

Snakes and Ladders



- (3,5)
- (5)
- (3,3)
- (6)
- (8)
- (6)
- (8)
- (5)
- (6)
- (4)
- (6)
- (8,3)
- (6)

During your journey, gather supply that lays in your trail. The parentheses help you know which items are present.

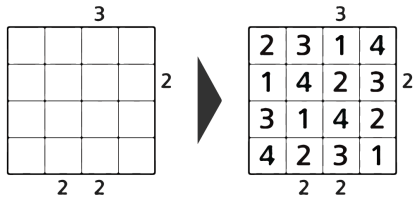
Letter map

E	R	T	R	R	B
R	L	U	C	F	E
D	O	H	Y	A	L
G	T	P	R	O	L
C	S	I	H	F	N
A	S	E	O	A	D

Skyscrapers
Instructions:

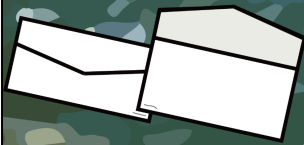
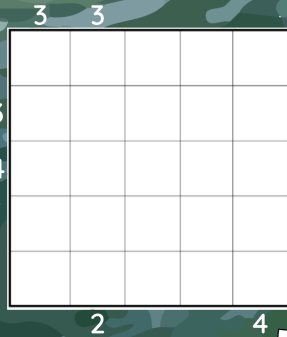
Fill in the grid, so that each row and each column contain all the numbers from 1 to 5. The numbers inside the grid represent skyscrapers of those heights. A number next to a row or column, indicates how many skyscrapers from that row or column can be seen from that position. Taller skyscrapers block the view of shorter skyscrapers that are located anywhere behind them. There is a unique solution to the puzzle.

Example:
(With numbers from 1 to 4)



1

1



Hope you received my two letters. All the puzzles I made are like rivers. Sometimes they sweep you gently along, and sometimes the rapids come out of nowhere, carrying you away. You might find yourself colliding into life threatening rocks, or conversely, surviving the journey alive and well. Don't be afraid and start your voyage just as victory starts with V. Serpents in residual parts of your mind might tell you to stop, but the river and the tip of your pen have ultimate powers in their persistence. From rivers to streams to treasure. Find the true river and connect.

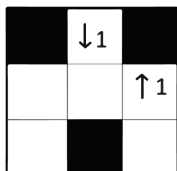
Sincerely,
A Secret Sender

2

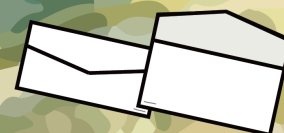
2

- | | | | | | | | | |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| | | | | | ↓ 5 | ↓ 5 | | |
| | | | | ← 3 | | | | ↓ 1 |
| | ↓ 2 | ↓ 4 | | → 2 | | ↓ 4 | | |
| ↓ 3 | | | ← 2 | | ↑ 1 | | | |
| → 1 | | | ↓ 0 | ← 1 | ↑ 1 | | | |
| ↗ 4 | | | ↓ 1 | | ← 3 | | | |
| | | ← 0 | ↓ 2 | ← 1 | ↑ 1 | ← 1 | | |
| | | | ↑ 1 | ↓ 1 | ↑ 2 | | | |
| | | ↑ 0 | | | | | ↑ 4 | |
| ↘ 4 | | | | | ← 1 | ↑ 1 | | |

$\rightarrow 2$	$\downarrow 1$	
		$\uparrow 1$
	$\uparrow 0$	



Pick your words.
The fifth is:



3

3

A 6x6 grid with numbers 4 and 2 above and below it.

(With numbers
from 1 to 4)

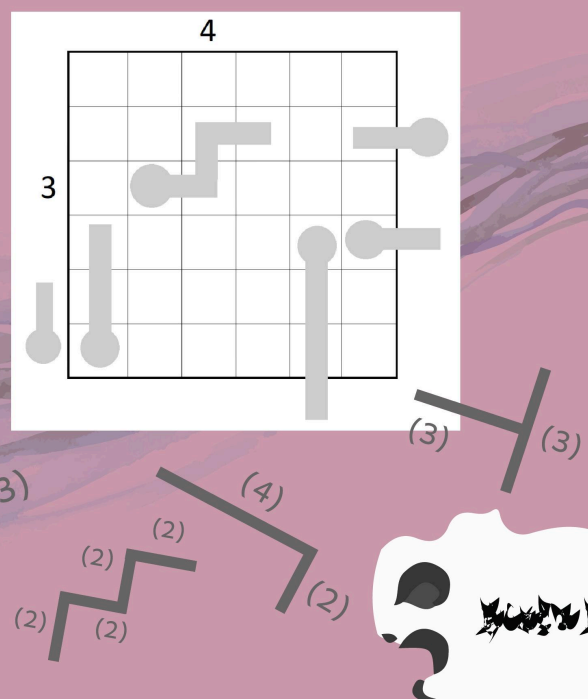
4

The rules for Skyscrapers:

Example:

