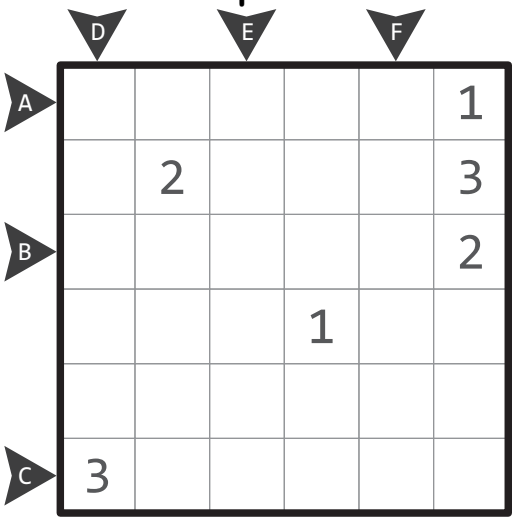
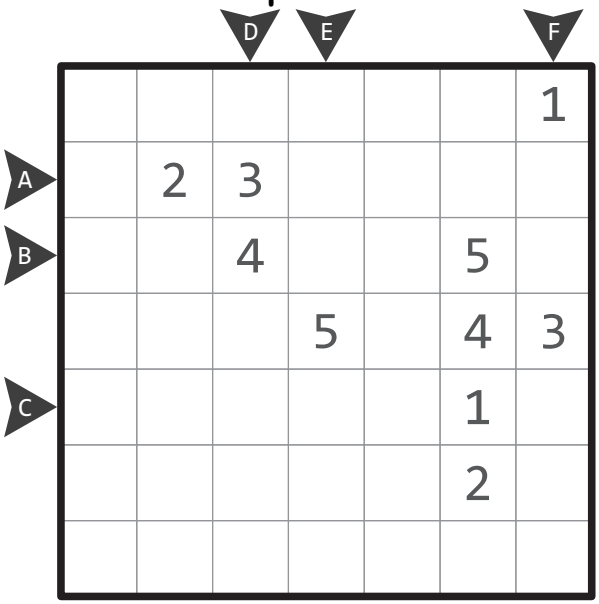
Numberlink

Connect every pair of digits through horizontal/vertical paths such that no two paths touch or cross each other.

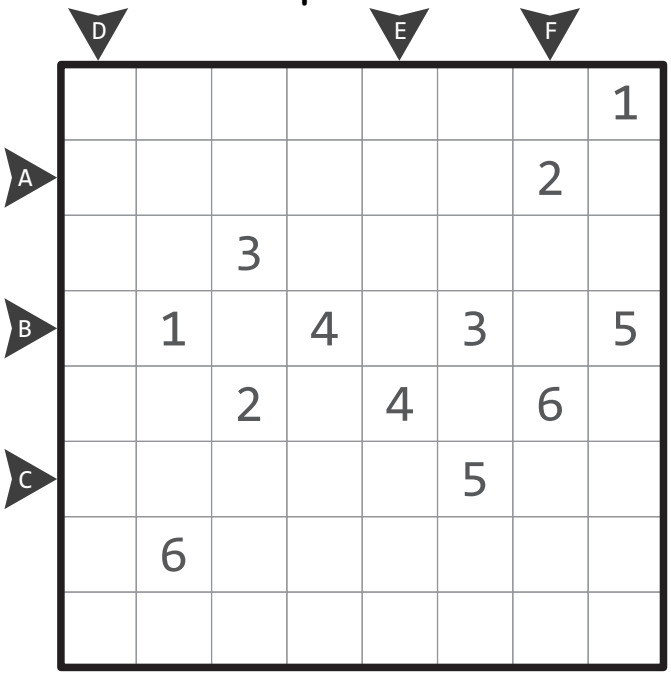
6x6
1 point



7x7
2 points



8x8
3 points

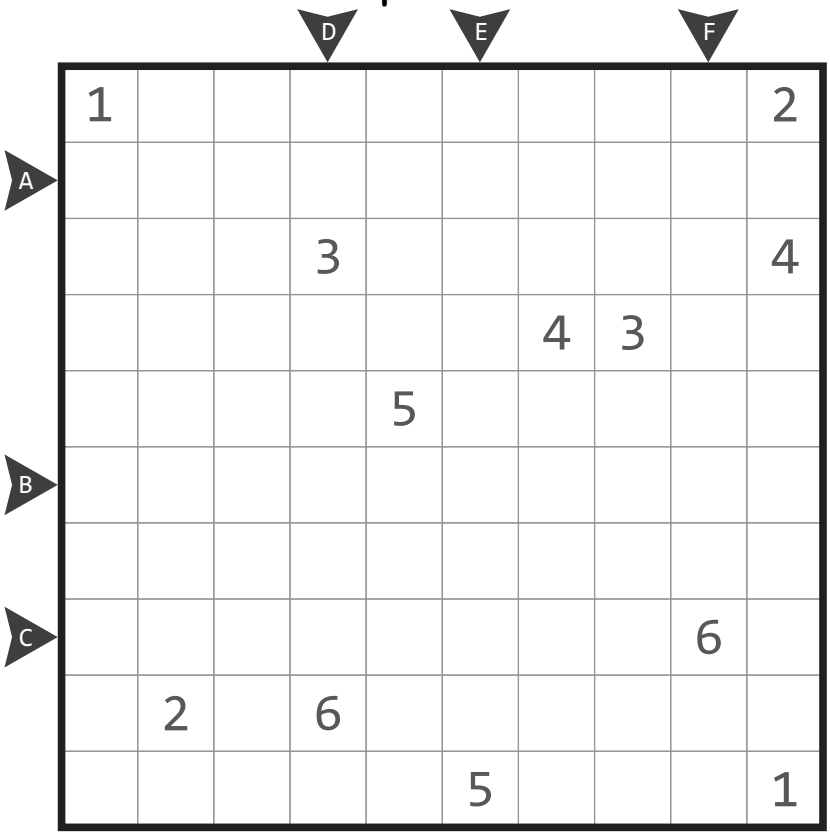


Answer Key: Enter length of largest line segment in marked row/column. Enter '0' if there are no line segments along the marked direction.

