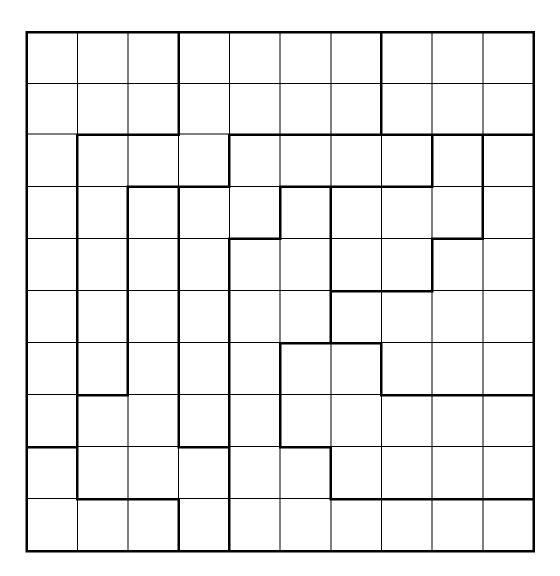
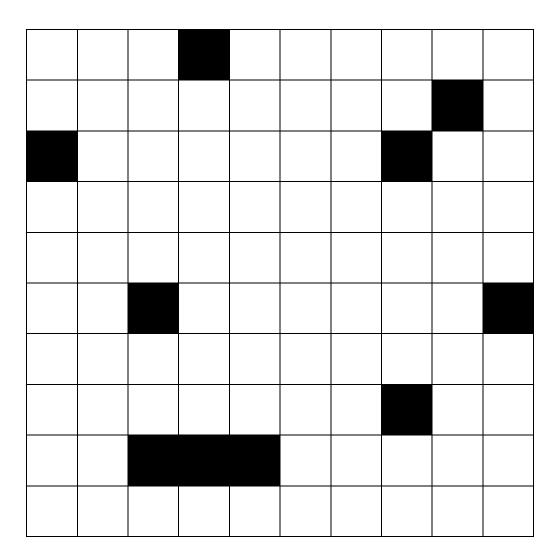
# **Star Wars**

Place exactly two stars on each column, on each line and on each area that is specified with black lines such that no two stars share a common vertex.



## <u>Path</u>

Draw a path that goes through all white cells. You can only move horizontal or vertical. The path must not cross itself and must not go through black cells.



#### **Skyscrapers**

Fill each column and each line with numbers from 1 to 6 such that each column and each line contains every number exactly once. Every number is going to represent the height of a skyscraper located in this cell. The numbers outside of the diagram represent the number of visible skyscrapers when looked from that direction. A skyscraper is not visible, if it is overshadowed by a higher skyscraper.

(1-6)	3	1	2		
6					
3					
					4
4					
			1	5	

#### As Easy As ABC

Fill each column and each line with the letters A, B, C, and D such that each column and each line contains every letter exactly once. The letters outside of the diagram are the first letter that you will encounter when you look from that direction.

A-D		С	D	А	
Α					
					В
Α					С
	D		В		

# **Different Neighbours**

Fill the diagram with numbers from 1 to 4. The cells containing the same number cannot share a common vertex.

1						
2	2		3			
			2			
					1	1
	3				1	4

#### **Domino**

The diagram was filled with dominos, but the lines are erased. Draw the lines again that seperate the dominos from each other. The used dominos are given below the diagram.

1	ന	2	3	2	0	3	3
6	5	4	6	0	1	3	3
6	2	2	4	1	1	5	0
1	3	4	5	5	4	6	5
4	0	1	3	0	4	1	2
0	6	1	6	4	4	2	5
0	0	5	6	2	6	2	5

- 0 0 1 1 2 2 3 3 4 4 5 5 6 6
- 0 1 1 2 2 3 3 4 4 5 5 6
- 0 2 1 3 2 4 3 5 4 6
- 0 3 1 4 2 5 3 6
- 0 4 1 5 2 6
- 0 5 1 6
- 0 6

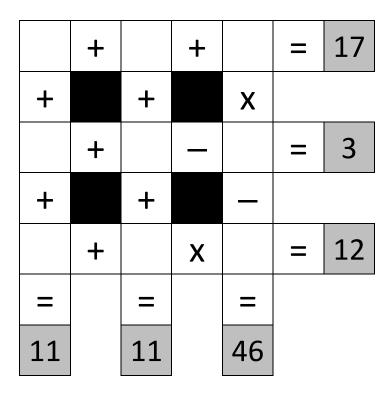
# **Connecting ABC**

Connect same letters to each other by using all dots. You can only move horizontal or vertical and the connections must not intersect with each other.