3	2	1
2	1	3
1	3	2

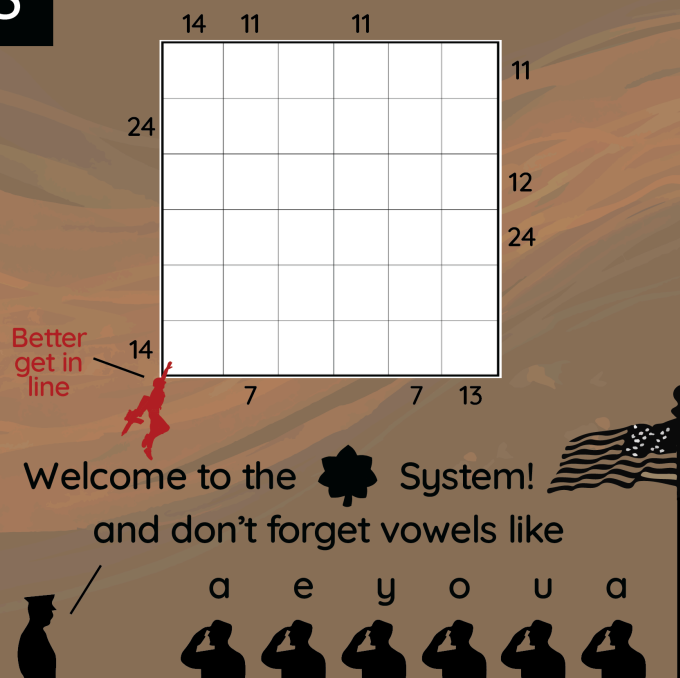
4



5

A number next to a row or column, indicates the sum of all the skyscrapers from that row or column that can be seen from that position. Taller skyscrapers block the view of shorter skyscrapers that are located anywhere behind them.

5



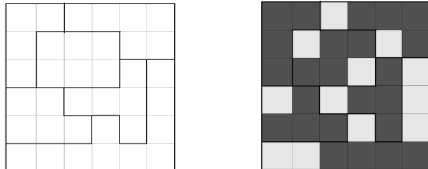
LITS

Instructions:

We define an orthogonally contiguous shape to be a shape in which there is a path between every two squares in it using only vertical and horizontal lines, and going only through squares that are part of the shape.

In each bordered area, shade exactly one contiguous shape consisting of 4 squares. No two identical shapes (from different areas) can touch each other (mirrors and rotations are considered identical). After you are done, the shaded squares should form a single orthogonally contiguous shape, with no 2X2 squares in it. The puzzle has a single solution.

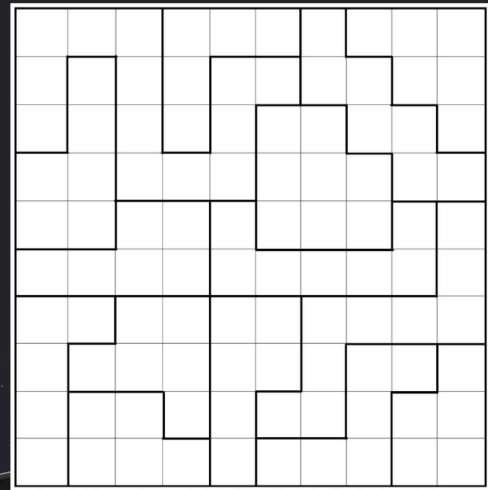
Example:



VI

VI

#



Aliens know the origins...

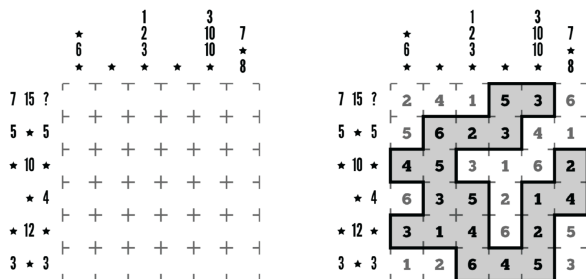
Time Zones- Instructions:

Enter digits into the cells so that each row and column has all digits 1 through 6. Additionally, draw a single, closed loop (that does not cross or touch itself) connecting nodes along the grid lines to form the 'Time Zone'. Clues outside each row and column label the contents of the corresponding row or column, as split into groups by the loop. They are presented in order:

Number clues represent either the sum of a group outside the loop or the product of a group inside the loop.

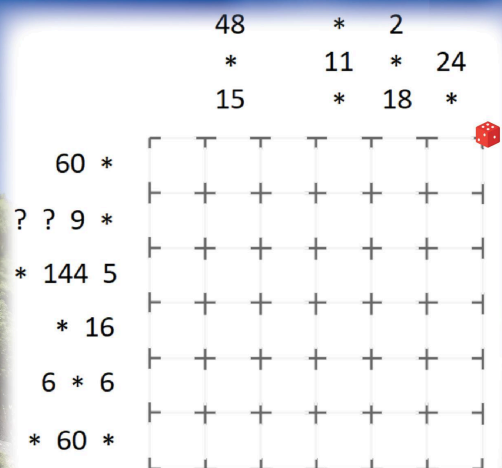
A question mark represents 1 group of unknown sum or product.

