ISSUE 24

PuzzleLife

Sudoku Plus

ISSUE 24

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PuzzlePad Sudoku Plus

Moving beyond sudoku

Tear out and solve!



PuzzleLife

Display until 26 March

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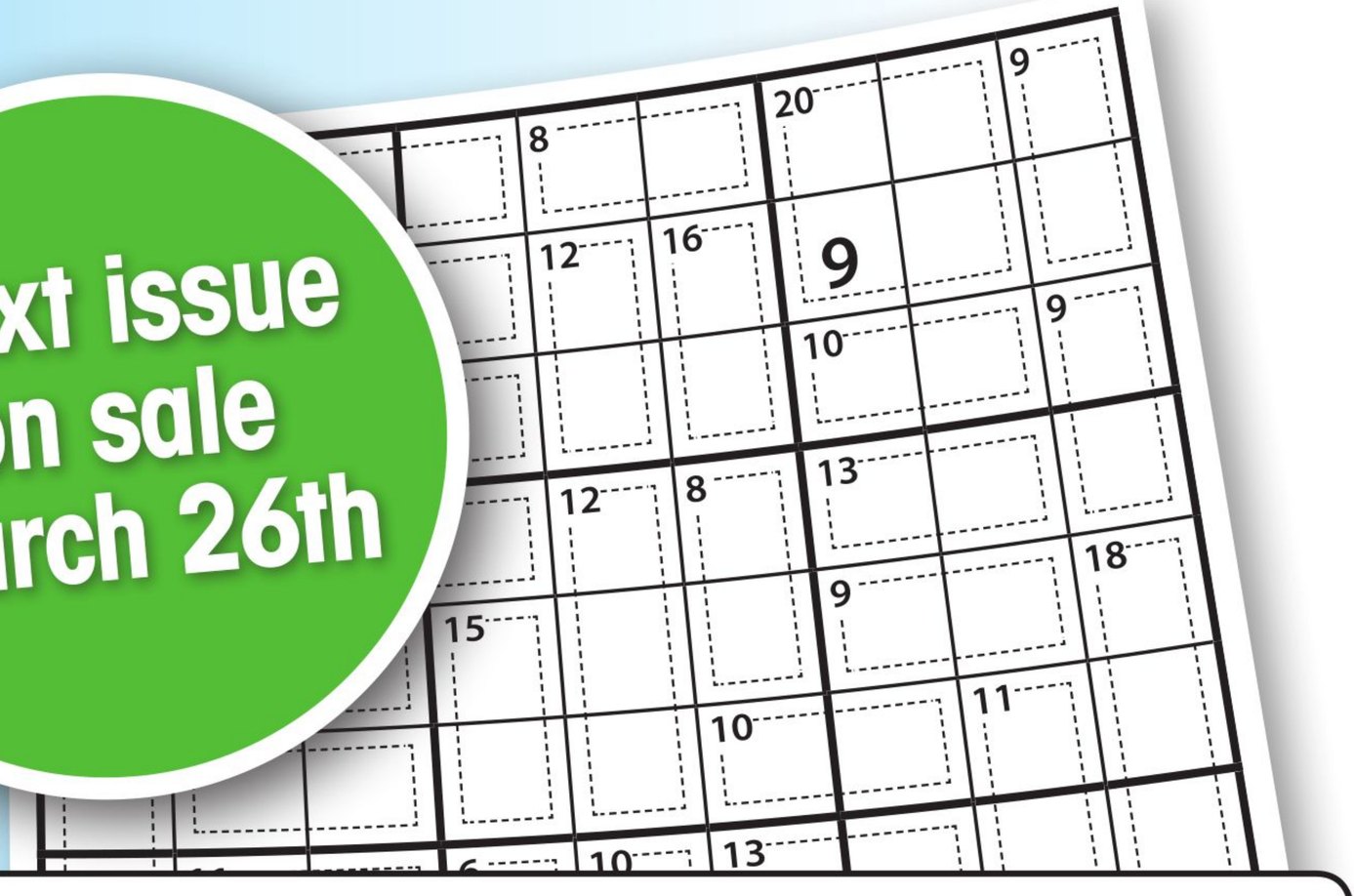
PuzzlePad

Sudoku Plus

Moving beyond sudoku

Welcome to *PuzzlePad Sudoku Plus* – your handy puzzle pad with tear-out pages. You'll find the solution on the back of each puzzle, so tear off as many as you need and pop them in your pocket, rucksack or handbag for puzzling on the move.

The Editor



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PuzzleLife

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Fill the grid so that every row, column and 3x3 block contains all the numbers from 1 to 9 only once.

SUDOKU

4	1		7		3			
	7						9	6
8			9		1		4	3
	9	6	5	2		3		
	2	5						9
			3	9			1	5
	5			1				7
6				4	5		8	
9		1			7	6		2

2

4	1	9	7	6	3	5	2	8
5	7	3	4	8	2	1	9	6
8	6	2	9	5	1	7	4	3
1	9	6	5	2	8	3	7	4
3	2	5	1	7	4	8	6	9
7	8	4	3	9	6	2	1	5
2	5	8	6	1	9	4	3	7
6	3	7	2	4	5	9	8	1
9	4	1	8	3	7	6	5	2

Fill the grid with the numbers 0 and 1. Every row and column must have an equal amount of 0s and 1s. There cannot be more than two 0s or two 1s next to each other, either horizontally or vertically. No two rows or columns can have the same combination of 0s and 1s.

BINARY

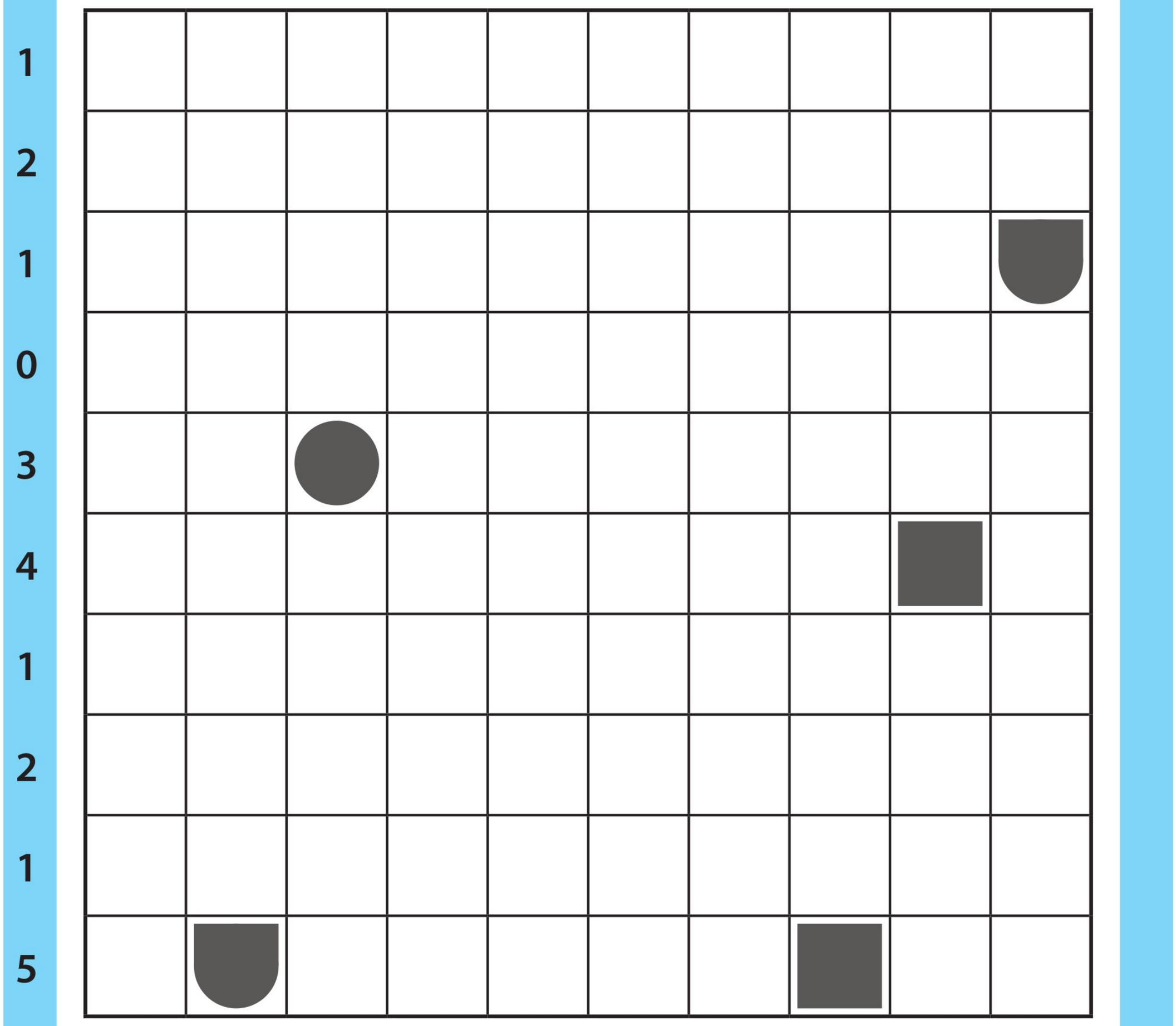
			1						0		
1					0						
1		0					1				0
	0			1					1	1	
1								0			
					1						
		0			1	1			0	0	
1	1										0
1						1	1			1	0
		1		1							
0			0							0	1
		0				0	0				

2

0	1	0	1	0	0	1	0	1	0	1	1
1	0	1	0	1	1	0	1	0	0	1	0
1	0	1	1	0	0	1	1	0	1	0	0
0	1	0	0	1	1	0	0	1	1	0	1
0	1	1	0	1	0	0	1	0	0	1	1
1	0	0	1	0	1	1	0	1	0	1	0
0	1	0	1	1	0	1	1	0	1	0	0
1	0	1	0	0	1	0	0	1	0	1	1
0	1	1	0	1	0	1	1	0	1	0	0
0	1	0	1	1	0	0	1	0	0	1	1
1	0	1	0	0	1	0	0	1	1	0	1
1	0	0	1	0	1	1	0	1	1	0	0

Find one battleship, two cruisers, three destroyers and four submarines in the grid. The numbers beside the grid refer to how many squares in that row or column contain ships or parts of ships. Ships cannot appear in adjacent squares, even diagonally. Wavy lines indicate an empty patch of sea.

BATTLESHIPS



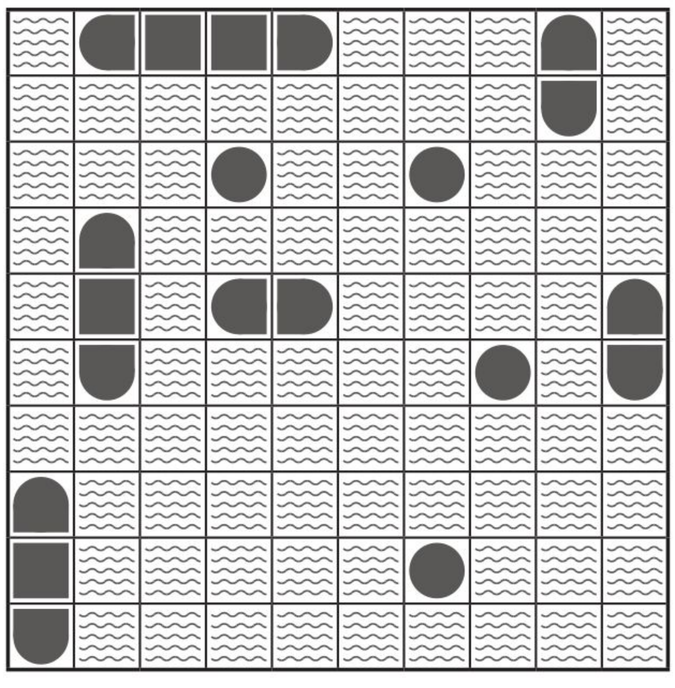
1 x

2 x

3 x

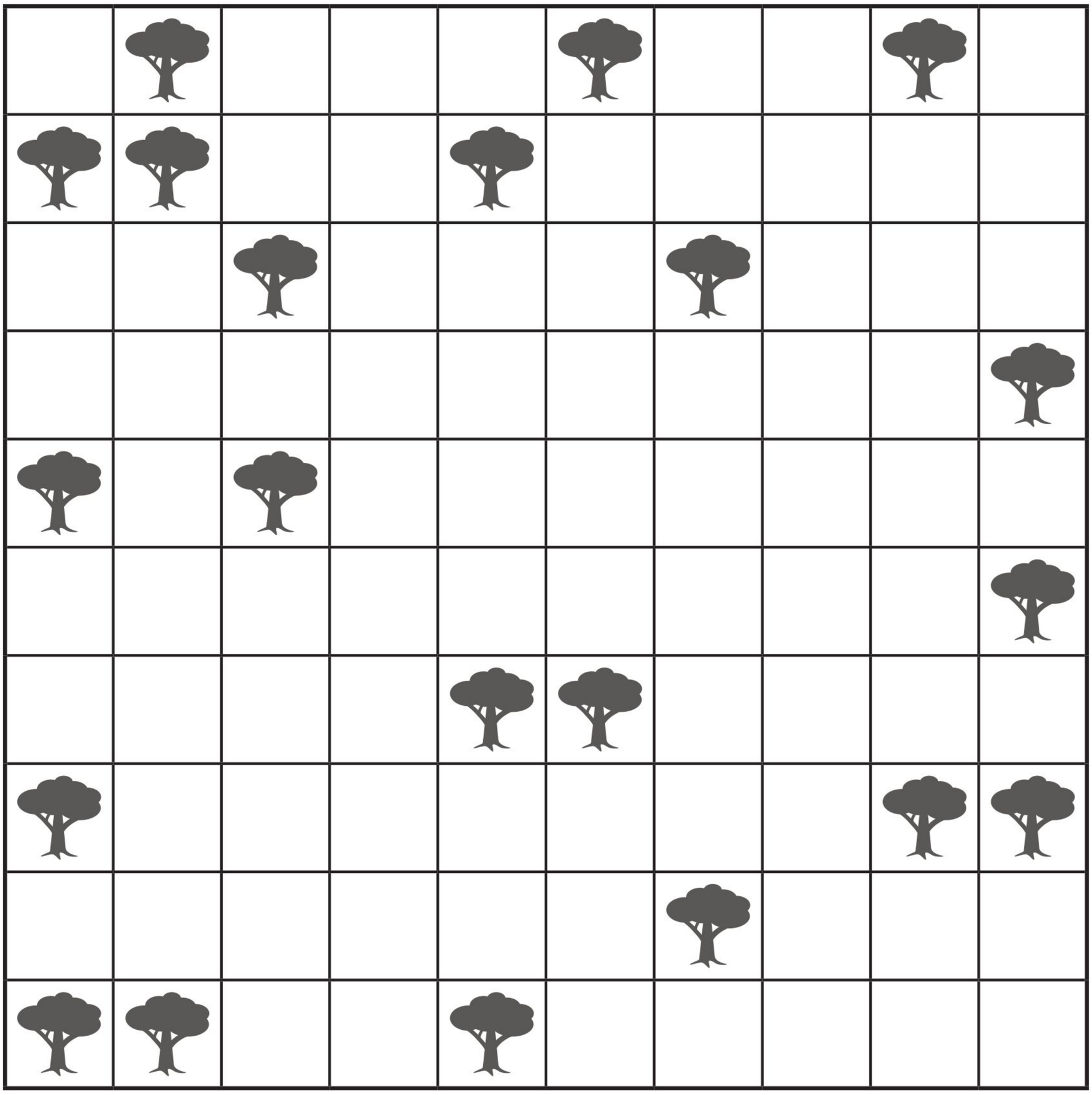
4 x





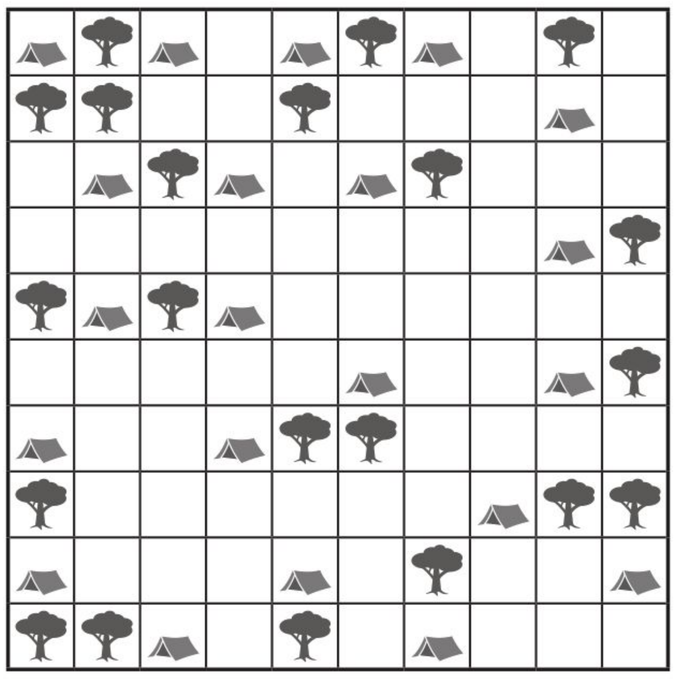
Adjacent to every tree is one tent. Your task is to place the tents into the grid. Tents cannot be in adjacent squares, not even diagonally. The numbers beside the grid indicate the number of tents in that row or column.

CAMPING



4										
1										
3										
1										
2										
2										
2										
1										
3										
2										
	3	2	2	3	2	2	2	1	3	1





Each zone marked out with a black line must contain the corresponding digits depending on its size – a two-square zone requires the digits 1 and 2, and a five-square zone requires 1, 2, 3, 4 and 5. However, the same digit cannot appear in neighbouring squares – not even diagonally.

TECTONIC

	2			5	1			3	
	1					2			
2					3				
	4				5				2
							3		3
	4							4	
					2	5		5	
1	4								
	3			3	2		1		
			5		3			4	3
	5				5				

2

3	2	3	5	1	5	1	3	1
5	1	4	2	4	2	4	5	2
2	3	5	1	3	1	3	1	3
1	4	2	4	5	4	5	4	2
2	3	5	1	2	1	3	1	3
1	4	2	4	3	4	2	4	2
5	3	1	5	2	5	1	5	1
1	4	2	4	1	3	2	3	4
5	3	1	3	2	4	1	5	1
2	4	2	5	1	3	2	4	3
1	5	1	3	4	5	1	5	2

In place of the classic 3x3 block, the sudoku chaos has blocks of varying shapes. Fill the grid so that every row, column and block contains all the numbers from 1 to 9 only once.

SUDOKU CHAOS

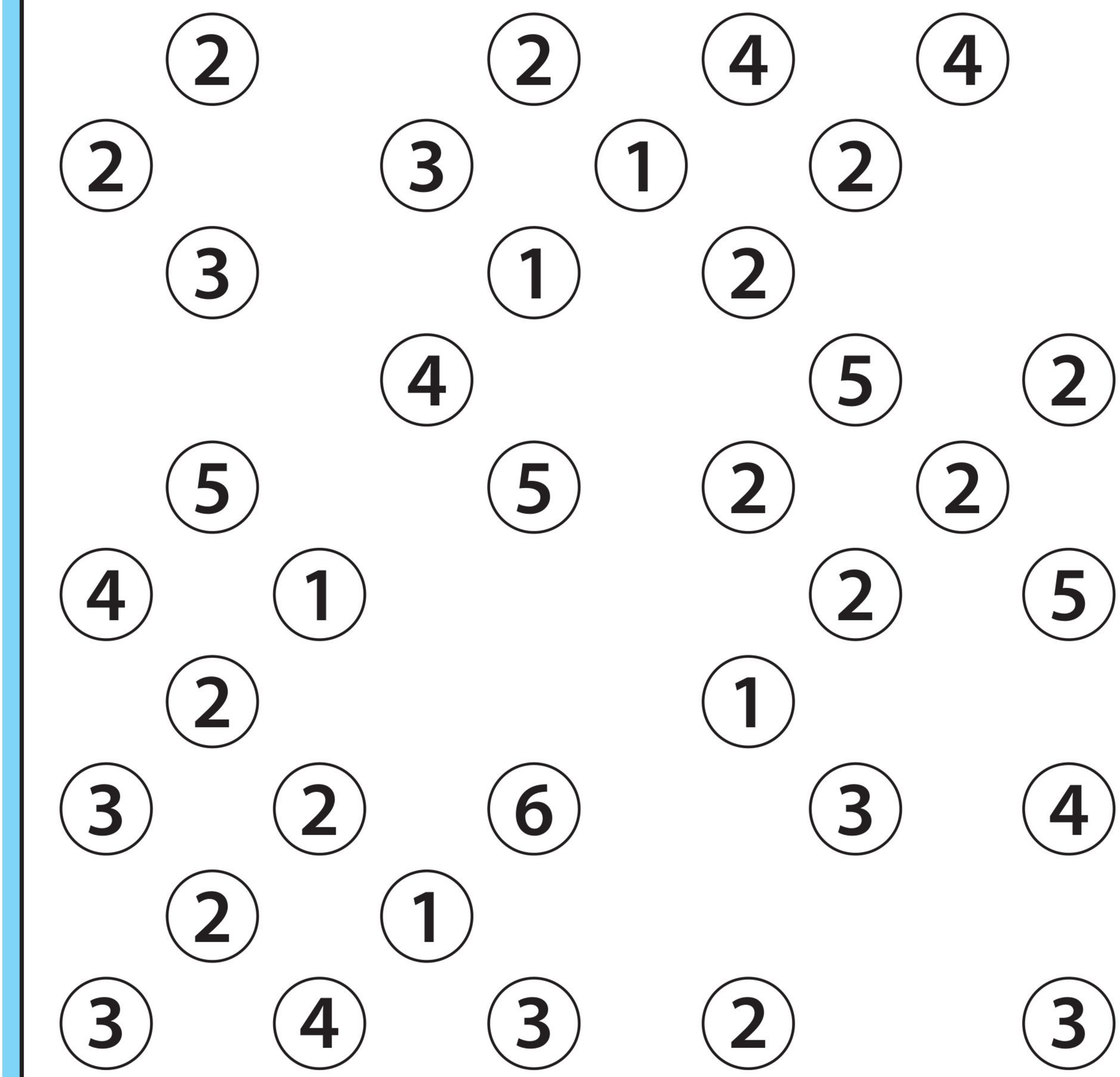
			9				7	
		8		6				5
8		3		9	2	5		
3	1			7				2
	9						6	
6				5			3	9
		6	1	8		2		7
9				1		7		
	6				5			

2

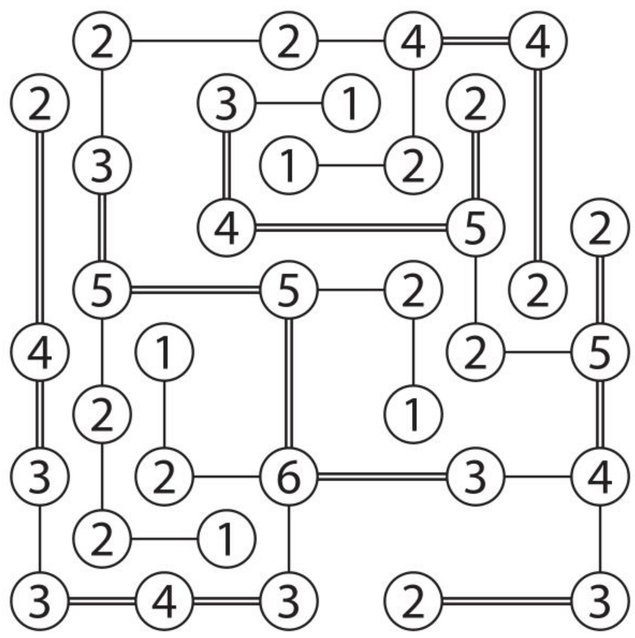
2	5	4	9	3	8	1	7	6
1	4	8	7	6	3	9	2	5
8	7	3	6	9	2	5	1	4
3	1	9	5	7	4	6	8	2
5	9	2	8	4	7	3	6	1
6	2	7	4	5	1	8	3	9
4	3	6	1	8	9	2	5	7
9	8	5	2	1	6	7	4	3
7	6	1	3	2	5	4	9	8

All islands – the circles with numbers – are interconnected. The numbers indicate how many bridges there are from an island to the (horizontally or vertically) neighbouring island(s). The bridges do not cross each other and there are a maximum of two bridges between any two islands.

HASHI






2 2 4 4
2 3 1 2
3 1 2
4 5 2
5 5 2 2
4 1 2 5
2 1
3 2 6 3 4
2 1
3 4 3 2 3

Shade in some of the squares so that a number does not appear more than once in any row or column. Shaded cells cannot be adjacent horizontally or vertically, but can diagonally. A string of shaded cells cannot cut off part of the grid.

HITORI

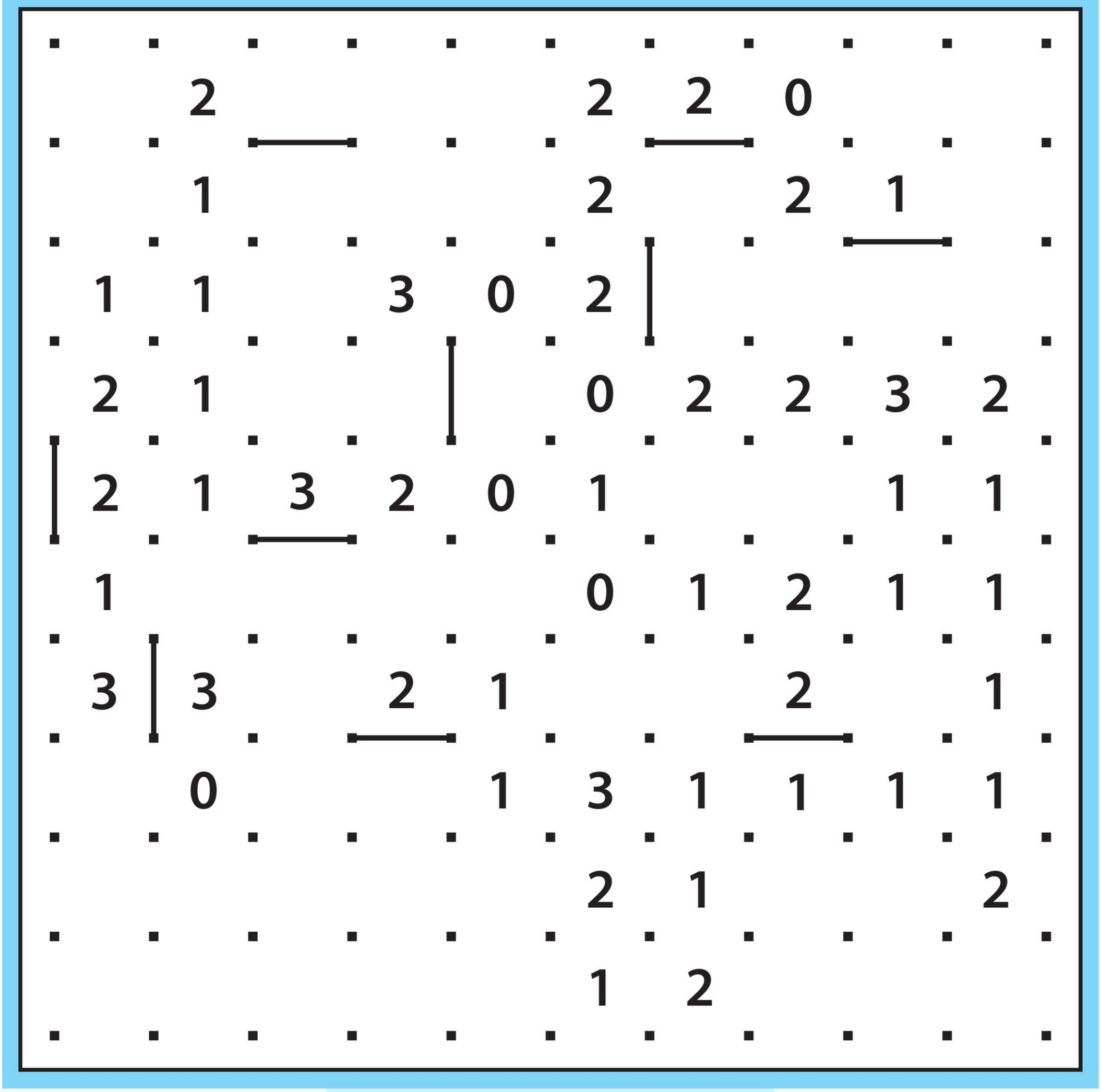
6	7	5	1	4	8	4	9	4
2	3	3	8	6	2	4	5	7
4	2	7	3	3	1	6	1	4
3	6	2	7	5	1	9	4	9
5	5	9	2	9	1	1	8	6
5	8	4	2	6	3	9	2	8
9	4	9	6	4	9	2	3	1
9	1	8	3	7	1	2	6	9
4	9	1	4	1	6	9	8	2



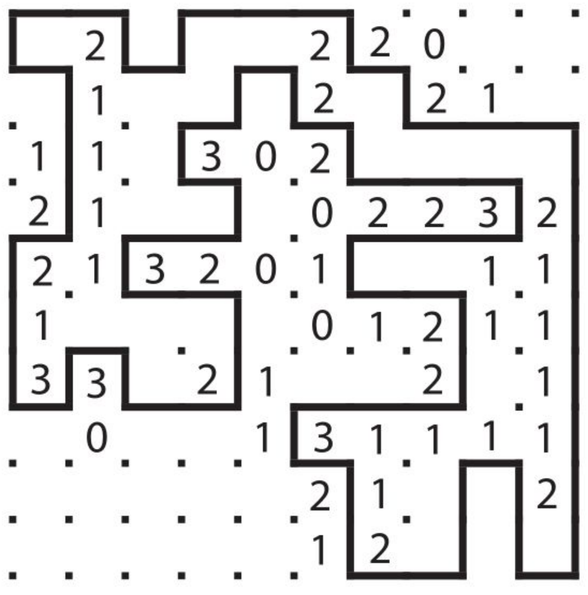
6	7	5	1	4	8	4	9	4
2	3	3	8	6	2	4	5	7
4	2	7	3	3	1	6	1	4
3	6	2	7	5	1	9	4	9
5	5	9	2	9	1	1	8	6
5	8	4	2	6	3	9	2	8
9	4	9	6	4	9	2	3	1
9	1	8	3	7	1	2	6	9
4	9	1	4	1	6	9	8	2

Join adjacent dots with vertical or horizontal lines so that a single loop is formed with no crossings or branches. Each number indicates the number of lines that surround it – cells without numbers may be surrounded by any number of lines.

SLITHERLINK

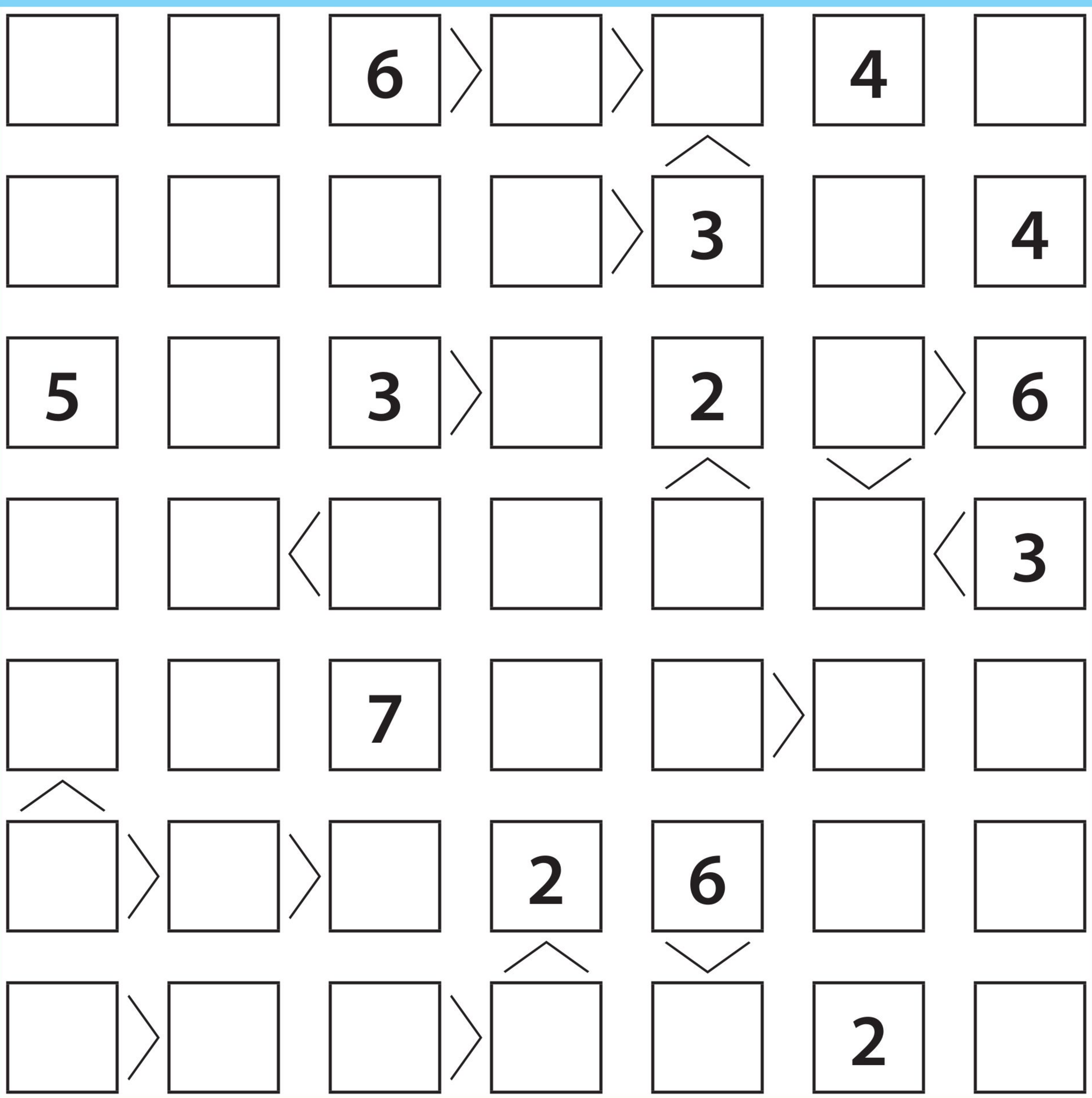




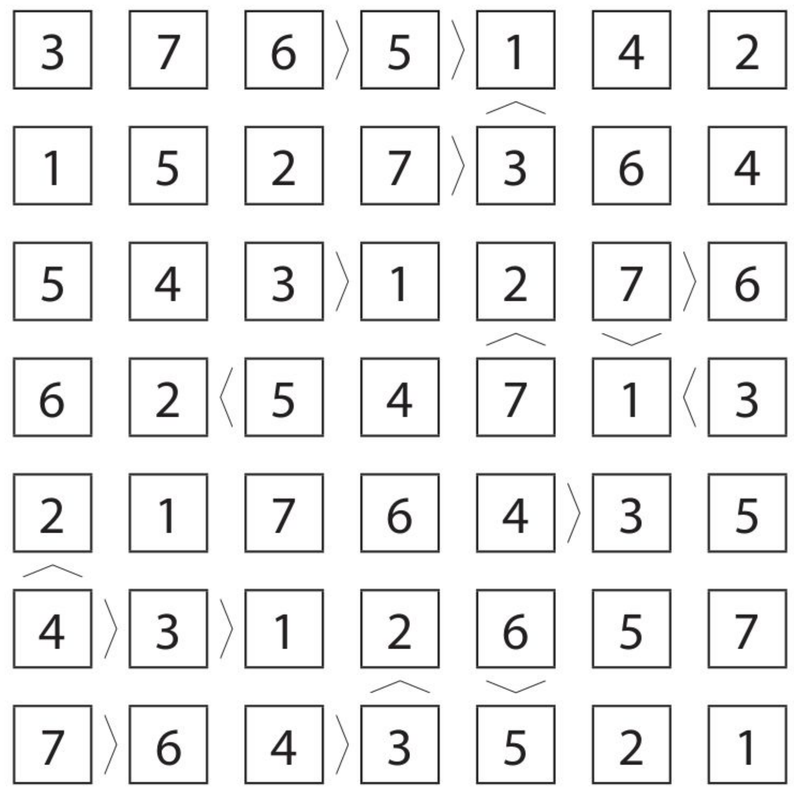


Fill the grid so that every row and column contains the numbers 1 to 7 only once.
In some places a > or a < indicates that the number to be filled in is larger or smaller than the adjacent number.

FUTOSHIKI






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

Fill the grid so that every row, column and 3x3 block contains all the numbers from 1 to 9 only once.

SUDOKU

9		7		5		1		3
			8		9			5
6	1		3				8	
	2	4		8	1		9	6
	3	9	5		4	8		7
	5			3		6		9
7			4					
	9	2		7	8	5	1	



9	8	7	2	5	6	1	4	3
2	4	3	8	1	9	7	6	5
6	1	5	3	4	7	9	8	2
5	2	4	7	8	1	3	9	6
8	7	6	9	2	3	4	5	1
1	3	9	5	6	4	8	2	7
4	5	8	1	3	2	6	7	9
7	6	1	4	9	5	2	3	8
3	9	2	6	7	8	5	1	4

Fill the grid with the numbers 0 and 1. Every row and column must have an equal amount of 0s and 1s. There cannot be more than two 0s or two 1s next to each other, either horizontally or vertically. No two rows or columns can have the same combination of 0s and 1s.

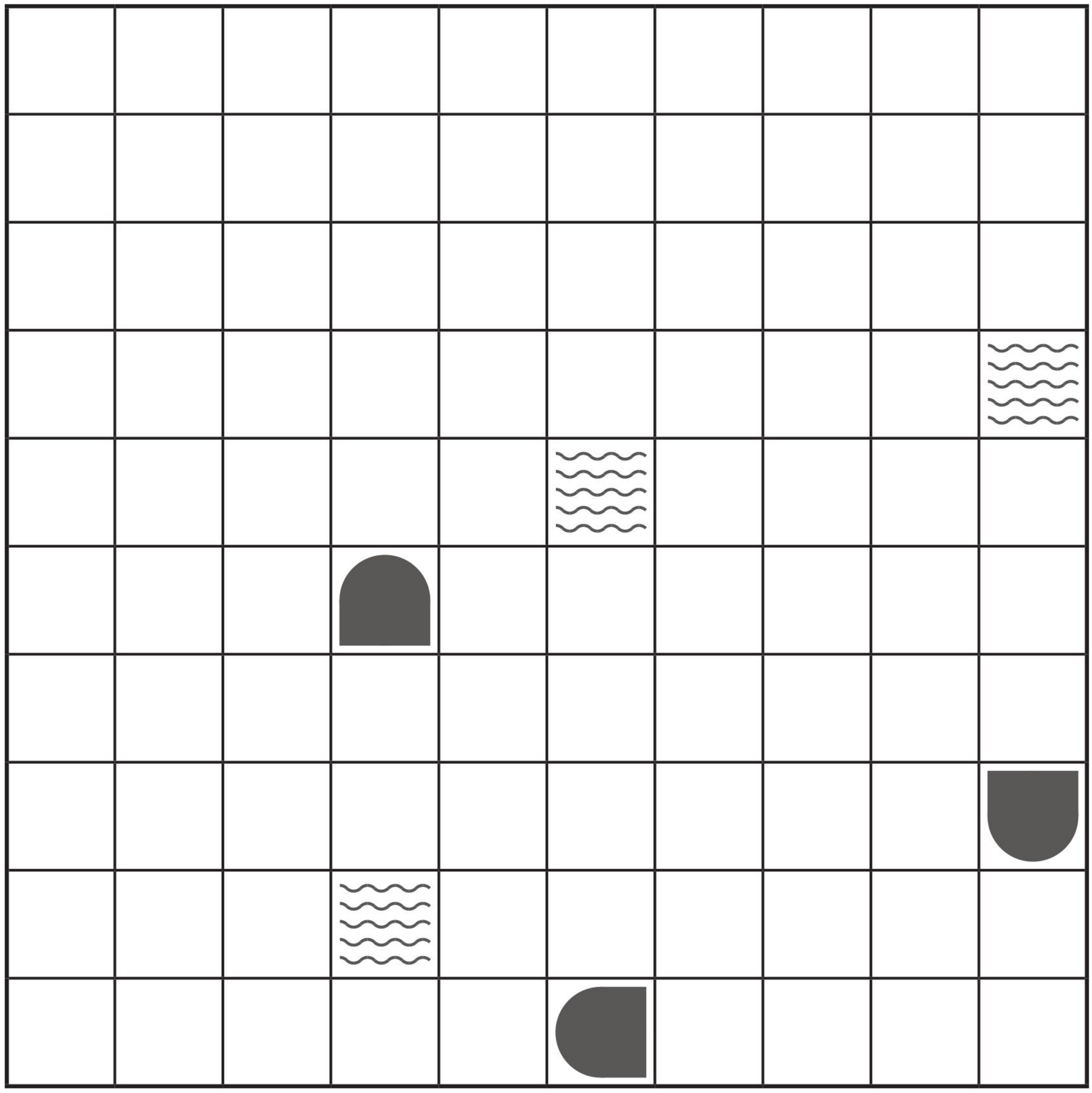
BINARY

		1	1			1			1		0
								0			
		1	1		1						
		1			1		1		0	0	
						0		1		1	1
	1										
1			1				0				
	1										1
				1	1				0		
1	1			1				1			
							0		0		
1	1		0			0				0	0

0	0	1	0	1	0	1	1	0	0	1	1
1	1	0	1	0	1	0	0	1	1	0	0
0	0	1	1	0	1	0	1	0	0	1	1
1	1	0	0	1	0	1	1	0	1	0	0
1	1	0	0	1	1	0	0	1	0	1	0
0	0	1	1	0	0	1	0	1	1	0	1
0	1	1	0	0	1	0	1	0	0	1	1
1	1	0	1	1	0	0	1	0	0	1	0
1	0	0	1	1	0	1	0	1	1	0	0
0	0	1	0	0	1	1	0	1	1	0	1
1	1	0	0	1	0	0	1	0	0	1	1
0	0	1	1	0	1	1	0	1	1	0	0

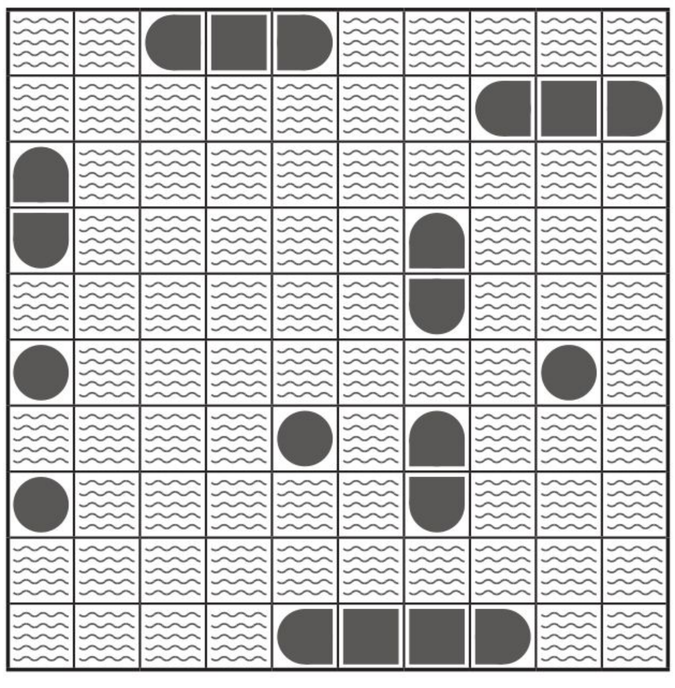
Find one battleship, two cruisers, three destroyers and four submarines in the grid. The numbers beside the grid refer to how many squares in that row or column contain ships or parts of ships. Ships cannot appear in adjacent squares, even diagonally. Wavy lines indicate an empty patch of sea.

BATTLESHIPS



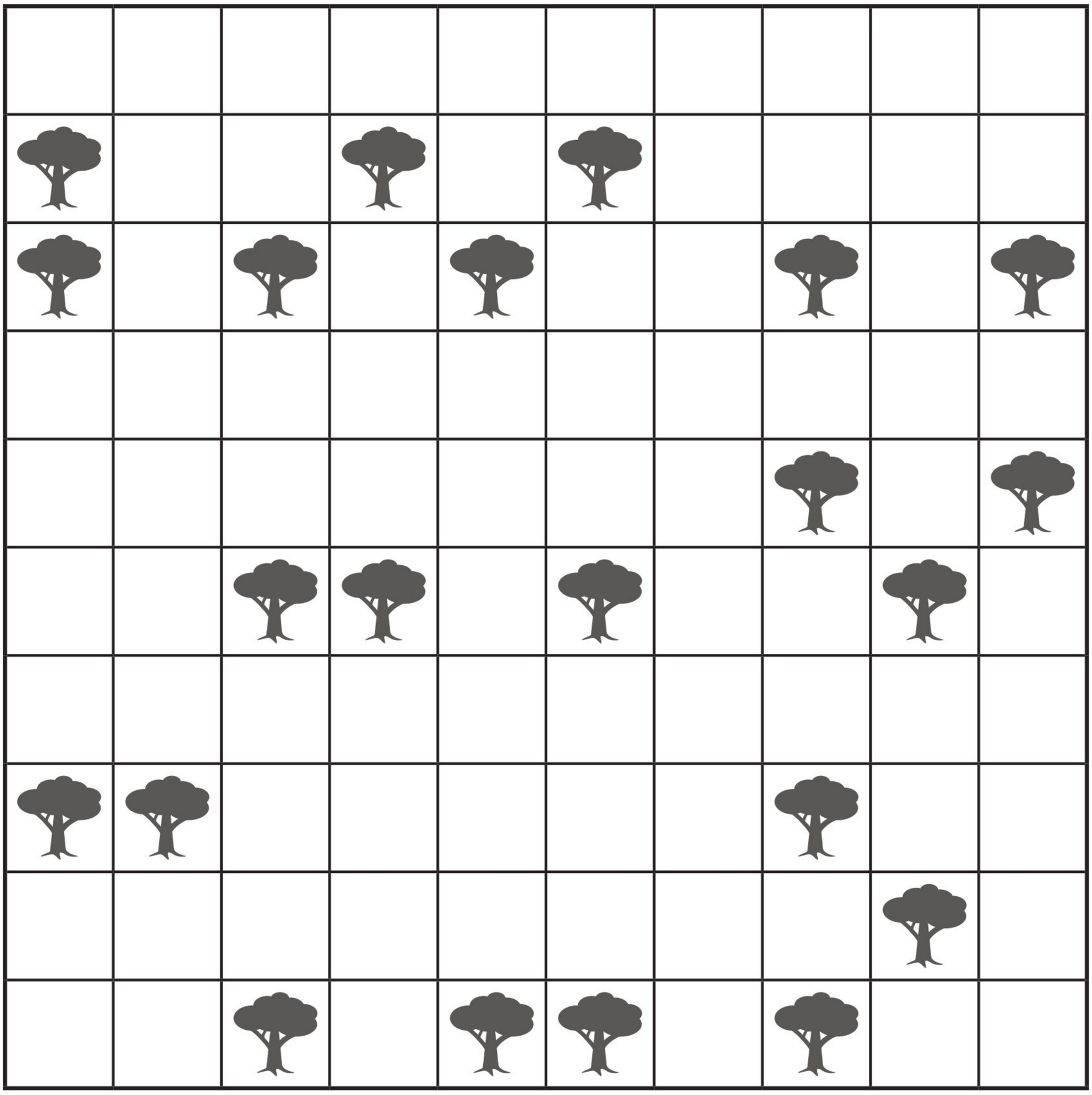
1 x
2 x
3 x
4 x



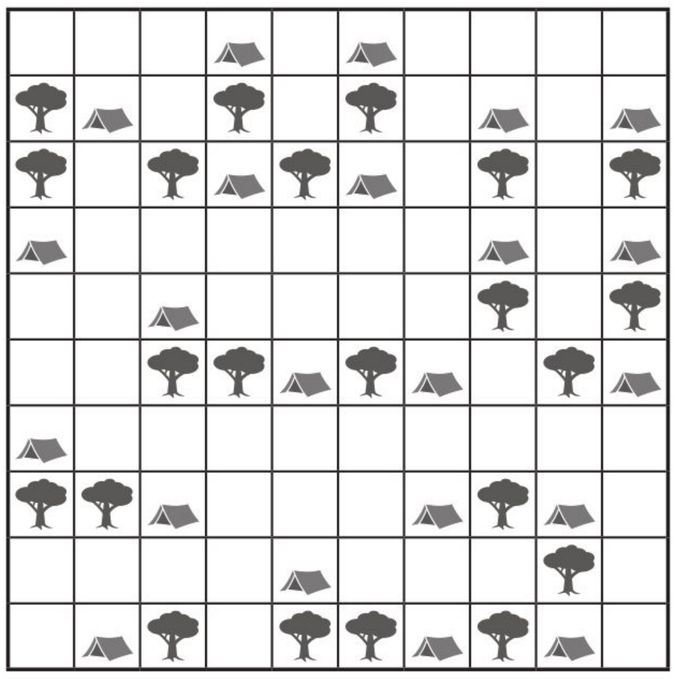


Adjacent to every tree is one tent. Your task is to place the tents into the grid. Tents cannot be in adjacent squares, not even diagonally. The numbers beside the grid indicate the number of tents in that row or column.

CAMPING







Each zone marked out with a black line must contain the corresponding digits depending on its size – a two-square zone requires the digits 1 and 2, and a five-square zone requires 1, 2, 3, 4 and 5. However, the same digit cannot appear in neighbouring squares – not even diagonally.

TECTONIC

					4		4	2
2	5		4					
		1		1	2			3
3				4				4
	2		2			4		
			5			5		
				3				
5			4			3		
					4	1		
3								2
4		2			4			5

2

3	1	2	5	2	4	2	4	2
2	5	3	4	3	5	3	5	1
1	4	1	2	1	2	1	2	3
3	5	3	5	4	5	3	5	4
1	2	1	2	3	1	4	1	3
3	4	3	5	4	2	5	2	4
2	1	2	1	3	1	4	1	3
5	3	5	4	5	2	3	2	4
1	4	1	2	1	4	1	5	1
3	5	3	4	5	3	2	4	2
4	1	2	1	2	4	5	1	5

Sudoku Killer is made of the classic 3x3 blocks, but with sections enclosed in dotted lines. Fill the grid like a classic sudoku, but ensure that the numbers add up to the total that is indicated at the top left corner of that section. Numbers cannot be repeated within dotted sections.

SUDOKU KILLER

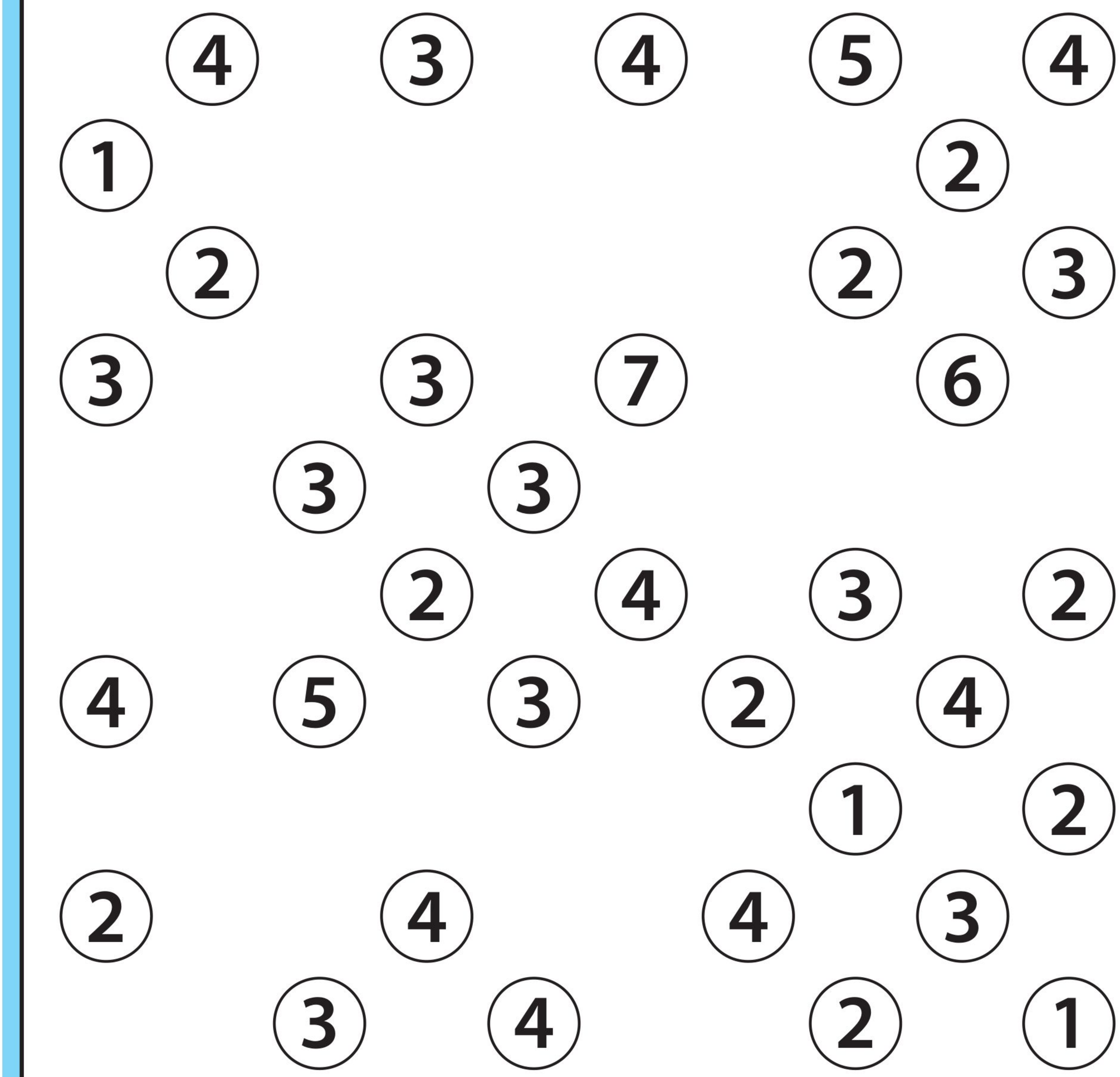
13		7		13		12	10	
9		14		8		7	15	
14	5	9	7		18	3		
				6		11		11
9	13		18			6		
	10		14		7	9	11	9
15	18	9		8				
	10 6				13		9	
7			13		15		9	



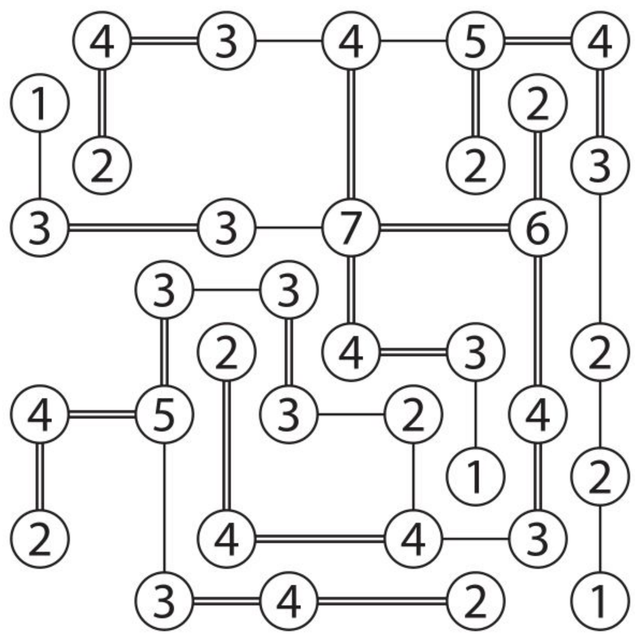
7	6	3	4	8	5	2	9	1
1	8	5	9	2	3	7	6	4
9	4	2	1	6	7	3	8	5
5	1	7	6	4	2	8	3	9
6	9	4	7	3	8	1	5	2
3	2	8	5	9	1	4	7	6
8	7	9	2	1	6	5	4	3
2	5	6	3	7	4	9	1	8
4	3	1	8	5	9	6	2	7

All islands – the circles with numbers – are interconnected. The numbers indicate how many bridges there are from an island to the (horizontally or vertically) neighbouring island(s). The bridges do not cross each other and there are a maximum of two bridges between any two islands.

HASHI

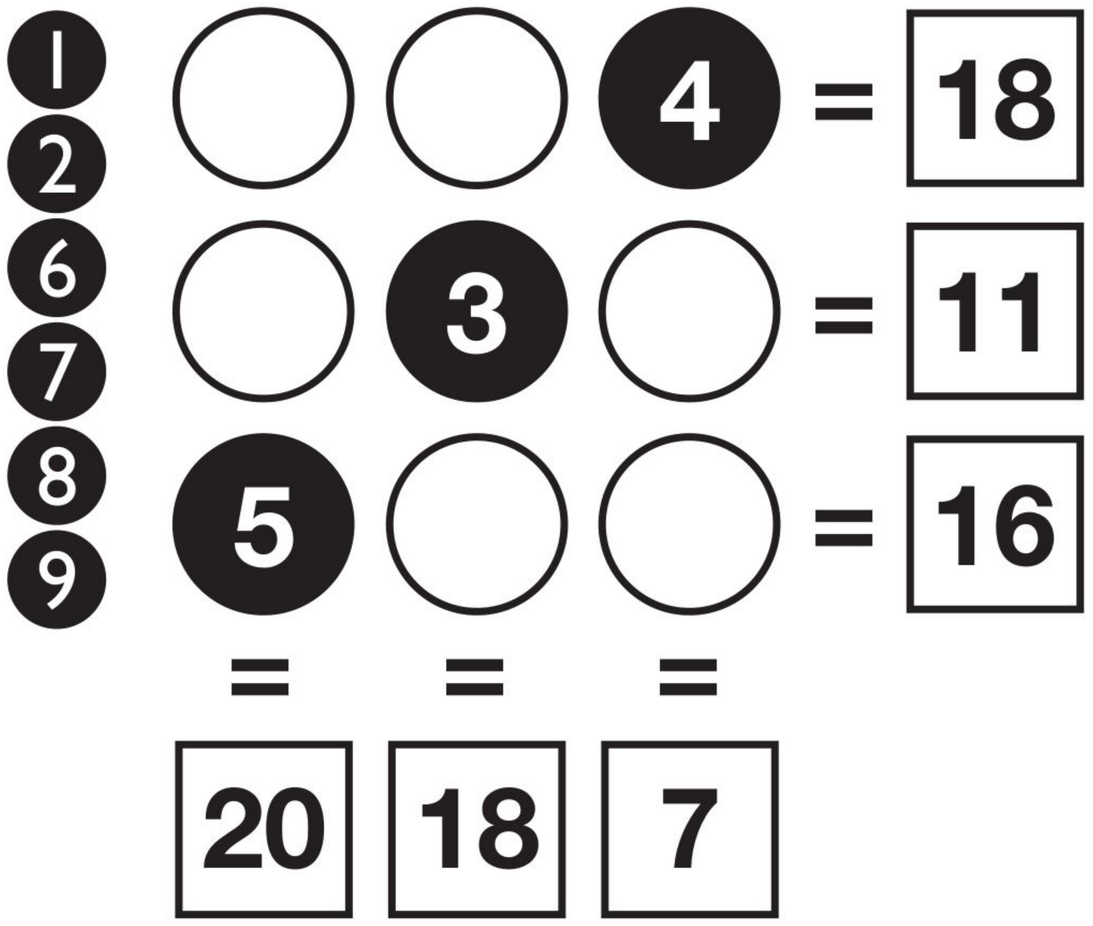


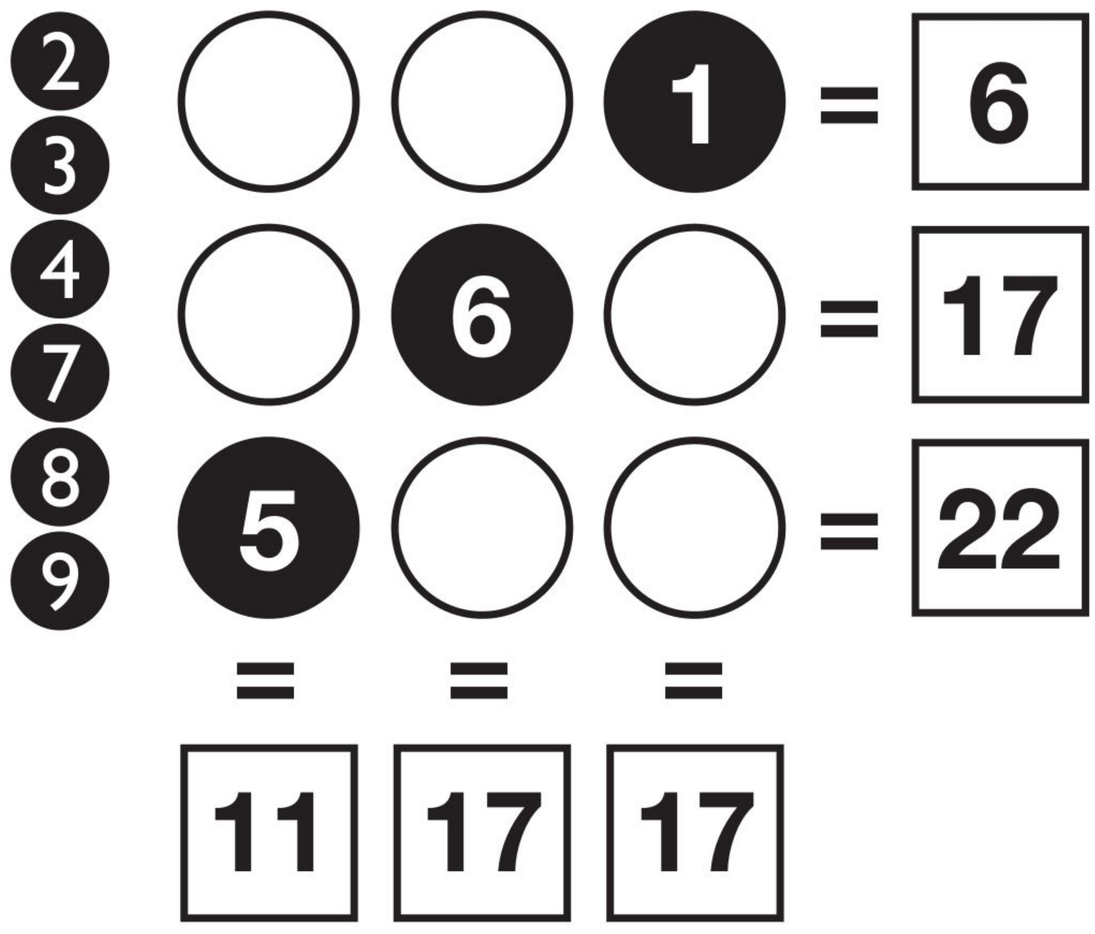


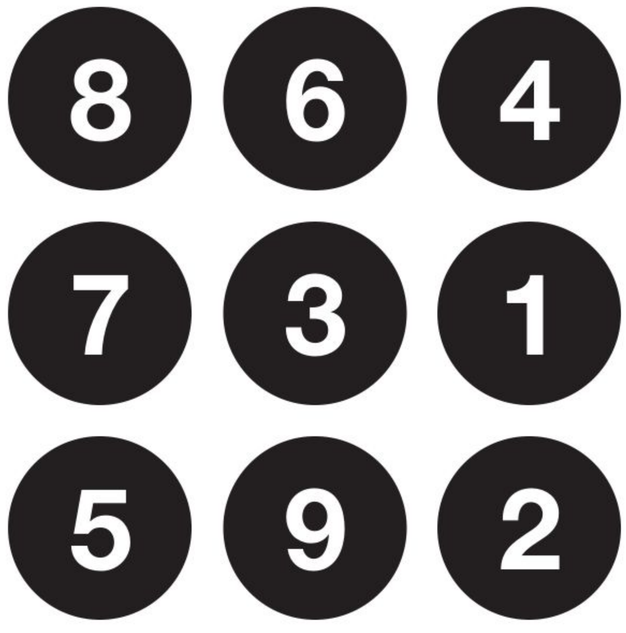

4 3 4 5 4
1 2 2 2 3
3 3 7 6
3 3 2 4 3 2
4 5 3 2 4 1 2
2 4 4 3 2
3 4 2 1

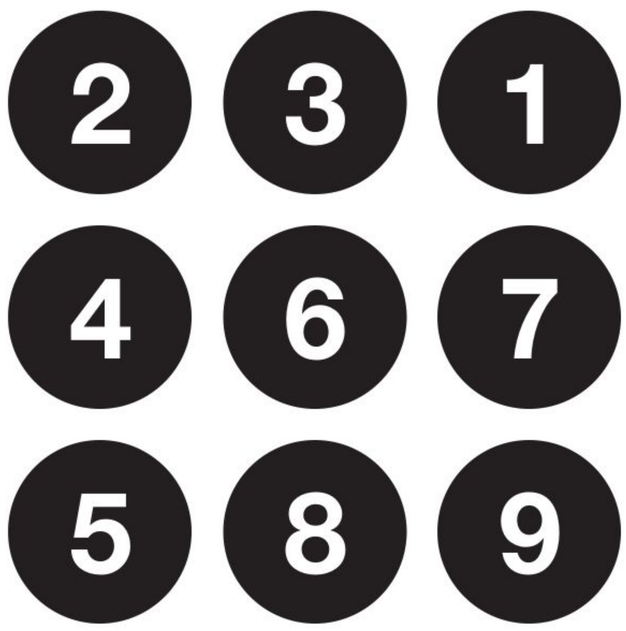
The numbers 1 to 9 must appear only once in the empty spaces, so that the sums of the numbers in each row add up to the numbers on the right side, and the sums of the numbers in the columns add up to the numbers on the bottom. Next to the diagram are the numbers that need to be placed.

