

Indigopuzzles

Puzzles by Alastair Chisholm

Puzzle Sampler

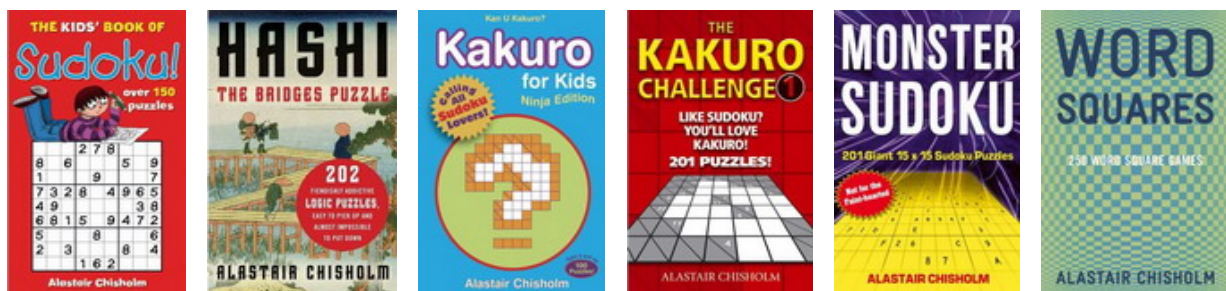
Welcome to the Indigo Puzzles Fact Sheets. Are you looking to add logic puzzles to your publication or website? Would you like to buy puzzles, or find out more about them? We've created these sheets to give you a quick tour of some of the puzzles we feature, why we like them and why we think you'll like them too.

We create high quality puzzles, guaranteed uniquely solvable and never requiring guesswork. We can adjust the difficulty levels to suit, and we concentrate on creating puzzles that feel satisfying to solve, that lead players on a trail and show them new ideas and techniques along the way.

We'd love to hear from you. Visit our website at www.indigopuzzles.com, or drop us a line at brie@burkemanandclarke.com.

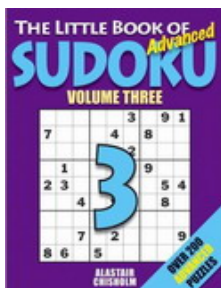
About Indigo Puzzles and Alastair Chisholm

www.indigopuzzles.com is the website of internationally published puzzle creator **Alastair Chisholm**. Alastair has produced books of Sudoku, Kakuro, Hashi and other puzzles for adults and children across over fifteen countries, and his puzzles are played online by thousands of enthusiasts every day.



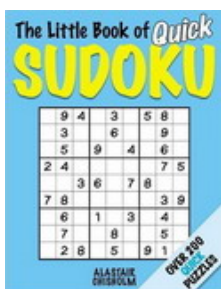
Puzzle Books by Alastair Chisholm

Alastair's books of Sudoku, Kakuro, Hashi and other puzzles for adults and children have been published in over fifteen countries so far.



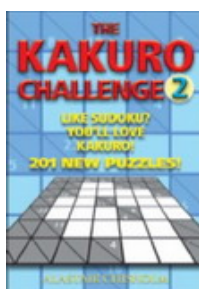
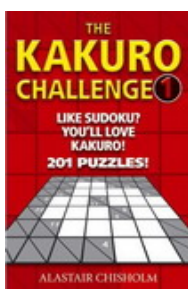
The Little book of Advanced Sudoku

A collection of hard and challenging Sudoku puzzles from the makers of the <http://indigopuzzles.com> website



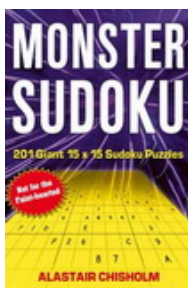
The Little book of Quick Sudoku

An introduction to Sudoku with easier puzzles for beginners. Features a starter section of smaller **6x6 Sudoku** puzzles.



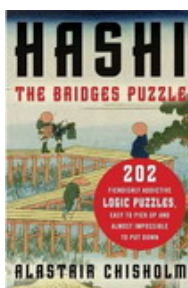
The Kakuro Challenge books #1 and #2

"The most popular puzzle in Japan isn't Sudoku – it's Kakuro! A fiendishly addictive combination of logic, pattern recognition and arithmetic, Kakuro is endlessly fascinating. If you liked Sudoku, you're going to love Kakuro!"



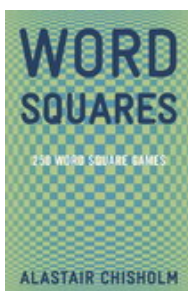
Monster Sudoku

"200 Mind-numbingly hard **15x15 Sudoku Puzzles** graded from hard to horrible, for those wanting a bit more of a challenge"



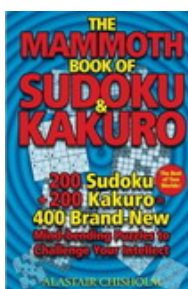
Hashi – the Bridges Puzzle

Hashi is an interesting blend of logical and spatial challenge that can become alarmingly addictive. 202 Hashi puzzles graded from easy to very hard.