A star represents 0 or more unknown groups.



7

7



Hold on to the number of provisions you have gathered.
There comes a whirlpool you can't avoid...

8

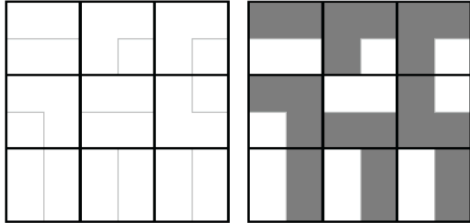
Connector Instructions:

Color exactly one of the two regions in every black bordered 2X2 square. All colored regions must form a single continuous shape. The colored shape should not have any loops in it (that is, for every two colored regions, there is only a single path along the shape between them).

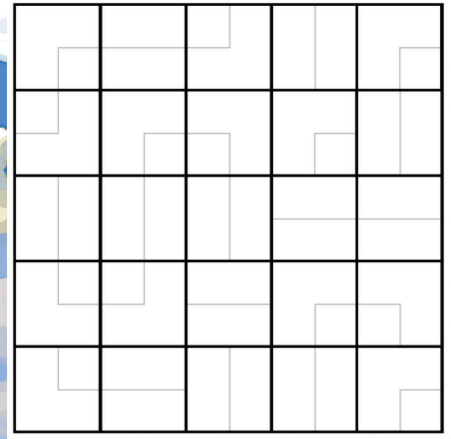
The colored shape does not have any 2X2 square area in it.

Example:

(A 3 X 3 grid)



8



You'll DIE!!!
Toss in Chlorine and move!

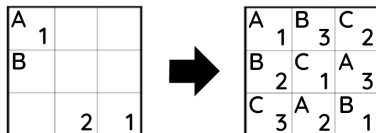
9

Eulero Instructions:

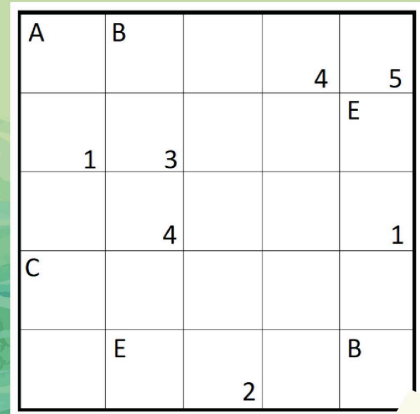
1. Fill in the grid with the numbers 1-5 and the letters A-E so that each square contains exactly one letter and one number.
2. Each number and each letter should only appear once in each row and each column.
3. Each number-letter pair (that is, a number and letter that are in the same square) may only appear in the grid once.

Example:

(With numbers from 1 to 3 and letters from A to C)



9



these two you #

Island Instructions:

10

For this puzzle, all the numbered cells are considered colored.

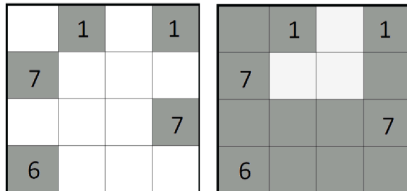
We start with a couple of definitions:

1. We say that two colored cells are connected, if there is a path between them that only goes through colored cells in vertical and/or horizontal steps.
2. We say a numbered cell is strongly connected to an unnumbered colored cell, if there is a path between them that only goes through unnumbered colored cells in vertical and/or horizontal steps.

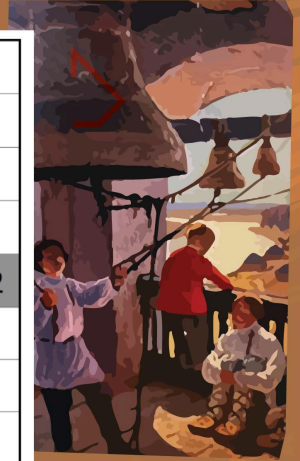
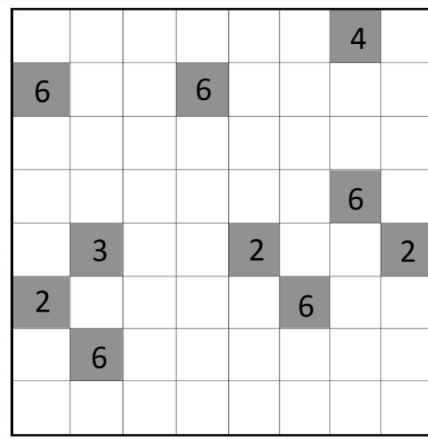
The puzzle:

Color some of the cells to form a single connected colored region. That is, every two colored cells must be connected. Recall that the numbered cells are also considered colored. A number in a cell indicates how many unnumbered colored cells are strongly connected to it. The puzzle has a single solution.

Example:



10



Which ones are important?

The numbered ones and those in which you have...



