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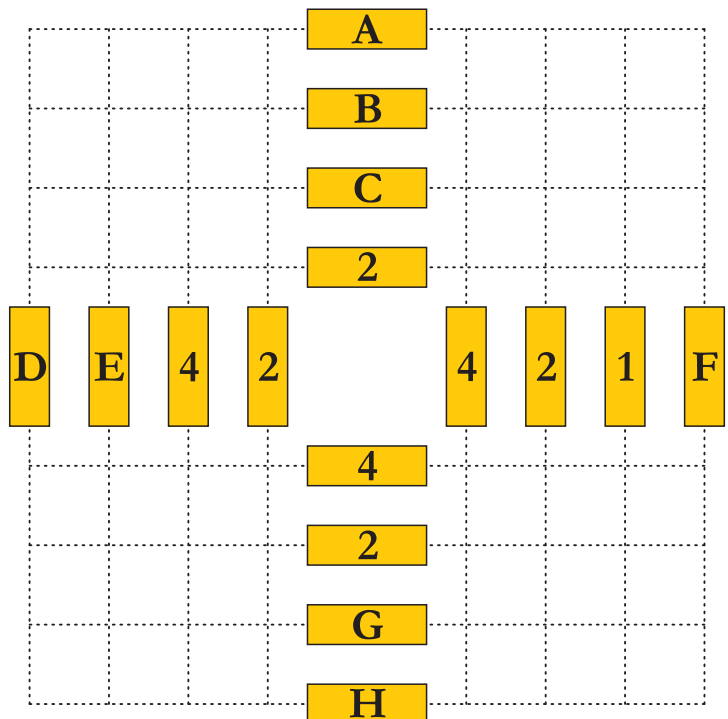
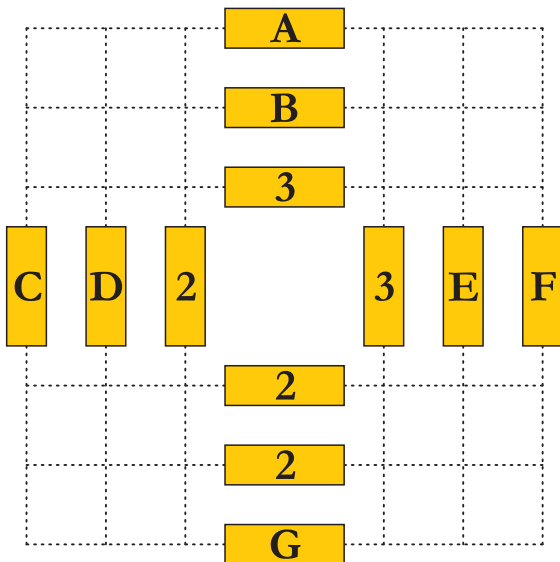
2

1

1-2. CROSSROADS

21 + 26 pt

Draw a loop along the dotted lines, passing through all the yellow stripes once. Horizontal and vertical stripes along the path should alternate. The loop makes one turn between the stripes. The digit on the strip shows the number of all points of intersection of the loop on the same horizontal or vertical line with this strip. Ignore the letters while solving.



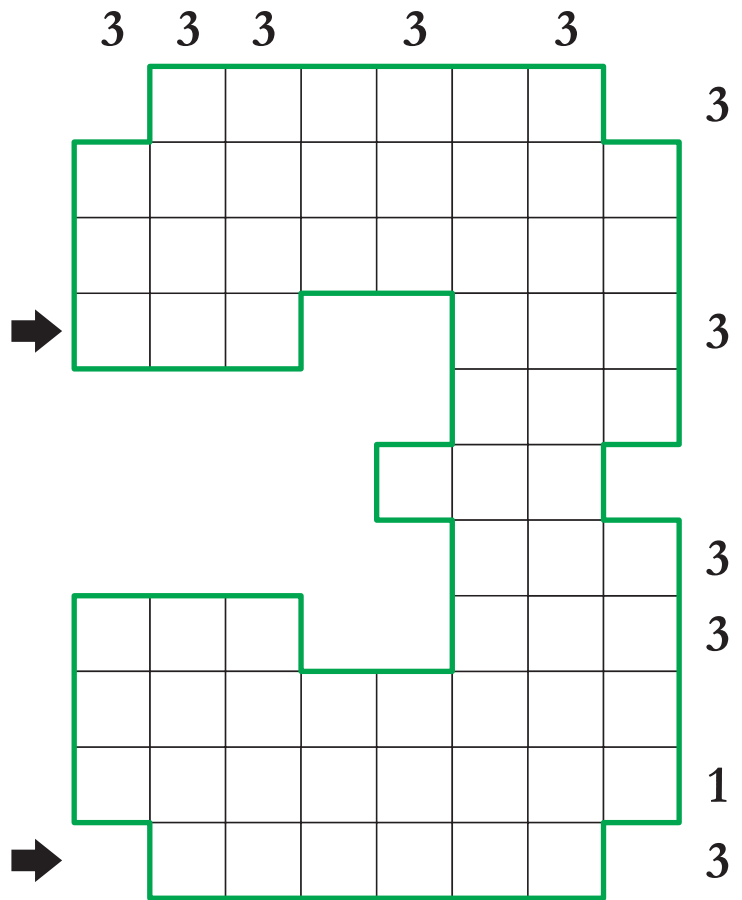
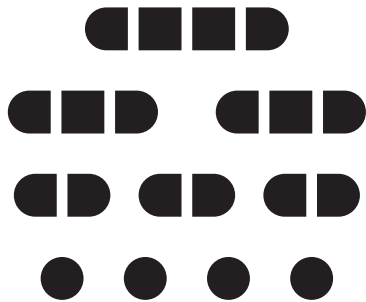
Answer: Enter a sequence of letters along the loop, moving from A to the right.

