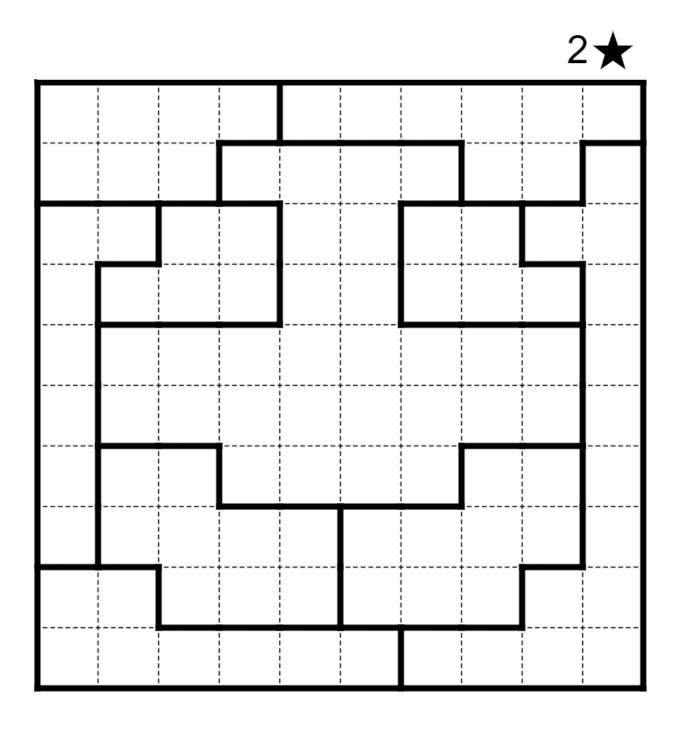
**Star Battle rules:** Place 2 stars in each row and column. No two stars are touching (horizontally, vertically, or diagonally). Each region has exactly 2 stars.

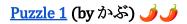


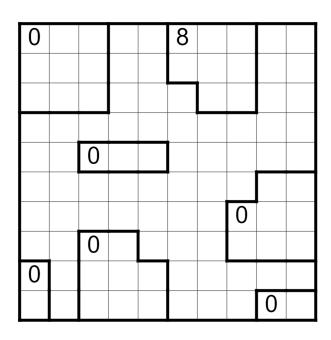
Hi! Here's the back side of the round 1 contest page. Don't flip this page over until Kaz says so. (Or you can just never flip the page over, considering the contest is optional.)

In the meantime, here's some **non-contest** puzzles you can do.

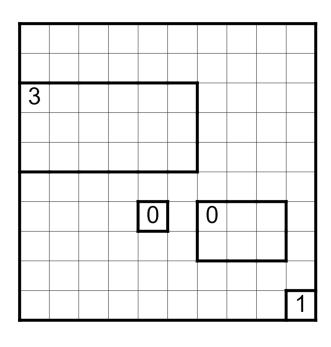
**Agre rules:** Shade some cells on the board.

- A number tells how many shaded cells are in the region.
- There is no horizontal or vertical run of 4+ consecutive shaded or unshaded cells.
- All shaded cells form an orthogonally connected area.