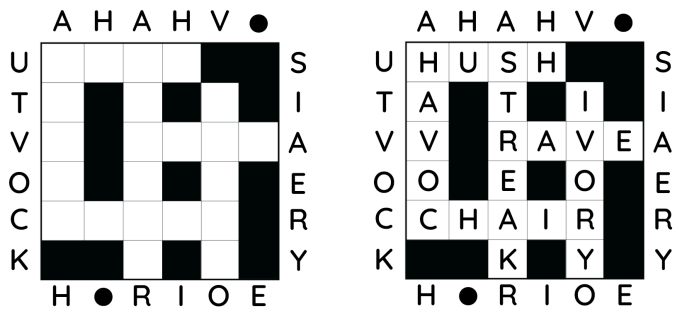
Lexica Instructions:

11

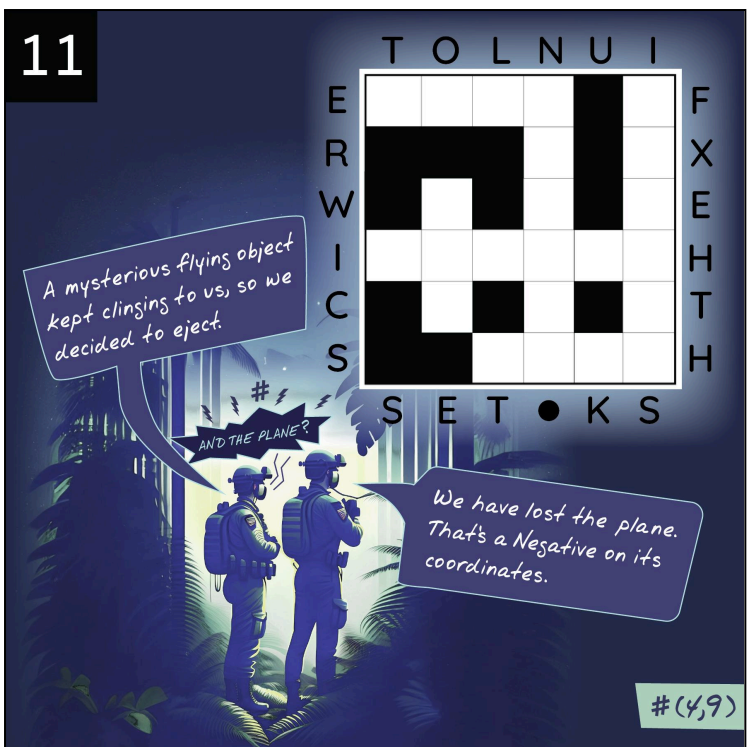
Slide the letters on the outside back into the grid, either horizontally or vertically.

Letters can slide over each other, but must stay in their original row or column.

At the end, each row and column contains a real English word.



11



12

Haido

Instructions:

Fill in the grid, so that each row and each column contain all the numbers from 1 to 6.

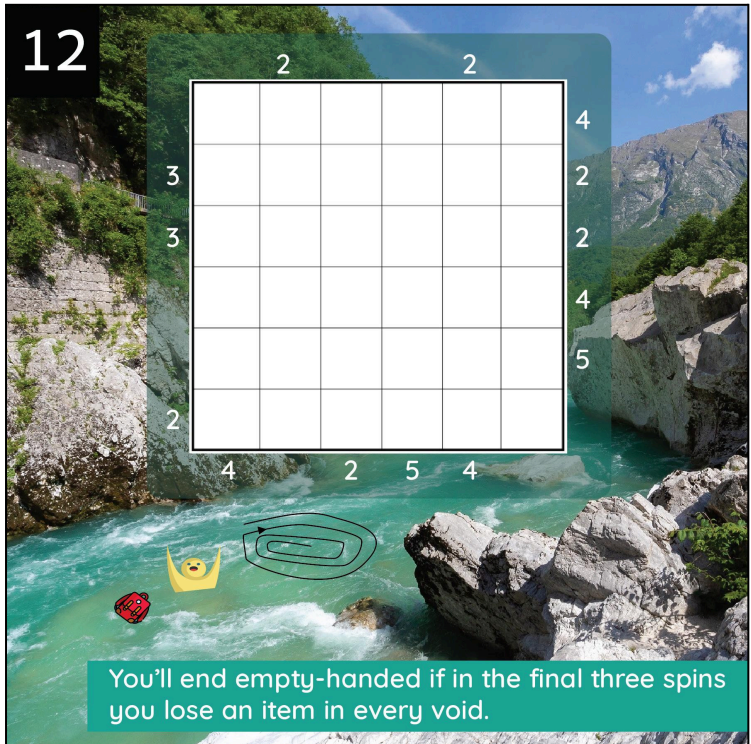
The numbers inside the grid represent skyscrapers of those heights.

A number next to a row or column, indicates that the skyscraper of that height is visible in that row or column from that side.

Taller skyscrapers block the view of shorter skyscrapers that are located anywhere behind them.

There is a unique solution to the puzzle.