Numberlink

Connect every pair of digits through horizontal/vertical paths such that no two paths touch or cross each other.

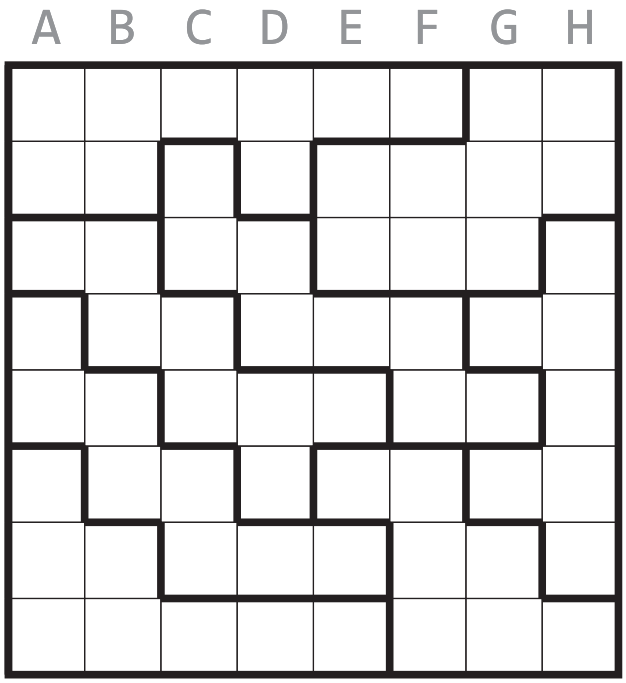
10x10
5 points



Answer Key: Enter length of largest line segment in marked row/column. Enter '0' if there are no line segments along the marked direction.

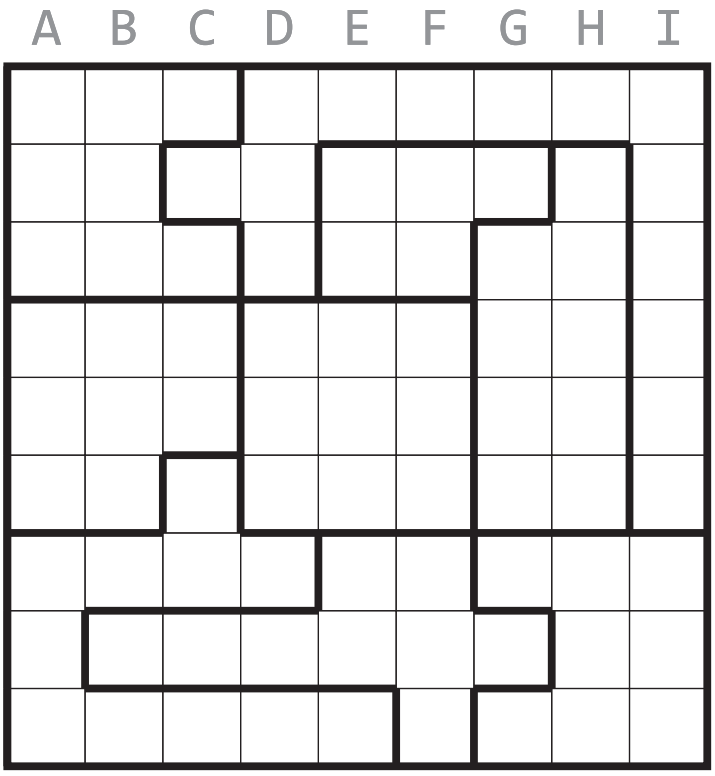
Star Battle
8x8
4 points

Place stars in the grid such that every row, column and thick-outlined region contains two stars. Stars cannot touch each other, not even diagonally.



Star Battle
9x9
7 points

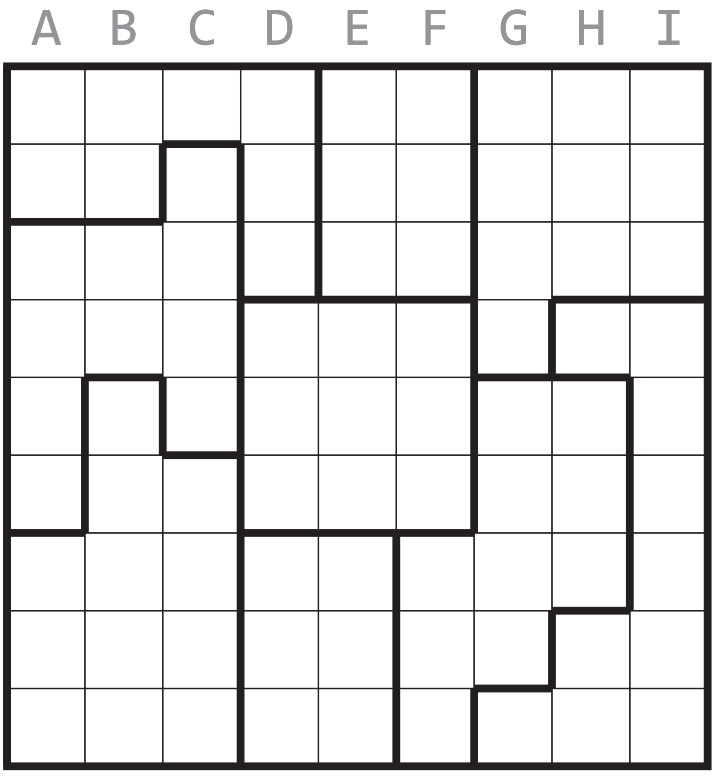
Place stars in the grid such that every row, column and thick-outlined region contains two stars. Stars cannot touch each other, not even diagonally.



Answer Key: Enter column of left-most star of each row from top to bottom.

