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## Double Tapa

**Basic Tapa rule:** Paint some cells black to create a continuous wall. Number/s in a cell indicate the length of black cell blocks on its neighbouring cells. If there's more than one number in a cell, there must be at least one white cell between the black cell blocks. Painted cells cannot form a 2x2 area. There are no wall segments on cells containing numbers.

**Additional Double Tapa rule:** Paint two separate walls without crossing each other. All clues in the same cell indicate the same wall.

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

## Magic Summer

Place in the grid digits from 1 to 4 (1 to 5 in bigger grid), so that each row and column contains each digit exactly once. Numbers outside the grid show the total of all numbers appearing in corresponding rows and columns. These numbers are separated by at least one empty cell.

						127
						217
						73
						28
						37
						73
325	244	127	145	316	3241	

							4137
							555
							375
							5325
							5433
							393
							348
168	159	4254	4254	1455	573	3147	

## Hundred

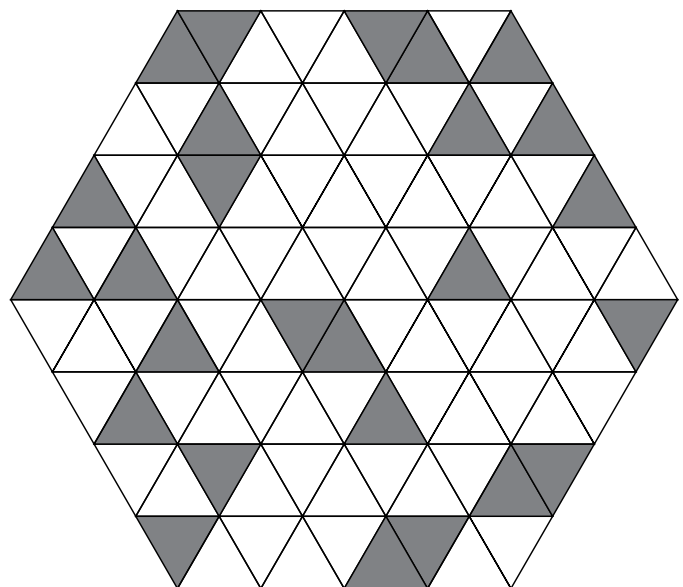
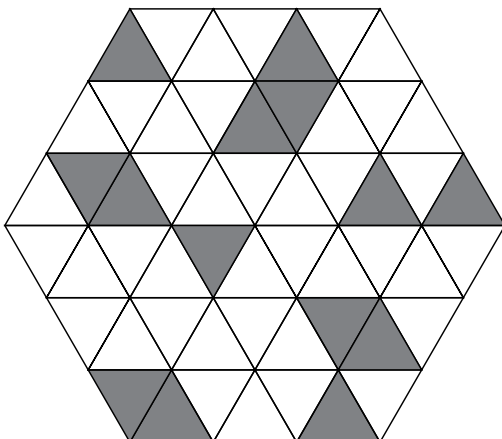
Fill in the grid so that the total of all numbers in every row and column equals to 100. Numbers in cells must contain the digits which are already shown.

<b>4</b>	<b>7</b>	<b>1</b>
<b>3</b>	<b>6</b>	<b>6</b>
<b>7</b>	<b>5</b>	<b>1</b>

<b>3</b>	<b>8</b>	<b>7</b>
<b>2</b>	<b>1</b>	<b>4</b>
<b>1</b>	<b>2</b>	<b>8</b>

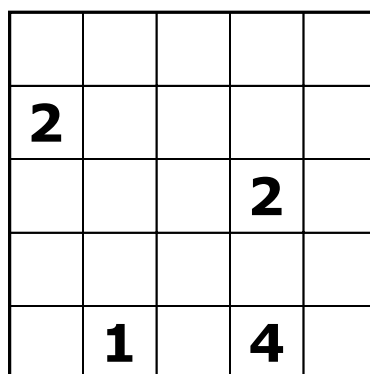
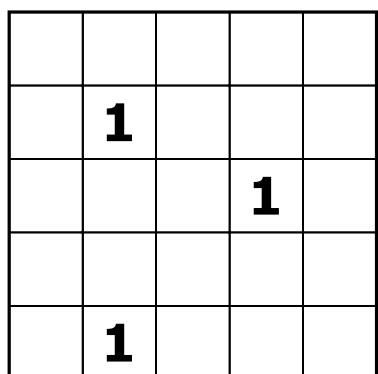
## Fifty/fifty

Paint some more triangles so that every equilateral hexagon that consists of six small triangles has three painted triangles and three white triangles.