Word Squares

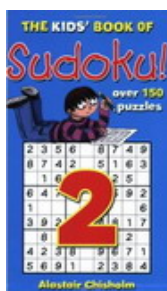
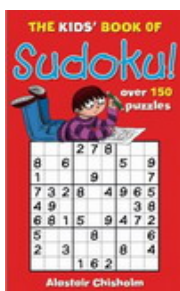
Based on a famous two-thousand-year-old word puzzle, a collection of puzzles mixing logic with language.



The Mammoth book of Sudoku and Kakuro

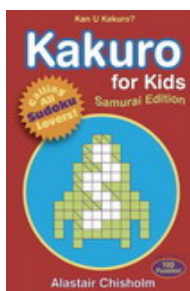
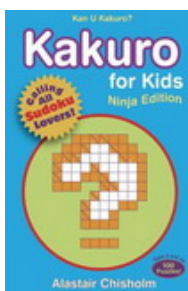
An enormous collection of four hundred Sudoku and Kakuro – perfect for long rainy British summers!

Children's Puzzle Books



The Kids Book of Sudoku books #1 and #2

"Everyone's doing it...It's time for kids to start doing it too...What are we talking about? Super-stylin' sudoku! Includes over 150 puzzles – ranging in difficulty from the satisfyingly simple, to get puzzlers started (and addicted), to the more challenging, for scorchin' suduko-ers. A simple tutorial explains the way to do the puzzles, and reveals invaluable tips and tricks."



Kakuro for Kids books #1 and #2

"Two fiendish collections of puzzles for kids from eight upwards, the hundred brainteasers in each book gradually lead you up from White belt through Yellow, Green, Brown and finally to the fiendish Black Belt Kakuro. With entertaining shapes and an introduction to the Art of Kakuro, this is an excellent starter book and will ensure a new generation of puzzle addicts to buy more of my books!"

Our puzzles

We can create the following puzzles for you on demand, at difficulty levels to suit:

6	3	9
9	7	6
4	5	7

Sudoku – The most popular logic puzzle of all time.

6	C	1
9	8	5
5	D	2

Monster Sudoku – If 9x9 is too easy, try our fiendish 15x15 Monster Sudoku puzzles!

6	3	9
9	7	6
4	5	7

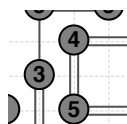
Kids' Sudoku – In introductory sizes (4x4 and 6x6) and carefully graded difficulties to suit younger puzzlers.

		3	1
12		6	3
23	8	9	

Kakuro – The most popular puzzle in Japan isn't Sudoku – it's Kakuro!

		3	1
12		6	3
23	8	9	

Kids' Kakuro – We can adjust Kakuro puzzles for almost any size and difficulty level, and even different shapes. This, plus the maths aspect, makes Kakuro well suited for kids.



Hashi – The game of building bridges.

	5	
6		7
	4	2

Hitori – A fantastic scribbling puzzle game.

		1
.	2	
		.

New! – **Nurikabe** – An excellent challenge of spatial logic.

1	2
1	2
1	2

New! – **Slitherlink** – Simple to pick up, hard to put down...

Delivery

Our puzzles can be provided in a variety of electronic formats, including 300dpi EPS and PDF vector graphics, and delivery methods including FTP, Web download and E-mail.

Sudoku

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

A Sudoku puzzle...

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

...solved!

Sudoku is the most popular logic puzzle of all time. It's a global phenomenon, it sells by the millions, it has featured in almost every newspaper on the planet and it's the leading cause of divorce in the Western World (ok, we made that bit up. But it sounds likely, doesn't it?)

How do you play it?

Sudoku has a simple rule. Fill in the empty squares so that each number from 1 to 9 appears once in every row, every column and every region (the 3x3 boxes).

Why Do We Like It?

Sudoku puzzles can be apparently easy or apparently impossible (but not really – all of our puzzles are solvable by logic alone). They're small enough to fit in any space, the rules are easy and the difficulty can be adjusted to suit; at Indigo Puzzles we have Sudokus for kids and daily puzzles in four levels – delicious, pernicious, malicious and atrocious!

Some starting tips

Locking down – Every number must appear once on every row, column or region. Look in the middle region of the sample; a 2 must go somewhere, but where? There are 2s in the regions on the left and right so the only square left is the middle – solved.