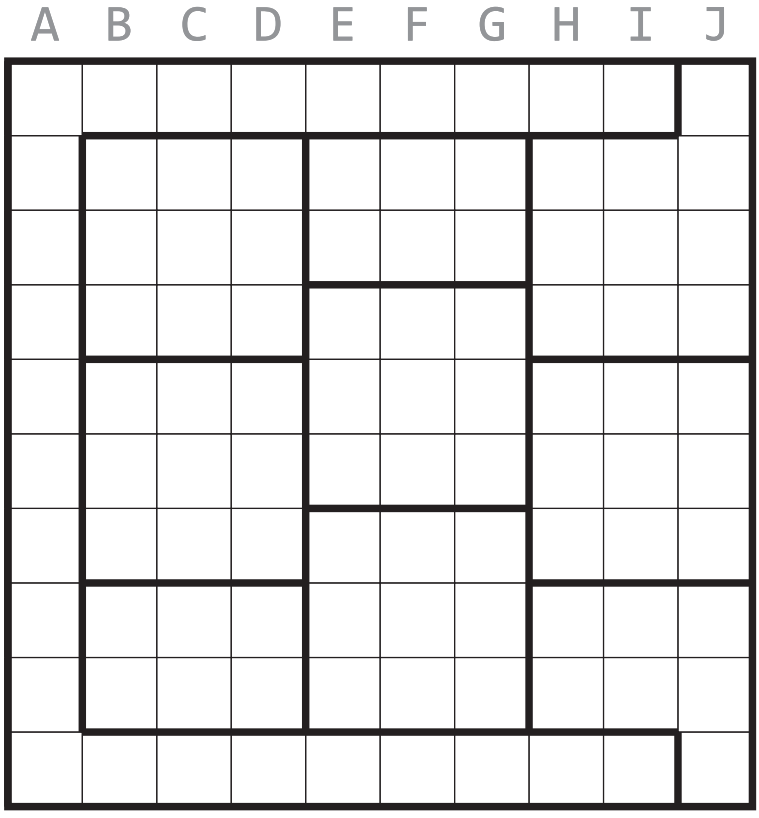
Star Battle
9X9
6 points

Place stars in the grid such that every row, column and thick-outlined region contains two stars. Stars cannot touch each other, not even diagonally.



Star Battle
10X10
3 points

Place stars in the grid such that every row, column and thick-outlined region contains two stars. Stars cannot touch each other, not even diagonally.

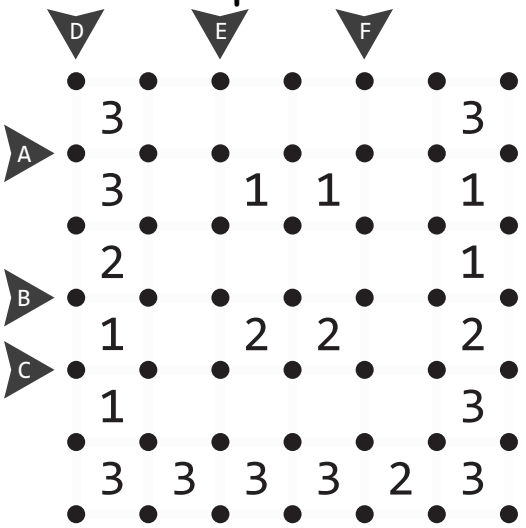


Answer Key: Enter column of left-most star of each row from top to bottom.

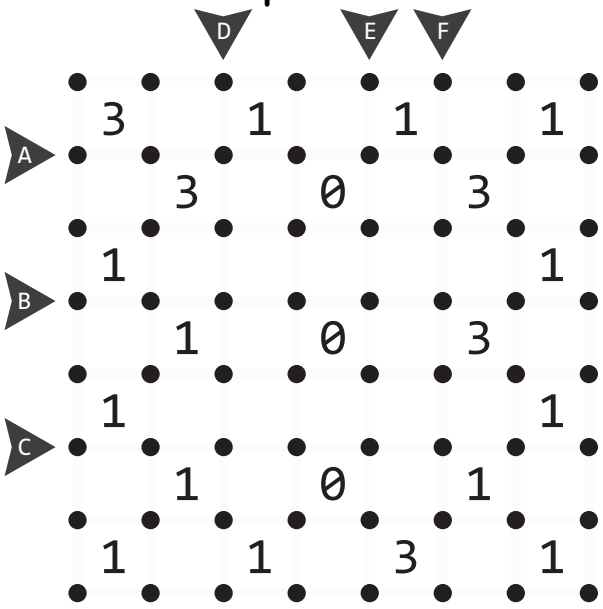
Fence

Draw a single closed loop that does not touch or cross itself. Digits in the grid indicate the amount of line segments of that cell used by the loop.

