

# Paint By Number

1 + 2 points

- Shade some of the cells to find out the hidden figure.
- The numbers outside the grid indicate the sizes of consecutive shaded blocks in that row/column.
- Numbers are given in the order the blocks appear, first number describes the closest block.
- There must be at least one white cell between any consecutive shaded blocks.

Answer key: Enter the lengths of groups of shaded cells and white cells, for the marked rows/columns.

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

1 3

1 1

3 3

**A**

2 2 1

1 1 1

1 1 1 1




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

**B**

2 2

2 1 2

1 1

3

4 2

**C**

1 2 2

1 3



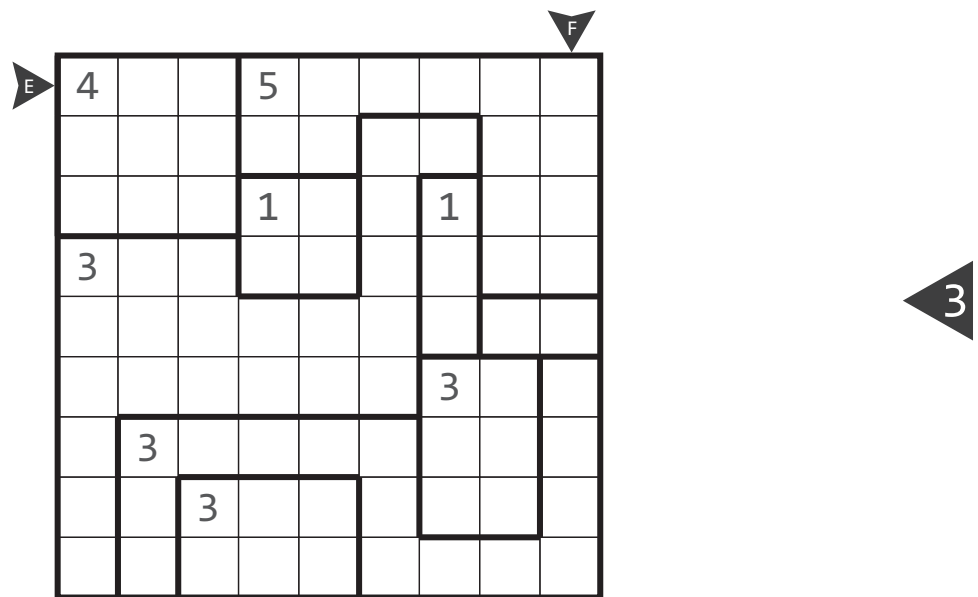
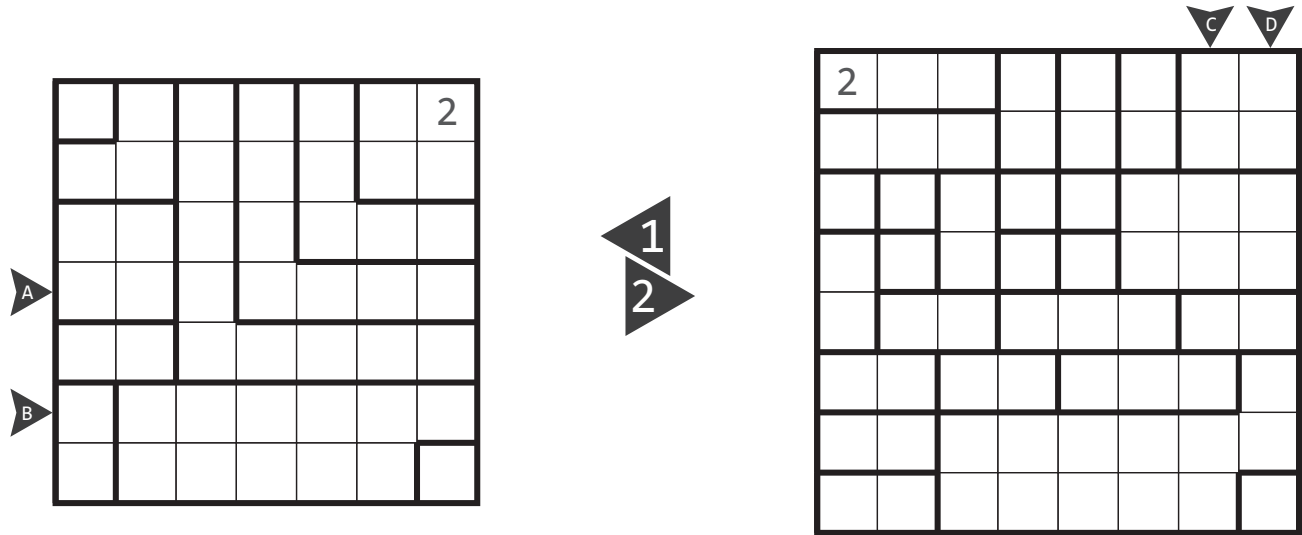