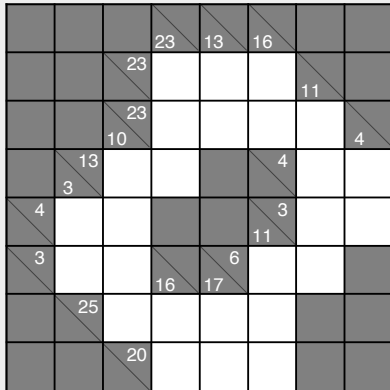
Sweeping – Every square must have a number between 1 and 9. Look at each square and say – could the 1 go here? What about the 2? If there's only one number that could fit – that must be it!

Notation – Eventually (perhaps rather soon!) you'll get to a point where you can't see the next step. Look for squares with only one or two possible values and try writing them in the corners to help you keep track. Is it cheating? Well if it is, we won't tell.

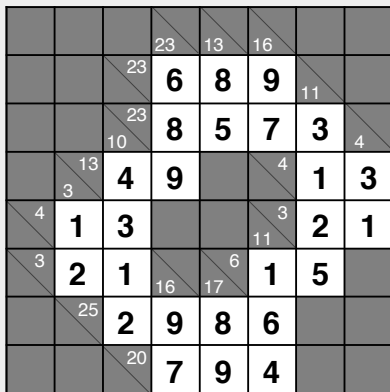
You can find more tips, plus a guided walkthrough of a Sudoku puzzle, here:

<http://www.indigopuzzles.com/ipuz/help.action?helpId=sudoku/index>

Kakuro



A Kakuro puzzle...



...solved!

The most popular puzzle in Japan isn't Sudoku – it's Kakuro! And it's not hard to see why – it's as logical as Sudoku but feels like a crossword to solve. Most devious of all, it improves your arithmetic as you play...

How do you play it?

The white squares form blocks running horizontally or vertically. Fill these blocks in so that they add up to the numbers above them (for columns) or to the left (for rows). You can only use the numbers 1 to 9, and you can't use the same number twice in a block.

Why Do We Like It?

Kakuro puzzles are easy to pick up and satisfying to play – like crosswords you can see yourself gradually progressing round the board like a pathway.

Kakuro can be played on different sizes to suit (at Indigo Puzzles we run two daily sizes, 8x8 and 12x10 but we can produce almost any size) and at any level of difficulty from Kids through to our most deadly 'Atrocious' level.

Some starting tips

Don't be scared! To begin with Kakuro looks like it has a lot of numbers and combinations, but these sink in almost immediately and soon you'll hardly think about them at all.

Kakuro Blocks – some blocks have only one possible combination. For example, for a block with a target of three and two squares (we call that a 3-in-2) the only possible numbers are 1 and 2. These Kakuro Blocks are hugely useful and in time you'll get to learn them all, making you a big hit at parties.

Crossed Uniques – Look at the clump of four squares on the right-hand-side of the sample. If you ever see a 4-in-2 and a 3-in-2 crossing, that's a crossed unique. 4-in-2 (that's a target of 4 in two squares) has only one allowed combination (1+3), and 3-in-2 can only be (1+2). The only number they have in common is 1 – so where they cross must be a 1.

You can find more tips, plus a guided walkthrough of a Kakuro puzzle, here:

<http://www.indigopuzzles.com/ipuz/help.action?helpId=kakuro/index>

Hitori

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

A Hitori puzzle...

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

...solved!

Hitori is a logic puzzle based on patterns and spatial awareness – a different tack from Sudoku but just as devious and (of course) always logically solvable. It's one of our favourites at Indigo Puzzles and is very popular with our members.

How do you play it?

Mark each square as Empty or Full so that there are no two empty numbers the same on any row or column, and no two filled-in squares next to each other.

When solved, all the empty squares must be joined together. The joins can be up, down, left or right (diagonals don't count)

Why Do We Like It?

Hitori is simple to pick up and very addictive as you discover new techniques, tactics and patterns. The board size is compact, usually 8x8 but it can larger or smaller, and we can adjust the difficulty from relatively easy to extremely hard, to suit. At Indigo Puzzles our atrocious 12x12 Hitoris are not for the faint-hearted!

Some starting tips

Circles – Mark the Empty squares with a circle to help you keep track

Elimination – Once you know a square must be empty, you can fill in every square on the same row or column with the same value.

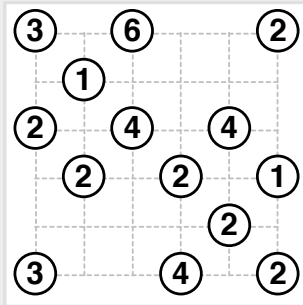
Forced Empty – Once you know a square must be filled, you can empty the squares around it (up, down, left and right) because you can't have two filled squares next to each other.