12



13

Kropki Skyscrapers

Instructions:

Rules for Skyscrapers:

Fill in the grid, so that each row and each column contain all the numbers from 1 to 6. The numbers inside the grid represent skyscrapers of those heights. A number next to a row or column, indicates how many skyscrapers from that row or column can be seen from that position. Taller skyscrapers block the view of shorter skyscrapers that are located anywhere behind them. There is a unique solution to the puzzle.

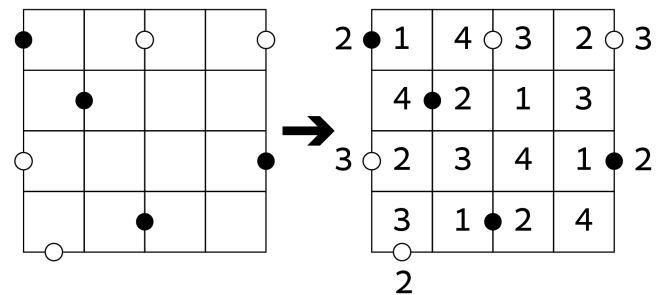
Now, this is a Skyscrapers puzzle combined with Kropki. Note that this variant only includes some of the standard Kropki rules, and not all of them. The Kropki will add the three following rules (in addition to the standard Skyscrapers rules):

1. If two numbers have a black circle between them, one of them is exactly twice the value of the other.
2. If two numbers have a white circle between them, one is larger than the other by exactly 1.
3. The other way around: If there are two adjacent numbers that one of them is exactly twice the value of the other or that one of them is larger than the other by exactly 1 - it doesn't necessarily mean that there will be a dot between them.

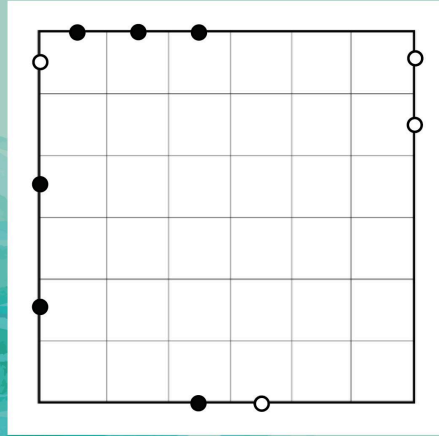
13


Example:

(Kropky Skyscrapers, with numbers from 1 to 4)



13

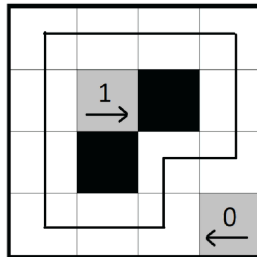


Five digits from afar are retrieved.
 But here a sequence shall be conceived.
 Is bottom to top the proper way to go 
 If so, use it elsewhere;
 somewhere special, you know.

Yajilin Instructions:

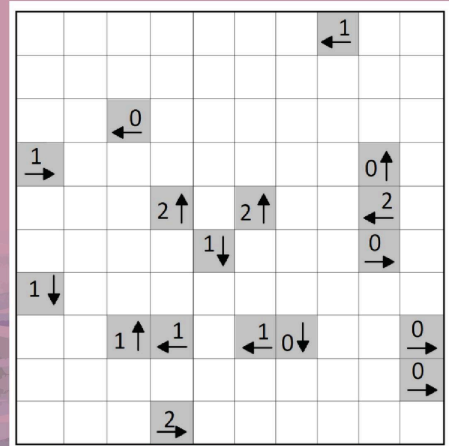
Blacken some white cells so that you can draw a closed loop (that does not intersect itself) through all remaining white cells (not including the hint cells). Hint cells should not be blackened. The hint cells, that have a number and an arrow in them, tell you how many blackened cells can be seen in the direction of the arrow. No blackened cells are allowed to share an edge. The puzzle has a single solution.

Example:



14

14



Mastermind

Instructions:

You need to figure out the 5-digit code (in which digits may repeat).

You are given a series of guesses. The circles next to each guess indicate the number of correct digits in the guess. A white circle means there is a correct digit in the wrong spot, and a black circle means there is a correct digit in the right spot.

There is a single solution.

Example:

1234	●○○	1234	●○○
4444		4444	
3433	○	3433	○
1144	●	1144	●
2424	●○	2424	●○
????	●●●●	1322	●●●●

15

T	R	I	M	T	H	E	O
.	15						85201 ○○○
D							11235 ●○
I							17320 ●●
R							24381 ●○
G							90210 ●○
E			20289 ●○				
M	O	S	F	O	E	M	A

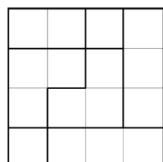
Ripple Effect

Instructions:

Write the numbers 1 to n in each bold-bordered area, where n is the number of squares in the area.

If two identical numbers appear in the same row or column, they must be separated by a number of squares equal or greater to their value (that is, two 4s must have at least four squares between them, not counting the squares they are on). The puzzle has a single solution. Jump in.

