



Puzzelmagazine

Juni 2020

In dit puzzelmagazine staan alle puzzels die in juni 2020 op de WCPN-site zijn gepubliceerd.

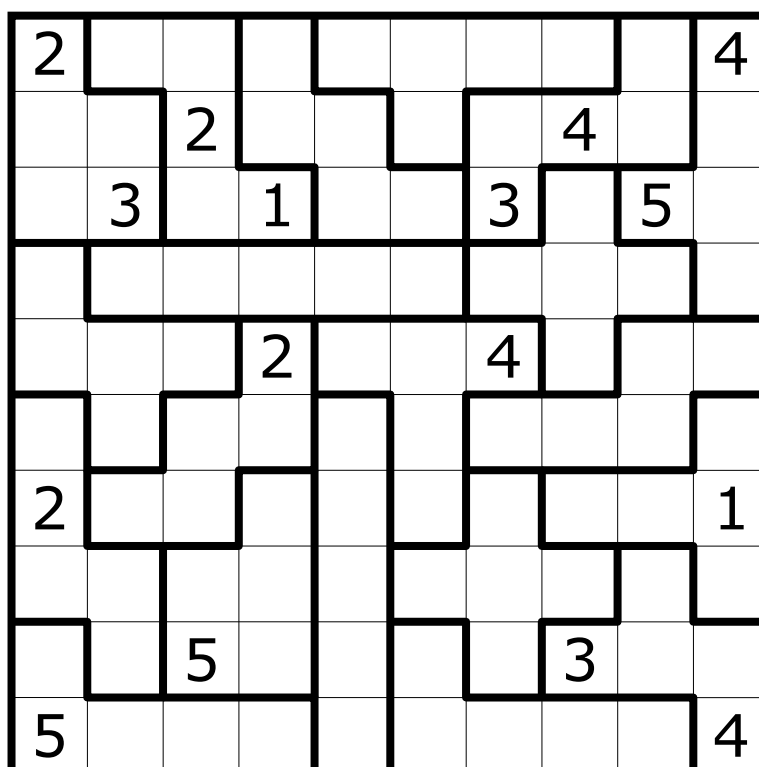
| Datum | Nummer | Puzzel | mhg | Puzzelmaker |
|----------|--------|------------------------------|-----|---------------------|
| 1-06-20 | 2470 | Capsules | 3* | Richard Stolk |
| 2-06-20 | 2471 | Cave | 3* | Wilbert Zwart |
| 3-06-20 | 2472 | Sudoku - German Whispers | 4* | Richard Stolk |
| 4-06-20 | 2473 | Zeeslag - mijnenveger | 4* | Lars Slofstra |
| 5-06-20 | 2474 | Sudoku - Three is a crowd | 5* | Tom Groot Kormelink |
| 8-06-20 | 2475 | Windoku | 2* | Yuk Yee Au |
| 9-06-20 | 2476 | Sterrenslag | 3* | Bram de Laat |
| 10-06-20 | 2477 | Sudoku - Parity Parade | 4* | Richard Stolk |
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| 17-06-20 | 2482 | Sudoku - Thermal Killer | 4* | Richard Stolk |
| 18-06-20 | 2483 | Partiti | 4* | Tom Groot Kormelink |
| 19-06-20 | 2484 | Sudoku - 1020 | 5* | Wilbert Zwart |
| 22-06-20 | 2485 | Tectonic | 2* | Saskia Benedictus |
| 23-06-20 | 2486 | Gemini Loop | 3* | Lars Slofstra |
| 24-06-20 | 2487 | Sudoku - Mystery Sandwich | 4* | Richard Stolk |
| 25-06-20 | 2488 | Penta Twist | 4* | Bram de Laat |
| 26-06-20 | 2489 | Futoshiki - Kropki Connectie | 5* | Wilbert Zwart |
| 29-06-20 | 2490 | Chaos Sudoku | 3* | Wilbert Zwart |
| 30-06-20 | 2491 | Sterrenslag | 4* | Richard Stolk |

CAPSULES

Plaats de cijfers 1-5 precies één keer in elk vetomrand gebied. Gelijke cijfers kunnen elkaar niet raken, **ook niet diagonaal**.

CAPSULES

Place the digits 1-5 exactly once in every bold outlined area. Equal digits never touch each other, **not even diagonally**.



By Richard Stolk



Puzzle ID: #2470

CAVE

Teken één enkele ononderbroken rondweg over de lijnen van het diagram, die alle getallen binnensluit. De aanwijzingen geven aan hoeveel vakjes (horizontaal en verticaal) binnen de rondweg kunnen worden gezien vanuit dat vakje, **inclusief** dat vakje zelf. Een vraagteken kan elk willekeurig getal voorstellen.

CAVE

Draw a single closed loop over the grid lines, enclosing all numbers. The clues indicate how many cells inside the loop can be seen horizontally and vertically from that cell, **including** the cell itself. A question mark can be replaced by any number.

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | 5 | | | 5 | | | | | ? |
| 2 | | | | | ? | | 4 | | |
| | | | 7 | | | | | 3 | |
| | | 5 | | | 2 | | | | |
| 6 | | | | | | 7 | | | |
| | | | 5 | | | | | | 8 |
| | | | | 5 | | | 8 | | |
| | 5 | | | | | 3 | | | |
| | | 3 | | ? | | | | | 4 |
| ? | | | | | 2 | | | 4 | |

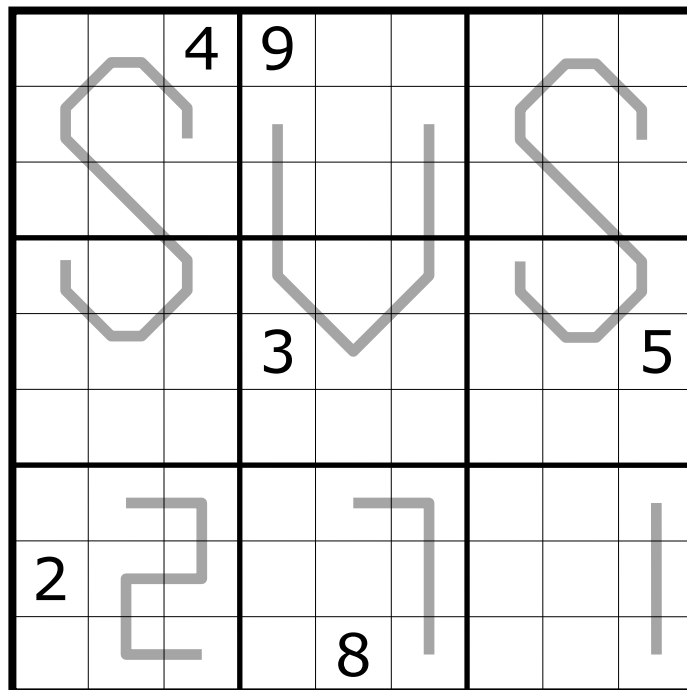


SUDOKU – GERMAN WHISPERS

Plaats de cijfers 1-9 in elke rij, kolom en 3x3-blok. Aangrenzende cijfers op de gemarkeerde grijze lijnen hebben een verschil van tenminste vijf.