3. BATTLESHIPS

20 pt

Place the given set of ships into the white cells. Ships cannot touch each other, not even diagonally.

Clues outside the grid show the number of cells occupied by ships in the corresponding row or column.

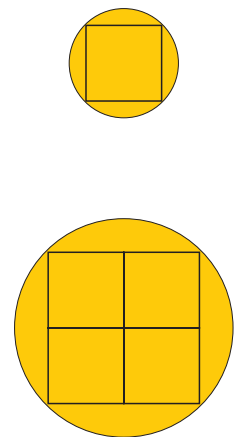
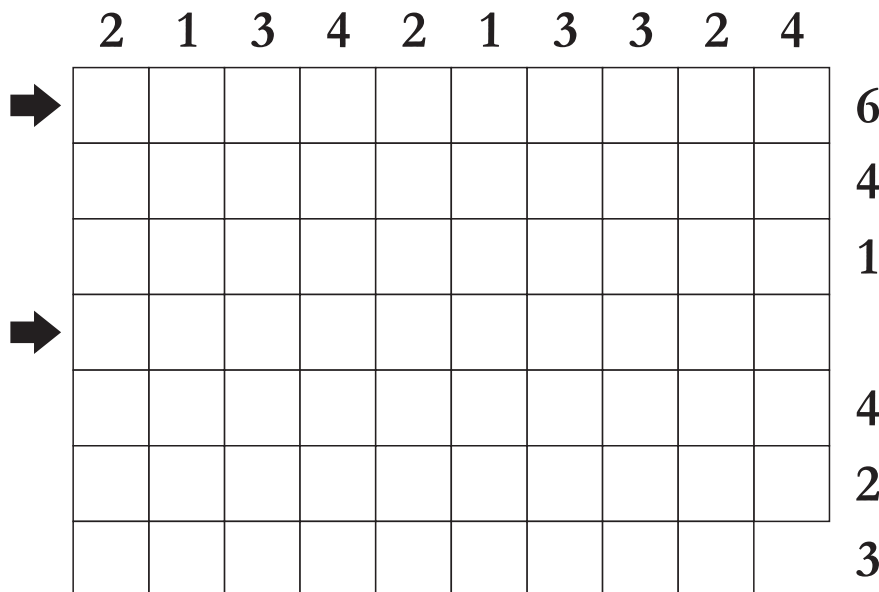


Answer: Enter the contents of the marked rows from left to right, using "-" for seas and N for any ship segment where N is the size of that ship.

4. BUBBLES

18 pt

Draw some yellow circles of the given sizes so that they do not touch or intersect one another. The numbers outside the grid indicate the number of completely yellow cells in the corresponding rows and columns.



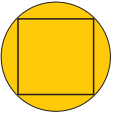
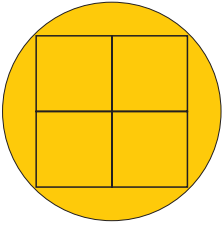
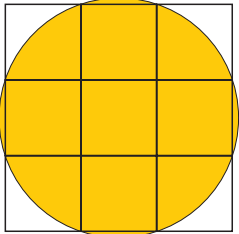
Answer: Enter the content of marked rows from left to right, using Y for completely yellow cells and W for other cells.

5. BUBBLES

36 pt

Draw some yellow circles of the given sizes so that they do not touch or intersect one another. The numbers outside the grid indicate the number of completely yellow cells in the corresponding rows and columns.