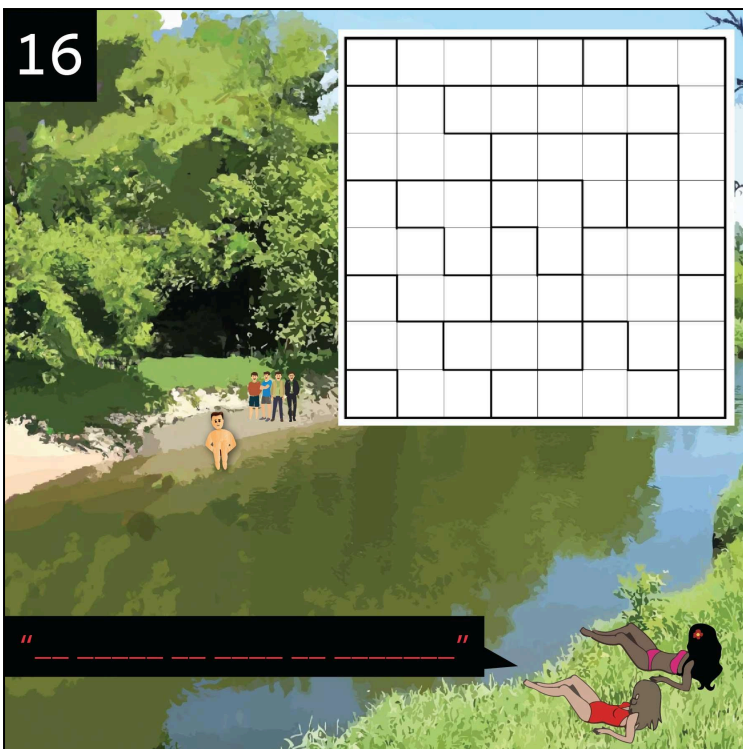
Example:



1	2	1	3
3	1	2	1
2	3	1	2
1	2	3	1

16

16



Magic Spiral Instructions:

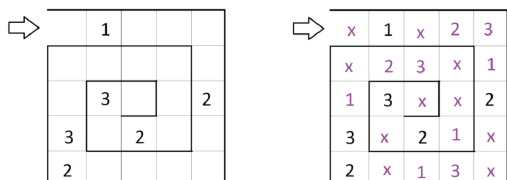
Form a path through the spiral (starting in the top-left corner), formed of the numbers 1, 2, 3, 4 and **voids** (or 'x' marks as shown in the example). The first number in the path must be a 1, the last number in the path must be a 4, and throughout the path, the numbers must appear in order: 1 2 3 4 1 2 3 4 1...

When the path is filled, each row and each column should contain each number exactly once.

There is a single solution to the puzzle.

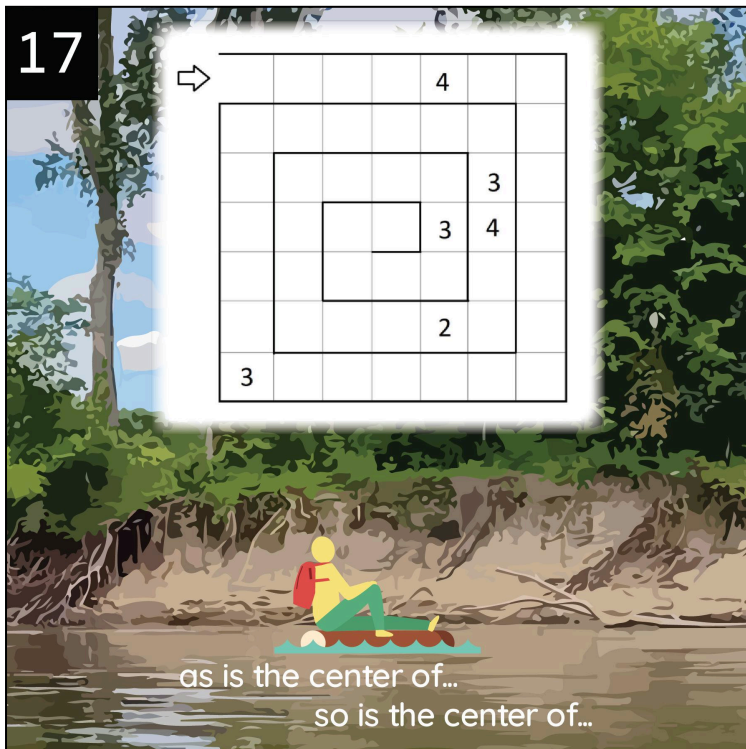
Example:

(With numbers from 1 to 3)



17

17



as is the center of...
so is the center of...

Skyscrapers Xor Haido Instructions:

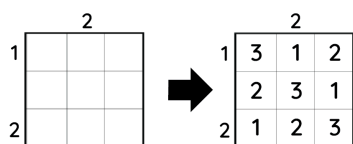
In the following puzzle, each clue is either a Skyscrapers clue or a Haido clue, but not both.

Full rules: Fill in the grid, so that each row and each column contain all the numbers from 1 to 6. The numbers inside the grid represent skyscrapers of those heights. Taller skyscrapers block the view of shorter skyscrapers that are located anywhere behind them.