# Heyawacky

2 + 3 + 4 points

- Shade some of the cells so that the numbers in region indicates the number of shaded cells in that region.
- Shaded cells cannot be orthogonally adjacent.
- The remaining white area must be connected to each other, horizontally or vertically.
- The white area cannot span across 2 consecutive borders (thick lines).

Answer key: Enter the lengths of groups of shaded cells and white cells, for the marked rows/columns.



# Heyawacky

10 points

Refer to previous page for rules and answer keys.

# Windows

1 + 2 points

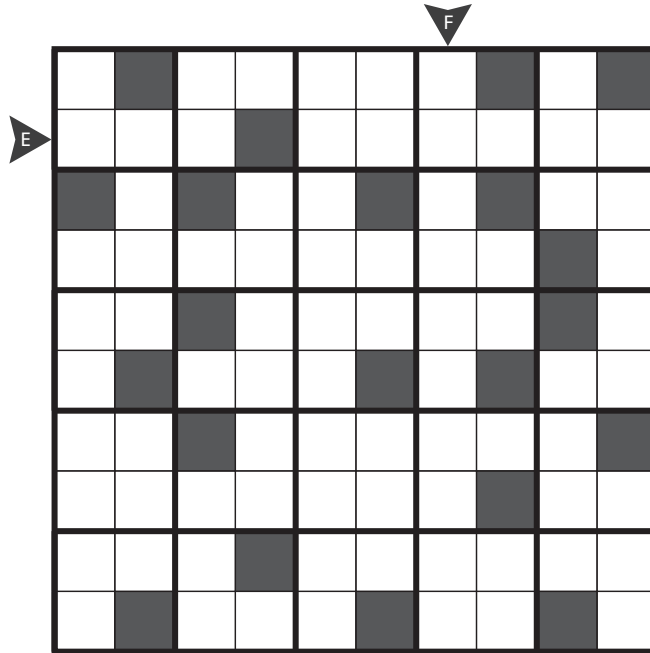
- For each of the marked 2X2 areas (the Windows), shade exactly 2 of the cells.
- No 2X2 area can contain all shaded cells or all white cells.
- All shaded cells must be connected to each other, vertically or horizontally.
- There cannot be an island with white cells i.e. the shaded cells must not enclose any white areas.

Answer key: Enter the lengths of groups of shaded cells and white cells, for the marked rows/columns.