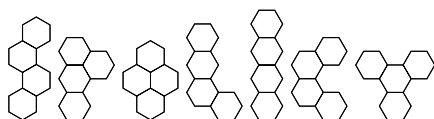
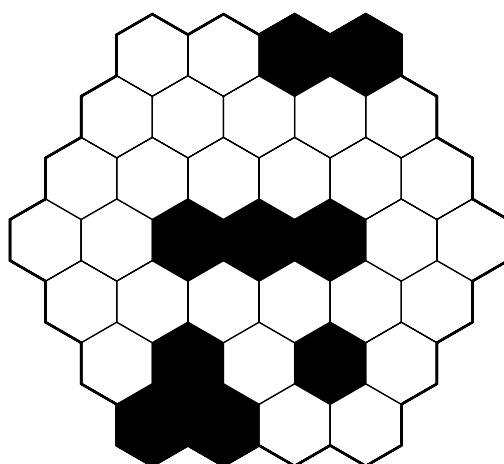
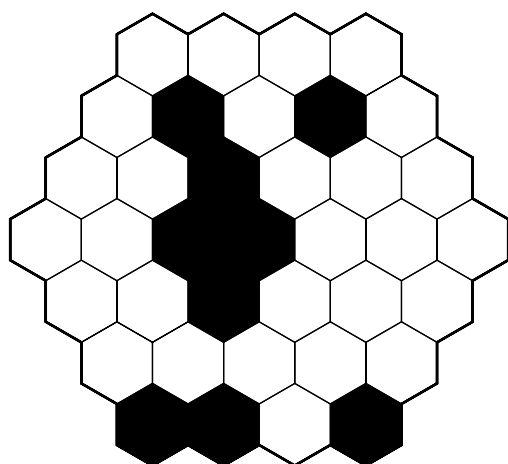
## Queen's Park

Place five queens in the grid so that none of them stands on a number. The given numbers equal to the number of directions it is attacked from. Numbers do not block pieces from attacking cells beyond them but other pieces do.



## S-Policy

Place the given shapes into the grid so that they do not overlap each other and no black hexagon is covered. Shapes may be rotated but not mirrored.



## Magic Math

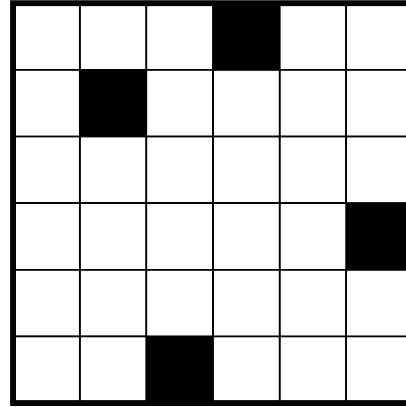
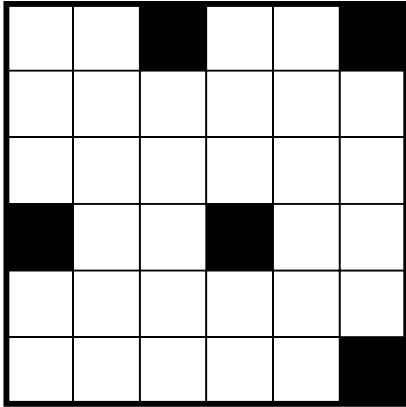
Place digits 1 through 9 into the grid so that equations in each row and column hold true. Calculation proceeds from left to right and from top to bottom.

