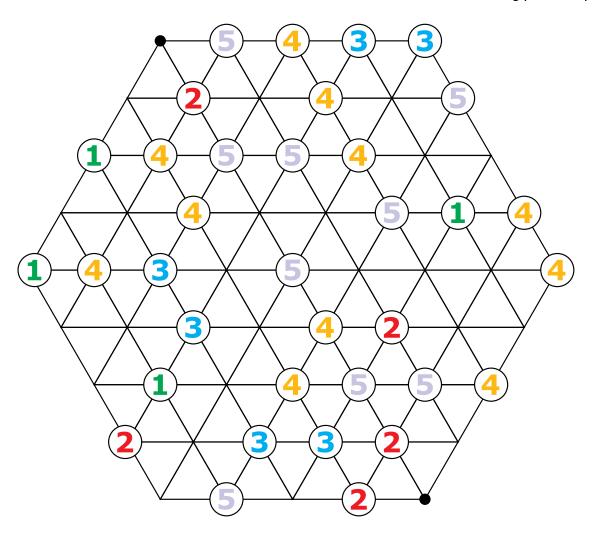


Driving path

Draw a path from start to finish (marked by dots) along the grid lines. The path must pass through all the grid nodes exactly once. Some nodes are marked by the letters. In the same marked nodes the path must make the same maneuver: make one of four possible turns or go straight. For differently marked nodes maneuvers must be different.

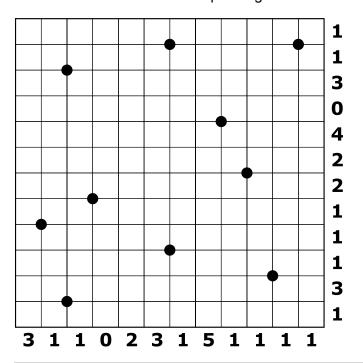
More Driving paths on page 4

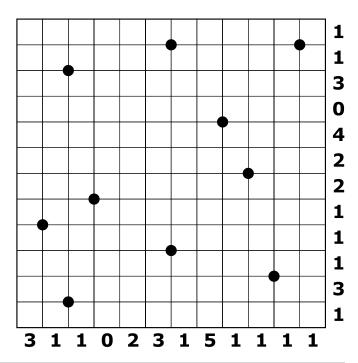


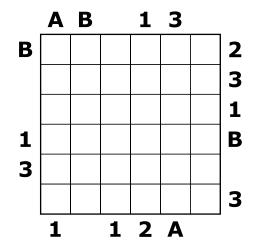
IT'S A CONTEST PUZZLE! Answer key: Write the numbers of nodes where the path has no turns (start and finish are not included)

Scissors

Place in the grid 8 scissors (2 sets of 4 different sizes), so that they're at least one cell away from each other. All scissors from one of the sets must be closed, another must be 90 degree open. All center pieces are already placed. To differ in size scissors must not be absolutely identical. Digits outside the grid show number of circles in the corresponding rows and columns.

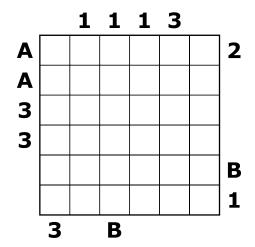


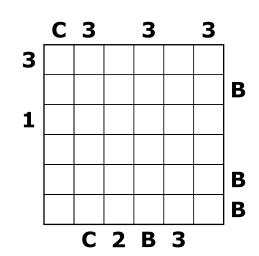




Easy as skyscrapers

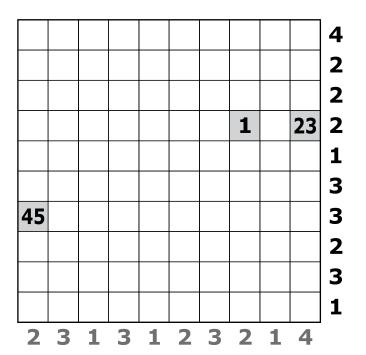
Fill the grid with numbers from 1 to 3 (representing the heights of buildings) and letters A, B, C, so that each row and column contains exactly one instance of all these symbols. Digits outside the grid show the number of buildings visible from their positions (shorter buildings are hidden behind the taller ones). Letter outside the grid appear first in corresponding directions.