SUDOKU – GERMAN WHISPERS

Place the digits 1-9 in each row, column and 3x3 block. Adjacent digits along the marked grey lines have a difference of at least five.



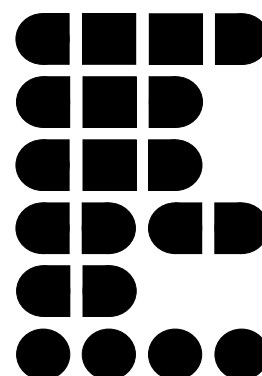
ZEESLAG - MIJNENVEGER

Plaats de gegeven vloot in het diagram, waarbij elk scheepssegment de grootte van één vakje heeft. De schepen liggen horizontaal of verticaal en ze raken elkaar nergens, **ook niet diagonaal**. De aanwijzingen in het diagram geven aan hoeveel scheepsdelen er in de horizontaal, verticaal of diagonaal aangrenzende vakjes te vinden zijn. Vakjes met een aanwijzing kunnen geen scheepsdeel bevatten.

BATTLESHIPS - MINESWEEPER

Place the given fleet in the grid, with every ship segment filling a single cell. Ships are placed horizontally or vertically, and do not touch each other, not even diagonally. Clues in the grid represents the total number of ship parts in all horizontally, vertically and diagonally neighbouring cells. Clue cells cannot contain a ship part.

| | | | | | | | | | |
|--|---|---|---|--|---|---|---|---|--|
| | | | | | | | | | |
| | | | 2 | | | | 2 | 2 | |
| | | 3 | 2 | | | | 2 | | |
| | 2 | 2 | | | | | 1 | 2 | |
| | | | | | | | | | |
| | | | | | | | | | |
| | 3 | 1 | | | | | 3 | | |
| | 2 | 2 | | | | | 2 | | |
| | 1 | | | | | 2 | 2 | | |
| | | | | | 2 | | | | |



By Lars Slofstra



Puzzle ID: #2473

SUDOKU - THREE IS A CROWD

Plaats de cijfers 1-9 precies één keer in elke rij, kolom en 3x3-blok.

De aanwijzingen buiten het diagram geven aan welke drie cijfers in willekeurige volgorde moeten worden geplaatst in de eerste drie vakjes vanaf die kant. Echter, exact één cijfer van elk drietal is fout. Aan alle kanten van het diagram (boven, onder, links, rechts) zijn de negen foute cijfers verschillend.

SUDOKU - THREE IS A CROWD

Place the digits 1-9 exactly once in each row, column and 3x3 block.

Clues outside the grid show the three digits that have to be placed in the first three cells from that side (in any order). However, exactly one digit of each triplet is wrong. On each side of the grid (top, bottom, left, right) the nine wrong clues are different.

| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| | | | 1 | 2 | 7 | 3 | 5 | 1 | 1 | 2 | 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | 3 | 4 | 8 | 4 | 7 | 2 | 4 | 6 | 5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | 5 | 6 | 9 | 7 | 9 | 6 | 5 | 9 | 7 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 2 | 3 | <table border="1" style="border-collapse: collapse; width: 100%; height: 100%; text-align: center;"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | 3 | 7 | 9 |
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| 4 | 5 | 6 | | | | | | | | | | 2 | 5 | 8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 7 | 8 | 9 | | | | | | | | | | 3 | 4 | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 2 | 8 | | | | | | | | | | 5 | 6 | 7 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4 | 6 | 8 | | | | | | | | | | 1 | 2 | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 | 6 | 7 | | | | | | | | | | 2 | 4 | 8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3 | 4 | 6 | | | | | | | | | | 5 | 7 | 8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 | 7 | 9 | | | | | | | | | | 1 | 3 | 9 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 3 | 5 | | | | | | | | | | 6 | 7 | 8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | 1 | 3 | 6 | 2 | 1 | 4 | 1 | 5 | 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | 2 | 4 | 7 | 6 | 6 | 5 | 2 | 7 | 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | 9 | 8 | 8 | 7 | 9 | 8 | 3 | 8 | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |



WINDOKU

Plaats de cijfers 1-9 precies één keer in elke rij, kolom, vetomrand 3x3-blok én de vier grijze gebieden.

WINDOKU

Place the digits 1-9 in each row, column, bold outlined 3x3 blocks as well as the four grey regions.

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

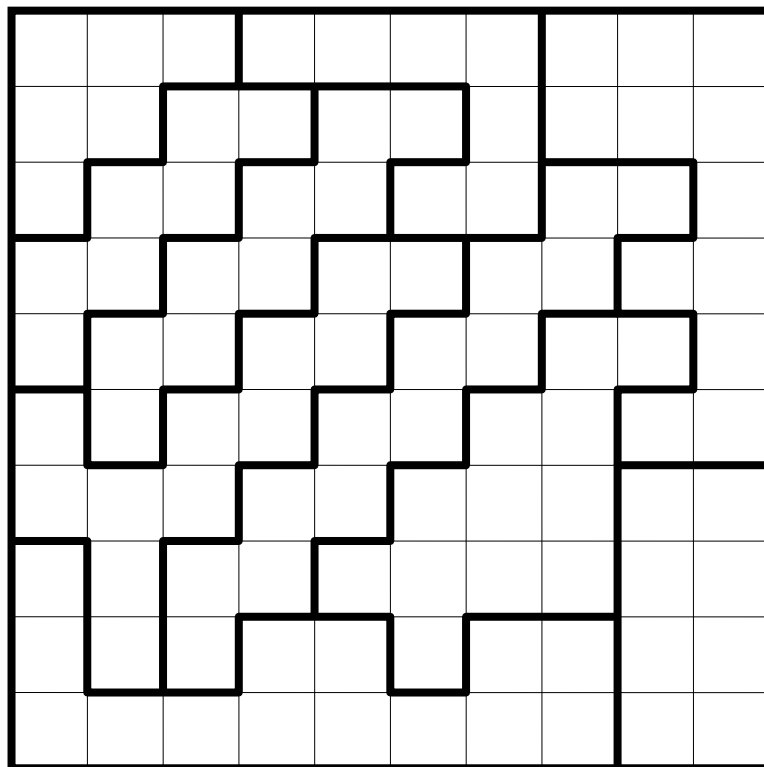


STERRENSLAG

Plaats twee sterren ter grootte van één vakje in elke rij, elke kolom en elk vetomrand gebied. Sterren mogen elkaar niet raken, **ook niet diagonaal**.