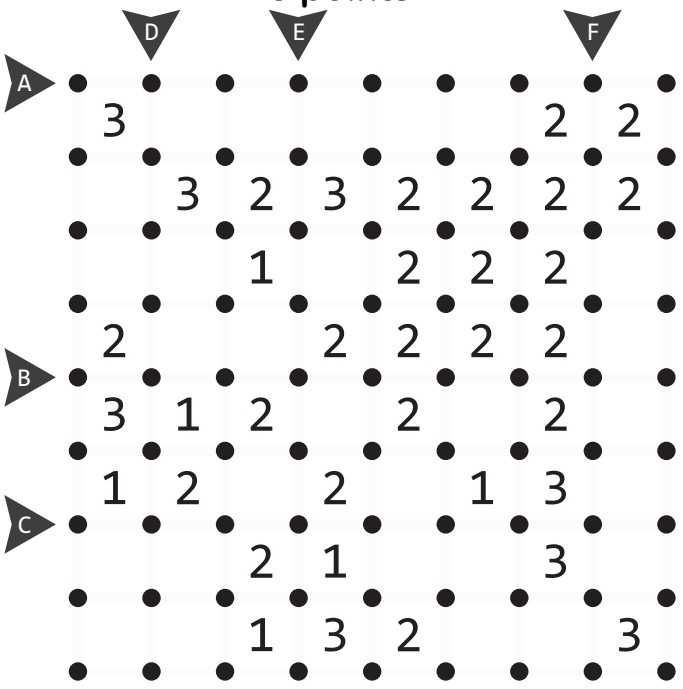
6x6
1 point



7x7
3 points



8x8
5 points

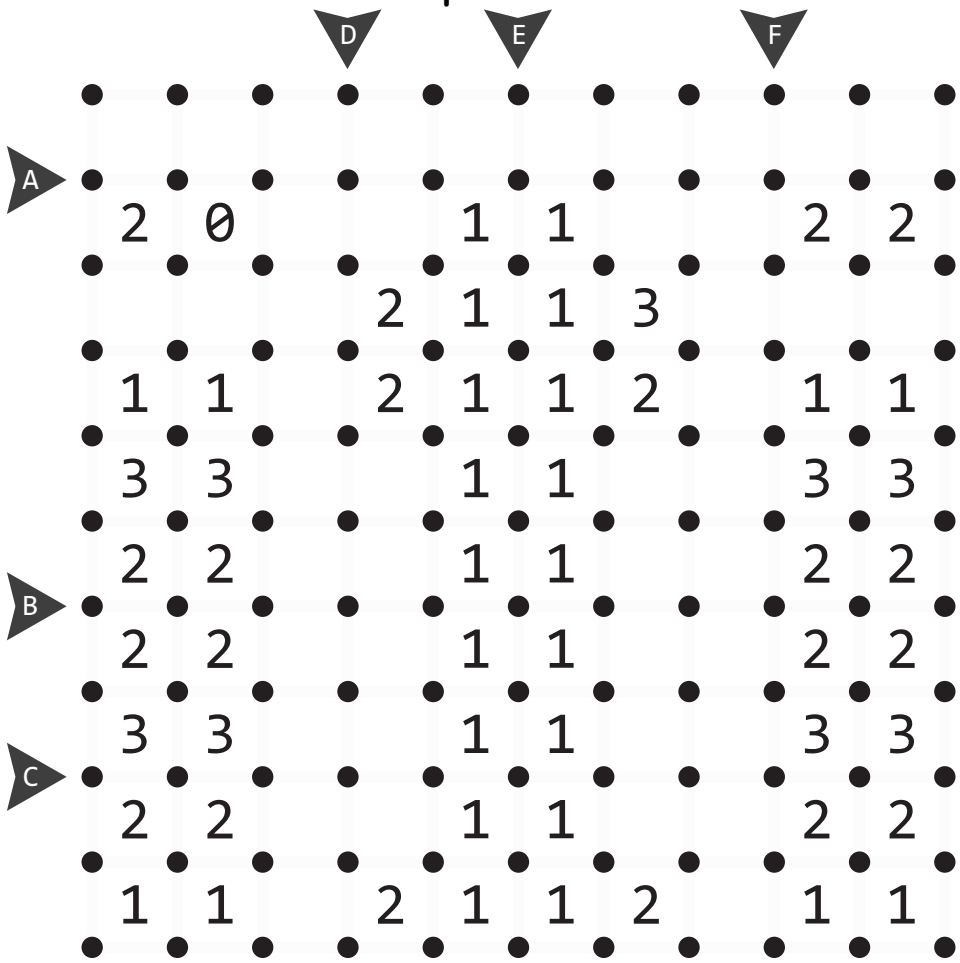


Answer Key: Enter length of largest line segment in marked row/column. Enter '0' if there are no line segments along the marked direction.

Fence

Draw a single closed loop that does not touch or cross itself. Digits in the grid indicate the amount of line segments of that cell used by the loop.

10x10
6 points



Answer Key: Enter length of largest line segment in marked row/column. Enter '0' if there are no line segments along the marked direction.

Hitori

Shade cells such that digits do not repeat in rows and columns. Shaded cells cannot be adjacent to each other and all unshaded cells must be orthogonally connected.