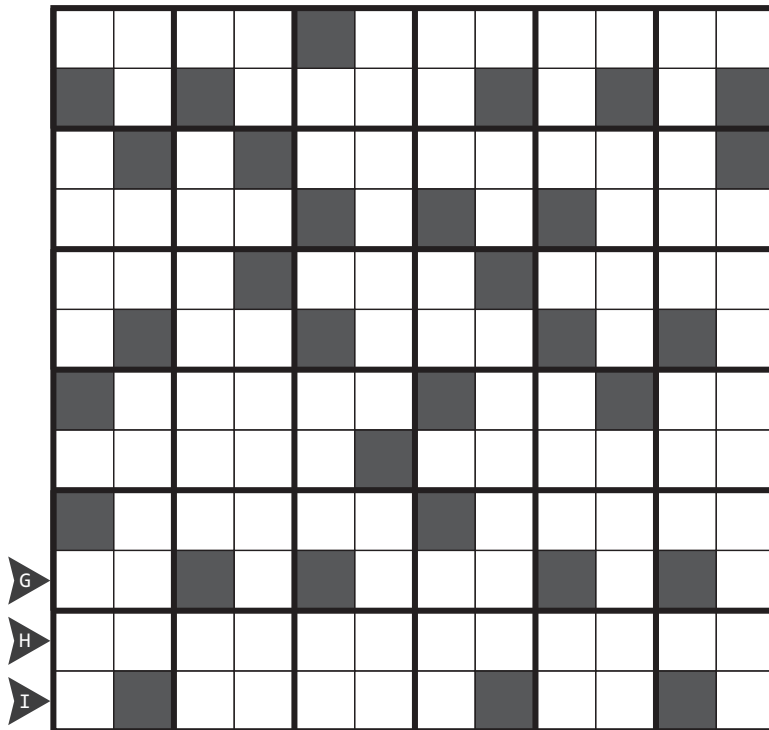
# Windows

6 + 11 points

Refer to previous page for rules and answer keys.



3



4

**Lakes**

**1 + 4 + 5 points**

- Shade some of the cells so that the grid is divided into white areas.
- Each white area must contain exactly one number and that number must be the size of the white area it is included in.
- Cells with numbers cannot be shaded.

Answer key: Enter the lengths of groups of shaded cells and white cells, for the marked rows/columns.

**Lakes**

**6 points**

Refer to previous page for rules and answer keys.

**Crazy Pavement**

**1 + 2 points**

- Shade all cells of some regions.
- Numbers outside the grid indicate the number of shaded cells in that row/column.

Answer key: Enter the lengths of groups of shaded cells and white cells, for the marked rows/columns.

# Crazy Pavement

4 + 9 points

Refer to previous page for rules and answer keys.

F

4 4 4 4

E

4								
4								
4								
4								
4								
4								
4								
4								
4								
4								
4								

3

H I

6 5 4 8 9 7 3

G

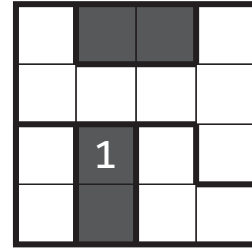
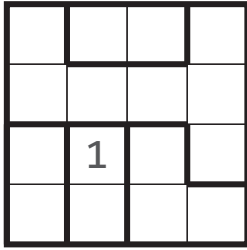
5									
9									
9									
5									
7									
6									
4									
5									