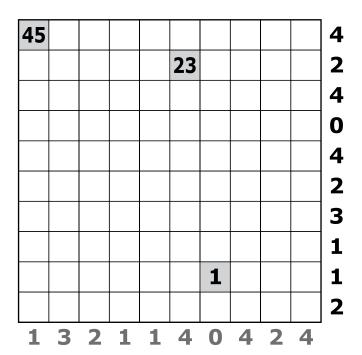




Stripy Snake

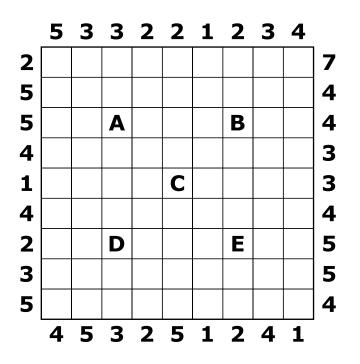
Draw in the grid a snake, 45 cells long, not touching itself. All even cells of the snake are light and all odd cells are dark. Numbers at the bottom show the quantity of light cells in corresponding column. Numbers at the righ show the quantity of dark cells in corresponding row.

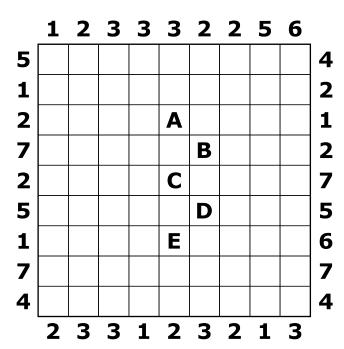




Countries

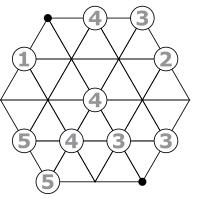
Divide the grid into five areas. Each area must contain a letter. Digits outside the grid show the quantity of cells belong to area touched to the edge in corresponding place.

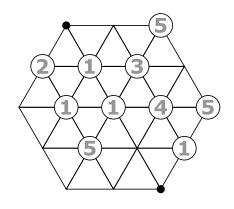


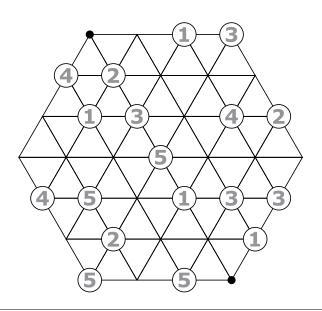


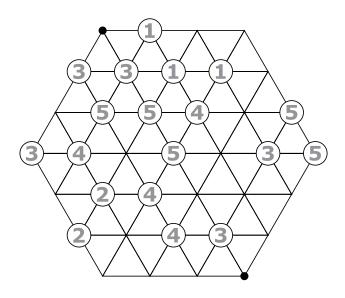
Driving path

Draw a path from start to finish (marked by dots) along the grid lines. The path must pass through all the grid nodes exactly once. Some nodes are marked by the letters. In the same marked nodes the path must make the same maneuver: make one of four possible turns or go straight. For differently marked nodes maneuvers must be different.









Triple marking

Mark each cell by one of three ways (by circle, square or rhomb). Each number in grid must show the quantity of surrounding cells that are marked as the cell with this number.

1	1	1	3	2
0	3	1	1	3
1	2	4	2	0
1	2	1	2	2
2	2	1	1	1

2	2	1	1	1
2	4	3	2	1
2	4	4	1	1
1	1	1	3	2
0	1	1	1	0

1	2	2	1	1
1	2	4	2	2
1	3	3	3	2
2	2	3	ß	1
2	3	2	2	0

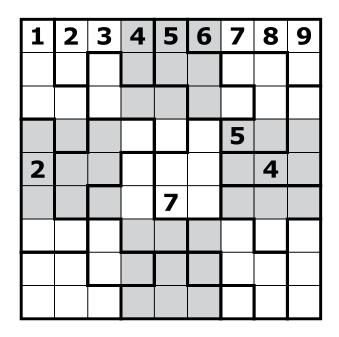
2	3	1	2	2	1
3	2	2	3	4	1
3	2	4	2	5	3
3	4	1	4	2	3
3	2	1	3	4	2
1	2	3	2	2	1