6x6
3 points

A		B		C	
3	2	6	5	4	6
5	4	2	5	1	6
6	3	5	1	2	4
3	1	5	4	4	3
1	2	6	3	5	4
4	2	3	6	1	5

7x7
5 points

		D		E	F	
2	3	5	6	7	4	3
5	7	6	1	2	2	3
5	2	1	4	2	7	4
1	2	4	3	5	7	4
4	3	2	3	1	6	7
7	4	6	2	1	5	5
3	1	4	5	6	1	2

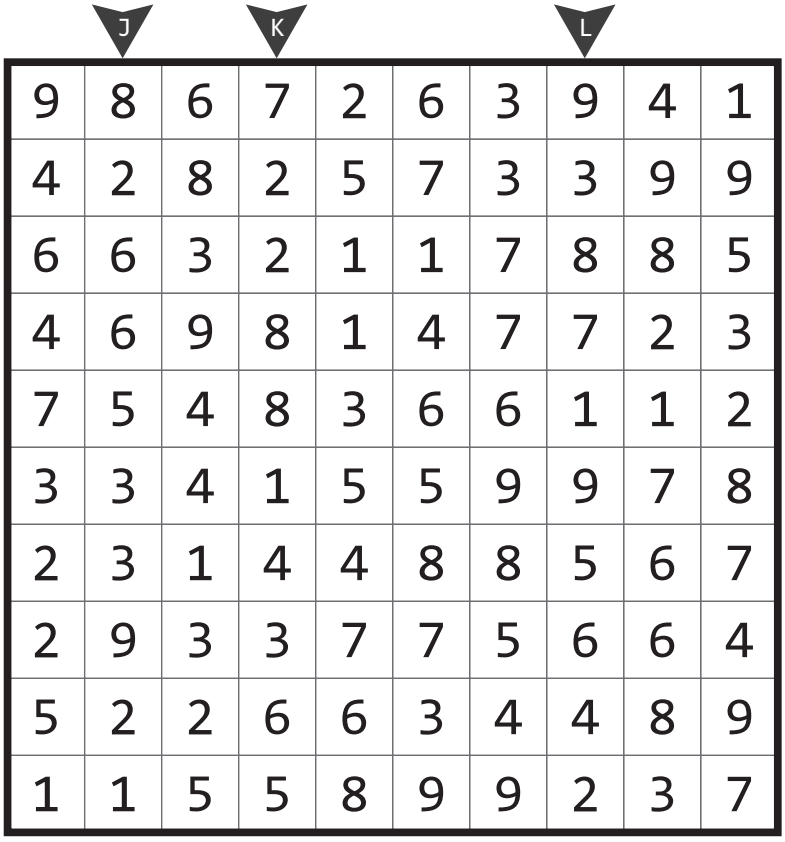
8x8
6 points

		G		H		I	
4	7	5	5	8	2	3	1
6	8	3	4	2	7	8	1
7	6	6	2	4	3	4	5
6	2	7	1	1	2	6	4
5	4	3	3	5	8	2	7
1	2	2	6	7	5	5	4
3	3	4	6	5	7	1	2
2	1	5	5	3	2	4	3

Answer Key: Enter the length of continuous areas of shaded and unshaded cells in the marked rows/columns.

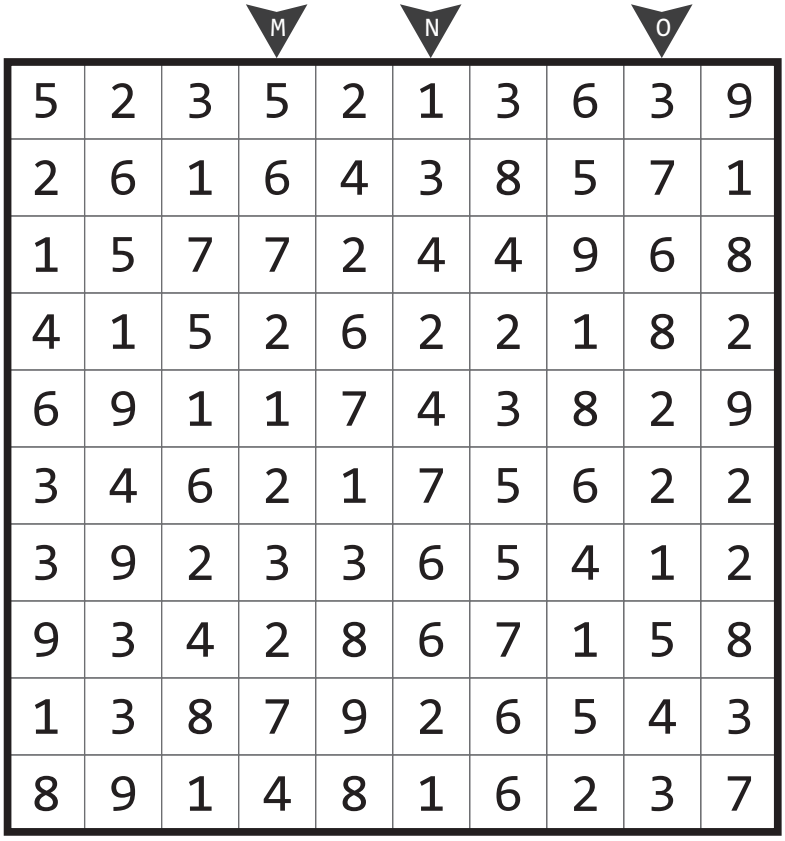
Hitori
10x10
7 points

Shade cells such that digits do not repeat in rows and columns. Shaded cells cannot be adjacent to each other and all unshaded cells must be orthogonally connected.



Hitori Blocks
[Exploratory]
10x10
12 points

Shade blocks of size 2x1 such that digits do not repeat in rows and columns. Shaded blocks cannot be adjacent to each other and all unshaded cells must be orthogonally connected.

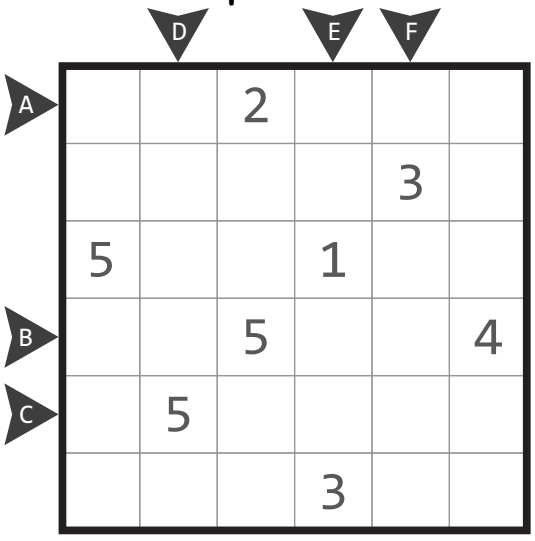


Answer Key: Enter the length of continuous areas of shaded and unshaded cells in the marked rows/columns.

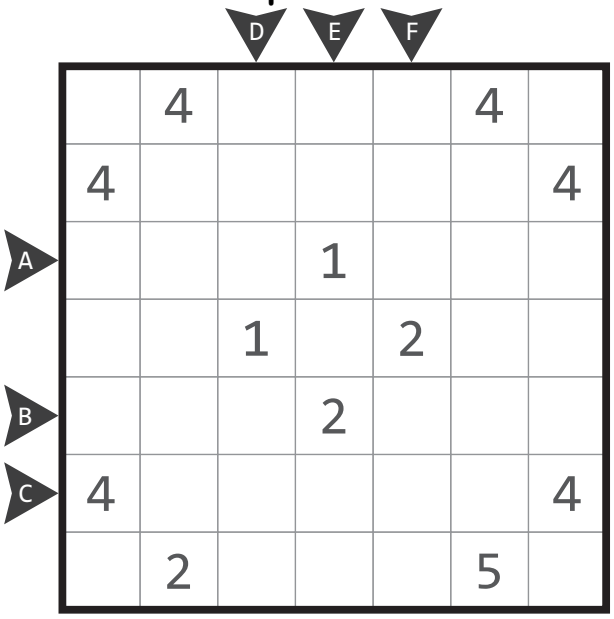
Four Winds

Draw one or more horizontal or vertical lines from each numbered clue so that all blank cells are connected to exactly one of the numbers. Lines cannot enter other numbered squares or intersect with other lines. Each number represents the total number of blank cells occupied by the lines from that number.