STAR BATTLE

Place two stars with the size of one cell in each row, column and bold outlined region. Stars may not touch each other, **not even diagonally**.

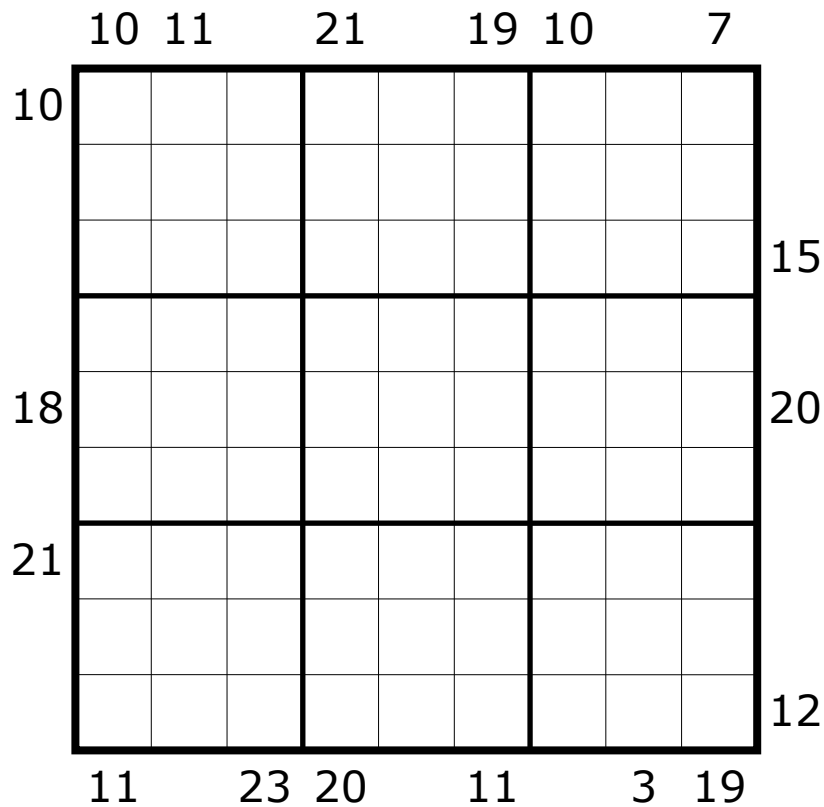


SUDOKU – PARITY PARADE

Plaats de cijfers 1-9 in elke rij, kolom en 3x3-blok. Aanwijzingen buiten het diagram geven de som aan van de eerste N cijfers vanaf die kant. Als het verste cijfer vanaf de kant dat meedoet in de som **even** is dan zijn alle cijfers **ervoor oneven**; als het verste cijfer vanaf de kant **oneven** is dan zijn alle cijfers **ervoor even**. De waarde van N kan per som verschillen, maar een som bestaat nooit uit één cijfer.

SUDOKU – PARITY PARADE

Place the digits 1-9 in each row, column and 3x3 block. Clues outside the grid indicate the sum of the first N digits from that side. If the furthest digit from the border that is part of the sum is **even**, all digits **before** it are **odd**; if the furthest digit is **odd**, all digits **before** it are **even**. The value of N can differ from sum to sum, but a sum cannot consist of only one digit.



By Richard Stolk



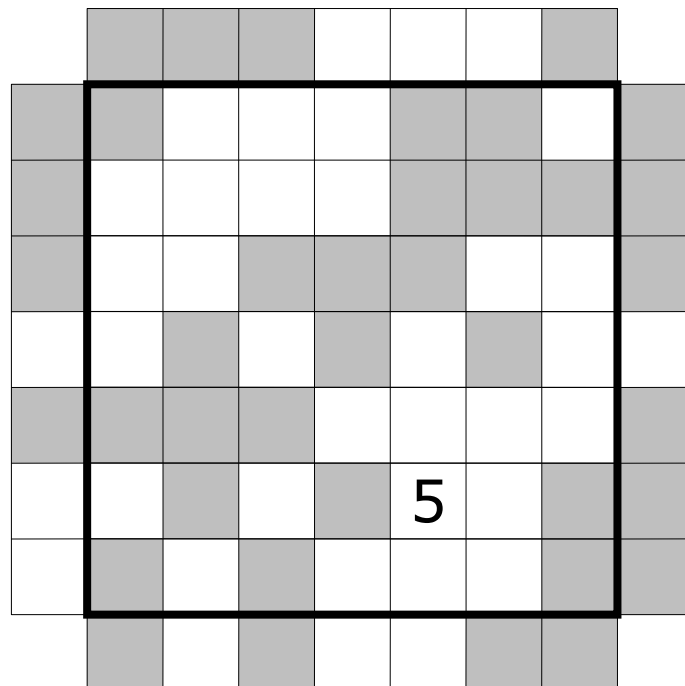
Puzzle ID: #2477

EVEN/ONEVEN FLATS

Plaats de cijfers 1-7 precies één keer in elke rij en kolom binnen het vetomrande gebied. Elk cijfer stelt een flatgebouw voor van die hoogte. De aanwijzingen buiten het diagram geven aan hoeveel gebouwen er vanaf die kant zichtbaar zijn, waarbij hogere gebouwen het zicht blokkeren op lagere gebouwen. In **grijze** vakjes komen uitsluitend **even** cijfers te staan, **witte** vakjes bevatten **oneven** cijfers.

ODD/EVEN SKYSCRAPERS

Place the digits 1-7 exactly once in every row and column of the bold outlined area. Each digit represents a skyscraper of that height. Clues outside the grid indicate how many buildings can be seen from that direction, where higher buildings block the view of lower buildings. **Grey** cells contain only **even** digits, **white** cells contain **odd** digits.