IKURA



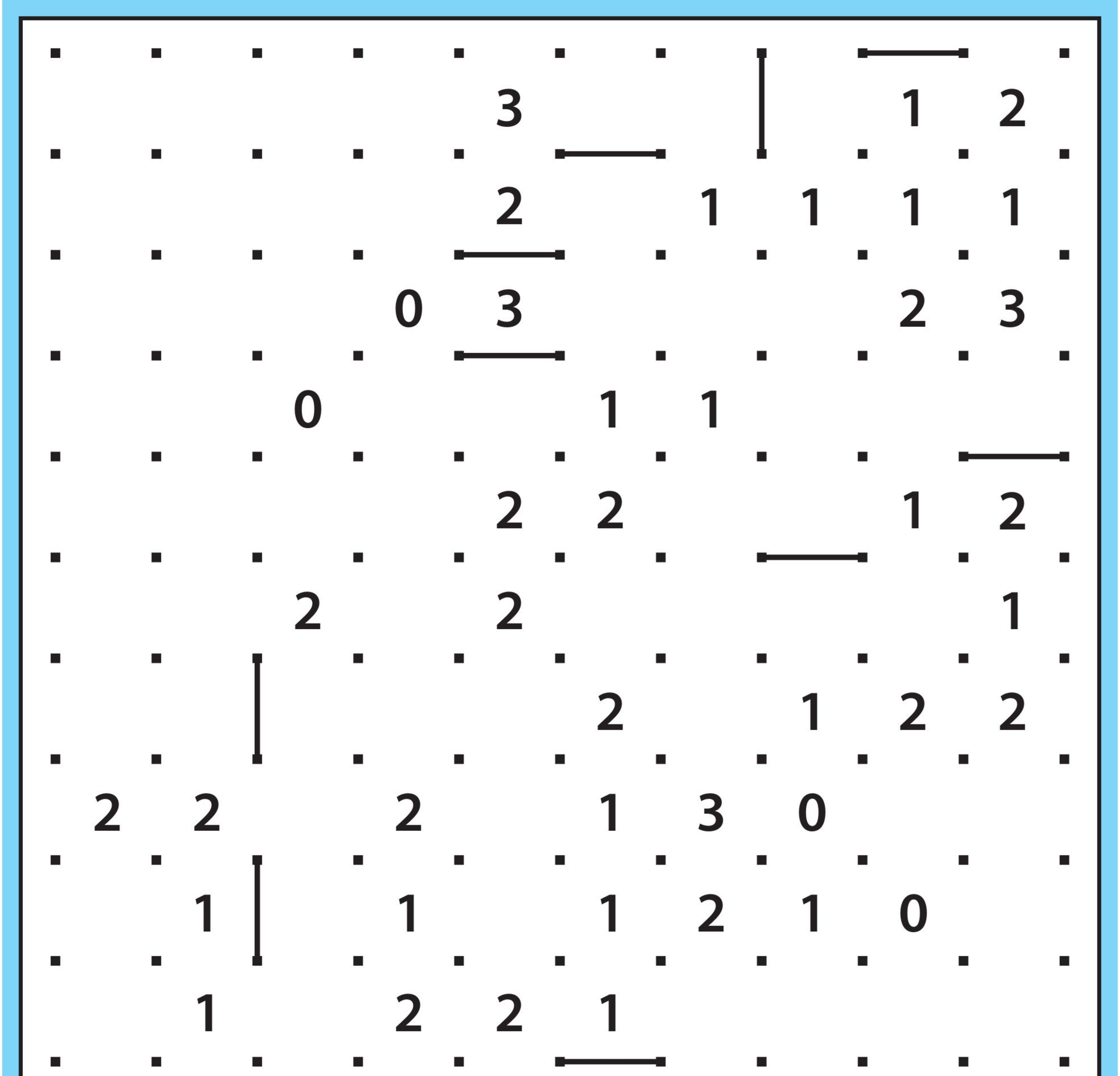



8 6 4
7 3 1
5 9 2

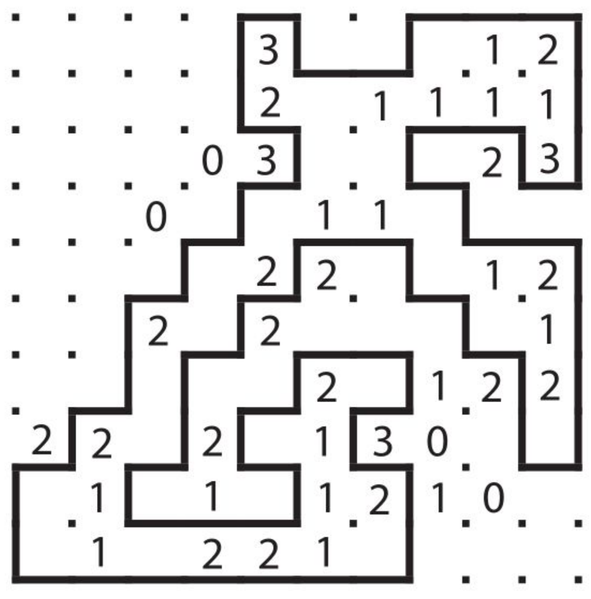

2 3 1
4 6 7
5 8 9

Join adjacent dots with vertical or horizontal lines so that a single loop is formed with no crossings or branches. Each number indicates the number of lines that surround it – cells without numbers may be surrounded by any number of lines.

SLITHERLINK

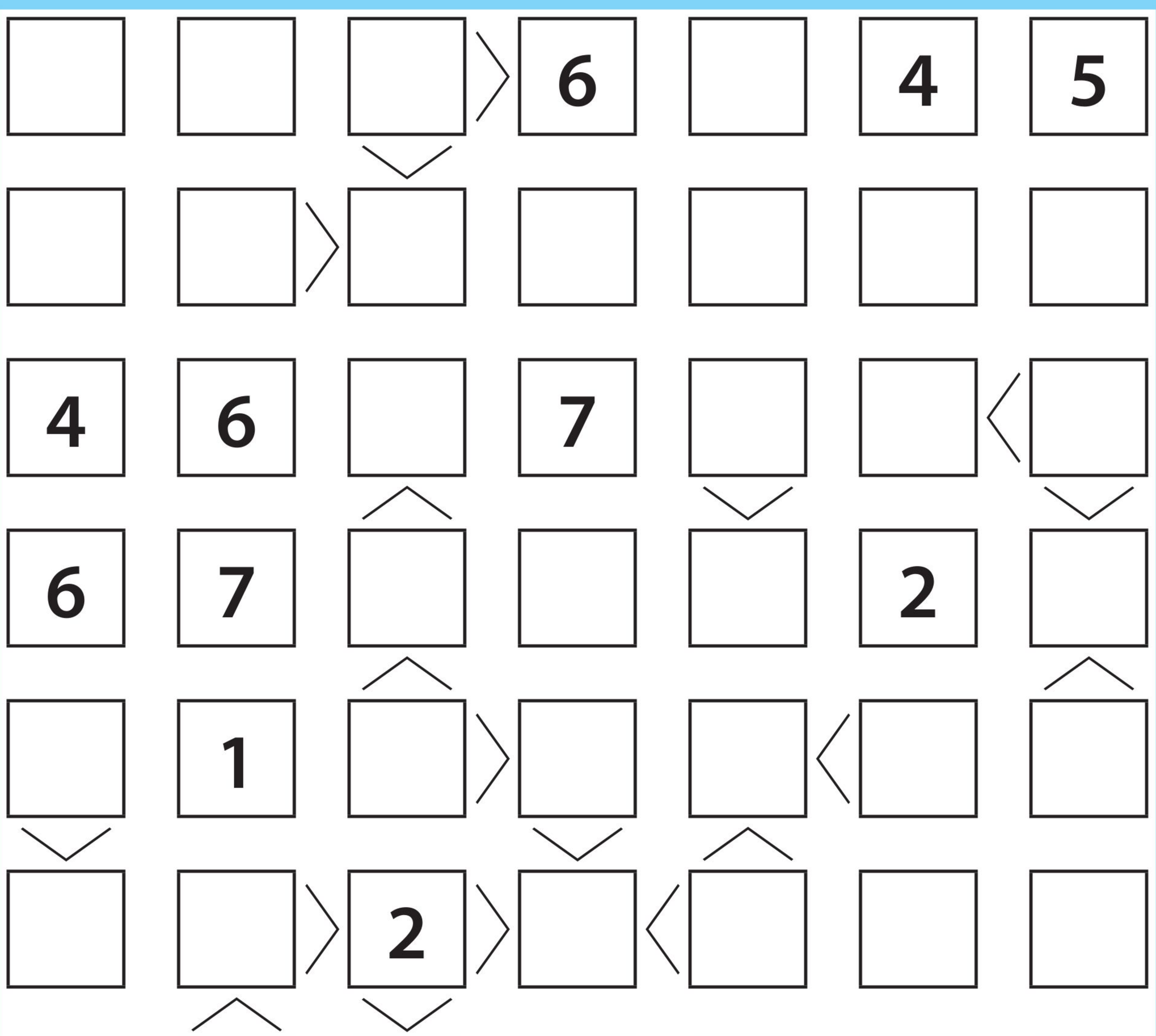




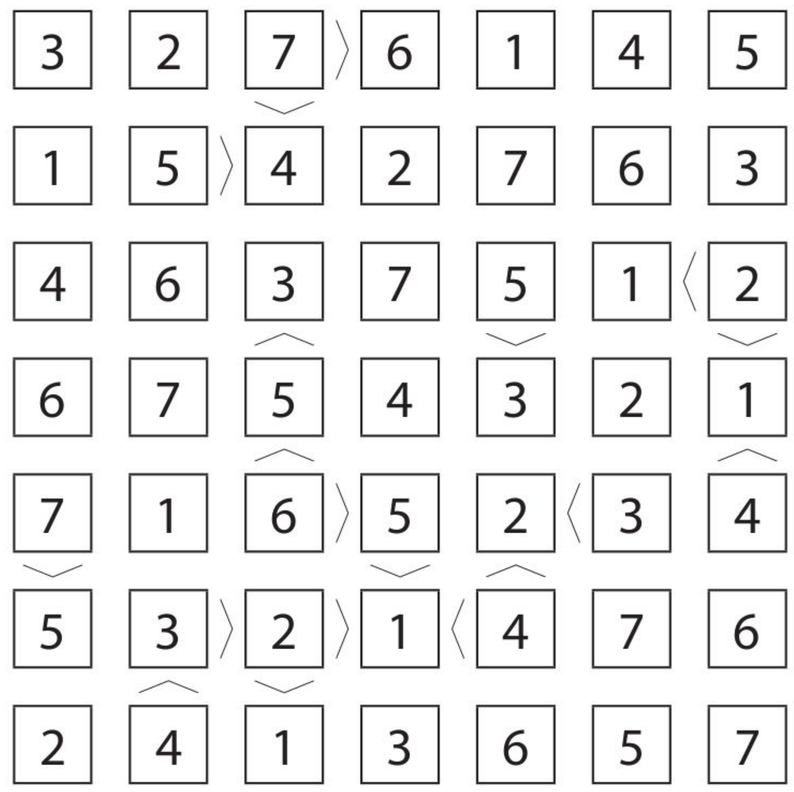


Fill the grid so that every row and column contains the numbers 1 to 7 only once.
In some places a > or a < indicates that the number to be filled in is larger or smaller than the adjacent number.

FUTOSHIKI






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

Fill the grid so that every row, column and 3x3 block contains all the numbers from 1 to 9 only once.

SUDOKU

			1		9	2		3
9	1			2	6		7	
7		6						5
	6	5		3			8	
4			2	1		6	5	
		8			5	1		
		7			2		4	1
3		2		4	1		9	8
8				9				

2

5	8	4	1	7	9	2	6	3
9	1	3	5	2	6	8	7	4
7	2	6	3	8	4	9	1	5
1	6	5	9	3	7	4	8	2
4	3	9	2	1	8	6	5	7
2	7	8	4	6	5	1	3	9
6	9	7	8	5	2	3	4	1
3	5	2	6	4	1	7	9	8
8	4	1	7	9	3	5	2	6

Fill the grid with the numbers 0 and 1. Every row and column must have an equal amount of 0s and 1s. There cannot be more than two 0s or two 1s next to each other, either horizontally or vertically. No two rows or columns can have the same combination of 0s and 1s.

BINARY

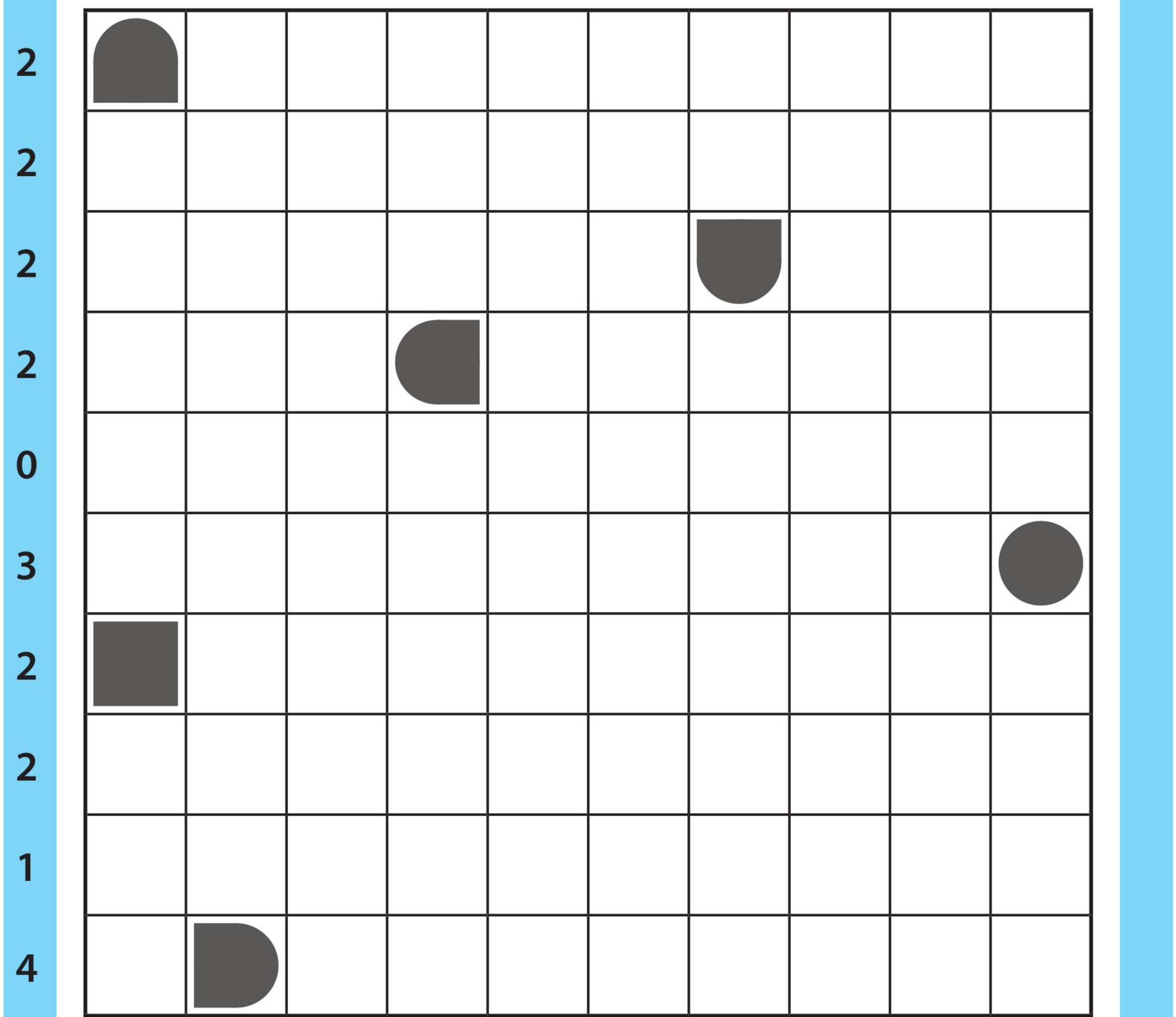
	1		1			0			1		
		0			0				1		1
1				0		1					
	0					1				1	
										1	
		0					0				
					1	1		1			
0		1		0		1					0
		1					1				0
								0			
	1			0			0		1		
1	0									0	



1	0	0	1	1	0	0	1	0	1	0	1
0	1	1	0	0	1	1	0	0	1	1	0
1	0	1	0	0	1	1	0	1	0	0	1
0	1	0	1	1	0	0	1	0	1	1	0
0	1	1	0	1	1	0	0	1	1	0	0
1	0	0	1	0	1	1	0	1	0	0	1
1	0	0	1	0	0	1	1	0	0	1	1
0	1	1	0	1	0	0	1	0	1	1	0
0	1	0	1	0	1	1	0	1	0	0	1
1	0	0	1	0	1	1	0	0	1	0	1
1	0	1	0	1	0	0	1	1	0	1	0
0	1	1	0	1	0	0	1	1	0	1	0

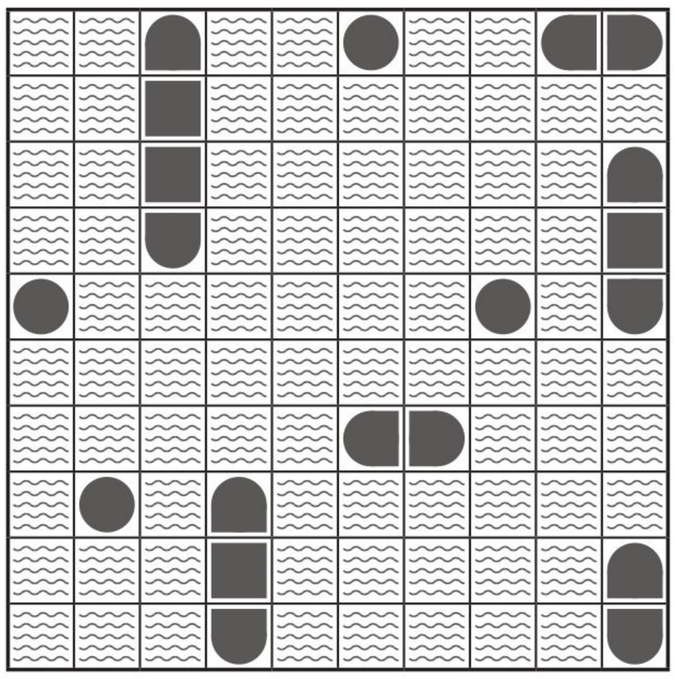
Find one battleship, two cruisers, three destroyers and four submarines in the grid. The numbers beside the grid refer to how many squares in that row or column contain ships or parts of ships. Ships cannot appear in adjacent squares, even diagonally. Wavy lines indicate an empty patch of sea.

BATTLESHIPS



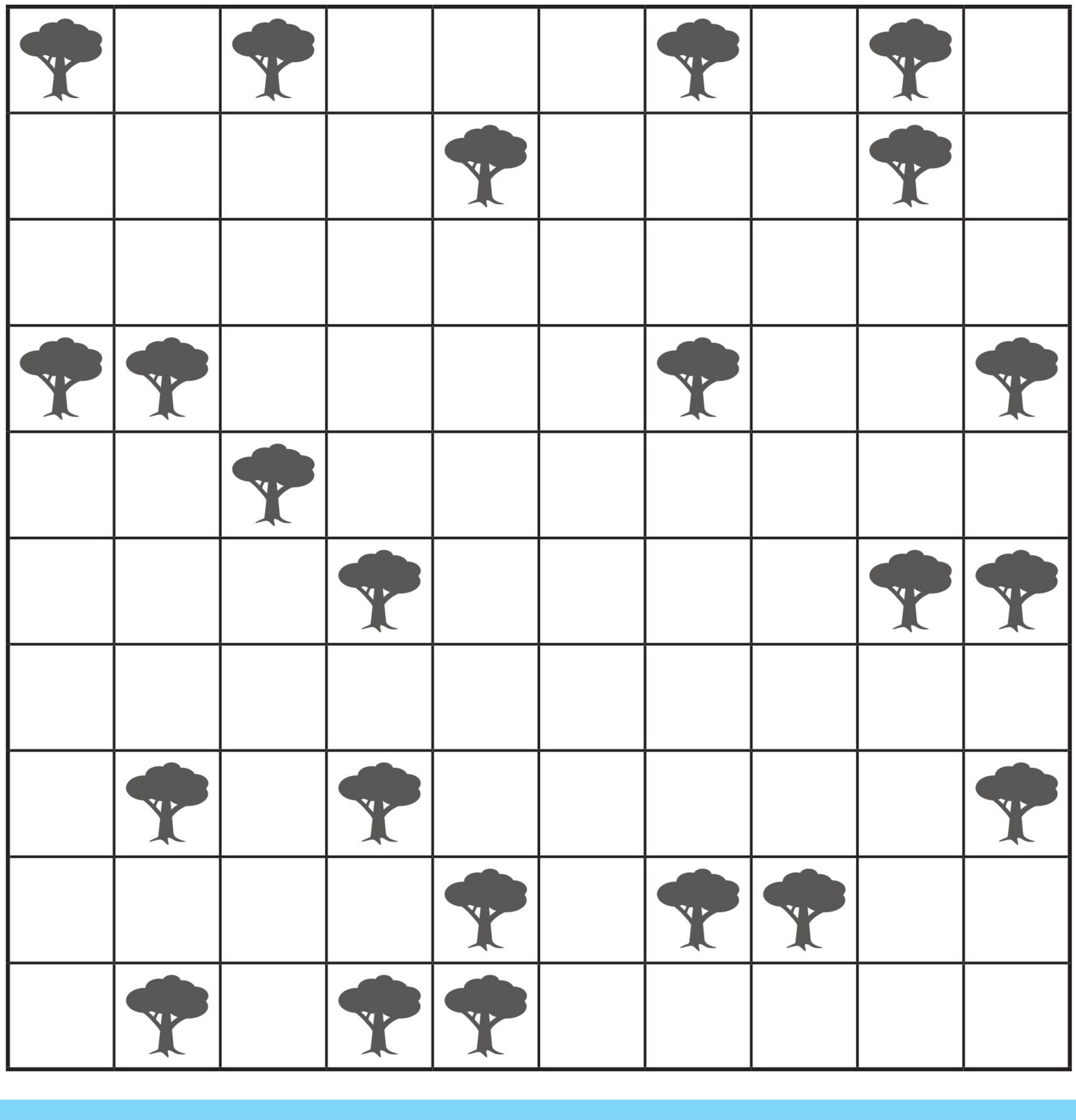
1 x
2 x
3 x
4 x



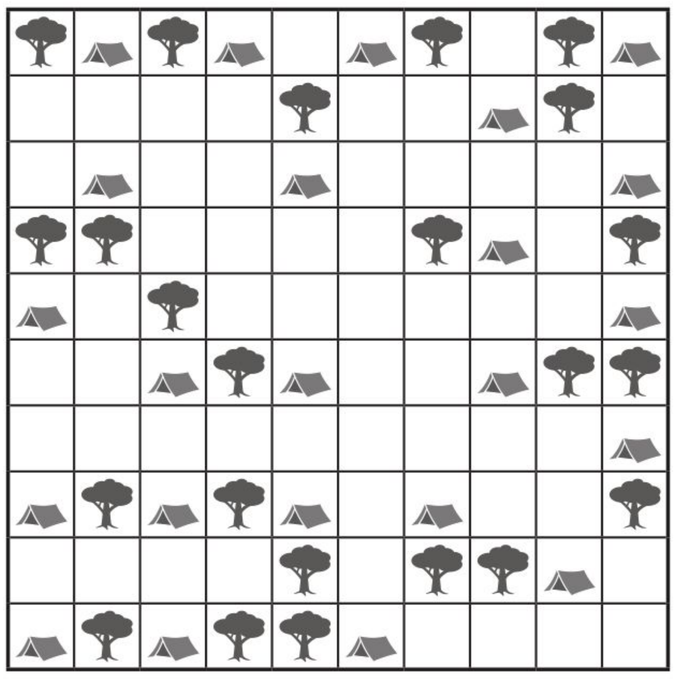


Adjacent to every tree is one tent. Your task is to place the tents into the grid. Tents cannot be in adjacent squares, not even diagonally. The numbers beside the grid indicate the number of tents in that row or column.

CAMPING







Each zone marked out with a black line must contain the corresponding digits depending on its size – a two-square zone requires the digits 1 and 2, and a five-square zone requires 1, 2, 3, 4 and 5. However, the same digit cannot appear in neighbouring squares – not even diagonally.

TECTONIC

2		3			5			
	4		4			2	4	
1				2				
		1			3			
							3	
4	5			1		5		
1							4	
					2	3		1
	4					4		
5		1		4				3
		4			2		2	



2	5	3	5	2	5	3	1	3
3	4	1	4	1	4	2	4	2
1	5	2	3	2	5	1	3	1
2	4	1	4	1	3	2	4	2
1	3	2	3	5	4	1	3	5
4	5	1	4	1	2	5	2	1
1	2	3	2	3	4	1	4	5
3	5	1	4	1	2	3	2	1
1	4	3	2	3	5	4	5	4
5	2	1	5	4	1	3	1	3
1	3	4	2	3	2	5	2	5

In place of the classic 3x3 block, the sudoku chaos has blocks of varying shapes. Fill the grid so that every row, column and block contains all the numbers from 1 to 9 only once.

SUDOKU CHAOS

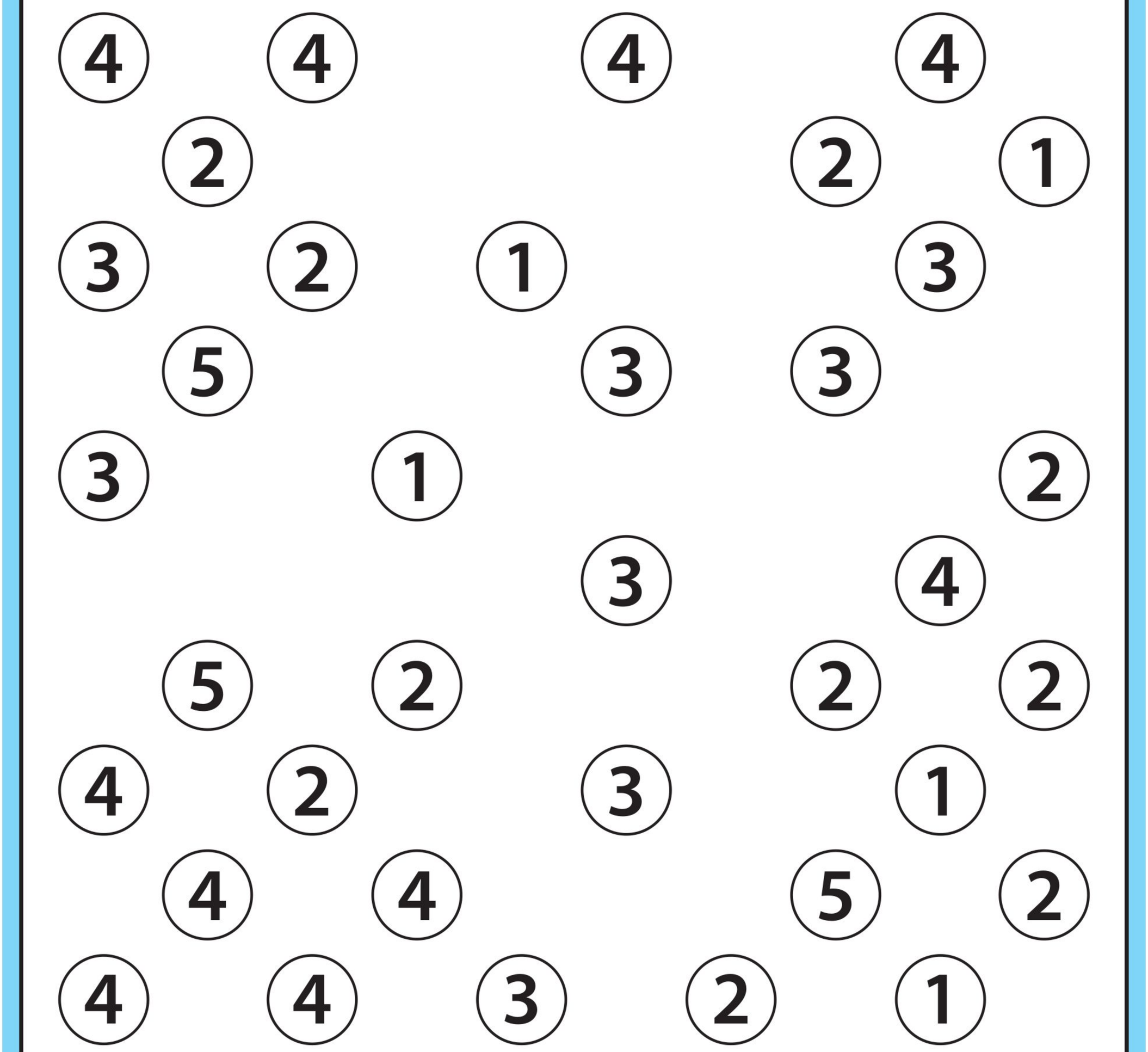
6						2	3	
				5	6		7	8
	5			3	4	7		
		6				9		
	7		4		2		5	
		3				4		
		4	6	1			2	
1	3		8	7				
	4	5						3

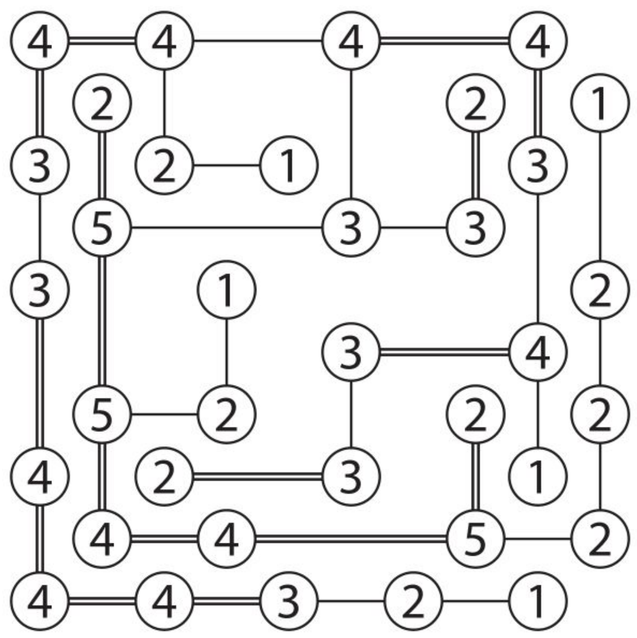
2

6	8	7	5	4	1	2	3	9
4	1	9	2	5	6	3	7	8
9	5	8	1	3	4	7	6	2
7	2	6	3	8	5	9	1	4
3	7	1	4	9	2	8	5	6
5	6	3	7	2	8	4	9	1
8	9	4	6	1	3	5	2	7
1	3	2	8	7	9	6	4	5
2	4	5	9	6	7	1	8	3

All islands – the circles with numbers – are interconnected. The numbers indicate how many bridges there are from an island to the (horizontally or vertically) neighbouring island(s). The bridges do not cross each other and there are a maximum of two bridges between any two islands.

HASHI




4 4 4 4
2 2 2 1
2 1 3
5 3 3
3 1 2
3 4
5 2 2 2
2 3 1
4 4 5 2
4 4 3 2 1

Shade in some of the squares so that a number does not appear more than once in any row or column. Shaded cells cannot be adjacent horizontally or vertically, but can diagonally. A string of shaded cells cannot cut off part of the grid.

HITORI

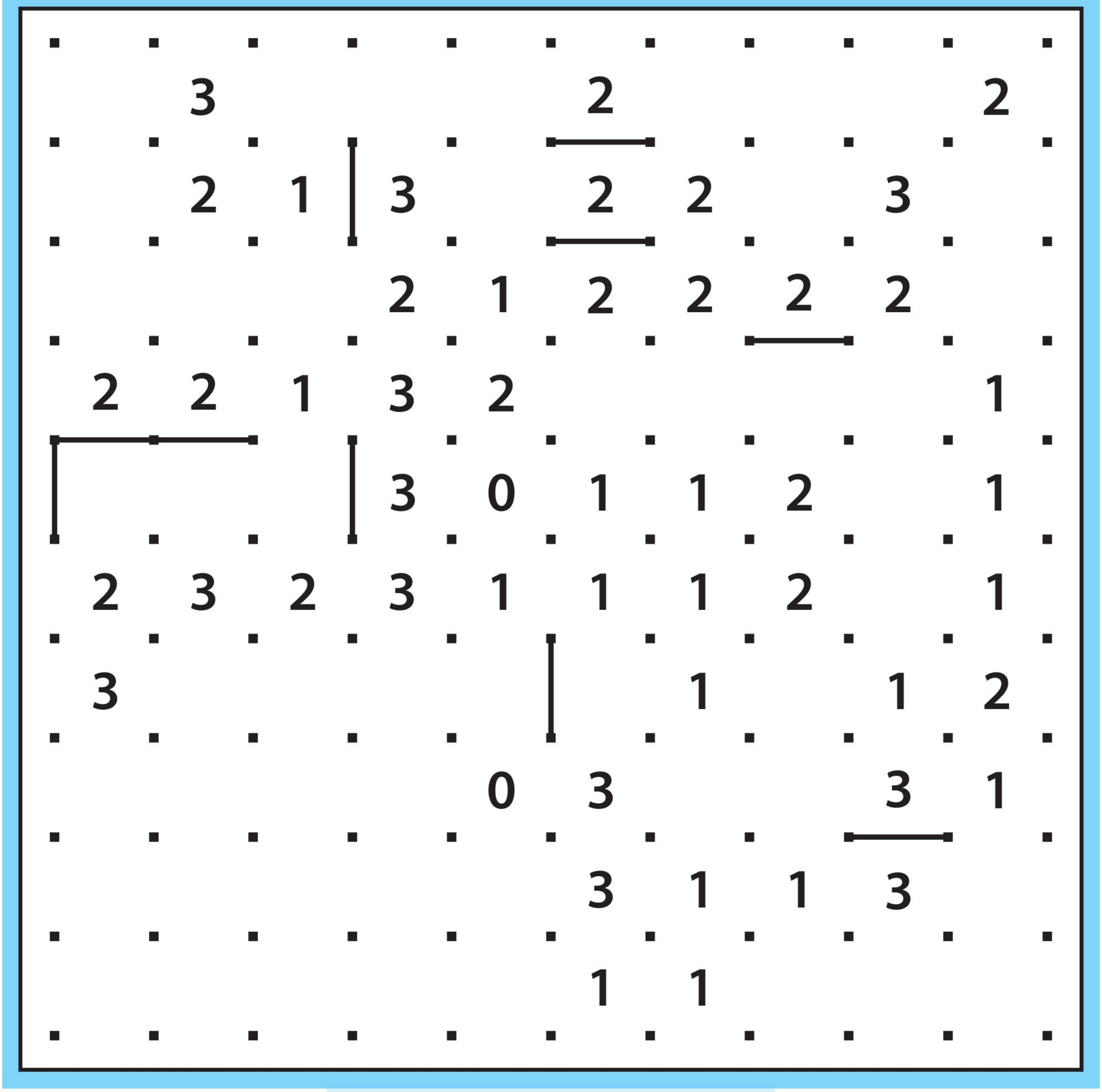
7	5	7	2	1	8	4	4	3
9	4	4	7	1	6	3	8	1
2	8	9	4	1	5	7	7	1
3	3	5	5	2	5	6	3	4
5	6	2	9	3	9	4	6	8
1	2	4	8	9	3	5	7	6
3	3	6	4	5	1	5	9	9
4	1	7	6	1	3	8	5	9
4	9	8	1	4	5	2	3	6



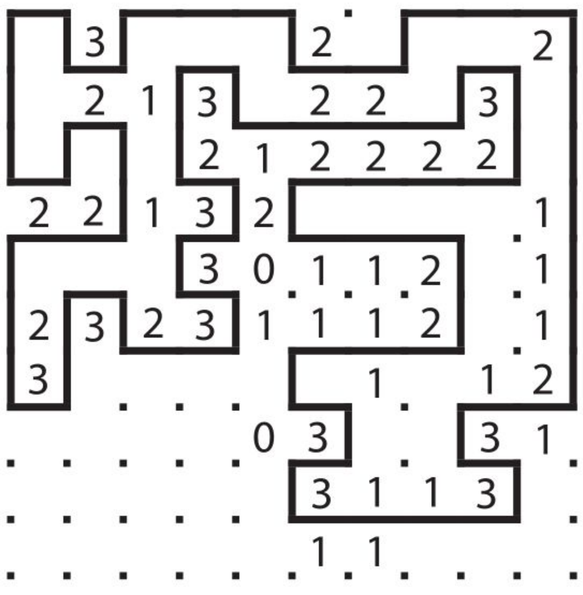
7	5	7	2	1	8	4	4	3
9	4	4	7	1	6	3	8	1
2	8	9	4	1	5	7	7	1
3	3	5	5	2	5	6	3	4
5	6	2	9	3	9	4	6	8
1	2	4	8	9	3	5	7	6
3	3	6	4	5	1	5	9	9
4	1	7	6	1	3	8	5	9
4	9	8	1	4	5	2	3	6

Join adjacent dots with vertical or horizontal lines so that a single loop is formed with no crossings or branches. Each number indicates the number of lines that surround it – cells without numbers may be surrounded by any number of lines.

SLITHERLINK

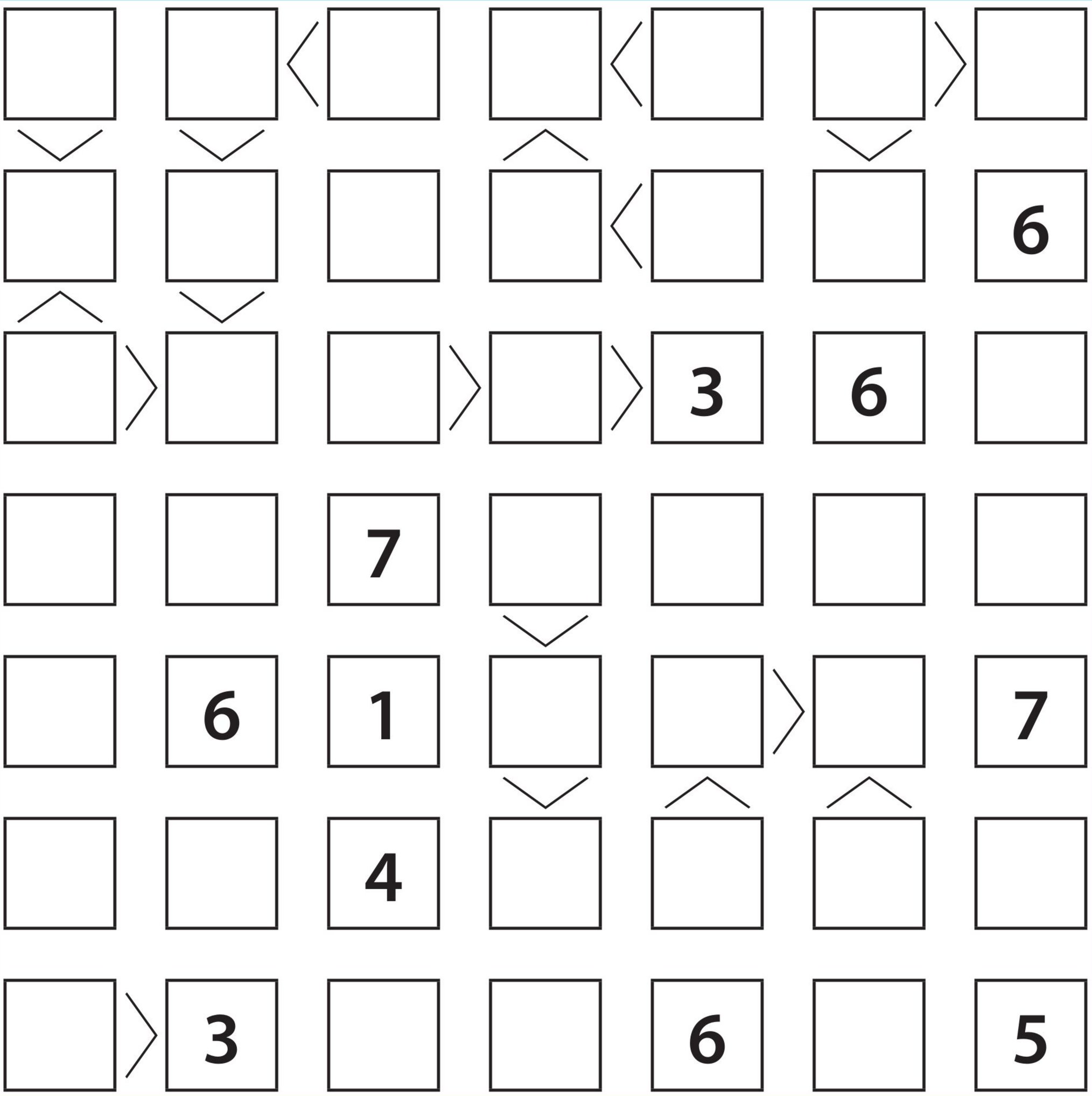




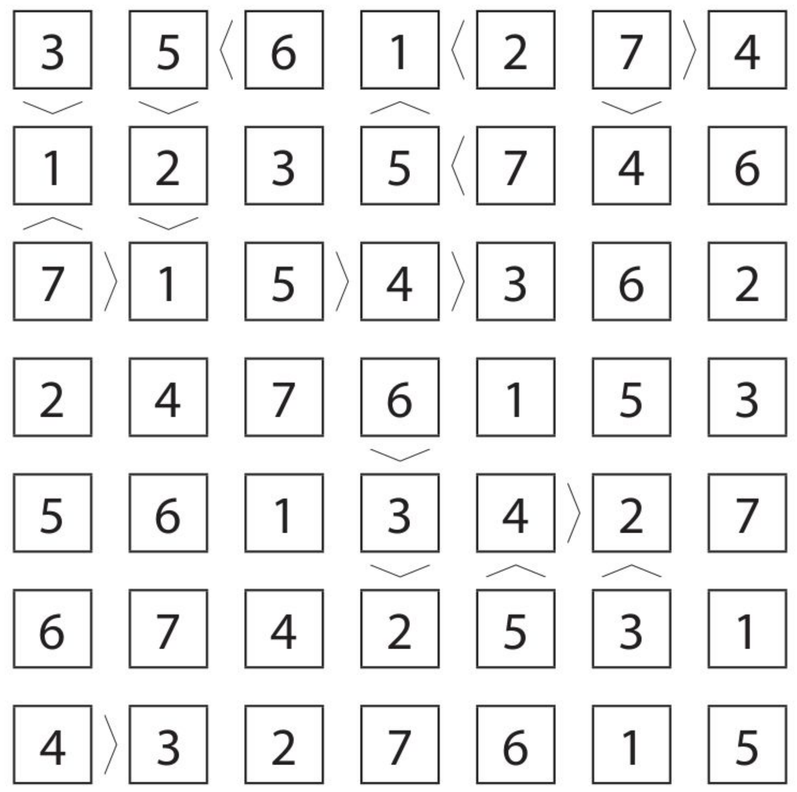


Fill the grid so that every row and column contains the numbers 1 to 7 only once.
In some places a > or a < indicates that the number to be filled in is larger or smaller than the adjacent number.

FUTOSHIKI






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

Fill the grid so that every row, column and 3x3 block contains all the numbers from 1 to 9 only once.

SUDOKU

			1					2
						4	1	
				9	5	7	6	
	5	1	3	7				
3			9					
	6			2		1	4	
5	2					3		
		9				5		6
	7	3				2		



7	8	5	1	4	6	9	3	2
2	9	6	7	8	3	4	1	5
1	3	4	2	9	5	7	6	8
8	5	1	3	7	4	6	2	9
3	4	2	9	6	1	8	5	7
9	6	7	5	2	8	1	4	3
5	2	8	6	1	7	3	9	4
4	1	9	8	3	2	5	7	6
6	7	3	4	5	9	2	8	1

Fill the grid with the numbers 0 and 1. Every row and column must have an equal amount of 0s and 1s. There cannot be more than two 0s or two 1s next to each other, either horizontally or vertically. No two rows or columns can have the same combination of 0s and 1s.

BINARY

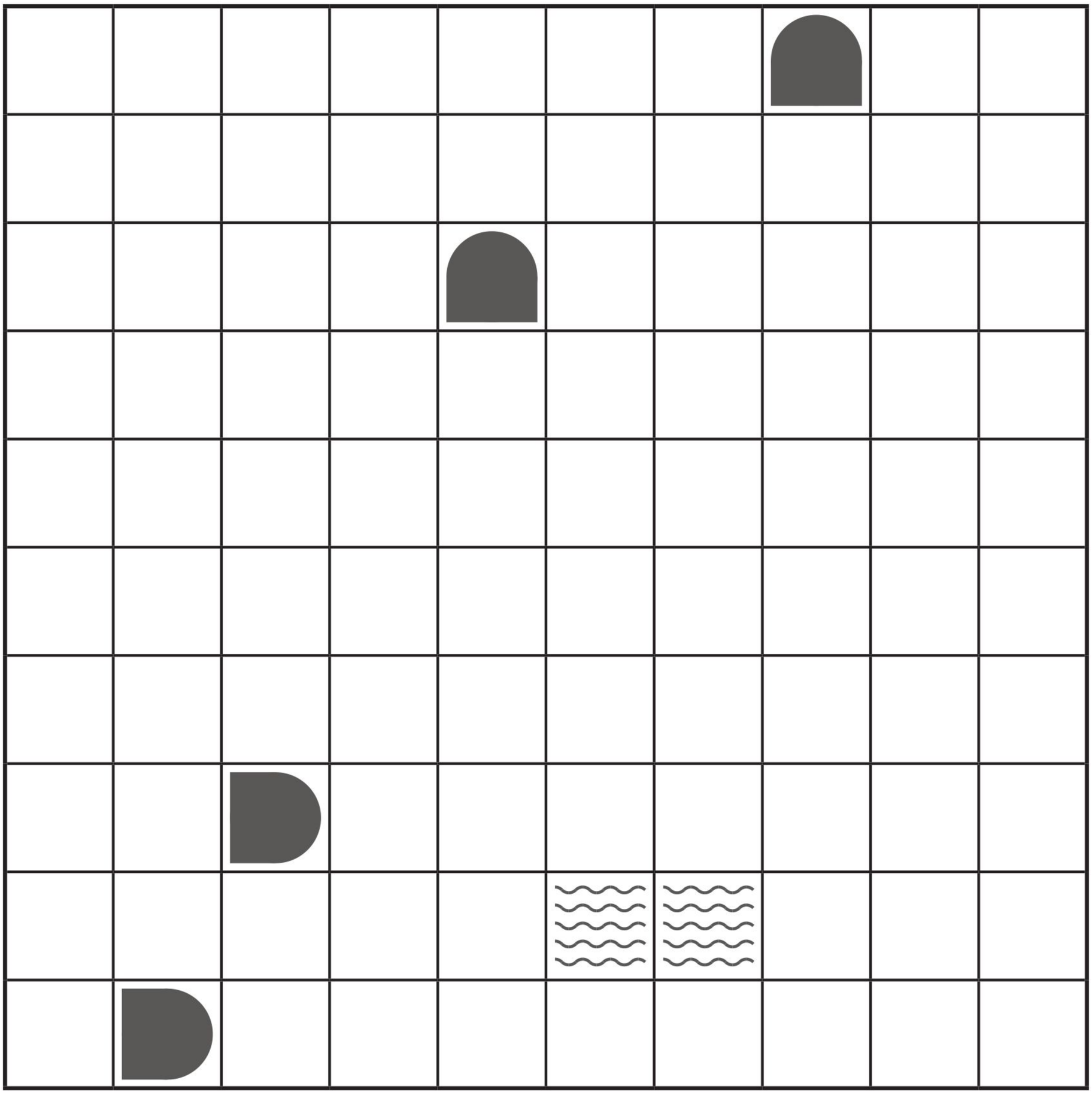
			0		1	0					
	1	1						0		0	
	1				0						0
0				0		1		0	0		
								0			
	0	0							1	1	
	0	0				0					0
									0		
1			0				0				0
	0			0		1					
			1		0					0	



0	0	1	0	1	1	0	0	1	0	1	1
0	1	1	0	1	1	0	1	0	1	0	0
1	1	0	1	0	0	1	0	1	1	0	0
0	0	1	1	0	0	1	1	0	0	1	1
1	1	0	0	1	1	0	0	1	0	1	0
0	1	1	0	0	1	1	0	0	1	0	1
1	0	0	1	0	0	1	1	0	1	1	0
1	0	0	1	1	0	0	1	1	0	1	0
0	1	1	0	1	1	0	0	1	0	0	1
1	0	1	0	0	1	1	0	0	1	1	0
1	0	0	1	0	0	1	1	0	1	0	1
0	1	0	1	1	0	0	1	1	0	0	1

Find one battleship, two cruisers, three destroyers and four submarines in the grid. The numbers beside the grid refer to how many squares in that row or column contain ships or parts of ships. Ships cannot appear in adjacent squares, even diagonally. Wavy lines indicate an empty patch of sea.

BATTLESHIPS



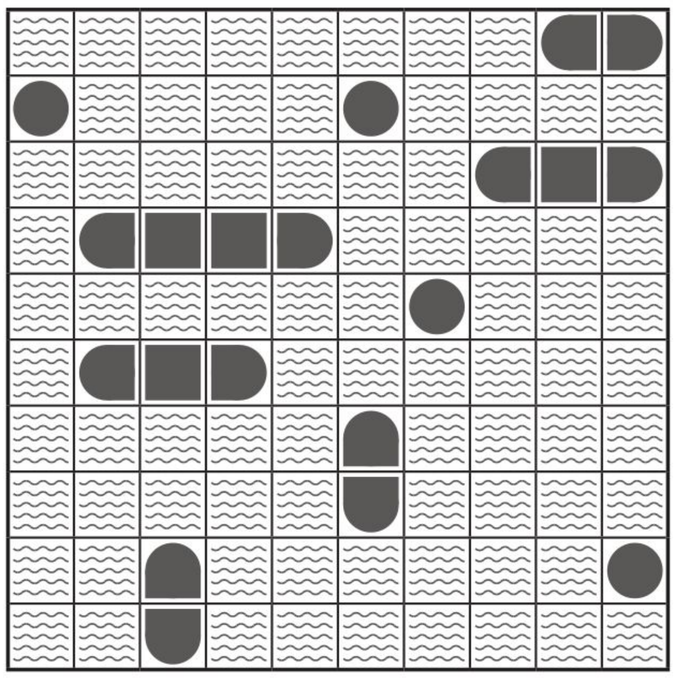
1 x

2 x

3 x

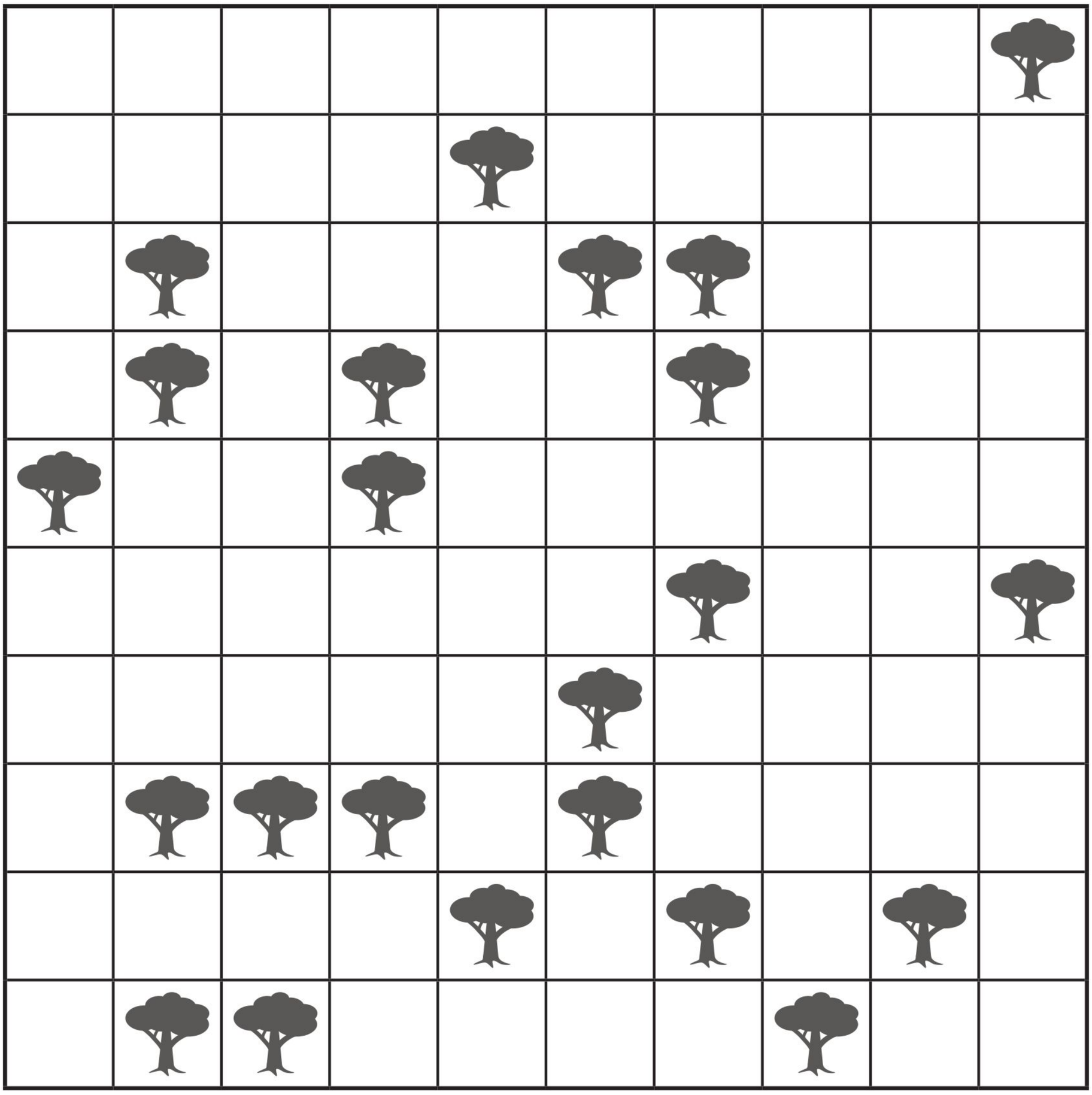
4 x



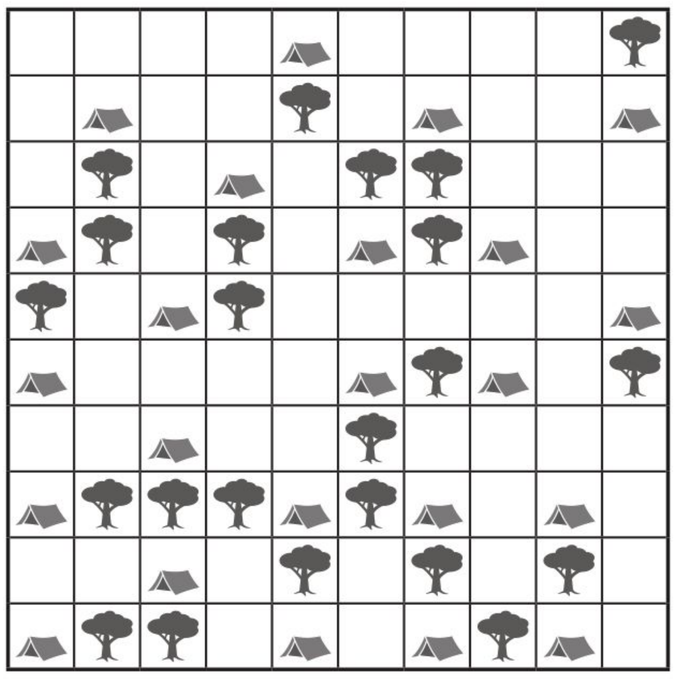


Adjacent to every tree is one tent. Your task is to place the tents into the grid. Tents cannot be in adjacent squares, not even diagonally. The numbers beside the grid indicate the number of tents in that row or column.

CAMPING

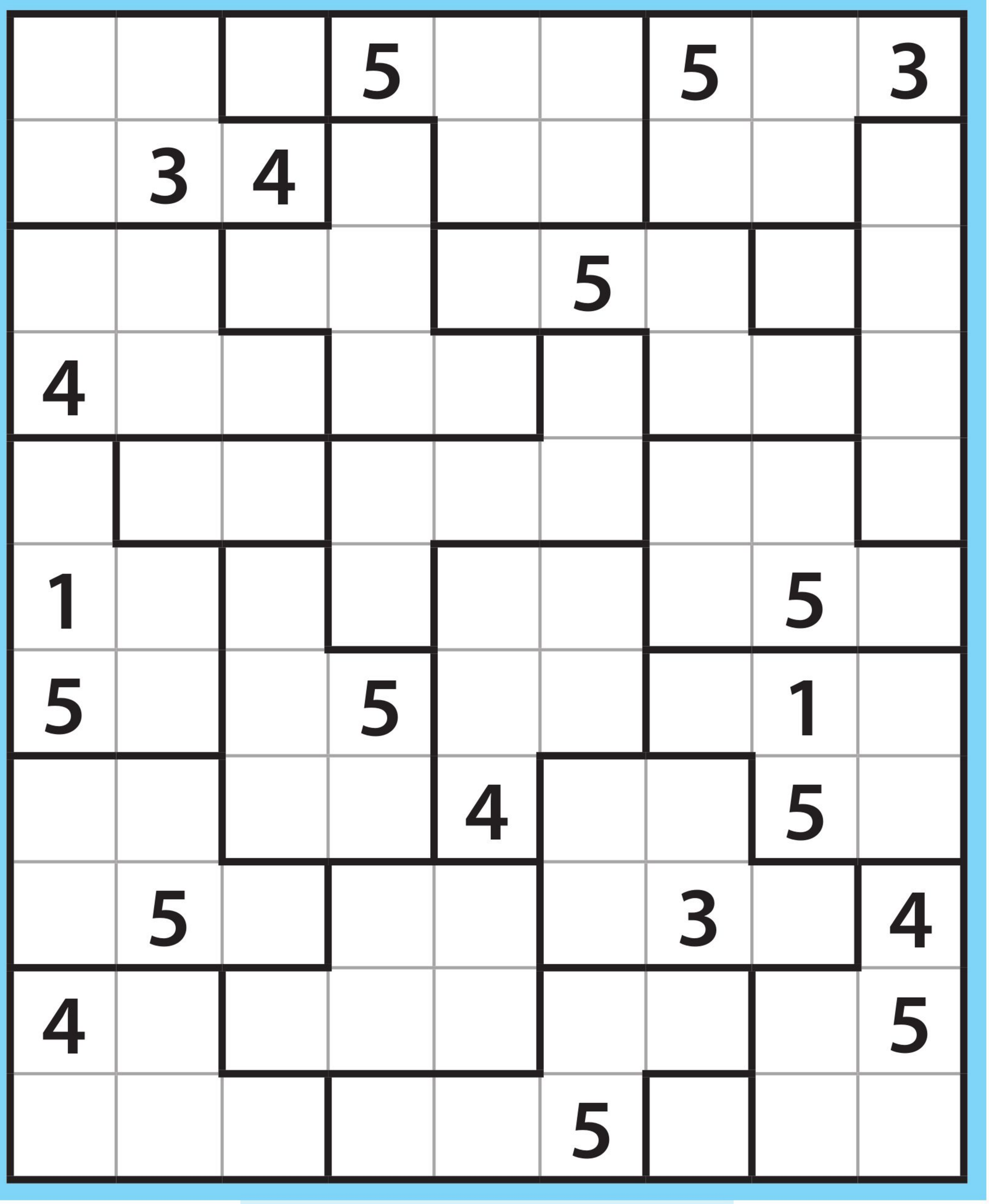






Each zone marked out with a black line must contain the corresponding digits depending on its size – a two-square zone requires the digits 1 and 2, and a five-square zone requires 1, 2, 3, 4 and 5. However, the same digit cannot appear in neighbouring squares – not even diagonally.

TECTONIC





1	2	1	5	1	3	5	1	3
5	3	4	3	2	4	2	4	2
1	2	1	5	1	5	3	1	3
4	5	3	2	4	2	4	2	4
3	2	1	5	1	3	1	3	1
1	4	3	4	2	5	4	5	2
5	2	1	5	3	1	3	1	4
4	3	4	2	4	2	4	5	2
2	5	1	3	1	5	3	1	4
4	3	2	5	4	2	4	2	5
2	5	1	3	1	5	1	3	1

Sudoku Killer is made of the classic 3x3 blocks, but with sections enclosed in dotted lines. Fill the grid like a classic sudoku, but ensure that the numbers add up to the total that is indicated at the top left corner of that section. Numbers cannot be repeated within dotted sections.

SUDOKU KILLER

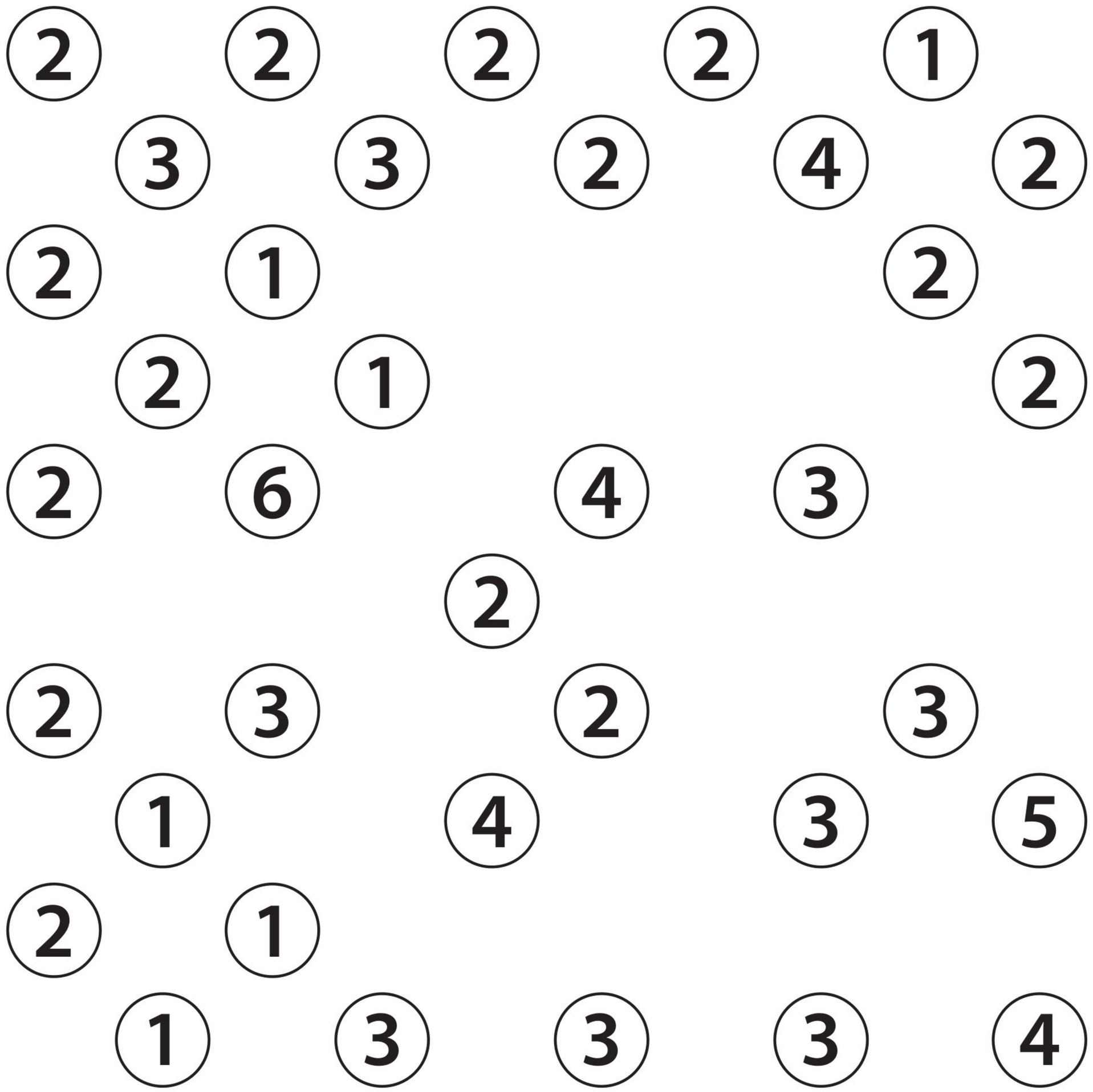
7		8		15	8		10	9
14		3	16 **8**		10			
13	10				10		13	
		14		16		5		
	9		14	**2**		12		17
13	16		4		13		9	
		12		12		10		
8	10	14		9	**6**		11	
		13			5		13	



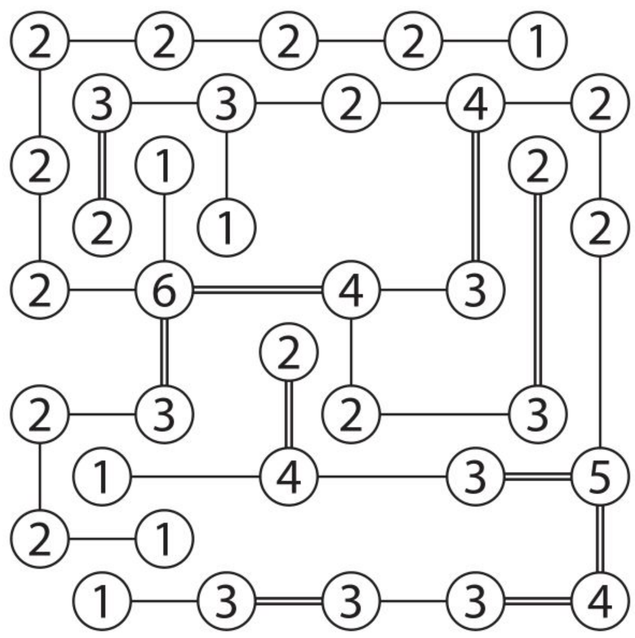
3	4	6	2	9	1	7	8	5
9	5	1	8	6	7	3	2	4
7	8	2	3	5	4	6	9	1
5	2	8	6	7	9	4	1	3
1	6	3	4	2	8	5	7	9
4	9	7	1	3	5	8	6	2
8	1	5	7	4	2	9	3	6
2	3	9	5	8	6	1	4	7
6	7	4	9	1	3	2	5	8

All islands – the circles with numbers – are interconnected. The numbers indicate how many bridges there are from an island to the (horizontally or vertically) neighbouring island(s). The bridges do not cross each other and there are a maximum of two bridges between any two islands.

