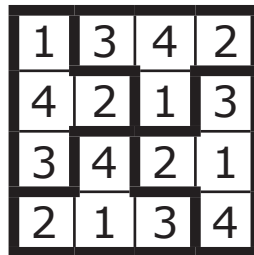
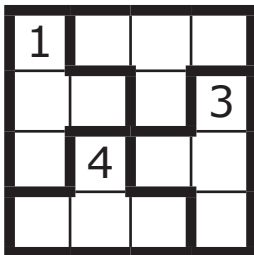




PUZZLE	NAME	POINTS
1	Sudoku Chaos	40 + 75 = 115
2	Crazy Paving	20 + 80 = 100
3	Magnets	15 + 55 = 70
4	Weather Watch	20 + 35 = 55
5	Battleships	30 + 65 = 95
6	Triples	20 + 30 = 50
7	Polymino Fences	20 + 100 = 120
8	Easy as ABCDE	35 + 55 = 90
9	Japanese Sums	65 + 120 = 185
10	Skydoku	20 + 100 = 120 +
		<u>1000</u>

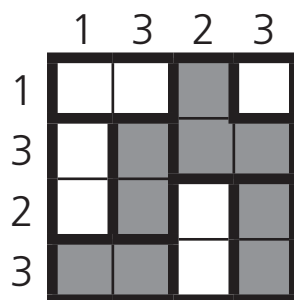
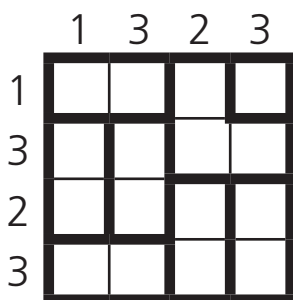
1 SUDOKU CHAOS (40 + 75 points)

Fill in each square so every row, column and bold outlined region contains one of each digit from 1 to 9. This puzzle is also known as irregular sudoku.



2 CRAZY PAVING (20 + 80 points)

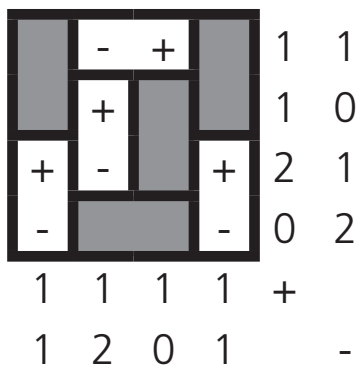
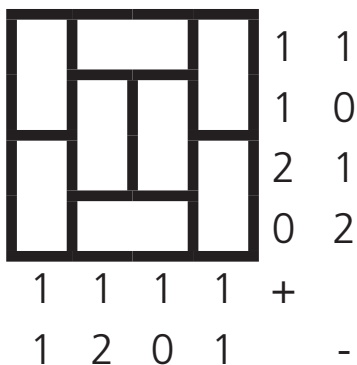
Each thick-edged piece in the grid is to be either coloured completely black, or left completely empty. The numbers above and to the left show how many squares are to be blacked out in that row or column.





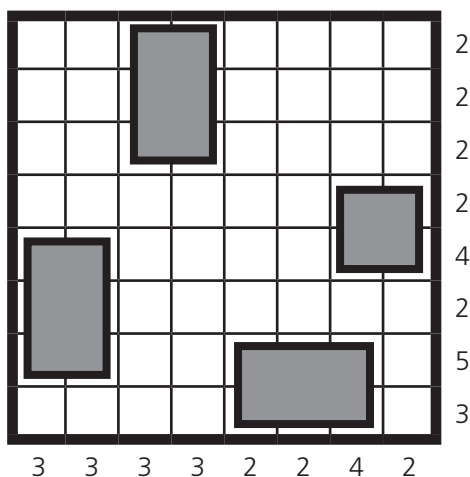
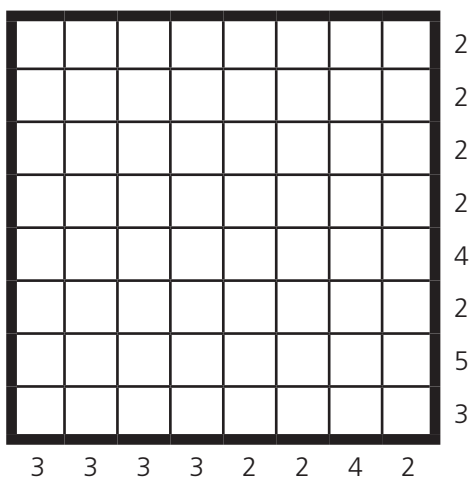
### 3 MAGNETS (15 + 55 points)

The grid is made up of magnetic and non-magnetic plates. Each magnetic plate has two halves: one positive (+) and one negative (-). Halves with the same symbol cannot be connected horizontally or vertically. The numbers outside the grid indicate the amount of magnetic halves in that particular row or column.



### 4 WEATHER WATCH (20 + 35 points)

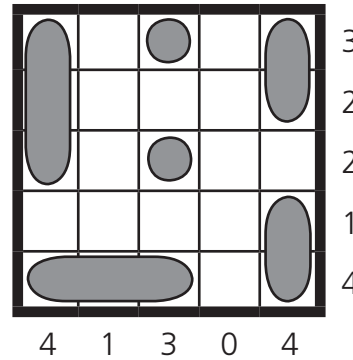
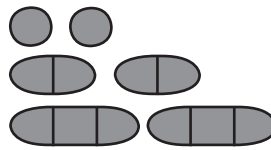
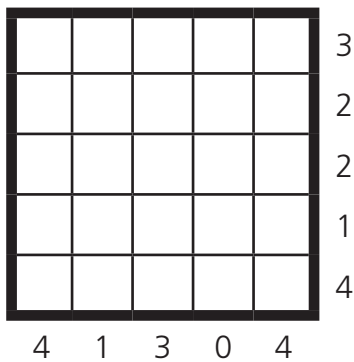
The grid shows the position of a number of rainstorms. All the storms are rectangular or square and at least two cells wide and two cells long. The storms don't touch, not even diagonally. The numbers outside the grid indicate how many parts of the storms can be found in each row or column.





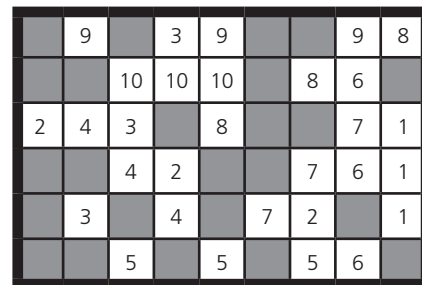
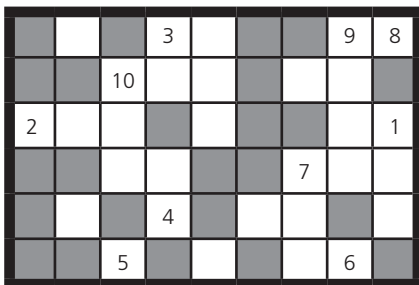
5 BATTLESHIPS (30 + 65 points)

Place the fleet of ships as shown into the grid. The numbers below and to the side show how many ship parts are in that row or column. Ships are not allowed to touch each other, not even diagonally.



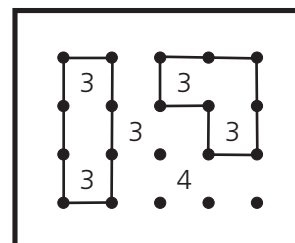
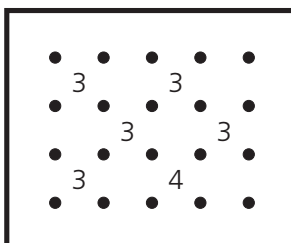
6 TRIPLES (20 + 30 points)

Place in the white cells the numbers 1 through 10. Place each number twice to make three in total. Same numbers form a straight line and the distance between the same numbers is equal.



7 POLYMINO FENCES (20 + 100 points)

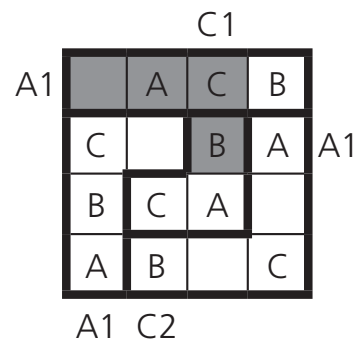
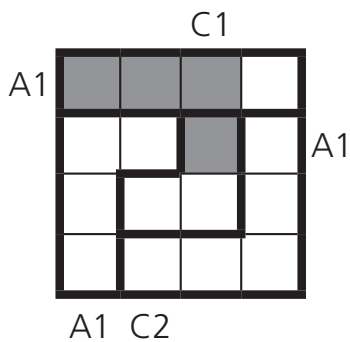
All five different tetrominoes (first puzzle) and all twelve different pentominoes (second puzzle) are drawn in the grid by connecting neighbouring dots horizontally or vertically. The pentominoes cannot touch. The numbers inside the pentominoes indicate how many edges of a cell are used for outlining the pentomino. The numbers outside a pentomino indicate how many edges of a cell are NOT used.





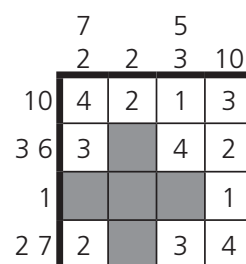
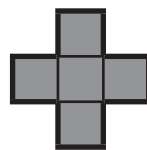
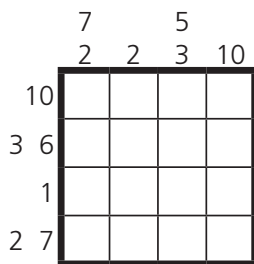
8 EASY AS ABCD(E) (35 + 55 points)

Enter the letters A, B, C, D (first puzzle) or A, B, C, D, E (second puzzle) once each into each row, column, black edged shape and grey outlined shape. The letters and numbers to the sides of the grid show the first, second or third letter encountered from that direction.



9 JAPANESE SUMS (65 + 120 points)

Place numbers 1-9 into the grid, different figures in each row and column. Numbers outside the grid indicate the sum of the figures filled in consecutively. Each sum must be separated by at least one grey square from the next sum. The grey squares form the shapes as shown. These shapes can be rotated and mirrored and may only touch each other in a point.



10 SKYDOKU (20 + 100 points)

The grid symbolizes a group of skyscrapers. Each row, column and outlined region contains skyscrapers of different heights (1-4 in the example, 1-6 and 1-9 in the puzzles). The numbers outside the grid indicate how many skyscrapers are visible from that direction.