By Wilbert Zwart



Puzzle ID: #2478

KAKURO KROPKI

Vul alle witte vakjes met een van de cijfers 1-9, zodat de som van een reeks cijfers gelijk is aan de aanwijzingen in de grijze vakjes. Een getal boven een diagonale lijn heeft betrekking op de daarnaast naar rechts in te vullen cijfers. Een getal onder een diagonale lijn heeft betrekking op de cijfers die eronder verticaal worden ingevuld. Elke reeks bestaat uitsluitend uit **verschillende** cijfers.

Een wit rondje tussen twee aangrenzende vakjes geeft aan dat de cijfers in de vakjes opeenvolgend zijn. Een zwart rondje geeft aan dat één van de cijfers twee keer zo groot is als het andere. Tussen de cijfers 1 en 2 kan het rondje zowel wit als zwart zijn. **Alle** mogelijke rondjes zijn gegeven.

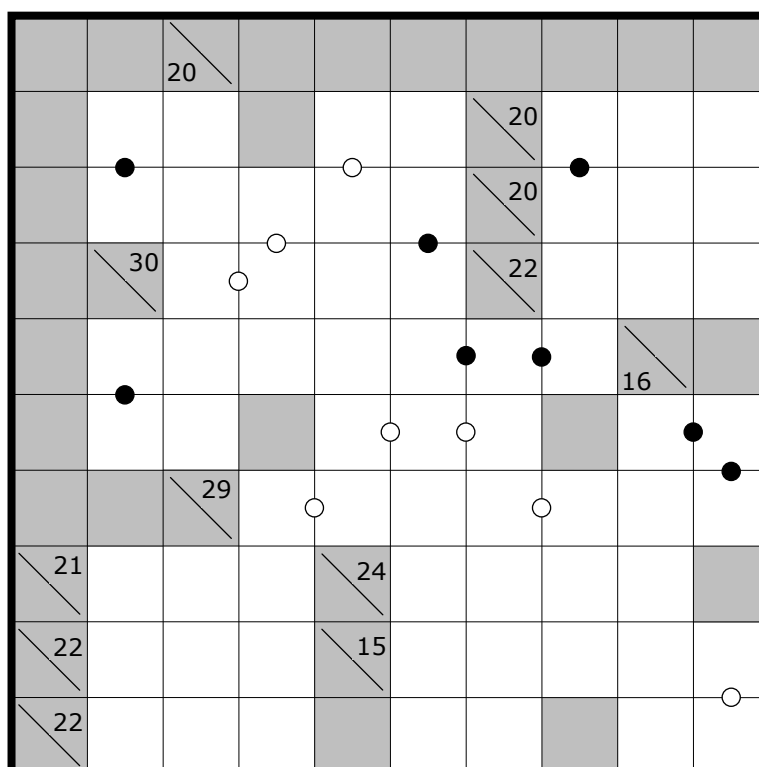
Oplostip: Hoe moeten de reeksen met een som van 15 en 16 worden ingevuld?

KAKURO KROPKI

Fill all white cells using digits 1-9, such that the sum of each block of digits equals the clues in the grey cells. A clue above a diagonal applies to the block of digits to its right. A clue beneath a diagonal applies to the block of digits below it. Within a block all digits are **different**.

A white circle between two neighbouring cells indicate that the digits in those cells are consecutive. A black circle indicates that one of the digits is twice as big as the other digit. Between the digits 1 and 2 the circle can be either white or black. **All** possible circles are given.

Hint: How should the blocks with a sum of 15 and 16 be filled in?

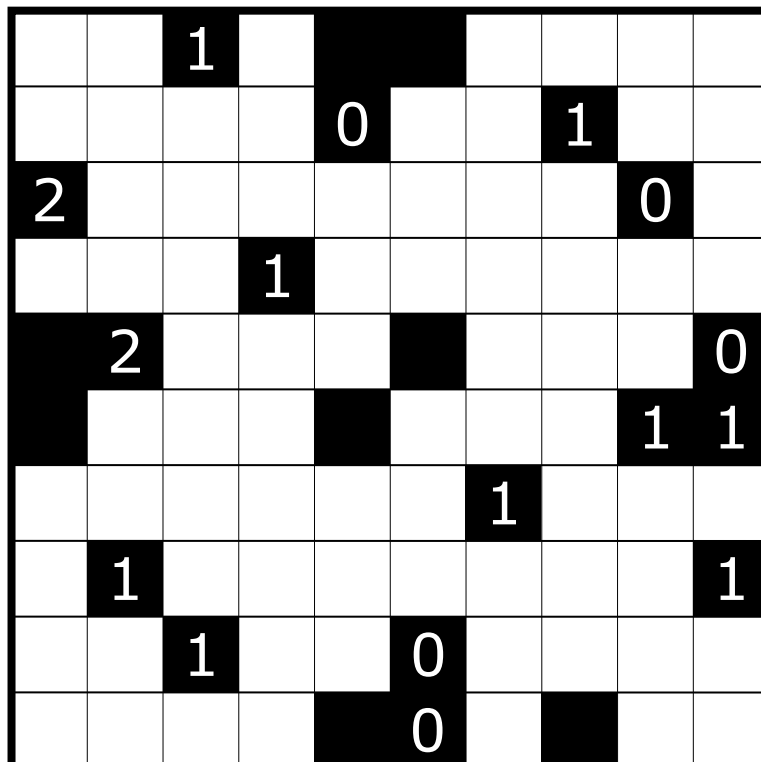


PEERTJES

plaats een gloeilamp in sommige lege vakjes zo dat alle overgebleven lege vakjes door ten minste één gloeilamp verlicht worden. Een gloeilamp straalt horizontaal en verticaal licht uit tot aan een zwart vakje of de rand van het diagram. Een gloeilamp mag geen andere gloeilamp verlichten. Aanwijzingen in het diagram geven aan hoeveel gloeilampen er horizontaal of verticaal aan dit vakje grenzen.

AKARI

Place light bulbs in some empty cells such that all remaining white cells are illuminated by at least one light bulb. A light bulb illuminates all horizontal and vertical cells that are connected to it, until a black cell or the border is reached. A light bulb may not illuminate another light bulb. Clues inside the grid indicate the number of light bulbs that can be found in the cells that touch horizontally or vertically.