HASHI

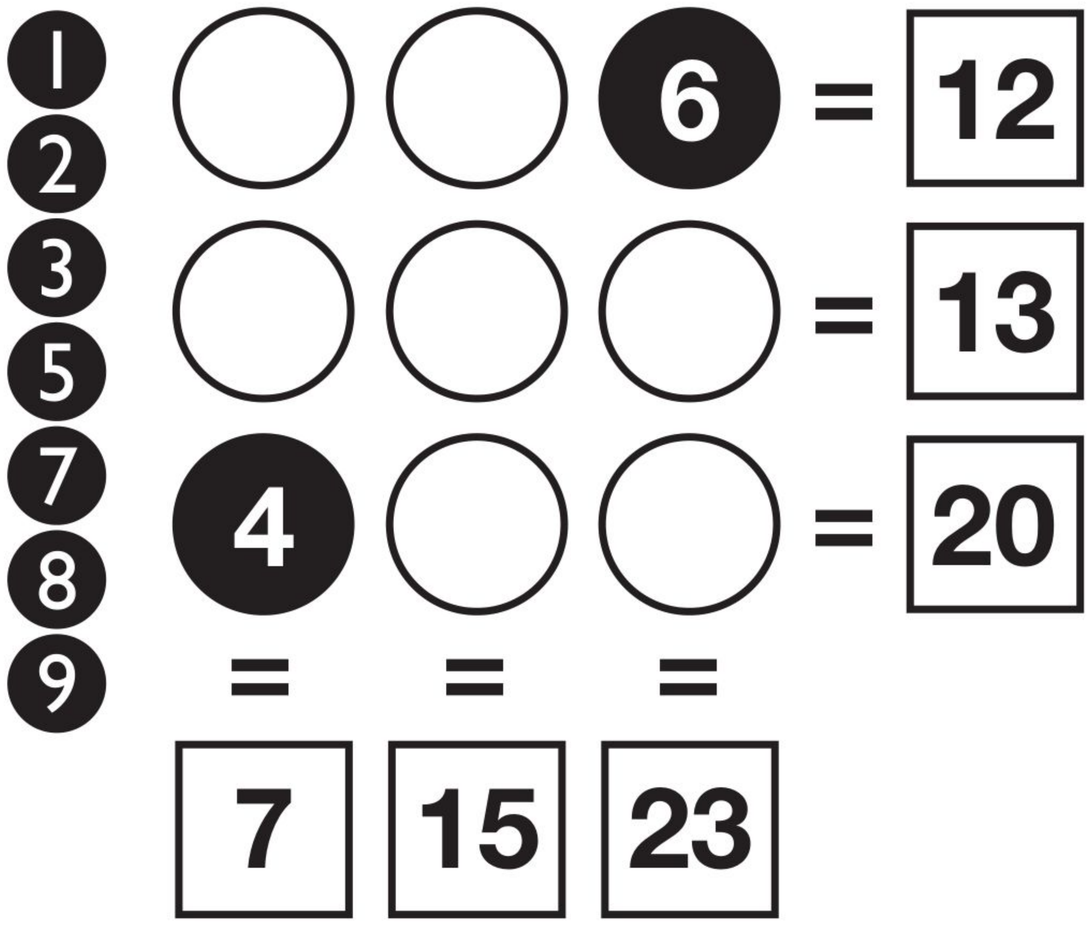


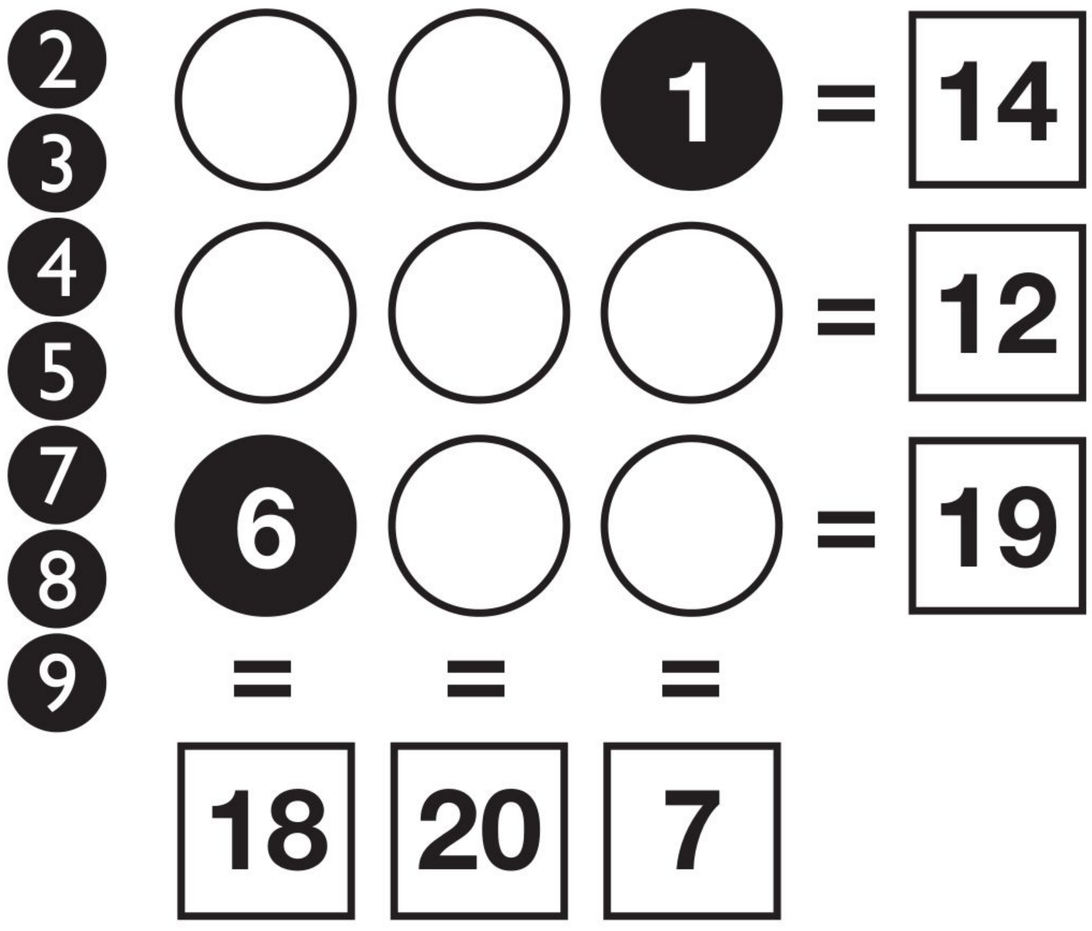



2 2 2 2 1
3 3 2 4 2
2 1 2
1 2
2 6 4 3
2
2 3 2 3
1 4 3 5
2 1
1 3 3 3 4

The numbers 1 to 9 must appear only once in the empty spaces, so that the sums of the numbers in each row add up to the numbers on the right side, and the sums of the numbers in the columns add up to the numbers on the bottom. Next to the diagram are the numbers that need to be placed.

IKURA





1 5 6

2 3 8

4 7 9

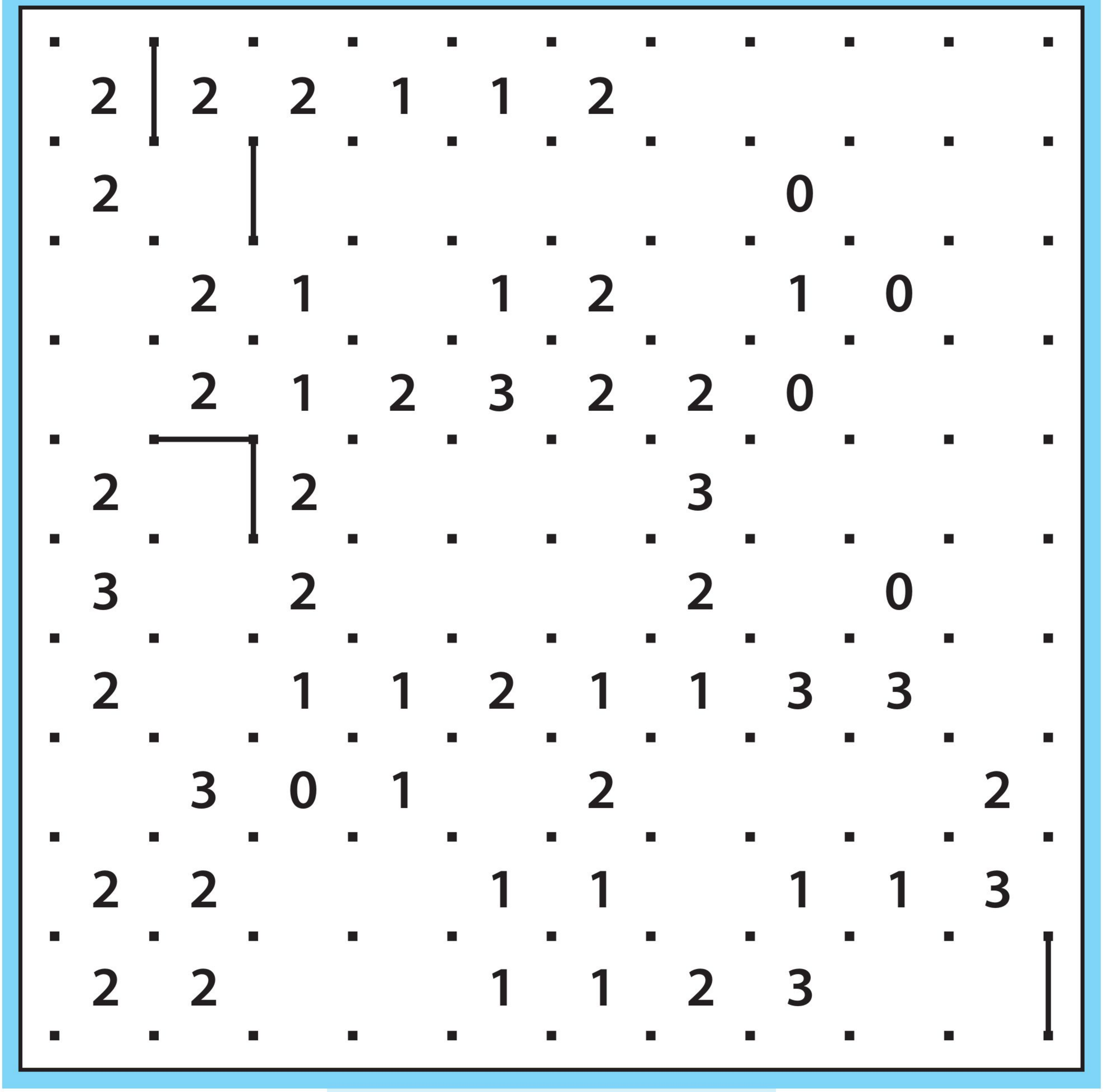
5 8 1

7 3 2

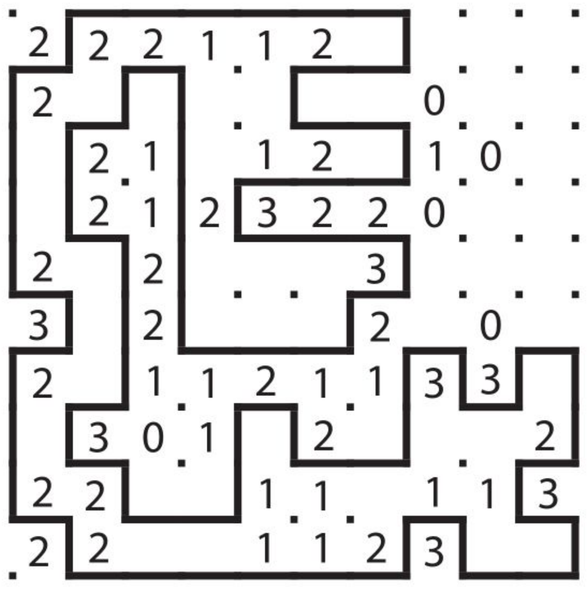
6 9 4

Join adjacent dots with vertical or horizontal lines so that a single loop is formed with no crossings or branches. Each number indicates the number of lines that surround it – cells without numbers may be surrounded by any number of lines.

SLITHERLINK

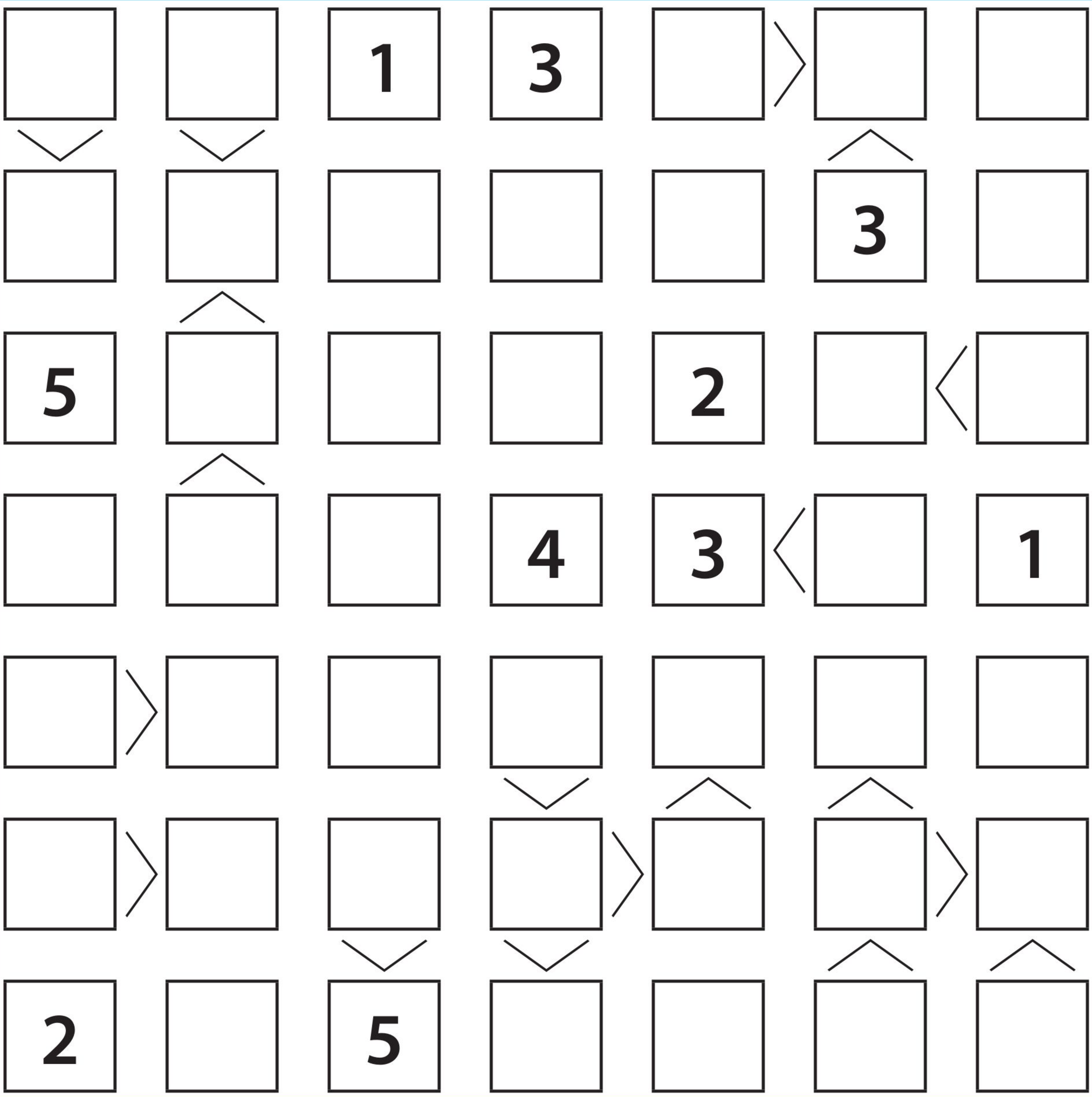




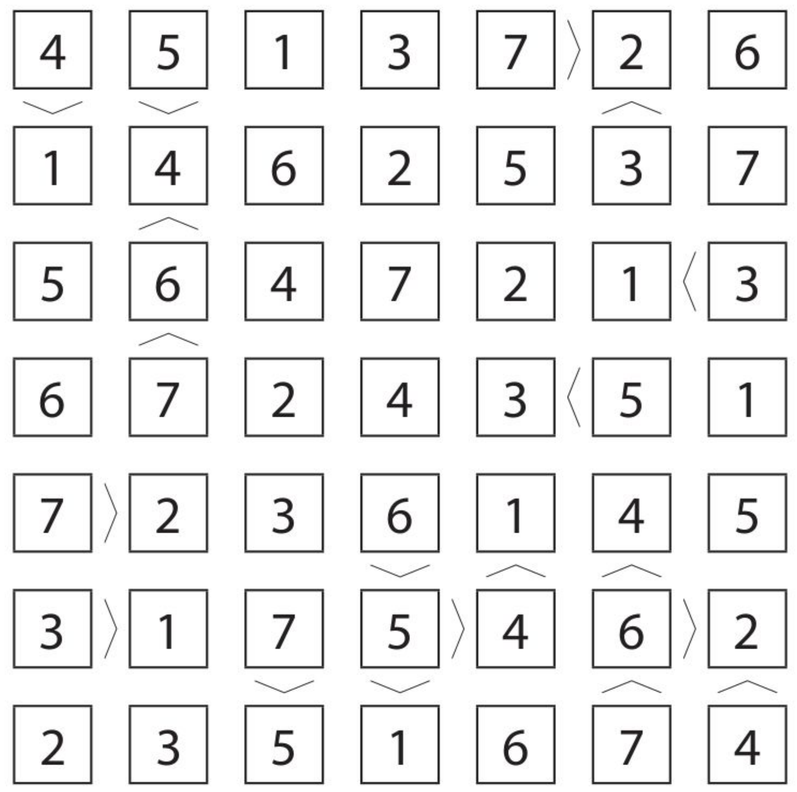


Fill the grid so that every row and column contains the numbers 1 to 7 only once.
In some places a > or a < indicates that the number to be filled in is larger or smaller than the adjacent number.

FUTOSHIKI






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

Fill the grid so that every row, column and 3x3 block contains all the numbers from 1 to 9 only once.

SUDOKU

				4				
			7	9	1		6	
	5					9		
9	6		1		8			
		2				3		9
1								
				5	7			
		1	9		2	6		8
2		4					9	5



6	1	9	2	4	5	8	7	3
3	2	8	7	9	1	5	6	4
4	5	7	6	8	3	9	2	1
9	6	3	1	2	8	4	5	7
7	8	2	5	6	4	3	1	9
1	4	5	3	7	9	2	8	6
8	9	6	4	5	7	1	3	2
5	7	1	9	3	2	6	4	8
2	3	4	8	1	6	7	9	5

Fill the grid with the numbers 0 and 1. Every row and column must have an equal amount of 0s and 1s. There cannot be more than two 0s or two 1s next to each other, either horizontally or vertically. No two rows or columns can have the same combination of 0s and 1s.

BINARY

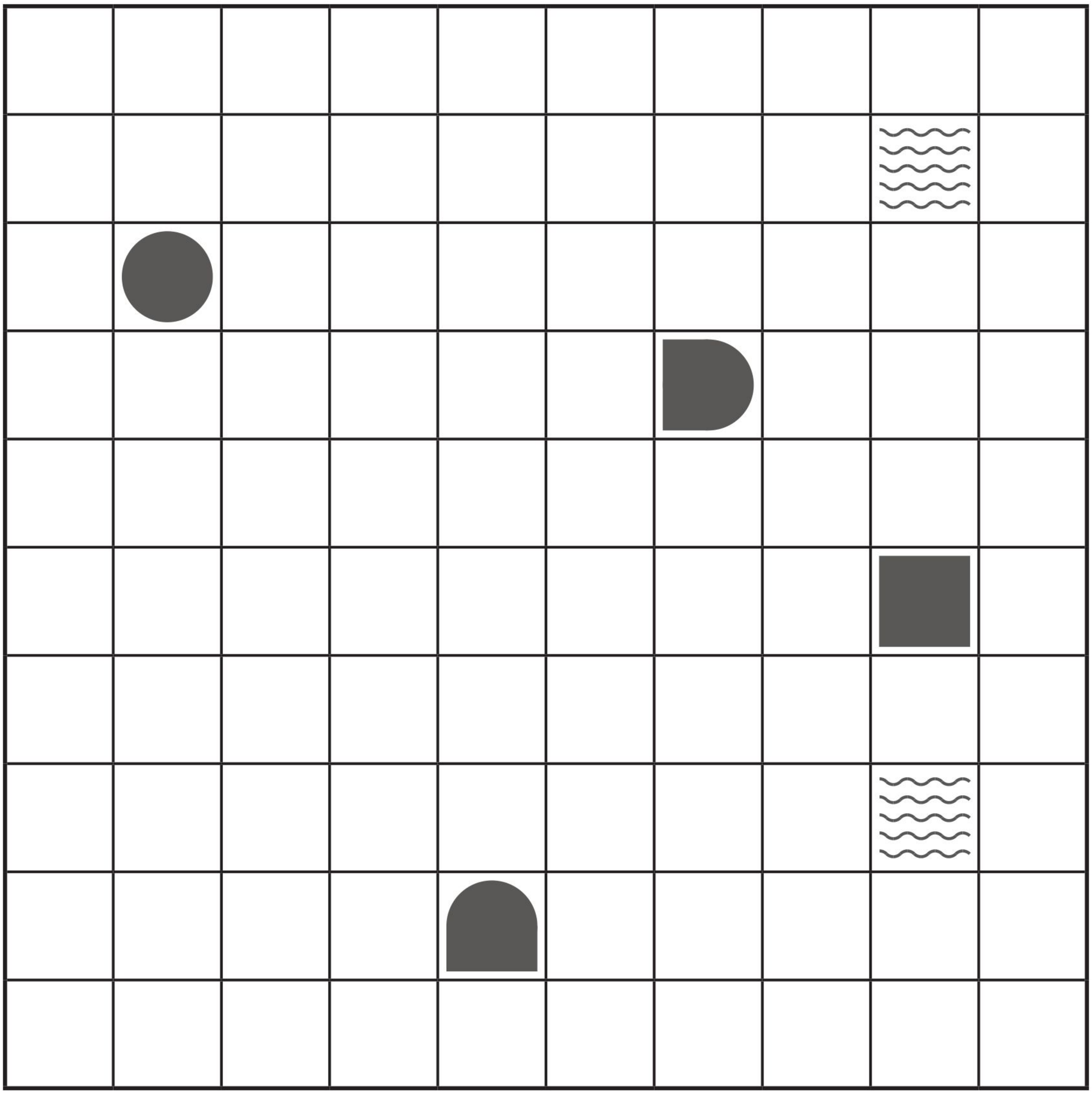
						1			1		0
		1	1				1	1		0	
1											
						0			0		
			1							1	
						1				1	
			1	1			0				0
	1							1	1		
1			1			0					
			1		1					1	
1						0			0		
0	0		0					0	0		1

3

1	1	0	0	1	1	0	1	0	1	0	0
1	0	0	1	1	0	0	1	0	0	1	1
0	1	1	0	0	1	1	0	1	1	0	0
0	1	0	0	1	0	0	1	1	0	1	1
1	0	1	1	0	0	1	0	0	1	1	0
0	0	1	1	0	1	0	1	1	0	0	1
1	1	0	0	1	1	0	1	0	0	1	0
0	1	1	0	1	0	1	0	1	1	0	0
1	0	0	1	0	0	1	0	1	0	1	1
0	1	1	0	0	1	0	1	0	0	1	1
1	0	0	1	1	0	1	0	1	1	0	0
0	0	1	1	0	1	1	0	0	1	0	1

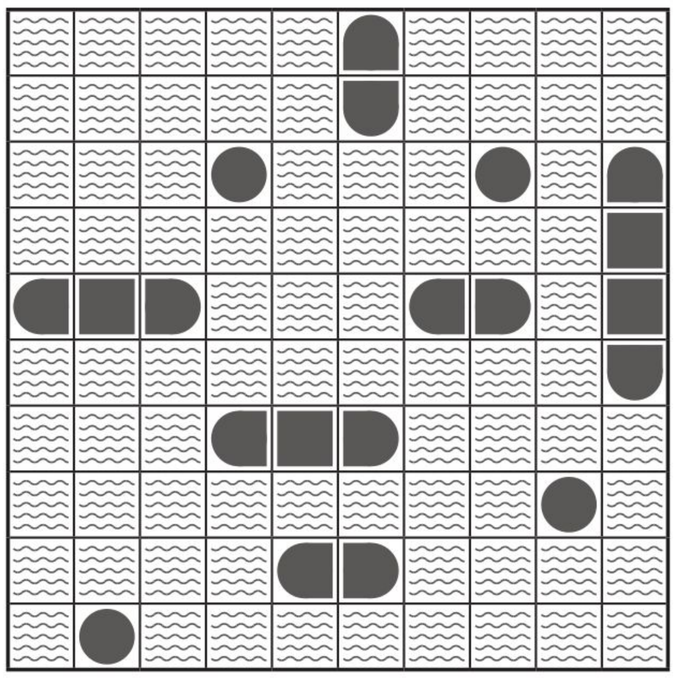
Find one battleship, two cruisers, three destroyers and four submarines in the grid. The numbers beside the grid refer to how many squares in that row or column contain ships or parts of ships. Ships cannot appear in adjacent squares, even diagonally. Wavy lines indicate an empty patch of sea.

BATTLESHIPS



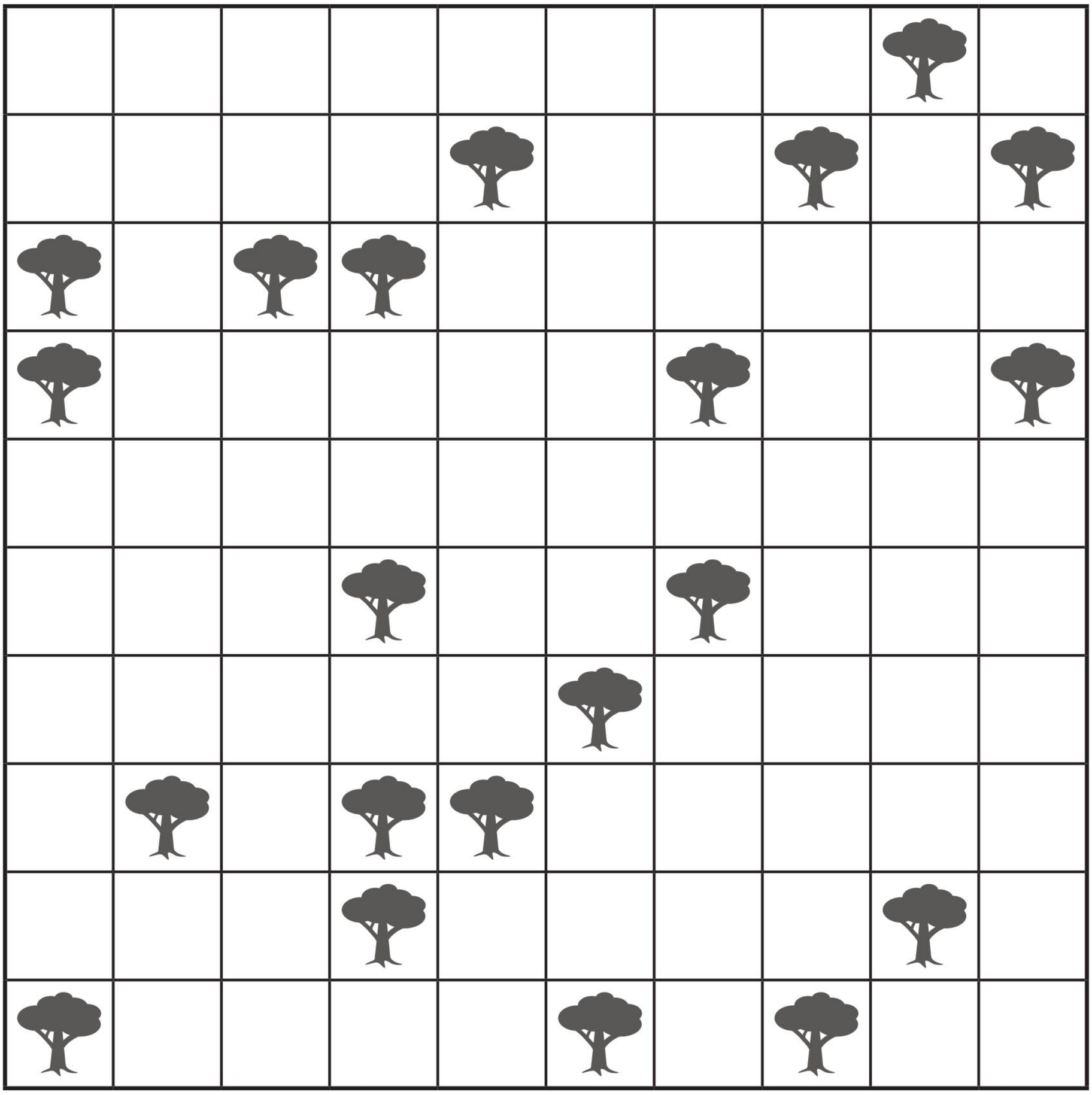
1 x
2 x
3 x
4 x



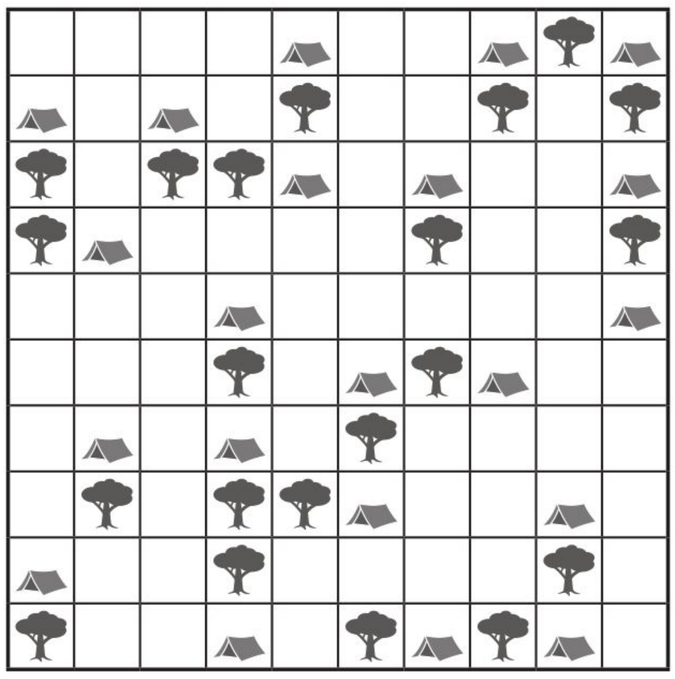


Adjacent to every tree is one tent. Your task is to place the tents into the grid. Tents cannot be in adjacent squares, not even diagonally. The numbers beside the grid indicate the number of tents in that row or column.

CAMPING







Each zone marked out with a black line must contain the corresponding digits depending on its size – a two-square zone requires the digits 1 and 2, and a five-square zone requires 1, 2, 3, 4 and 5. However, the same digit cannot appear in neighbouring squares – not even diagonally.

TECTONIC

		3		2		1			
		2			4	2			
3									
	2					5		3	
						5			
				1					
	3	2				2			
					5	4	5		
	4							3	



3	1	3	1	2	3	1	5	1
2	5	2	4	5	4	2	4	2
3	1	3	1	3	1	3	1	5
4	2	4	2	5	2	5	2	3
5	1	5	1	3	4	1	4	1
2	4	3	2	5	2	5	3	2
1	5	1	4	1	3	1	4	1
2	3	2	5	2	4	2	5	2
1	5	1	4	1	3	1	3	4
2	3	2	3	2	5	4	5	1
1	4	1	4	1	3	1	2	3

In place of the classic 3x3 block, the sudoku chaos has blocks of varying shapes. Fill the grid so that every row, column and block contains all the numbers from 1 to 9 only once.

SUDOKU CHAOS

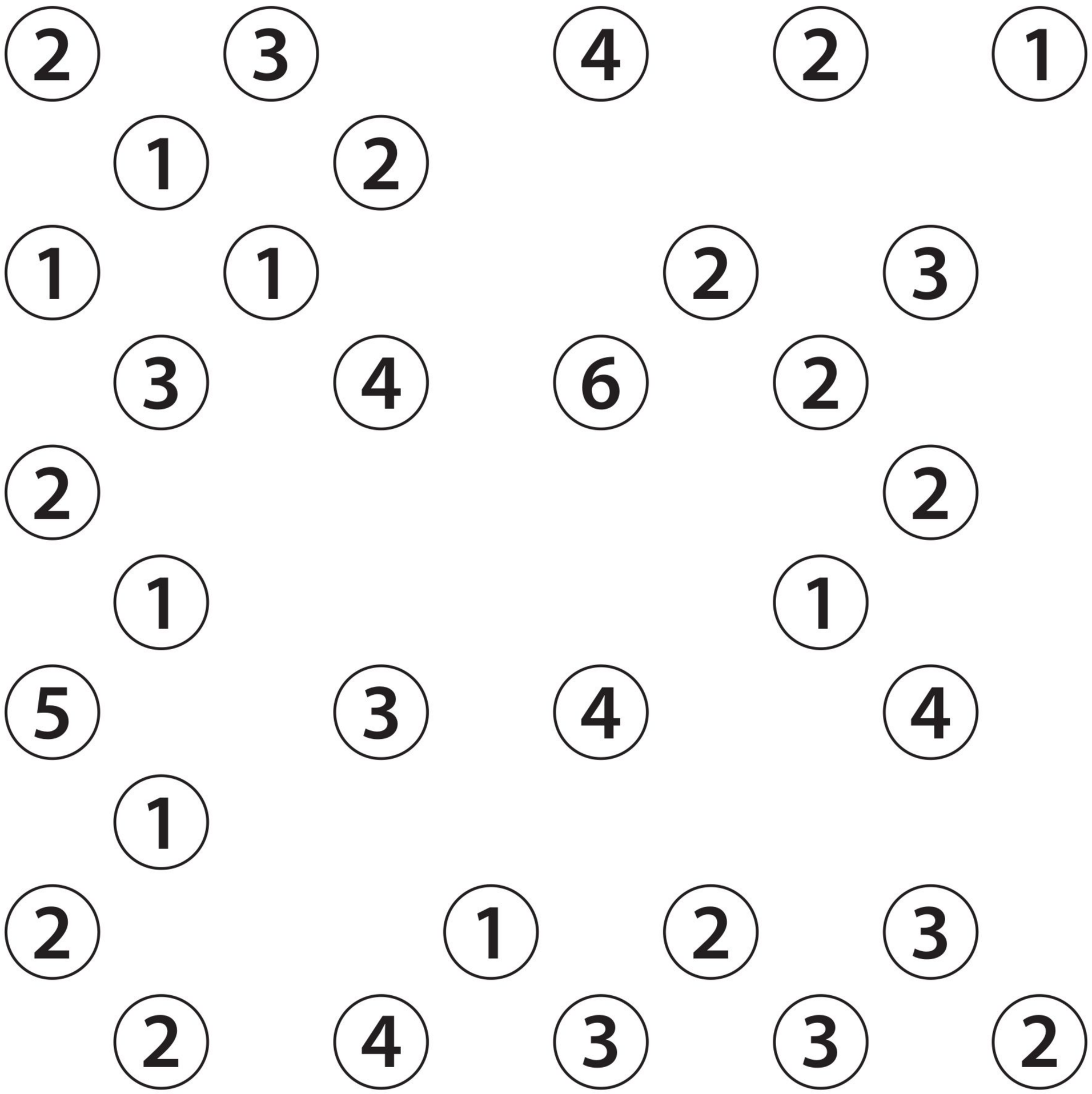
		2		1				
				4				
1			8		3			2
8	9						2	6
5	1		6		2		9	4
3	2						1	8
9			4		8			3
				3				
				9		5		

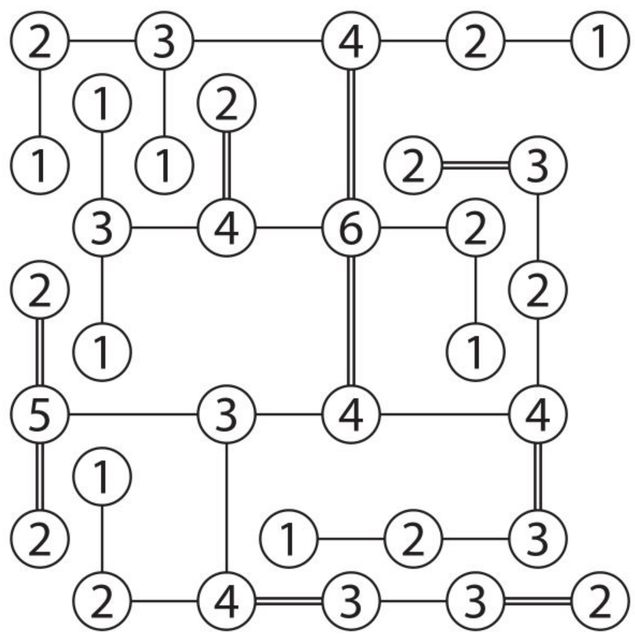


4	8	2	9	1	7	6	3	5
6	3	7	2	4	9	8	5	1
1	5	9	8	6	3	4	7	2
8	9	1	7	5	4	3	2	6
5	1	3	6	8	2	7	9	4
3	2	4	5	7	6	9	1	8
9	7	5	4	2	8	1	6	3
7	6	8	1	3	5	2	4	9
2	4	6	3	9	1	5	8	7

All islands – the circles with numbers – are interconnected. The numbers indicate how many bridges there are from an island to the (horizontally or vertically) neighbouring island(s). The bridges do not cross each other and there are a maximum of two bridges between any two islands.

HASHI





Shade in some of the squares so that a number does not appear more than once in any row or column. Shaded cells cannot be adjacent horizontally or vertically, but can diagonally. A string of shaded cells cannot cut off part of the grid.

HITORI

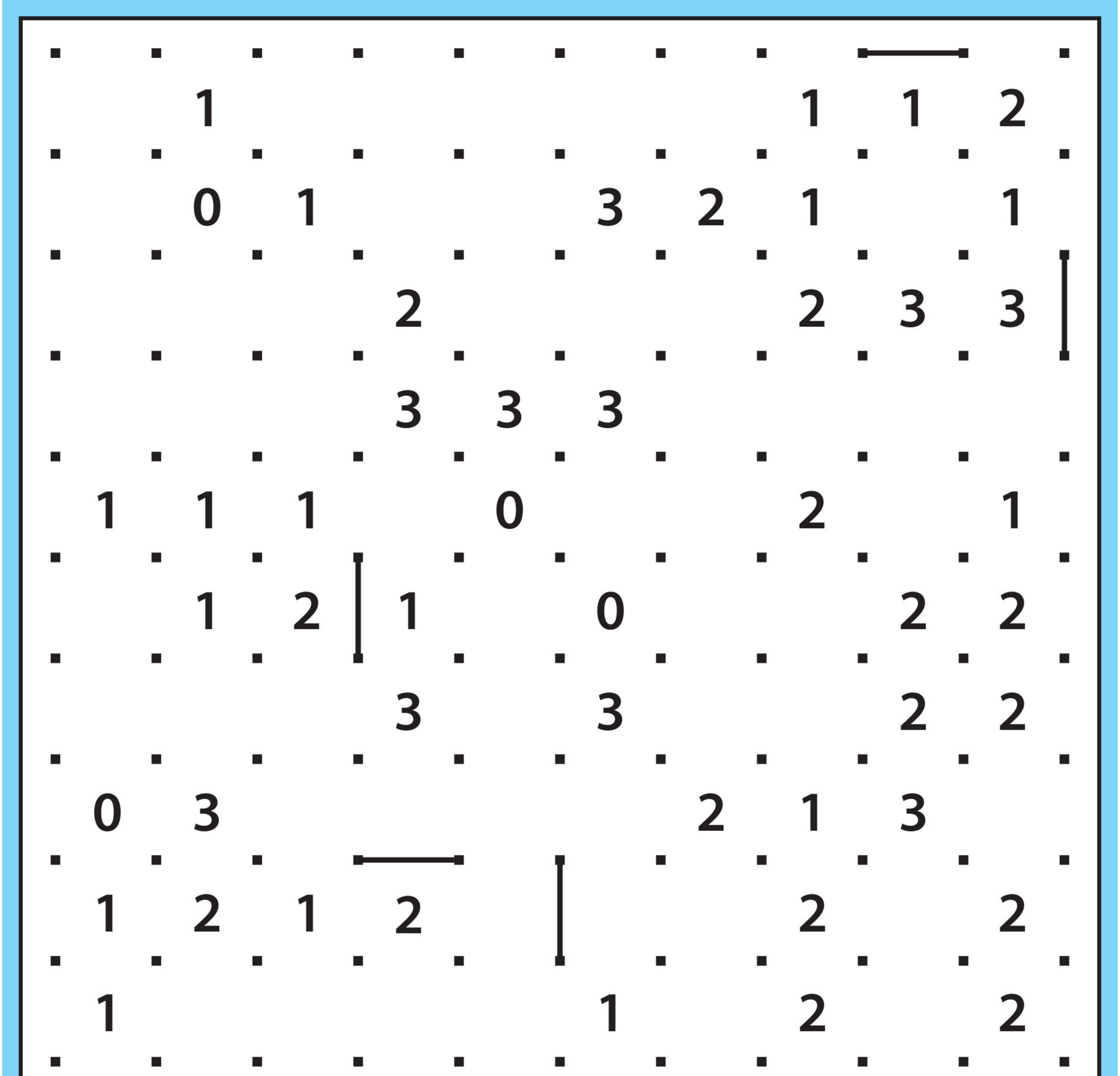
9	3	9	2	8	6	7	2	5
1	7	9	8	3	2	2	5	6
5	9	8	4	5	1	2	4	3
3	7	2	7	6	5	2	9	8
9	2	3	8	7	1	4	8	5
5	1	1	4	8	6	7	7	5
8	5	6	5	9	6	8	1	3
8	1	7	5	2	9	3	2	1
7	1	5	6	4	8	4	6	9



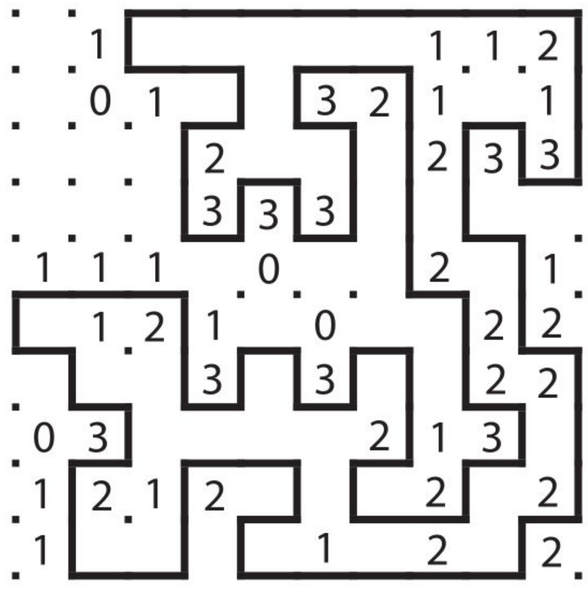
9	3	9	2	8	6	7	2	5
1	7	9	8	3	2	2	5	6
5	9	8	4	5	1	2	4	3
3	7	2	7	6	5	2	9	8
9	2	3	8	7	1	4	8	5
5	1	1	4	8	6	7	7	5
8	5	6	5	9	6	8	1	3
8	1	7	5	2	9	3	2	1
7	1	5	6	4	8	4	6	9

Join adjacent dots with vertical or horizontal lines so that a single loop is formed with no crossings or branches. Each number indicates the number of lines that surround it – cells without numbers may be surrounded by any number of lines.

SLITHERLINK

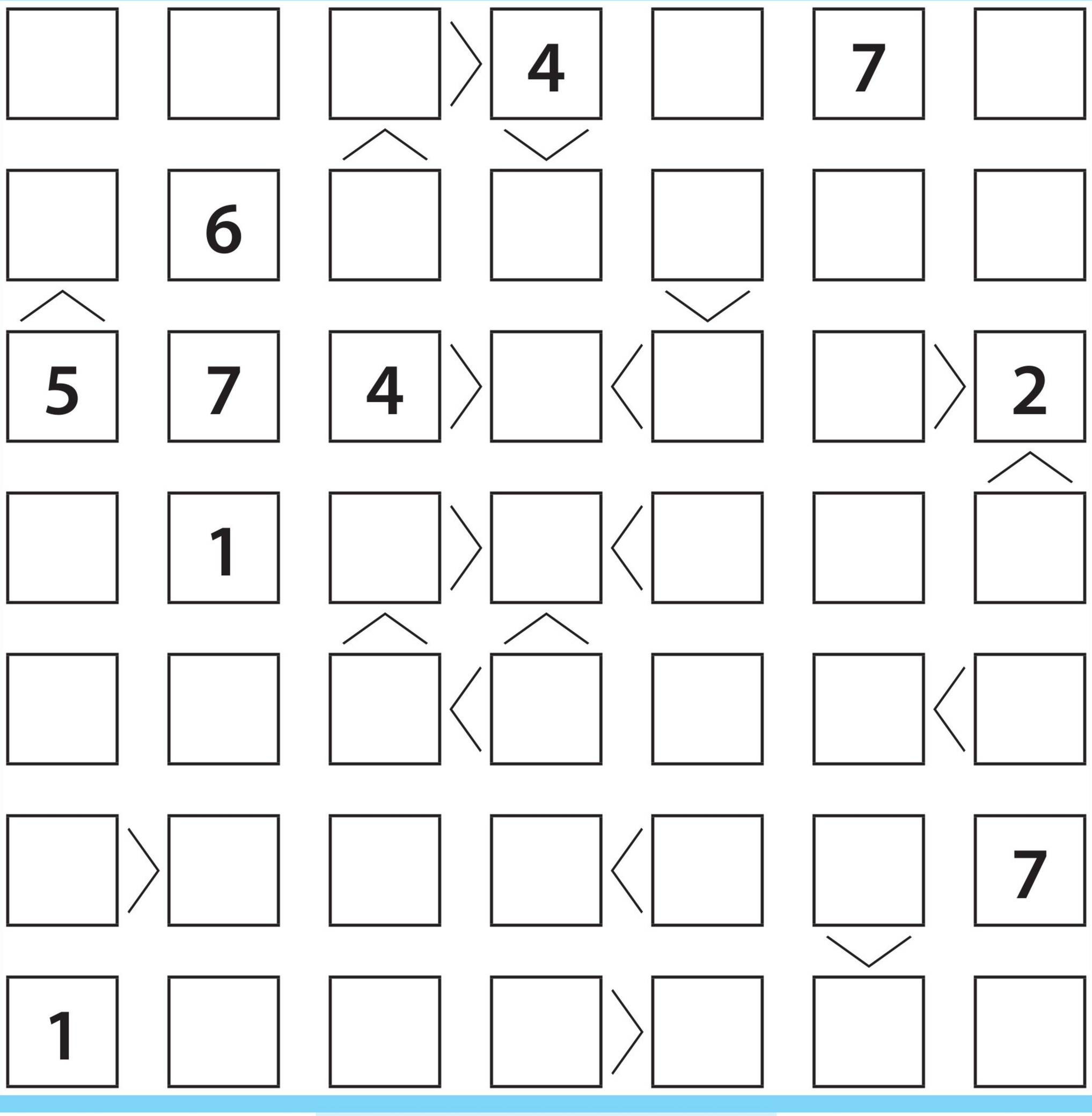


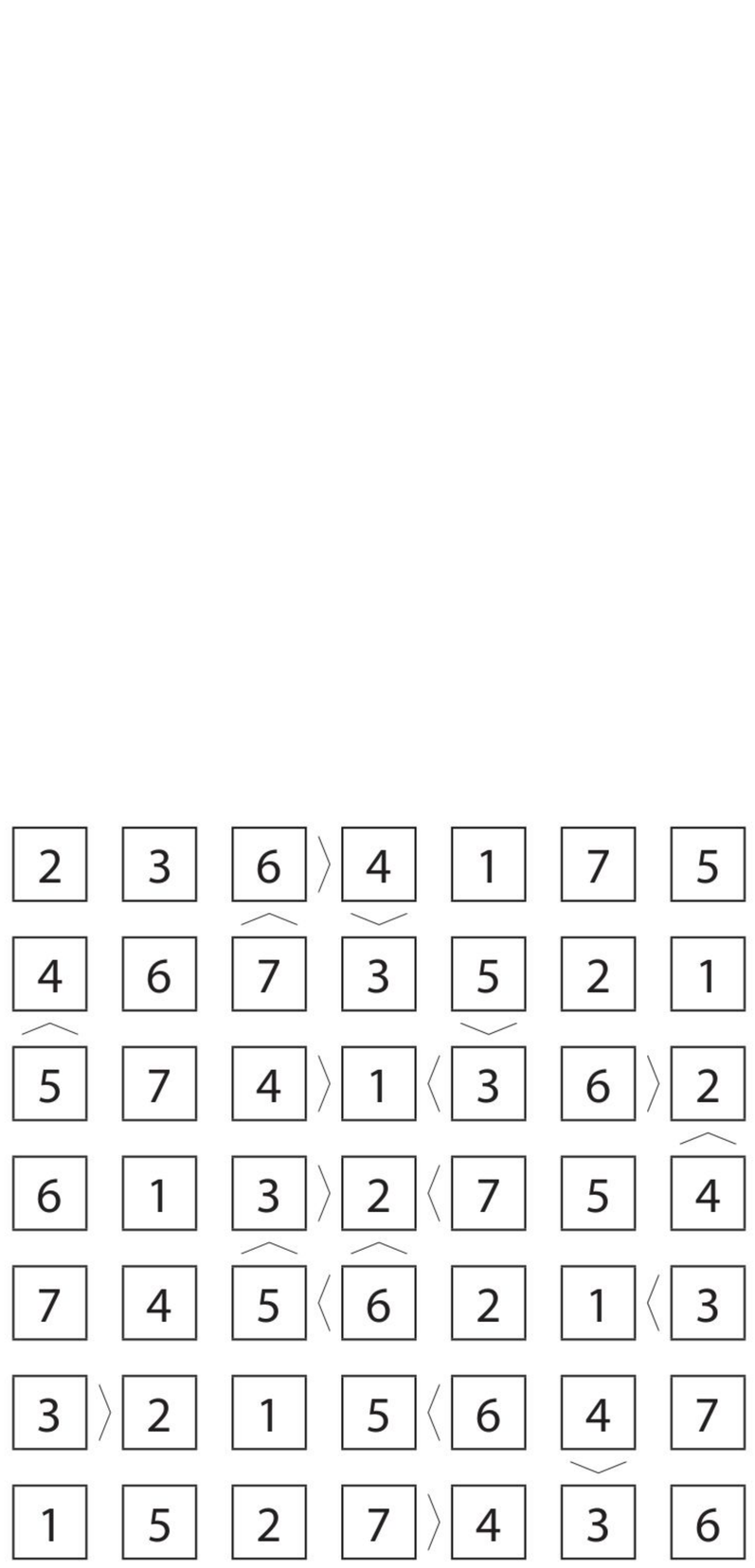
3



Fill the grid so that every row and column contains the numbers 1 to 7 only once.
In some places a > or a < indicates that the number to be filled in is larger or smaller than the adjacent number.

FUTOSHIKI




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

Fill the grid so that every row, column and 3x3 block contains all the numbers from 1 to 9 only once.

SUDOKU

			3	2			6	5
			1	4	6	2		
	3					8	1	
1								8
9	8			5			3	
		2						
		8	6	3		4		
		5			4	1		
		9					5	



4	9	1	3	2	8	7	6	5
8	5	7	1	4	6	2	9	3
2	3	6	5	9	7	8	1	4
1	7	3	2	6	9	5	4	8
9	8	4	7	5	1	6	3	2
5	6	2	4	8	3	9	7	1
7	1	8	6	3	5	4	2	9
3	2	5	9	7	4	1	8	6
6	4	9	8	1	2	3	5	7

Fill the grid with the numbers 0 and 1. Every row and column must have an equal amount of 0s and 1s. There cannot be more than two 0s or two 1s next to each other, either horizontally or vertically. No two rows or columns can have the same combination of 0s and 1s.

BINARY

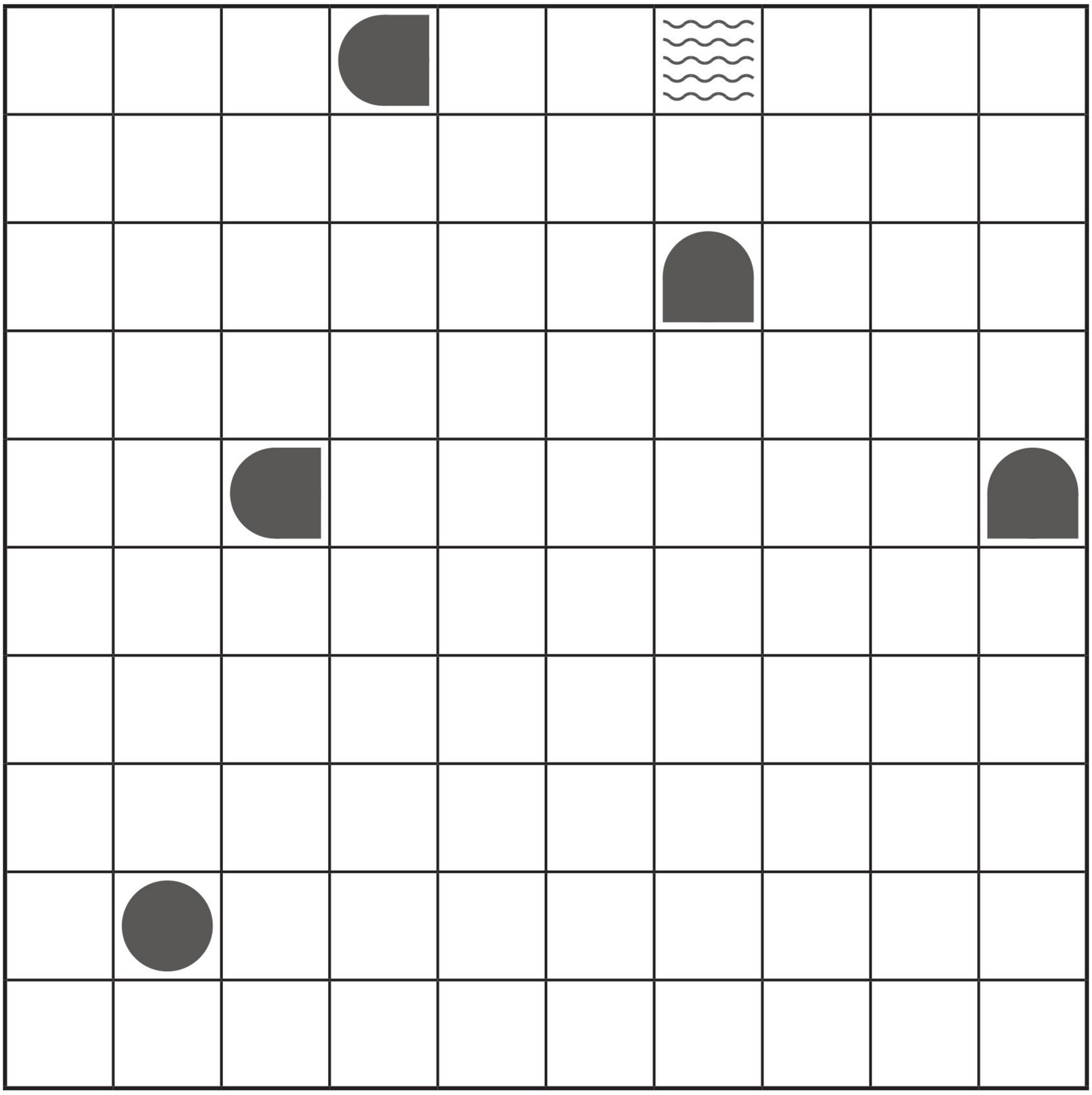
	0			0							1
1			1								
	0					1				0	
					1	1		1	1		
			0								
								1		1	
1	1				0	0					
1				1		0				0	0
			1						1		
							0				
0	0					1				1	
0		0		0			0				



1	1	0	1	0	1	0	0	1	0	1	0
0	1	1	0	1	1	0	1	0	1	0	0
1	0	0	1	0	0	1	1	0	0	1	1
0	1	1	0	0	1	1	0	1	1	0	0
0	0	1	0	1	0	0	1	1	0	1	1
1	0	0	1	1	0	0	1	0	0	1	1
0	1	0	1	0	1	1	0	1	1	0	0
0	1	1	0	1	0	0	1	0	0	1	1
1	0	1	1	0	1	1	0	0	1	0	0
1	0	0	1	0	1	1	0	1	1	0	0
0	1	0	0	1	0	0	1	1	0	1	1
1	0	1	0	1	0	1	0	0	1	0	1

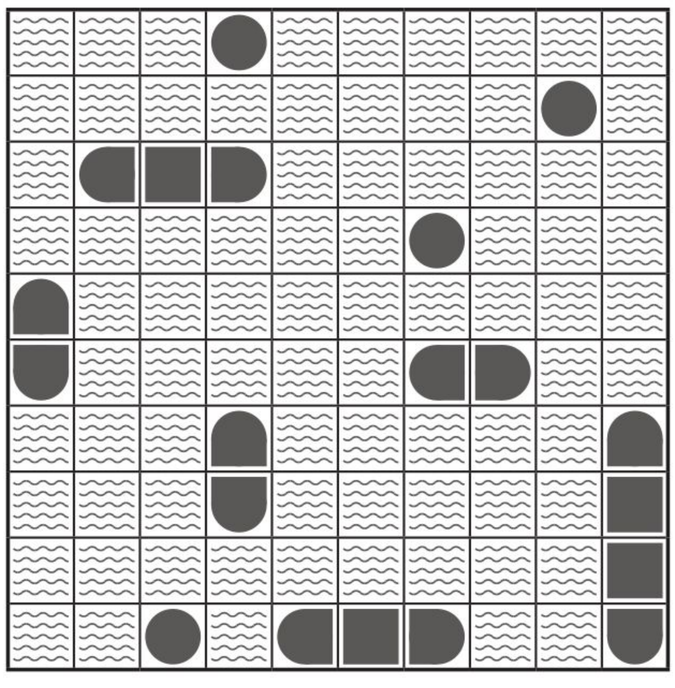
Find one battleship, two cruisers, three destroyers and four submarines in the grid. The numbers beside the grid refer to how many squares in that row or column contain ships or parts of ships. Ships cannot appear in adjacent squares, even diagonally. Wavy lines indicate an empty patch of sea.

BATTLESHIPS



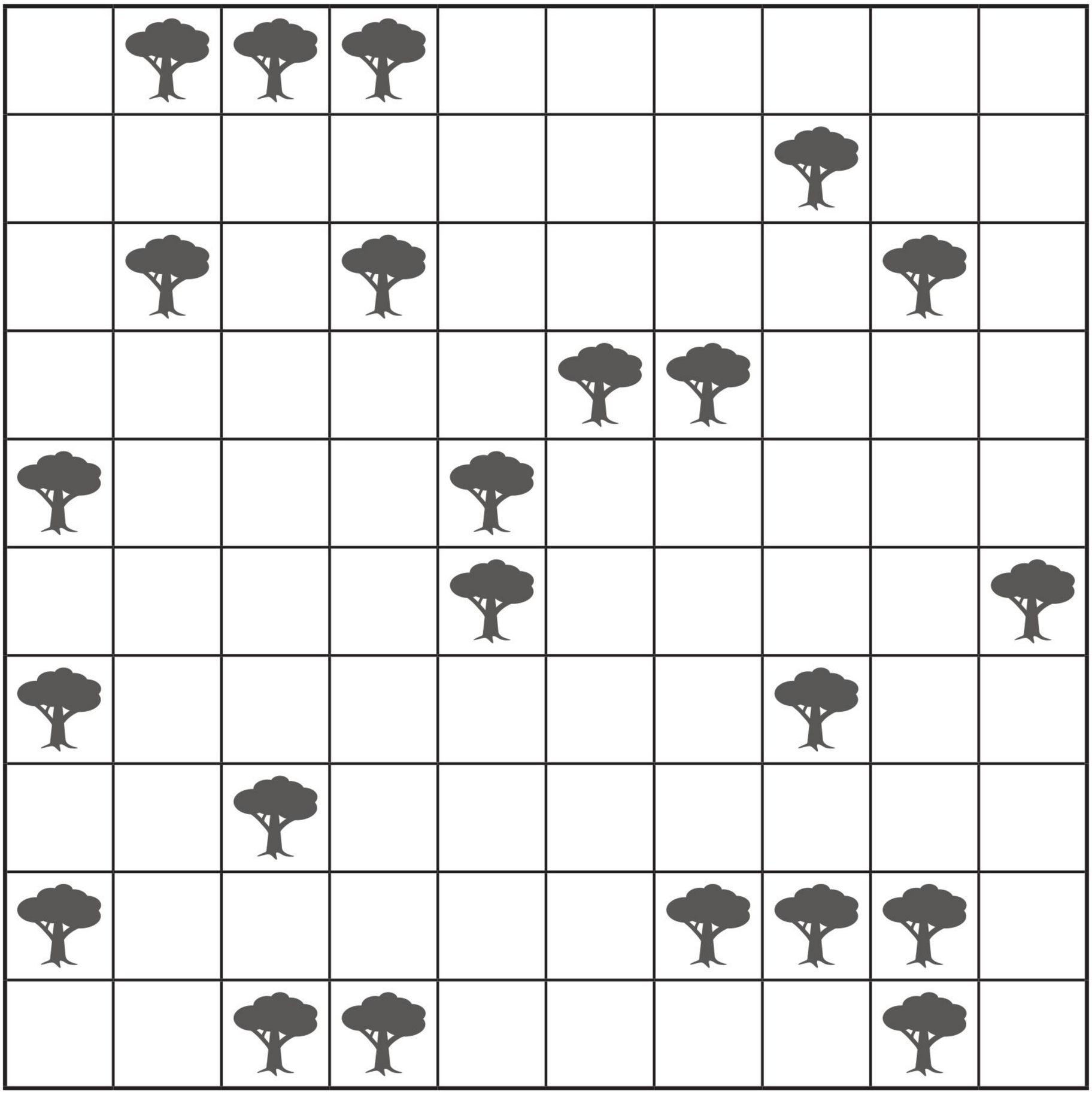
1 x
2 x
3 x
4 x



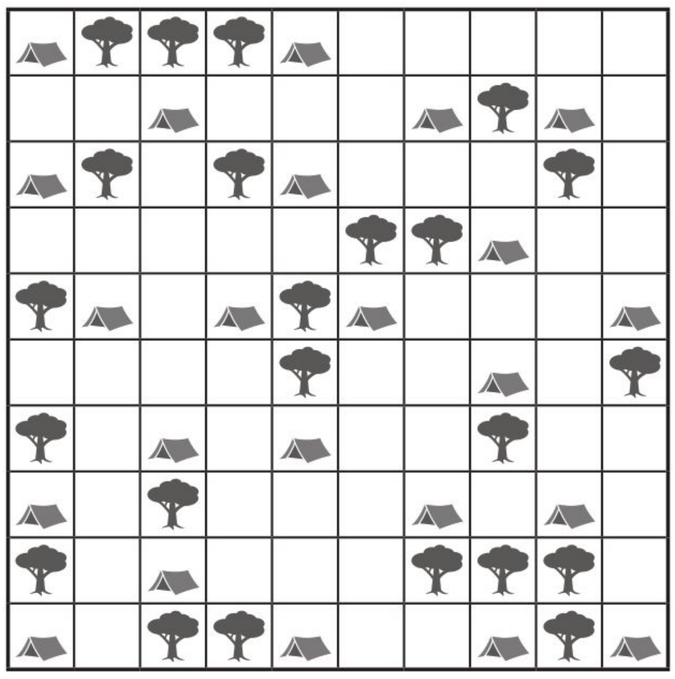


Adjacent to every tree is one tent. Your task is to place the tents into the grid. Tents cannot be in adjacent squares, not even diagonally. The numbers beside the grid indicate the number of tents in that row or column.

CAMPING







Each zone marked out with a black line must contain the corresponding digits depending on its size – a two-square zone requires the digits 1 and 2, and a five-square zone requires 1, 2, 3, 4 and 5. However, the same digit cannot appear in neighbouring squares – not even diagonally.