<input type="text"/>	×	<input type="text"/>	×	<input type="text"/>	=	54
×		+		×		
<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	=	16
×		+		×		
<input type="text"/>	×	<input type="text"/>	×	<input type="text"/>	=	48
=		=		=		
84		14		108		

<input type="text"/>	+	<input type="text"/>	-	<input type="text"/>	=	0
+		×		+		
<input type="text"/>	-	<input type="text"/>	-	<input type="text"/>	=	0
-		-		-		
<input type="text"/>	+	<input type="text"/>	-	<input type="text"/>	=	7
=		=		=		
0		0		0		

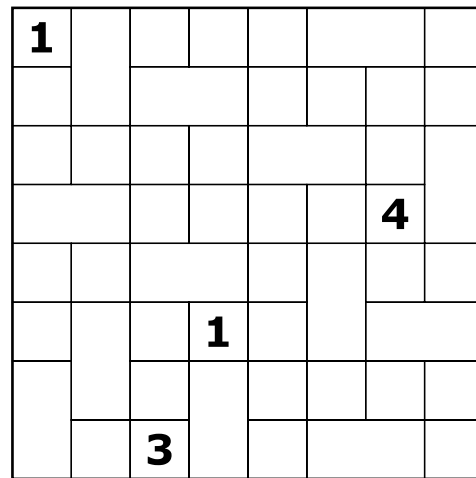
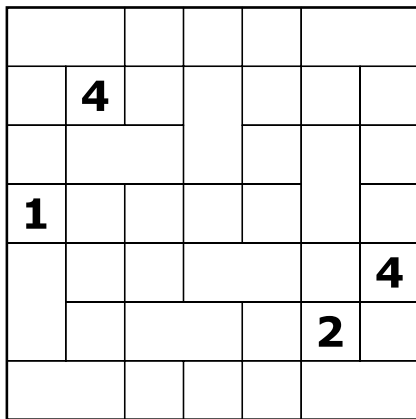
## Tiger in the woods

Draw a path into the figure that starts from an arbitrary white square, only travels horizontally and vertically, and passes through all white squares. The path may cross itself but it may not overlap itself. The path is only allowed to take a turn after hitting either a black square or a wall. The starting square must not be visited later, and the finishing square cannot have been visited before. The last part of the line should hit either a wall or a black square.



## Different Neighbours

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



## Different Sums

Connect the touching cells in pairs so that the sums for all pairs were different. Connecting lines cannot cross each other.

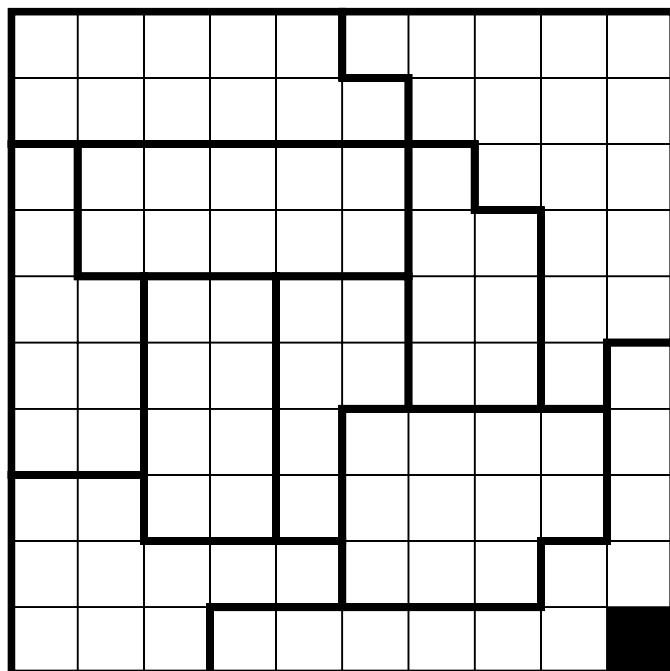
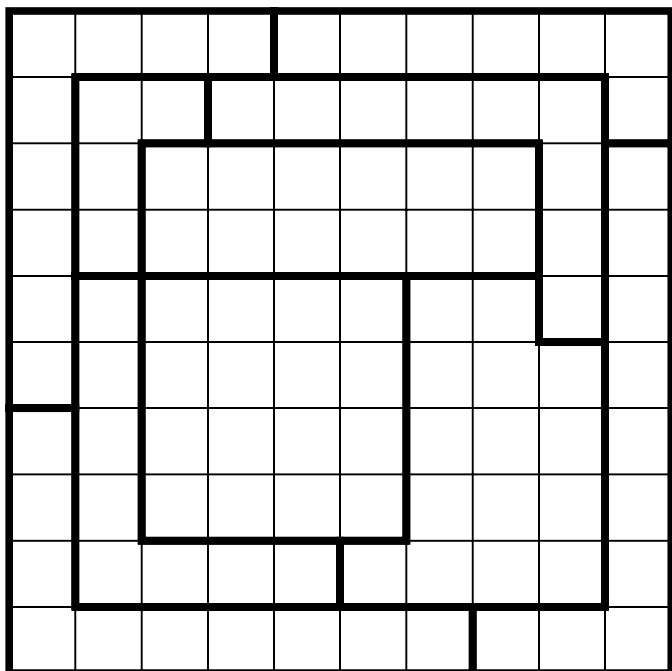
5	4	8	6		
5	6	1	3	4	
4	2	0	2	7	0
2	5	1	4	2	8
	8	2	5	1	7
		7	2	6	3