By Annick Weyzig



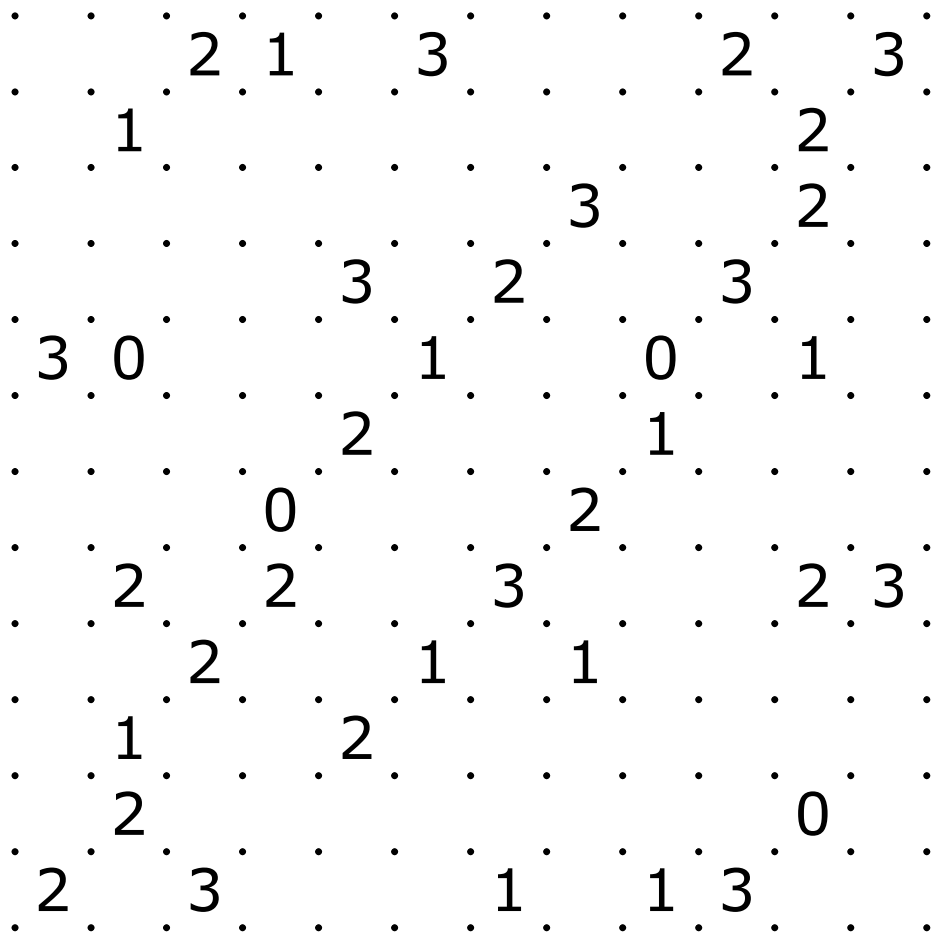
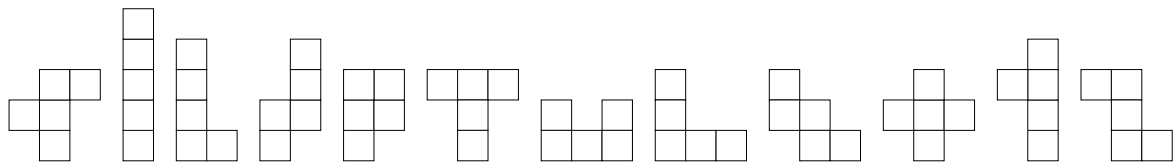
Puzzle ID: #2480

MINI PENTOMINO LOOPS

Teken twaalf gesloten rondwegen in het diagram door de puntjes met elkaar te verbinden. De rondwegen mogen elkaar nergens raken, **ook niet diagonaal** en ze hebben de vorm van de twaalf verschillende pentominos. Elke pentomino komt één keer voor. Pentominos mogen worden gedraaid en/of gespiegeld. De cijfers geven aan hoeveel lijnstukken er direct naast, onder of boven dat cijfer komen te staan.

MINI PENTOMINO LOOPS

Draw twelve closed loops in the grid by connecting the dots. The loops cannot touch each other, **not even diagonally**. The loops must be in the shapes of twelve different pentominos. Each pentomino is used exactly once, but can be rotated and/or reflected. The digits indicate how many parts of the loop are directly beside, under or above that digit.



By Richard Stolk



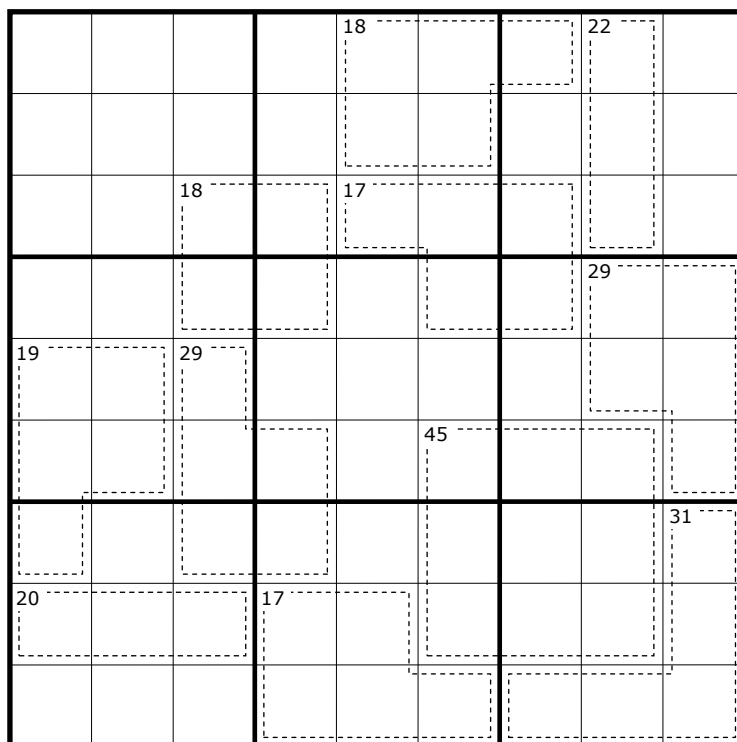
Puzzle ID: #2481

SUDOKU – THERMAL KILLER

Plaats de cijfers 1-9 in elke rij, kolom en 3x3-blok. De getallen linksboven in elk omstippeld gebied geven de som aan van de cijfers in dat gebied. Alle cijfers binnen een omstippeld gebied moeten verschillend zijn en ze moeten binnen dat gebied in oplopende volgorde **horizontaal** of **verticaal** met elkaar verbonden zijn.