TECTONIC

1			2			4		
			5				5	
2								
1			3					
								3
	4			5				
							2	
								4
2		1	2					
				3				2
			1	5				



1	4	1	2	4	1	4	2	4
3	5	3	5	3	5	3	5	1
2	4	2	1	2	1	2	4	2
1	3	5	3	4	5	3	5	1
5	2	1	2	1	2	1	2	3
1	4	5	3	5	4	3	4	1
3	2	1	2	1	2	1	2	3
1	4	3	4	3	4	3	5	4
2	5	1	2	5	1	2	1	3
3	4	3	4	3	4	5	4	2
2	1	2	1	5	1	3	1	5

Sudoku Killer is made of the classic 3x3 blocks, but with sections enclosed in dotted lines. Fill the grid like a classic sudoku, but ensure that the numbers add up to the total that is indicated at the top left corner of that section. Numbers cannot be repeated within dotted sections.

SUDOKU KILLER

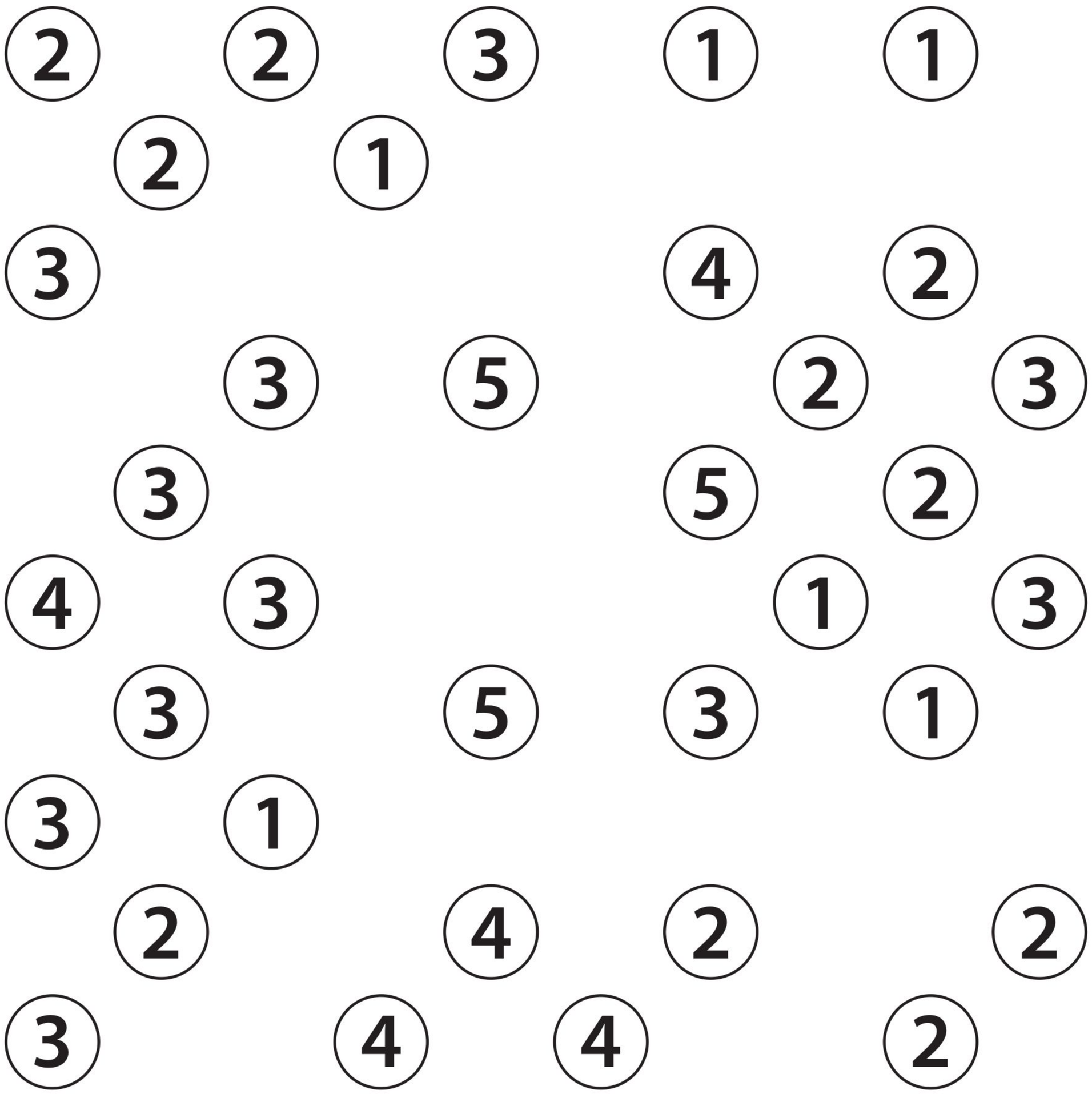
5		15		14		9	11	
15	8		13		14		10	
	9			10		4	12	15
10	14	8	23					
						13	8	8
9	15	10	7	10				
					13	9		11
8		7		22		8		
9				8		11		



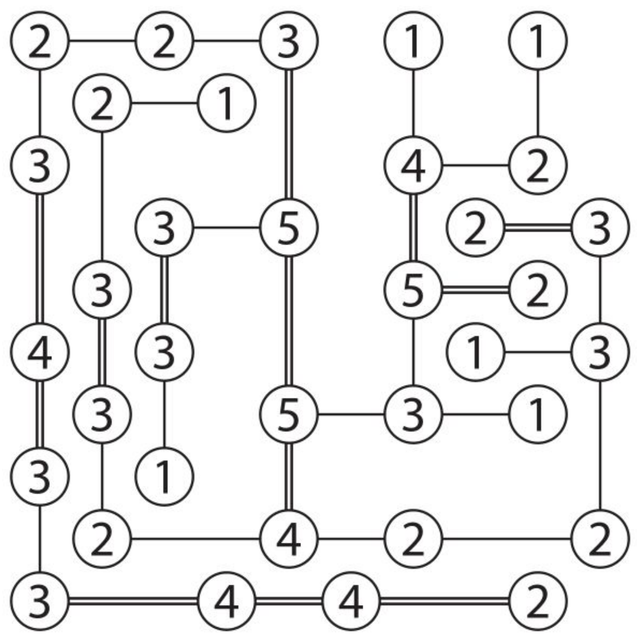
1	4	8	7	9	3	2	5	6
6	3	5	8	2	4	7	9	1
9	2	7	5	6	1	3	4	8
3	5	2	6	4	9	1	8	7
7	9	6	3	1	8	4	2	5
4	8	1	2	7	5	9	6	3
5	7	9	4	3	6	8	1	2
2	6	4	1	8	7	5	3	9
8	1	3	9	5	2	6	7	4

All islands – the circles with numbers – are interconnected. The numbers indicate how many bridges there are from an island to the (horizontally or vertically) neighbouring island(s). The bridges do not cross each other and there are a maximum of two bridges between any two islands.

HASHI

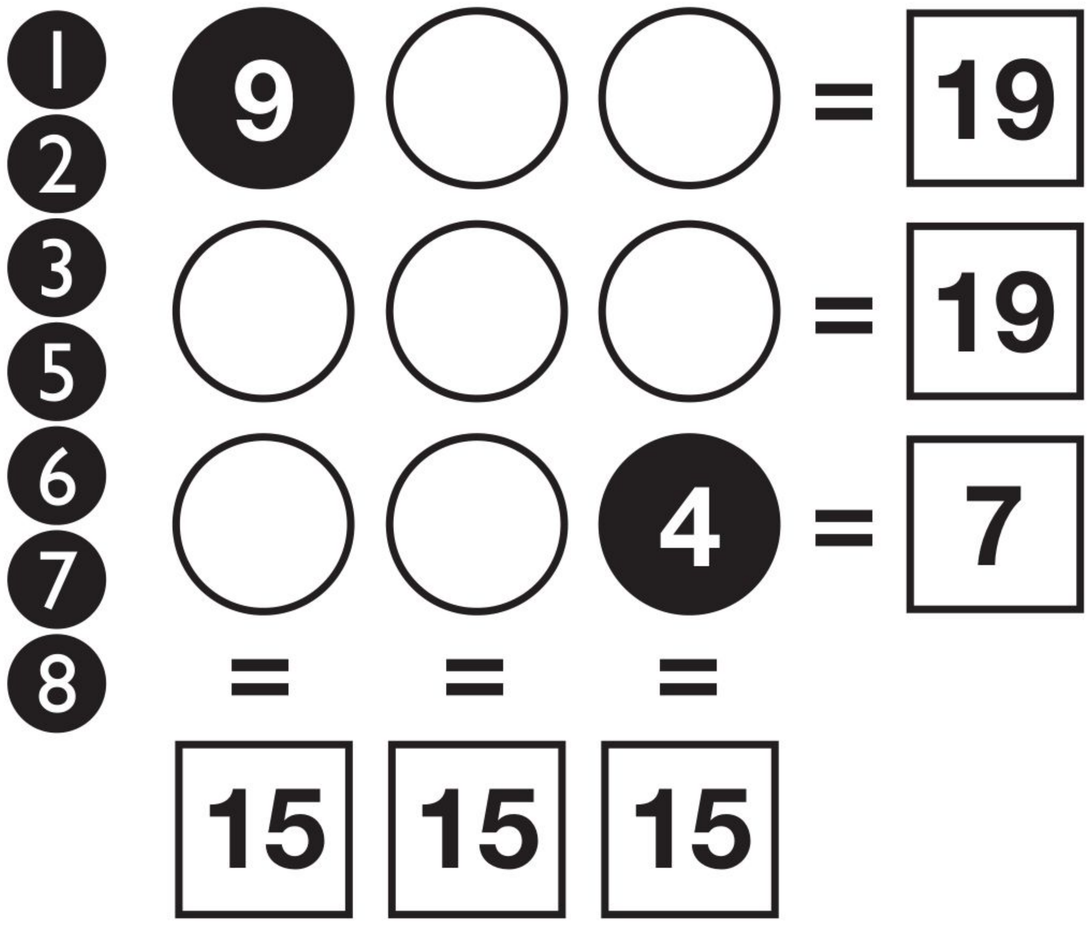


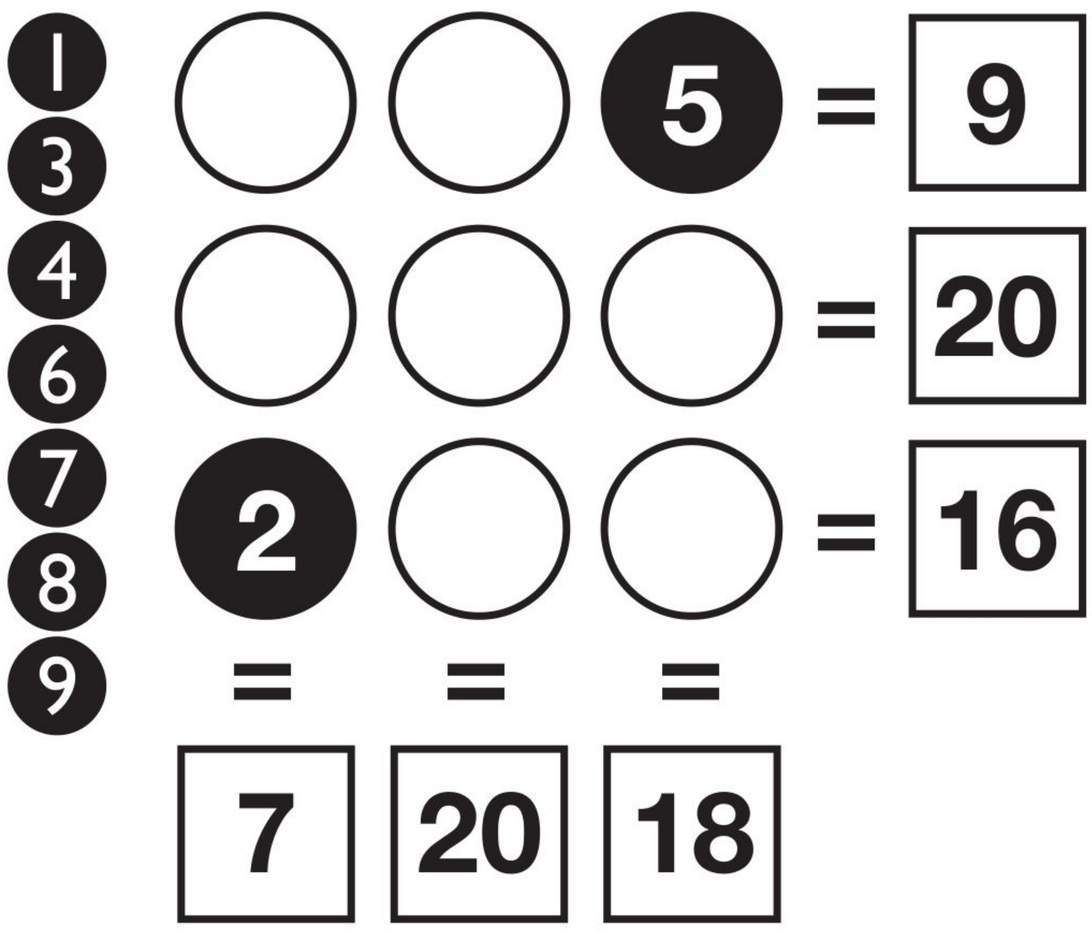


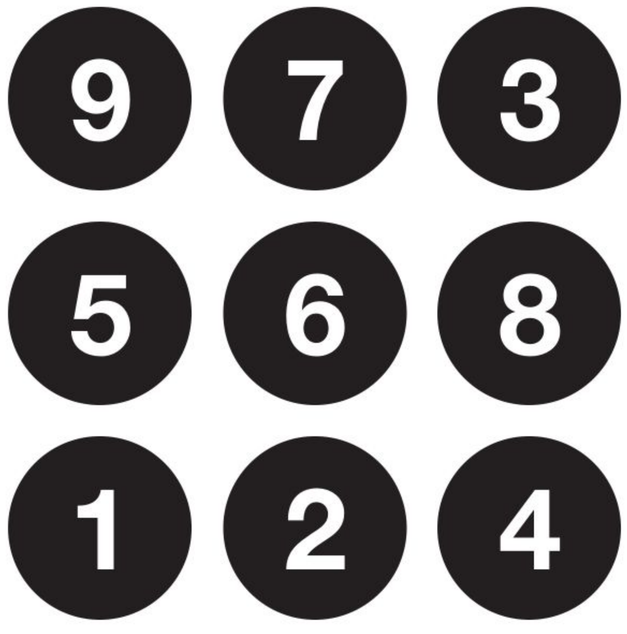


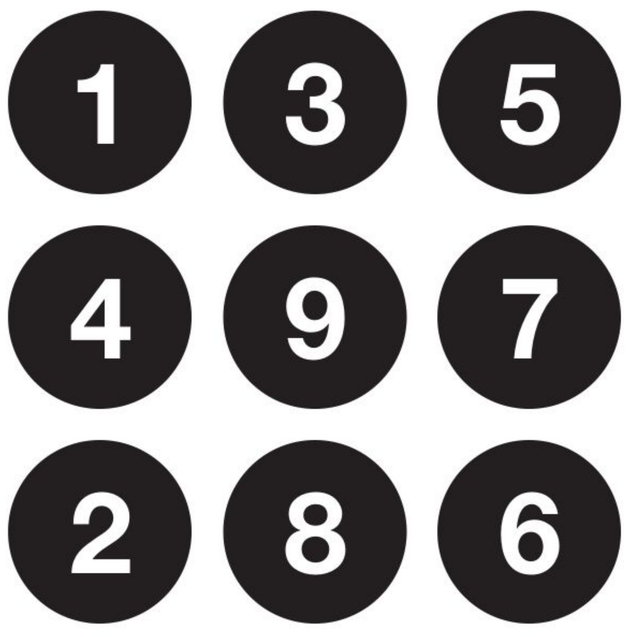
The numbers 1 to 9 must appear only once in the empty spaces, so that the sums of the numbers in each row add up to the numbers on the right side, and the sums of the numbers in the columns add up to the numbers on the bottom. Next to the diagram are the numbers that need to be placed.

IKURA



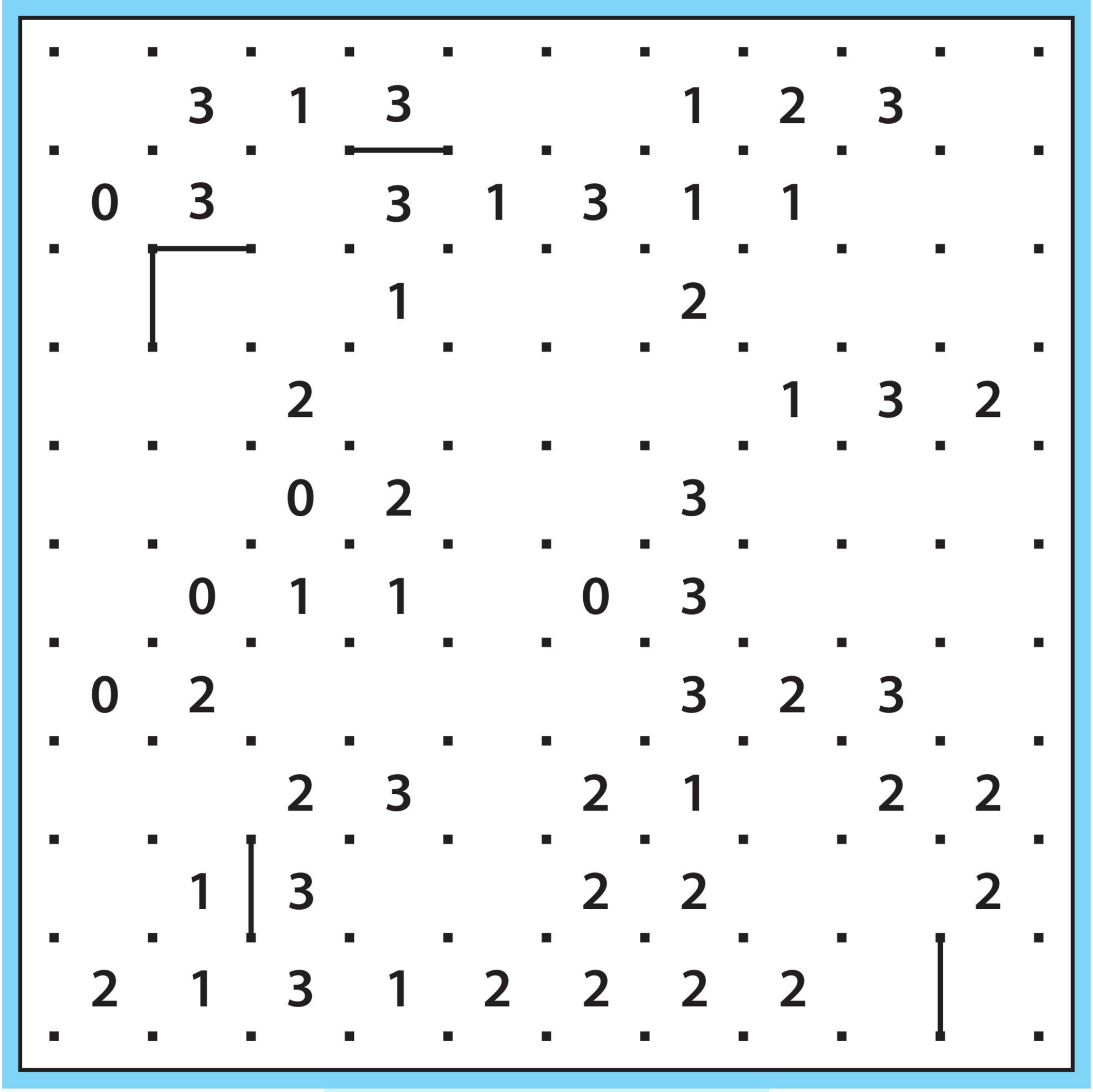


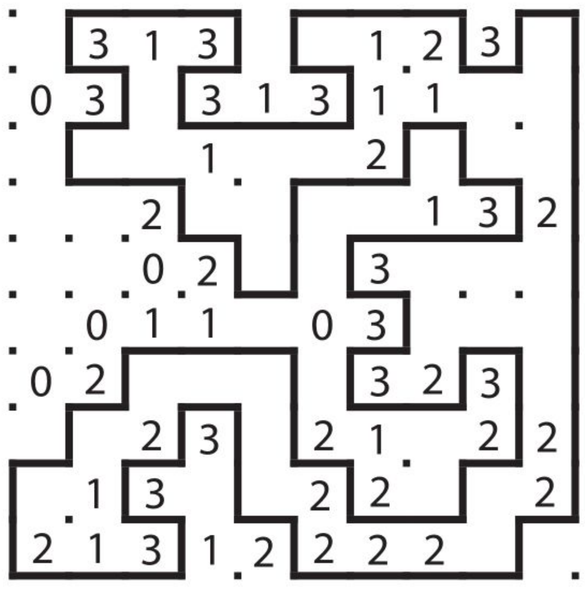

9 7 3
5 6 8
1 2 4


1 3 5
4 9 7
2 8 6

Join adjacent dots with vertical or horizontal lines so that a single loop is formed with no crossings or branches. Each number indicates the number of lines that surround it – cells without numbers may be surrounded by any number of lines.

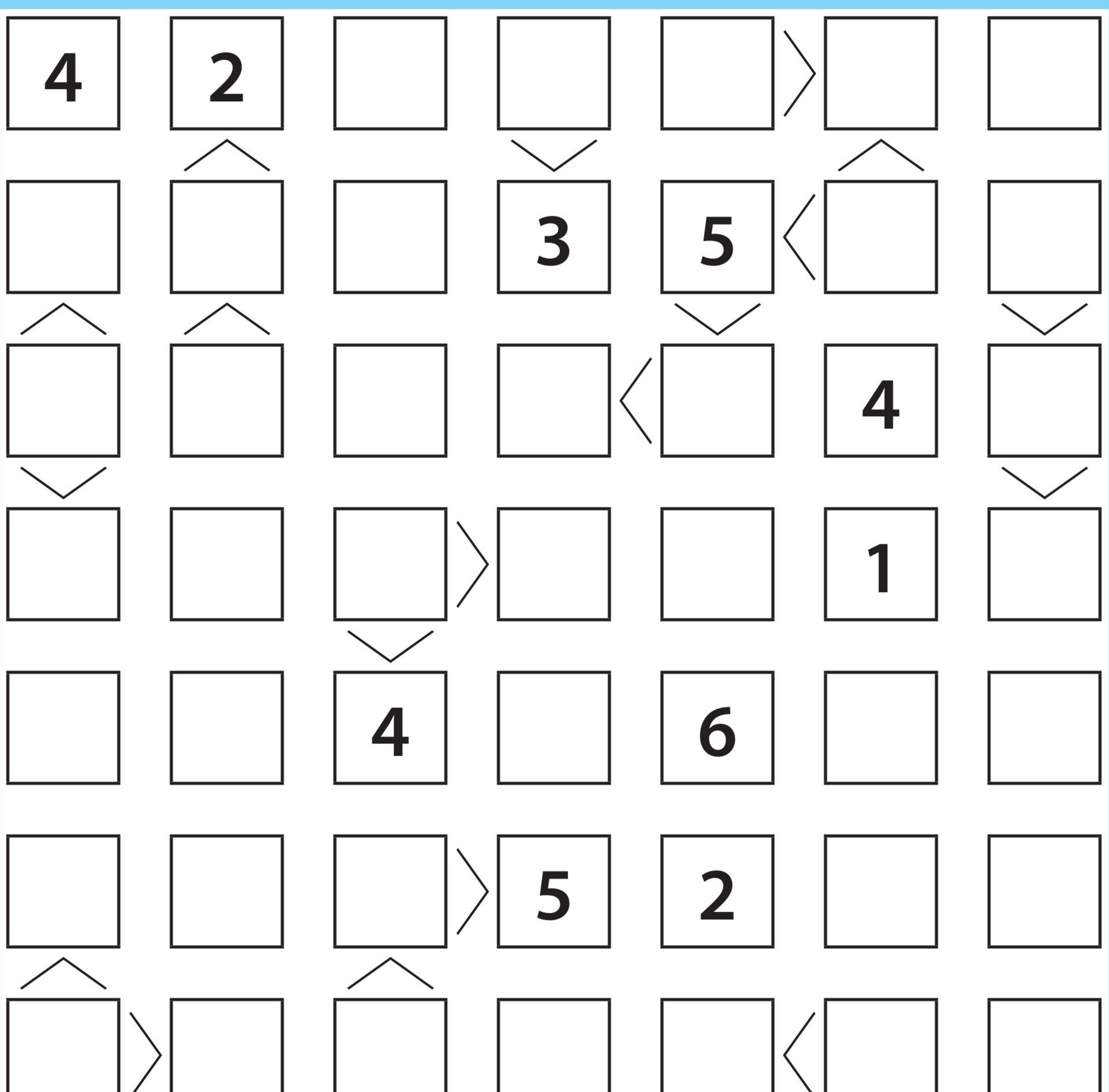
SLITHERLINK

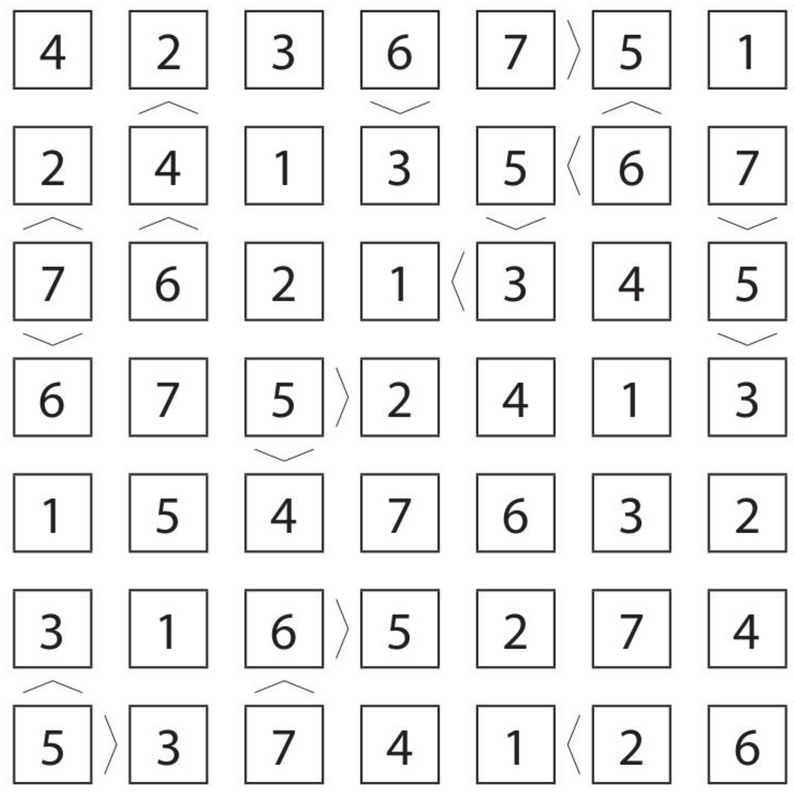




Fill the grid so that every row and column contains the numbers 1 to 7 only once.
In some places a > or a < indicates that the number to be filled in is larger or smaller than the adjacent number.

FUTOSHIKI




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

Fill the grid so that every row, column and 3x3 block contains all the numbers from 1 to 9 only once.

SUDOKU

	7		9	5		4		
2								
	5	8				7		
		6					4	
5						2		
8	9		6	4			5	
	4				9	3		8
		5						
	2	1	8					9



1	7	3	9	5	8	4	6	2
2	6	9	4	7	1	8	3	5
4	5	8	3	2	6	7	9	1
7	1	6	2	8	5	9	4	3
5	3	4	1	9	7	2	8	6
8	9	2	6	4	3	1	5	7
6	4	7	5	1	9	3	2	8
9	8	5	7	3	2	6	1	4
3	2	1	8	6	4	5	7	9

Fill the grid with the numbers 0 and 1. Every row and column must have an equal amount of 0s and 1s. There cannot be more than two 0s or two 1s next to each other, either horizontally or vertically. No two rows or columns can have the same combination of 0s and 1s.

BINARY

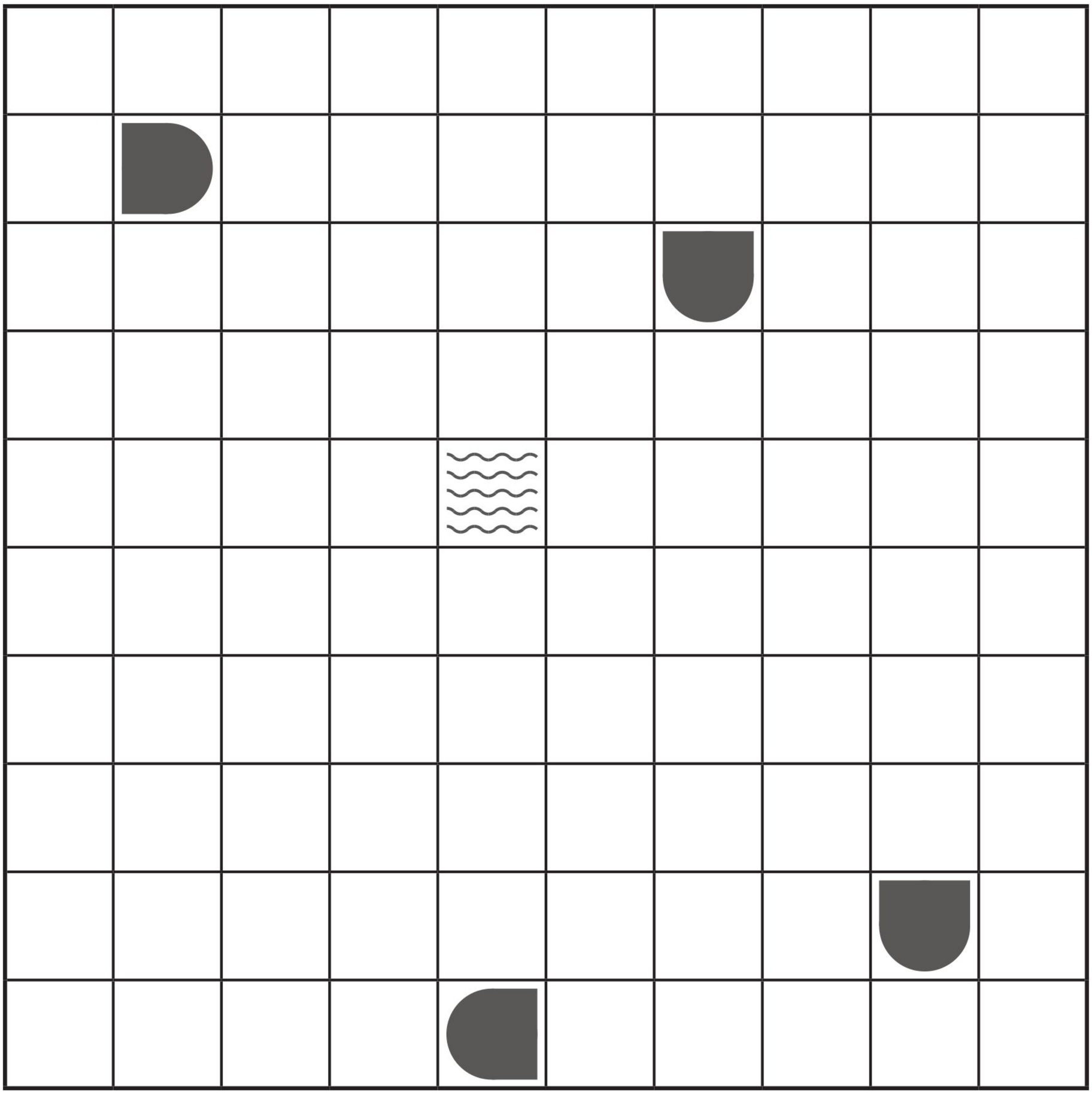
		1	1								0
						1			1	1	
						1				1	
	1			0			1				
					0			1			
0			1	1		0					
0				1							
	1										
		0	0				0		1		
1				1		1		0	1		
	0				0						0
											0



0	1	0	1	1	0	1	1	0	0	1	0
0	1	0	0	1	1	0	0	1	1	0	1
1	0	1	0	0	1	0	1	0	1	0	1
1	0	1	1	0	0	1	1	0	0	1	0
0	1	0	0	1	1	0	0	1	0	1	1
1	0	1	1	0	0	1	1	0	1	0	0
1	1	0	0	1	0	0	1	1	0	1	0
0	0	1	1	0	1	0	0	1	1	0	1
1	0	0	1	1	0	1	0	0	1	1	0
1	1	0	0	1	1	0	1	0	0	1	0
0	1	1	0	0	1	1	0	1	0	0	1
0	0	1	1	0	0	1	0	1	1	0	1

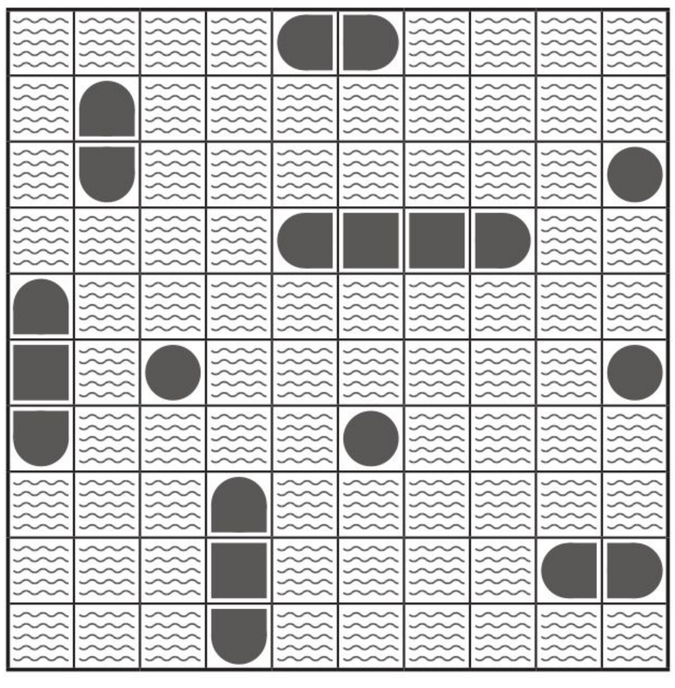
Find one battleship, two cruisers, three destroyers and four submarines in the grid. The numbers beside the grid refer to how many squares in that row or column contain ships or parts of ships. Ships cannot appear in adjacent squares, even diagonally. Wavy lines indicate an empty patch of sea.

BATTLESHIPS



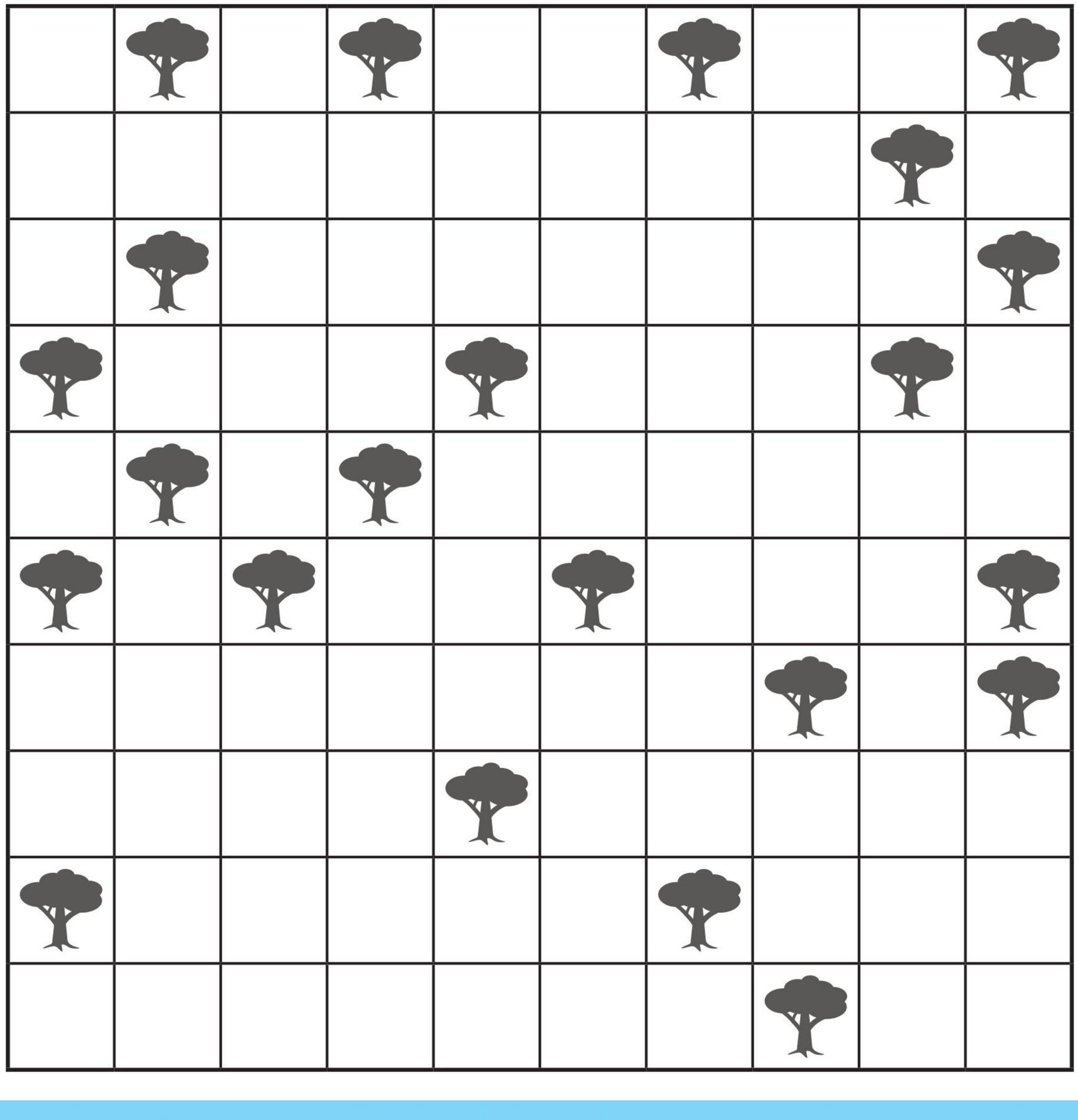
1 x
2 x
3 x
4 x



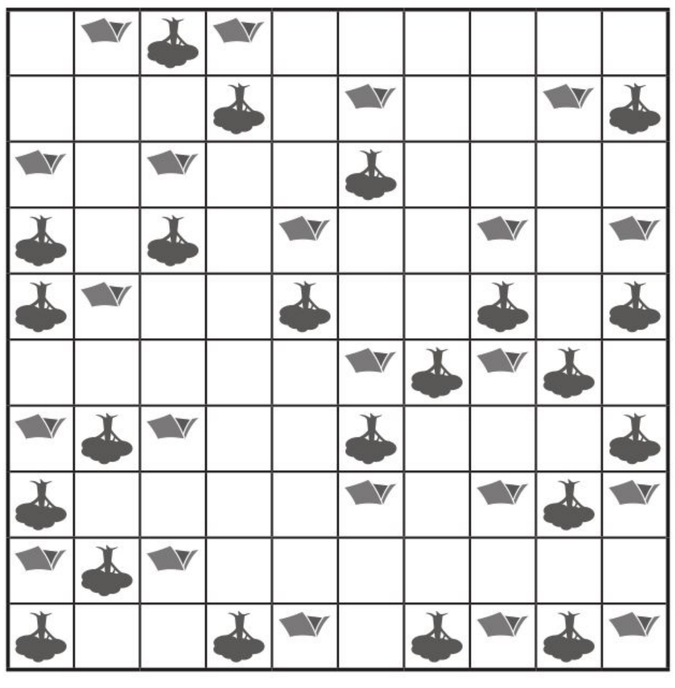


Adjacent to every tree is one tent. Your task is to place the tents into the grid. Tents cannot be in adjacent squares, not even diagonally. The numbers beside the grid indicate the number of tents in that row or column.

CAMPING

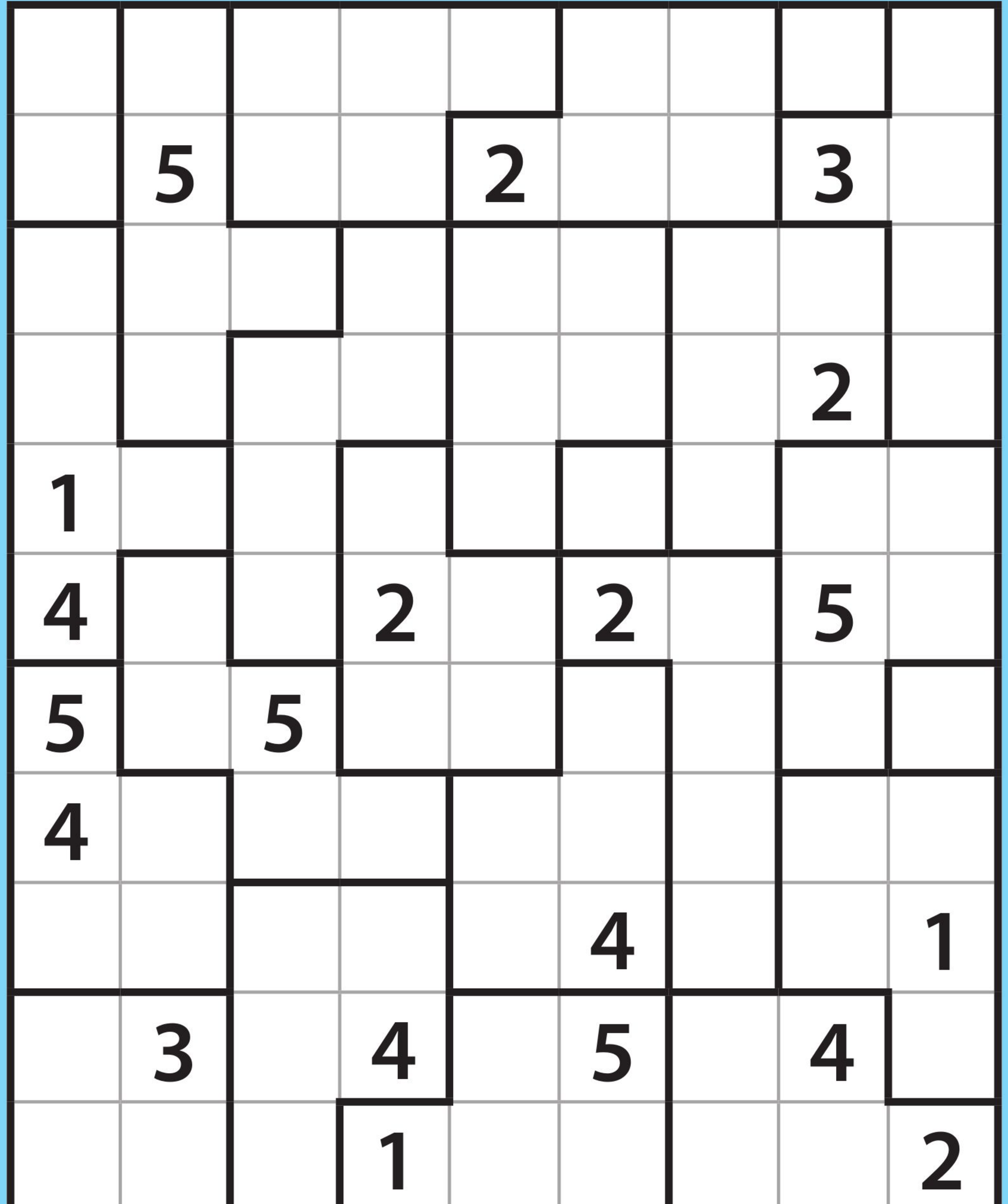






Each zone marked out with a black line must contain the corresponding digits depending on its size – a two-square zone requires the digits 1 and 2, and a five-square zone requires 1, 2, 3, 4 and 5. However, the same digit cannot appear in neighbouring squares – not even diagonally.

TECTONIC





2	3	2	1	5	1	5	1	5
1	5	4	3	2	3	4	3	2
3	2	1	5	1	5	1	5	1
5	4	3	2	4	2	4	2	4
1	2	1	5	3	1	3	1	3
4	3	4	2	4	2	4	5	4
5	1	5	3	1	3	1	2	1
4	3	4	2	5	2	5	4	5
1	2	1	3	1	4	3	2	1
4	3	5	4	2	5	1	4	3
2	1	2	1	3	4	3	5	2

In place of the classic 3x3 block, the sudoku chaos has blocks of varying shapes. Fill the grid so that every row, column and block contains all the numbers from 1 to 9 only once.

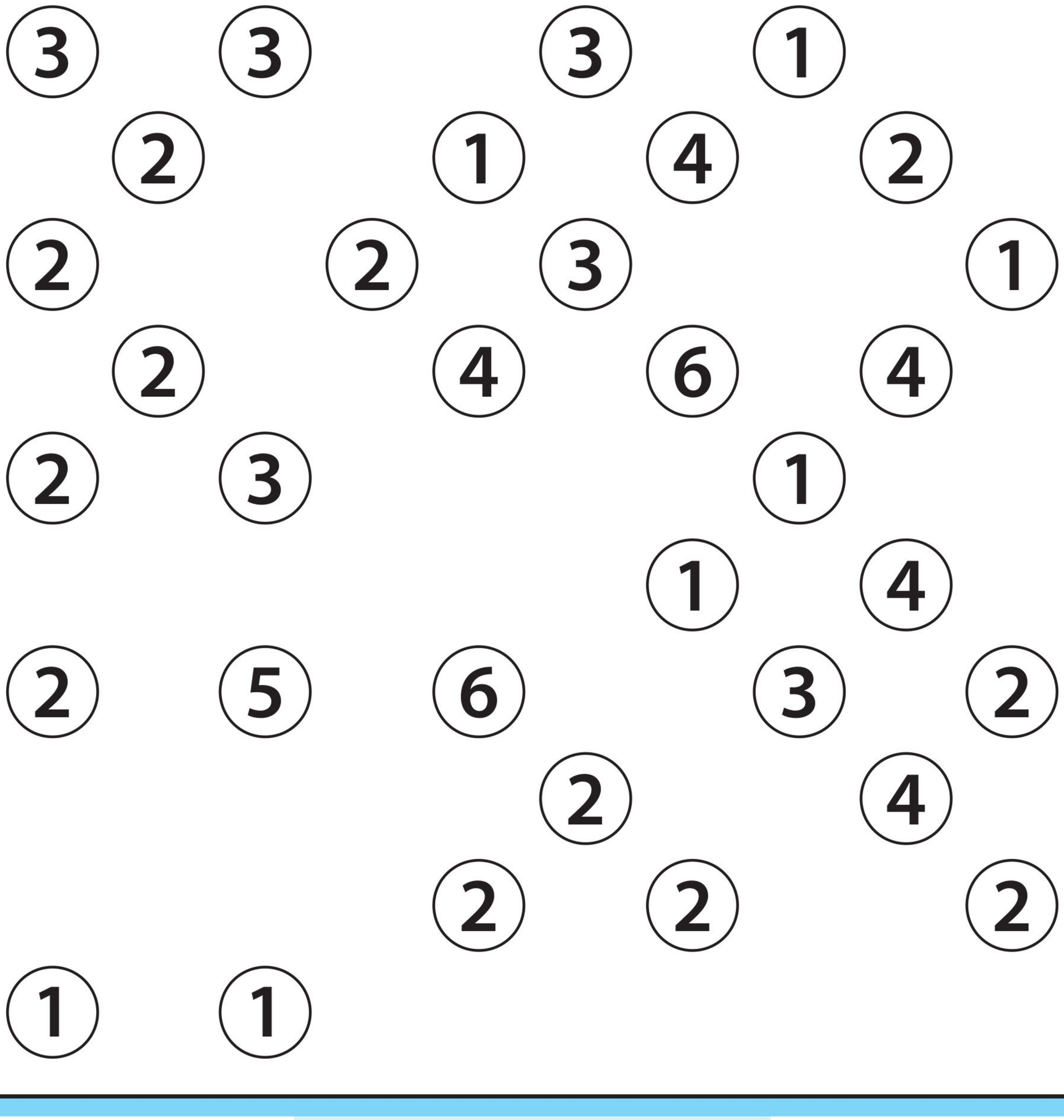
SUDOKU CHAOS

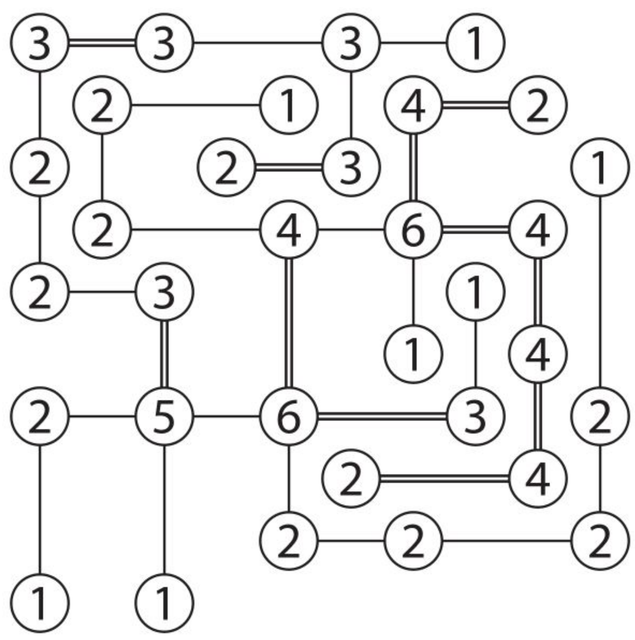
9			3	5				6
5	8		6			3		4
			4				2	
4	2				9			
			9				4	5
	5				8			
7		8			4		6	3
8				6	5			9

9	1	7	3	5	2	4	8	6
5	8	2	6	7	1	3	9	4
3	7	5	4	9	6	8	2	1
4	2	6	8	1	9	5	3	7
1	6	9	2	4	3	7	5	8
2	3	1	9	8	7	6	4	5
6	5	4	7	3	8	9	1	2
7	9	8	5	2	4	1	6	3
8	4	3	1	6	5	2	7	9

All islands – the circles with numbers – are interconnected. The numbers indicate how many bridges there are from an island to the (horizontally or vertically) neighbouring island(s). The bridges do not cross each other and there are a maximum of two bridges between any two islands.

HASHI





Shade in some of the squares so that a number does not appear more than once in any row or column. Shaded cells cannot be adjacent horizontally or vertically, but can diagonally. A string of shaded cells cannot cut off part of the grid.

HITORI

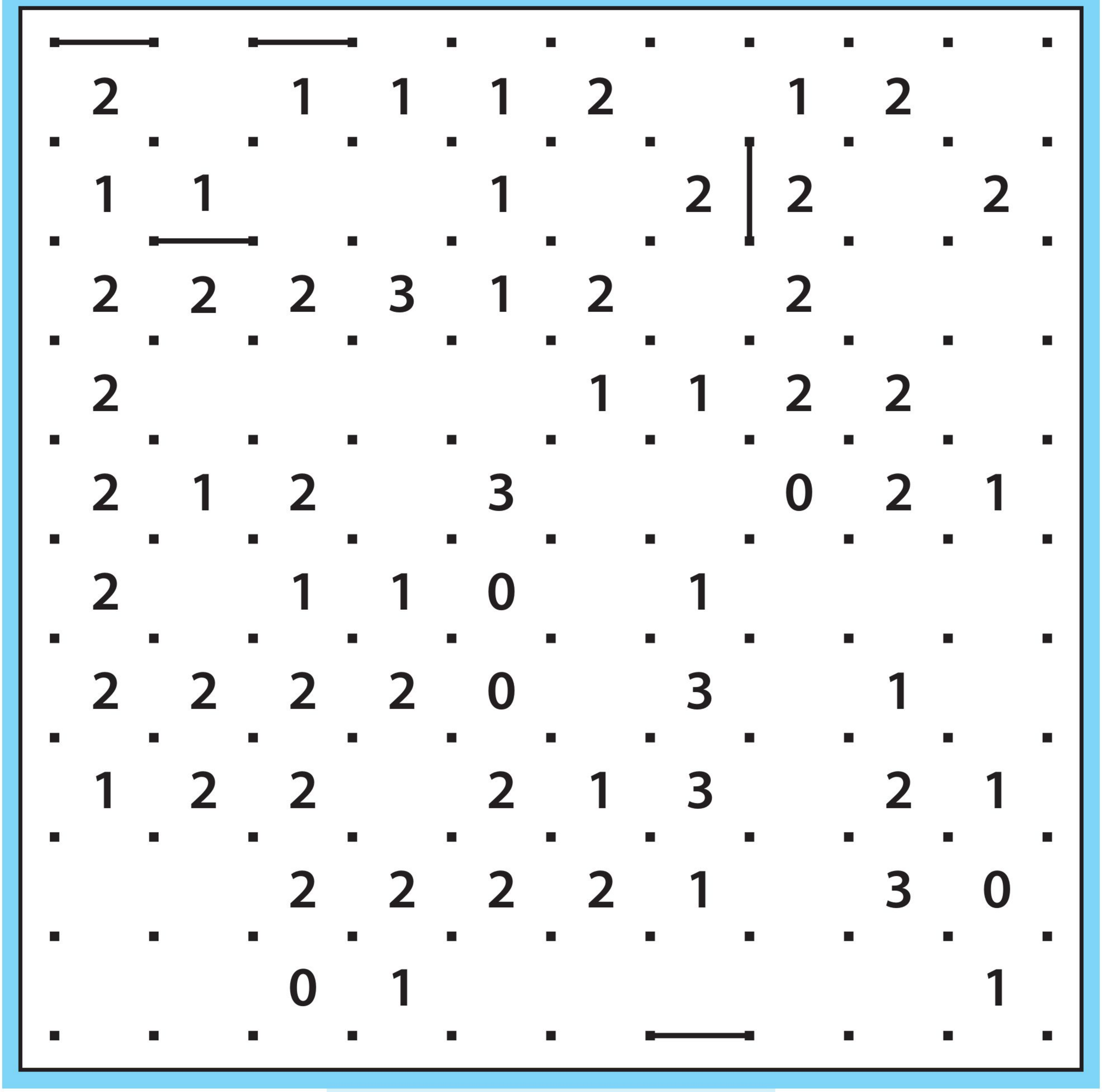
9	2	1	5	1	9	3	7	9
2	5	5	9	1	9	7	6	8
9	3	7	4	6	4	8	1	2
4	9	2	7	1	1	3	3	4
7	9	9	8	4	6	5	2	7
4	7	1	6	1	3	1	6	5
6	5	2	7	7	7	4	9	1
8	7	4	1	9	5	2	6	8
1	6	6	2	2	7	7	5	9

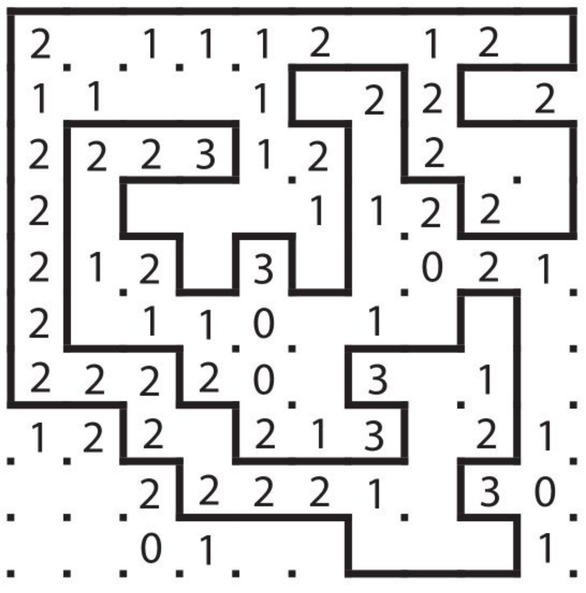


9	2	1	5	1	9	3	7	9
2	5	5	9	1	9	7	6	8
9	3	7	4	6	4	8	1	2
4	9	2	7	1	1	3	3	4
7	9	9	8	4	6	5	2	7
4	7	1	6	1	3	1	6	5
6	5	2	7	7	7	4	9	1
8	7	4	1	9	5	2	6	8
1	6	6	2	2	7	7	5	9

Join adjacent dots with vertical or horizontal lines so that a single loop is formed with no crossings or branches. Each number indicates the number of lines that surround it – cells without numbers may be surrounded by any number of lines.

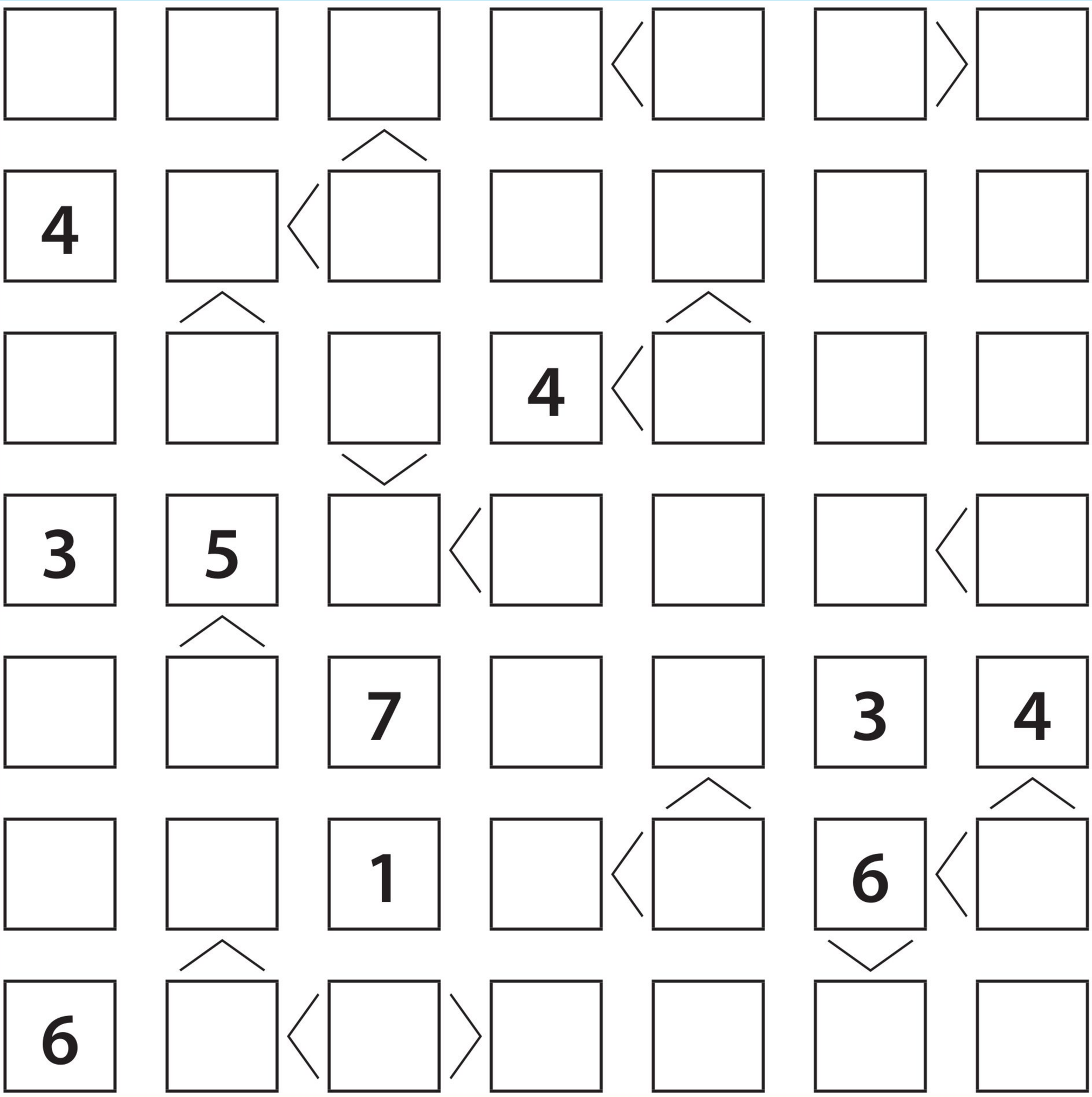
SLITHERLINK



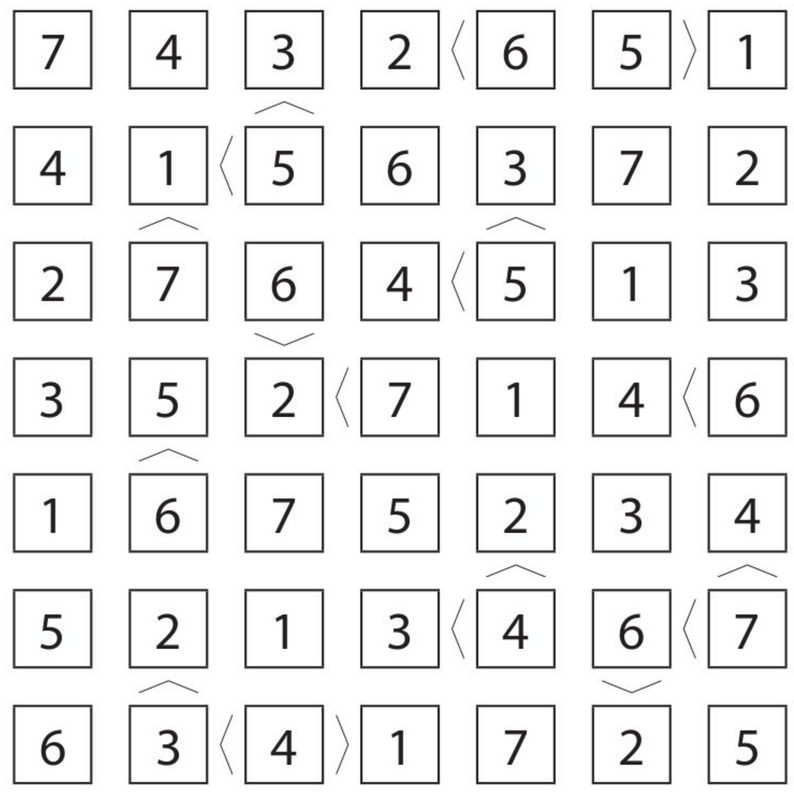


Fill the grid so that every row and column contains the numbers 1 to 7 only once.
In some places a > or a < indicates that the number to be filled in is larger or smaller than the adjacent number.

FUTOSHIKI







Fill the grid so that every row, column and 3x3 block contains all the numbers from 1 to 9 only once.

SUDOKU

8				4		9	6	
2			1					
9	5			3	6		2	
	7		4	1				
3					9	4		
		8	6		2		1	
							7	3
		5				6		
		4						



8	1	3	2	4	7	9	6	5
2	4	6	1	9	5	7	3	8
9	5	7	8	3	6	1	2	4
5	7	2	4	1	3	8	9	6
3	6	1	7	8	9	4	5	2
4	9	8	6	5	2	3	1	7
1	8	9	5	6	4	2	7	3
7	3	5	9	2	8	6	4	1
6	2	4	3	7	1	5	8	9

Fill the grid with the numbers 0 and 1. Every row and column must have an equal amount of 0s and 1s. There cannot be more than two 0s or two 1s next to each other, either horizontally or vertically. No two rows or columns can have the same combination of 0s and 1s.