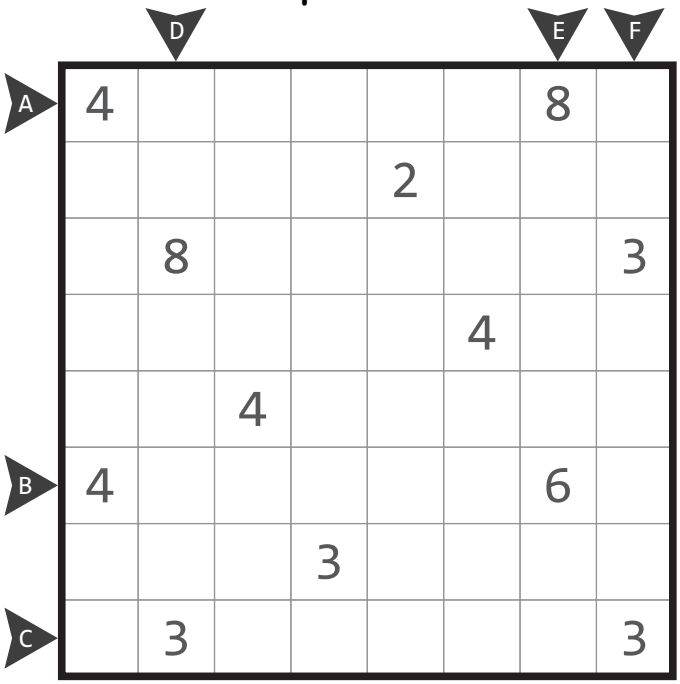
6x6
2 points



7x7
3 points



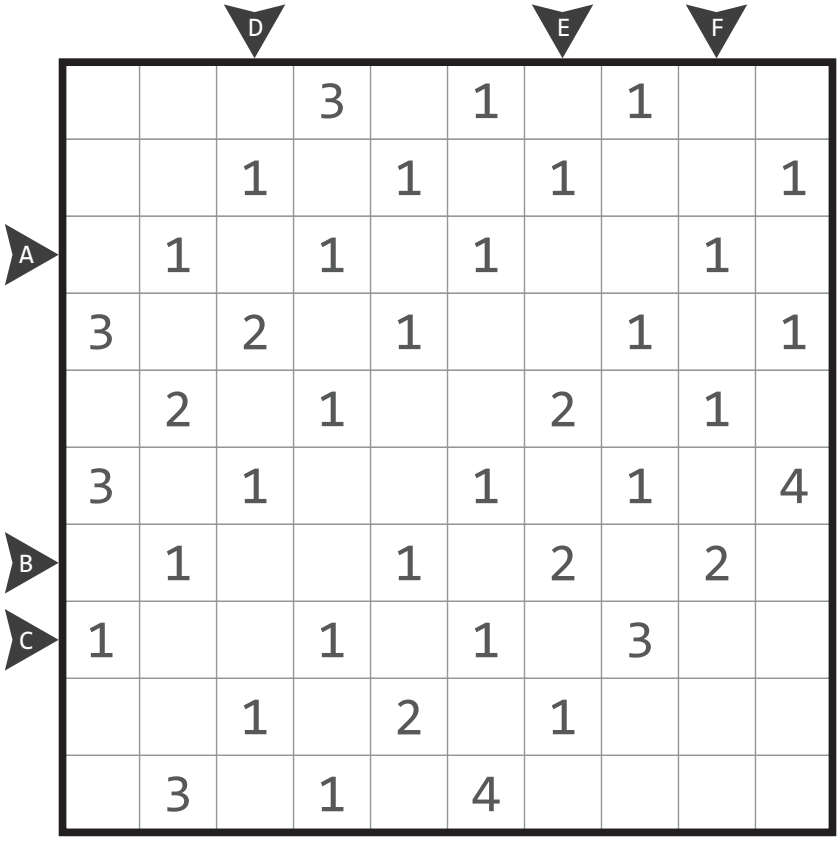
8x8
5 points



Answer Key: Enter length of largest line segment in marked row/column. Enter '0' if there are no line segments along the marked direction.

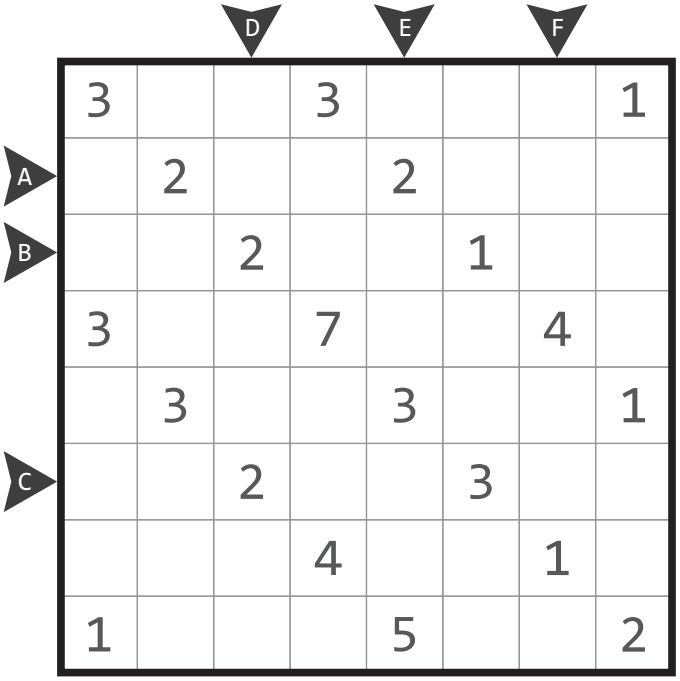
Four Winds
10x10
5 points

Draw one or more horizontal or vertical lines from each numbered clue so that all blank cells are connected to exactly one of the numbers. Lines cannot enter other numbered squares or intersect with other lines. Each number represents the total number of blank cells occupied by the lines from that number.