Sandwiches – if you have a 'sandwich' of squares (like the 1-3-1 in the first column of our sample puzzle above) then the middle square must be empty. Why? Because one or both outside squares must be filled (you can't have the same number twice on the row) and either would make the inside square empty (because you can't have two filled squares next to each other).

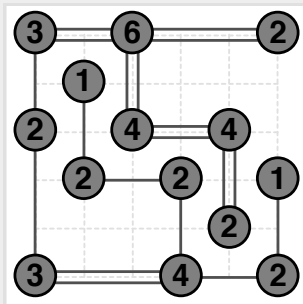
You can find more tips, plus a guided walkthrough of a Hitori puzzle, here:

<http://www.indigopuzzles.com/ipuz/help.action?helpId=hitori/introduction>

Hashi



A Hashi puzzle...



...solved!

Hashi's full name (Hashiwokakero) means, "Let's build bridges!" and that's exactly what you have to do. It's a wonderfully engrossing game; you can scribble over an easy one in a couple of minutes, or lose an hour staring at a harder challenge until your eyes water. Hashi is a great mix of logic, spatial awareness and even instinct – so long as you never entirely trust that gut feeling!

How do you play it?

Join all the circles ("islands") together with bridges, making sure that each island has as many bridges as its number. Bridges can be vertical or horizontal (no diagonals or wiggly lines), they can't cross other bridges, and you can't have more than two bridges along any one route.

Why Do We Like It?

Hashi is fun to play, simple as that. It's fun to fill in, it's a scribbling puzzle, it's easy to pick up, it's satisfying – it's just fun.

Of course it's a logic puzzle, and our Hashi puzzles are all logically solvable. And we can set the size to suit (our Hashi puzzles on the website range from 9x9 to 19x17) and the difficulty from Delicious to Atrocious.

Some starting tips

Just Enough Neighbours The '6' at the top of the sample needs six bridges and has just three neighbouring islands (East, West and South). You're not allowed more than two bridges along any route – so two must go East, two West and two South.

Fill in the Islands – Once you've found all the bridges for an island, fill the circle in – it stops you drawing any more bridges to that island.

Few Neighbours – Look at the '3' in the bottom-left corner – it needs three bridges and has only two neighbours. Again, you can't have more than two bridges in any direction, so there must be at least one bridge going North and one going East (we don't know where the third bridge goes just yet – but it's a start)

You can find more tips, plus a guided walkthrough of a Hashi puzzle, here:

<http://www.indigopuzzles.com/ipuz/help.action?helpId=hashi/index>

New! – Nurikabe

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

A New! - Nurikabe puzzle...

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

...solved!

Nurikabe (also called *Islands in the Stream*) is an excellent spatial logic puzzle puzzle. Its rules are slightly more complex than others but they're very intuitive and the puzzles are great fun to play. Suitable for puzzle books and compendiums.

How do you play it?

Think of the numbers as islands surrounded by rivers, and your job is to find those rivers. Fill in the rivers around each island so that it has the right number of empty squares, making sure that all the rivers are interconnected and that there are no 'pools' (no blocks of 2x2 water).

Why Do We Like It?

Like Hashi and Hitori this is a puzzle that uses intuition and logic. It's a pure logic puzzle – if you guess you'll soon get into trouble! – but quite often you'll find that you can 'see' the next steps even before you've worked out why. And we like scribbling in boxes.

As ever, Nurikabe is a logic puzzle and in our puzzles there is one solution that can always be found by logical steps. We can produce Nurikabe puzzles of any size and adjust the difficulty to suit. We can even form the puzzles into different shapes. There are some Nurikabe examples at the back of this sampler.

Some starting tips

Marking the islands – When you've found a square you think is part of an island, mark it with a dot.

Complete islands – Islands can't touch other islands, so once you've found an island with enough land connected to it, fill in all the squares around it. If you have any size 1 islands, you can do this right away.

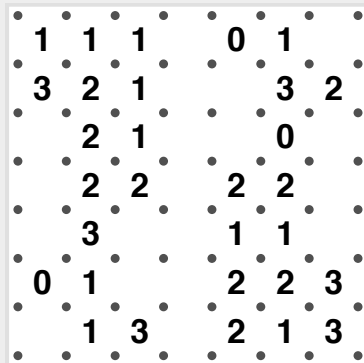
No pools – Remember, you can't have a pool of water – that is, a 2x2 filled-in block. If you find that you've got three filled-in squares making an 'L' shape then the last square must be land.

Isolation – Remember that the rivers must all be interconnected. If you work out that a square in the corner is water, then you know that somehow you must be able to make a river to that corner...