BINARY

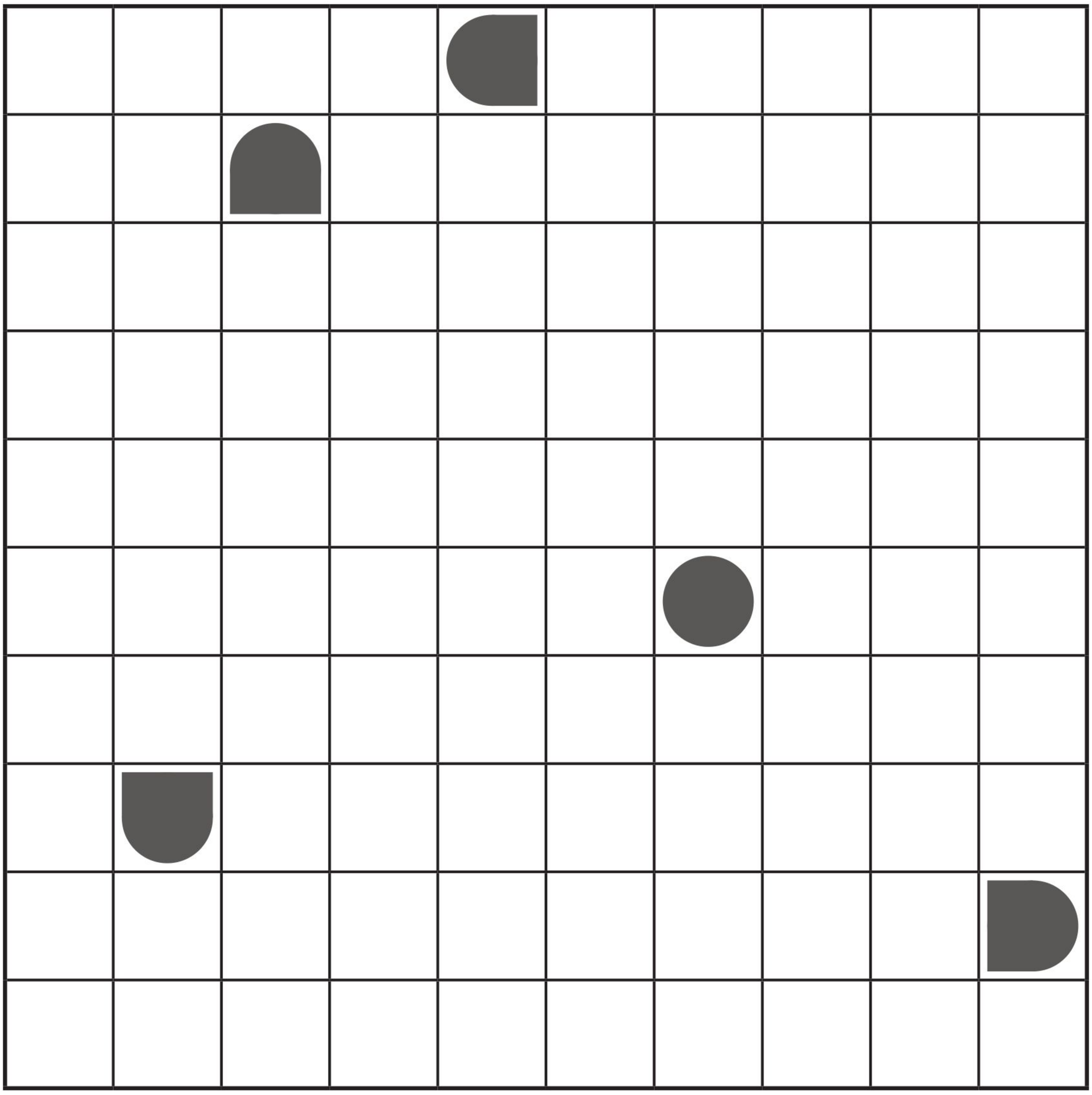
	1										
	1				0				0		
		0		1			0		0		
	0	0									0
								0			
	0		1		0	0				0	1
	0				0			1			1
							1				
								0		1	
	1				0			0			
	0			0	0					1	1
1								0			



0	1	0	0	1	0	1	1	0	0	1	1
1	1	0	1	0	1	0	0	1	1	0	0
1	0	1	0	0	1	0	0	1	0	1	1
0	1	1	0	1	0	1	1	0	1	0	0
0	1	0	1	1	0	1	0	0	1	1	0
1	0	1	1	0	1	0	0	1	0	0	1
1	0	1	0	1	0	0	1	1	0	0	1
0	1	0	0	1	0	1	1	0	1	1	0
0	0	1	1	0	1	1	0	1	0	0	1
1	0	0	1	0	1	0	1	1	0	0	1
1	1	0	0	1	0	0	1	0	1	1	0
0	0	1	1	0	1	1	0	0	1	1	0

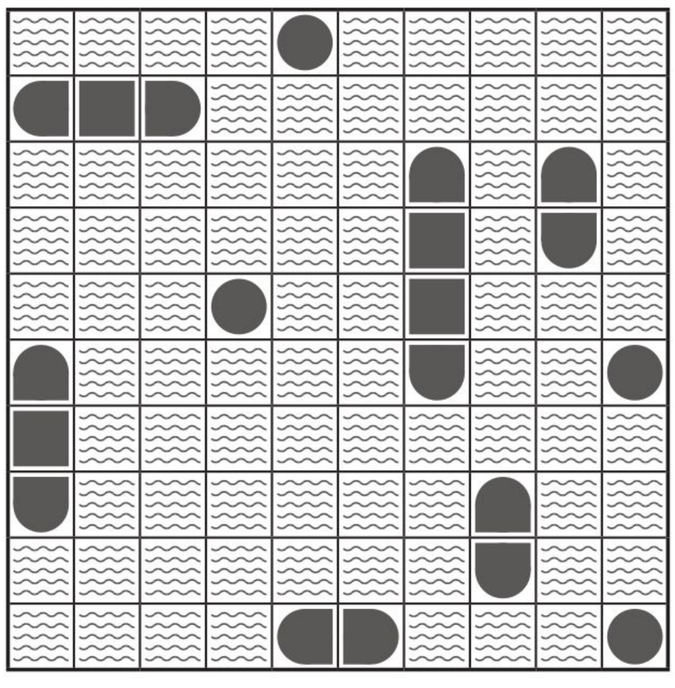
Find one battleship, two cruisers, three destroyers and four submarines in the grid. The numbers beside the grid refer to how many squares in that row or column contain ships or parts of ships. Ships cannot appear in adjacent squares, even diagonally. Wavy lines indicate an empty patch of sea.

BATTLESHIPS



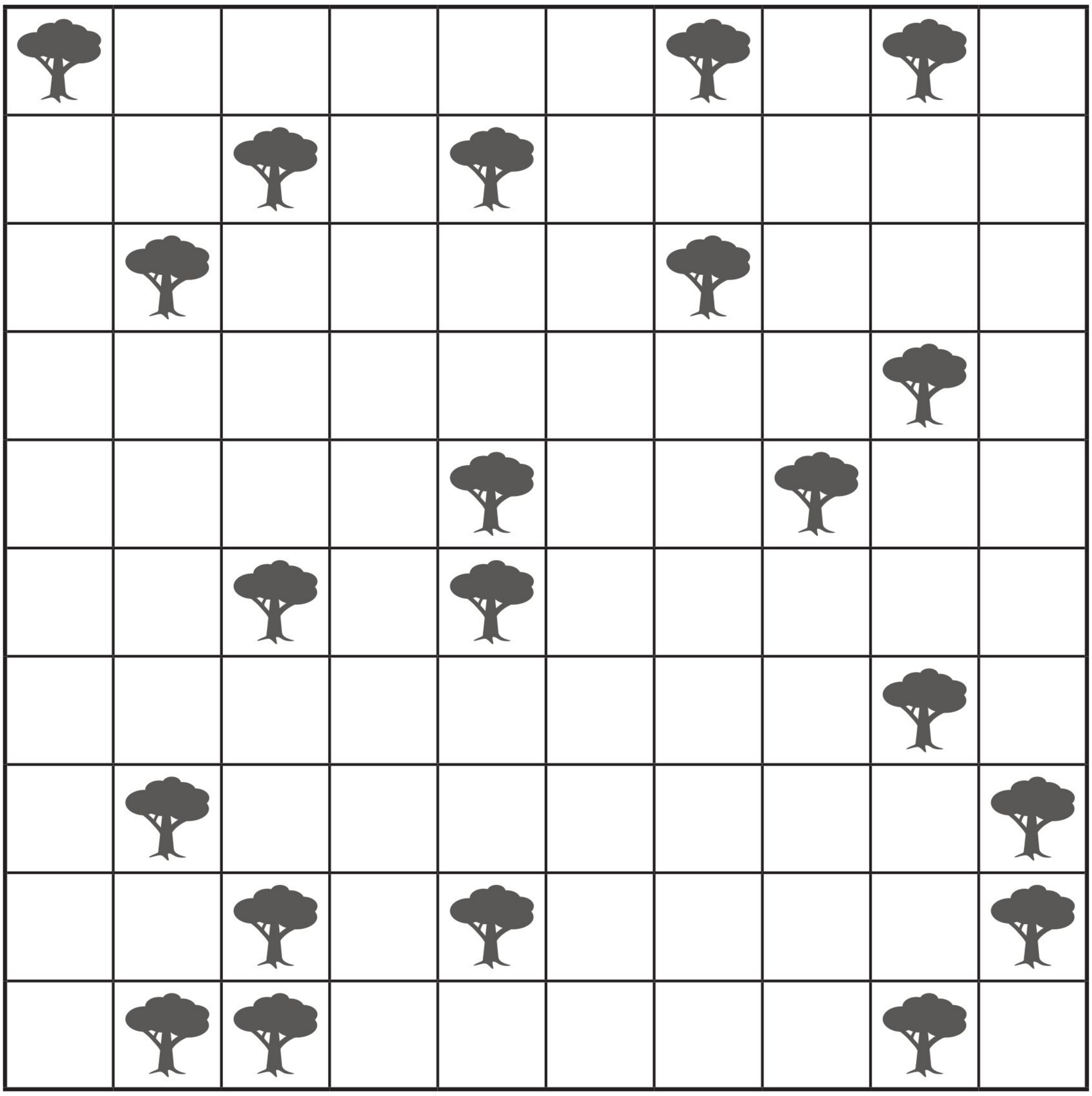
1 x
2 x
3 x
4 x



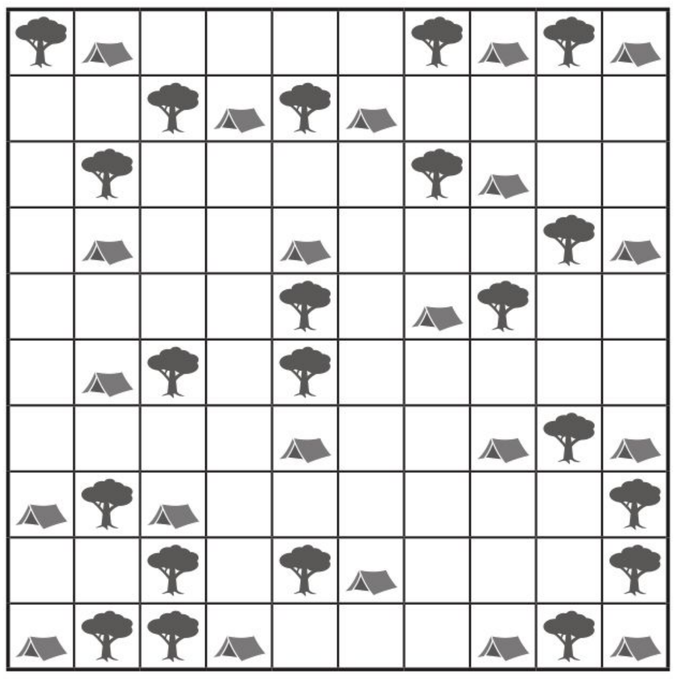


Adjacent to every tree is one tent. Your task is to place the tents into the grid. Tents cannot be in adjacent squares, not even diagonally. The numbers beside the grid indicate the number of tents in that row or column.

CAMPING







Each zone marked out with a black line must contain the corresponding digits depending on its size – a two-square zone requires the digits 1 and 2, and a five-square zone requires 1, 2, 3, 4 and 5. However, the same digit cannot appear in neighbouring squares – not even diagonally.

TECTONIC

		1					4	5
	4							
					5			5
							2	
1								
	2		4				3	
	5							
			4					3
2				1				
			5	4				
4							3	



1	5	1	5	2	4	3	4	5
2	4	2	4	3	1	2	1	2
1	3	1	5	2	5	3	4	5
5	2	4	3	1	4	1	2	3
1	3	5	2	5	2	5	4	1
4	2	1	4	3	4	1	3	2
3	5	3	5	1	5	2	4	1
1	4	1	4	2	3	1	5	3
2	3	2	3	1	5	2	4	2
5	1	4	5	4	3	1	5	1
4	3	2	3	1	2	4	3	2

Sudoku Killer is made of the classic 3x3 blocks, but with sections enclosed in dotted lines. Fill the grid like a classic sudoku, but ensure that the numbers add up to the total that is indicated at the top left corner of that section. Numbers cannot be repeated within dotted sections.

SUDOKU KILLER

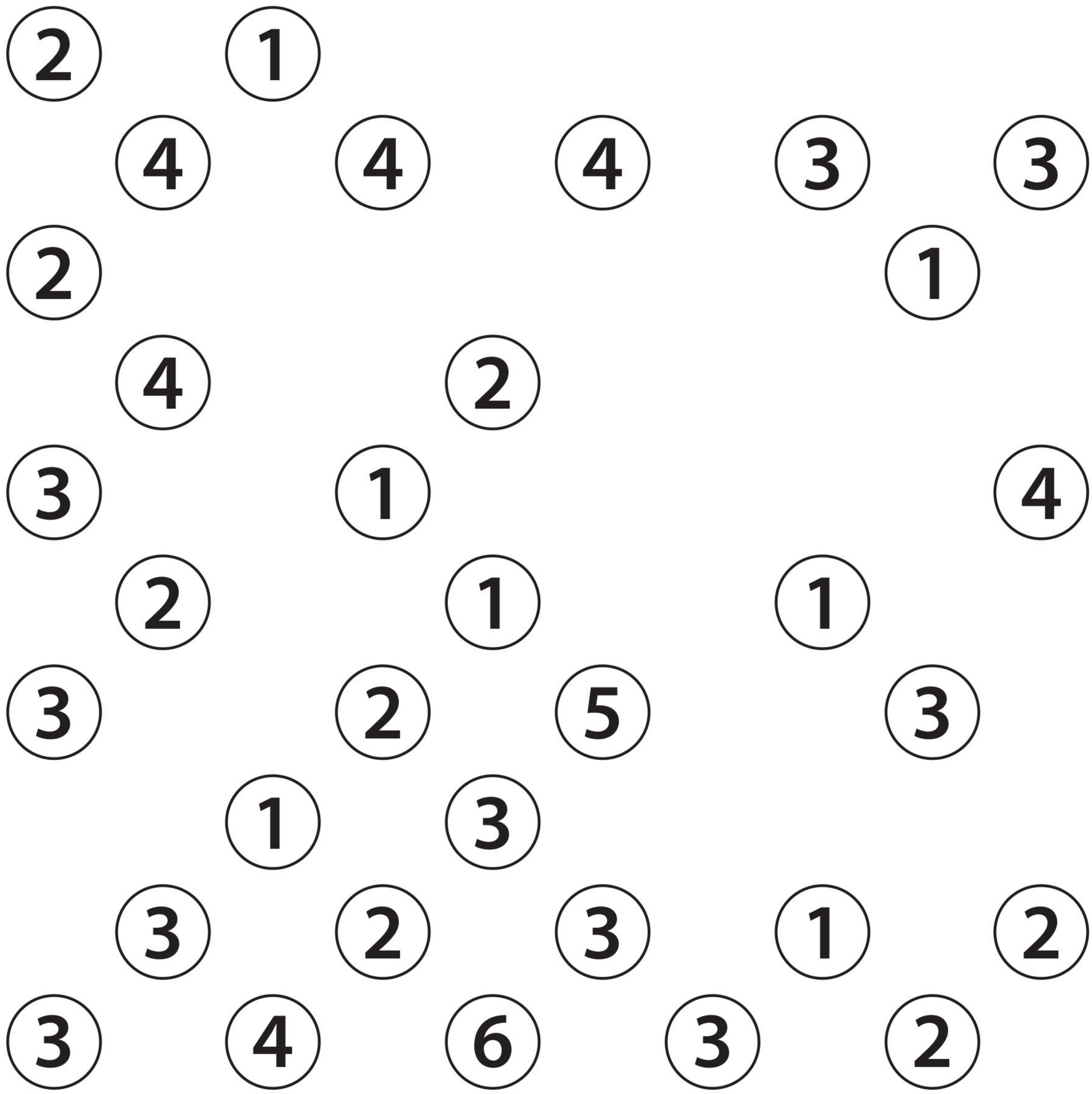
16	9		13		9		9	
2		13		14	8		9	13
11		3	11		8			
10				10	19		10	
17			18			7		
9					6	15	14	
8	10	11		7			11	
		11			12		16	8
12		7		13		6		

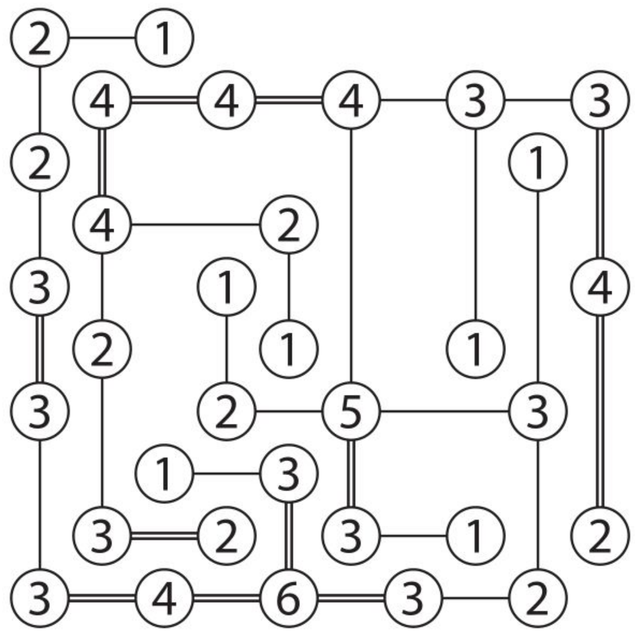


5	6	3	4	9	7	2	8	1
2	9	8	5	6	1	7	3	4
4	7	1	2	8	3	5	6	9
6	4	2	9	1	5	8	7	3
3	5	9	8	7	6	1	4	2
8	1	7	3	2	4	6	9	5
1	8	4	7	3	2	9	5	6
7	2	5	6	4	9	3	1	8
9	3	6	1	5	8	4	2	7

All islands – the circles with numbers – are interconnected. The numbers indicate how many bridges there are from an island to the (horizontally or vertically) neighbouring island(s). The bridges do not cross each other and there are a maximum of two bridges between any two islands.

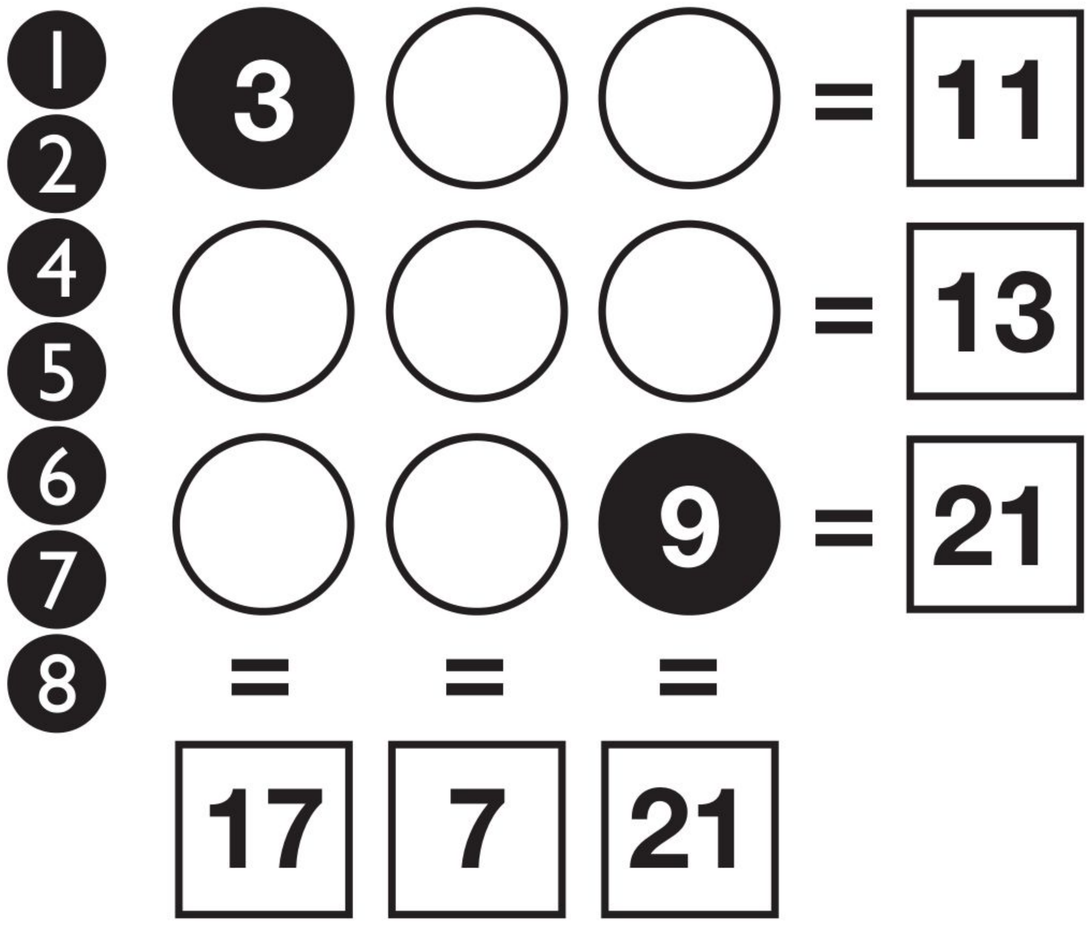
HASHI

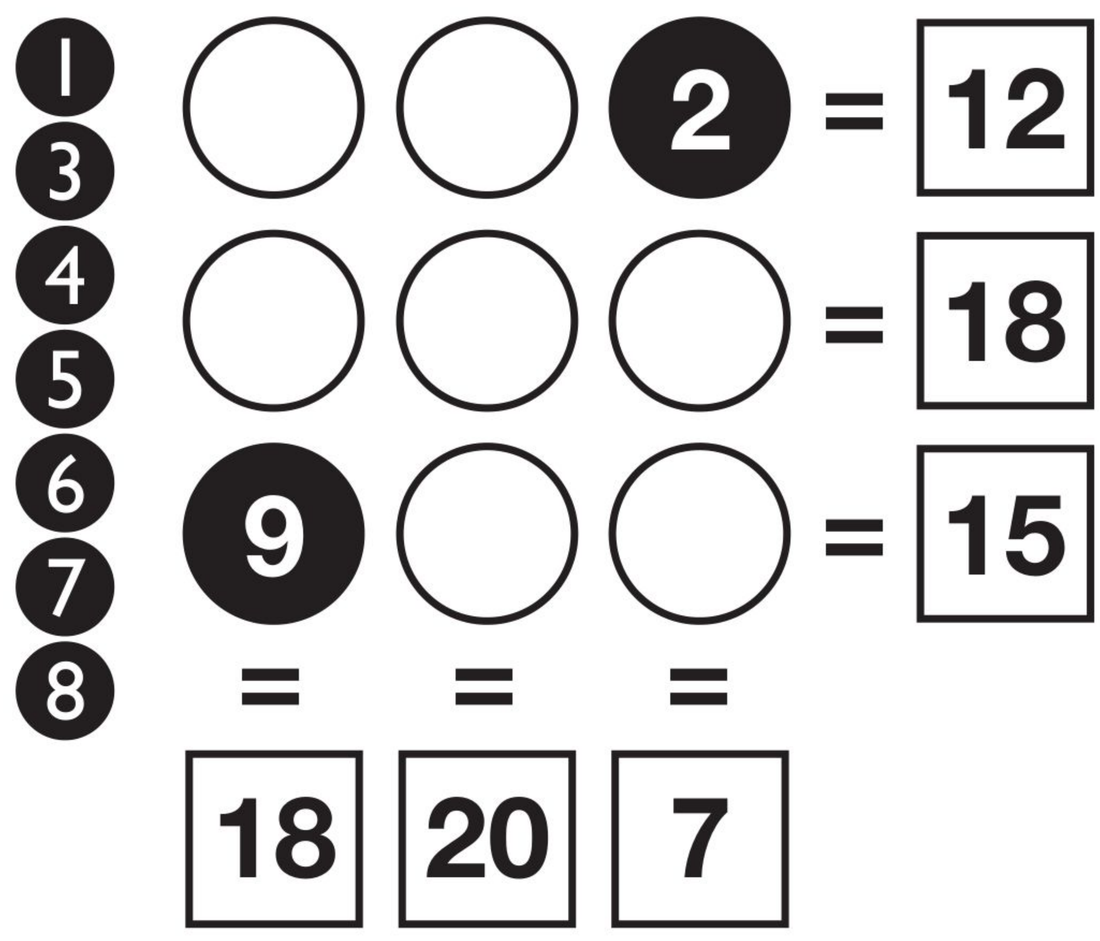




The numbers 1 to 9 must appear only once in the empty spaces, so that the sums of the numbers in each row add up to the numbers on the right side, and the sums of the numbers in the columns add up to the numbers on the bottom. Next to the diagram are the numbers that need to be placed.

IKURA



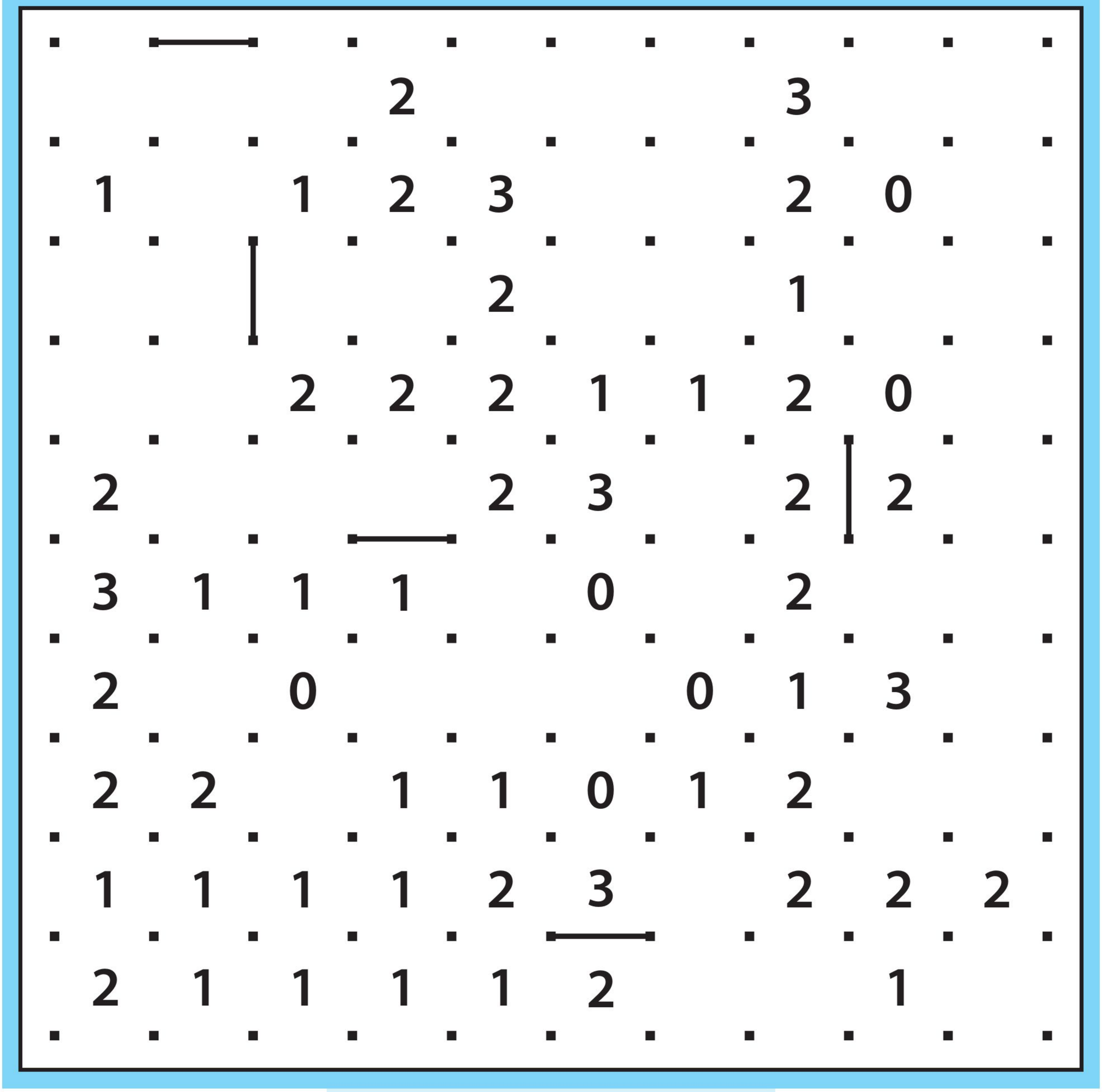


3	1	7
6	2	5
8	4	9

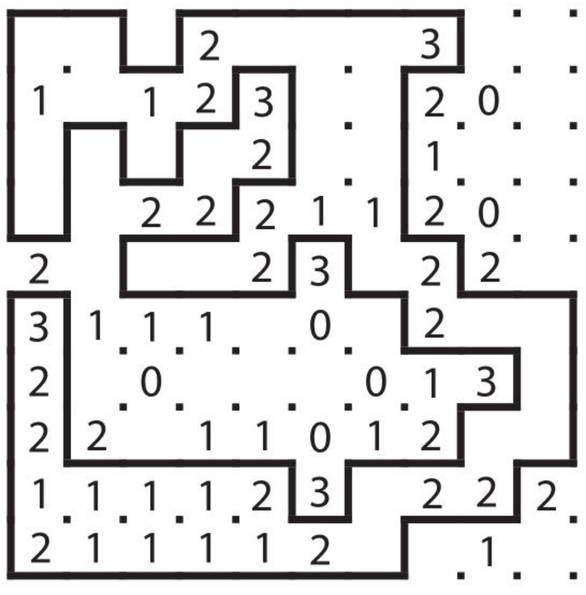
3	7	2
6	8	4
9	5	1

Join adjacent dots with vertical or horizontal lines so that a single loop is formed with no crossings or branches. Each number indicates the number of lines that surround it – cells without numbers may be surrounded by any number of lines.

SLITHERLINK

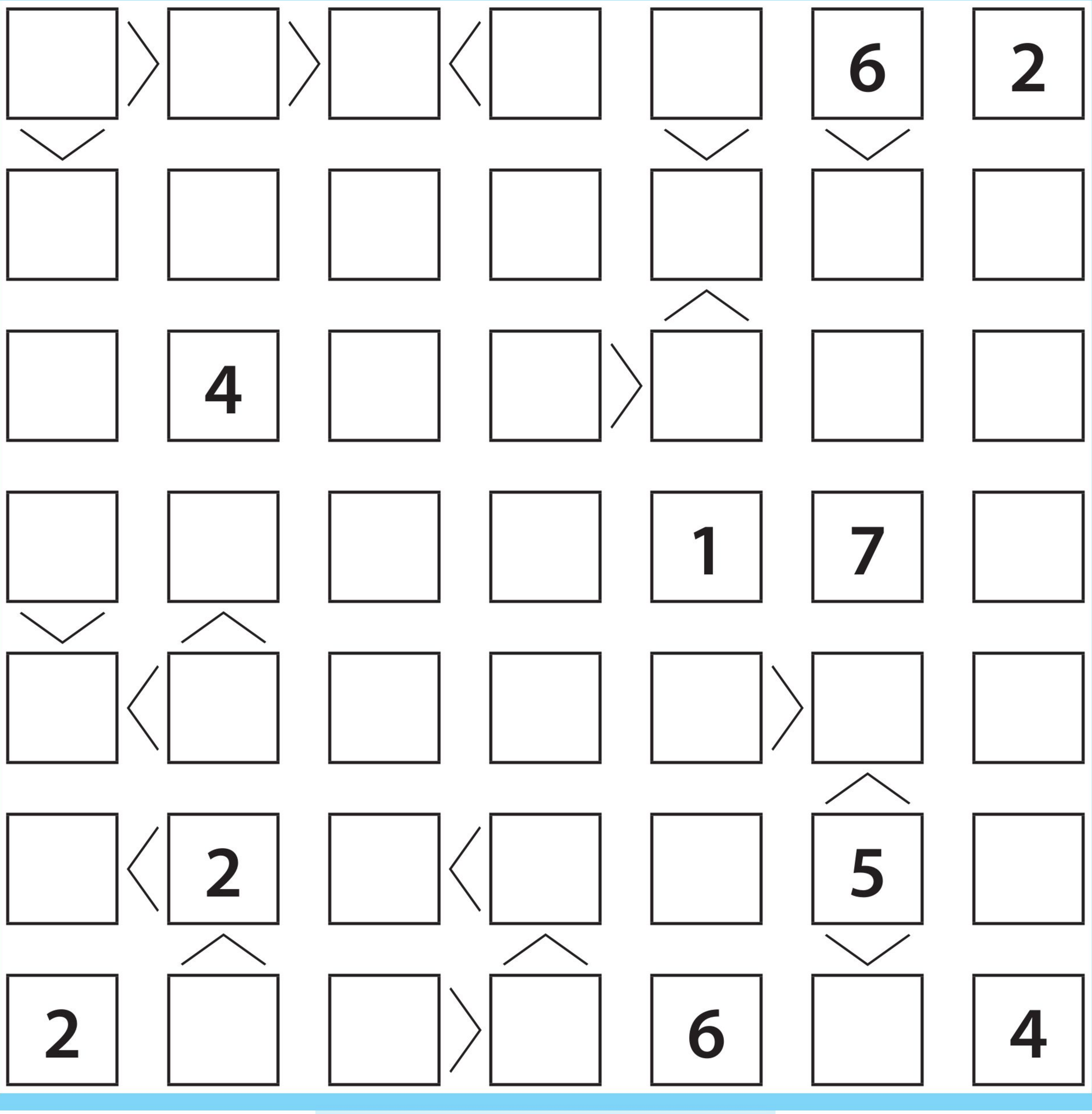




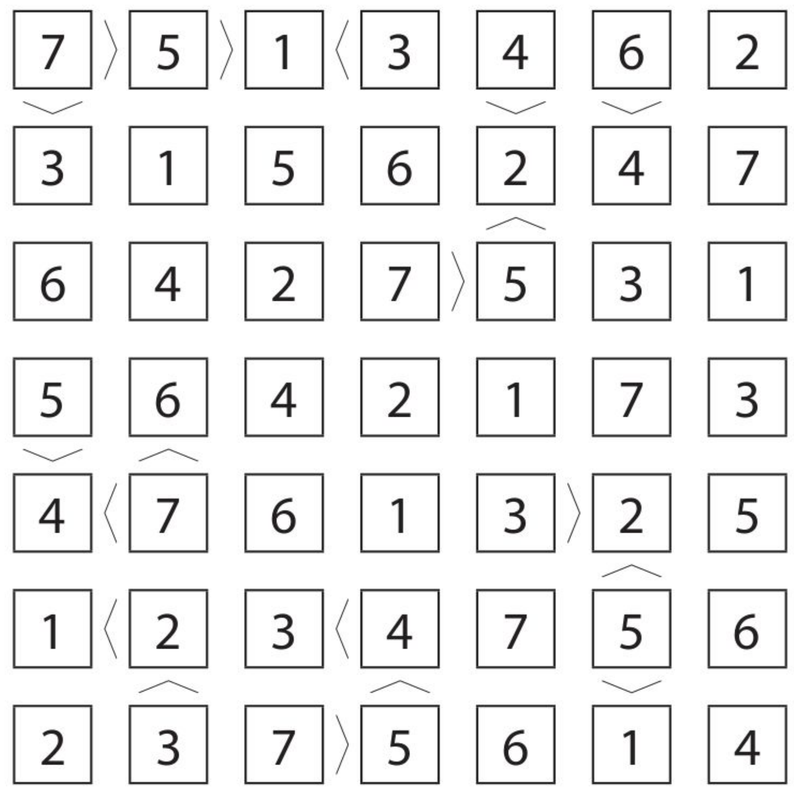


Fill the grid so that every row and column contains the numbers 1 to 7 only once.
In some places a > or a < indicates that the number to be filled in is larger or smaller than the adjacent number.

FUTOSHIKI







Fill the grid so that every row, column and 3x3 block contains all the numbers from 1 to 9 only once.

SUDOKU

			6					
6	4			3			9	
					1			
4	9			1	7	6	2	
	8	5			4			
				2				
5			4	7		1	6	
9			5			2	4	
	6					3		



8	1	7	6	5	9	4	3	2
6	4	2	7	3	8	5	9	1
3	5	9	2	4	1	8	7	6
4	9	3	8	1	7	6	2	5
2	8	5	9	6	4	7	1	3
1	7	6	3	2	5	9	8	4
5	2	8	4	7	3	1	6	9
9	3	1	5	8	6	2	4	7
7	6	4	1	9	2	3	5	8

Fill the grid with the numbers 0 and 1. Every row and column must have an equal amount of 0s and 1s. There cannot be more than two 0s or two 1s next to each other, either horizontally or vertically. No two rows or columns can have the same combination of 0s and 1s.

BINARY

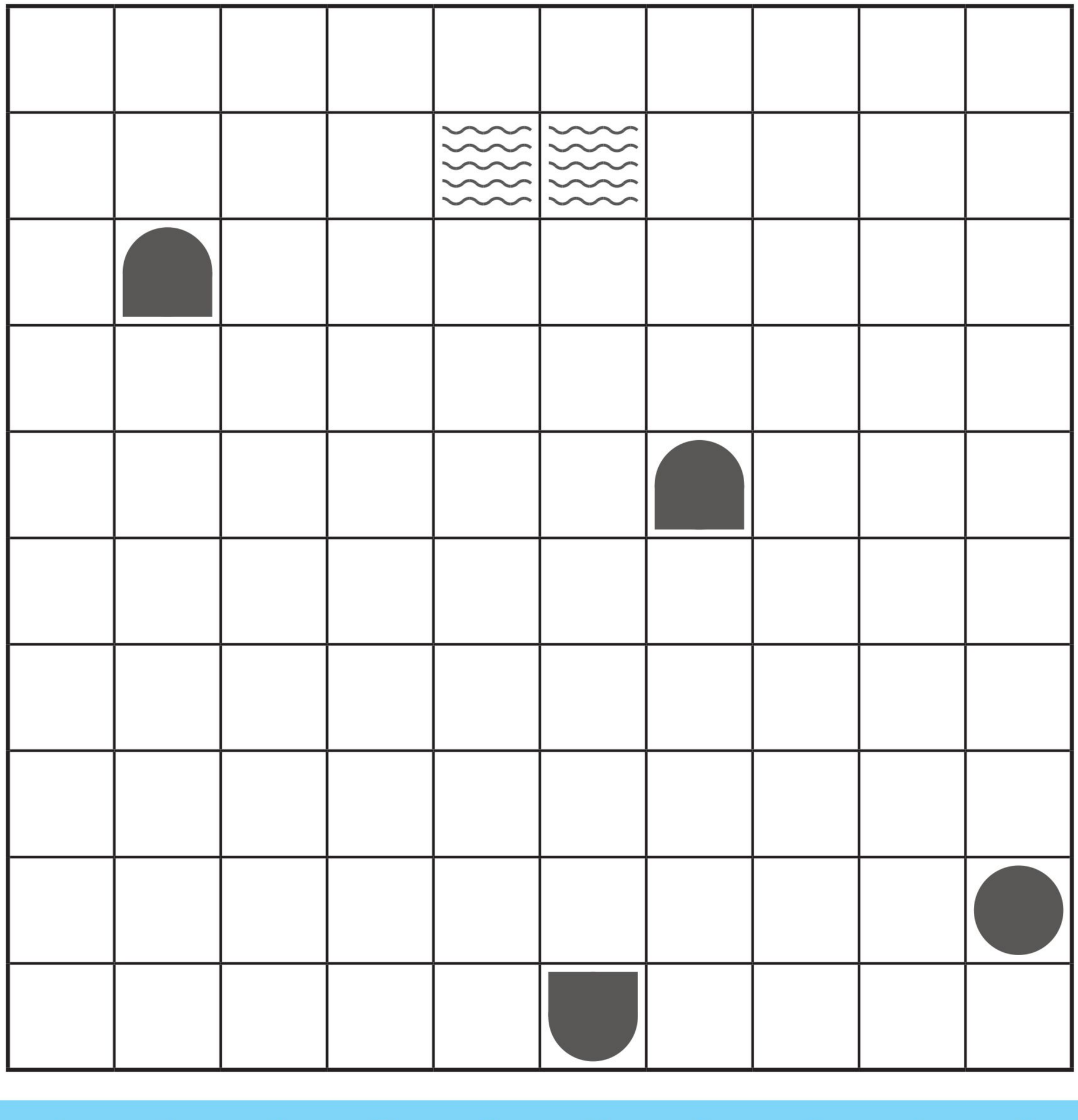
			1	1							
	1										
0			1		1			0			0
	1			0		1			0		0
				0	0			1			0
		0					0			1	
					0	0			1		
		1						0			1
1					1	1					
1		1							1	1	
		1					0	0		1	

3

0	1	1	0	0	1	1	0	0	1	1	0
0	1	1	0	1	0	0	1	0	1	0	1
1	0	0	1	0	1	1	0	1	0	0	1
1	0	1	0	0	1	1	0	0	1	1	0
0	1	1	0	1	0	0	1	1	0	0	1
1	1	0	1	0	0	1	1	0	0	1	0
0	0	1	1	0	1	0	0	1	1	0	1
0	1	0	0	1	1	0	0	1	0	1	1
1	0	0	1	1	0	1	1	0	1	0	0
0	1	1	0	0	1	1	0	1	1	0	0
1	0	0	1	1	0	0	1	0	0	1	1
1	0	0	1	1	0	0	1	1	0	1	0

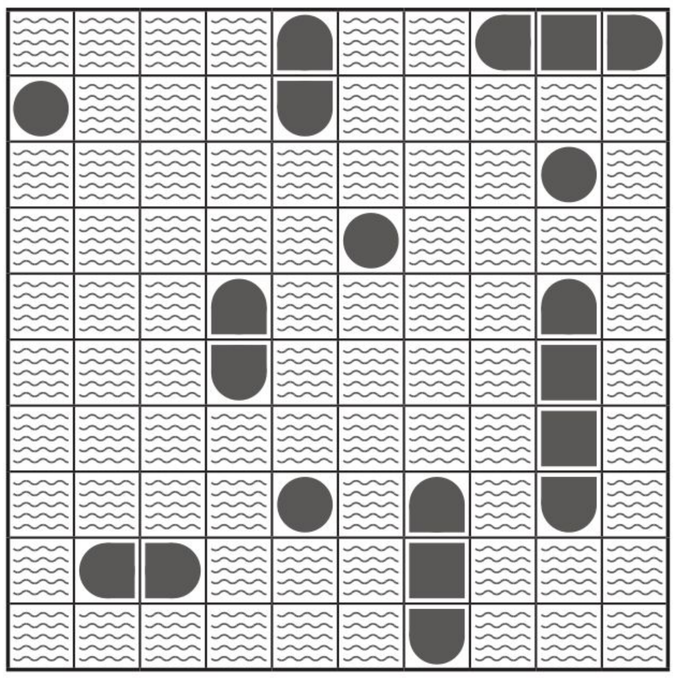
Find one battleship, two cruisers, three destroyers and four submarines in the grid. The numbers beside the grid refer to how many squares in that row or column contain ships or parts of ships. Ships cannot appear in adjacent squares, even diagonally. Wavy lines indicate an empty patch of sea.

BATTLESHIPS



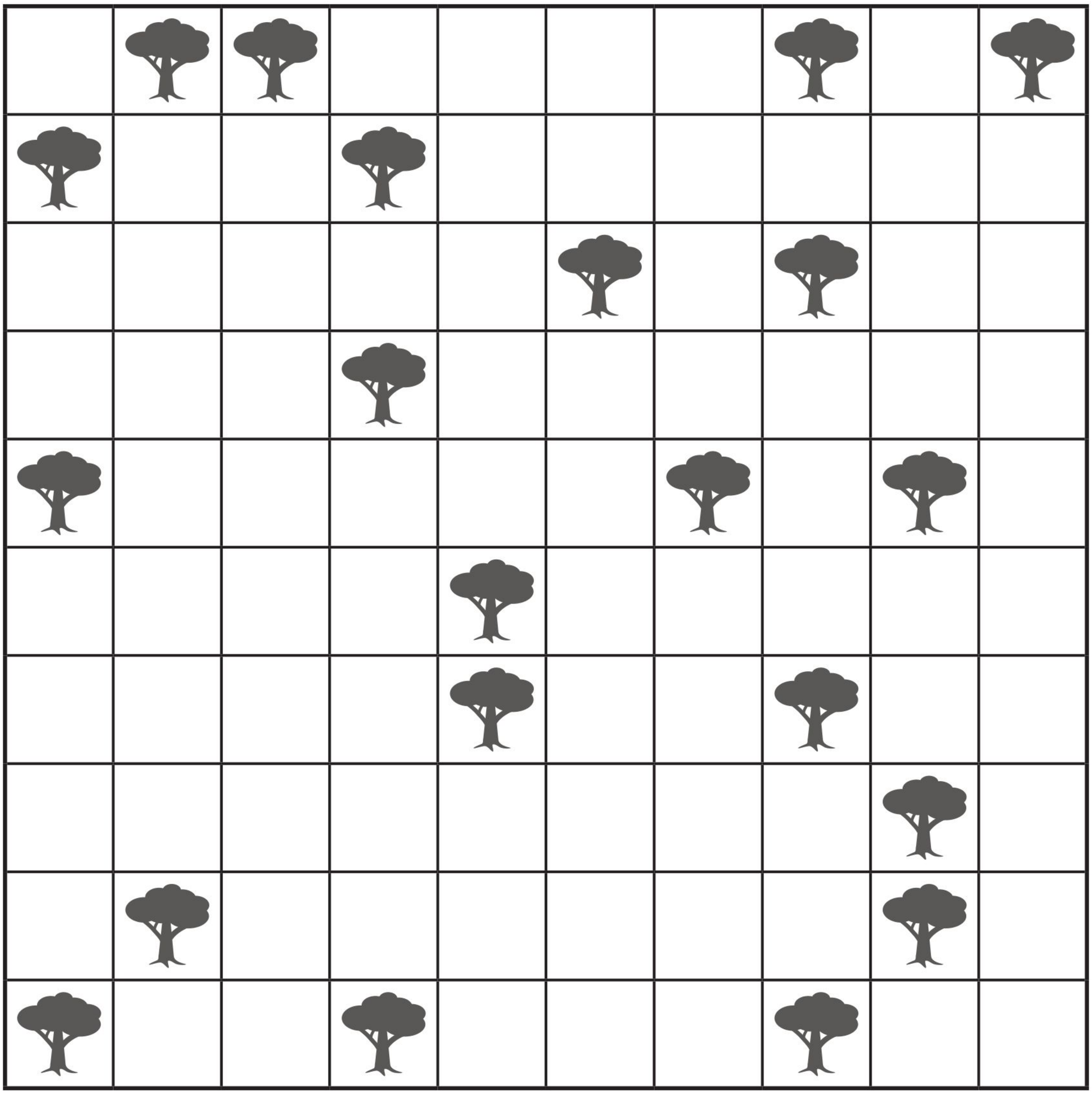
1 x
2 x
3 x
4 x



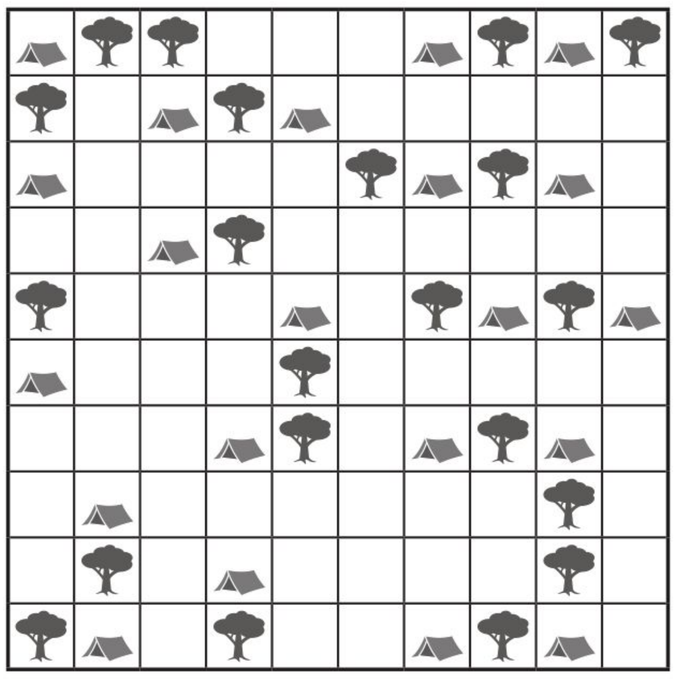


Adjacent to every tree is one tent. Your task is to place the tents into the grid. Tents cannot be in adjacent squares, not even diagonally. The numbers beside the grid indicate the number of tents in that row or column.

CAMPING







Each zone marked out with a black line must contain the corresponding digits depending on its size – a two-square zone requires the digits 1 and 2, and a five-square zone requires 1, 2, 3, 4 and 5. However, the same digit cannot appear in neighbouring squares – not even diagonally.

TECTONIC

1		4				2		5
4					5		1	
								5
			1			4		
	1							4
					2			
3	2		5					
								5
			5			5		
5								

3

1	2	4	5	4	3	2	3	5
4	5	3	1	2	5	4	1	2
3	1	2	5	4	3	2	3	5
2	5	3	1	2	1	4	1	2
3	1	4	5	4	3	5	3	4
4	5	3	2	1	2	1	2	1
3	2	1	5	3	5	3	4	3
1	5	4	2	4	2	1	2	1
4	2	1	3	1	3	4	3	5
1	3	4	5	4	2	5	2	4
5	2	1	2	1	3	1	3	1

In place of the classic 3x3 block, the sudoku chaos has blocks of varying shapes. Fill the grid so that every row, column and block contains all the numbers from 1 to 9 only once.

SUDOKU CHAOS

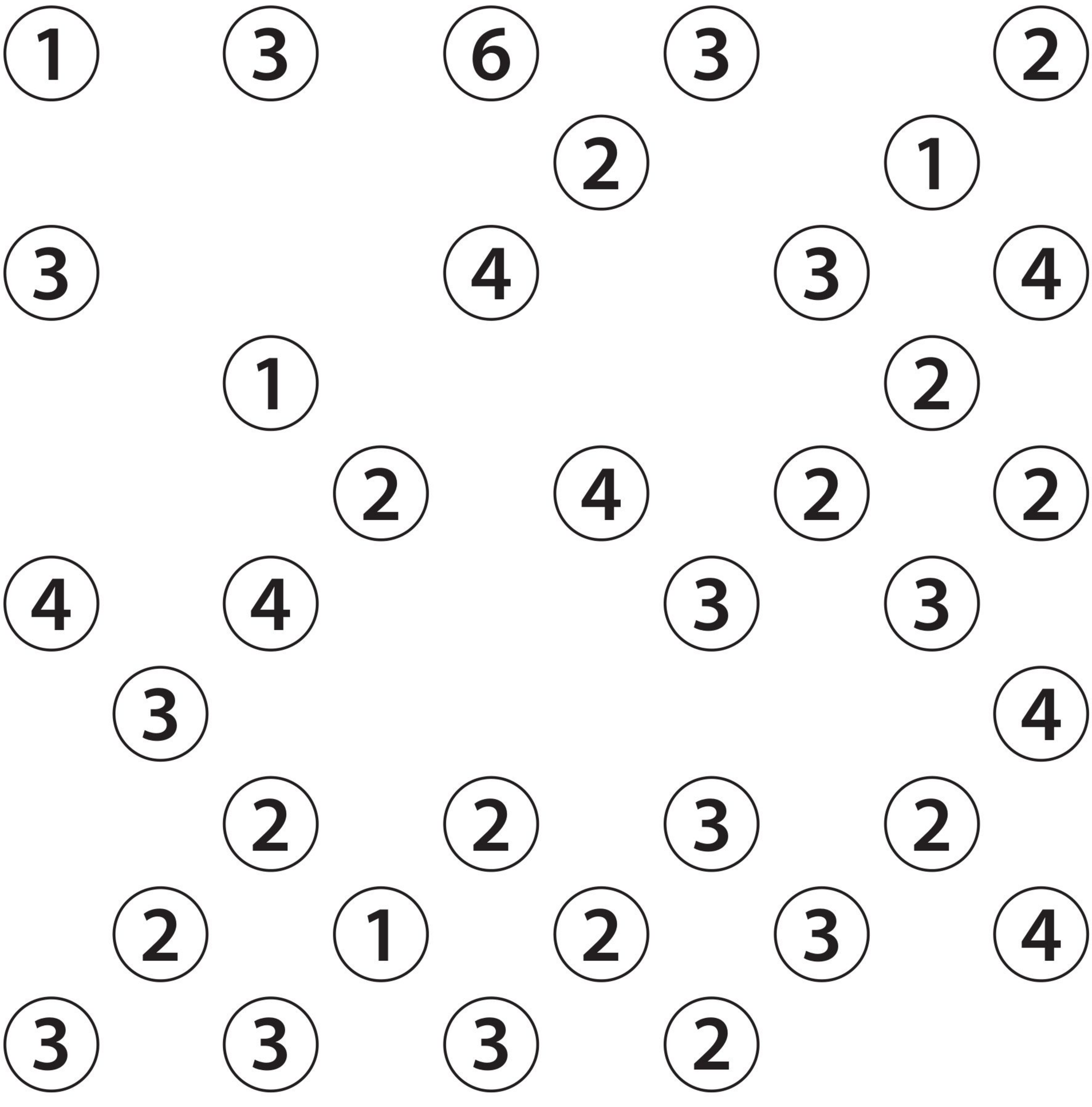
		1	2			8		
			6	3	7			1
			7	8			4	
		7	8					5
			1		6			
7					2	9		
	3			5	8			
3			5	6	9			
		9			3	5		



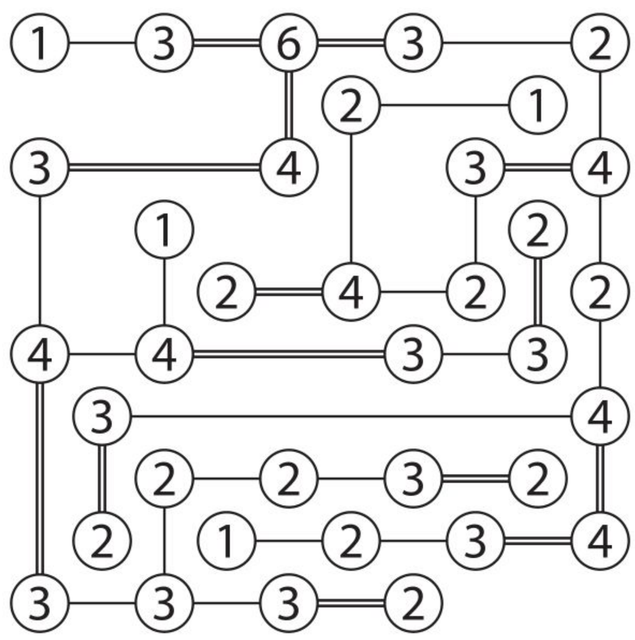
5	9	1	2	7	4	8	6	3
4	5	8	6	3	7	2	9	1
9	1	3	7	8	5	6	4	2
6	2	7	8	9	1	4	3	5
8	7	5	1	4	6	3	2	9
7	4	6	3	1	2	9	5	8
2	3	4	9	5	8	7	1	6
3	8	2	5	6	9	1	7	4
1	6	9	4	2	3	5	8	7

All islands – the circles with numbers – are interconnected. The numbers indicate how many bridges there are from an island to the (horizontally or vertically) neighbouring island(s). The bridges do not cross each other and there are a maximum of two bridges between any two islands.

HASHI






1 3 6 3 2
2 1
3 4 3 4
1 2
2 4 2 2
4 4 3 3
3 4
2 2 3 2
2 1 2 3 4
3 3 3 2

Shade in some of the squares so that a number does not appear more than once in any row or column. Shaded cells cannot be adjacent horizontally or vertically, but can diagonally. A string of shaded cells cannot cut off part of the grid.

HITORI

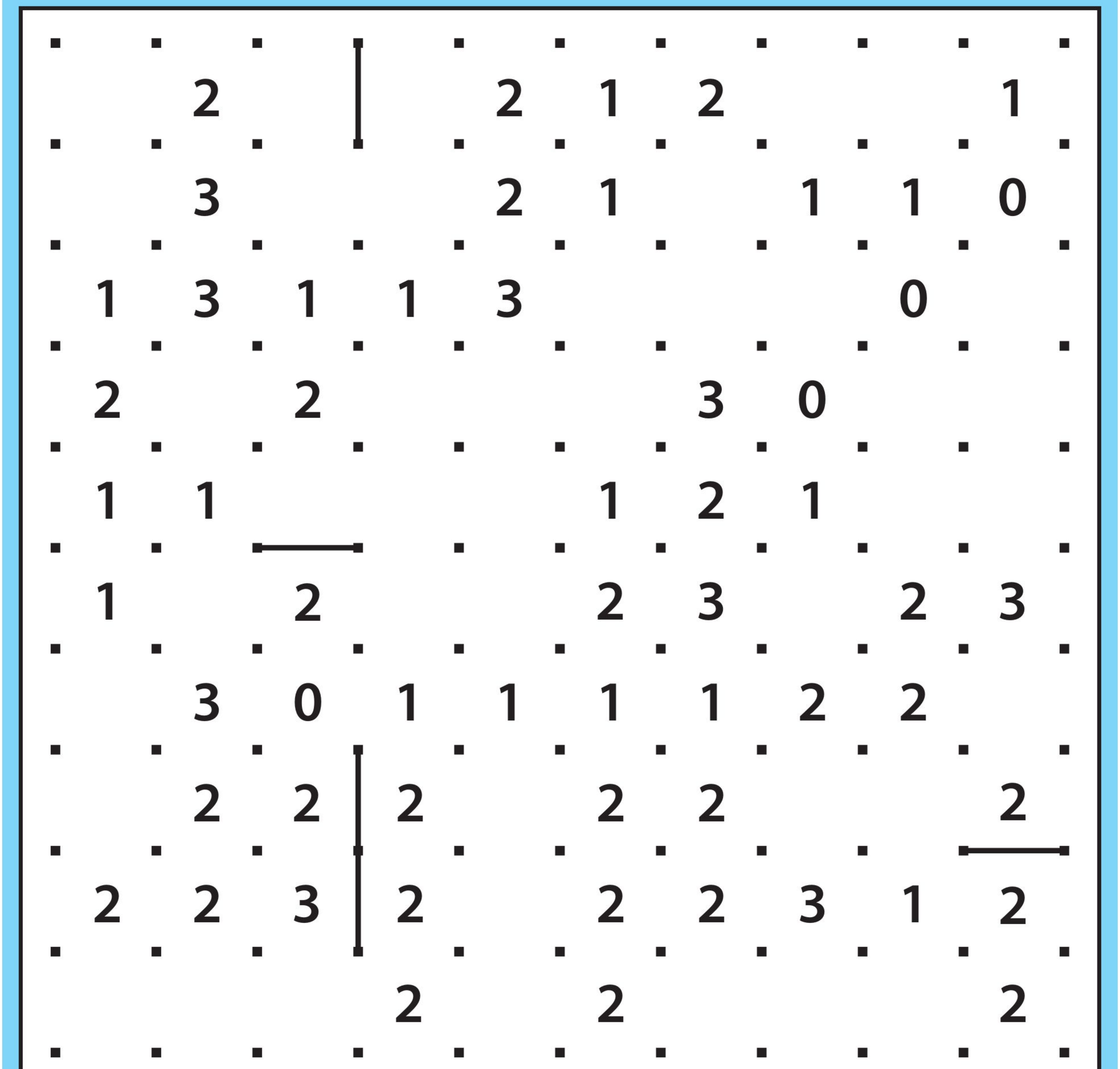
1	4	9	8	3	8	5	5	5
3	6	5	9	2	4	7	8	1
1	8	4	5	1	2	2	6	5
4	2	5	6	8	7	1	7	3
5	1	7	8	6	2	4	1	6
6	4	1	7	6	9	2	3	1
6	7	6	1	7	3	5	3	2
8	3	6	1	4	5	9	2	5
2	4	8	5	7	6	1	9	3



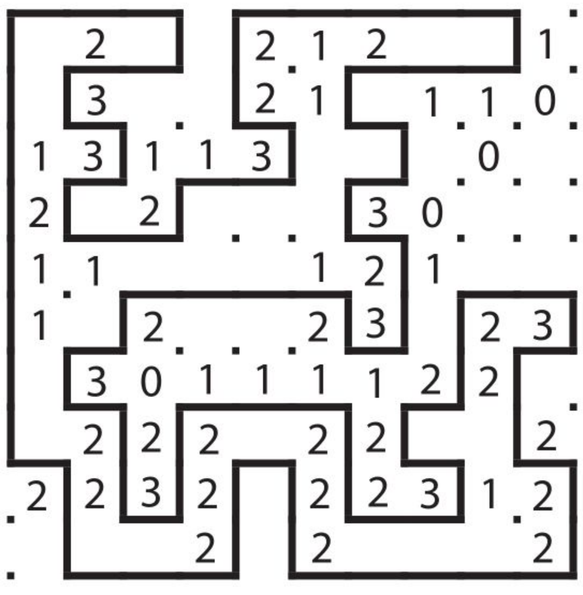
1	4	9	8	3	8	5	5	5
3	6	5	9	2	4	7	8	1
1	8	4	5	1	2	2	6	5
4	2	5	6	8	7	1	7	3
5	1	7	8	6	2	4	1	6
6	4	1	7	6	9	2	3	1
6	7	6	1	7	3	5	3	2
8	3	6	1	4	5	9	2	5
2	4	8	5	7	6	1	9	3

Join adjacent dots with vertical or horizontal lines so that a single loop is formed with no crossings or branches. Each number indicates the number of lines that surround it – cells without numbers may be surrounded by any number of lines.

SLITHERLINK

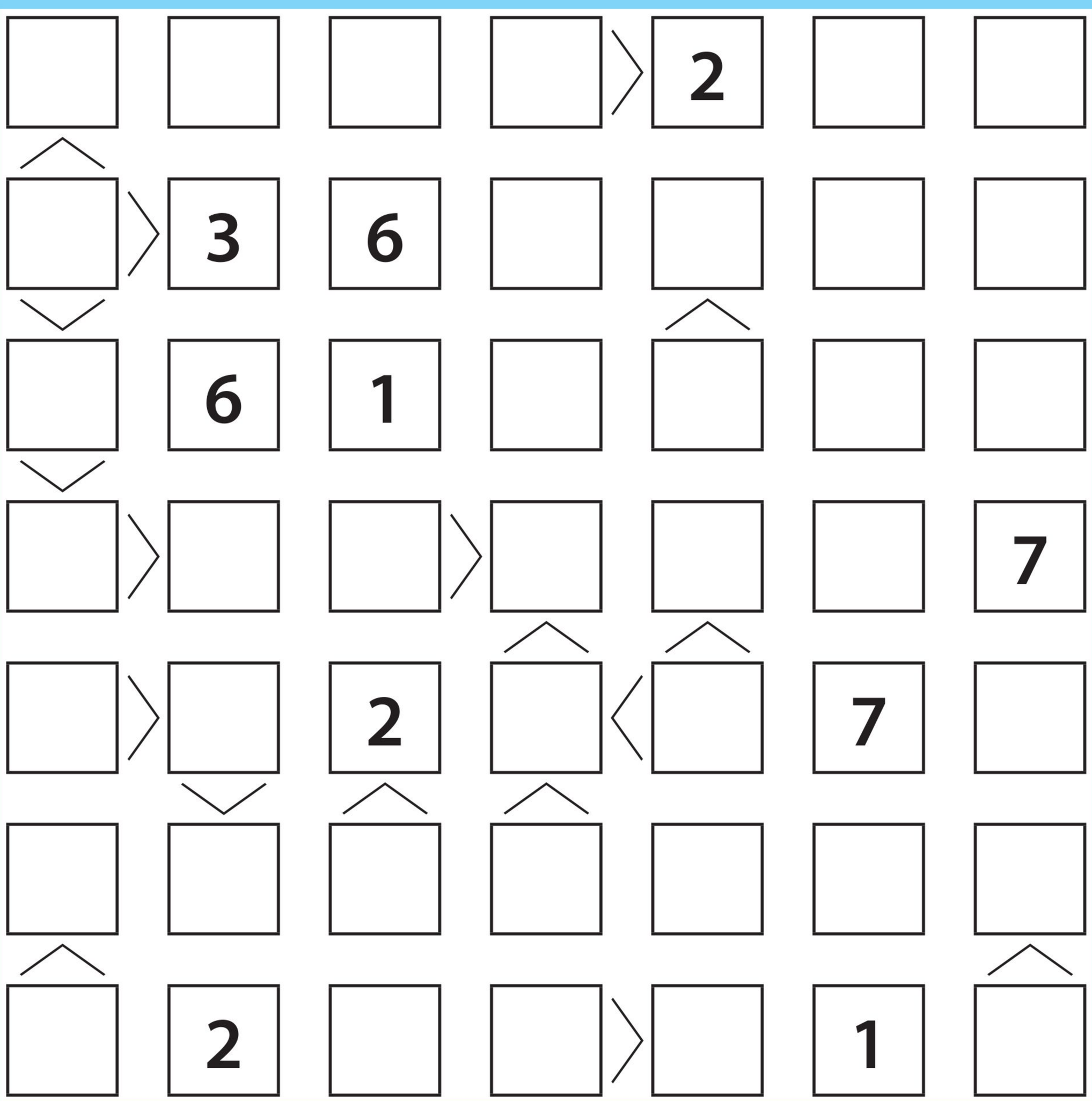




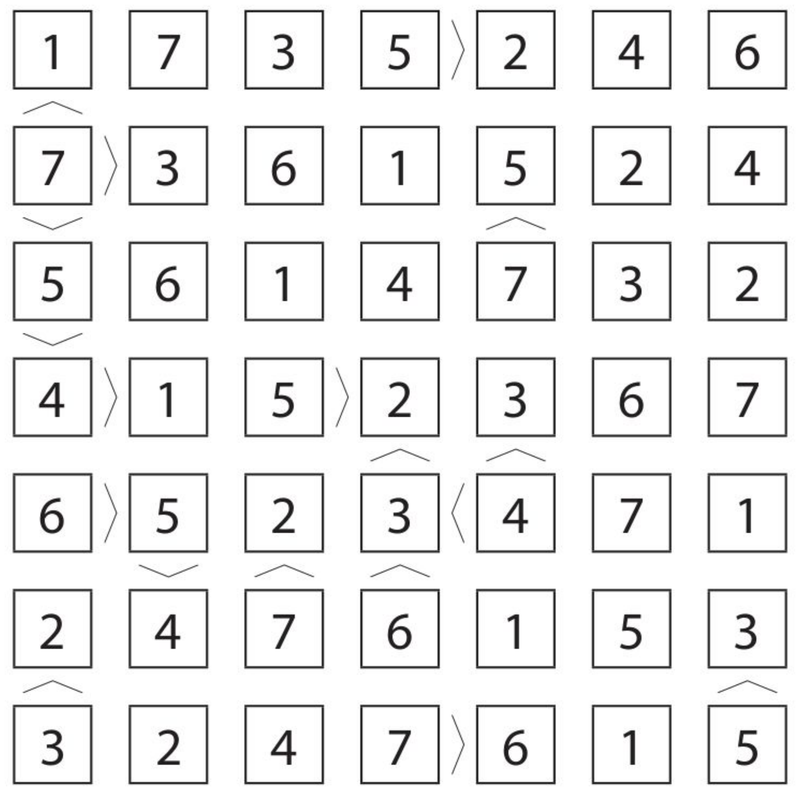


Fill the grid so that every row and column contains the numbers 1 to 7 only once.
In some places a > or a < indicates that the number to be filled in is larger or smaller than the adjacent number.