A number next to a row or column, indicates exactly one of the following options, but not both:

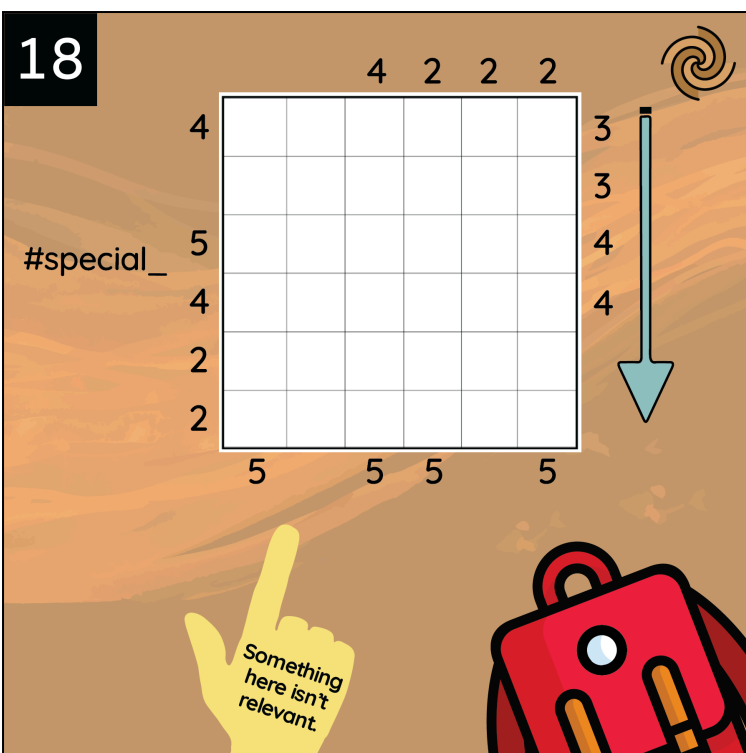
1. It either indicates how many skyscrapers from that row or column can be seen from that position. (Skyscrapers)
2. Or it indicates that the skyscraper of that height is visible in that row or column from that position. (Haido)

There is a unique solution to the puzzle.



18

18



Something here isn't relevant.

19

Heterocut

Instructions:

Divide the grid into shapes, each composed of 2, 3, 4 or 5 squares. A shape cannot appear twice in the grid, including reflections and/or rotations of it. Some borders have already been marked, with an arrow pointing at the strictly larger shape. The puzzle has a unique solution.

19



20

Skyscrapers Liars

Instructions:

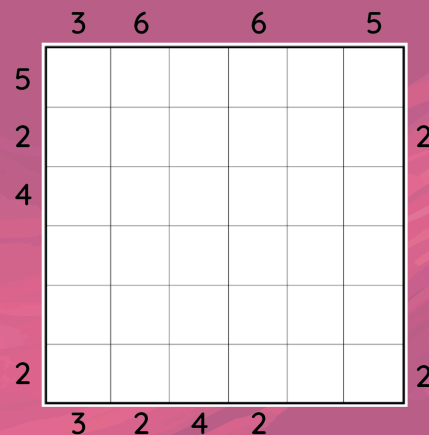
This is a liars version of Skyscrapers. The rules are the same as the regular Skyscrapers rules, except for one thing:

One of the clues along each side of the grid is wrong. Meaning that there will be four wrong clues altogether.

Rules for the regular Skyscrapers puzzle:

Fill in the grid, so that each row and each column contain all of the numbers from 1 to 6. The numbers inside the grid represent skyscrapers of those heights. A number next to a row or column, indicates how many skyscrapers from that row or column can be seen from that position. Taller skyscrapers block the view of shorter skyscrapers that are located anywhere behind them. There is a unique solution to the puzzle.

20



Who's last in order?

B or D? Both?



21

Skyscrapers Gaps

Instructions:

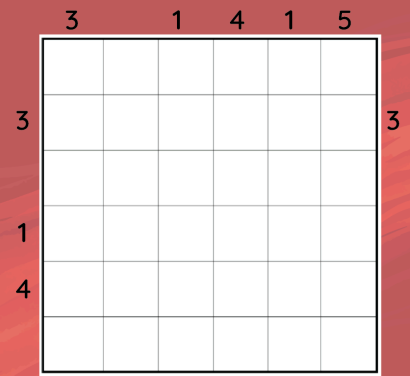
Fill in the grid, so that each row and each column contain each of the numbers from 1 to 5 exactly once. The numbers inside the grid represent skyscrapers of those heights. A number next to a row or column, indicates how many skyscrapers from that row or column can be seen from that position. Taller skyscrapers block the view of shorter skyscrapers that are located anywhere behind them. There is a unique solution to the puzzle.

In the Gaps version:

The skyscrapers have heights 1-5, and each skyscraper appears exactly once in each row and in each column. As you can tell, some cells in the grid stay empty.

21

P S C H A
M
U
J
O I T C E
N
.



JUMPS CHANGE DIRECTION.