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

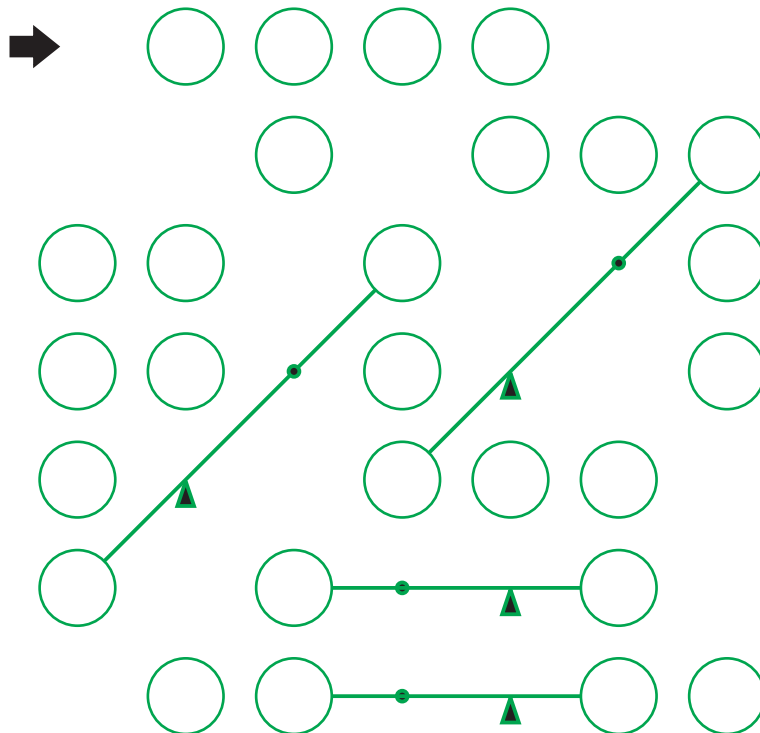




Answer: Enter the content of marked rows from left to right, using Y for completely yellow cells and W for other cells.

6. AT THE LEVERS

10 pt

Fill the circles with digits. Each row and column must contain all digits from 1 to N (where N = number of circles in the row/column). Some of the digits lie on a balance. For comparing different weights, multiply each digit by the length of the corresponding lever. Weight of the spokes is ignored.

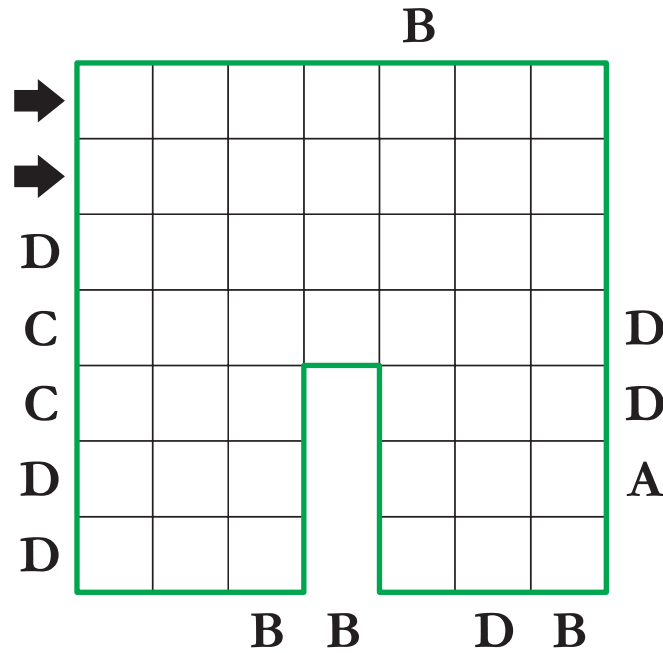


Answer: Enter the content of marked row from left to right.

7. EASY AS ABCD

18 pt

Enter the letters A, B, C, D into the grid so that each row and column contains each letter exactly once. Some cells may remain empty. Letters outside the grid denote the first letter found in the corresponding row or column from that direction.

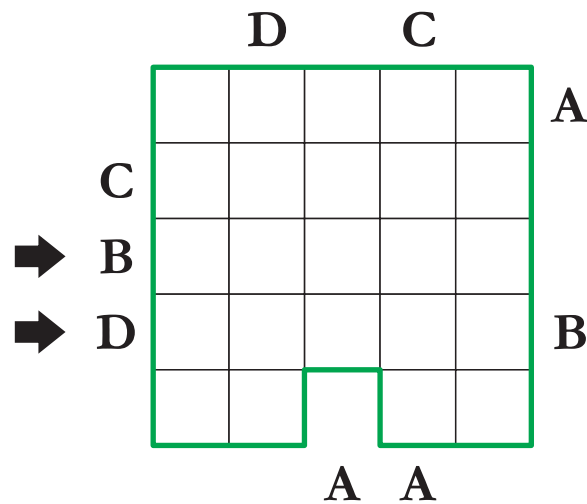


Answer: Enter the contents of the marked rows from left to right, using "-" for an empty cell.