SUDOKU – THERMAL KILLER

Place the digits 1-9 in each row, column and 3x3 block. The small numbers in the upper left corner of the cages (dotted outlined areas) indicate the sum of the digits in that area. Within each cage all digits must be different and they must be placed in a way that they are all **horizontally** or **vertically** connected in an increasing order.



By Richard Stolk



Puzzle ID: #2482

PARTITI

Plaats een of meer van de cijfers 1-9 in willekeurige volgorde in **elk** vakje, zodat het getal, dat linksboven in sommige vakjes staat, de som weergeeft van de/het in dat vakje ingevulde cijfer(s). Gelijke cijfers mogen niet in vakjes geplaatst worden die elkaar raken, **ook niet diagonaal**.

PARTITI

Place one or more of the digits 1-9 in random order in **each** cell, such that the number in the top left corner of some of the cells is the sum of the digit(s) entered in that cell. Same digits cannot be placed in cells that touch each other, **not even diagonally**.

| | | | | | | | |
|----|----|----|----|----|----|----|----|
| 8 | 8 | 14 | 12 | 12 | | 27 | 1 |
| 8 | 8 | | 10 | 10 | | 3 | |
| 2 | | | 8 | 8 | 3 | 15 | 14 |
| | 7 | 6 | 9 | | 6 | 8 | |
| 14 | 7 | 6 | 9 | | 6 | 8 | 14 |
| | 17 | 3 | | 14 | 11 | 11 | |
| 10 | 12 | 10 | | | 11 | 11 | 15 |
| 10 | 12 | | 27 | | 10 | | 11 |

By Tom Groot Kormelink



Puzzle ID: #2483

SUDOKU - 1020

Plaats de cijfers 1-9 in elke rij, kolom en 3x3-blok. Aanwijzingen boven links van het diagram geven aan hoe vaak drie direct naast of boven elkaar geplaatste getallen een som van 10 vormen in de betreffende rij of kolom. Aanwijzingen onder en rechts van het diagram geven aan hoe vaak drie direct naast of boven elkaar geplaatste getallen een som van 20 vormen in de betreffende rij of kolom.

SUDOKU - 1020

Place the digits 1-9 in each row, column and 3x3 block. Clues on top of and left of the grid indicate how often three digits that are placed directly next to or above each other form a sum of 10 in the respective row or column. Clues below and on the right of the grid indicate how often three digits that are placed directly next to or above each other form a sum of 20 in the respective row or column.

| | | | | | | | | | |
|-----------|---|---|---|---|---|---|---|---|-----------|
| 10 | - | - | - | - | - | - | - | - | - |
| - | | | 1 | | | | 8 | | - |
| - | | 6 | | | 5 | | | 7 | - |
| - | 8 | | 5 | | 7 | | 3 | | 2 |
| - | | | | 3 | | 4 | | | - |
| - | | 8 | 2 | | | | 6 | 3 | - |
| - | | | | 7 | | 2 | | | - |
| - | | | 8 | | 9 | | 7 | | - |
| - | | 9 | | | 4 | | | 6 | - |
| - | | | 4 | | | | 9 | | - |
| | - | - | - | - | - | - | - | - | 20 |

By Wilbert Zwart



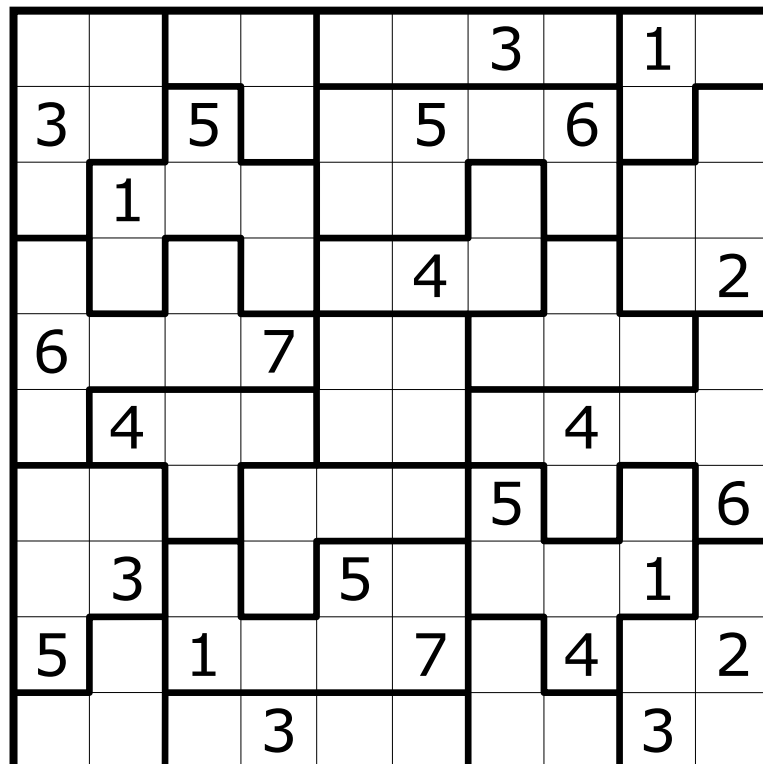
Puzzle ID: #2484

TECTONIC

Plaats de cijfers 1-n precies één keer in elk vetomrand gebied, waarbij n de grootte van het gebied weergeeft. Gelijke cijfers kunnen elkaar niet raken, **ook niet diagonaal**.

SUGURU / NUMBER BLOCKS

Place the digits 1-n exactly once in every bold outlined region, where n equals the size of the area. Equal digits never touch each other, **not even diagonally**.



