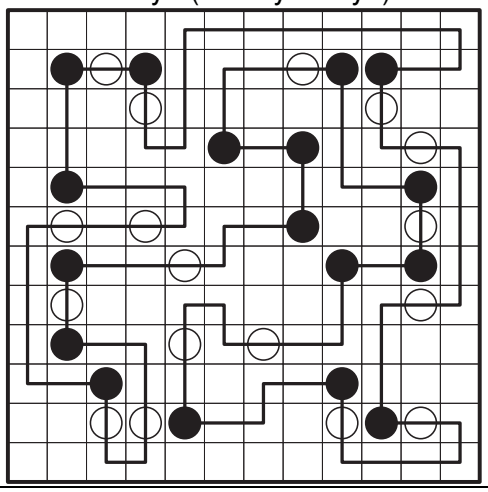
Kakuro de Ni-keta
("Their" Kakuro)
130 Points
For any area with more than 2 cells, some cells can be grouped together as 2-digit numbers while reading the sum. The 2-digit numbers must be read across or down only (e.g. 81 cannot count as 18 for its sum).



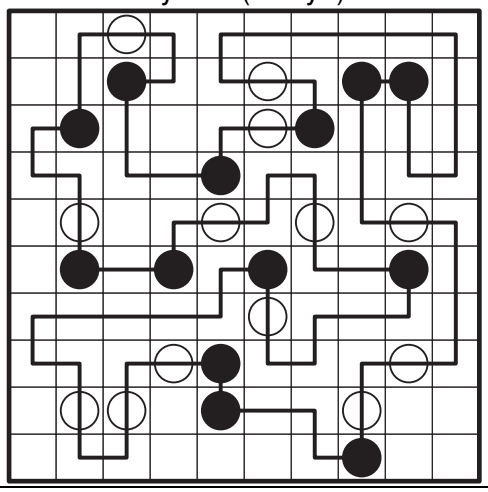
Answer Key for both – There are some circles marked in the grid. Enter the number appearing in the circles column-wise from left to right.

PARALLEL UNIVERSE – INVERSION INVASION - SOLUTIONS

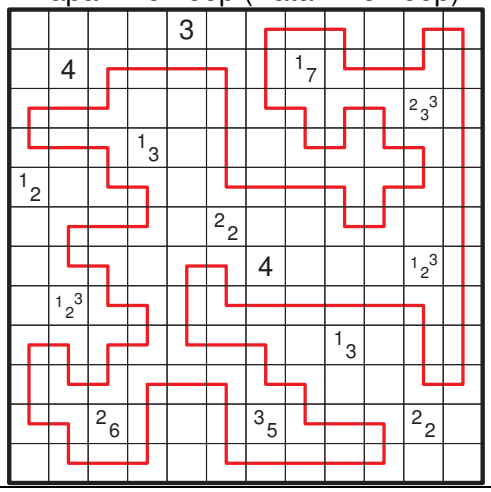
Masyu (Wacky Masyu)



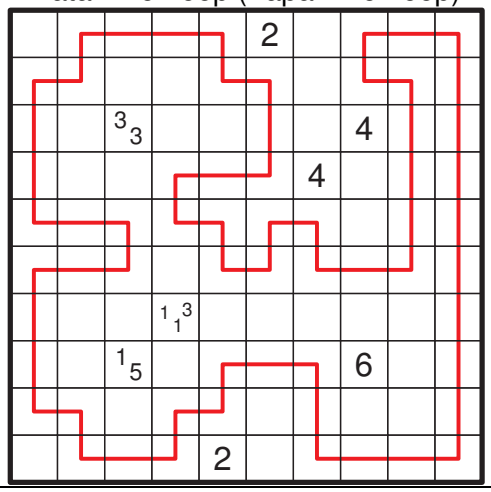
Syuma (Masyu)