4

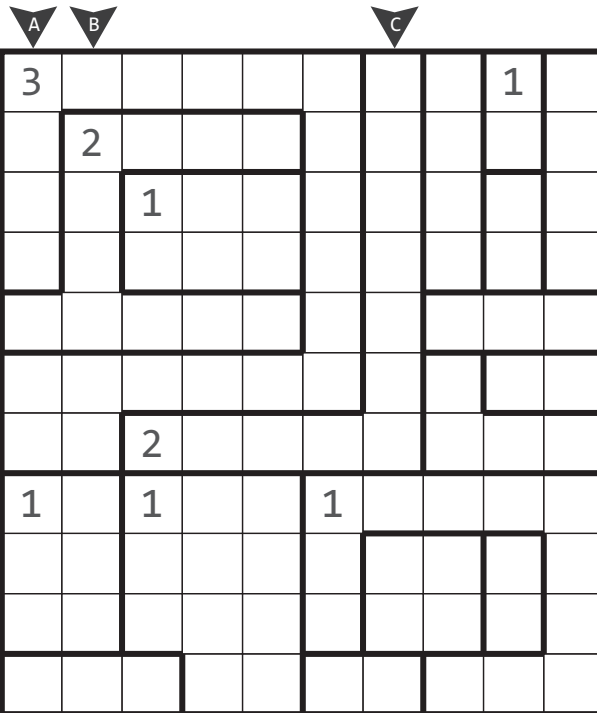
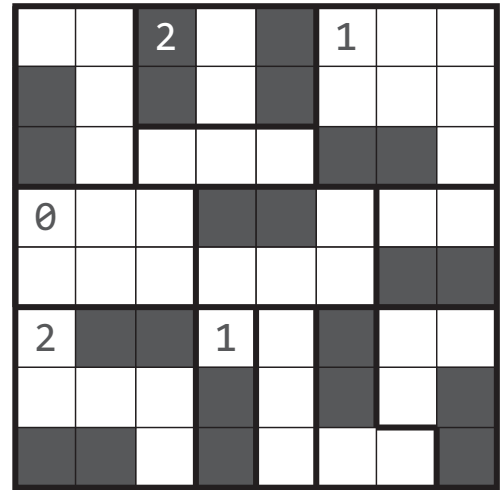
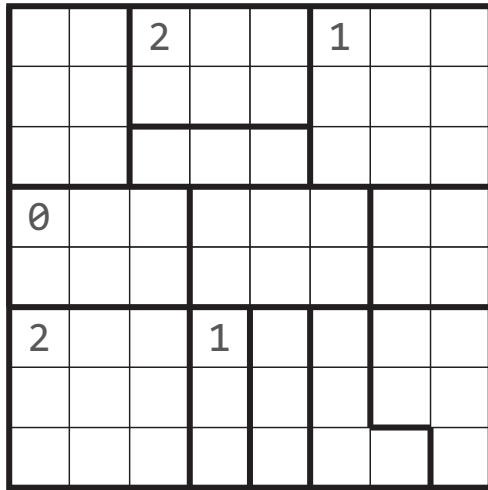


# Heyawacky Variation

9 points

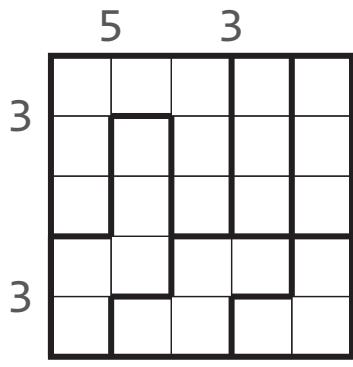


E  
X  
A  
M  
P  
L  
E  
S

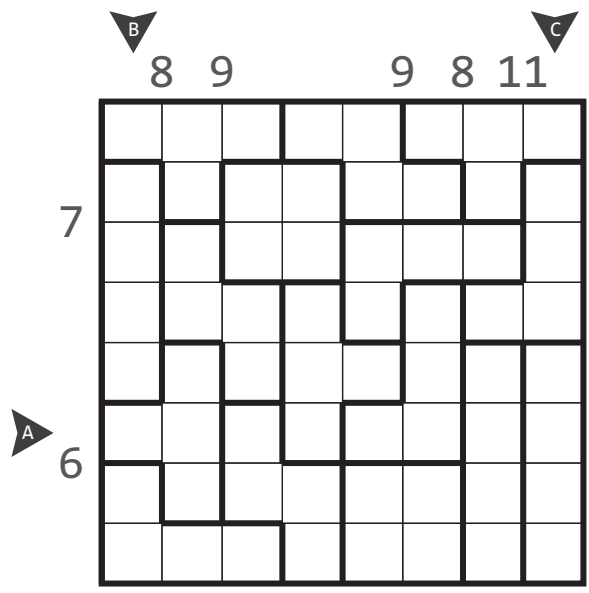
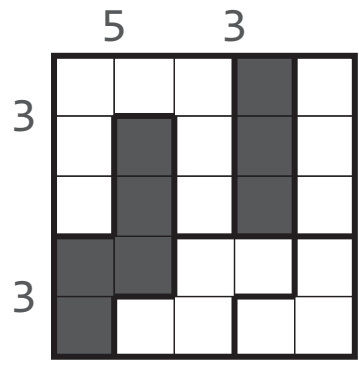