By Saskia Benedictus



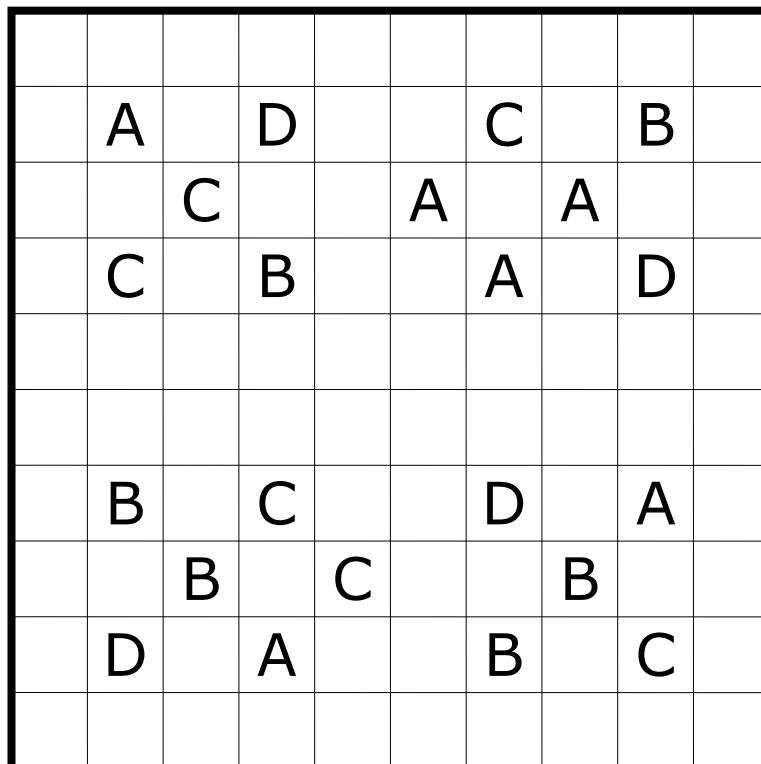
Puzzle ID: #2485

GEMINI LOOP

Teken door alle vakjes van het diagram één gesloten rondweg die horizontaal en verticaal verloopt en zichzelf niet kruist of overlapt. De rondweg loopt op dezelfde manier door vakjes met gelijke letters en op verschillende manieren door vakjes met verschillende letters.

GEMINI LOOP

Draw a single closed loop through all cells of the grid, that travels horizontally or vertically and doesn't cross or overlap itself. Cells with equal letters are traversed in the same way, cells with different letters in different ways.



By Lars Slofstra



Puzzle ID: #2486

SUDOKU – MYSTERY SANDWICH

Plaats de cijfers 1-9 in elke rij, kolom en 3x3-blok. Aanwijzingen buiten het diagram geven de som aan van de cijfers die je moet plaatsen tussen de cijfers X en Y in de betreffende rij of kolom. Die som kan uit één getal bestaan. De waarden van X en Y moet je zelf achterhalen, maar deze zijn natuurlijk gelijk door de gehele puzzel.

SUDOKU – MYSTERY SANDWICH

Place the digits 1-9 in each row, column and 3x3 block. Clues outside the grid indicate the sum of the digit(s) that have to be placed between the digits X and Y in the respective row or column. The values of X and Y have to be determined by you, but they are the same throughout the entire puzzle.

| | | | | | | | | | |
|----|--|----|---|----|----|----|---|---|--|
| | | 19 | | 20 | 26 | 25 | 9 | 8 | |
| 25 | | | | | | | | | |
| 1 | | 1 | | | 7 | 5 | | | |
| 7 | | 3 | | | | | | | |
| 17 | | | | | | 6 | | | |
| 20 | | 2 | 4 | | | 8 | | | |
| 16 | | | | | | | | | |

By Richard Stolk



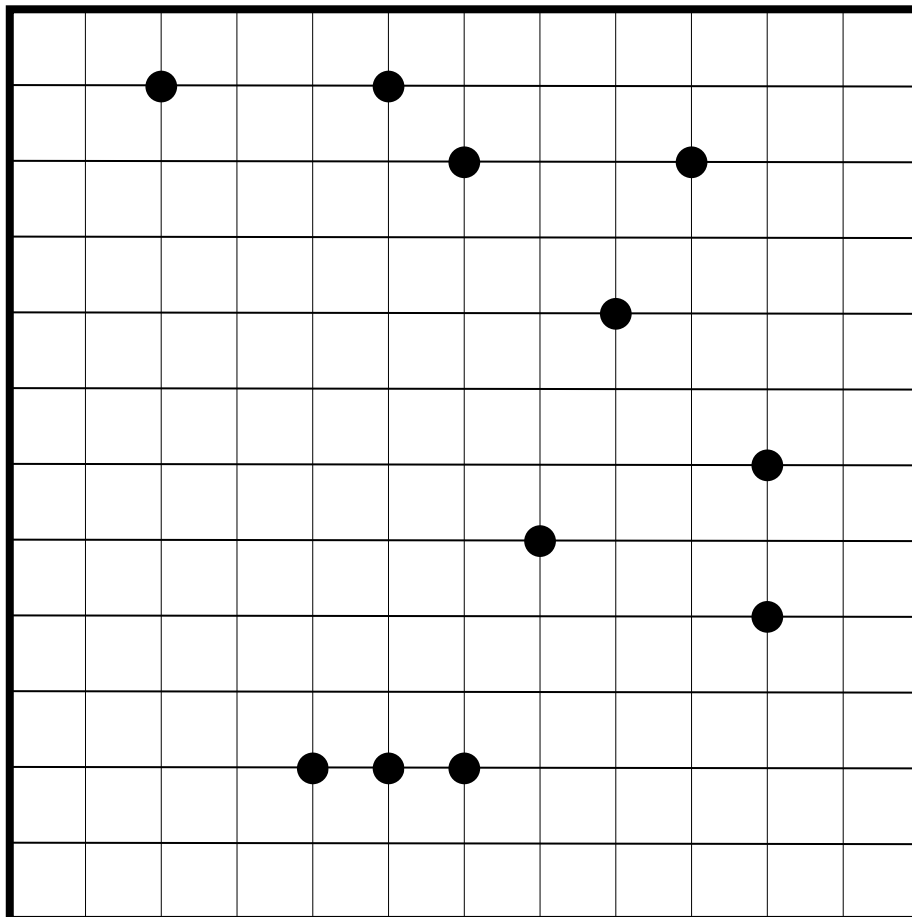
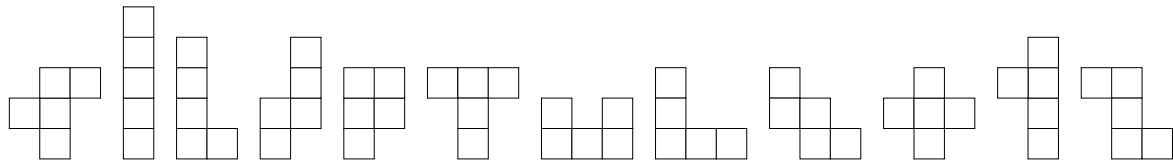
Puzzle ID: #2487

PENTA TWIST

Plaats alle gegeven pentominos in het diagram. De pentominos mogen worden gedraaid en/of gespiegeld en mogen elkaar alleen met de hoekpuntjes raken. **Overall** waar er zo'n raakpunt is, is dat aangegeven met een zwarte stip.