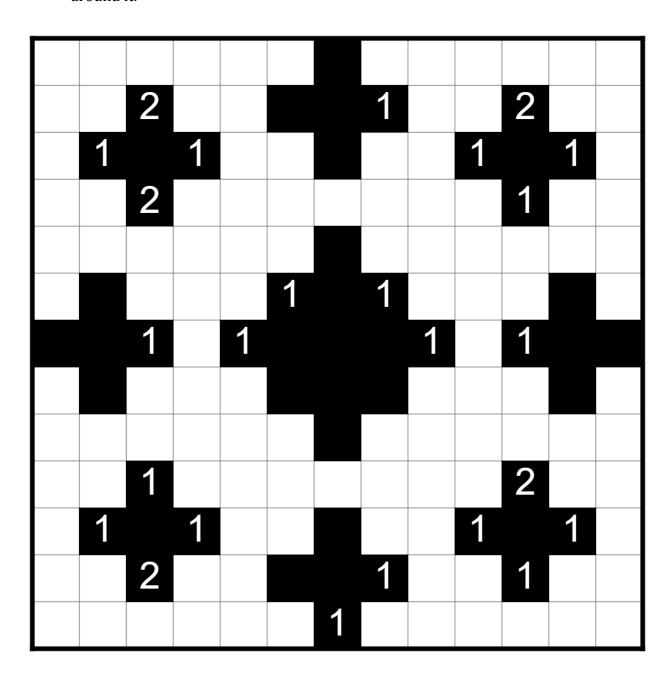


Puzzle 2 (by 4G\_bms)



#### Akari rules:

- Place lights in empty cells so that all empty cells are illuminated.
- Each light shines cells horizontally and vertically until reaching a black cell.
- Two lights can't shine each other.
- The numbers tell how many lights are in the 4 horizontally/vertically adjacent cells around it.

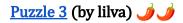


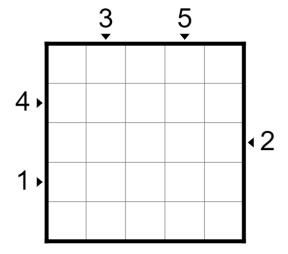
Hi! Here's the back side of the round 2 contest page. Don't flip this page over until Kaz says so. (Or you can just never flip the page over, considering the contest is optional.)

In the meantime, here's some **non-contest** puzzles you can do.

#### **Skyscrapers rules:**

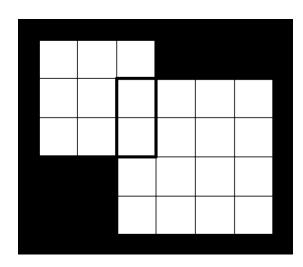
- Place a number from 1 to N in each cell, where N is the grid width.
- Each row and column contains exactly one of each number.
- Every number inside the grid represents a building, with a height equal to the number. A clue outside the grid represents how many buildings can be seen in the corresponding row or column from that direction, where higher buildings hide all lower buildings behind it.
  - Example: If we are looking at a row with numbers 1324 from the left, we can see 3 buildings: the 1, 3, and 4. The 2 is hidden behind the 3.





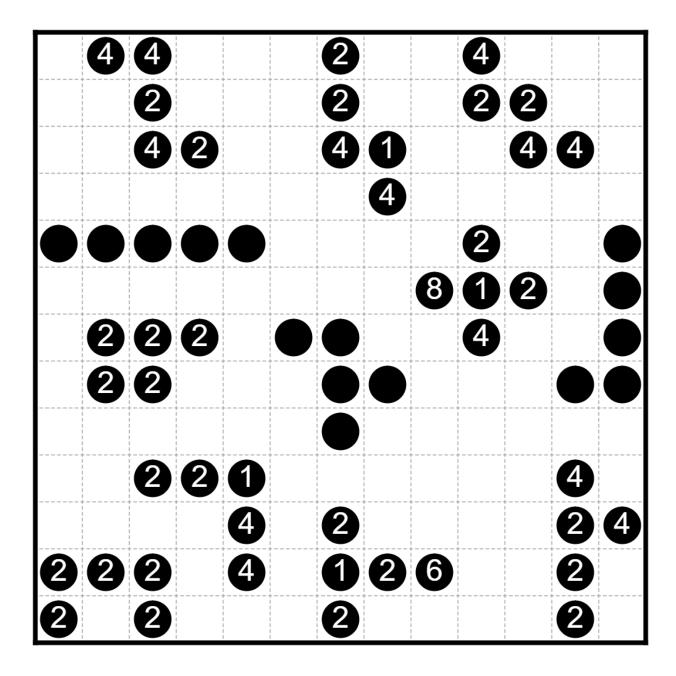


This is not a normal skyscrapers. Can you figure out what's going on, and find the unique solution?