# Crazy Pavement Variation

9 points



E  
X  
A  
M  
P  
L  
E



End of Test



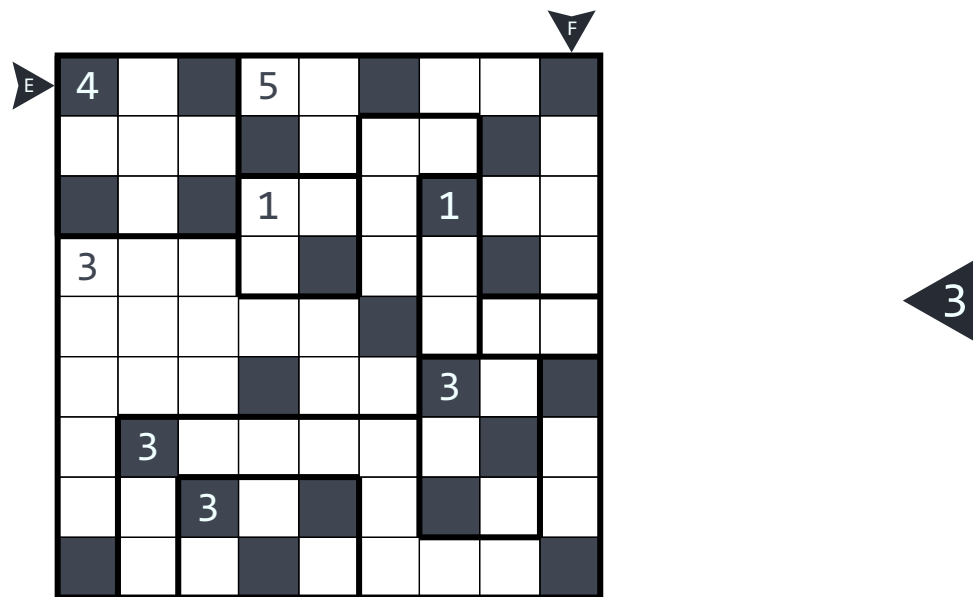
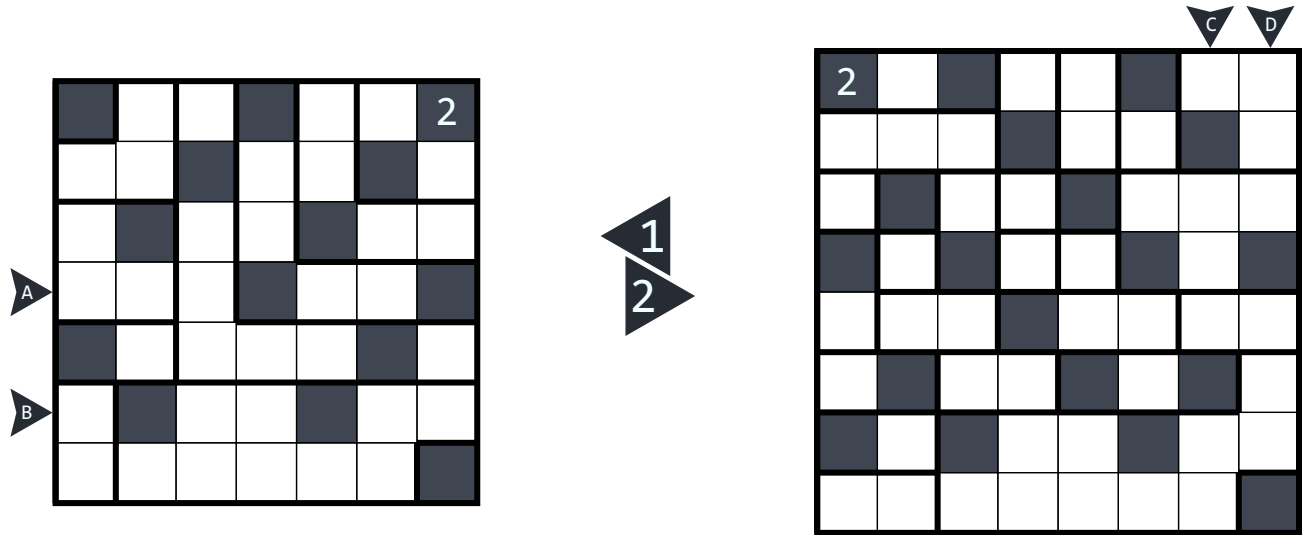