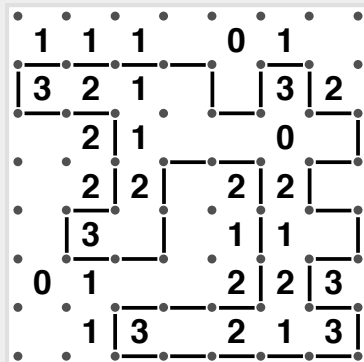
You can find out more about Nurikabe here:

<http://en.wikipedia.org/wiki/Nurikabe>

New! – Slitherlink



A New! - Slitherlink puzzle...



...solved!

Slitherlink is a puzzle that's simple to understand and fiendish to play. It seems straightforward but beware – at the higher levels there's some serious math theory going on!

How do you play it?

Form a single loop around the board so that each numbered square is touched on the right number of sides and the loop doesn't cross over itself. That's it!

Why Do We Like It?

Slitherlink is easy to understand and pleasing to play, but can become devilishly hard. It's a logic puzzle but it stretches parts of your brain the others can't reach – of all the puzzles we make, this one that challenges your spatial awareness the most.

We can make Slitherlink puzzles to any size and most shapes and we can control the difficulty. And as ever, each Slitherlink we make is guaranteed logically solvable to a single solution. There are more Slitherlink examples at the end of this sampler.

Some starting tips

Zeroes – If a square has a zero in it, that means it has no lines on any of its sides. Cross them off right away by putting a tiny 'x' on each side.

Just enough sides – Look for squares with crossed off sides – if the number of sides left is the number in the square then every remaining side must have a line in it (look at the '3' in the top-right of the sample, once you've crossed off all your zeroes).

One Way Out – Look at that '3' again. We know the loop passes around it but where does it go next? There are only two paths – it must come in from the left, joining the bottom-left corner of the '3', and it must come out to the right, from the bottom-right corner of the '3'. All the other routes are crossed out.

There are many simple and advanced techniques for Slitherlink. You can read more about it here:

<http://en.wikipedia.org/wiki/Slitherlink>

Sudoku samples

Some sample sudoku puzzles (answers are at the back)

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

Level 1 - "delicious"

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

Level 2 - "pernicious"

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

Level 3 - "malicious"

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

Level 4 - "atrocious"

Kakuro samples

Some sample kakuro puzzles (answers are at the back)

			4	3			
		3			3		
	12						
23						24	23
17				17			
16			5		17		
16				3	4	9	
		11					
			4				

Level 1 - "delicious"

	7	9	3				4	23	
7				10		4	3		17
11					18				
					27				
4			6				16		
			4			17			
			16			29			
		34							
		14							
	17			17					
5				13				21	23
6				24				16	
			5					16	
10						29			
	4						20		

Level 2 - "pernicious"

		21	16	4				35	15
	12					9	3		
30					16				
25				5					
16			16						
		10	7						
22						6			
						17			
13						15			
					23				
	16	4			17			23	10
9		18			13				
			17	8					
4			38						
		4							
15						4			
					15	16			
10					23				
12					23				

Level 3 - "malicious"

	14	25	3			6	29	28	
19					17				
15				17		29			17
					29				
7			13			9			
			19			19			
9				30					
	13							6	
				6				13	
	16	35						34	
4		16							
			5			8			
			26						13
34						18			
						15			
13				17			8		
				15			4		
27					21				
	9						7		

Level 4 - "atrocious"

Hitori samples

Some sample hitori puzzles (answers are at the back)

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

Level 1 - "delicious"

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

Level 2 - "pernicious"

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

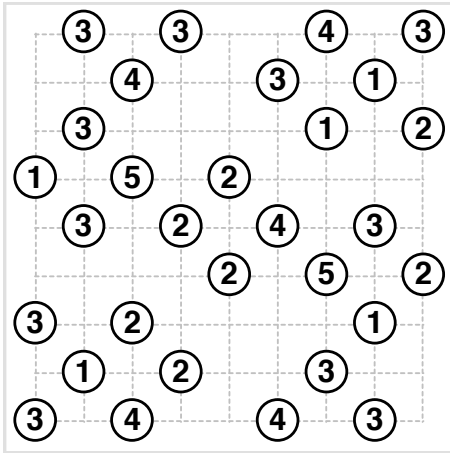
Level 3 - "malicious"

5	8	6	C	6	2	6	9	9	1	9	A
7	3	A	9	7	1	1	5	9	8	C	B
2	C	6	9	5	B	4	C	8	C	7	4
7	5	9	8	8	4	7	1	A	1	6	3
A	C	7	B	C	9	8	2	6	6	B	1
B	9	B	1	2	A	3	8	7	1	A	4
6	6	2	7	5	5	5	3	4	9	C	1
1	1	5	3	A	3	B	3	C	B	8	9
C	4	4	3	8	5	9	6	5	A	5	8
1	2	4	4	B	C	A	A	5	2	3	7
6	B	C	2	9	6	5	4	1	7	1	8
B	A	9	4	5	8	6	7	1	5	3	C