1	2	2	2	1	2
2	3	3	2	4	3
3	2	3	2	2	3
1	2	2	3	3	1
3	3	1	3	0	3
2	2	1	2	4	2

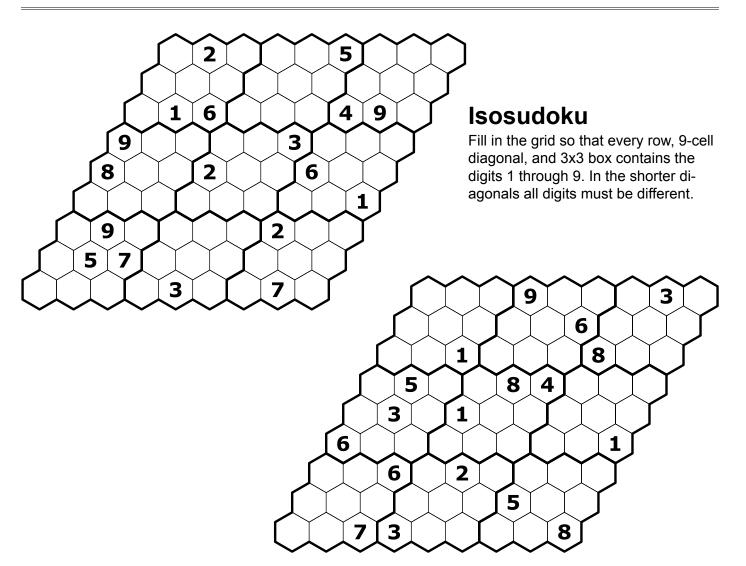
0	2	0	1	1	1
0	2	3	3	1	2
1	2	2	1	2	2
1	2	2	3	1	2
1	1	2	3	2	1
1	1	1	1	2	1

Figure Sudoku

Fill in the grid so that each row, column and highlighted 3x3 box contains the digits 1 through 9. All occurrences of each shape outlined in black (rotated and/or mirrored) must contain the same set of letters (the sets can be same for the different shapes).



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



Untouchable sudoku

Fill in the grid so that every row, column and outlined figure contain the digits 1 through 9. Cells with the same digits cannot touch each other diagonally.

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

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

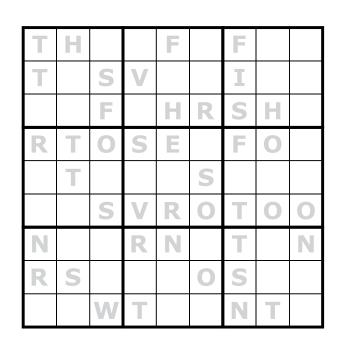
S for Sudoku

Fill in the grid so that every row, column and 3x3 box contains the digits 1 through 9. Letters in cells stand for the digits which contain them in spelling.

1 – ONE 2 – TWO 3 – THREE

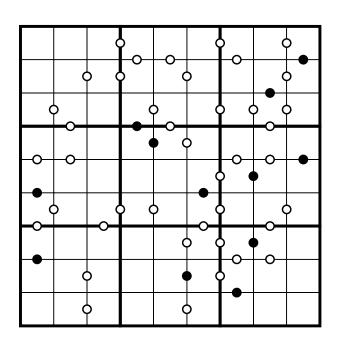
4 – FOUR 5 – FIVE 6 – SIX 7 – SEVEN 8 – EIGHT 9 – NINE