# Heyawacky

2 + 3 + 4 points

- Shade some of the cells so that the numbers in region indicates the number of shaded cells in that region.
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- The remaining white area must be connected to each other, horizontally or vertically.
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# Heyawacky

10 points

Refer to previous page for rules and answer keys.

# Windows

1 + 2 points

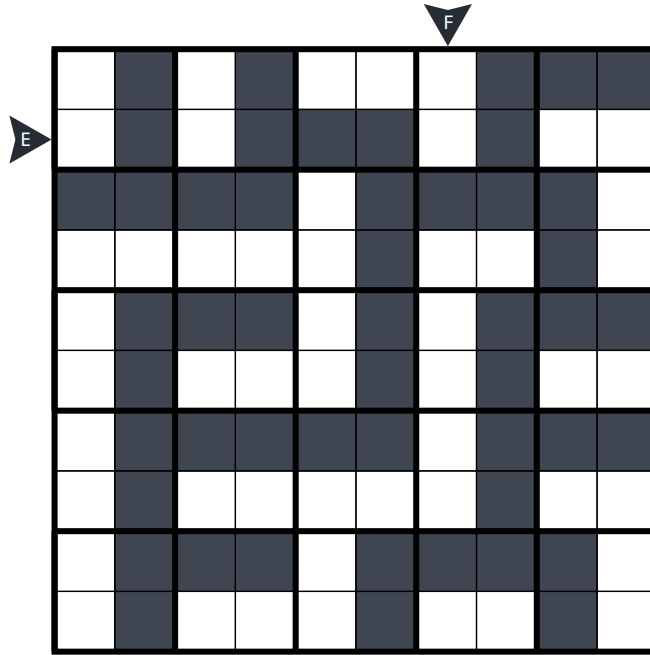
- For each of the marked 2X2 areas (the Windows), shade exactly 2 of the cells.
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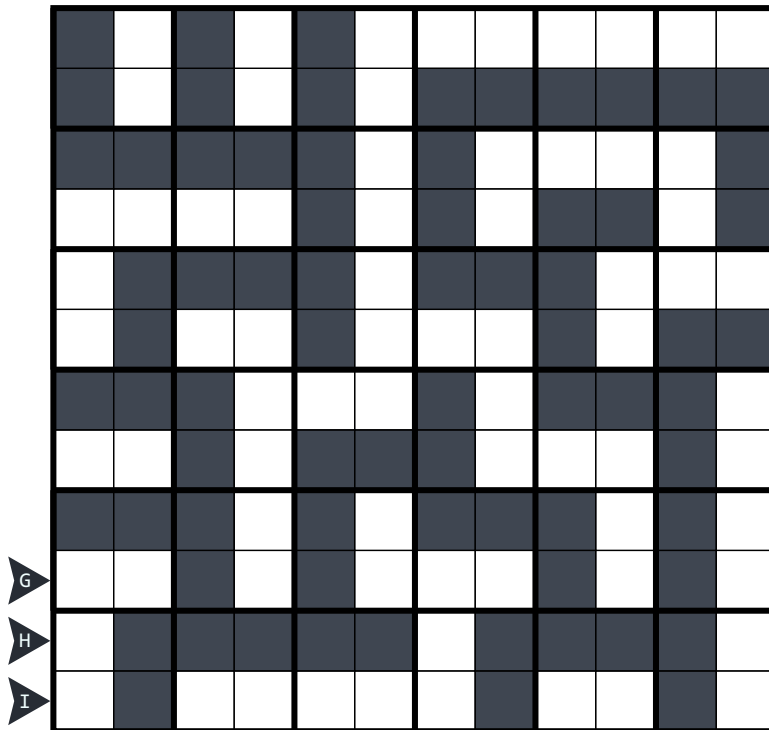
# Windows

6 + 11 points

Refer to previous page for rules and answer keys.



