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## 1)2) Four Winds

One or more horizontal or vertical lines are drawn from each circled hexagon with number inside (called head). Lines cannot cross other heads. Each head number indicates how many hexagones are connected by its lines; the numbered hexagones themselves are not counted. No lines overlap or intersect each other, and each empty square is covered by exactly one line. Each head with its lines can contain only different digits. All the heads are marked.

## 3) Pointing at the Crowd

Mark some cells in the hexagonal grid so that each arrow is pointing to the direction with the most marked cells. That direction, as seen from the cell of the arrow, must have strictly more cells marked than any of the other directions parallel to one of the sides of the hexagon.

## 4) Dominoes

Divide the grid into regions along the gridline so that each domino appears exactly once.

## 5) 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.

## 6) Slitherlink

Draw a single closed loop by connecting dots horizontally and vertically. The loop doesn't touch or cross itself anywhere. Numbers in the grid indicate how many of the four segments around it are used by the loop.

## 7) Pentomino

Place all 12 pentominos once in the grid so that they don't touch each other, not even diagonally. Numbers outside the grid indicate how many cells are occupied by the pentominoes. Pentominoes can't be placed on black squares. Pentominoes can be rotated or mirrored.

## 8) Line Nurikabe

Shade some cells to form a single contiguous wall. The wall can never form a line of 5 or more consecutive cells in any row or column. Each orthogonally connected region of unfilled cells must contain exactly one number. This number indicates the number of cells in this region. Unfilled regions are allowed to touch each other diagonally.

## 9) Doppelblock, Between Walls

Place 2 black squares and the digits 1-5 once in each row and column. Numbers on the outside indicate the sum of the digits between the 2 black squares.

## 10) Symmetry Heyawake

Paint some cells black. Black cells are not allowed to touch each other on the sides. The remaining white area has to be connected. The white area can't span over two consecutive boundaries in a single row or column. Letters in a region indicate if the distribution of black cells in this area is rotationally symmetrical or not. An S indicates that the distribution is Symmetrical; an A indicates that the distribution is Asymmetrical.

## 11) Double or Nothing

Draw two closed loops in the grid so that each white cell is visited by exactly one of the loops. Loops aren't allowed to cross or touch itself or each other in a white cell. Cell with circles are either visited by both or neither of the loops. When passing through a cell with a white circle the loops always go straight.

## 12) Maxi Loop

Draw a single closed loop in the grid by connecting the centers of cells horizontally or vertically. The loop goes through all cells exactly once. The grid is divided into numerous regions. Numbers in these regions indicate the highest amount of cells the loop goes through consecutively in that region.

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