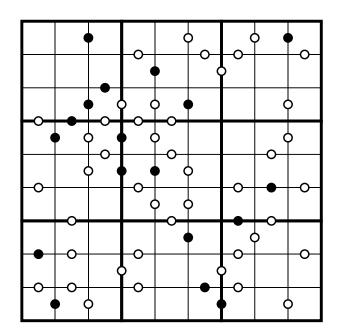
I	0			R	Н		R	Ι
Т	N		V		2		Н	Е
F		Ι		R		T		
V	Ι	S	Е		F		V	T
S					N			
N	0	Z		Ш	N	R		R
Т		N		S				R
Т	F					0	U	
	0	N	F	Е	Н			N



Kropki sudoku

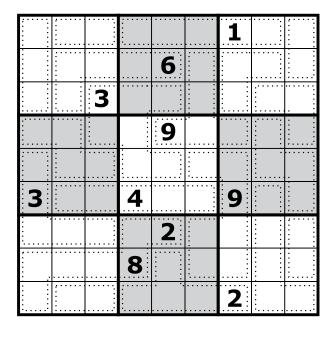
Fill in the grid so that every row, column and 3x3 box contains the digits 1 through 9. If absolute difference between two digits in neighbouring cells equals 1 then they're separated by white dot. If digit in the cell is a half of digit staying in the neighbouring cell then they're separated by black dot. The dot staying between "1" and "2" can have any of these colours.

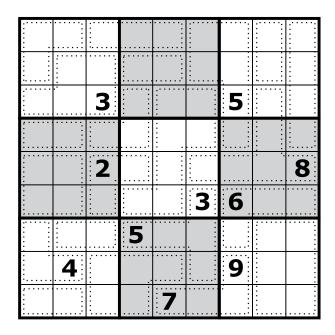




Sudoku - 5

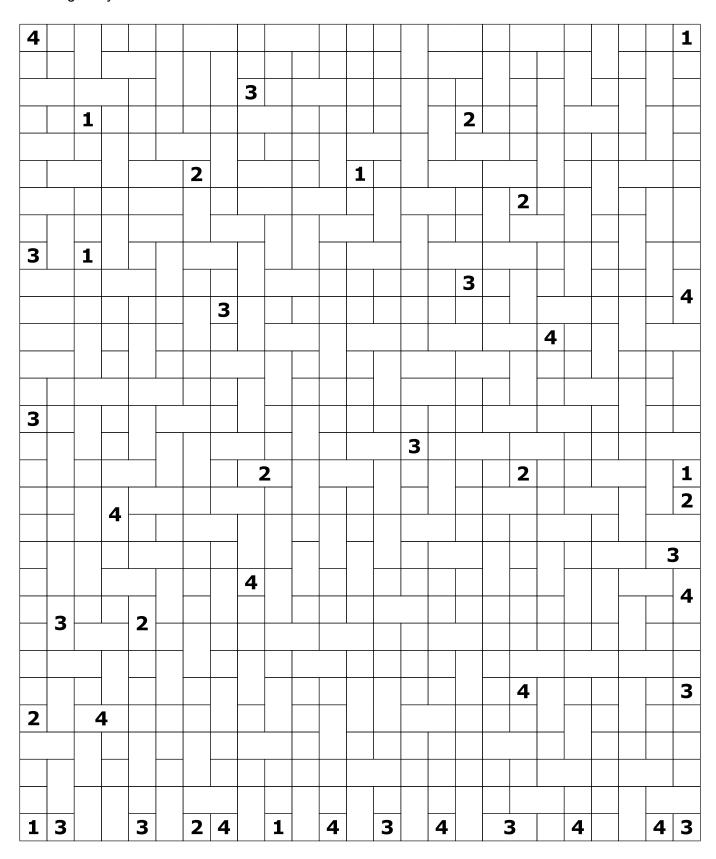
Fill in the grid so that every row, column and 3x3 box contains the digits 1 through 9. Sum of digits in all areas outlined by dots must end with 5.





IT'S THE CONTEST PUZZLES! Answer key: Write the content of the diagonal going from top left corner to bottom right for both puzzles.

Giant neighboursFill the grid with numbers from 1 to 4, so that cells with the same numbers do not touch each other, not even diagonally.



IT'S A CONTEST PUZZLE! Answer key: write the content of top row.