# Christmas 2025

*Add tinsel to the trees!*

## Masyu

Draw a path that connects the star at the top to the star at the bottom and satisfies the following rules:

- The path must travel between the centers of adjacent cells (sharing an edge).
- The path cannot cross itself.
- The path must pass through all ornaments (circles).
- At white ornaments, the path must continue straight through, and must turn in the cell immediately before or after (or both).
- At black ornaments, the path must turn, and must continue straight through the cells immediately before and after it.
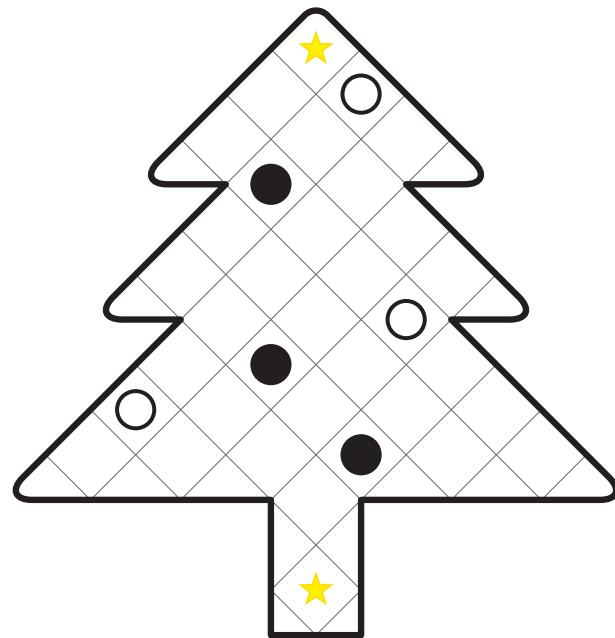
## Slitherlink

Draw a path that connects the star at the top to the star at the bottom and satisfies the following rules:

- The path must travel along the gridlines.
- The path cannot cross itself.
- Each ornament is a different number from 0-3, indicating the number of that cell's edges that are on the path.
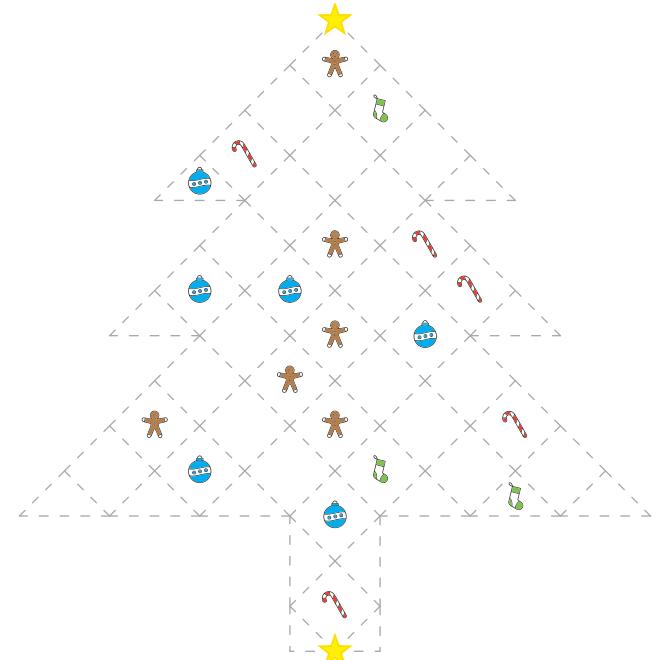
# Christmas 2025

## Akari

*Light the tree!*

Add light bulbs in some cells to satisfy the following rules:

- Numbers specify how many of the adjacent cells (connected along edges) have bulbs.
- Bulbs emit light toward adjacent cells in all four directions, continuing until reaching the edge or a numbered cell. (In this grid, bulbs shine NW, NE, SW, and SE.)
- No bulb may be illuminated by another bulb.
- All unnumbered cells must be illuminated.
- Bulbs may be placed in any unnumbered cell, even if not adjacent to a number.
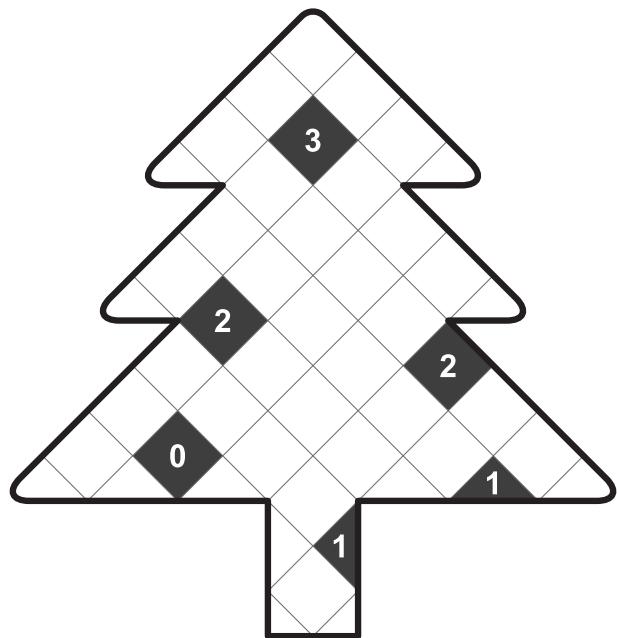
## Shakashaka

*Decorate the tree!*

Shade triangles to create squares and rectangles of unshaded areas according to these rules:

- Triangular cells may be fully shaded or remain unshaded.
- Any triangular half of a square cell may be shaded, or the entire square may remain unshaded. (Other than the given clues, squares can *not* be fully shaded.)
- Numbers specify how many of the adjacent cells (connected along edges) have shaded triangles.

Example: