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## 1) Japanese loop

Draw a single closed loop along the gridlines. The loop does not touch or cross itself. Write a digit from 1-9 (1-5 in the example) in each cell of the diagramm.

The loop passing through rows and columns separates the digits into several blocks. A block may be just one single digit.

The numbers beside and above the grid indicate, in the correct order, the sums of digits of each block, in the respective row or column.

No digit may appear more than once in each row or column.

## 2) Consecutive japanese loop

Draw a single closed loop along the gridlines. The loop does not touch or cross itself. Write a digit from 1-9 in each cell of the diagramm.

The loop passing through rows and columns separates the digits into several blocks. A block may be just one single digit.

The numbers beside and above the grid indicate, in the correct order, the sums of digits of each block, in the respective row or column.

No digit may appear more than once in each row or column.

The loop can pass between 2 cells only if these cells contain consecutive digits. Conversely, if 2 adjacent cells contain consecutive digits, the loop must pass between them. Some block sums have been replace by “?” outside the diagramm.

## 3) Skyscrapers

Put a skyscraper of height 1 to 6 in each cell of the grid, so that each number occurs exactly once in each row and column. Clues outside the grid give the number of skyscrapers, which can be seen from that direction. Smaller skyscrapers are covered by higher ones.

## 4) Hungarian Tapa

Fill the grid with numbers 1-4 so that each number occurs exactly once in each row and column. Cells with numbers are all orthogonally connected and don't form a 2x2-square. There are no numbers in cells with clues.

Each clue gives the sum of a connected group of numbers around the clue cell. If there is more than one clue, there must be at least one blank cell between connected groups. The positions of the clues inside the clue cells have no relevance.

## 5) Linked Skyscrapers

Put a skyscraper of height 1 to 5 in each cell of the grid, so that in each of the four parts, each number occurs exactly once in each row and column. Clues outside the grid give the number of skyscrapers which can be seen from that direction. Smaller skyscrapers are covered by higher ones.

In the grey cells between the four parts, the clues are valid for both directions. Finding these clues is part of the puzzle.

## 6) Little Chaos Killer

Put a digit from 1 to 7 in each cell of the grid, so that each digit occurs exactly once in each row, column and boldly outlined region. Clues outside the grid give the sum of the numbers in the corresponding diagonal direction.

## 7) Snake

Draw a one cell wide snake into the grid. The snake doesn't touch itself, not even diagonally. Numbers outside the grid indicate how many cell are covered in that row or column. The snakes head and tail are given in the grid.

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## 8) Doppelblock, Between Walls

Place 2 black squares and the digits 1-6 once in each row and column. Numbers on the outside indicate the sum of the digits between the 2 black squares.

## 9) Three mines

Fill mines into some cells (max. 1 mine per cell). Each cell which doesn't contain the mine and is surrounded by 3 mines in neighbouring cells (horizontally, vertically and diagonally connected) should contain number 3.

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