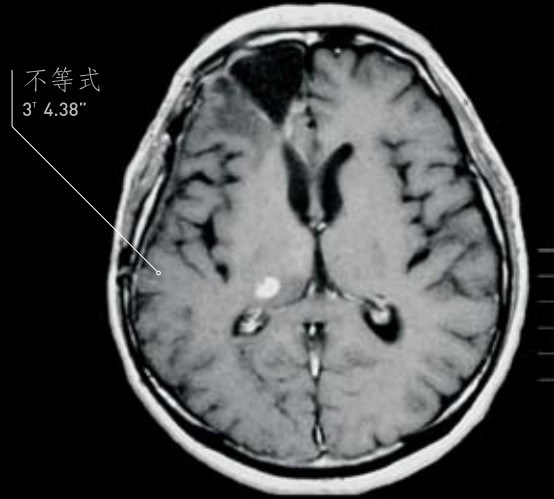




数独
1' 11.08"



ひとりにしてくれ
2' 11.01"



不等式
3' 4.38"



ぬりかべ
4' 10.26"



ましゆ
5' 12.13"

Sudoku
Killer

"INFANTICIDE"

"SUDOKU / 数独

(literally translated as "only solitary numbers are allowed") is a logic-based, combinatorial number-placement game. The objective is to fill a 9x9 grid with digits so that each column, each row, and each of the nine 3x3 sub-grids that compose the grid contains all of the digits from 1 to 9. The puzzle setter provides a partially completed grid, which for a well-posed puzzle has a unique solution.

The variation called "SUDOKU KILLER" doesn't impose any number placement, therefore the 3x3 boxes of the grid are completely empty. The constraint that the sum of numbers in some blocks are pre-arranged is the only given "clue". So, in this case, numbers are not only symbols but also their numerical value affects the solution: it is necessary to count.

"HITORI / ひとりにしてくれ

(literally "leave me alone") is played with a grid of cells, and each cell contains a number. The objective is to eliminate numbers by filling in the squares such that remaining cells do not contain numbers that appear more than once in either a given row or column.

Filled-in cells cannot be horizontally or vertically adjacent, although they can be diagonally adjacent. The remaining unfilled cells must form a single component connected horizontally and vertically, so no unfilled blocks can be isolated.

"NURIKABE / ぬりかべ

(literally "invisible wall") is played on a typically rectangular grid of cells, some of which contain numbers. Cells are initially of unknown color, but can only be black or white. Two same-color cells are considered "connected" if they are adjacent vertically or horizontally, but not diagonally. The challenge is to paint each cell black or white, subject to the following rules: 1) each numbered cell is a wall cell, the number in it is the number of cells in that wall; 2) each wall must contain exactly one numbered cell; 3) there must be only one stream, which is not allowed to contain "pools".

"FUTOSHIKI / 不等式

(means "inequality" or "extraneousness") The puzzle is played on a square grid, such as 5 x 5 (or 6 x 6, or 7 x 7). The objective is to place the numbers 1 to 5

such that each row, and column contains each of the digits 1 to 5. Some digits may be given at the start. In addition, inequality constraints are also initially specified between some of the squares, such that one must be higher or lower than its neighbour. These constraints must be honoured as the grid is filled out.

"MASYU / ましゆ

(translates as "evil influence") is played on a rectangular grid of squares, some of which contain circles; each circle is either white or black. The goal is to draw a single continuous non-intersecting loop that properly passes through all circled cells. The loop must "enter" each cell it passes through from the center of one of its four sides and "exit" from a different side; all turns are therefore 90 degrees.