Α	•	•	•	•	•	•	•	•	Ε
	•	•	•	•	С	•	•	Α	В
•	•	•	•	•	•	•	•	•	•
•	•	•	•	•	•	•	•	•	•
•	•	•	•	•	•	•	•	•	•
•	•	•	•	•	В	G	•	•	•
	•	Ε	•	•	G	•	•	D	F
•	•	•	•	•	•	•	•	•	•
•	•	•	•	•	•	С	•	•	•
D	•	•	•	•	•	•	•	F	•

# **Operation Square**

Fill the empty cells with numbers from 1 to 9 such that the given equations hold. You can use a number only once. The mathematical order of operations is valid.



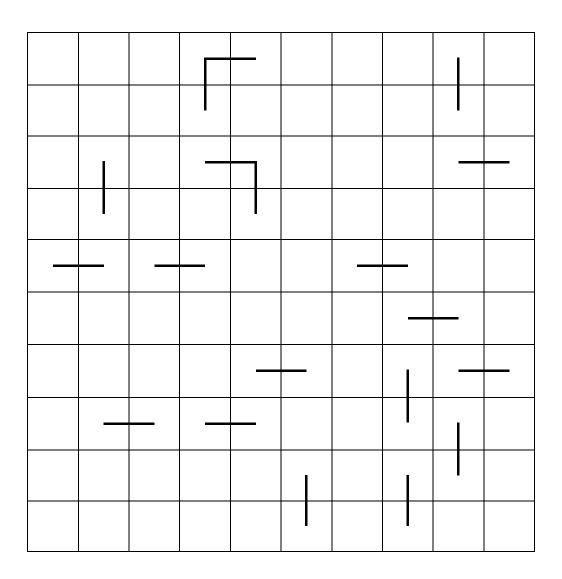
# **Fence**

Create a single, closed fence by connecting the dots vertically or horizontally. The given numbers show how many segments there are around them.

		•		•		•		•		•		•		•		•		•
	2				3				2				3				1	
•		•		•		•		•		•		•		•		•		•
	2						2											
•	3	•		•		•		•		•	0	•		•		•		•
	3									•	U							_
•		•		•		•		•	1	•	2	•		•		•	3	•
		•		•		•		•		•				•		•		•
	0																	
•		•	2	•		•		•	•	•		•	•	•	•	•		•
			3						2				3		3			
•	3	•		•		•		•	2	•		•		•		•		•
		•		•		•		•	_	•		•		•		•		•
					0				1		3							
		•		•		•		•		•		•		•		•		•
			1				1								1			
•		•		•		•		•		•		•		•		•		•

# **Creating A Path**

By using vertical or horizontal lines draw a single path that goes through all cells and does not cross itself. The given segments are parts of the path.



## <u>XO</u>

Fill the empty cells either with X or with O such that no vertically, horizontally or diagonally consecutive four cells contain the same letter.

X		Χ					0	0
	X			X				
				Χ		X		0
X				0			0	
X					0			
X		О			X			X
	Χ	X						
0		X					Χ	0
0		0	0					X

## <u>100</u>

By writing digits next to the numbers in some cells of the diagram below ensure that the sum of each column and each line is 100.

9	9	2
1	6	4
0	7	6

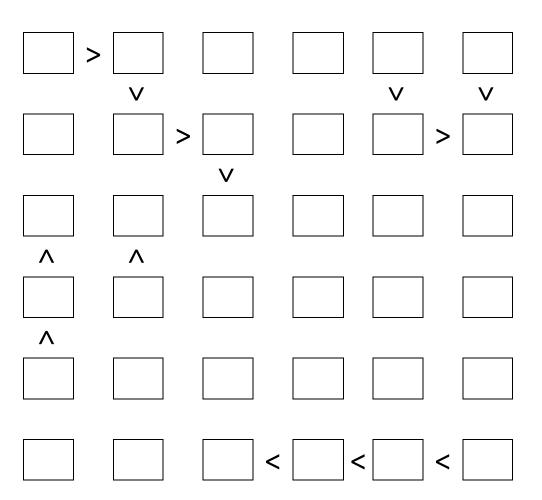
## **Road**

By vertically or horizontally connecting some of the empty cells in the diagram draw a single, closed road. The given numbers show through how many of their neighbouring cells the road passes. Two cells are neighbouring if they share a common vertex.

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

## <u>Futoshiki</u>

Fill the diagram with numbers from 1 to 6 such that each column and each line contains every number exactly once. The relations between some numbers are shown with the symbols > (greater than) and < (smaller than).