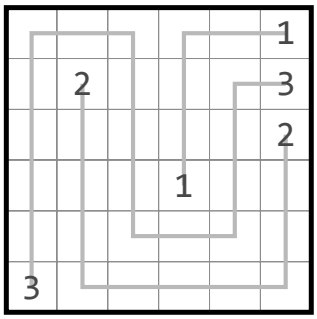
Walls
[Exploratory]
8x8
6 points

Place a horizontal or a vertical line in every blank cell. A number indicates the total length of the segments connected to that square.

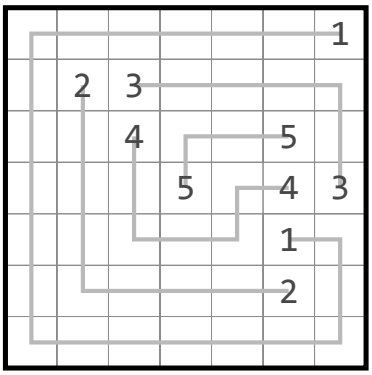


Answer Key: Enter length of largest line segment in marked row/column. Enter '0' if there are no line segments along the marked direction.

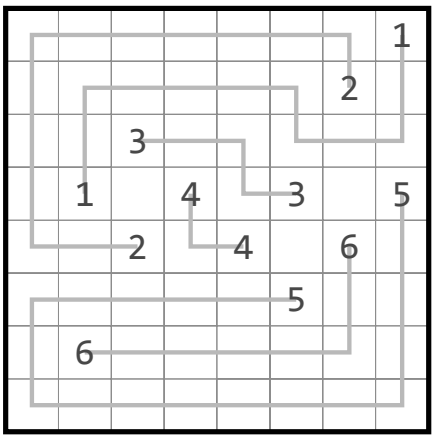
Numberlink 1



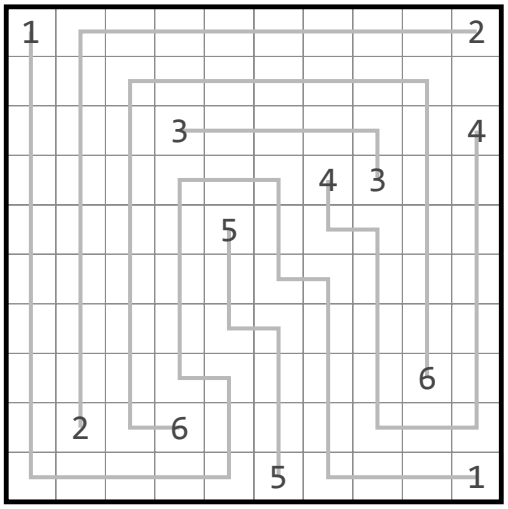
Numberlink 2



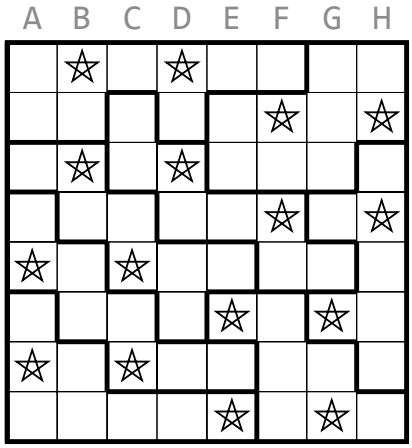
Numberlink 3



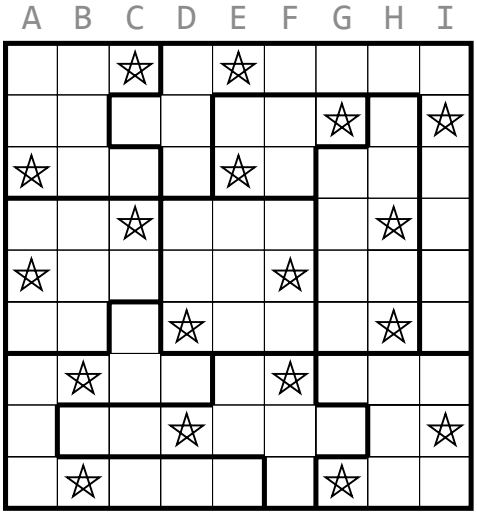
Numberlink 4



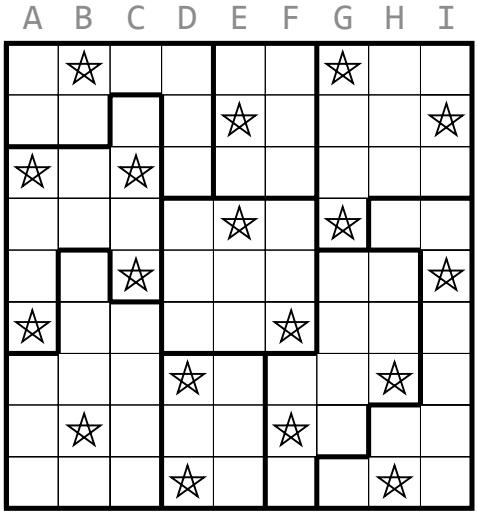
Star Battle 1



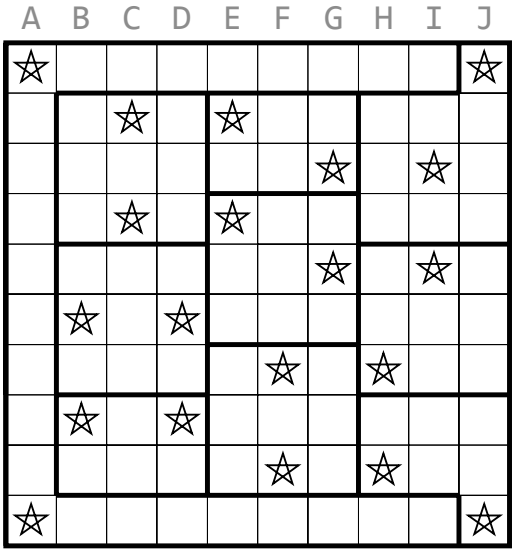
Star Battle 2



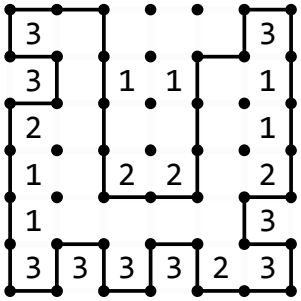