FUTOSHIKI






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

Fill the grid so that every row, column and 3x3 block contains all the numbers from 1 to 9 only once.

SUDOKU

	3						7	
7		8						1
2				3			6	8
4					8		5	
		5	9				8	
					1			7
	7		8					5
5			3				1	9
				6	2			



9	3	6	1	8	4	5	7	2
7	5	8	2	9	6	3	4	1
2	4	1	7	3	5	9	6	8
4	9	7	6	2	8	1	5	3
1	2	5	9	7	3	4	8	6
6	8	3	4	5	1	2	9	7
3	7	4	8	1	9	6	2	5
5	6	2	3	4	7	8	1	9
8	1	9	5	6	2	7	3	4

Fill the grid with the numbers 0 and 1. Every row and column must have an equal amount of 0s and 1s. There cannot be more than two 0s or two 1s next to each other, either horizontally or vertically. No two rows or columns can have the same combination of 0s and 1s.

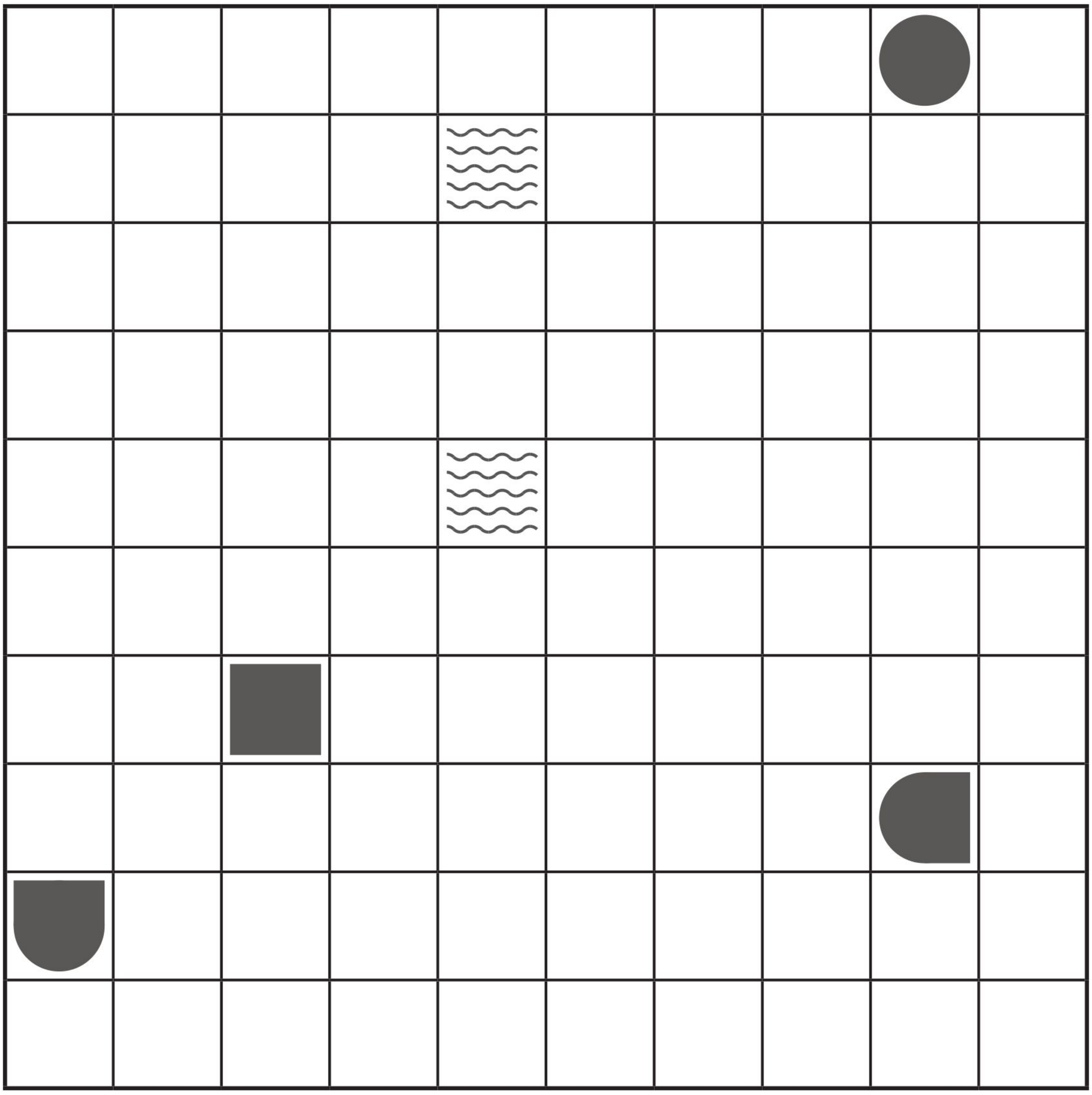
BINARY

0	0		1						1		
				0					1	1	
					1			1			0
	1		0				0				
0							0		1		
		1				1					
1		1					0		1		
			0							0	
	1	1			1			0			0
1	1		0					0	0		0

1	0	0	1	1	0	1	0	1	1	0	0
0	1	0	0	1	1	0	1	0	0	1	1
0	1	1	0	0	1	1	0	0	1	1	0
1	0	0	1	1	0	0	1	1	0	0	1
1	0	0	1	1	0	1	1	0	0	1	0
0	1	1	0	0	1	0	0	1	1	0	1
0	1	0	0	1	1	0	1	0	1	0	1
1	0	1	1	0	0	1	0	1	0	1	0
1	0	1	0	0	1	0	1	0	0	1	1
0	1	0	1	1	0	1	1	0	1	0	0
0	1	1	0	0	1	0	0	1	0	1	1
1	0	1	1	0	0	1	0	1	1	0	0

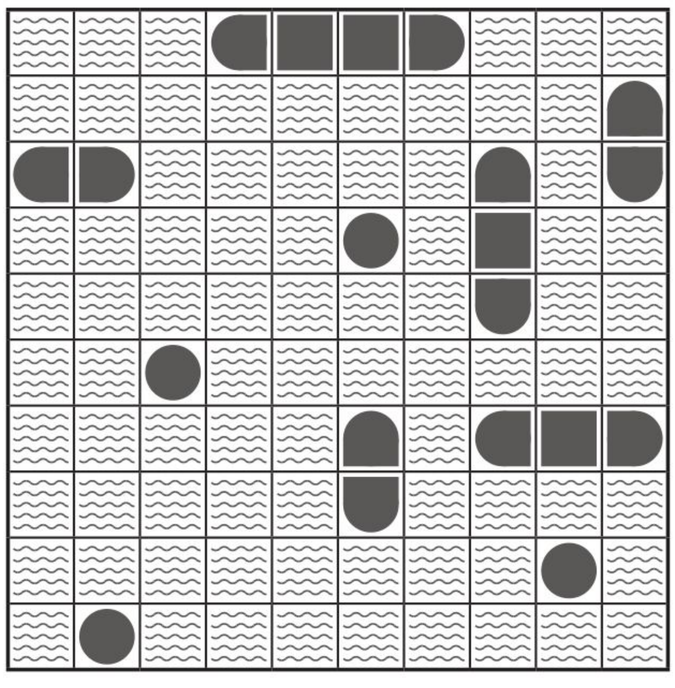
Find one battleship, two cruisers, three destroyers and four submarines in the grid. The numbers beside the grid refer to how many squares in that row or column contain ships or parts of ships. Ships cannot appear in adjacent squares, even diagonally. Wavy lines indicate an empty patch of sea.

BATTLESHIPS



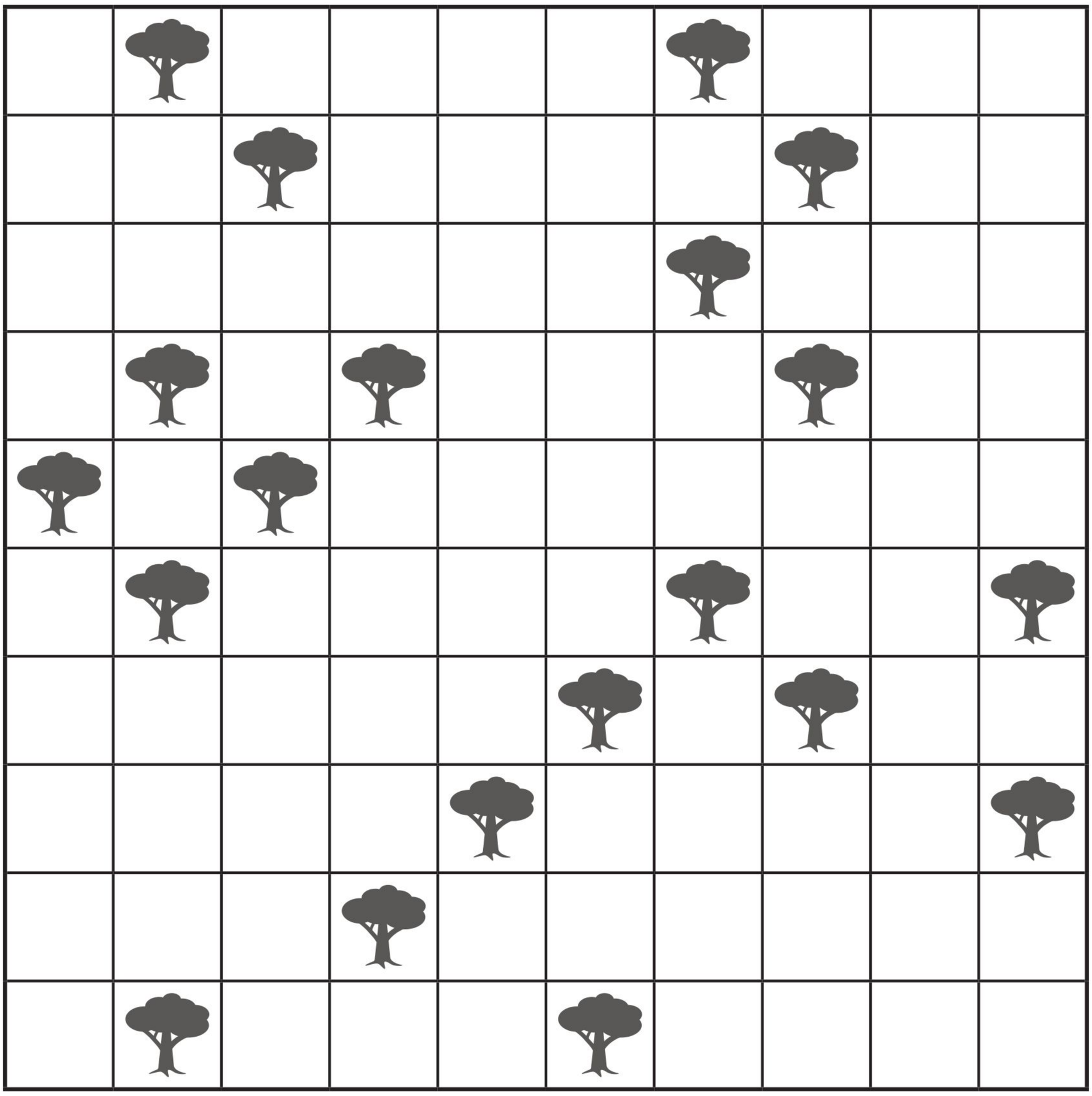
1 x
2 x
3 x
4 x



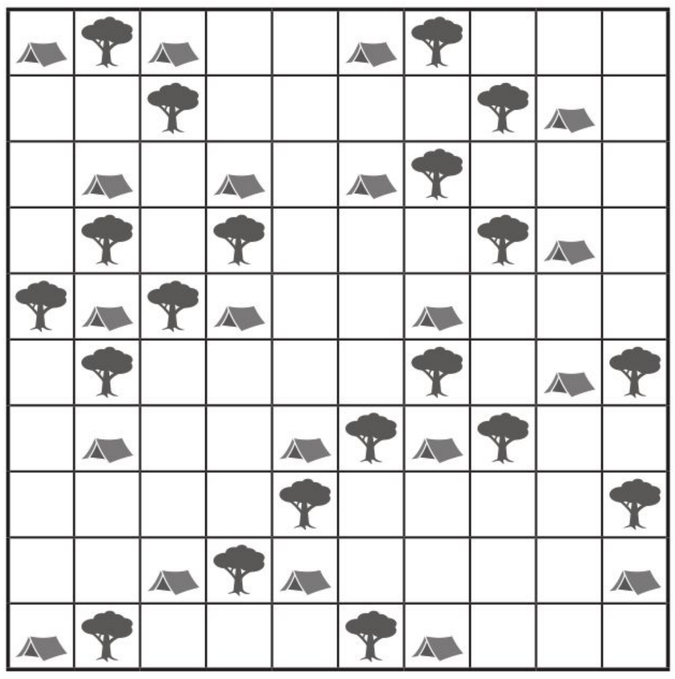


Adjacent to every tree is one tent. Your task is to place the tents into the grid. Tents cannot be in adjacent squares, not even diagonally. The numbers beside the grid indicate the number of tents in that row or column.

CAMPING







Each zone marked out with a black line must contain the corresponding digits depending on its size – a two-square zone requires the digits 1 and 2, and a five-square zone requires 1, 2, 3, 4 and 5. However, the same digit cannot appear in neighbouring squares – not even diagonally.

TECTONIC

2		2		4	2			
							3	
4			1			5		
					4			
	3		3					
				2			5	
2	3							
					4			
5			5					4
		2						



2	3	2	1	4	2	5	2	4
5	1	4	3	5	1	4	3	1
4	3	5	1	2	3	5	2	4
2	1	2	4	5	4	1	3	5
4	3	5	3	1	3	2	4	2
5	1	2	4	2	5	1	5	3
2	3	5	3	1	3	4	2	1
1	4	1	2	5	2	1	3	5
3	2	3	4	1	4	5	2	1
5	4	1	5	2	3	1	3	4
1	3	2	4	1	5	4	2	1

Sudoku Killer is made of the classic 3x3 blocks, but with sections enclosed in dotted lines. Fill the grid like a classic sudoku, but ensure that the numbers add up to the total that is indicated at the top left corner of that section. Numbers cannot be repeated within dotted sections.

SUDOKU KILLER

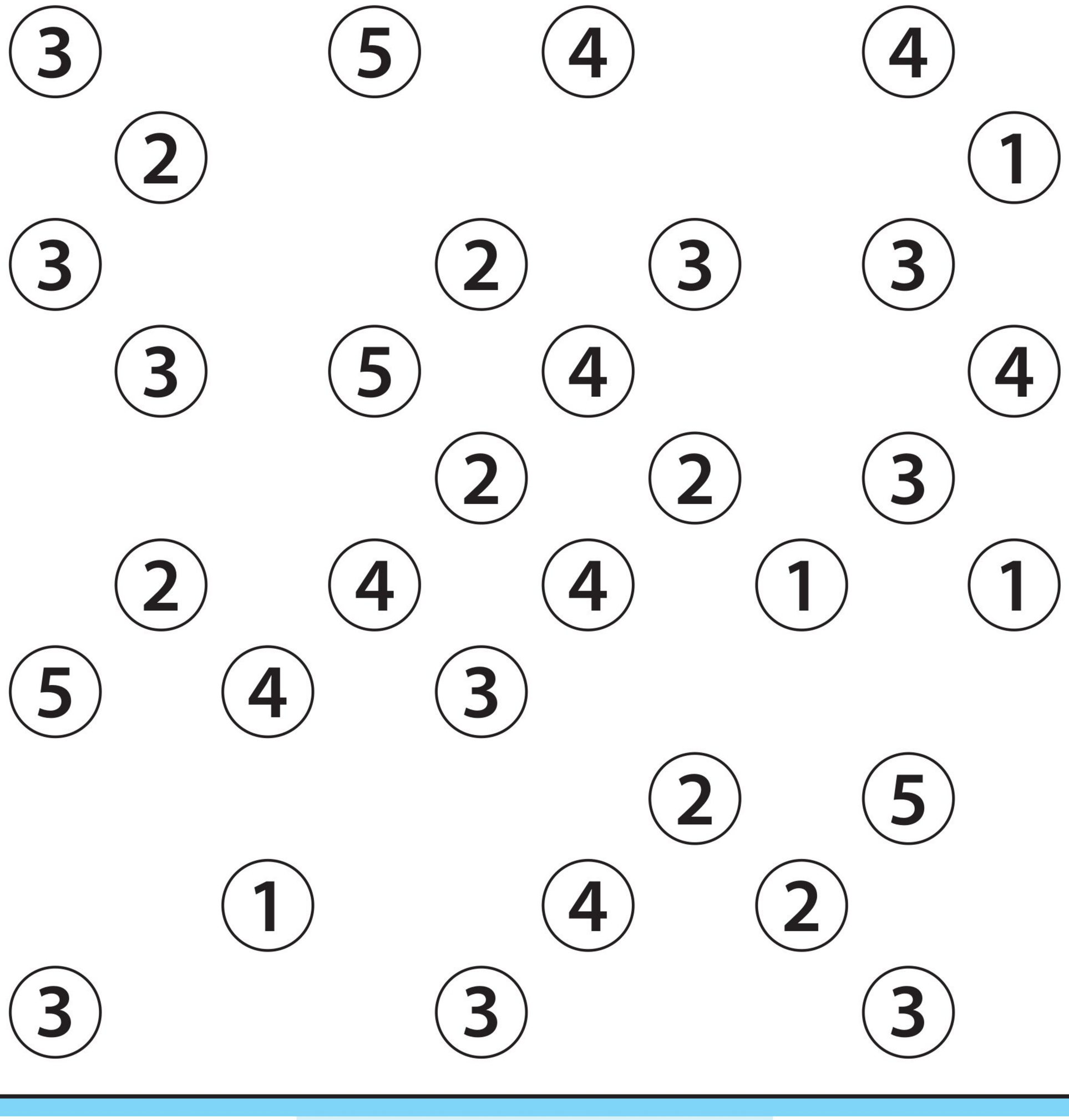
11		12	15			5		12
13			11		12	10	9	
9	5	9			5			16
		7		20	9	10	12	
13	11	14	11					
					10		9	7
	9	8	13 8		11			
11				15		6	15	
	12		15				8	



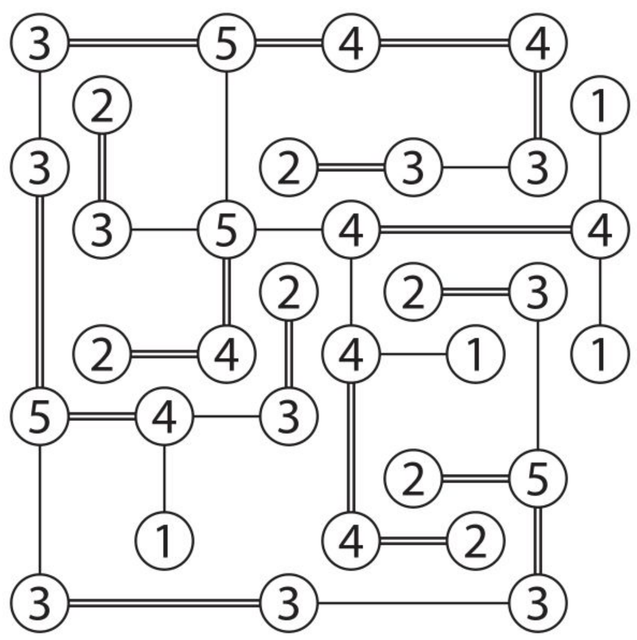
4	7	9	1	8	6	3	2	5
8	5	3	9	2	4	6	1	7
6	1	2	7	3	5	4	8	9
3	4	5	2	7	1	8	9	6
7	9	6	5	4	8	2	3	1
1	2	8	6	9	3	7	5	4
5	6	7	8	1	2	9	4	3
2	3	1	4	6	9	5	7	8
9	8	4	3	5	7	1	6	2

All islands – the circles with numbers – are interconnected. The numbers indicate how many bridges there are from an island to the (horizontally or vertically) neighbouring island(s). The bridges do not cross each other and there are a maximum of two bridges between any two islands.

HASHI

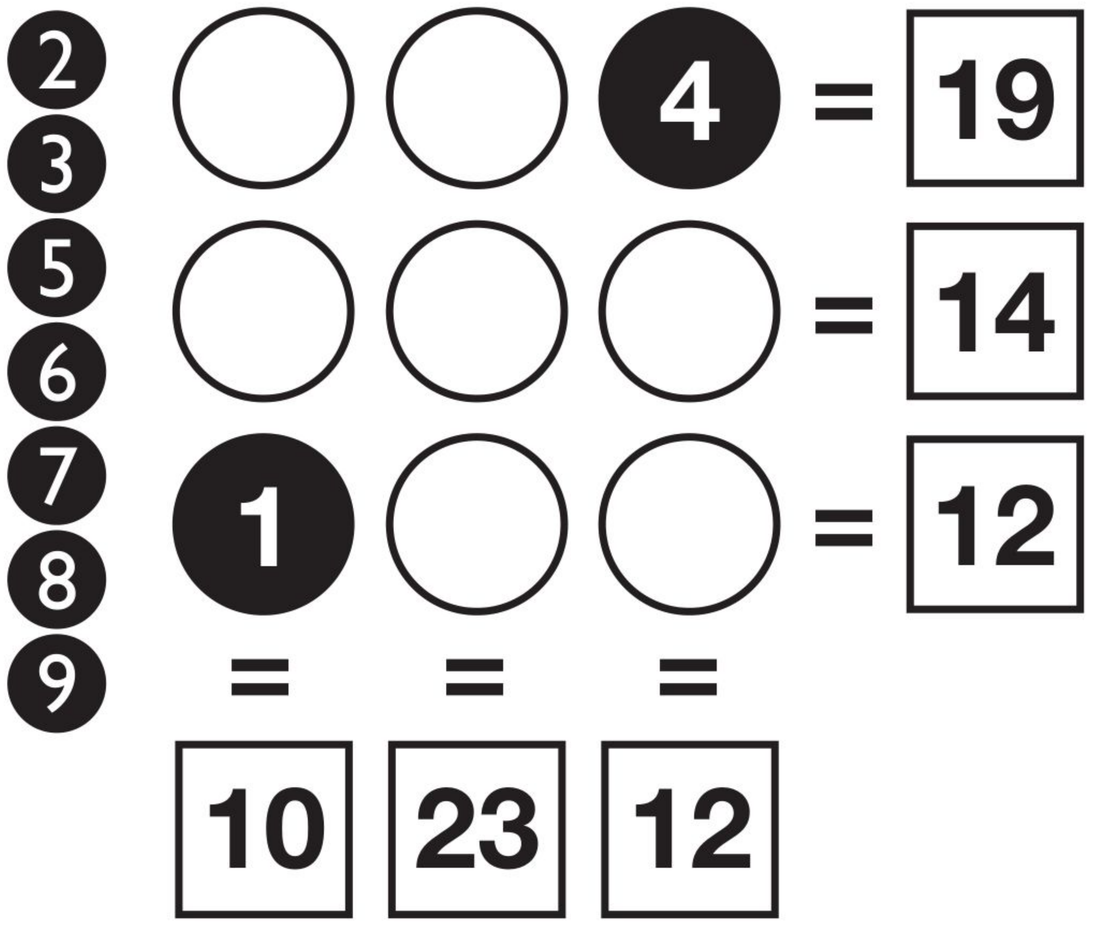


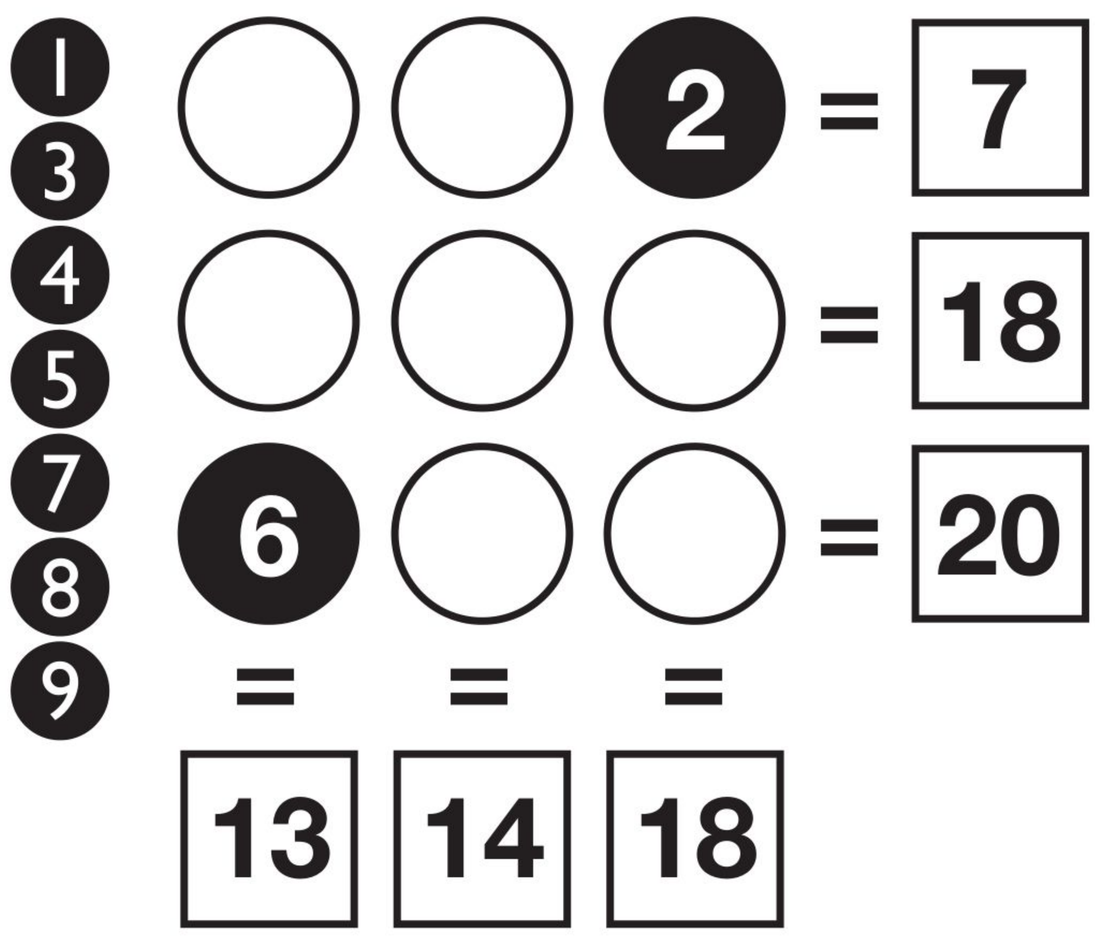


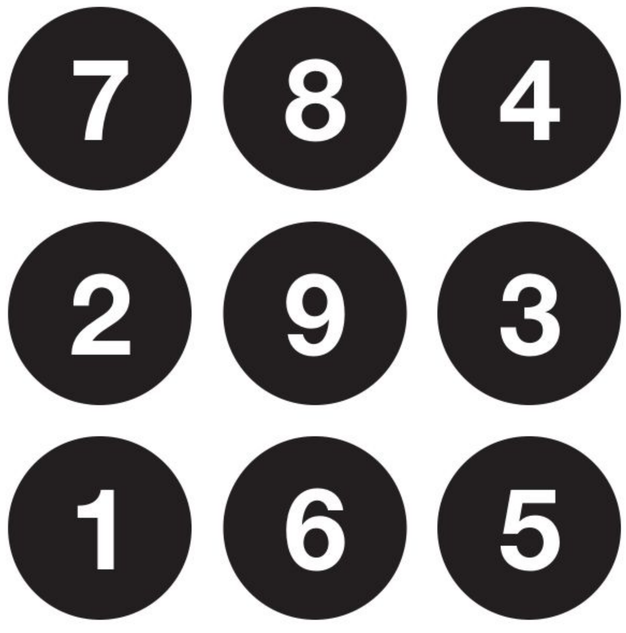

3 5 4 4
2 1
3 2 3 3
3 5 4 4
2 3
2 2
2 4 4 1 1
5 4 3
2 5
1 4 2
3 3 3

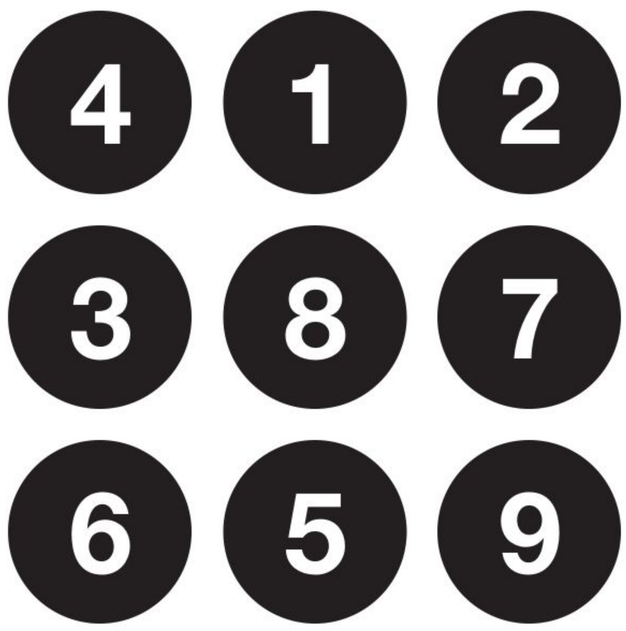
The numbers 1 to 9 must appear only once in the empty spaces, so that the sums of the numbers in each row add up to the numbers on the right side, and the sums of the numbers in the columns add up to the numbers on the bottom. Next to the diagram are the numbers that need to be placed.

IKURA



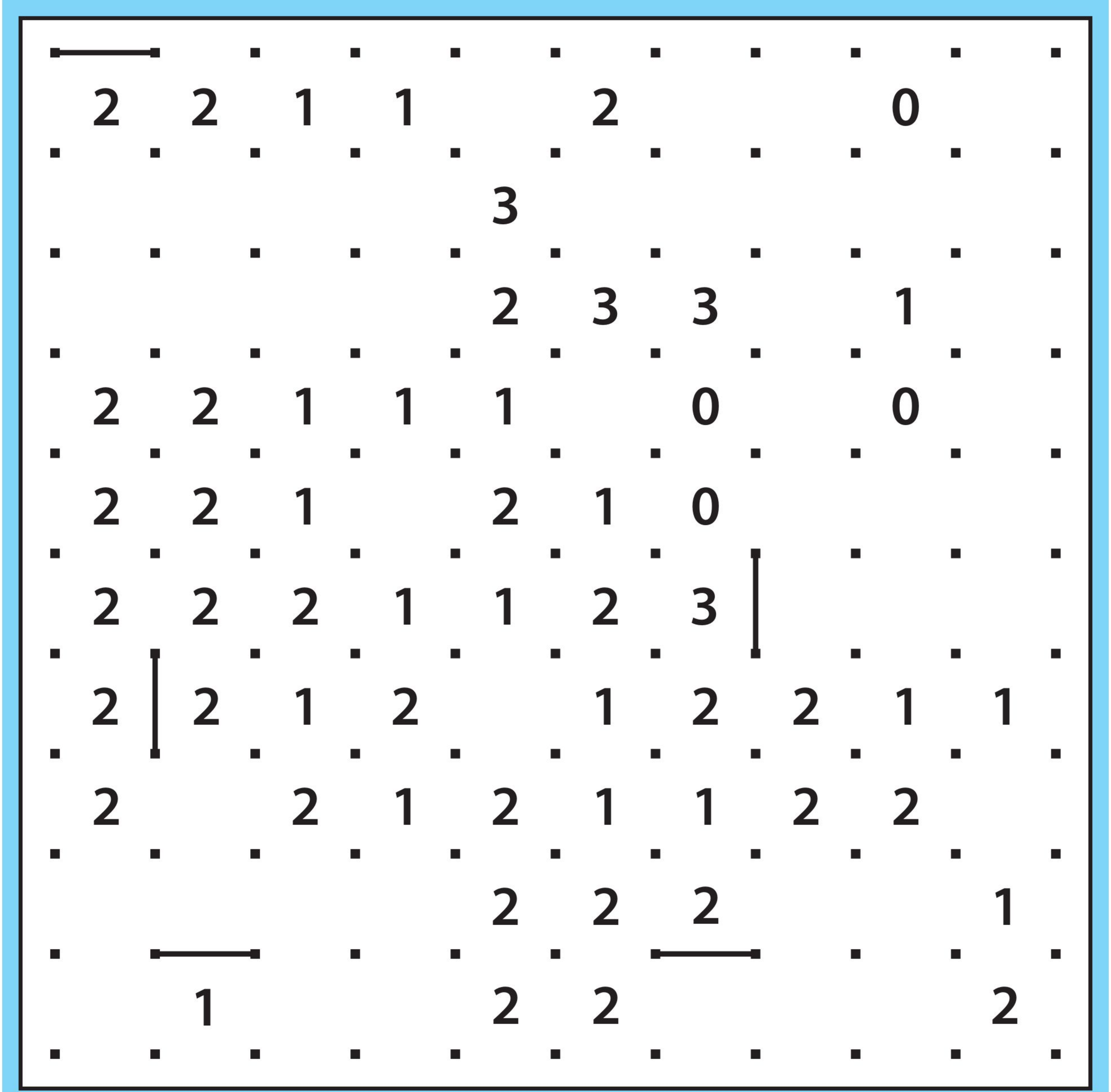



7 8 4
2 9 3
1 6 5

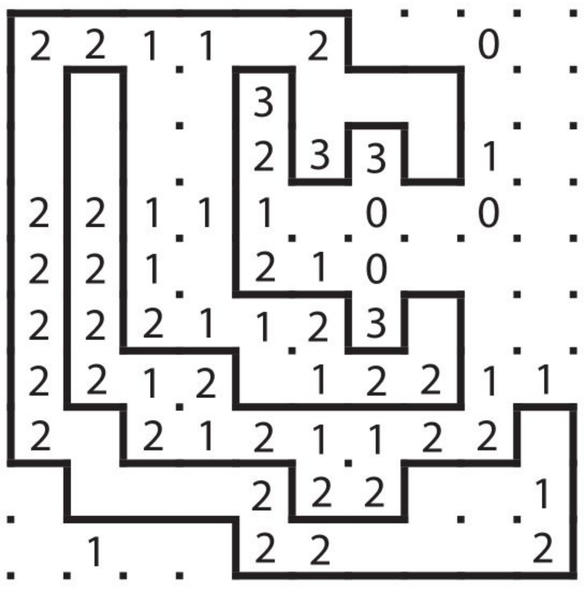

4 1 2
3 8 7
6 5 9

Join adjacent dots with vertical or horizontal lines so that a single loop is formed with no crossings or branches. Each number indicates the number of lines that surround it – cells without numbers may be surrounded by any number of lines.

SLITHERLINK

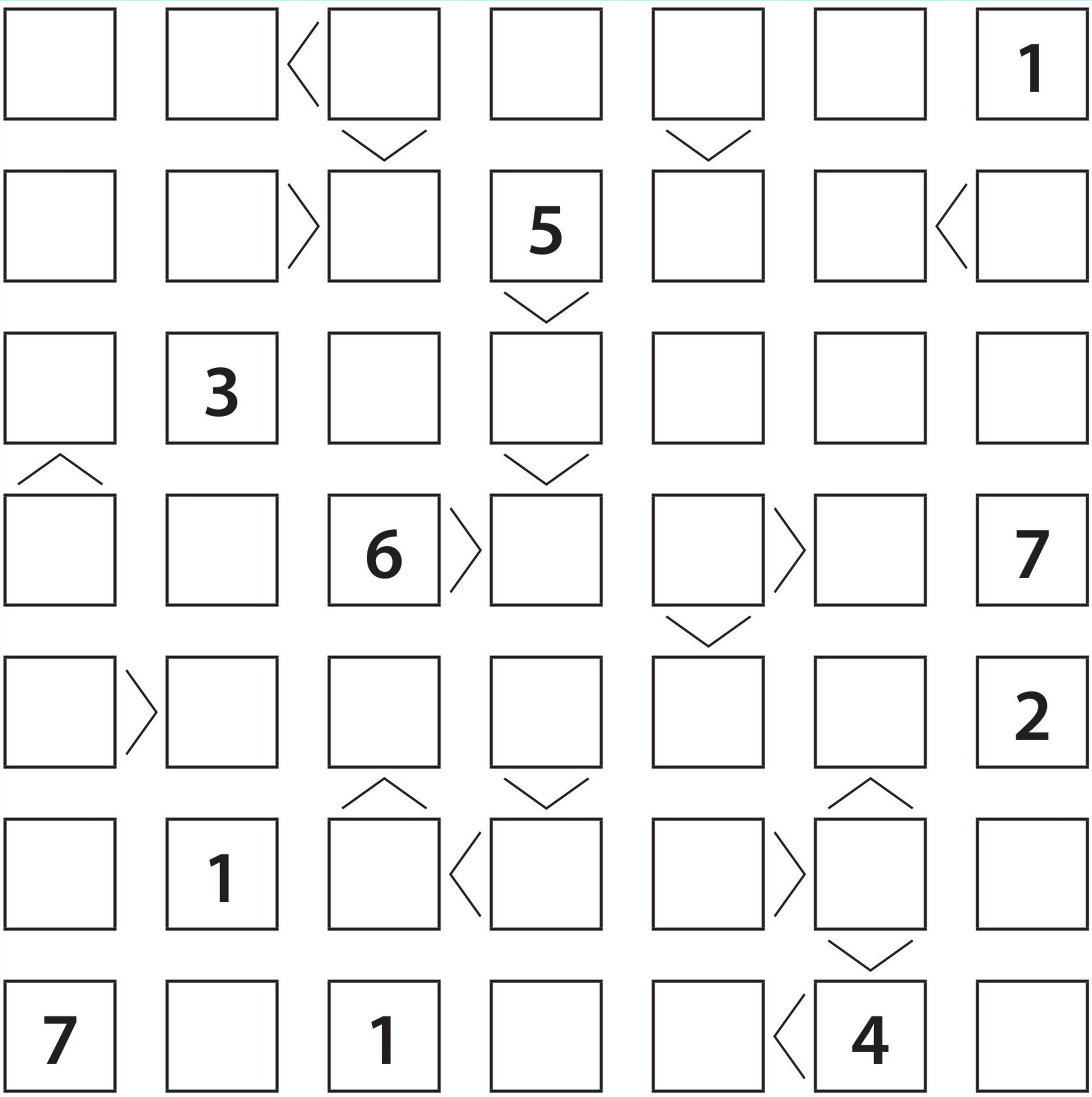


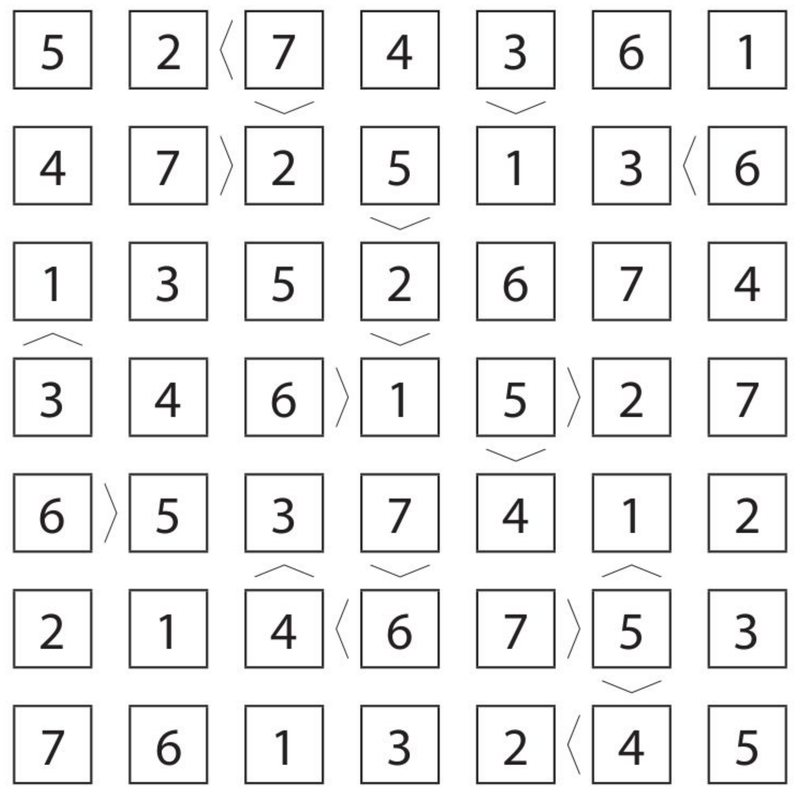




Fill the grid so that every row and column contains the numbers 1 to 7 only once.
In some places a > or a < indicates that the number to be filled in is larger or smaller than the adjacent number.

FUTOSHIKI




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

Fill the grid so that every row, column and 3x3 block contains all the numbers from 1 to 9 only once.

SUDOKU

	7	3	1					5
				3		4		
			8					
		1			3	8	5	
	2	5			9			
	4			1	2		6	
	8	9						
5						2	4	
7		4			6	9		



9	7	3	1	2	4	6	8	5
1	6	8	9	3	5	4	2	7
4	5	2	8	6	7	1	9	3
6	9	1	4	7	3	8	5	2
3	2	5	6	8	9	7	1	4
8	4	7	5	1	2	3	6	9
2	8	9	3	4	1	5	7	6
5	3	6	7	9	8	2	4	1
7	1	4	2	5	6	9	3	8

Fill the grid with the numbers 0 and 1. Every row and column must have an equal amount of 0s and 1s. There cannot be more than two 0s or two 1s next to each other, either horizontally or vertically. No two rows or columns can have the same combination of 0s and 1s.

BINARY

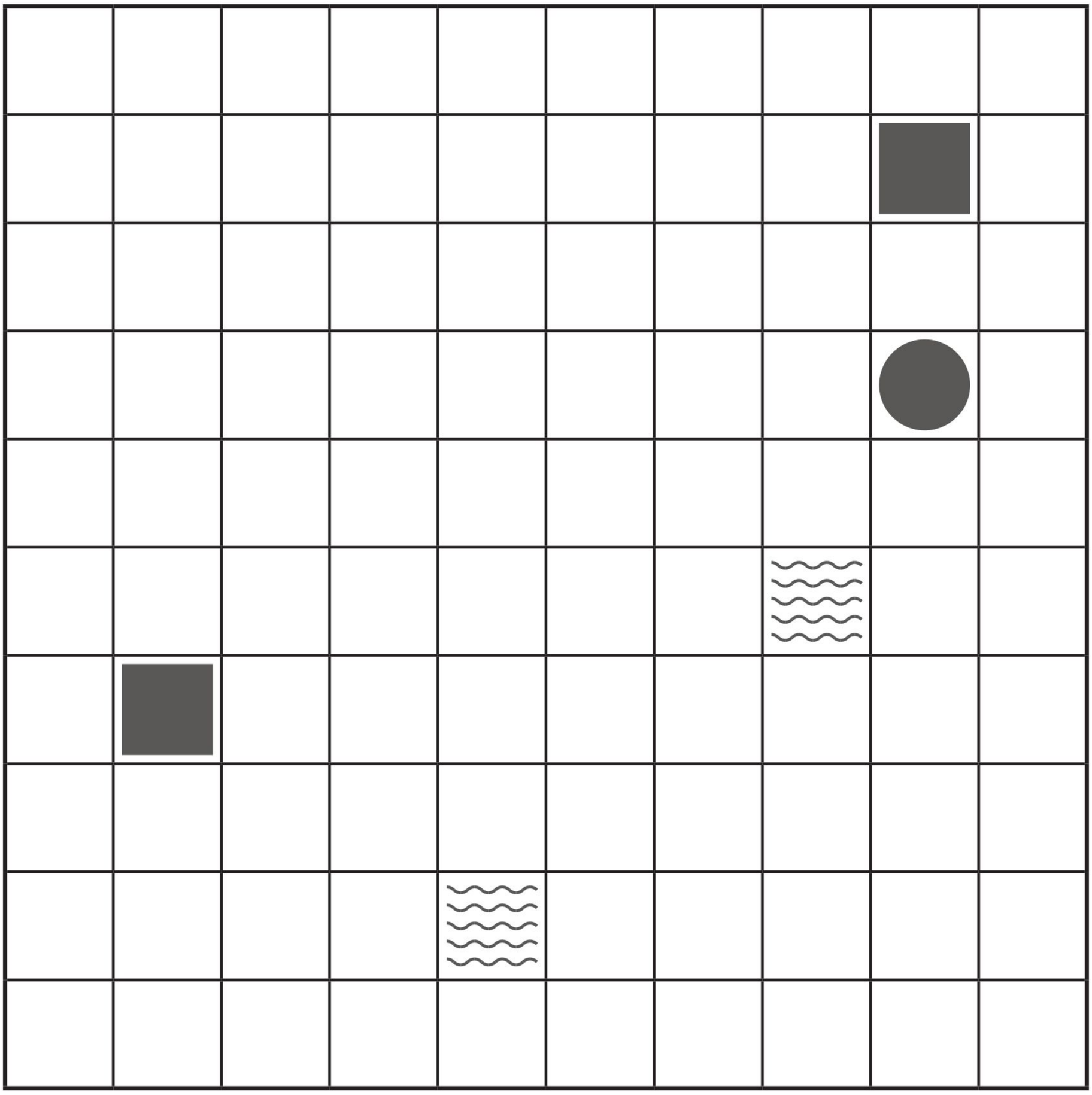
									0		
			1		0		1		0	0	
	1							1			1
			0								
		1								1	
	0										
				0		0					0
		1		0							
		1			1		0				
1						0					1
1	1			0			1			0	
			1						1		



0	1	1	0	0	1	1	0	1	1	0	0
0	0	1	0	1	1	0	0	1	0	1	1
1	0	0	1	0	0	1	1	0	0	1	1
1	1	0	1	0	0	1	1	0	1	0	0
0	1	1	0	1	1	0	0	1	1	0	0
0	0	1	1	0	0	1	0	1	0	1	1
1	0	0	1	1	0	1	1	0	1	0	0
1	1	0	0	1	1	0	0	1	1	0	0
0	1	1	0	0	1	0	1	0	0	1	1
1	0	1	1	0	0	1	0	0	1	1	0
1	0	0	1	1	0	0	1	1	0	0	1
0	1	0	0	1	1	0	1	0	0	1	1

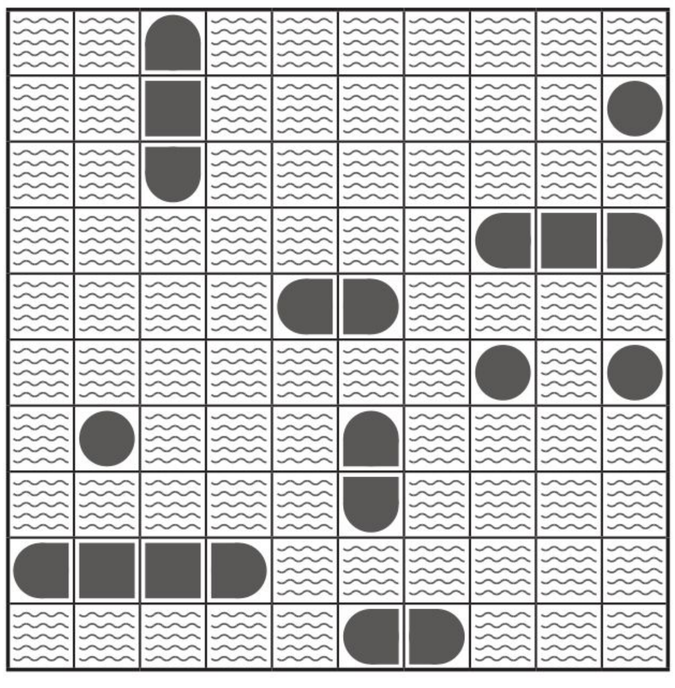
Find one battleship, two cruisers, three destroyers and four submarines in the grid. The numbers beside the grid refer to how many squares in that row or column contain ships or parts of ships. Ships cannot appear in adjacent squares, even diagonally. Wavy lines indicate an empty patch of sea.

BATTLESHIPS



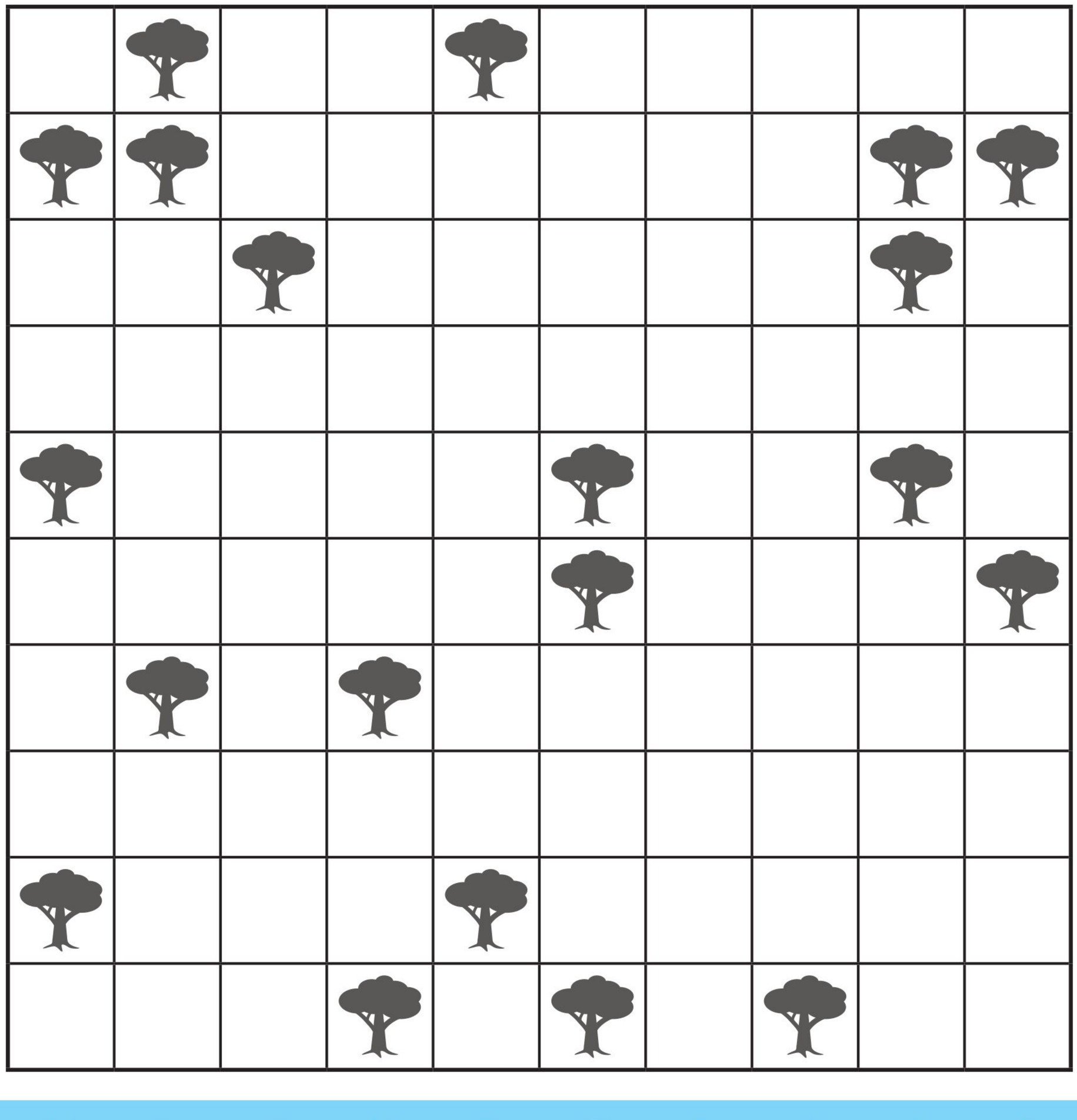
1 x
2 x
3 x
4 x



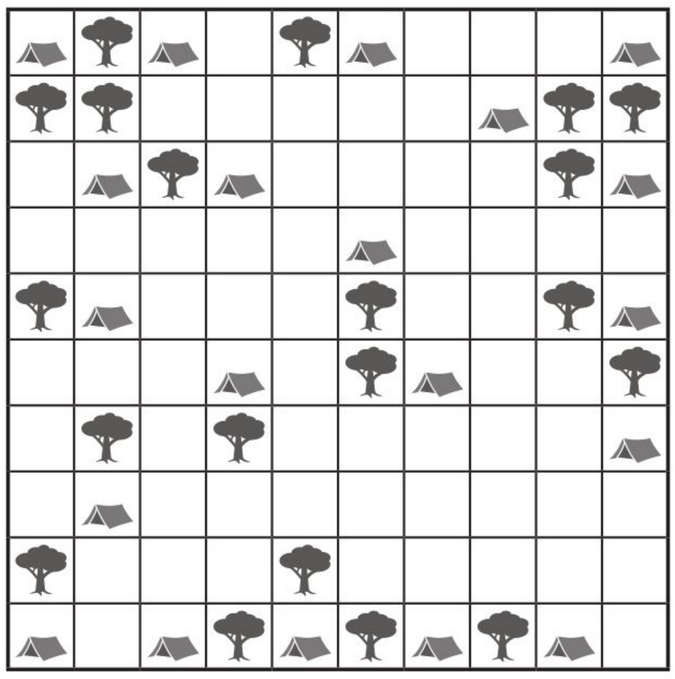


Adjacent to every tree is one tent. Your task is to place the tents into the grid. Tents cannot be in adjacent squares, not even diagonally. The numbers beside the grid indicate the number of tents in that row or column.

CAMPING







Each zone marked out with a black line must contain the corresponding digits depending on its size – a two-square zone requires the digits 1 and 2, and a five-square zone requires 1, 2, 3, 4 and 5. However, the same digit cannot appear in neighbouring squares – not even diagonally.

TECTONIC

4	2			4				1
5					2	4		
								5
			5					
						5		
			4					
				5		3		4
						2		
4					5			3
				3	2			

3

4	2	4	1	4	1	3	5	1
5	1	5	2	5	2	4	2	3
3	4	3	1	3	1	3	1	5
2	1	2	5	2	4	2	4	3
3	5	3	1	3	1	5	1	2
1	4	2	4	5	4	3	4	3
2	5	1	3	1	2	1	2	1
1	3	4	2	5	4	3	5	4
5	2	5	1	3	1	2	1	2
4	1	3	2	4	5	4	5	3
3	2	4	5	3	2	1	2	1

In place of the classic 3x3 block, the sudoku chaos has blocks of varying shapes. Fill the grid so that every row, column and block contains all the numbers from 1 to 9 only once.

SUDOKU CHAOS

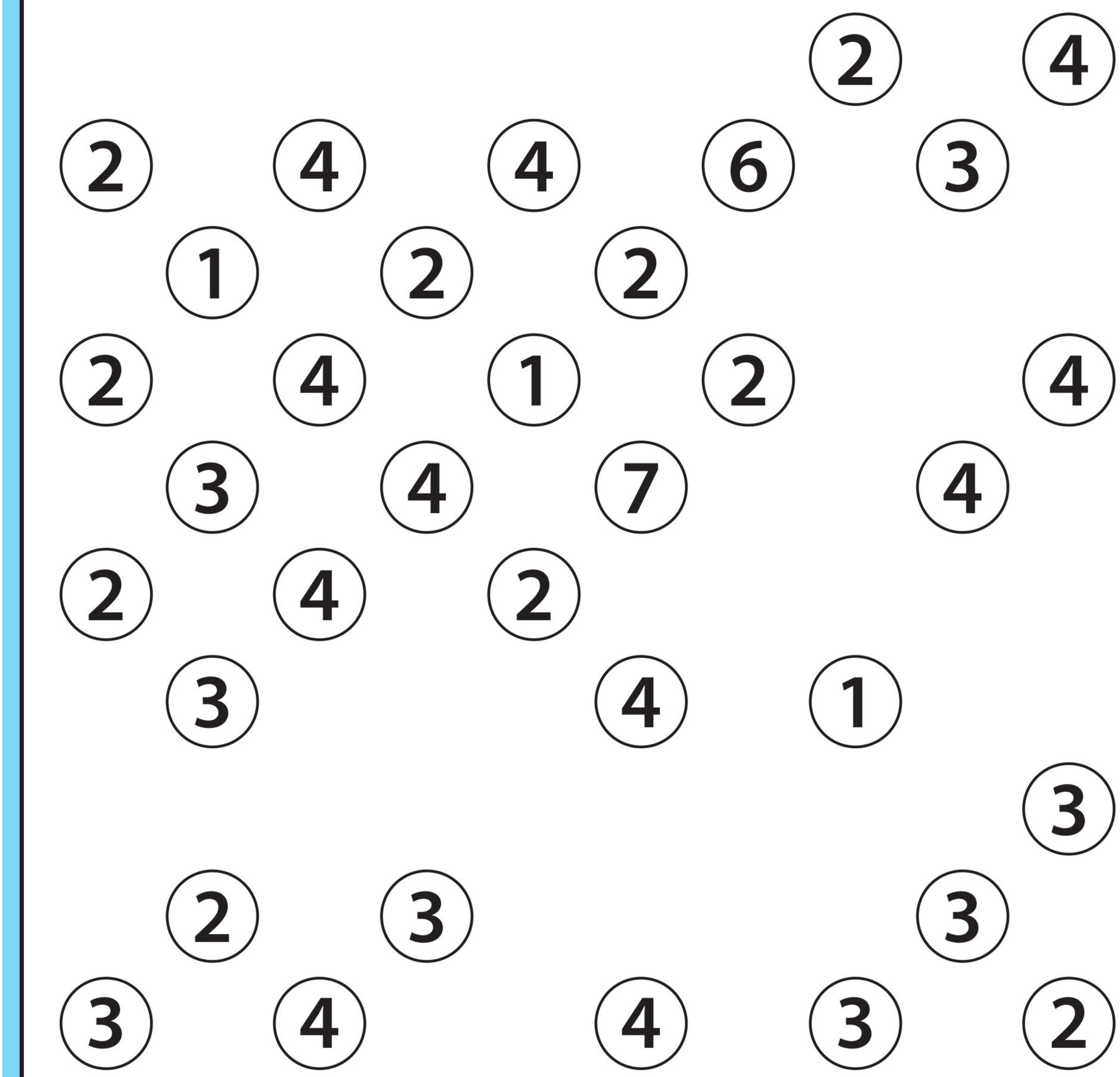
2			3		7		6	
					4			
5	3		7	8		2		
7				9	8			6
6			2	4				5
		9		2	3		5	4
			4					
	2		6		5			9

3

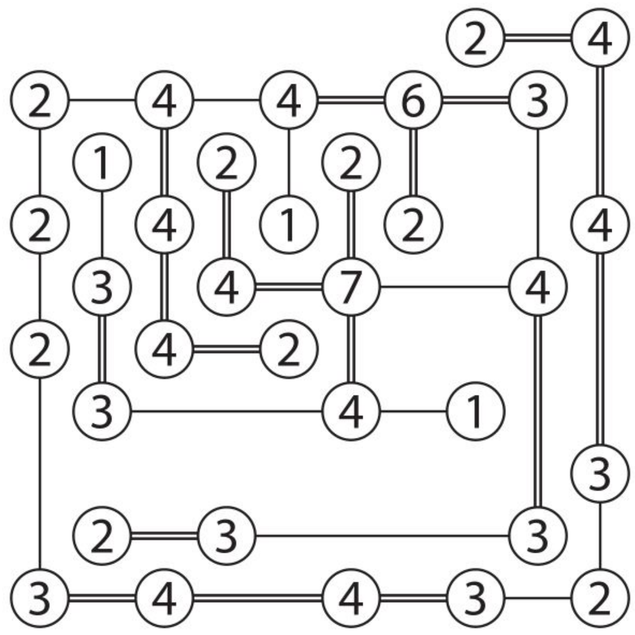
2	9	5	3	1	7	4	6	8
8	6	1	9	7	4	5	2	3
5	3	4	7	8	6	2	9	1
7	1	2	5	9	8	3	4	6
3	4	6	1	5	2	9	8	7
6	8	7	2	4	9	1	3	5
1	7	9	8	2	3	6	5	4
9	5	3	4	6	1	8	7	2
4	2	8	6	3	5	7	1	9

All islands – the circles with numbers – are interconnected. The numbers indicate how many bridges there are from an island to the (horizontally or vertically) neighbouring island(s). The bridges do not cross each other and there are a maximum of two bridges between any two islands.

HASHI






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

Shade in some of the squares so that a number does not appear more than once in any row or column. Shaded cells cannot be adjacent horizontally or vertically, but can diagonally. A string of shaded cells cannot cut off part of the grid.

HITORI

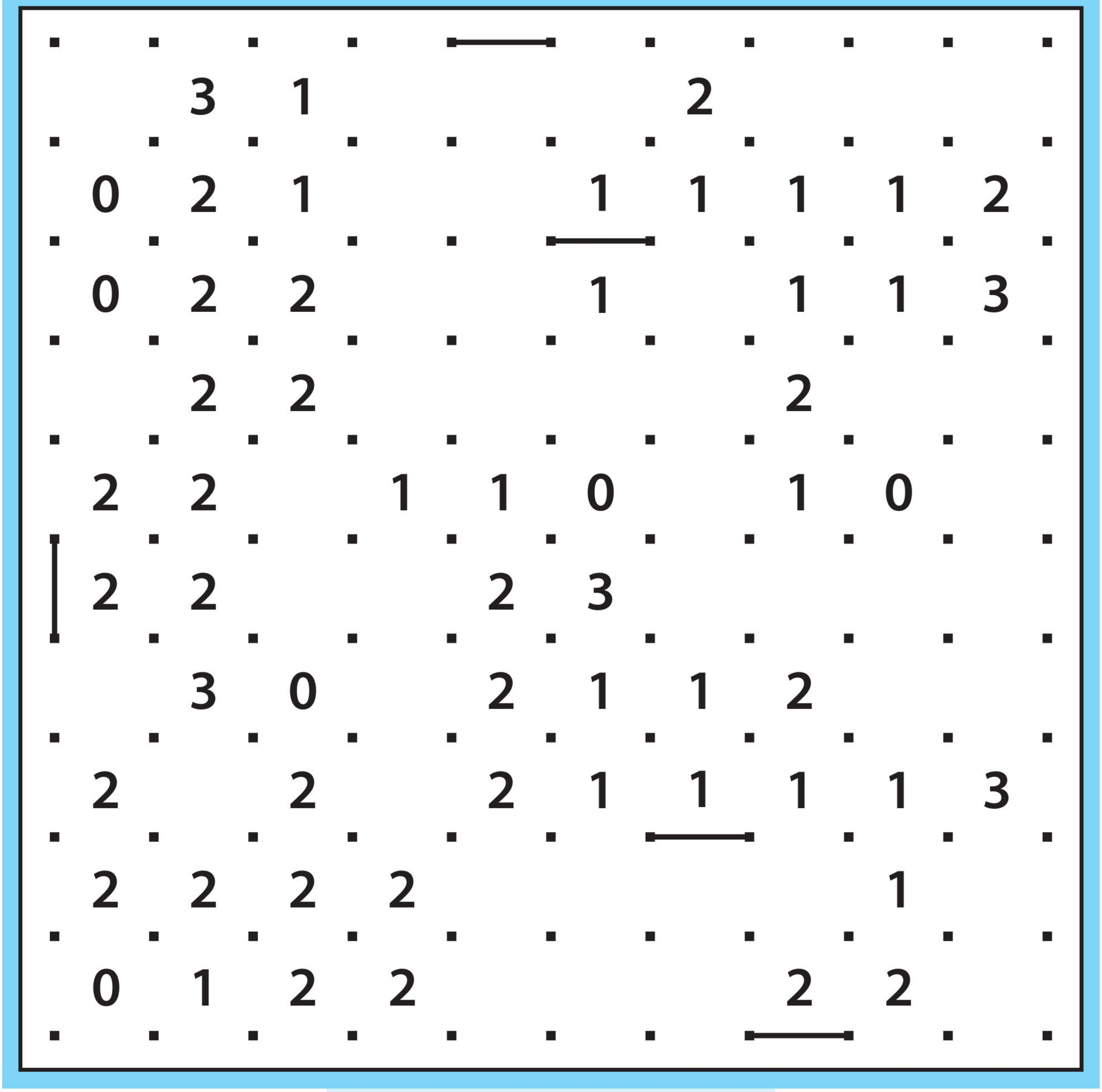
1	8	4	5	9	9	9	2	4
3	9	1	3	4	5	2	5	6
6	4	2	3	9	7	4	1	3
7	1	3	8	4	2	5	9	7
3	2	3	1	7	1	4	5	6
7	6	5	2	9	8	1	4	9
4	3	1	4	6	1	9	3	2
4	7	6	5	8	2	1	3	5
2	8	9	7	2	6	3	8	3

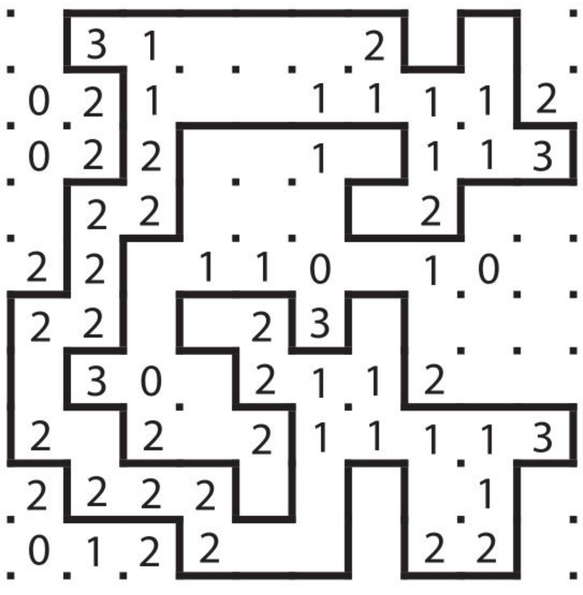


1	8	4	5	9	9	9	2	4
3	9	1	3	4	5	2	5	6
6	4	2	3	9	7	4	1	3
7	1	3	8	4	2	5	9	7
3	2	3	1	7	1	4	5	6
7	6	5	2	9	8	1	4	9
4	3	1	4	6	1	9	3	2
4	7	6	5	8	2	1	3	5
2	8	9	7	2	6	3	8	3

Join adjacent dots with vertical or horizontal lines so that a single loop is formed with no crossings or branches. Each number indicates the number of lines that surround it – cells without numbers may be surrounded by any number of lines.