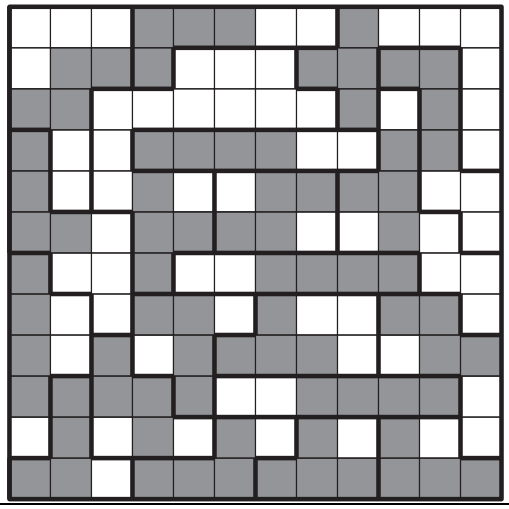
Tapa-Like Loop (Pata-Like Loop)



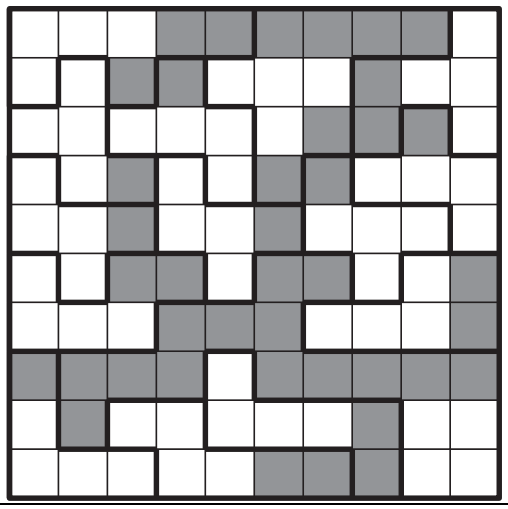
Pata-Like Loop (Tapa-Like Loop)