Star Battle 3



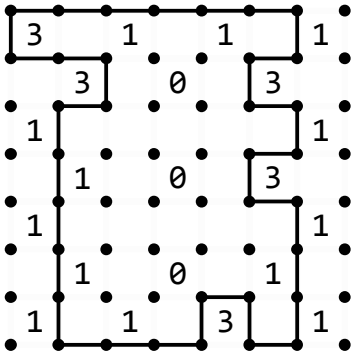
Star Battle 4



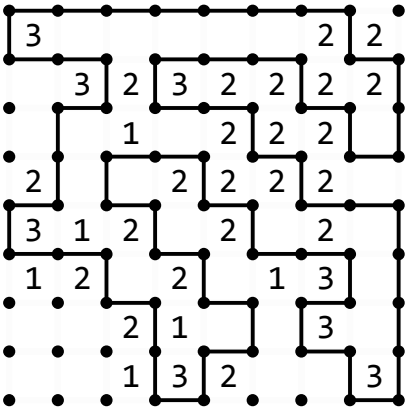
Slitherlink 1



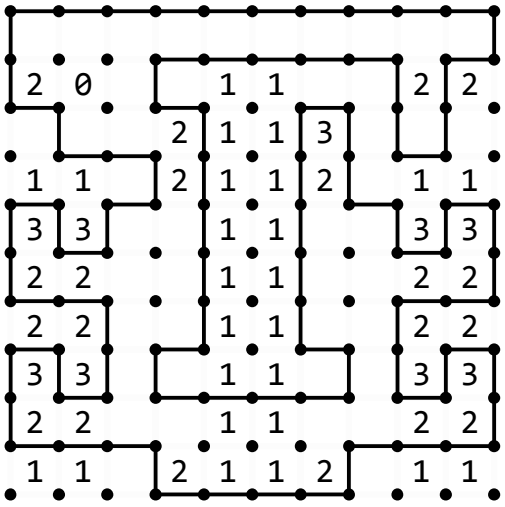
Slitherlink 2



Slitherlink 3



Slitherlink 4



Hitori 1

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

Hitori 2

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

Hitori 3

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

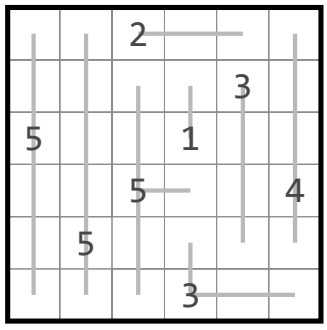
Hitori 4

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

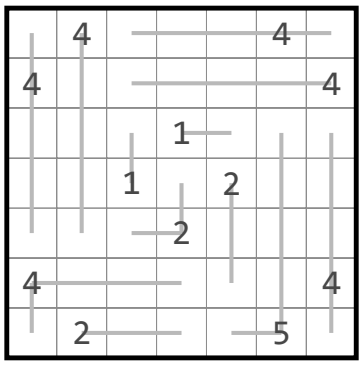
Hitori Blocks

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

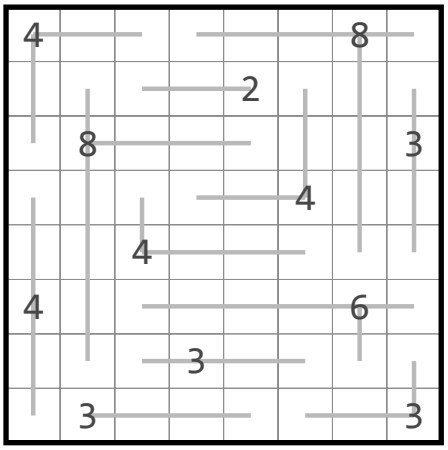
Four Winds 1



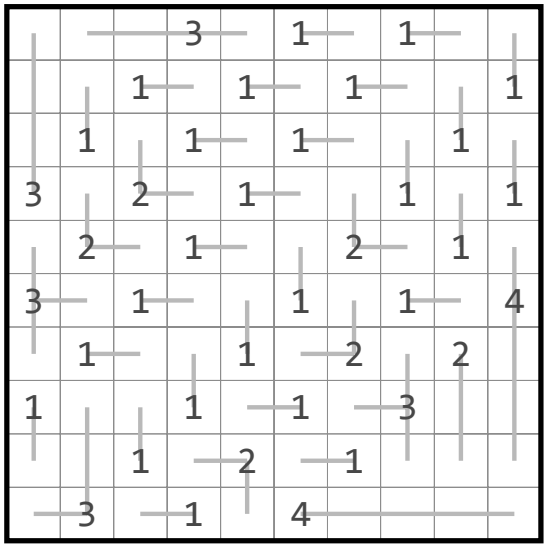
Four Winds 2



Four Winds 3



Four Winds 4



Walls