#### Shikaku rules:

- Draw lines (over the dotted lines) to divide the grid into rectangles.
- Each rectangle contains exactly one black circle.
- A number indicates the area of the rectangle.



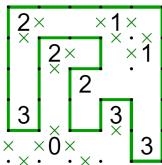
Hi! Here's the back side of the round 3 contest page. Don't flip this page over until Kaz says so. (Or you can just never flip the page over, considering the contest is optional.)

In the meantime, here's some **non-contest** puzzles you can do.

#### Slitherlink rules:

- Draw lines along the edges of some cells to form a loop.
- The loop cannot branch off or cross itself.
- A number indicates the amount of edges surrounding the cell that are visited by the loop.

### Slitherlink example:



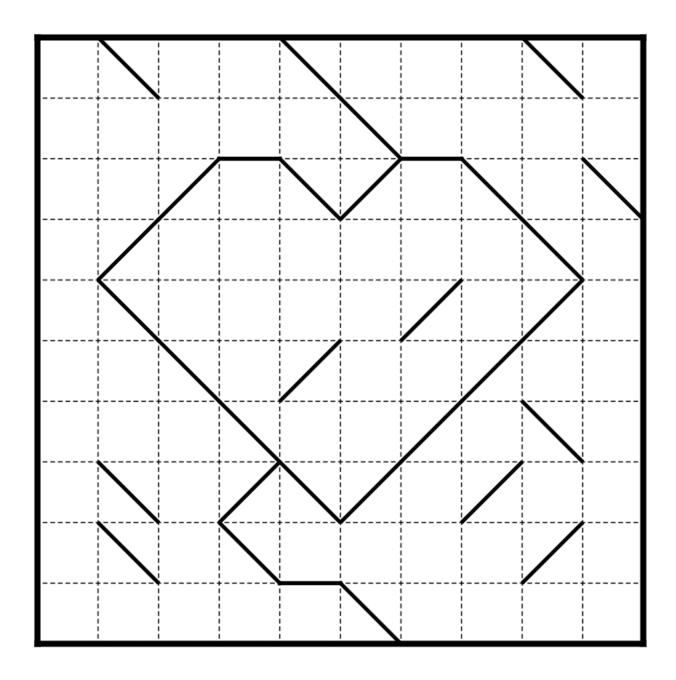
Puzzle 5 (by Walker)

Puzzle 6 (by Walker)

$\begin{bmatrix} 3 & 0 & 3 & 0 & 3 & 1 \\ 0 & 0 & 0 & 3 & 1 \end{bmatrix}$	0 1 1 1 1
0	0 1 1
	0 1 1
0 3 3	223
3	
3 0 3 3 3 0	3 3 3 3 2
3 0 3 3 3 0	

### Nanameguri rules:

- Draw a loop (which doesn't ever touch or intersect itself) through some cells.
- Every outlined region must be visited exactly once.
- The loop must visit every cell containing a diagonal line.
- The loop cannot cut through a diagonal line.



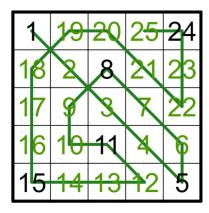
Hi! Here's the back side of the round 4 contest page. Don't flip this page over until Kaz says so. (Or you can just never flip the page over, considering the contest is optional.)

In the meantime, here's some **non-contest** puzzles you can do.

#### Hidato rules:

- Write a number from 1 to N, where N is the total number of cells in the grid.
- Consecutive numbers must be touching (horizontally, vertically, or diagonally).

**Hidato example:** Note you may also draw a line, if it helps for visualization.



Puzzle 7 (by djmathman)

The total number of cells is 21.

	10		1	
9				21
		6		
4				18
	15		17	

1			33		48			
						20		
							84	
36								16
27								70
	40							
		61						
			77		65			10