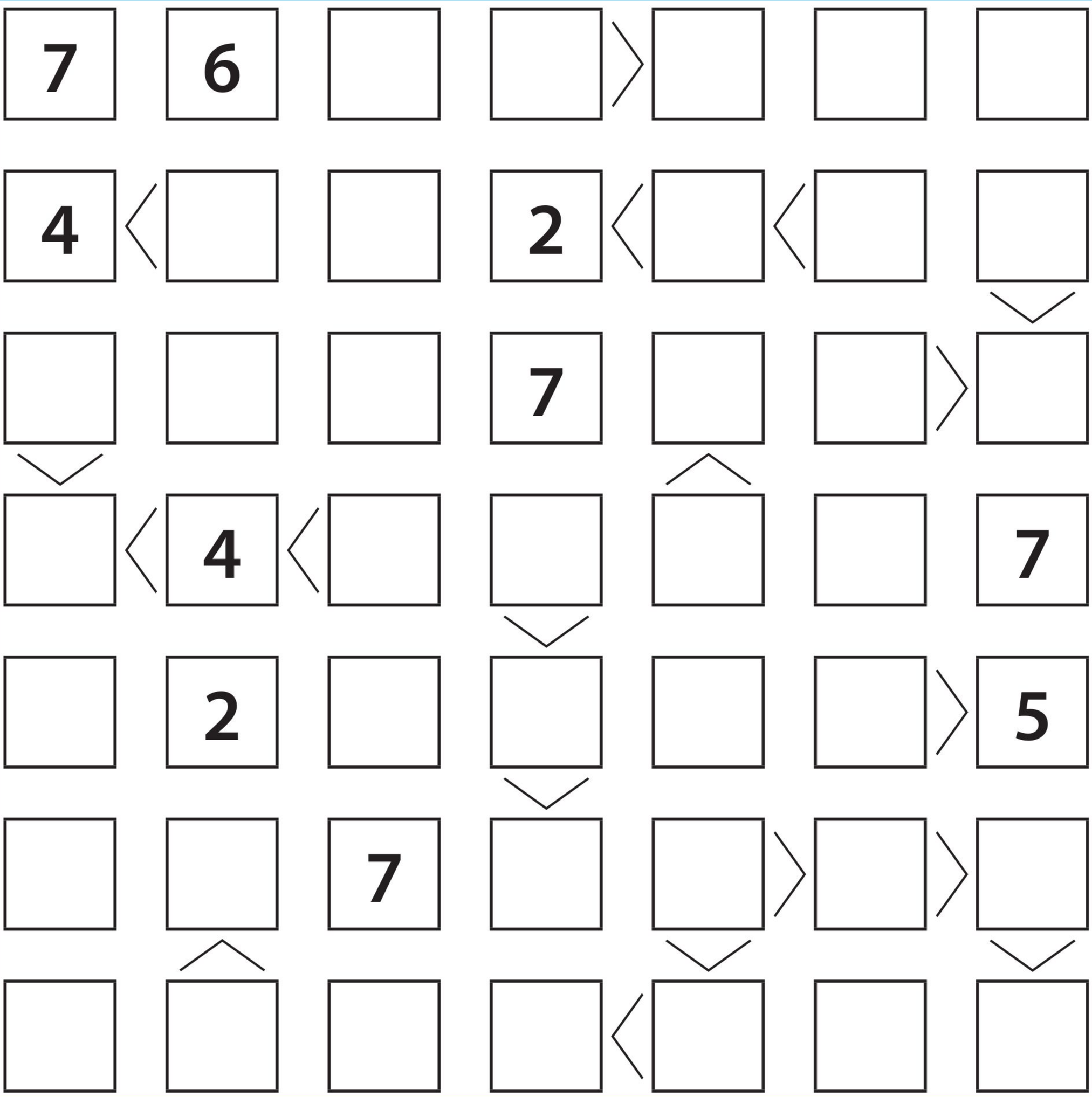
SLITHERLINK



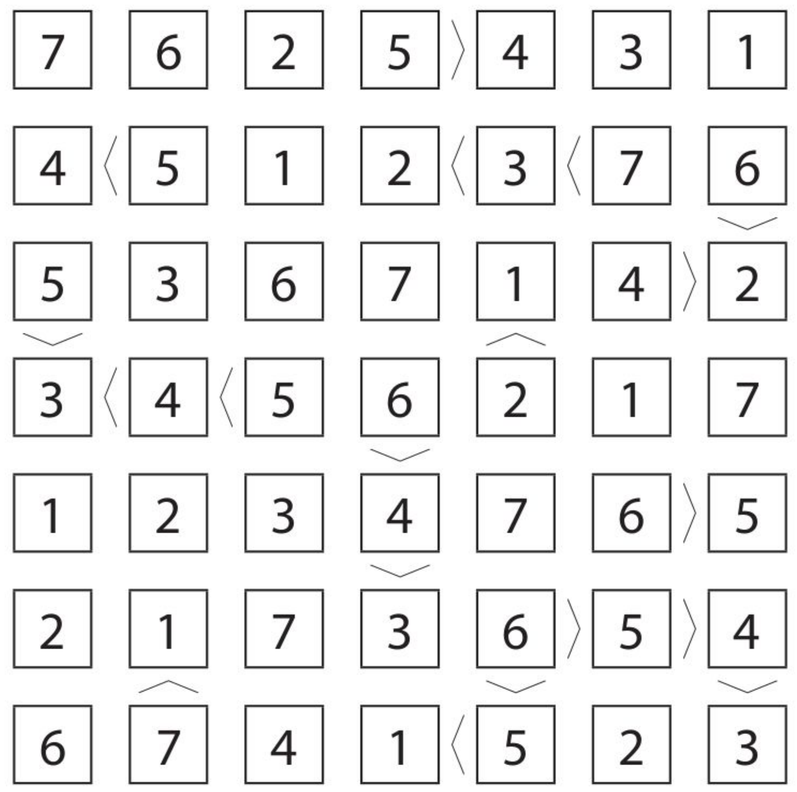


Fill the grid so that every row and column contains the numbers 1 to 7 only once.
In some places a > or a < indicates that the number to be filled in is larger or smaller than the adjacent number.

FUTOSHIKI



3



Fill the grid so that every row, column and 3x3 block contains all the numbers from 1 to 9 only once.

SUDOKU

		1						
	2			6		3		
		3			8	9		2
						8		6
	4			5	7			
	7		8	1		4		
4			9	8	1			3
3			4		2			5



7	8	1	3	2	9	5	6	4
9	2	4	1	6	5	3	8	7
5	6	3	7	4	8	9	1	2
1	3	5	2	9	4	8	7	6
8	4	9	6	5	7	2	3	1
6	7	2	8	1	3	4	5	9
2	9	7	5	3	6	1	4	8
4	5	6	9	8	1	7	2	3
3	1	8	4	7	2	6	9	5

Fill the grid with the numbers 0 and 1. Every row and column must have an equal amount of 0s and 1s. There cannot be more than two 0s or two 1s next to each other, either horizontally or vertically. No two rows or columns can have the same combination of 0s and 1s.

BINARY

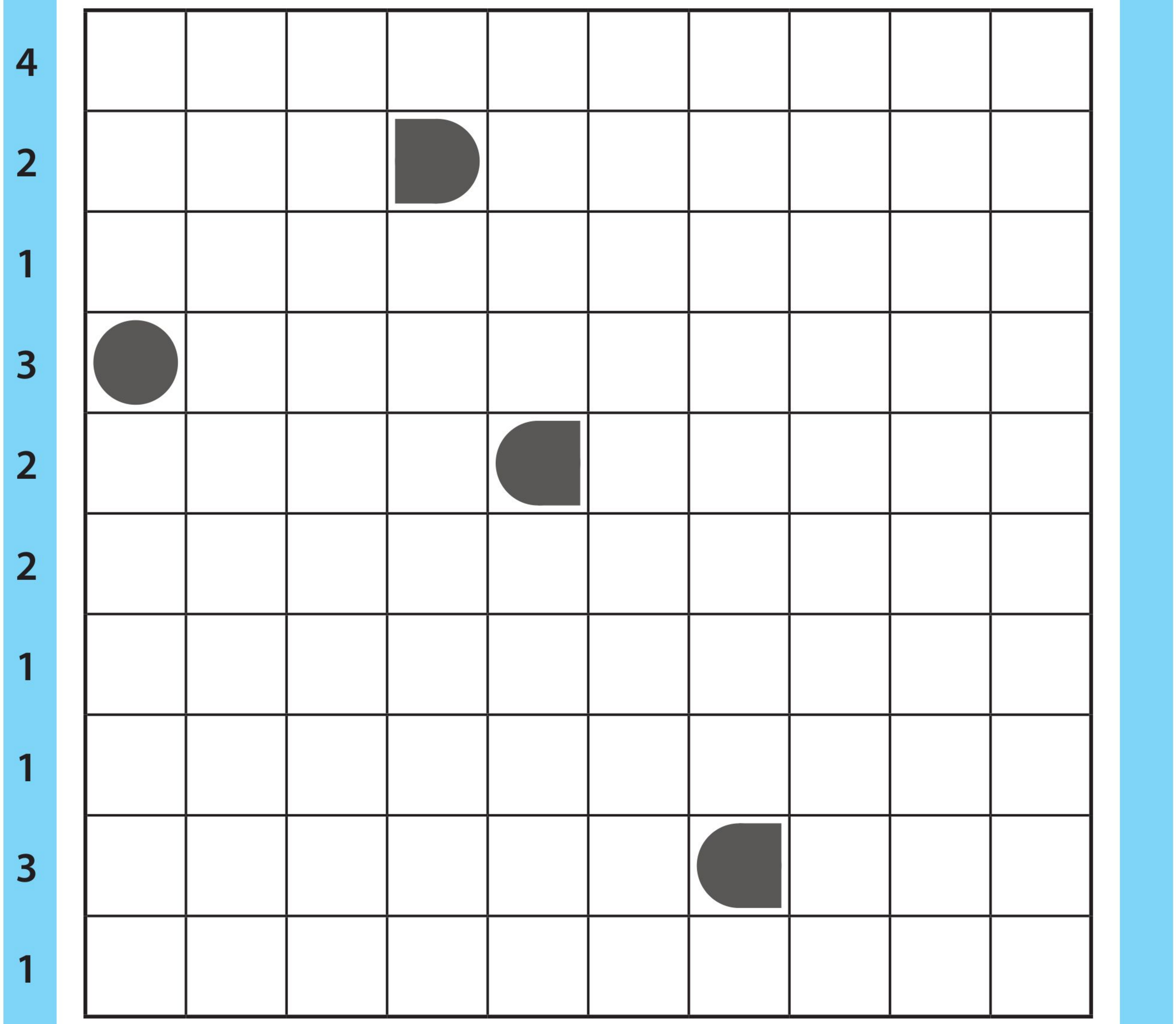
	1					0			1	1	
			1								
		1	1			1			1	1	
1				0							
1						0		1			
									0		0
	1		0	0			0			1	
							0	0			
1											
	0					1					1
	0			0		1					
1							0			0	

3

1	1	0	0	1	0	0	1	0	1	1	0
0	1	0	1	1	0	0	1	1	0	0	1
0	0	1	1	0	1	1	0	0	1	1	0
1	0	1	0	0	1	1	0	0	1	0	1
1	1	0	0	1	0	0	1	1	0	0	1
0	0	1	1	0	1	0	1	1	0	1	0
0	1	1	0	0	1	1	0	0	1	1	0
1	0	0	1	1	0	1	0	0	1	0	1
1	1	0	0	1	0	0	1	1	0	1	0
0	0	1	1	0	1	1	0	1	0	0	1
0	0	1	1	0	0	1	1	0	1	1	0
1	1	0	0	1	1	0	0	1	0	0	1

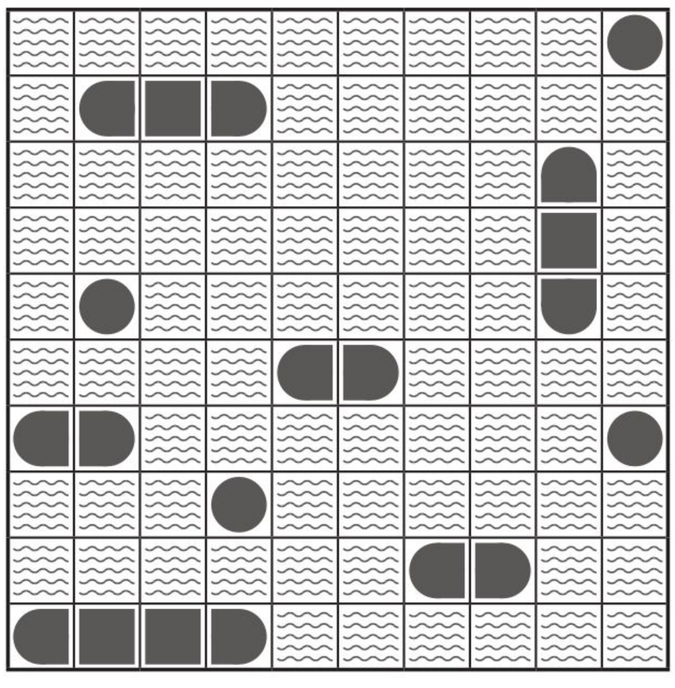
Find one battleship, two cruisers, three destroyers and four submarines in the grid. The numbers beside the grid refer to how many squares in that row or column contain ships or parts of ships. Ships cannot appear in adjacent squares, even diagonally. Wavy lines indicate an empty patch of sea.

BATTLESHIPS



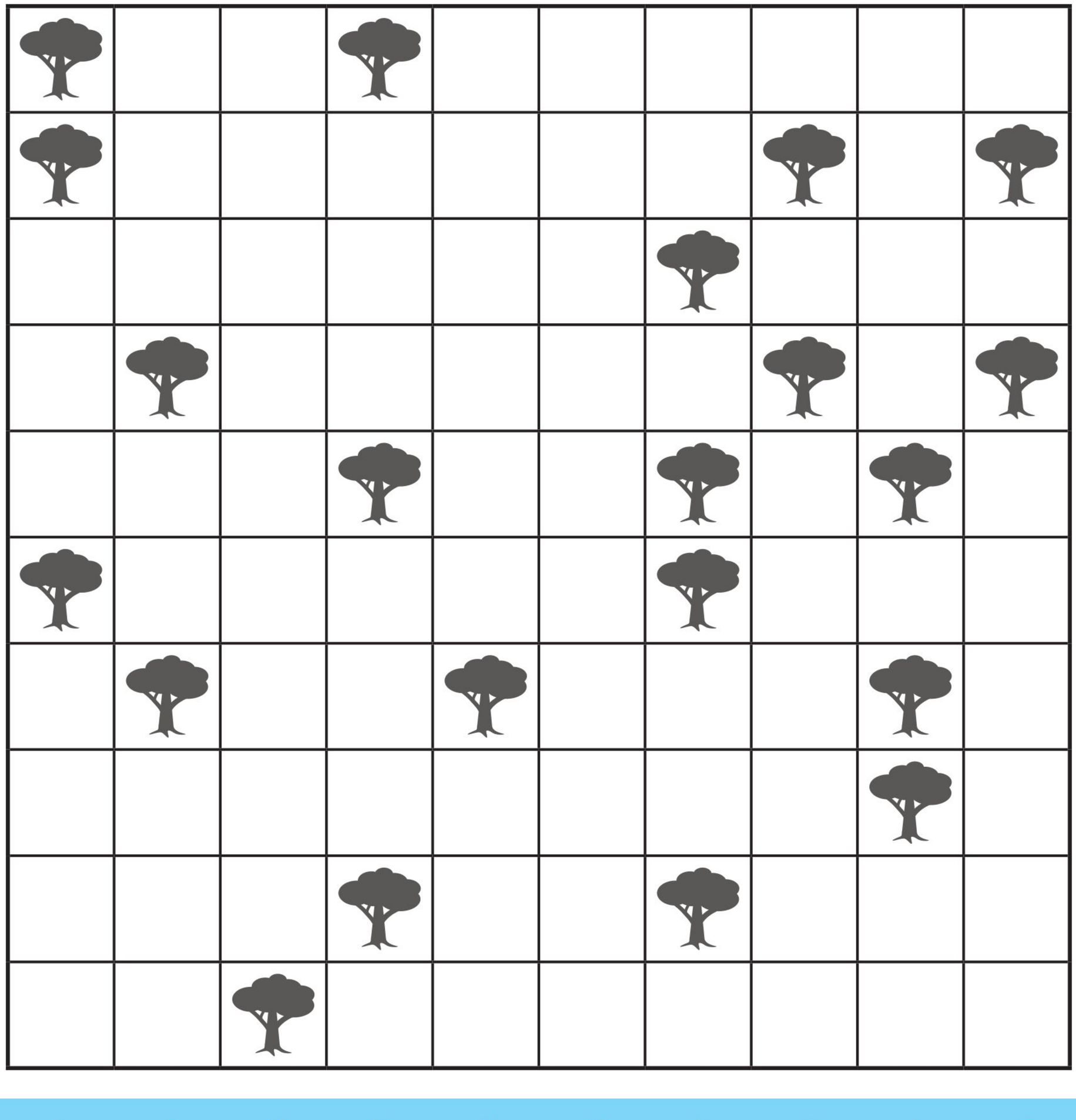
1 x
2 x
3 x
4 x



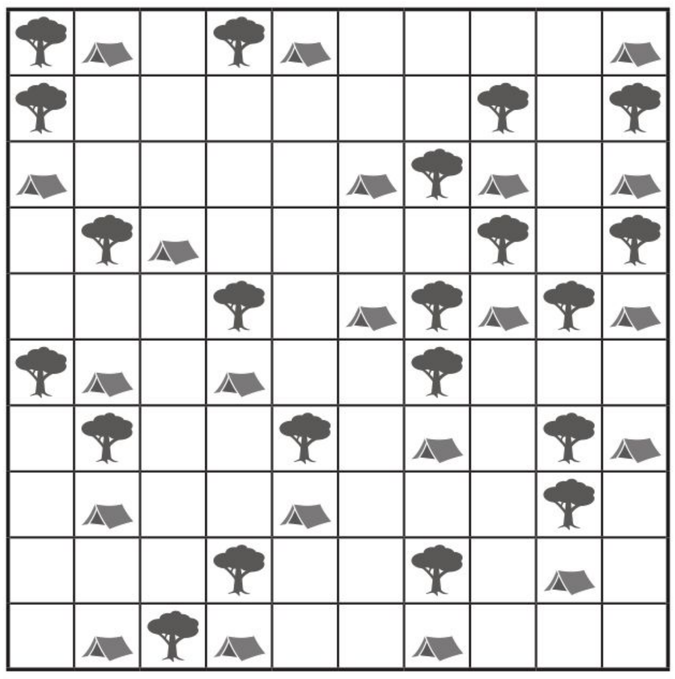


Adjacent to every tree is one tent. Your task is to place the tents into the grid. Tents cannot be in adjacent squares, not even diagonally. The numbers beside the grid indicate the number of tents in that row or column.

CAMPING







Each zone marked out with a black line must contain the corresponding digits depending on its size – a two-square zone requires the digits 1 and 2, and a five-square zone requires 1, 2, 3, 4 and 5. However, the same digit cannot appear in neighbouring squares – not even diagonally.

TECTONIC

1			2	3		2			1
									5
5									
		1							5
		2		3		4	1		
	5								
	4								
						5		5	
	2								
		3				2			



1	2	3	2	3	4	2	4	1
3	4	5	1	5	1	5	3	5
5	2	3	4	3	2	4	1	4
1	4	1	5	1	5	3	2	5
2	3	2	4	3	2	4	1	3
1	5	1	5	1	5	3	5	2
2	4	3	4	3	4	2	4	3
3	1	5	1	2	1	5	1	5
4	2	4	3	5	4	2	3	2
1	5	1	2	1	3	1	4	1
2	4	3	5	4	5	2	3	2

Sudoku Killer is made of the classic 3x3 blocks, but with sections enclosed in dotted lines. Fill the grid like a classic sudoku, but ensure that the numbers add up to the total that is indicated at the top left corner of that section. Numbers cannot be repeated within dotted sections.

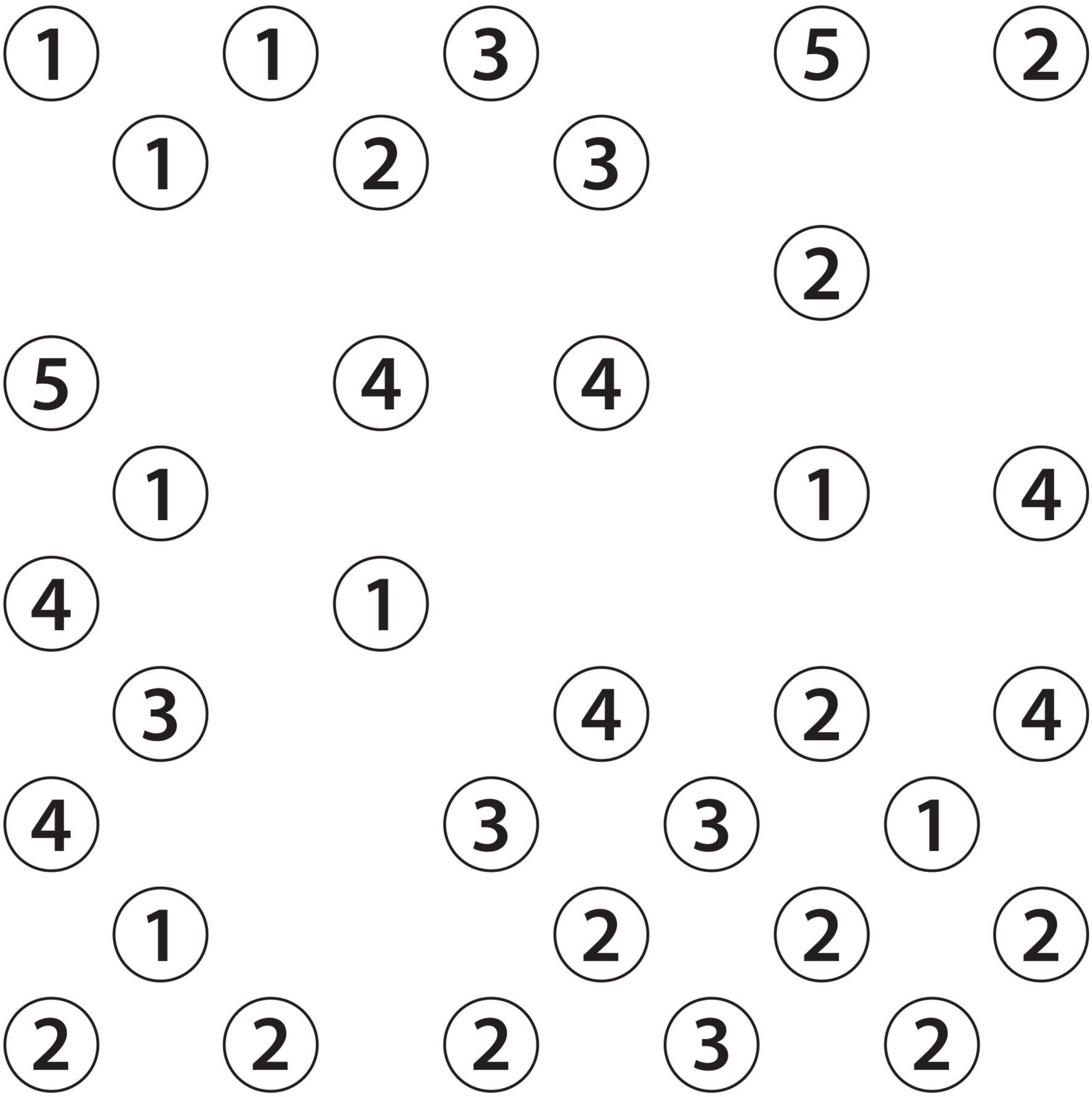
SUDOKU KILLER

9		20	6		11	13	14	
9	13	5		13			8	
		14			11	7	3	11
14			9					
	5		13			15		11
8	14	9	9	10		11	12	
				10	19			14
6		12	8			7		
13				13			8	

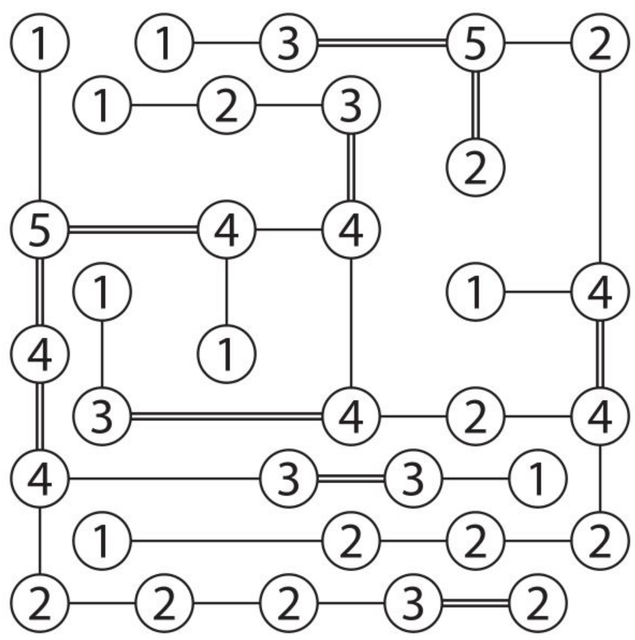
2	7	4	5	1	3	9	8	6
3	9	5	2	6	8	4	7	1
6	1	8	9	7	4	5	2	3
9	3	6	4	5	7	2	1	8
5	4	1	8	3	2	6	9	7
7	8	2	6	9	1	3	5	4
1	6	7	3	2	5	8	4	9
4	2	9	1	8	6	7	3	5
8	5	3	7	4	9	1	6	2

All islands – the circles with numbers – are interconnected. The numbers indicate how many bridges there are from an island to the (horizontally or vertically) neighbouring island(s). The bridges do not cross each other and there are a maximum of two bridges between any two islands.

HASHI

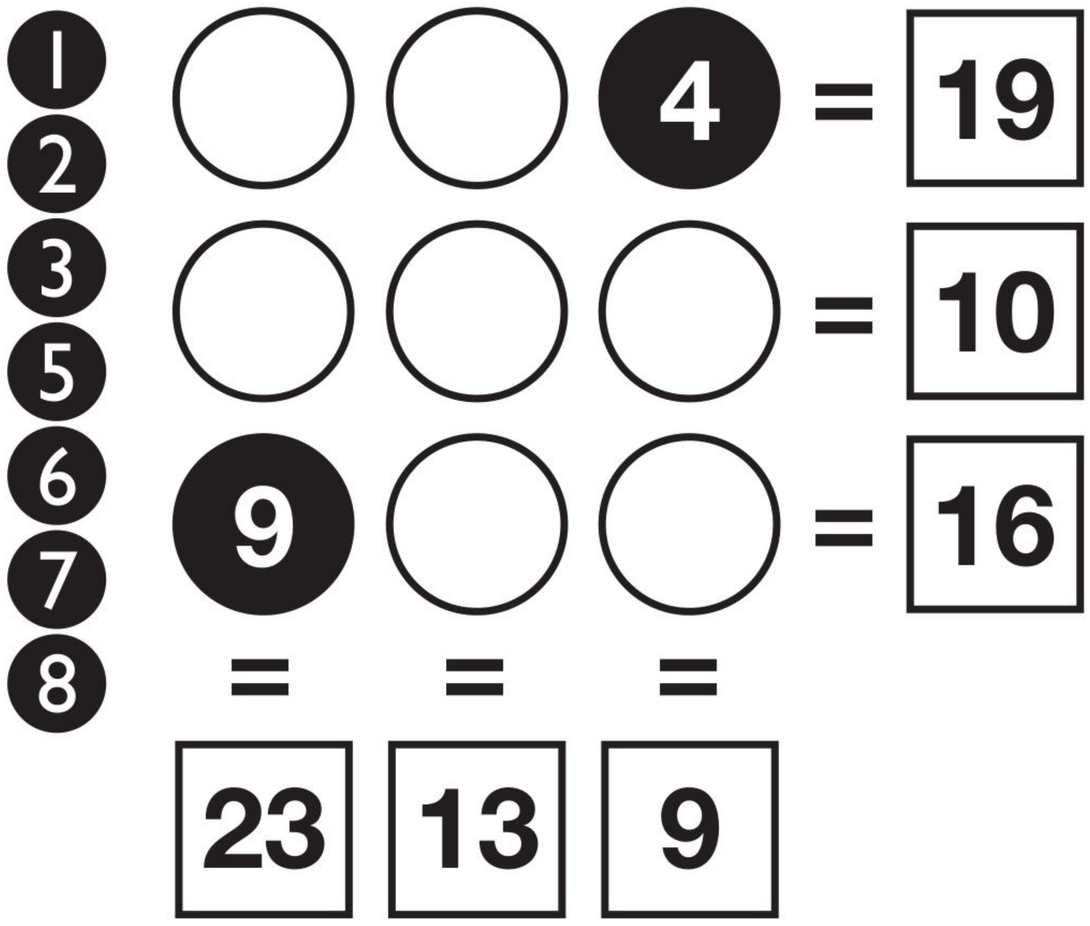


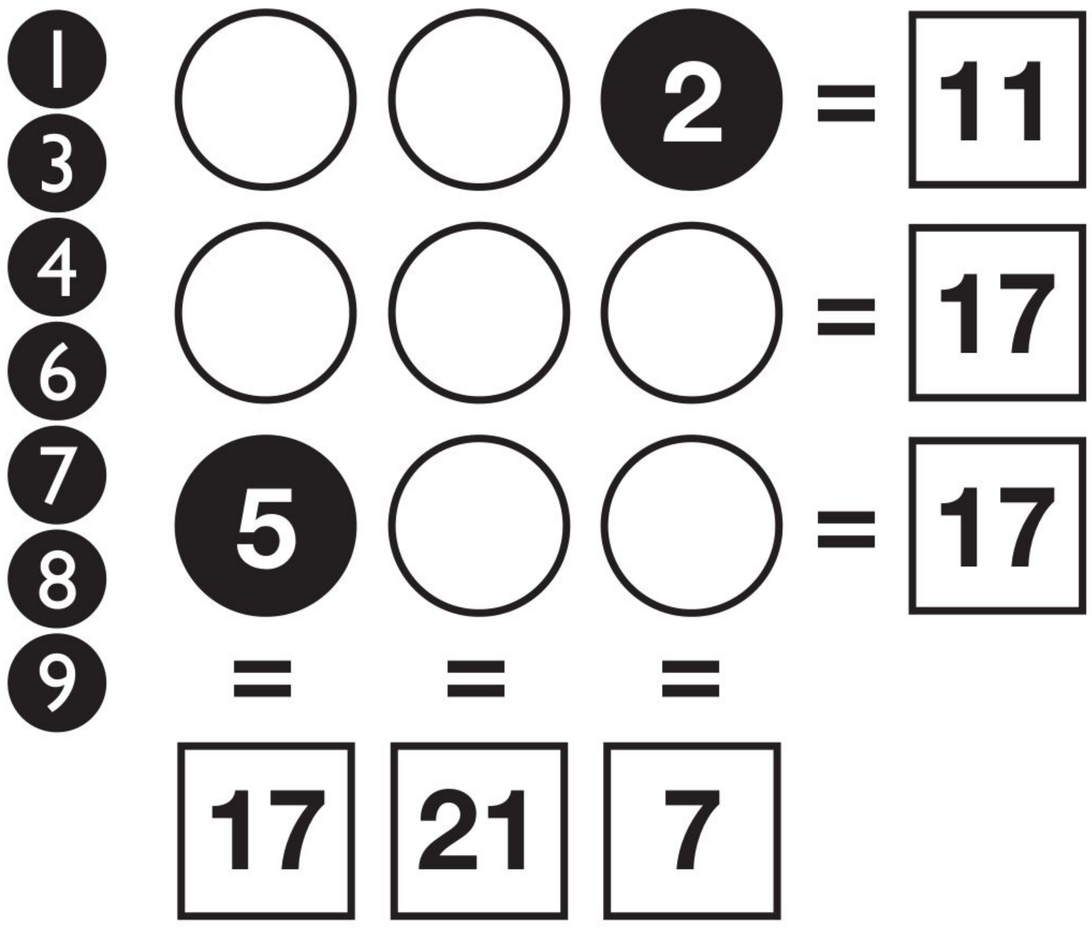



1 1 3 5 2
1 2 3
2
5 4 4
1 1 1 4
4 1
3 4 2 4
4 3 3 1
1 2 2 2
2 2 2 3 2

The numbers 1 to 9 must appear only once in the empty spaces, so that the sums of the numbers in each row add up to the numbers on the right side, and the sums of the numbers in the columns add up to the numbers on the bottom. Next to the diagram are the numbers that need to be placed.

IKURA



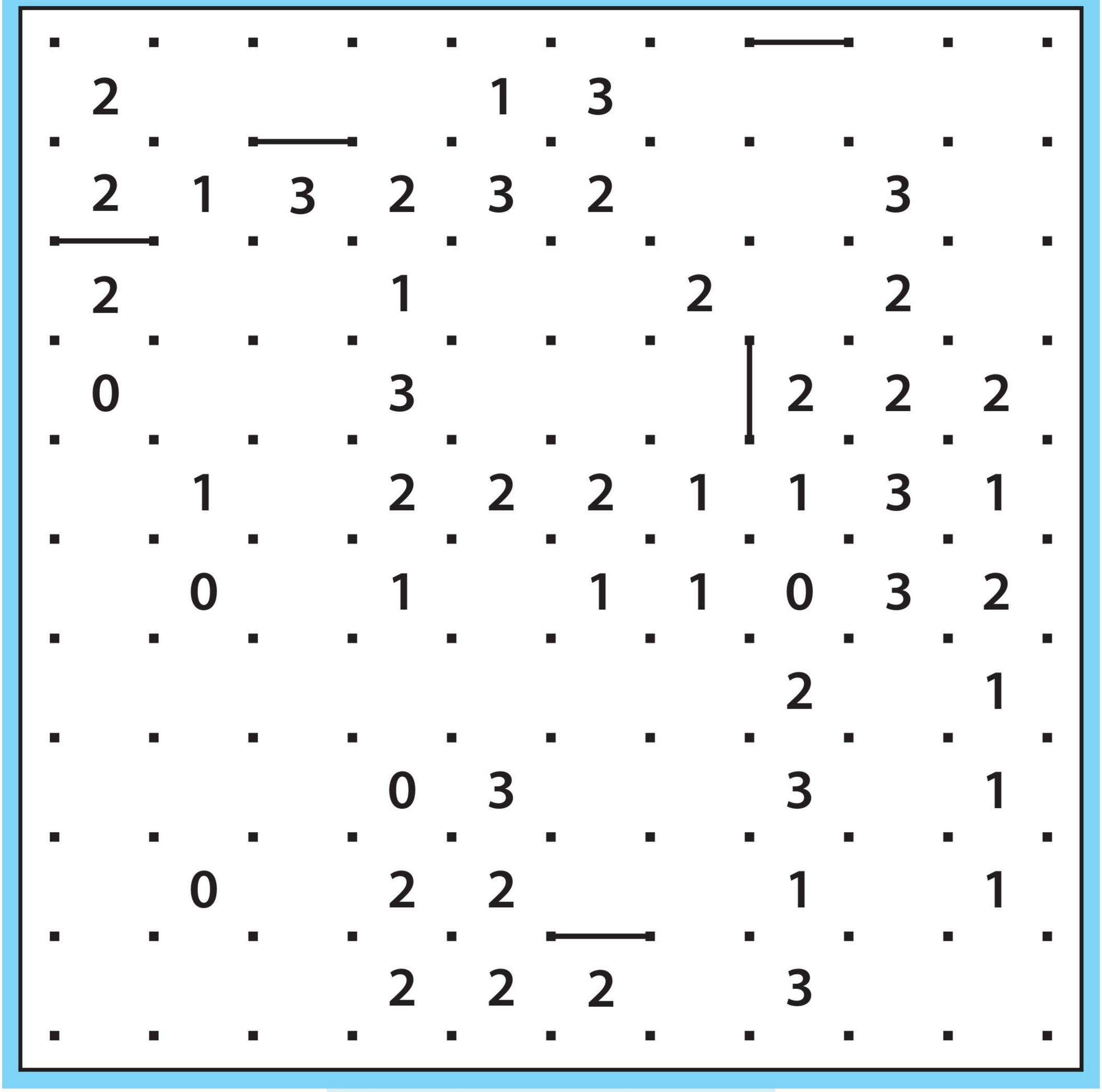


8	7	4
6	1	3
9	5	2

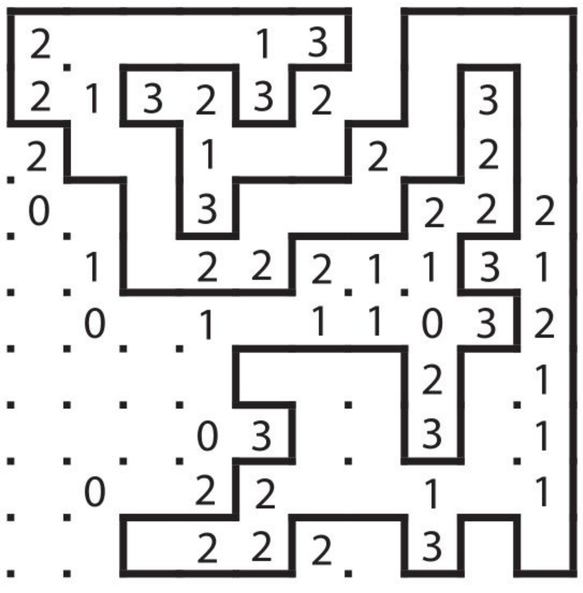
3	6	2
9	7	1
5	8	4

Join adjacent dots with vertical or horizontal lines so that a single loop is formed with no crossings or branches. Each number indicates the number of lines that surround it – cells without numbers may be surrounded by any number of lines.

SLITHERLINK

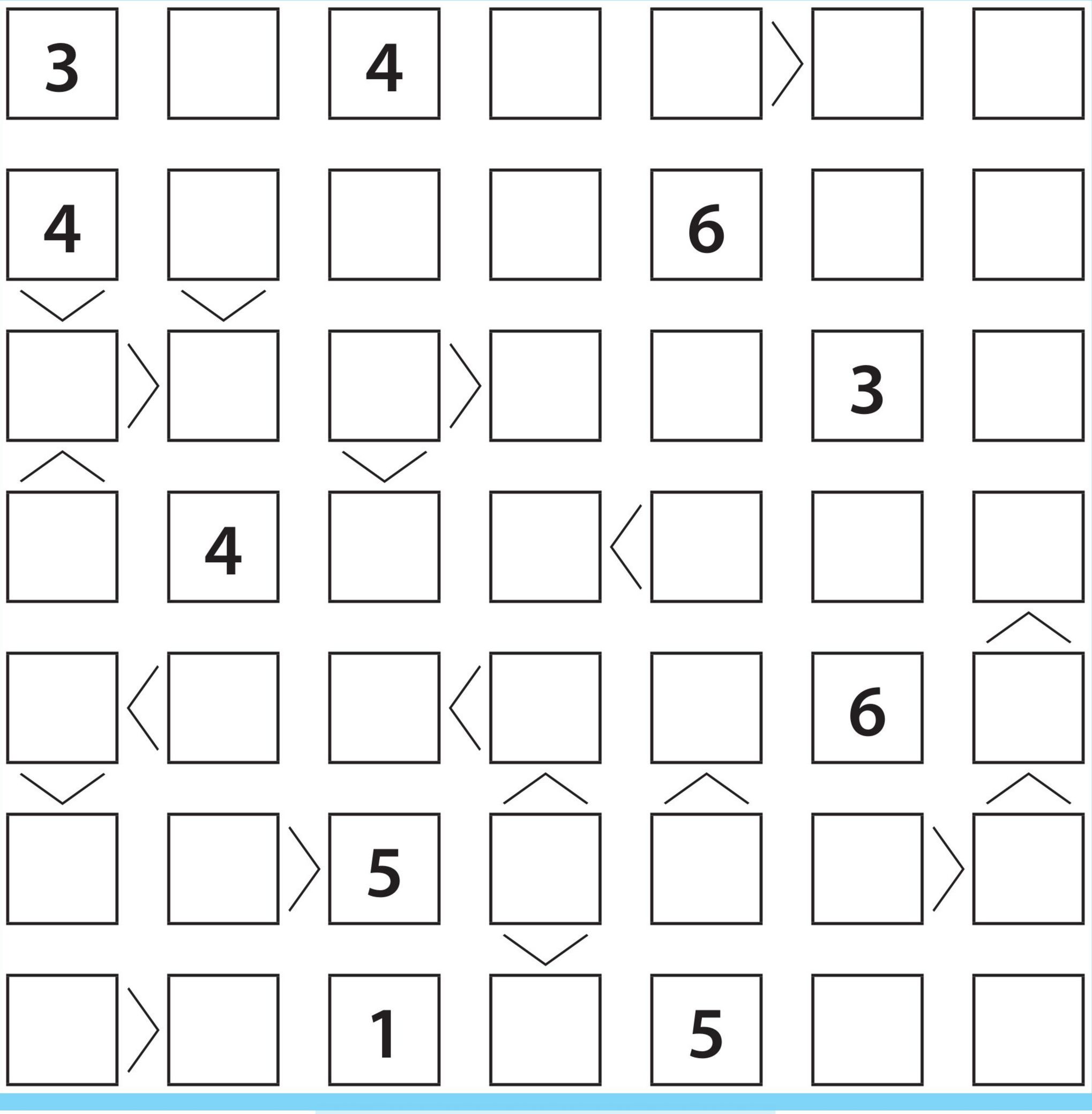




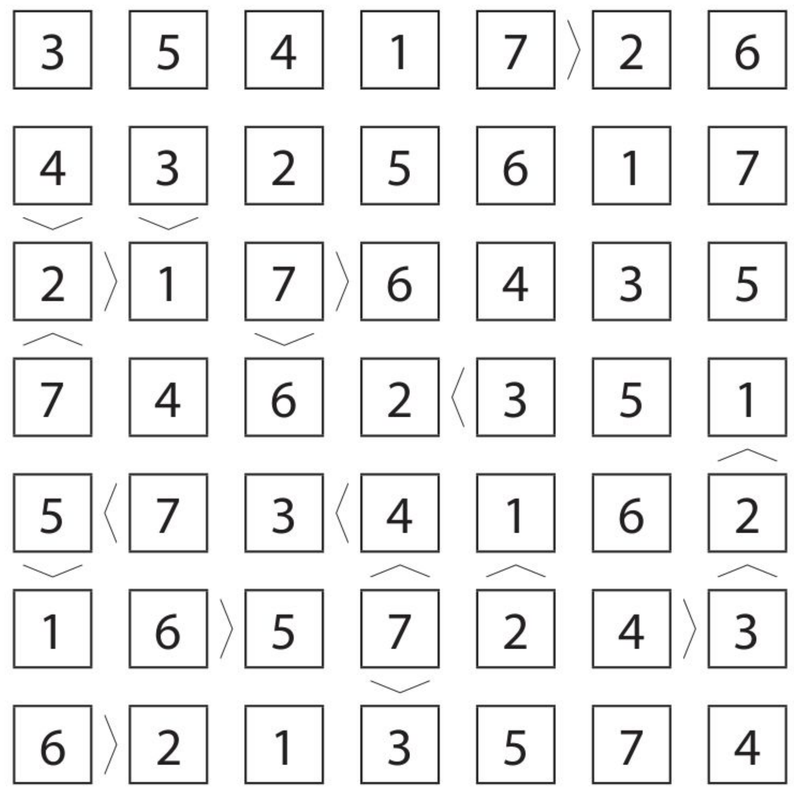


Fill the grid so that every row and column contains the numbers 1 to 7 only once.
In some places a > or a < indicates that the number to be filled in is larger or smaller than the adjacent number.

FUTOSHIKI






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

Fill the grid so that every row, column and 3x3 block contains all the numbers from 1 to 9 only once.

SUDOKU

	9	1			7		3	6
	6						2	
3			2				9	
				4				
	2	8	7	3				
	7							9
				9	8	3	6	
			4		3	1		
				2				4



2	9	1	8	5	7	4	3	6
7	6	4	3	1	9	5	2	8
3	8	5	2	6	4	7	9	1
5	1	6	9	4	2	8	7	3
9	2	8	7	3	1	6	4	5
4	7	3	6	8	5	2	1	9
1	4	2	5	9	8	3	6	7
6	5	9	4	7	3	1	8	2
8	3	7	1	2	6	9	5	4

Fill the grid with the numbers 0 and 1. Every row and column must have an equal amount of 0s and 1s. There cannot be more than two 0s or two 1s next to each other, either horizontally or vertically. No two rows or columns can have the same combination of 0s and 1s.

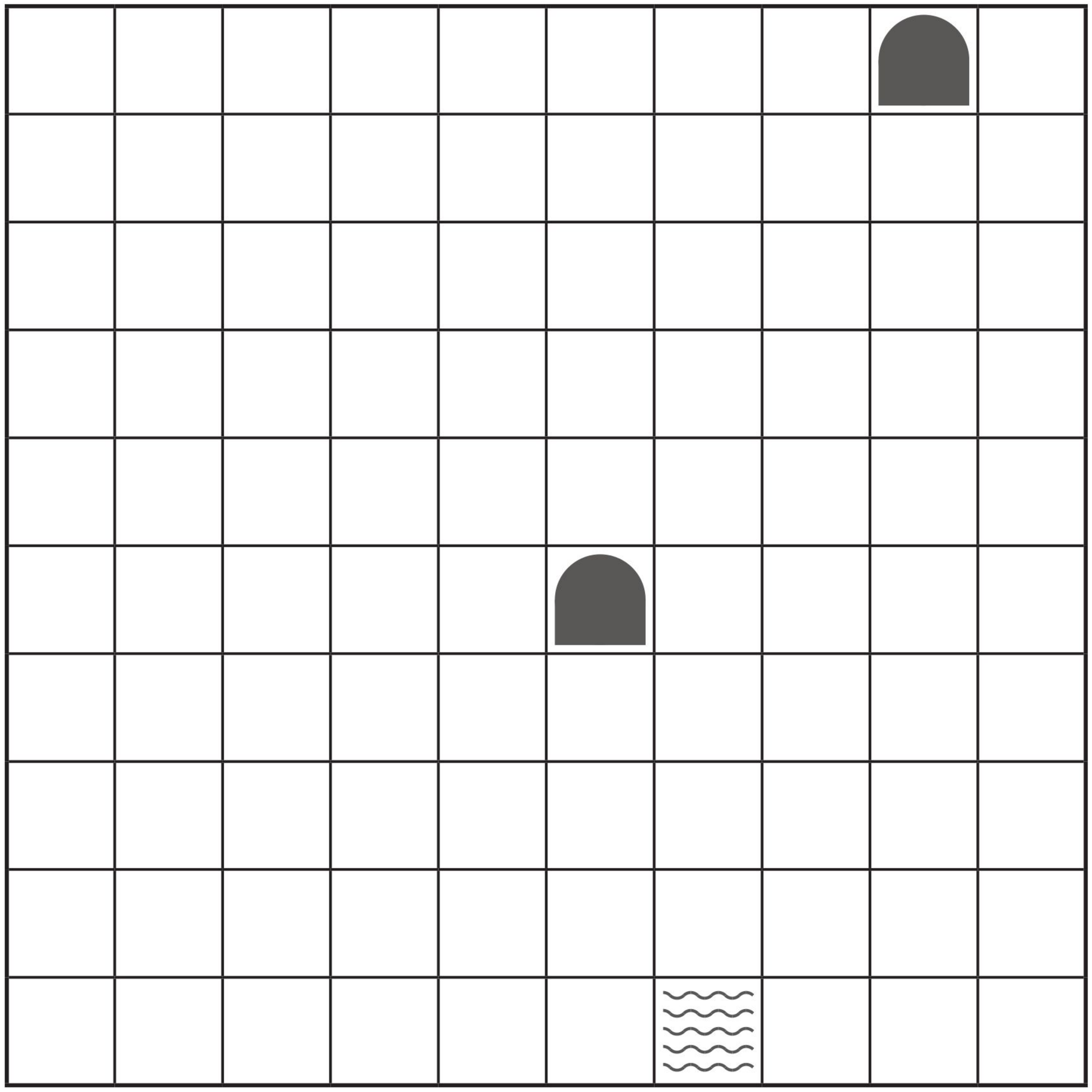
BINARY

0				1	1		1				
	0			1		0			0	0	
0							1				1
				0							
	0										0
		0				0		0			
1								0			
	1			0							
		0				0			1	1	
					1			0		1	
0	0		1			0					
	0							0			1

1	0	1	0	0	1	0	1	1	0	0	1
1	0	0	1	1	0	1	0	1	1	0	0
0	1	1	0	0	1	1	0	0	1	1	0
0	1	1	0	1	0	0	1	1	0	0	1
1	0	0	1	0	1	1	0	0	1	1	0
0	1	1	0	0	1	0	0	1	1	0	1
1	0	1	0	1	0	0	1	0	0	1	1
0	1	0	1	1	0	1	1	0	1	0	0
0	1	0	1	0	1	0	0	1	0	1	1
1	0	1	0	1	1	0	0	1	0	1	0
1	0	0	1	0	0	1	1	0	1	0	1
0	1	0	1	1	0	1	1	0	0	1	0

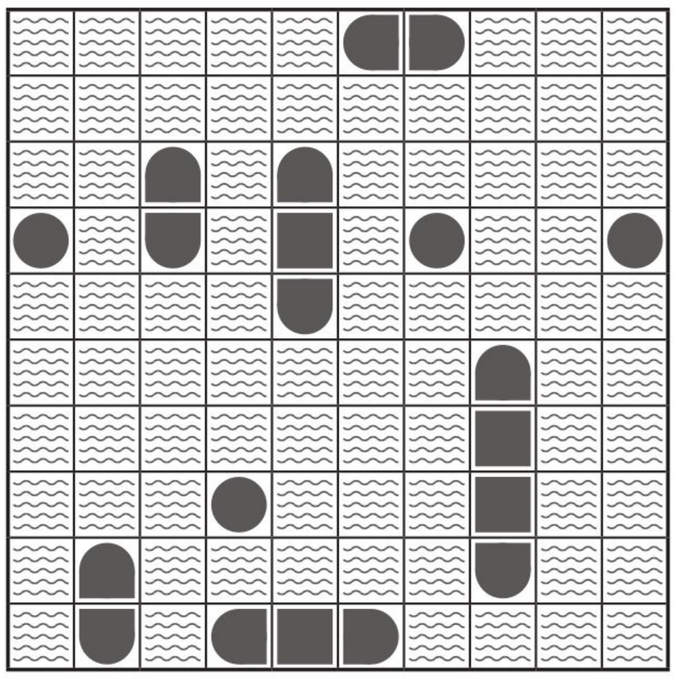
Find one battleship, two cruisers, three destroyers and four submarines in the grid. The numbers beside the grid refer to how many squares in that row or column contain ships or parts of ships. Ships cannot appear in adjacent squares, even diagonally. Wavy lines indicate an empty patch of sea.

BATTLESHIPS



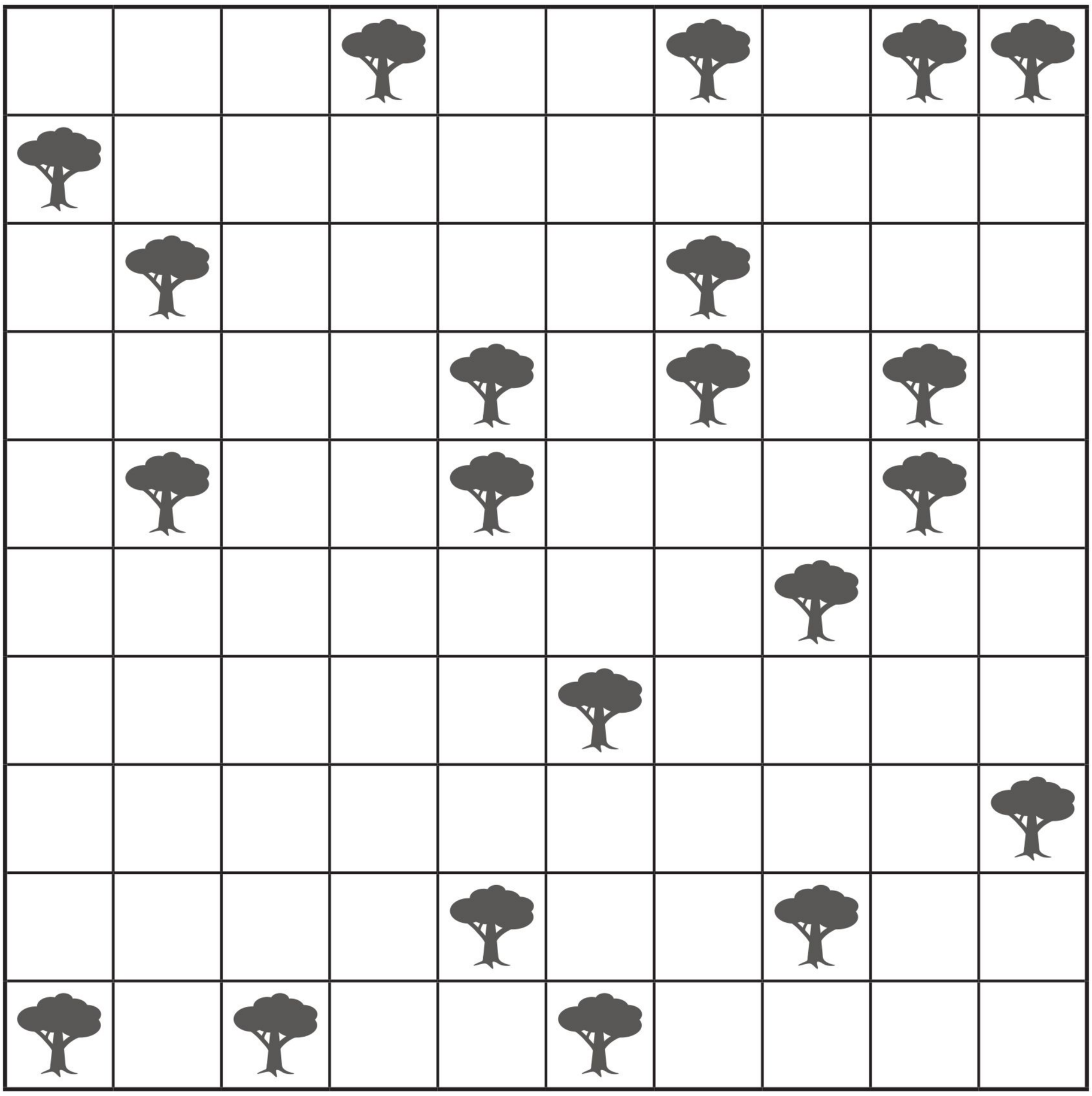
1 x
2 x
3 x
4 x



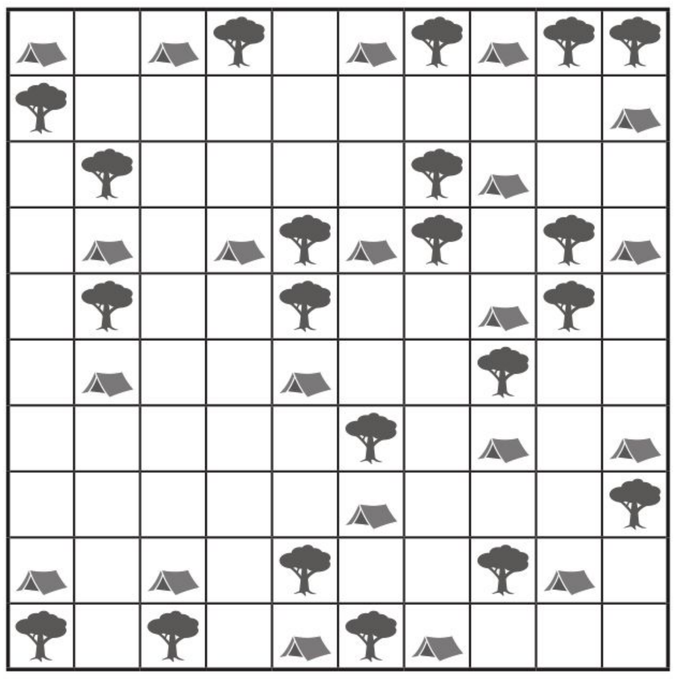


Adjacent to every tree is one tent. Your task is to place the tents into the grid. Tents cannot be in adjacent squares, not even diagonally. The numbers beside the grid indicate the number of tents in that row or column.

CAMPING







Each zone marked out with a black line must contain the corresponding digits depending on its size – a two-square zone requires the digits 1 and 2, and a five-square zone requires 1, 2, 3, 4 and 5. However, the same digit cannot appear in neighbouring squares – not even diagonally.

TECTONIC

3	2		4				3		
								5	
	5					4			
		5							
						4			
5						5			
			4					2	
					3				
2				2					
	4				3				



3	2	5	4	5	1	2	3	2
4	1	3	1	2	3	5	1	5
2	5	4	5	4	1	4	2	4
3	1	3	2	3	2	3	1	3
2	4	5	1	5	1	5	4	2
3	1	2	3	2	4	3	1	3
5	4	5	1	5	1	5	4	5
2	3	2	4	2	4	2	3	2
1	4	1	3	1	3	1	4	1
2	3	5	4	2	5	2	5	2
1	4	1	3	1	3	1	4	1

In place of the classic 3x3 block, the sudoku chaos has blocks of varying shapes. Fill the grid so that every row, column and block contains all the numbers from 1 to 9 only once.

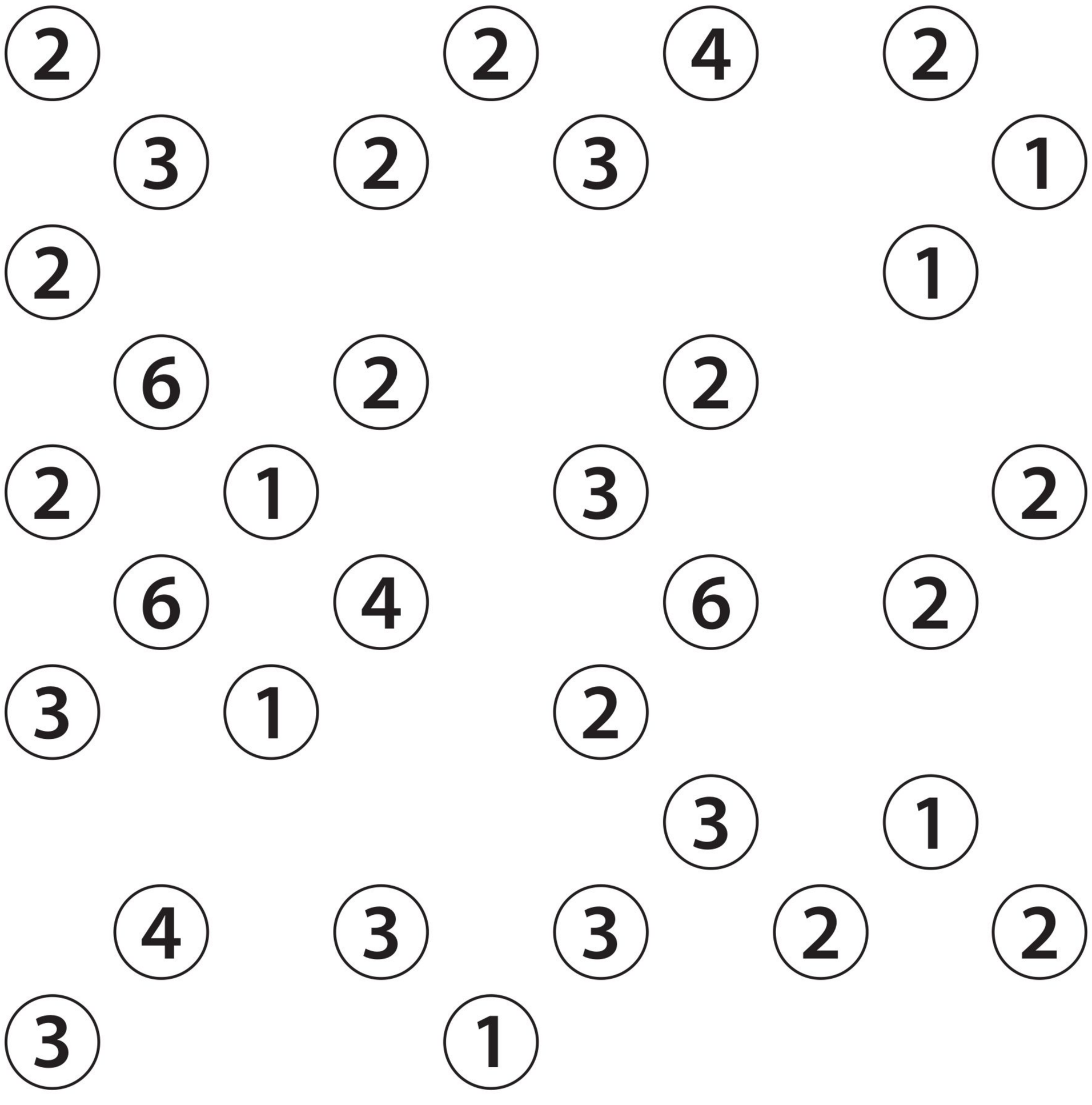
SUDOKU CHAOS

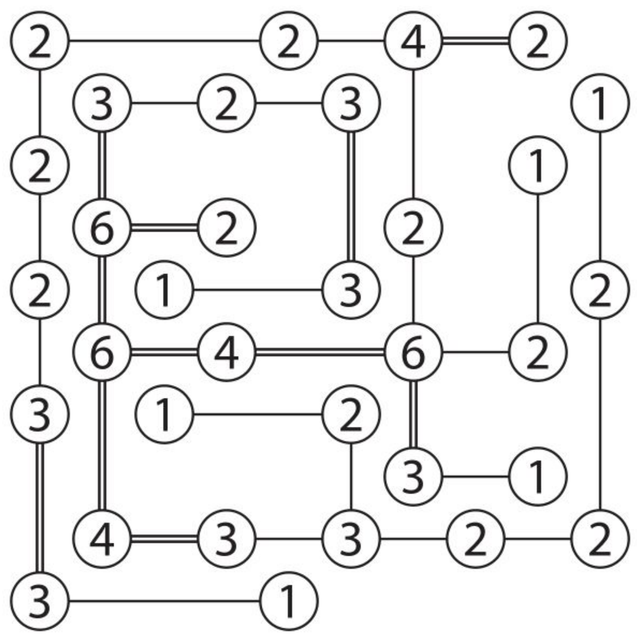
						6		9
3		2		9	4		1	
		6		8				4
			6		5			2
1			2		7			
2				6		8		
	3		7	4		5		8
8		9						

4	2	5	1	3	8	6	7	9
3	6	2	8	9	4	7	1	5
7	9	6	5	8	1	3	2	4
9	1	3	6	7	5	4	8	2
5	8	7	3	2	9	1	4	6
1	4	8	2	5	7	9	6	3
2	7	4	9	6	3	8	5	1
6	3	1	7	4	2	5	9	8
8	5	9	4	1	6	2	3	7

All islands – the circles with numbers – are interconnected. The numbers indicate how many bridges there are from an island to the (horizontally or vertically) neighbouring island(s). The bridges do not cross each other and there are a maximum of two bridges between any two islands.

HASHI




2 2 4 2
3 2 3 1
2 1 2
6 2 2
2 1 3 2
6 4 6 2
3 1 2
3 1
4 3 3 2 2
3 1

Shade in some of the squares so that a number does not appear more than once in any row or column. Shaded cells cannot be adjacent horizontally or vertically, but can diagonally. A string of shaded cells cannot cut off part of the grid.