5	5	3	5	7	9
1	2	9	5	5	8
2	4	3	9	8	8
2	0	7	9	7	9
1	6	8	2	6	0
4	2	1	6	1	2



## Star Battle

Place two stars in each row, in each column and in each outlined block so that they don't touch each other, not even diagonally. There are no stars in the black cells.



## Valued Capsules

Fill the grid with the numbers 1 to 5. Each capsule should contain them exactly once, while all the rows and columns should contain them exactly twice. The same numbers can only touch diagonally.

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

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

## Arrows

Draw arrows into the empty squares around the grid. An arrow may be horizontal, vertical or diagonal. Every number inside the grid is equal to the number of arrows that are pointing to it. All arrows point to at least one number.

	<b>2</b>	<b>3</b>	<b>5</b>	<b>1</b>	<b>3</b>	<b>3</b>	
	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>1</b>	<b>2</b>	
	<b>6</b>	<b>1</b>	<b>3</b>	<b>2</b>	<b>4</b>	<b>3</b>	
	<b>3</b>	<b>4</b>	<b>2</b>	<b>2</b>	<b>4</b>	<b>3</b>	
	<b>4</b>	<b>2</b>	<b>5</b>	<b>2</b>	<b>2</b>	<b>3</b>	
	<b>3</b>	<b>4</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>4</b>	

	<b>2</b>	<b>2</b>	<b>5</b>	<b>3</b>	<b>4</b>	<b>2</b>	<b>3</b>	<b>5</b>	
	<b>3</b>	<b>3</b>	<b>3</b>	<b>5</b>	<b>2</b>	<b>3</b>	<b>3</b>	<b>4</b>	
	<b>5</b>	<b>3</b>	<b>5</b>	<b>4</b>	<b>4</b>	<b>3</b>	<b>5</b>	<b>5</b>	
	<b>3</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>2</b>	<b>3</b>	<b>3</b>	<b>4</b>	
	<b>4</b>	<b>2</b>	<b>3</b>	<b>3</b>	<b>2</b>	<b>2</b>	<b>3</b>	<b>4</b>	
	<b>2</b>	<b>2</b>	<b>3</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>3</b>	<b>5</b>	
	<b>3</b>	<b>1</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	
	<b>2</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>2</b>	<b>3</b>	

## Oddsum Loop

Fill in the grid with the numbers 1 through 6 (smaller grid) / 8 (bigger grid) so that they are used exactly once in each row and column. Also draw the single closed loop going along the grid lines. It can freely go on the outer border but inside the grid it can only go between the cells where two numbers with their odd total are placed.

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

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

# Yajilin

Draw a single closed loop with lines passing through the centers of cells, horizontally or vertically. The loop never crosses itself, branches off, or goes through the same cell twice. The cells with no lines should be painted black. Black cells cannot share a side. The numbers show how many black cells there are in the direction of the arrow. The loop does not pass through the cells with numbers, and the cells with numbers should not be painted.