LITS

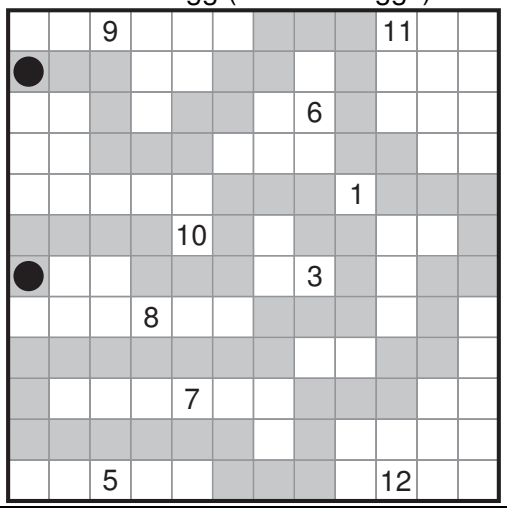


STILO

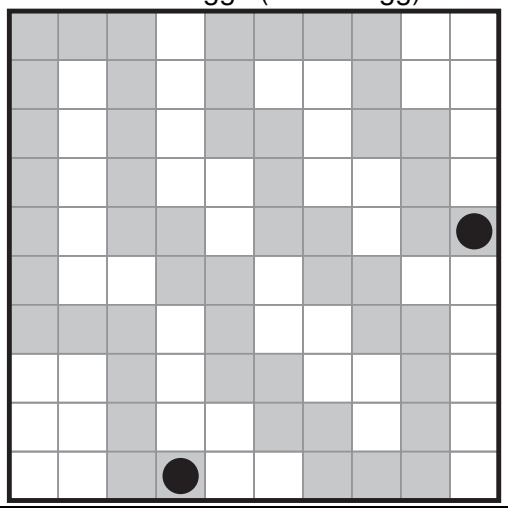


PARALLEL UNIVERSE – INVERSION INVASION - SOLUTIONS

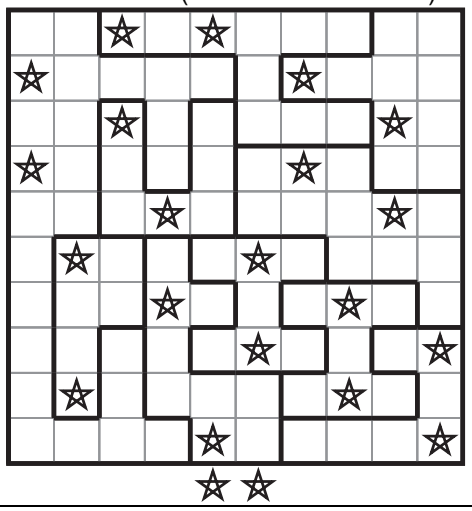
Snake Egg (Different Eggs)



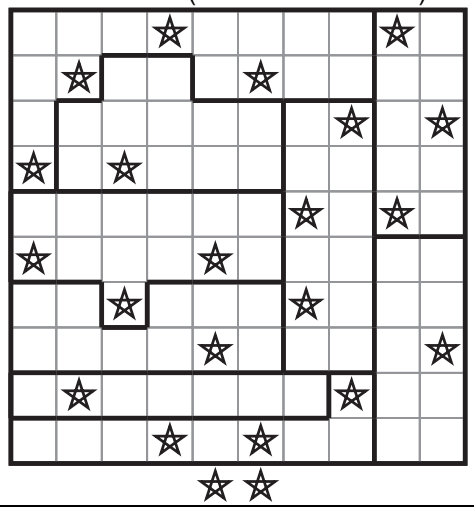
Similar Eggs (Snake Egg)



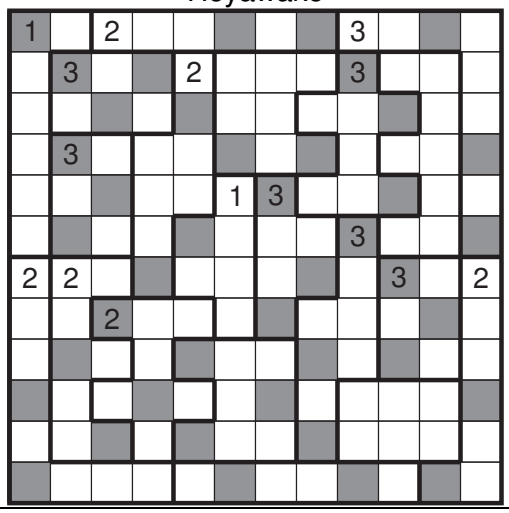
Star Battle (Their movie series)



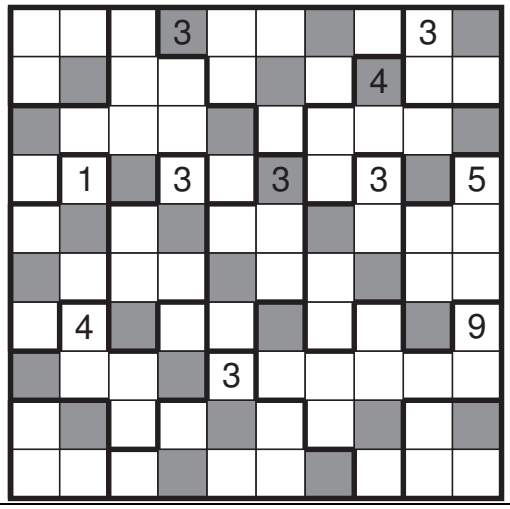
Star Wars (Our movie series)