HITORI

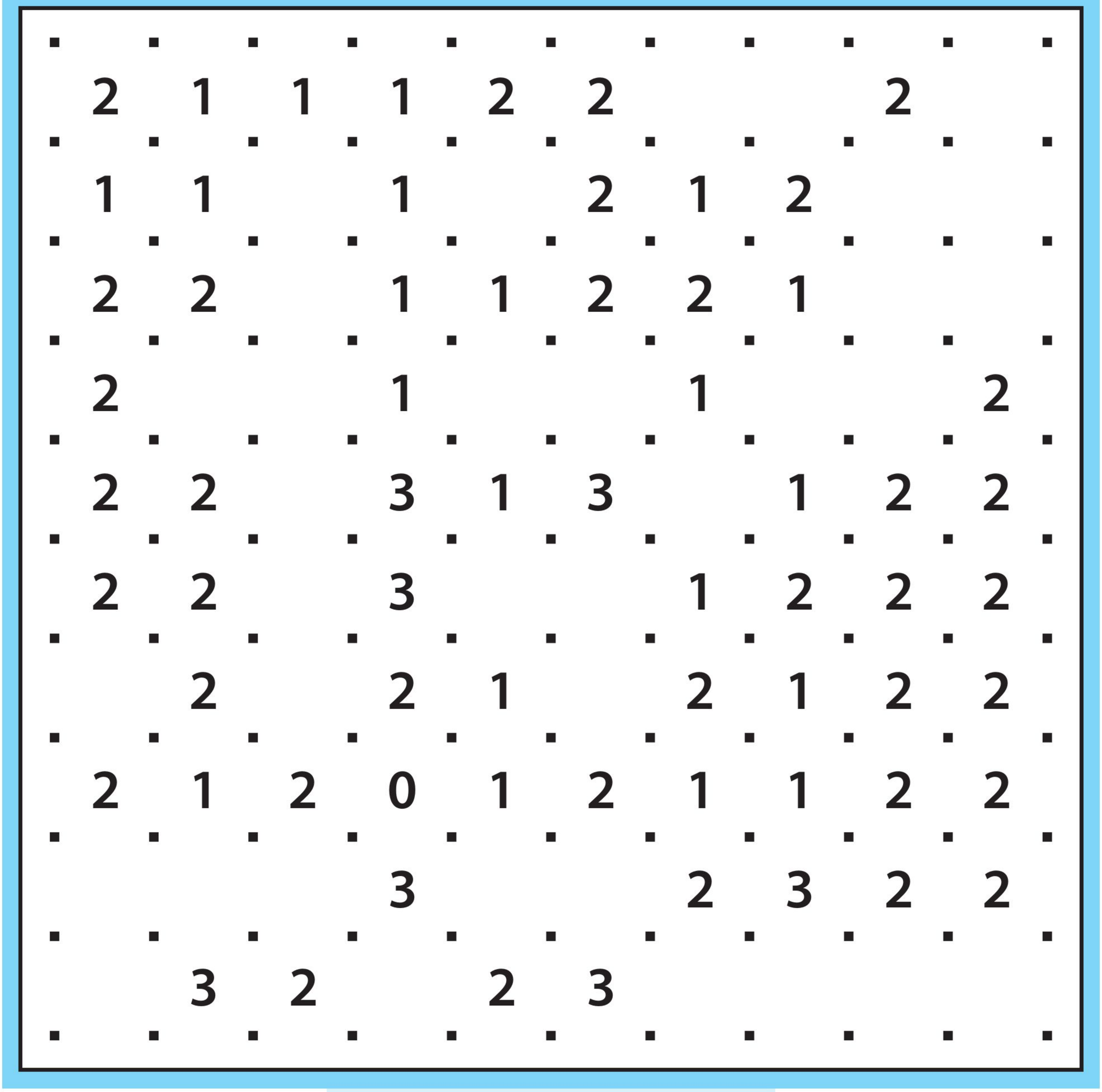
6	2	8	3	3	5	4	5	5
4	7	3	4	8	6	2	1	3
3	1	6	5	7	1	5	9	9
6	8	9	9	1	5	5	4	5
7	3	2	2	9	5	6	8	1
9	7	4	2	5	3	8	7	6
9	5	7	1	2	2	7	5	4
5	6	9	3	4	1	3	2	3
5	9	3	8	2	7	1	5	7

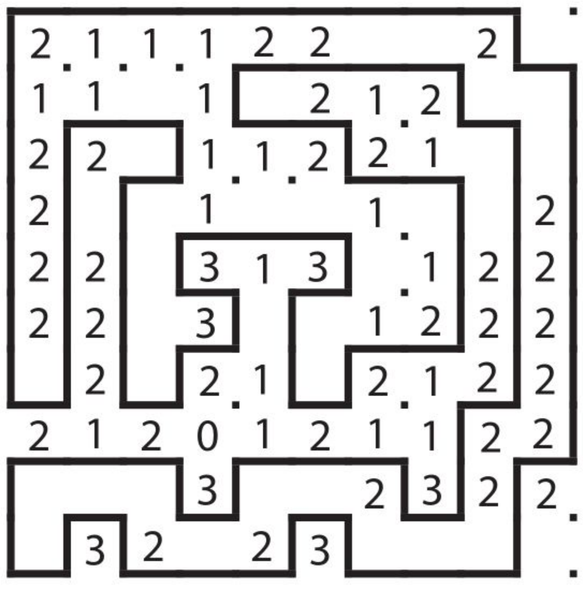


6	2	8	3	3	5	4	5	5
4	7	3	4	8	6	2	1	3
3	1	6	5	7	1	5	9	9
6	8	9	9	1	5	5	4	5
7	3	2	2	9	5	6	8	1
9	7	4	2	5	3	8	7	6
9	5	7	1	2	2	7	5	4
5	6	9	3	4	1	3	2	3
5	9	3	8	2	7	1	5	7

Join adjacent dots with vertical or horizontal lines so that a single loop is formed with no crossings or branches. Each number indicates the number of lines that surround it – cells without numbers may be surrounded by any number of lines.

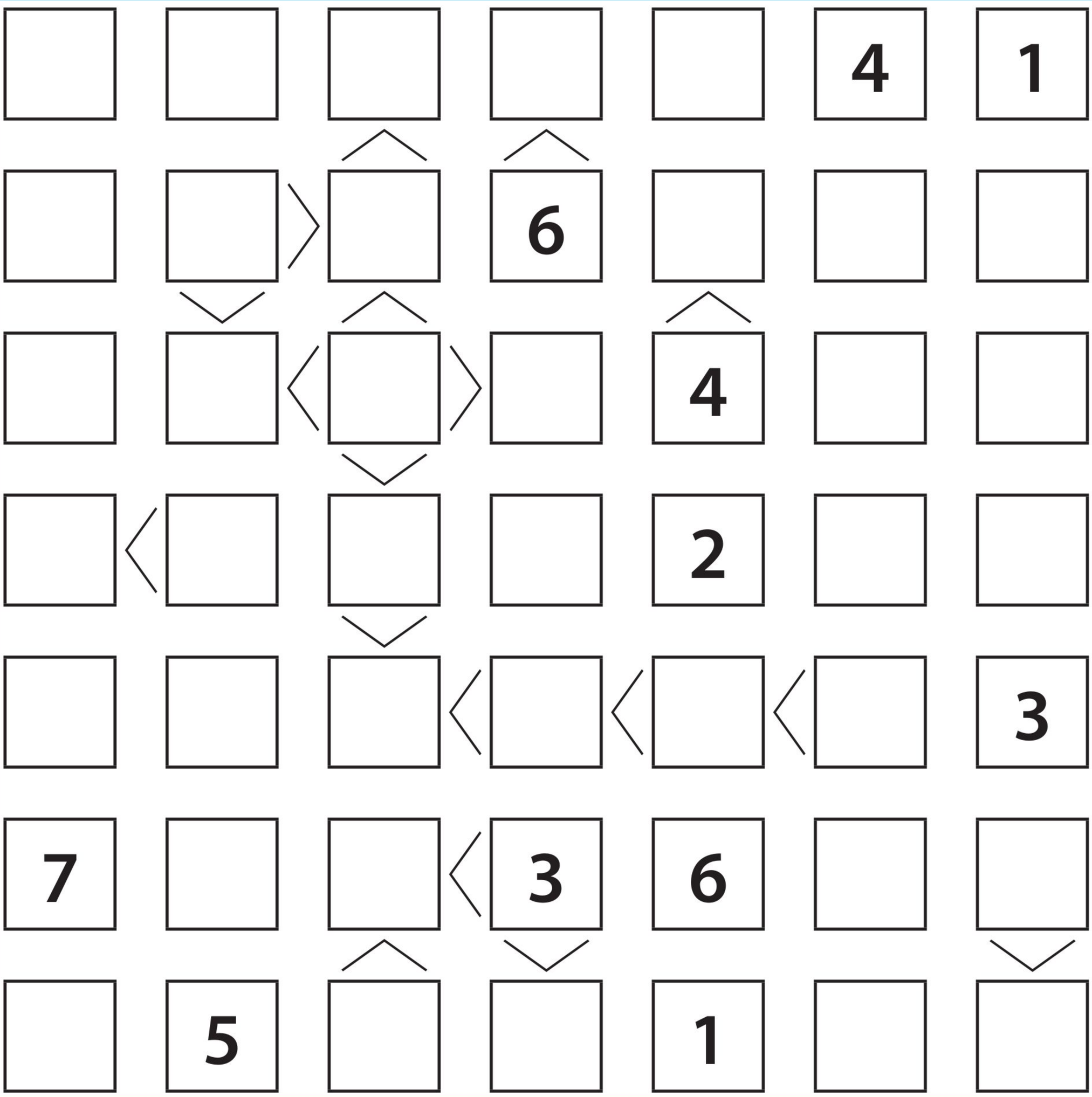
SLITHERLINK



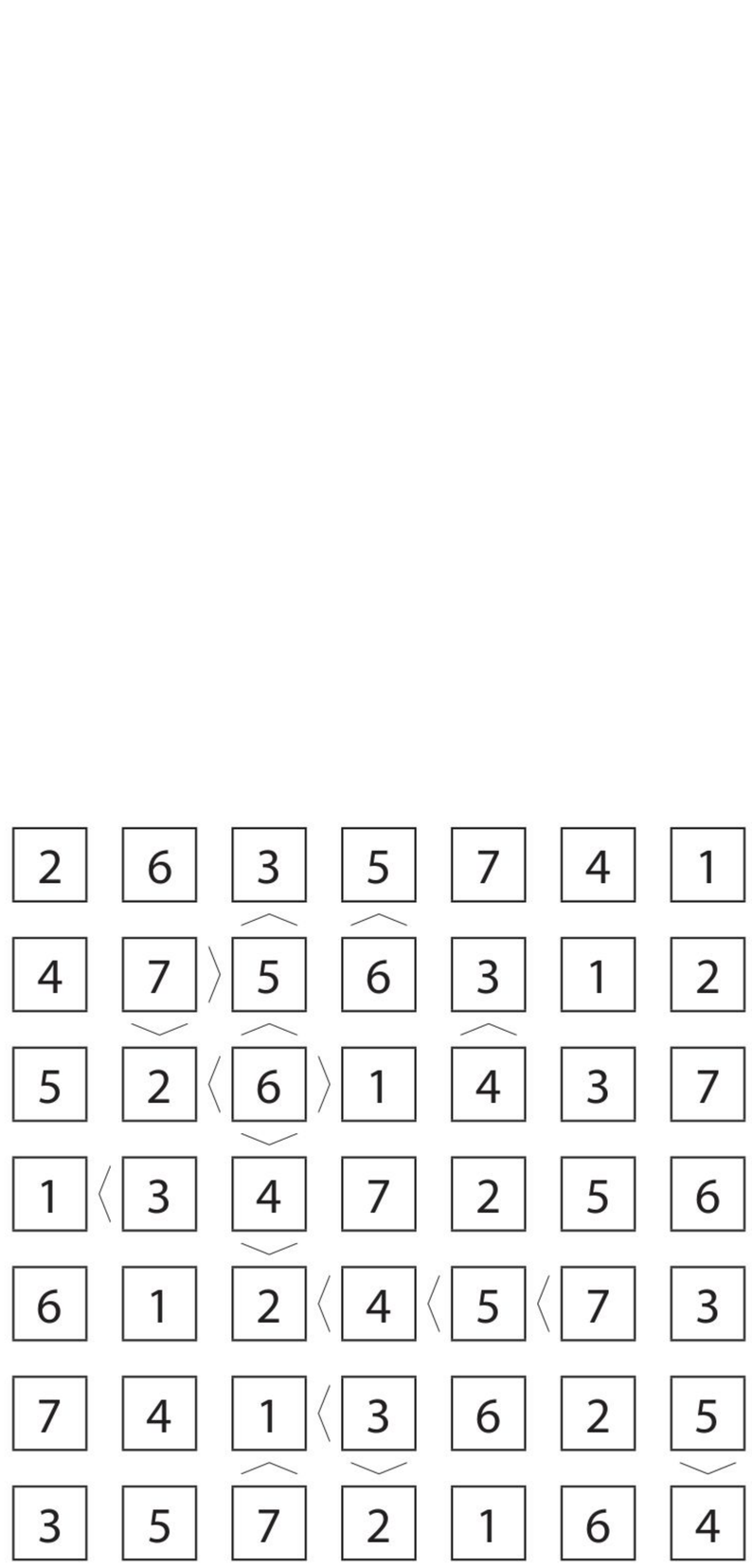


Fill the grid so that every row and column contains the numbers 1 to 7 only once.
In some places a > or a < indicates that the number to be filled in is larger or smaller than the adjacent number.

FUTOSHIKI







Fill the grid so that every row, column and 3x3 block contains all the numbers from 1 to 9 only once.

SUDOKU

8	2				7	5		4
			4					7
	5		6	9				
		4	7	6				
	8						7	6
		3		4			8	
9				3	1		5	
	4		9				1	

8	2	9	3	1	7	5	6	4
6	3	1	4	5	8	2	9	7
4	5	7	6	9	2	1	3	8
1	9	4	7	6	3	8	2	5
7	6	2	5	8	9	3	4	1
3	8	5	1	2	4	9	7	6
5	1	3	2	4	6	7	8	9
9	7	6	8	3	1	4	5	2
2	4	8	9	7	5	6	1	3

Fill the grid with the numbers 0 and 1. Every row and column must have an equal amount of 0s and 1s. There cannot be more than two 0s or two 1s next to each other, either horizontally or vertically. No two rows or columns can have the same combination of 0s and 1s.

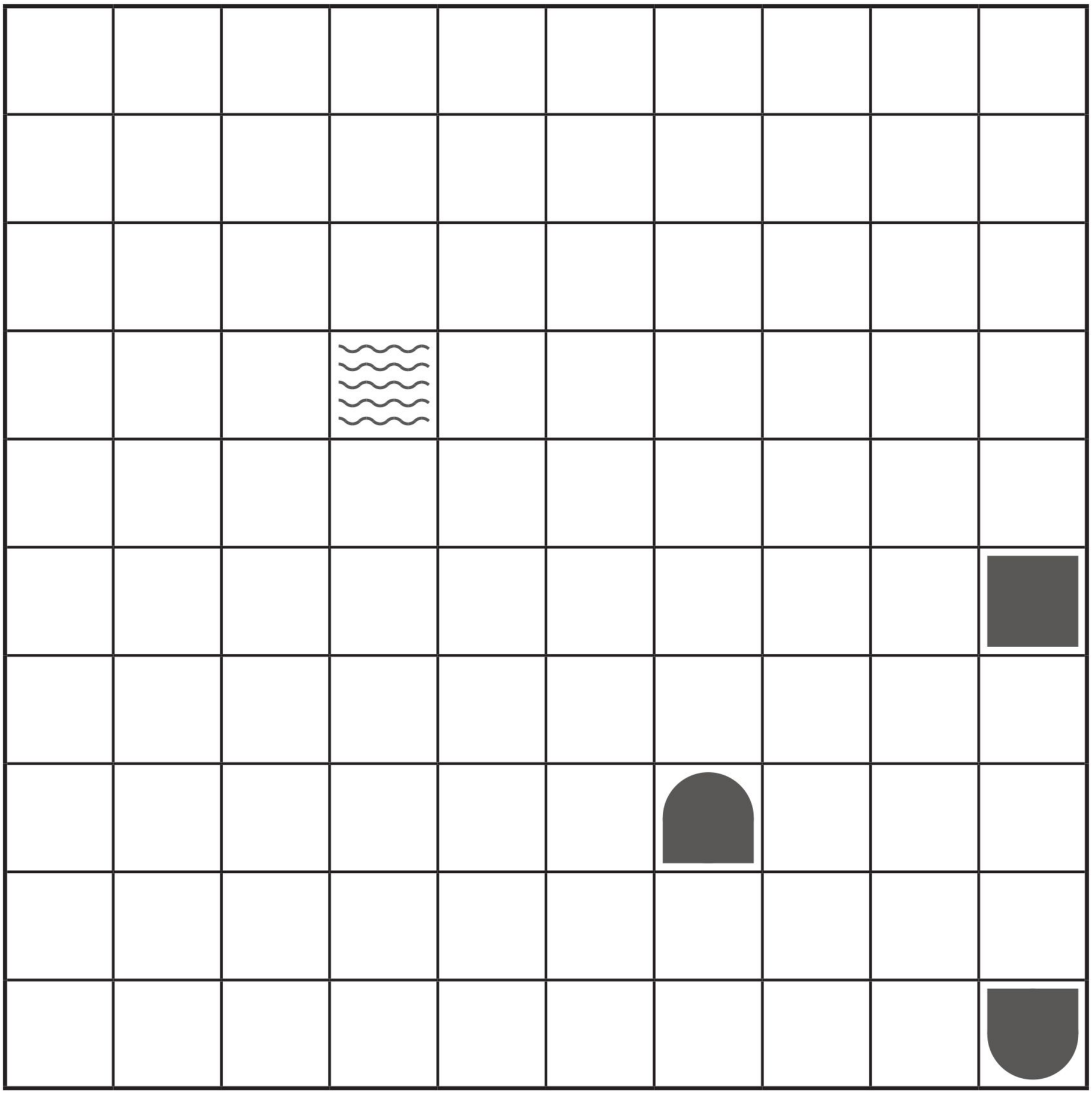
BINARY

0		1									1
				1							
1		0	0				1	1			
		0			0						
	1										
1								0			
			0			1	1			0	0
	1	1			0				0		
								1			
1	1			0						1	
1	1						0		0		
			1			1			0		

1	1	0	0	1	1	0	0	1	1	0	0
1	0	0	1	0	0	1	1	0	0	1	1
0	1	1	0	0	1	0	0	1	0	1	1
0	1	0	1	1	0	1	0	1	1	0	0
1	0	0	1	0	1	0	1	0	1	1	0
0	0	1	0	1	1	0	1	0	0	1	1
0	1	1	0	1	0	1	0	1	0	0	1
1	0	0	1	0	0	1	1	0	1	1	0
0	1	1	0	1	1	0	0	1	0	0	1
0	1	0	1	1	0	0	1	0	0	1	1
1	0	1	1	0	0	1	1	0	1	0	0
1	0	1	0	0	1	1	0	1	1	0	0

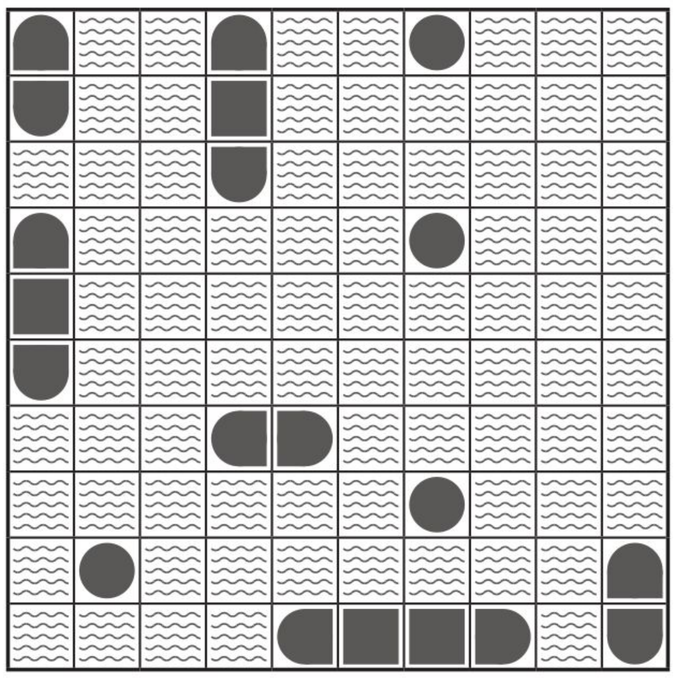
Find one battleship, two cruisers, three destroyers and four submarines in the grid. The numbers beside the grid refer to how many squares in that row or column contain ships or parts of ships. Ships cannot appear in adjacent squares, even diagonally. Wavy lines indicate an empty patch of sea.

BATTLESHIPS



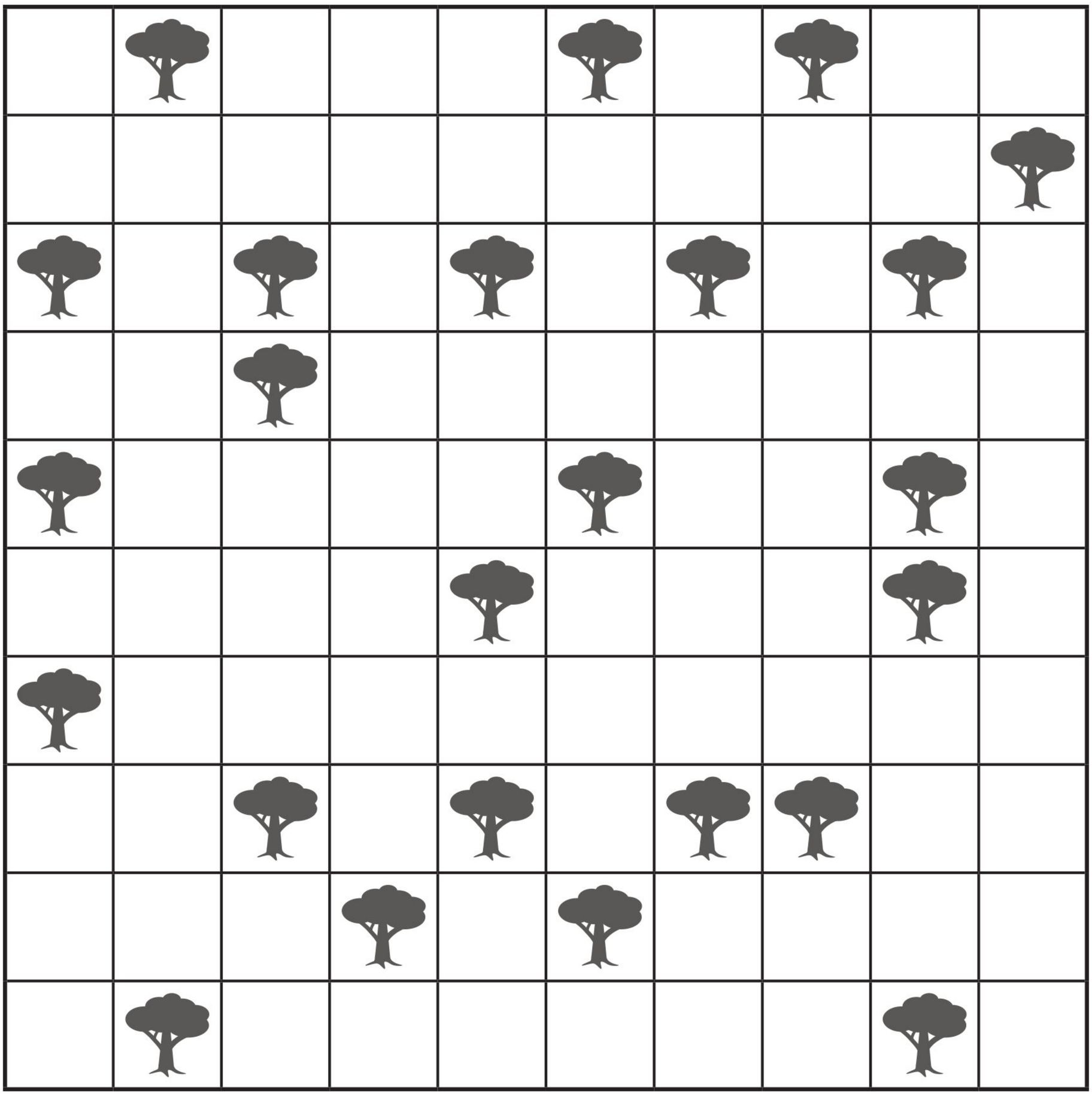
1 x
2 x
3 x
4 x



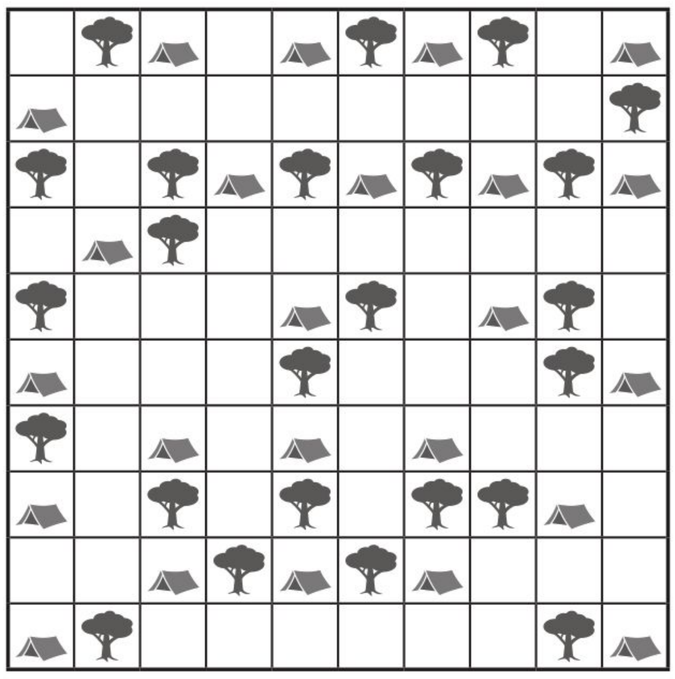


Adjacent to every tree is one tent. Your task is to place the tents into the grid. Tents cannot be in adjacent squares, not even diagonally. The numbers beside the grid indicate the number of tents in that row or column.

CAMPING







Each zone marked out with a black line must contain the corresponding digits depending on its size – a two-square zone requires the digits 1 and 2, and a five-square zone requires 1, 2, 3, 4 and 5. However, the same digit cannot appear in neighbouring squares – not even diagonally.

TECTONIC

	3		1			3		3
		5						
			4					5
								3
	5	2			4			
	5					4		5
								3
4					1		5	
		5						2



2	3	5	1	3	5	3	2	3
4	1	4	2	4	2	1	5	1
2	3	5	1	3	5	4	2	4
1	4	2	4	2	1	3	1	5
2	3	1	5	3	5	2	4	3
4	5	2	4	1	4	1	5	1
1	3	1	5	3	2	3	2	4
2	5	4	2	1	5	4	1	5
1	3	1	5	3	2	3	2	3
4	2	4	2	4	1	4	5	4
5	3	5	1	3	5	3	1	2

Sudoku Killer is made of the classic 3x3 blocks, but with sections enclosed in dotted lines. Fill the grid like a classic sudoku, but ensure that the numbers add up to the total that is indicated at the top left corner of that section. Numbers cannot be repeated within dotted sections.

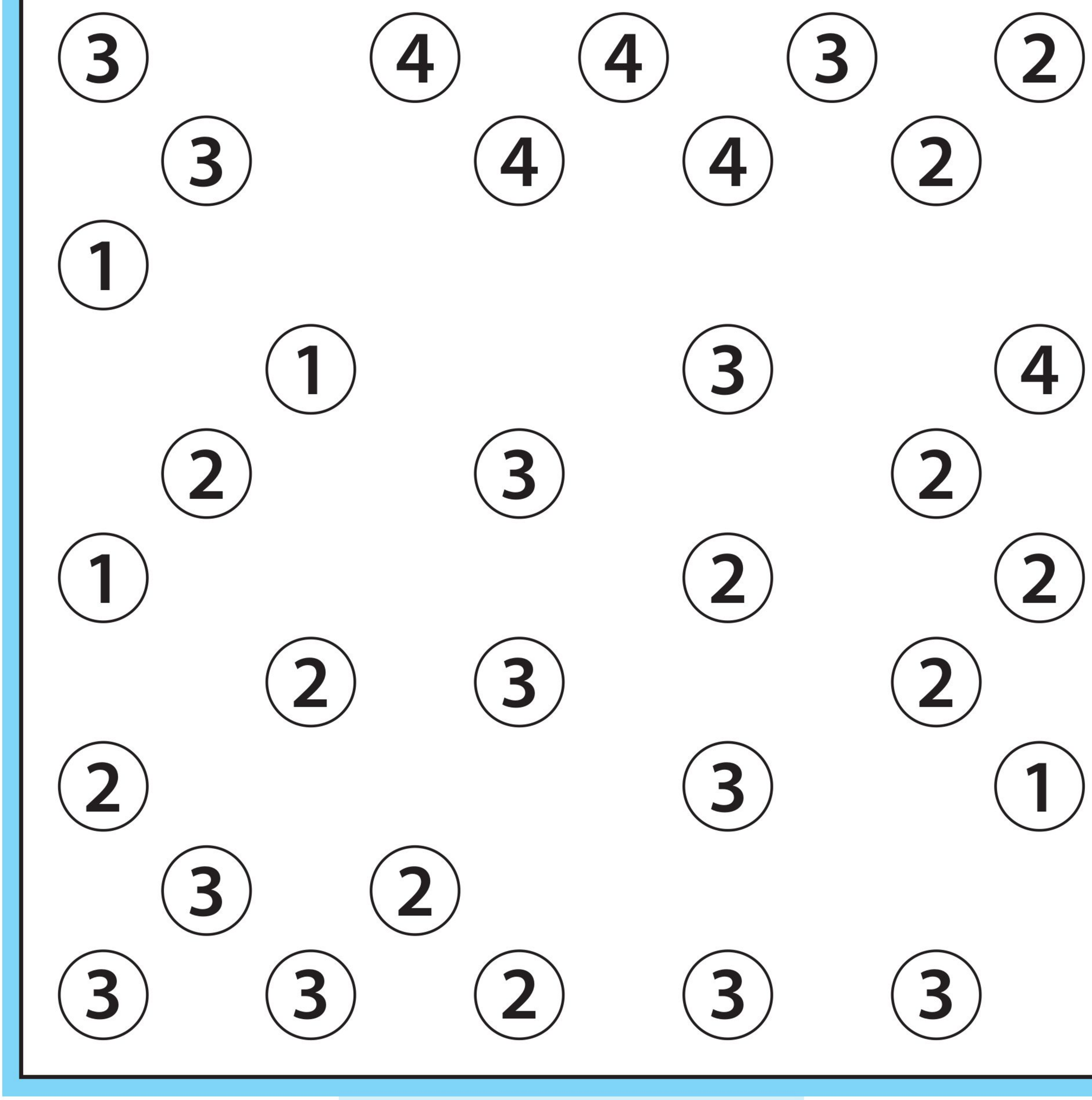
SUDOKU KILLER

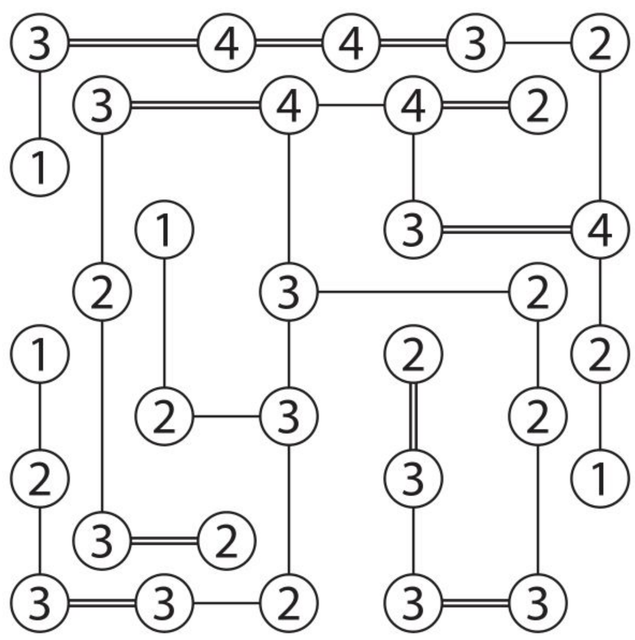
10		13	10		23		3	
11				13			29	10
11	5		14					
	18			13	3		17	
12					13	15	8	
8		11						13
10	24					10		
		14	12		14	6	11	
12							9	

7	3	8	4	5	9	6	1	2
9	2	5	1	7	6	8	4	3
6	1	4	2	8	3	9	5	7
5	6	3	7	4	2	1	9	8
4	8	9	5	3	1	7	2	6
1	7	2	9	6	8	5	3	4
2	5	6	8	1	4	3	7	9
8	4	1	3	9	7	2	6	5
3	9	7	6	2	5	4	8	1

All islands – the circles with numbers – are interconnected. The numbers indicate how many bridges there are from an island to the (horizontally or vertically) neighbouring island(s). The bridges do not cross each other and there are a maximum of two bridges between any two islands.

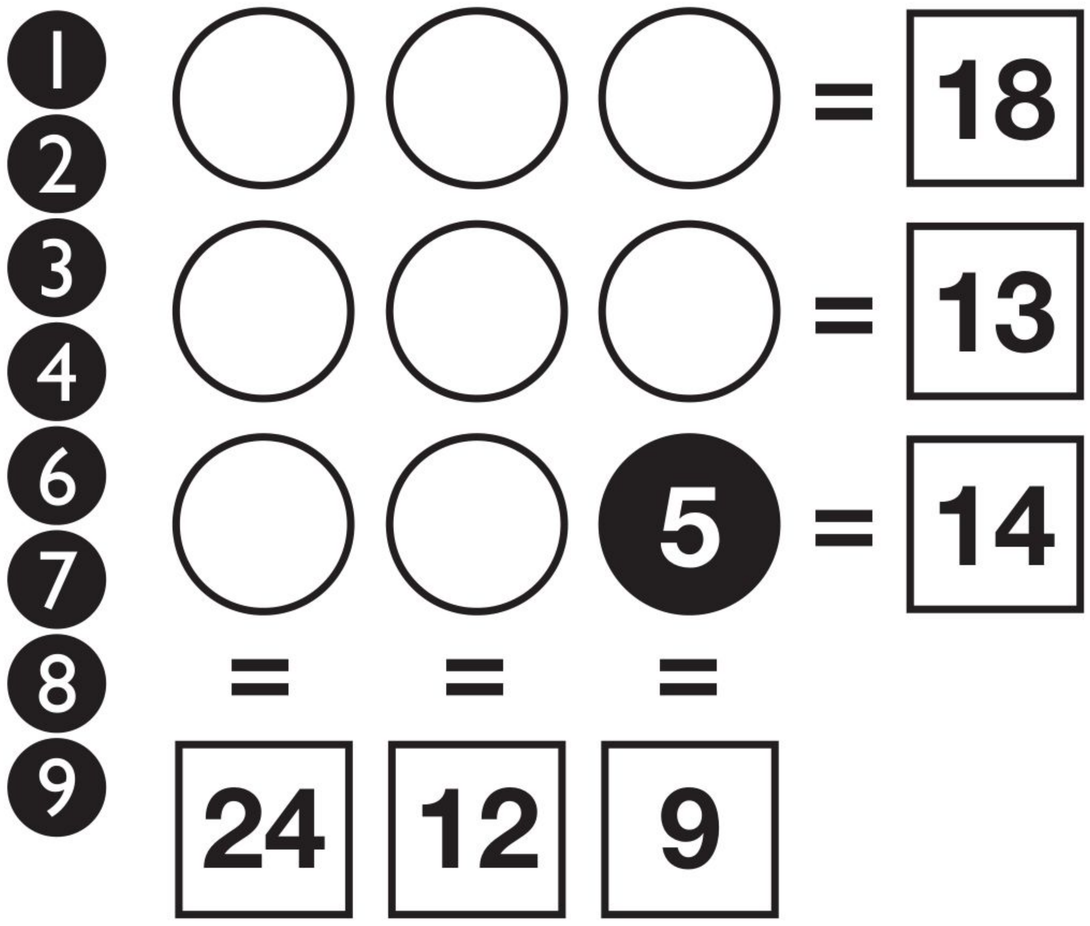
HASHI

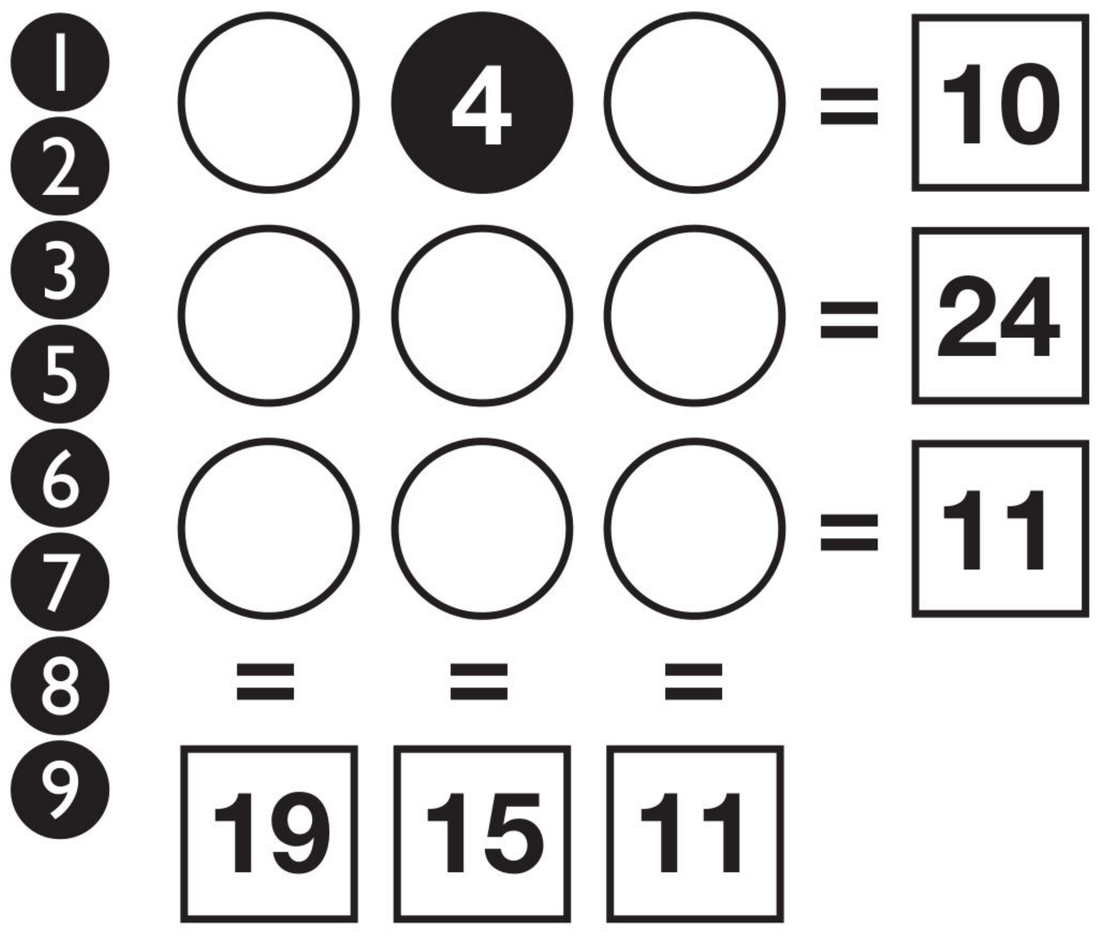


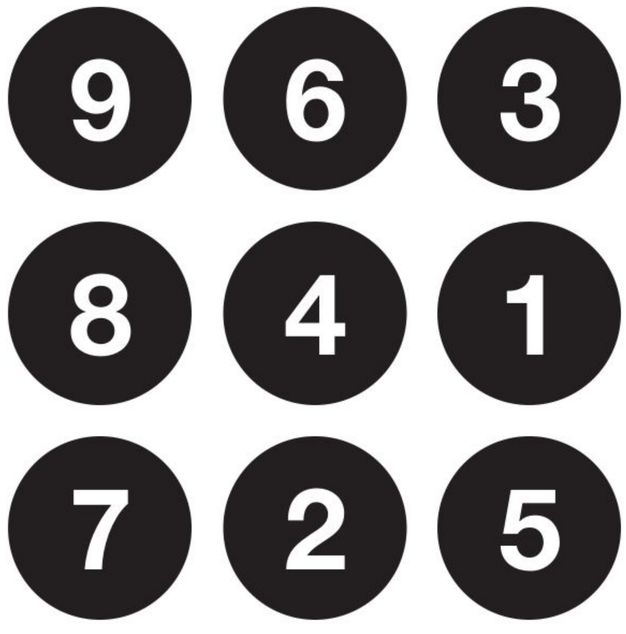

3 4 4 3 2
3 4 4 2
1
1 3 4
2 3 2
1 2 2
2 3 2 2
2 3 1
3 2
3 3 2 3 3

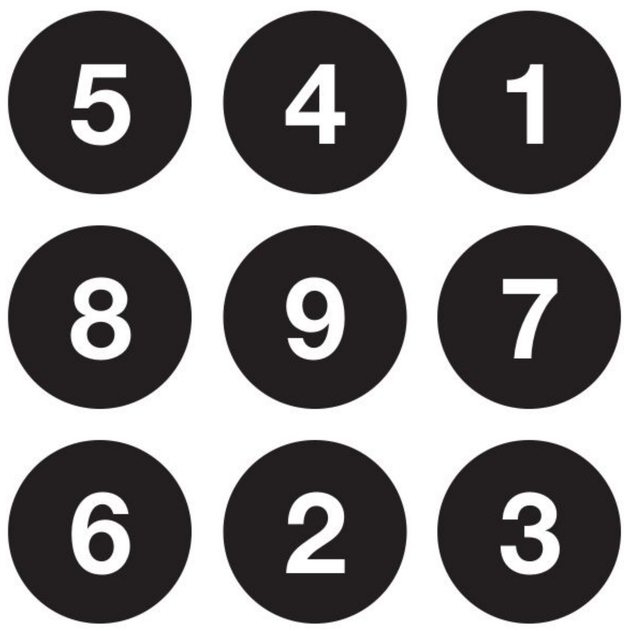
The numbers 1 to 9 must appear only once in the empty spaces, so that the sums of the numbers in each row add up to the numbers on the right side, and the sums of the numbers in the columns add up to the numbers on the bottom. Next to the diagram are the numbers that need to be placed.

IKURA



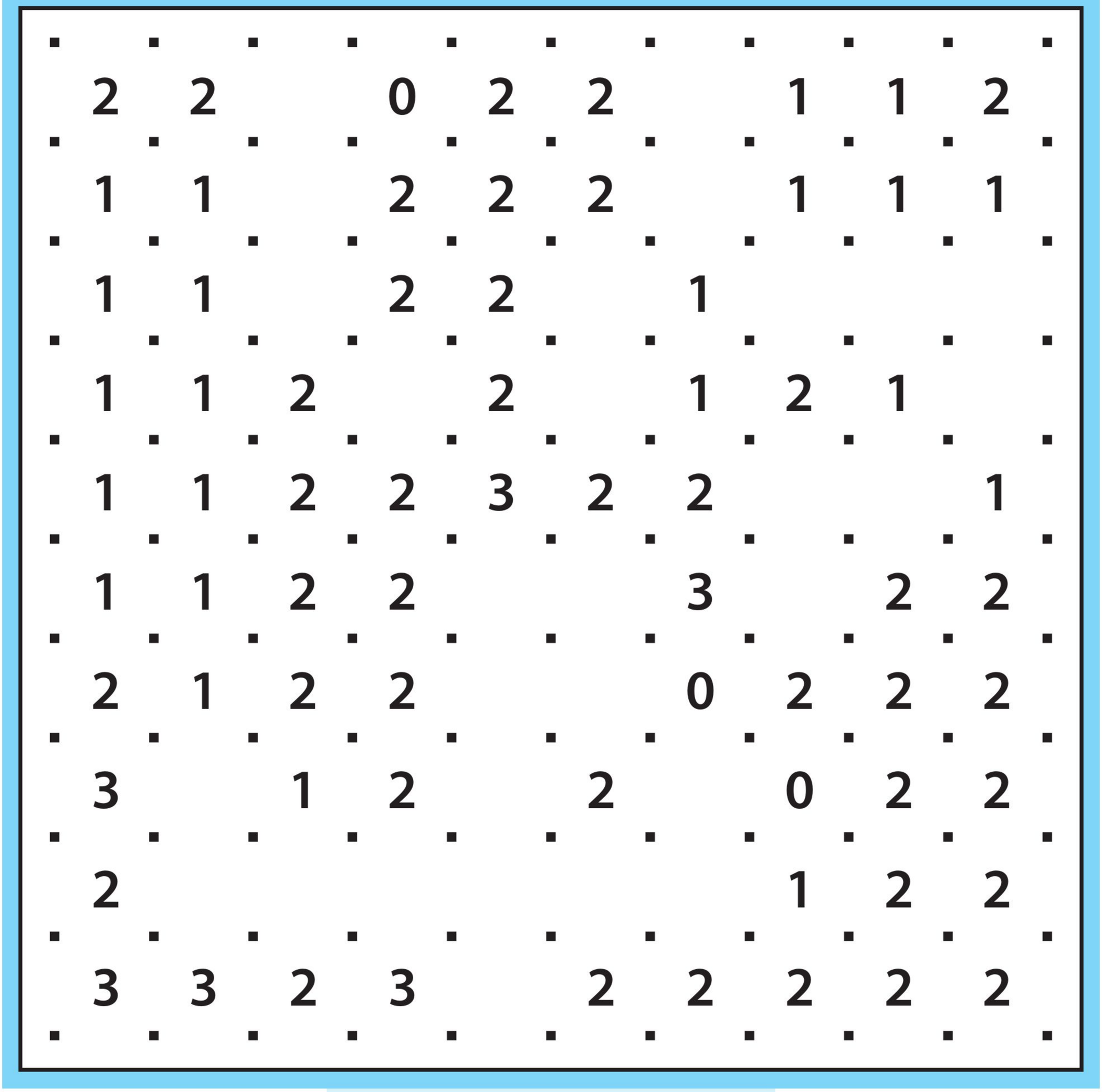


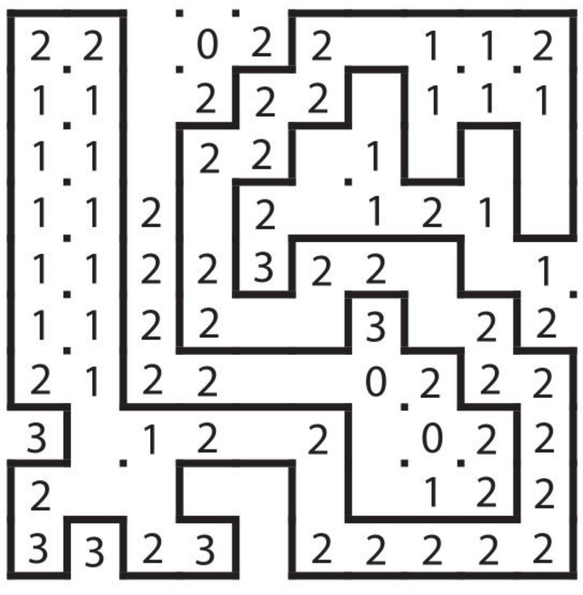

9 6 3
8 4 1
7 2 5


5 4 1
8 9 7
6 2 3

Join adjacent dots with vertical or horizontal lines so that a single loop is formed with no crossings or branches. Each number indicates the number of lines that surround it – cells without numbers may be surrounded by any number of lines.

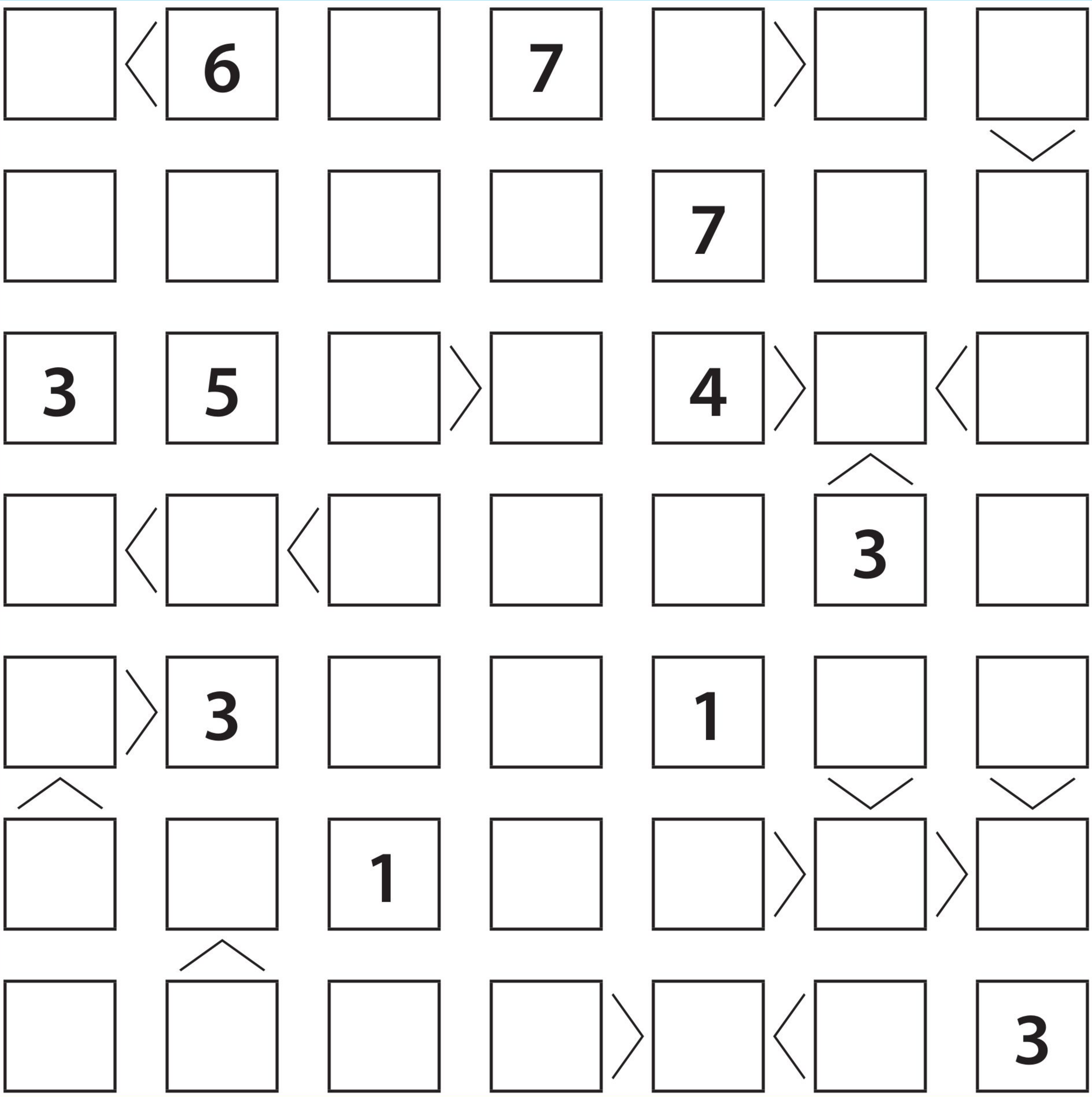
SLITHERLINK

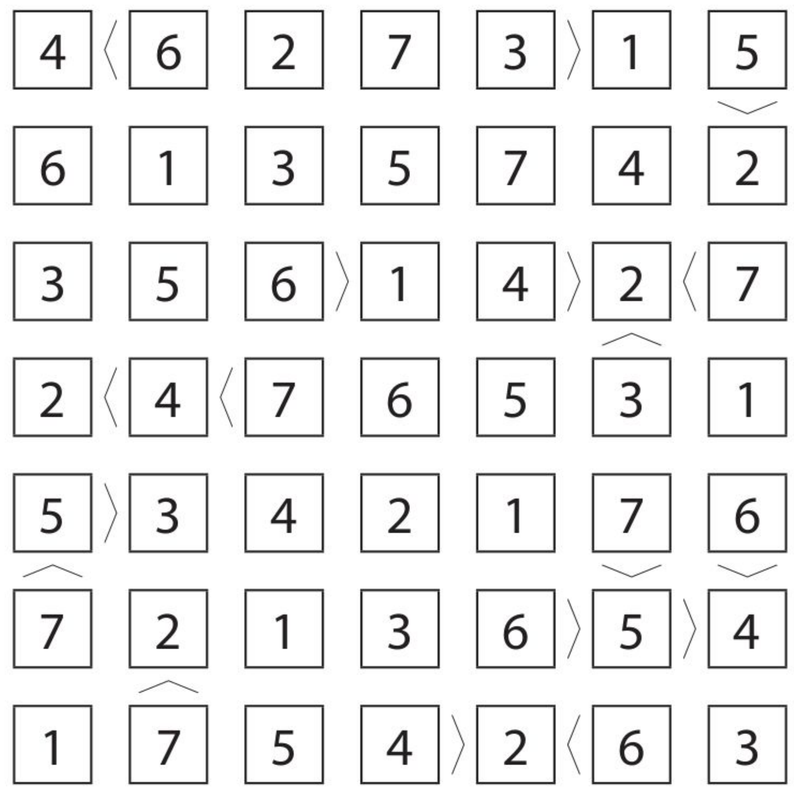




Fill the grid so that every row and column contains the numbers 1 to 7 only once.
In some places a > or a < indicates that the number to be filled in is larger or smaller than the adjacent number.

FUTOSHIKI




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

Fill the grid so that every row, column and 3x3 block contains all the numbers from 1 to 9 only once.

SUDOKU

		6			7	1		3
			5		1	7	4	
				4				9
8		3				4		
	6				3			
1	2							
2			9			3		
		8		3				
		9	4	8				7

4	8	6	2	9	7	1	5	3
3	9	2	5	6	1	7	4	8
5	7	1	3	4	8	2	6	9
8	5	3	6	2	9	4	7	1
9	6	4	7	1	3	8	2	5
1	2	7	8	5	4	9	3	6
2	1	5	9	7	6	3	8	4
7	4	8	1	3	5	6	9	2
6	3	9	4	8	2	5	1	7

Fill the grid with the numbers 0 and 1. Every row and column must have an equal amount of 0s and 1s. There cannot be more than two 0s or two 1s next to each other, either horizontally or vertically. No two rows or columns can have the same combination of 0s and 1s.

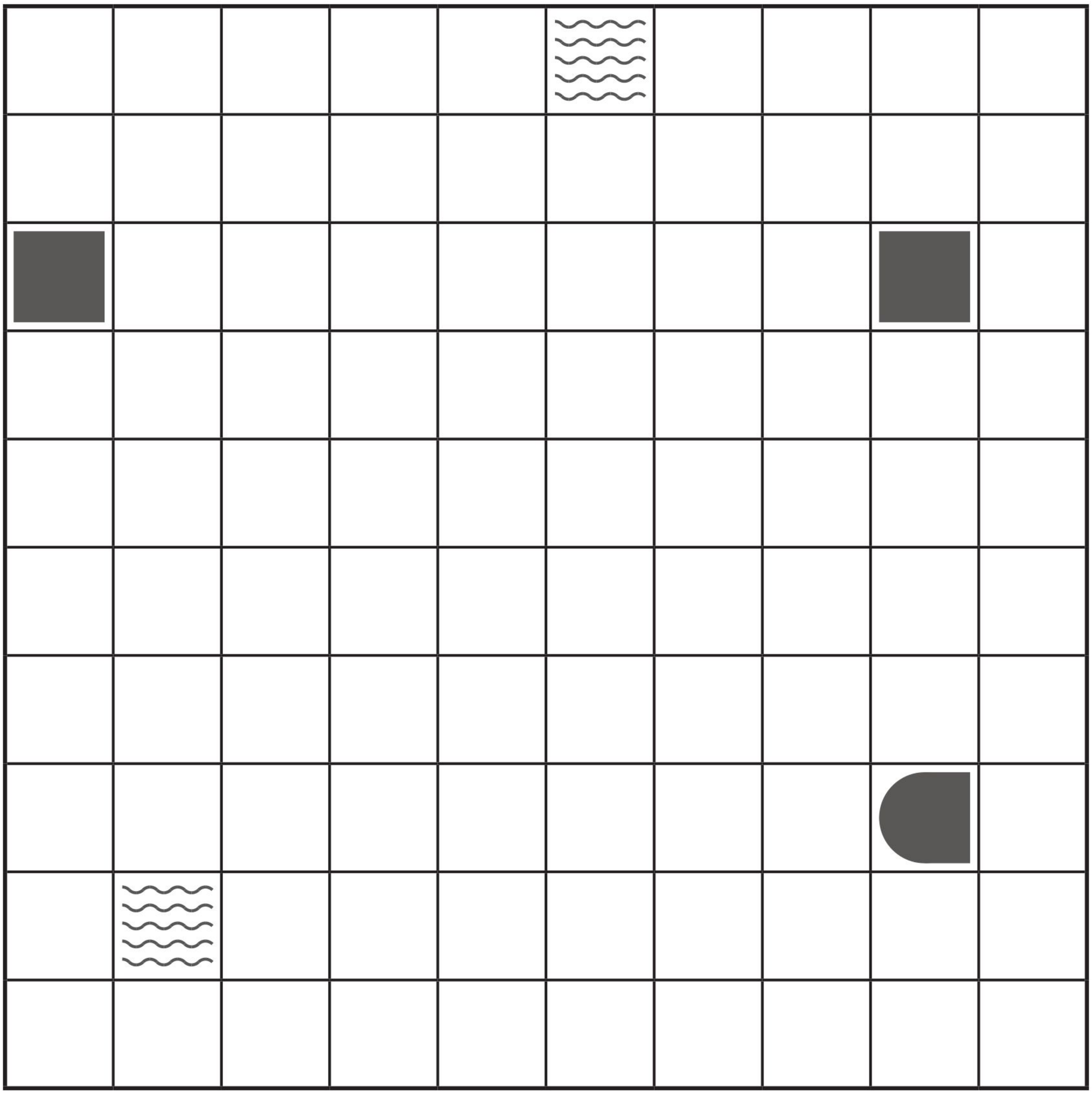
BINARY

					0					0	
		0		1					1		1
	0			1		0		0			1
0								0			
1			0		0						
		0			0				0		0
			1			1				0	0
							0				
	1	1								1	
0			0						0		
				1				1		1	
0			0				0				1

1	0	1	0	0	1	1	0	0	1	1	0
0	1	0	1	1	0	0	1	1	0	0	1
1	0	0	1	0	1	1	0	0	1	1	0
0	1	1	0	1	0	0	1	0	1	1	0
1	1	0	1	0	0	1	0	1	0	0	1
0	0	1	1	0	1	1	0	1	1	0	0
0	1	0	0	1	1	0	1	0	0	1	1
1	0	0	1	1	0	0	1	0	0	1	1
0	1	1	0	0	1	1	0	1	1	0	0
1	1	0	0	1	0	0	1	1	0	0	1
1	0	1	1	0	0	1	1	0	0	1	0
0	0	1	0	1	1	0	0	1	1	0	1

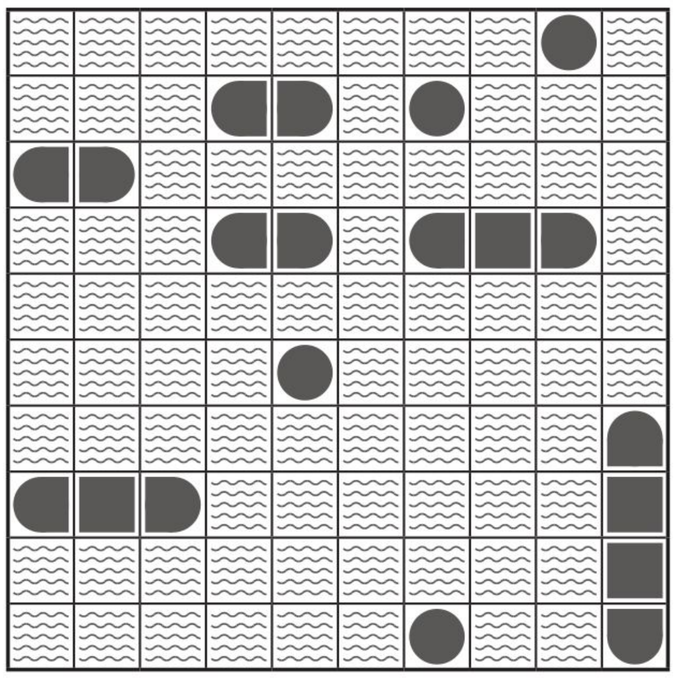
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BATTLESHIPS



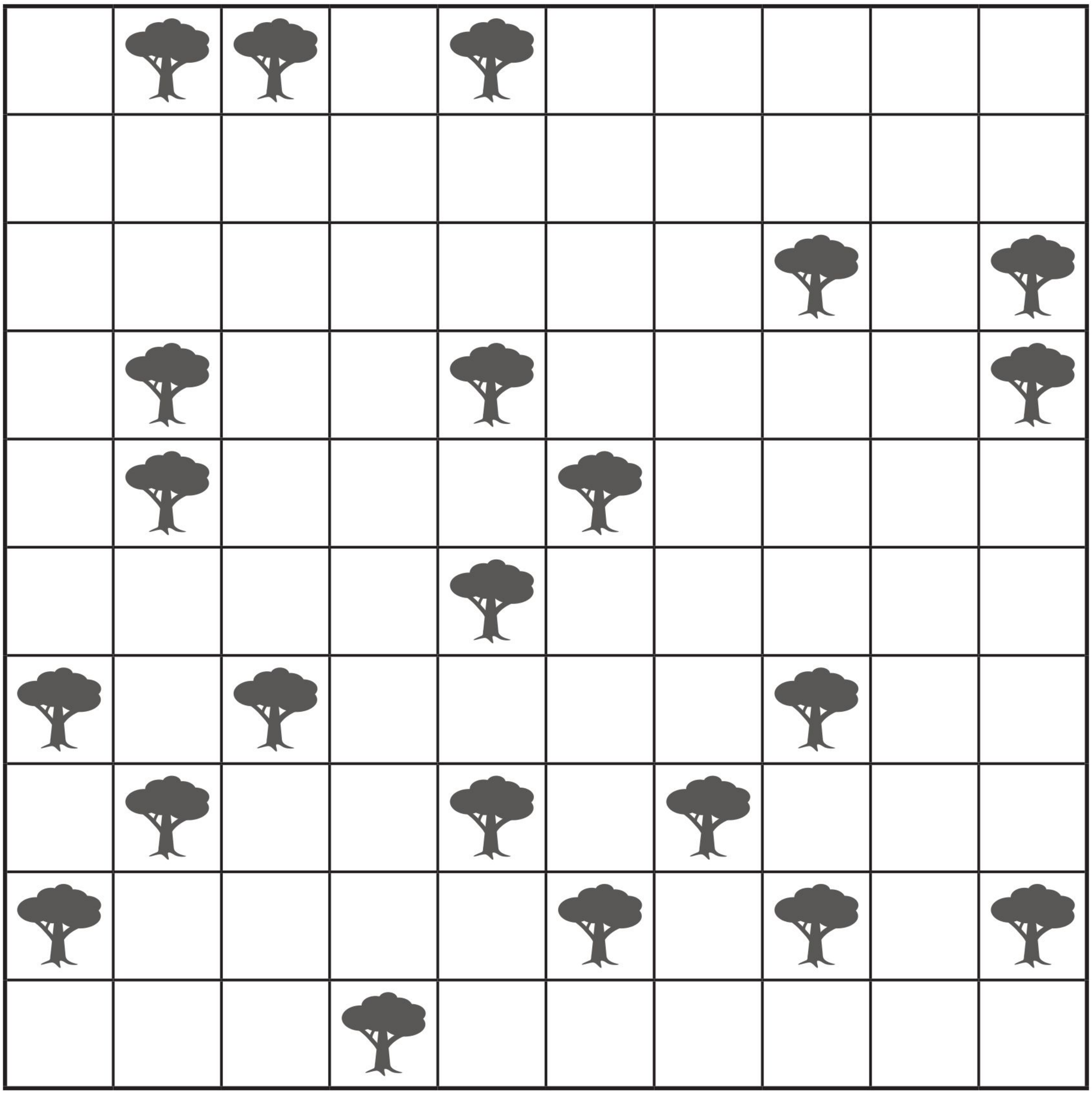
1 x
2 x
3 x
4 x



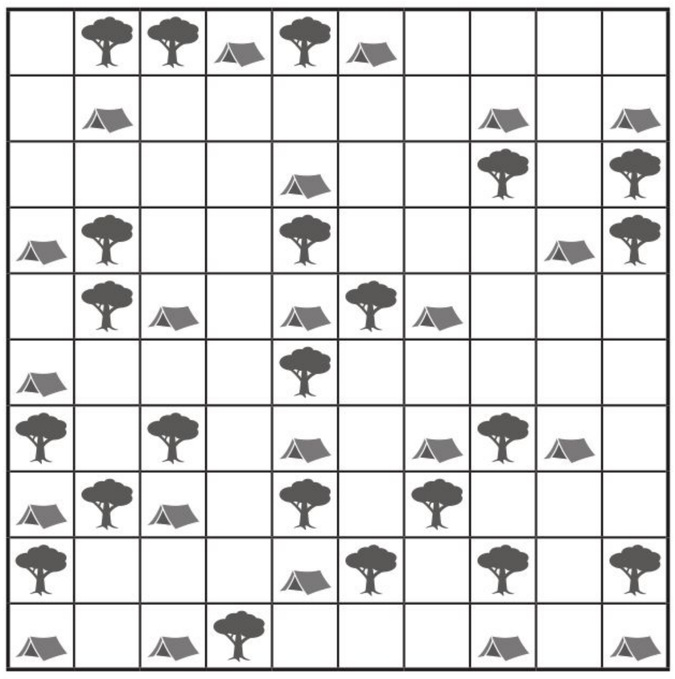


Adjacent to every tree is one tent. Your task is to place the tents into the grid. Tents cannot be in adjacent squares, not even diagonally. The numbers beside the grid indicate the number of tents in that row or column.

CAMPING







Want more sudokus?

Want more PuzzlePads?