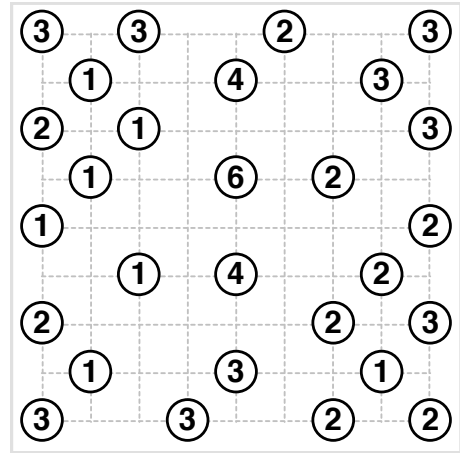
Level 4 - "atrocious"

Hashi samples

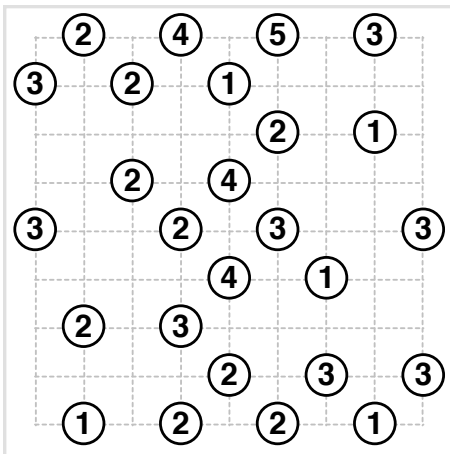
Some sample hashi puzzles (answers are at the back)



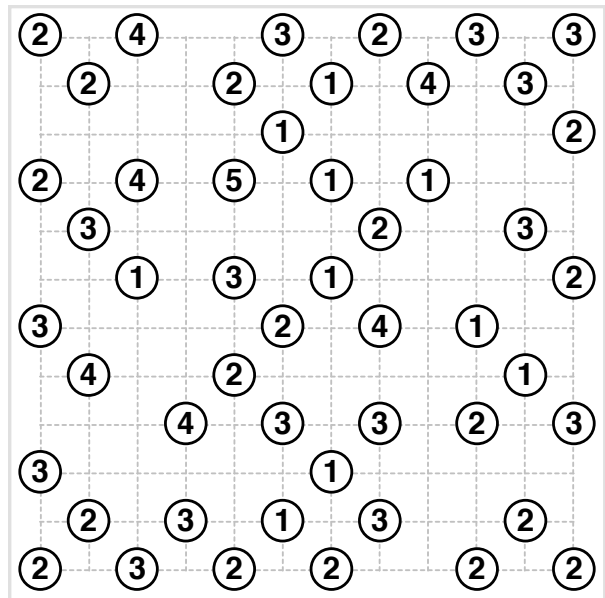
Level 1 - "delicious"



Level 2 - "pernicious"



Level 3 - "malicious"



Level 4 - "atrocious"

Nurikabe samples

Some sample nurikabe puzzles (answers are at the back)

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

Level 1 - "delicious"

	2			4				
						3		3
					7			
	3							
					1			
4			2					2
		3			2			
								1
						4		
				2				

Level 2 - "pernicious"

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

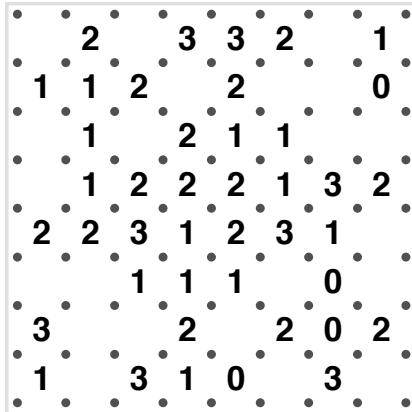
Level 3 - "malicious"

				2		4		
10								3
						4		
3			1					
						3		
	2							
					4			
			3					
	2							
		5		2			3	
								6

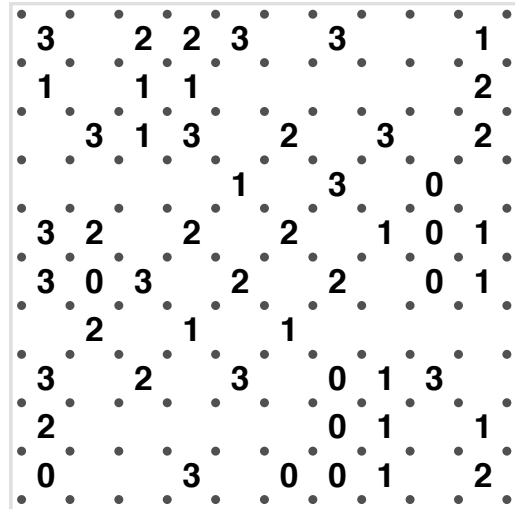
Level 4 - "atrocious"

