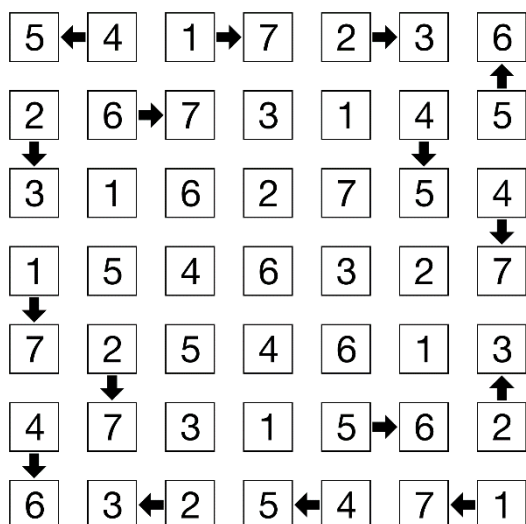


The image displays 18 puzzle solutions arranged in a grid. The top row contains four mazes with black and white paths. The second row features a 10x10 number puzzle, a maze with numbered paths, and another 10x10 number puzzle. The third row includes a large maze with numbered paths, two smaller mazes with numbered paths, and a 10x10 number puzzle. The fourth row consists of three 10x10 number puzzles. The fifth row contains two 10x10 number puzzles, a maze with numbered paths, and a maze with numbered paths. The sixth row features a 10x10 number puzzle, a maze with numbered paths, and a maze with numbered paths. The seventh row includes a 10x10 number puzzle, a maze with numbered paths, and a maze with numbered paths. The eighth row contains a 10x10 number puzzle, a maze with numbered paths, and a maze with numbered paths.



Answer keys

01. Masyu 23, 4
02. Masyu [All Cells]..... 221, 13
03. Masyu [Unequal Lengths] 2, 1
04. Masyu [AC+UL] 42, 21
05. Fillomino 1324, 2111113
06. Masyu [Total] 212, 2121
07. Geradeweg..... 121, 21
08. Fillomino [Checkered]..... 11133, 13131
09. Haisu 1112, 211
10. Haisu 22, 31
11. Haisu 112, 21
12. Statue Islands..... FFFZZT, PLNNXXX
13. Statue Islands..... VLI, TXZZZWN
14. Statue Islands..... JBGGGGH, EEFCD
15. Tapa [Antisymmetric]..... 115, 11111
16. Tapa [Antisymmetric]..... 331, 311
17. Masyu [Antisymmetric Pairs]..... 1, 23
18. Masyu [Antisymmetric Pairs]..... 22, 12
19. Nurikabe 177, 15133
20. Fillomino 3111221132, 32131142
21. Poset Futoshiki 3162754, 7254613

Interested in joining Puzzlers Club? Send an e-mail to puzzlersclubsignups@gmail.com! We're happy to accept people with interest in puzzles.

Hints for select puzzles

06. Total Masyu: The number of cells that the loop goes straight through is even. The only way to get extra straights is by sandwiching them between two white circles.

16. Tapa [Antisymmetric]: As a Yin-Yang variant, deductions from that genre apply here too. Around R5C5, the segment of length 1 is neither R4C4 nor R6C6.

19. Nurikabe: If there are N numbers and the sum of all numbers is M, then the number of gridpoints (intersections of gridlines) used by islands is at most $2(N+M)$. To avoid 2x2 black happening, all internal gridpoints must be used by islands.

21. Poset Futoshiki: Among 1, 4, 5, 6, 7, if there are two pairs of different numbers that get paired with arrows, 7 must be involved. Thus on the border, 2 and 3 cannot be paired with 7.