THE JUMPS HERE ARE: (3,4,7,4,2)

22

Japanese Sums

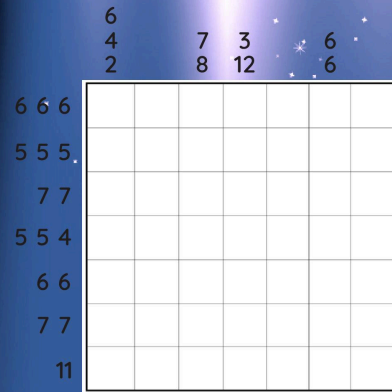
Instructions:

Shade some cells, and fill the remaining cells with numbers from the range 1-6. Each number appears in each row and each column once at most. The numbers outside the grid indicate the sums of blocks of connected digits in the correct order. It is possible for a block to consist of a single digit. Rows and columns without clues are unrestricted, and may have any number of blocks with any sums in them. There is a unique solution.

Example:

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

22



so where

Double Trouble: Skyscrapers (1-6) and Haido (1-6)

Instructions:

23

The following puzzle can be solved both as a Skyscrapers puzzle and as a Haido puzzle. It is attached twice for your convenience. The rules for both types of puzzles are written below.

Rules for Skyscrapers:

Fill in the grid, so that each row and each column contain all the numbers from 1 to 6. The numbers inside the grid represent skyscrapers of those heights. A number next to a row or column, indicates how many skyscrapers from that row or column can be seen from that position. Taller skyscrapers block the view of shorter skyscrapers that are located anywhere behind them. There is a unique solution to the puzzle.

Rules for Haido:

Fill in the grid, so that each row and each column contain all the numbers from 1 to 6. The numbers inside the grid represent skyscrapers of those heights. Taller skyscrapers block the view of shorter skyscrapers that are located anywhere behind them. A number next to a row or column, indicates that the skyscraper of that height is visible in that row or column from that side. There is a unique solution to the puzzle.

23



Eulero Scrapers (1-5, A-E)

Instructions:

24

24

This is a Eulero puzzle, in which the clues given inside the grid (regarding the letters) are regular Eulero clues, and the clues given outside the grid are Skyscraper clues which regard only the numbers. Rules for Eulero and Skyscrapers are written below.

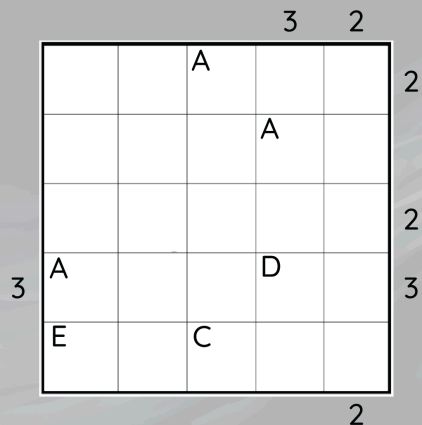
Eulero Rules:

1. Fill in the grid with the numbers 1-5 and the letters A-E so that each square contains exactly one letter and one number.
2. Each number and each letter should only appear once in each row and each column.
3. Each number-letter pair (that is, a number and letter that are in the same square) may only appear in the grid once.

Skyscrapers Rules:

Fill in the grid, so that each row and each column contain all the numbers from 1 to 5. The numbers inside the grid represent skyscrapers of those heights. A number next to a row or column, indicates how many skyscrapers from that row or column can be seen from that position. Taller skyscrapers block the view of shorter skyscrapers that are located anywhere behind them.

There is a unique solution to the puzzle.



A1EA2WA3UA4AA5WB1DB2MB3TB4SB5AC1EC2E
C3HC4RC5UD1PD2RD3SD4ED5YE1HE2OE3DE4AE5T
What does D stand for?
And what is similar but perpendicular?

Spyscrapers (1-5)

Instructions:

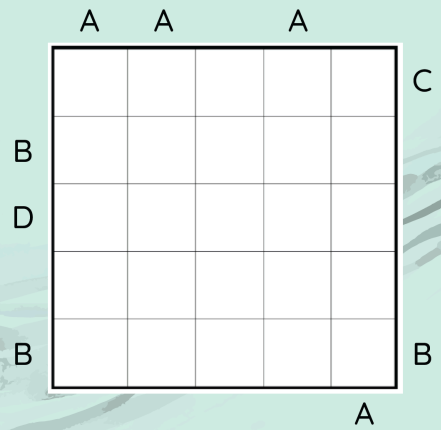
Spyscrapers is a Skyscrapers puzzle, but each clue is disguised as a letter. Each letter stands for a different number, and all occurrences of a particular letter represent the same number.

In this puzzle, the skyscrapers' heights are in the range 1-5. The rules for the basic Skyscrapers puzzle are given below.

Rules for the regular Skyscrapers puzzle:

Fill in the grid, so that each row and each column contain all the numbers from 1 to 5. The numbers inside the grid represent skyscrapers of those heights. A number next to a row or column, indicates how many skyscrapers from that row or column can be seen from that position. Taller skyscrapers block the view of shorter skyscrapers that are located anywhere behind them.

There is a unique solution to the puzzle.



B=? , D=?