Slither samples

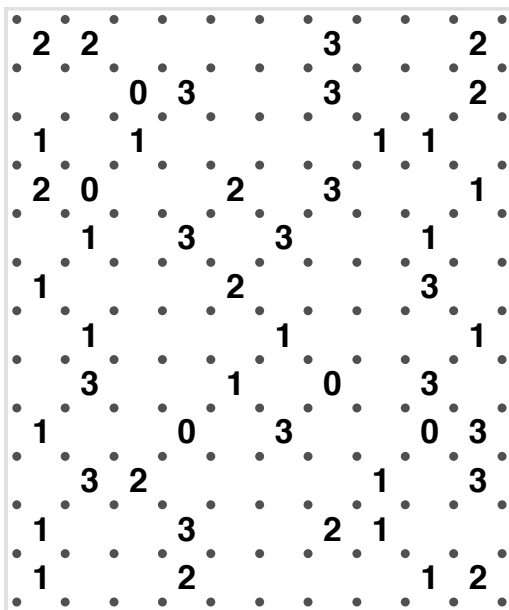
Some sample slither puzzles (answers are at the back)



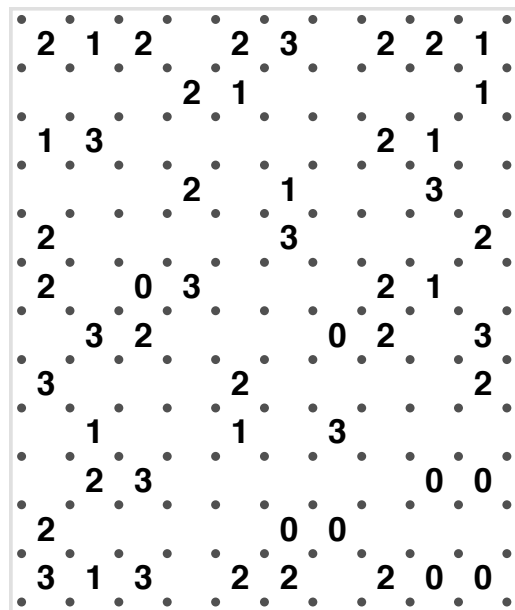
Level 1 - "delicious"



Level 2 - "pernicious"



Level 3 - "malicious"



Level 4 - "atrocious"

Sudoku solutions

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

"delicious"

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

"pernicious"

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

"malicious"

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

"atrocious"

Kakuro solutions

			4	3					
		3	1	2	3				
	12	6	3	1	2	24	23		
17	8	9			17			9	8
16	9	7			5			9	8
16	6	8	2		3	4		3	6
			11	3	2	1	5		
			4	1	3				

"delicious"

7	9	3				4	23		
4	1	2	10		3	1	2	17	
11	2	5	1	3	18	1	3	6	8
4	1	3	6	2	1	3	17	7	9
			4	1	3	17		9	8
		14	7	4	6	9	8		
		17	8	9	13	9	8		
6	4	2	5	9	8	7	16	7	9
10	1	3	2	4	29	5	7	9	8
		4	1	3		20	9	5	6

"pernicious"

		21	16	4				35	15
		4	7	1		9	9	7	2
25	8	5	9	3	5	3	1	8	4
16	9	7	10	7	4	1	2	6	3
22	7	3	4	2	1	5	6	5	1
13	6	2	1	4	15	1	9	5	
		4	3	1	17	8	9		
9	6	1	2	13	6	2	1	4	
4	1	3	35	8	7	9	5	6	3
15	2	4	3	5	1	15	16	3	1
10	3	2	1	4	23	9	7	5	2
12	4	8			23	6	9	8	

"malicious"

	14	25	3			6	29	28	
19	8	9	2	17	17	1	7	9	17
15	2	4	1	8	29	5	8	7	9
7	1	6	13	9	4	19	5	1	3
9	3	1	5	30	3	8	9	6	4
		13	5	8	6	2	4	5	1
		16	6	9	5	7	8		
4	1	3	5	4	1	8	2	6	13
34	7	4	9	8	6	15	3	9	6
13	3	2	8	15	8	9	6	7	1
27	5	6	7	9	21	6	3	8	4
	9	1	2	6		7	1	4	2

"atrocious"

Hitori solutions

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

"delicious"

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

"pernicious"