3



4

**Lakes**

**1 + 4 + 5 points**

- Shade some of the cells so that the grid is divided into white areas.
- Each white area must contain exactly one number and that number must be the size of the white area it is included in.
- Cells with numbers cannot be shaded.

Answer key: Enter the lengths of groups of shaded cells and white cells, for the marked rows/columns.

	4				
			5		
2					
		2			
	2			8	

			2			6	
	7						
5						2	
11				1		9	

4						4		1		4
	2							3		
2		19		1		3		2		11
				1		1				
			1		2		3			
			3				2			



**Lakes**

**6 points**

Refer to previous page for rules and answer keys.

**Crazy Pavement**

**1 + 2 points**

- Shade all cells of some regions.
- Numbers outside the grid indicate the number of shaded cells in that row/column.

Answer key: Enter the lengths of groups of shaded cells and white cells, for the marked rows/columns.

# Crazy Pavement

4 + 9 points

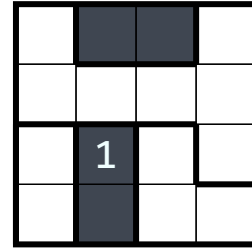
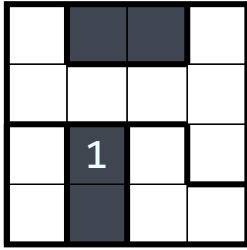
Refer to previous page for rules and answer keys.

A 10x10 grid puzzle. The top row has numbers 4, 4, 4, 4 above the columns. The left side has numbers 4, 4, 4, 4, 4, 4, 4, 4, 4, 4 next to the rows. A triangle labeled 'F' points down at the top center. A triangle labeled 'E' points right on the left side. A triangle labeled '3' points left on the right side. The grid contains a pattern of shaded and unshaded cells.