8. EASY AS ABCD WITH MIRRORS

10 pt

Enter the letters A, B, C, D into the grid so that each row and column contains each letter exactly once. Place a mirror in each empty cell around the grid perimeter. Letters outside the grid denote the first letter found in the corresponding row or column from that direction. The letter outside the grid, reflected from the mirror, necessarily indicates the first letter in a new direction.

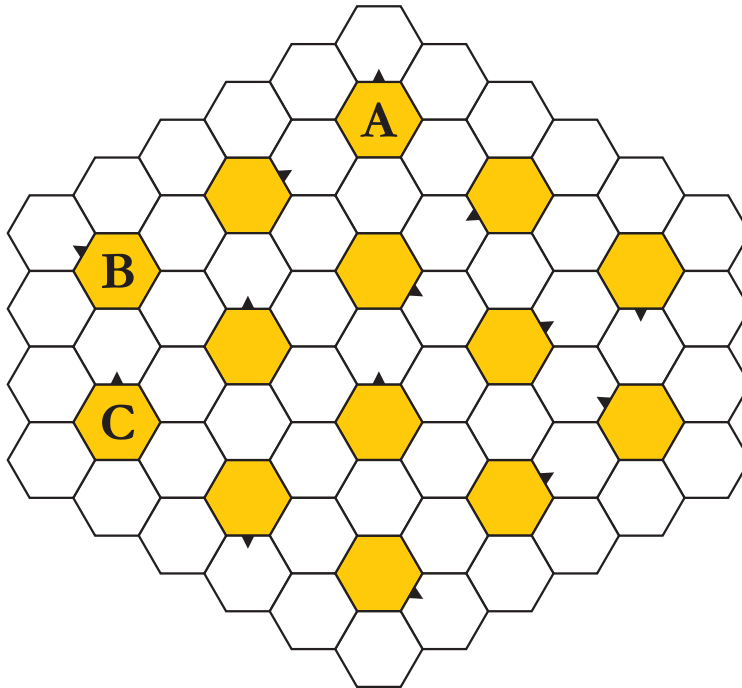


Answer: Enter the contents of the marked rows from left to right, using "-" for an empty cell and cell with mirror.

9. HEXAPALINDROMES

40 pt

Enter all the given numbers-palindromes around the colored cells clockwise from the pointers. Ignore letters while solving.



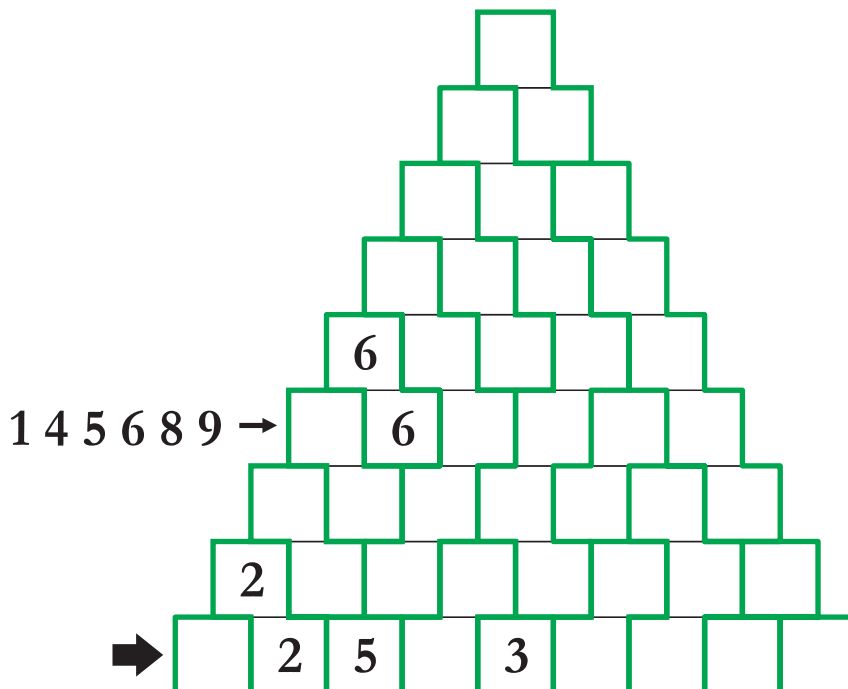
- 193391
- 285582
- 345543
- 362263
- 586685
- 643346
- 765567
- 854458
- 858858
- 863368
- 888888
- 896698
- 945549
- 985589

Answer: Enter the numbers around A, B, C.

10. PYRAMID WITH AREAS

23 pt

Enter all the digits from 1 to 9 into the base of the pyramid. Each time you rise to the level, remove one digit from the lower set. In the highlighted green areas, the digits are the same. Only digits that differ by 2 or more can be placed in cells with a common bold border. In the direction of the arrow, all the specified digits will occur.



Answer: Enter the content of the marked row from left to right.