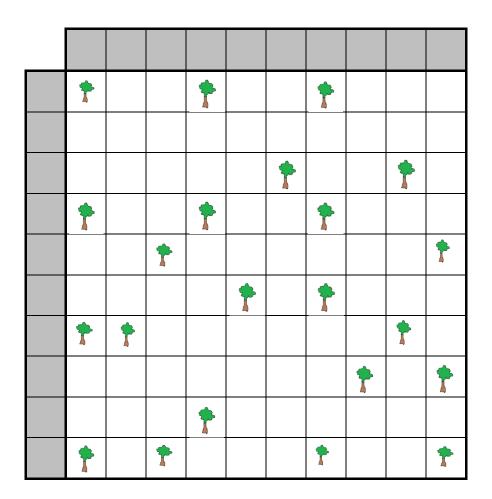
## <u>Kendoku</u>

Fill the diagram with numbers from 1 to 6 such that each column and each line contains every number exactly once. The numbers in the corner of each area specified with black lines show the result of the given operation iterated on the numbers in this area. There may be repititions in an area.

19+			360x		
300x					
	12x	180x			
			11+		
21+				72x	

# <u>Tent</u>

There is a tent connected to every tree in the diagram. Tents cannot share a common vertex with each other but they can share a common certex with the tree of another tent. The numbers given outside of the diagram shows the number of tents on that column or that line.



# **Treasure Hunt**

Place diamonds in some of the empty cells. The given numbers show how many diamonds there are in their neighbouring cells in total. You cannot place a diamond in a cell that contains a number.

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

# **Classic Sudoku**

Fill empty cells with numbers from 1 to 6 such that each column, each line and each area specified with black lines contains every number exactly once.

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

# **Regional Sudoku**

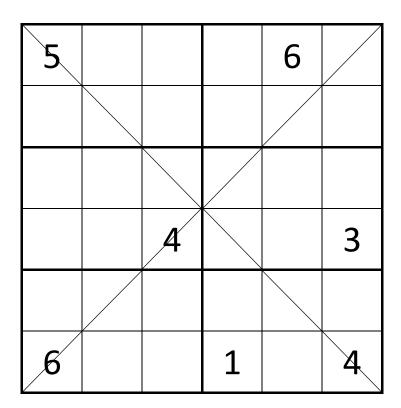
Fill empty cells with numbers from 1 to 6 such that each column, each line and each area specified with black lines contains every number exactly once.

		2		
			1	3
6				
5	4			

# **Diagonal Sudoku**

Fill empty cells with numbers from 1 to 6 such that each column, each line and each area specified with black lines contains every number exactly once.

Furthermore, there must be no repititons on the main diagonals, either.



#### Odd – Even Sudoku

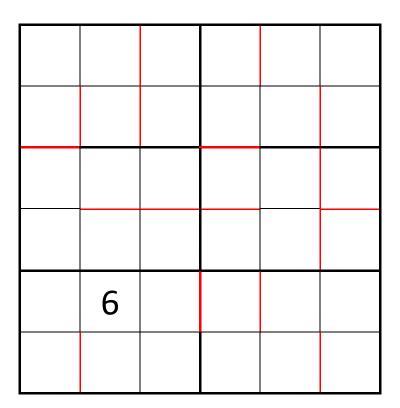
Fill empty cells with numbers from 1 to 6 such that each column, each line and each area specified with black lines contains every number exactly once. Furthermore, there must be odd numbers in the white cells and there must be even numbers in the grey cells.

2			1		
		1			2
	4			3	

#### **Consecutive Sudoku**

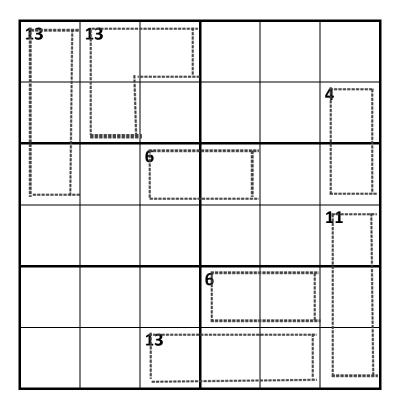
Fill empty cells with numbers from 1 to 6 such that each column, each line and each area specified with bold lines contains every number exactly once.

Between all consecutive numbers lying on neighbouring cells, there is a red segment.



#### **Additive Sudoku**

Fill empty cells with numbers from 1 to 6 such that each column, each line and each area specified with black lines contains every number exactly once. The given numbers in the corner of the areas specified with discontinuous lines show the sum of the numbers in this area. There cannot be any repititions in an area specified with discontinuous lines.



#### **Non-consecutive Sudoku**

Fill empty cells with numbers from 1 to 6 such that each column, each line and each area specified with black lines contains every number exactly once. There cannot be consecutive numbers on neighbouring cells. Two cells are neighbouring if they a share a common edge.

			3
1			
		4	

## Neighbourless Sudoku

Fill empty cells with numbers from 1 to 6 such that each column, each line and each area specified with black lines contains every number exactly once. Furthermore, same numbers cannot lie on neighbouring cells. Two cells are neighbouring if they share a common vertex.

3	5		
		1	
4		5	
		2	