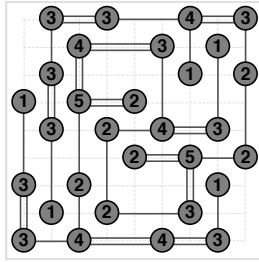
	7	A		5	2	3	9		6
2		7	5	4		A	3	1	8
7	5		1	6		4	A		
	9	6		A	5	7	8		4
A	2		8		1	6		9	5
	4	3	7	9		8	5	6	
6		9		8	A	5		2	1
3	1	5	9		4		7	8	A
	6	8		3		9	1		7
9	8		4	6	3	1	A	7	

"malicious"

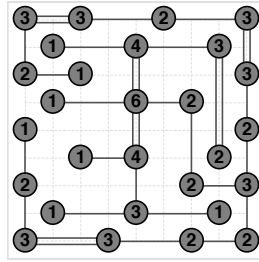
5	8		C	6	2		9		1		A
	3	A		7		1	5	9	8	C	B
2		6	9	5	B	4		8	C	7	
7	5	9	8		4		1	A		6	3
A		7		C	9	8	2		6	B	
B	9		1	2		3	8	7		A	4
	6	2	7		5		3	4	9		1
1		5		A	3	B		C		8	9
C	4		3	8		9	6		A	5	
	2	4		B	C		A	5		3	7
6	B	C	2	9		5	4		7	1	8
	A		4		8	6	7	1	5		C

"atrocious"

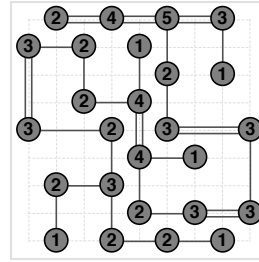
Hashi solutions



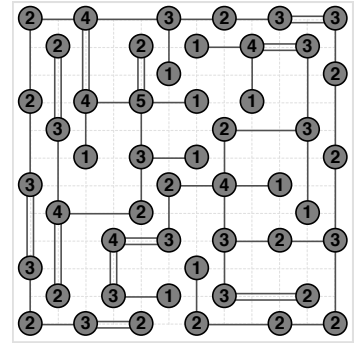
"delicious"



"pernicious"

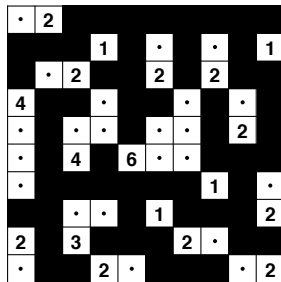


"malicious"

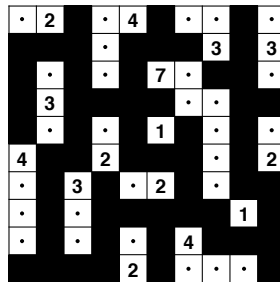


"atrocious"

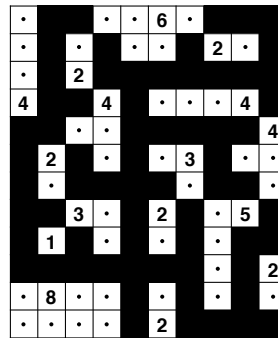
Nurikabe solutions



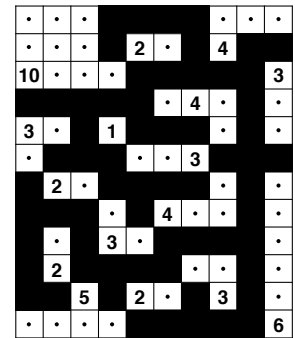
"delicious"



"pernicious"

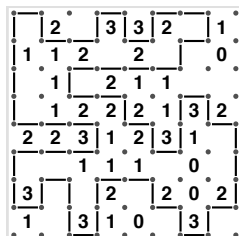


"malicious"

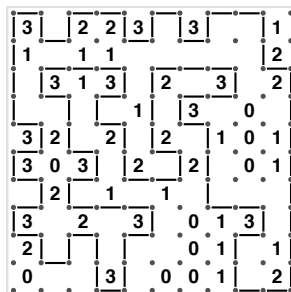


"atrocious"

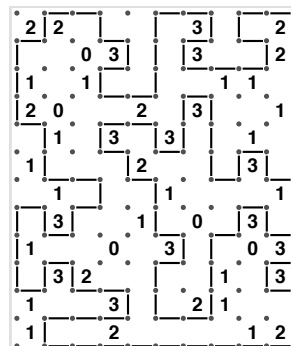
Slither solutions



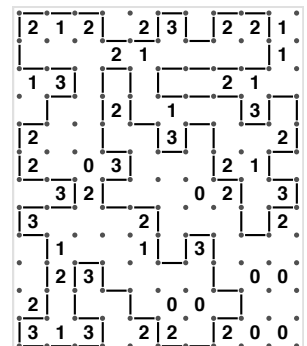
"delicious"



"pernicious"



"malicious"



"atrocious"