Heyawake



Akichiwake



PARALLEL UNIVERSE – INVERSION INVASION - SOLUTIONS

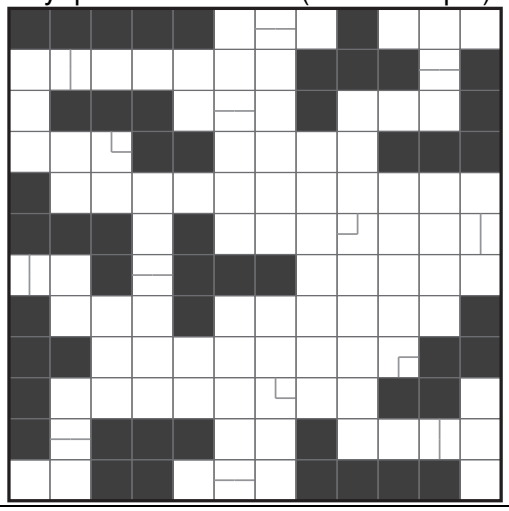
Fillomino (Fill-Own-Mino)

6	1	3	3	3	4	6	6	6	7	7
6	7	7	7	7	4	6	6	6	1	7
6	3	3	3	7	4	4	3	2	7	7
6	6	5	5	7	7	3	3	2	7	7
6	4	4	5	5	5	4	4	3	3	3
4	4	6	6	6	10	10	4	4	2	2
6	6	6	4	4	1	10	2	2	4	4
10	10	10	4	3	3	10	3	3	3	4
10	10	5	4	3	1	10	10	2	2	4
10	1	5	5	5	3	3	10	10	10	2
10	10	10	10	5	3	2	2	10	1	2

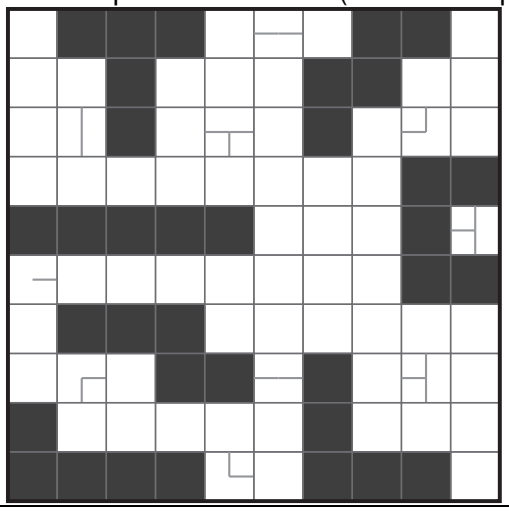
Fill-Other-Mino (Fillomino)

8	8	3	3	3	8	2	2	1	3
8	3	1	8	8	8	8	8	3	3
8	3	3	1	8	7	7	8	7	2
8	8	8	8	1	8	7	7	7	2
2	2	4	3	3	8	7	2	2	1
1	4	4	2	3	8	8	8	8	8
6	6	4	2	6	4	4	4	2	8
6	2	3	3	6	6	6	4	2	3
6	2	3	6	6	4	4	1	3	3
6	6	1	3	3	3	4	4	2	2

Myopic Pentominoes (Our Pentopia)



Hypermetropic Pentominoes (Their Pentopia)



Kakuro (Kakuro de Hito-keta)

		28	7	8		14	7	21	
	7 \ 17	4	2	1	12	8	3	1	16
	9	8	5	7	1	6	4	3	2
8	1	7	22	7		8	17 \ 14	9	8
	7	9	5	1	4	2	3	8	6
	18	11 \ 30	9	2	14	5	9	10	22
	6	7	8	4	9	1	2	3	5
17	8	9	4	8		17	13 \ 16	4	9
	4	6	3	2	5	9	7	1	8
	15	8	1	6	19	8	9	2	

Kakuro de Ni-keta (Kakuro)

		47	14	3		6	13	66	
	41 \ 77	3	9	2	78	2	7	6	93
288	7	2	5	1	9	4	6	3	8
4	3	1	68	73		85	9 \ 98	2	7
	4	5	3	2	8	7	9	1	6
	95	13 \ 22	6	7	7	6	1	20	98
	8	4	5	1	6	9	7	2	3
7	6	1	15	7		4	16 \ 3	7	9
	9	3	7	4	8	1	2	6	5
	88	5	8	3	36	3	1	5	