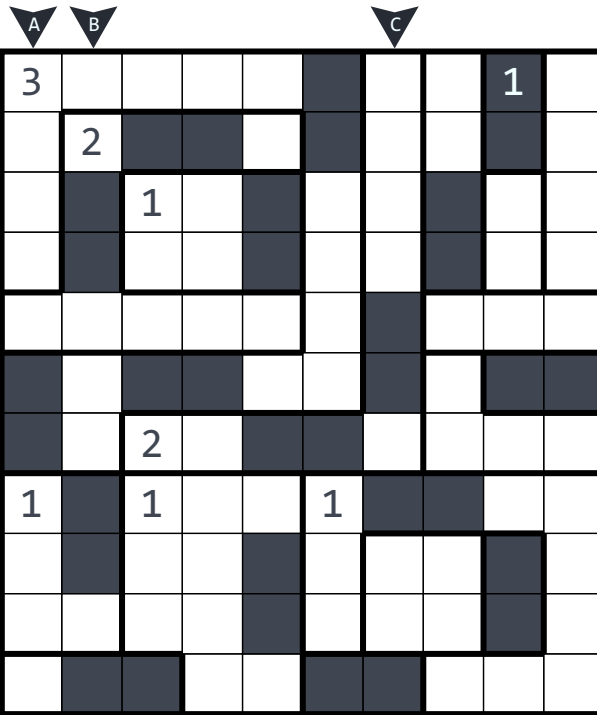
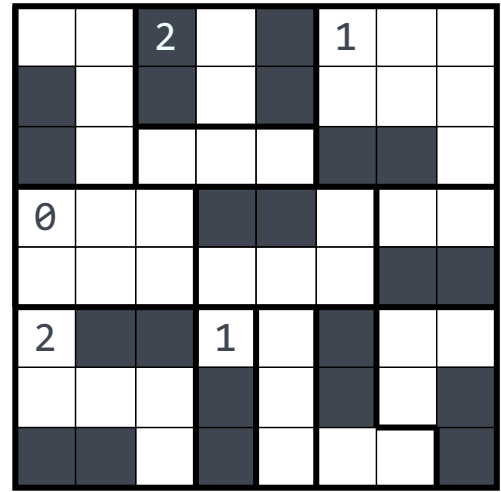
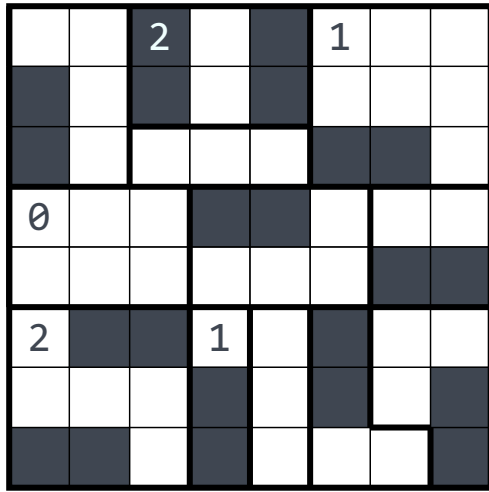
A 10x10 grid puzzle. The top row has numbers 6, 5, 4, 8, 9, 7, 3 above the columns. The left side has numbers 5, 9, 9, 5, 7, 6, 4, 5 next to the rows. Triangles labeled 'H' and 'I' point down at the top. A triangle labeled 'G' points right on the left side. A triangle labeled '4' points left on the right side. The grid contains a pattern of shaded and unshaded cells.

Heyawacky Variation

9 points

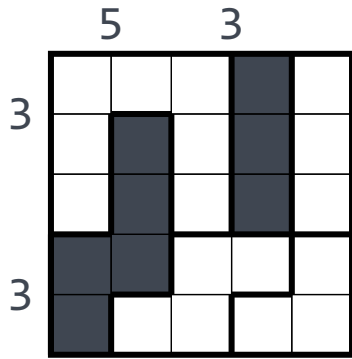


E  
X  
A  
M  
P  
L  
E  
S

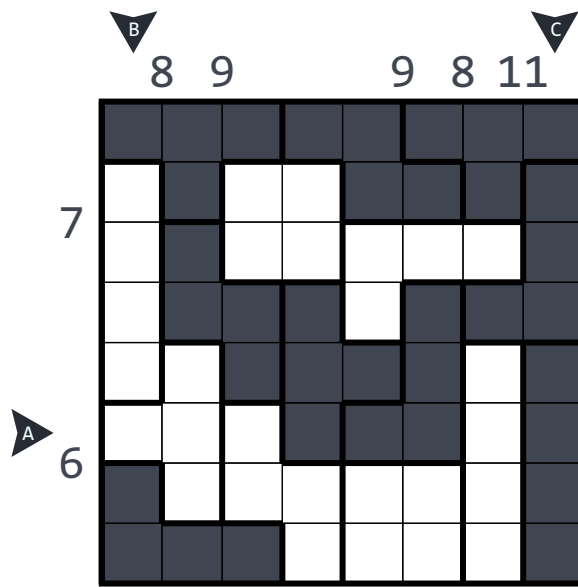
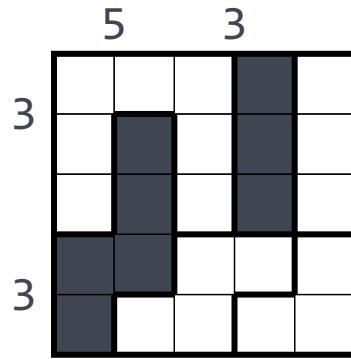


**Crazy Pavement Variation**

**9 points**



**E  
X  
A  
M  
P  
L  
E**



End of Test