TOUCHING PENTOMINOS

Place all given pentominos in the grid. The pentominos can be rotated and/or mirrored, but may only touch diagonally. **All** points where two pentominos touch are indicated by a black dot.



By Bram de Laat



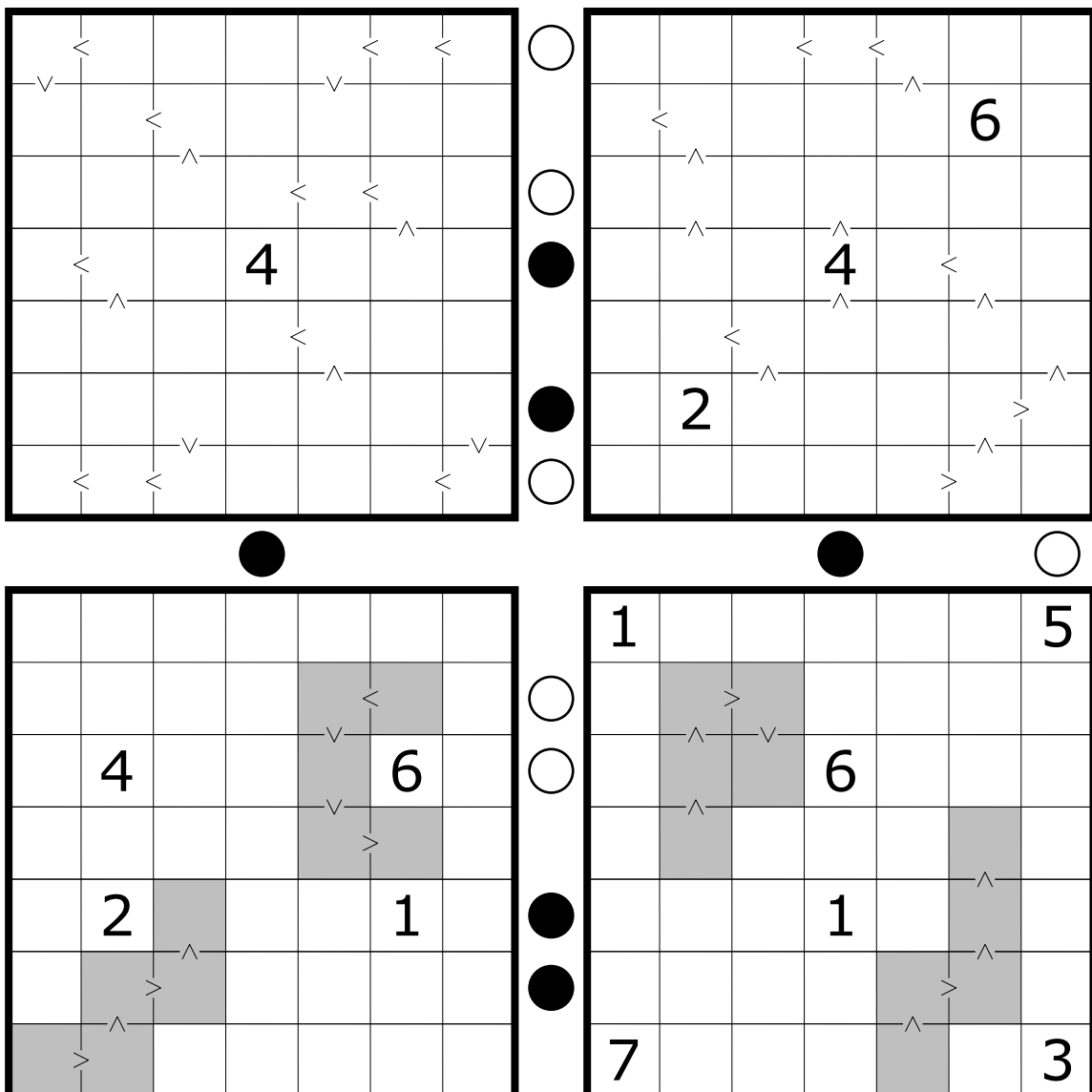
Puzzle ID: #2488

FUTOSHIKI – KROPKI CONNECTIE

Plaats de cijfers 1-7 in elk diagram precies één keer in elke rij en elke kolom in overeenstemming met de groter dan-tekens. De diagrammen zijn onderling verbonden door kropki-punten: Een wit rondje tussen twee diagrammen geeft aan dat de aangrenzende cijfers opeenvolgend zijn; een zwart rondje geeft aan dat één van de aangrenzende cijfers twee keer zo groot is als het andere. (Tussen 1 en 2 kan een van beide rondjes staan.) Afwezigheid van een rondje betekent dat cijfers niet opeenvolgend of twee keer zo groot kunnen. Grijs vakjes dienen uitsluitend ter decoratie.

FUTOSHIKI – KROPKI CONNECTION

Place the digits 1-7 in each grid exactly once in each row and each column in accordance with the greater than signs. The grids are connected by kropki dots: a white circle between two grids indicates that the neighbouring digits are consecutive; a black dot indicates that one of the digits is twice as big as the other digit. (Between 1 and 2 one of both circles is drawn). The absence of a circle indicates that there is no neighbouring digit that is either consecutive or twice as big; equal digits are allowed. Grey cells are for decoration purposes only.



The image shows four 6x6 Futoshiki grids arranged in a 2x2 pattern. Each grid contains numbers and comparison signs (>, <, ^, v). The grids are connected by kropki dots (white circles for consecutive, black dots for double). Grey cells are decorative.

- Top-left grid:** Contains the number 4. Comparison signs include <, ^, v, and >.
- Top-right grid:** Contains the numbers 2, 4, and 6. Comparison signs include <, ^, v, and >.
- Bottom-left grid:** Contains the numbers 2, 4, 6, and 1. Comparison signs include <, ^, v, and >. Grey cells are present in the bottom-left and middle-right areas.
- Bottom-right grid:** Contains the numbers 1, 3, 5, 6, and 7. Comparison signs include <, ^, v, and >. Grey cells are present in the top-left, middle-right, and bottom-right areas.

Connections between grids (indicated by dots):

- Top-left and Top-right: White circle (consecutive).
- Top-right and Bottom-right: White circle (consecutive).
- Bottom-left and Bottom-right: Black dot (double).
- Top-left and Bottom-left: Black dot (double).

By Wilbert Zwart



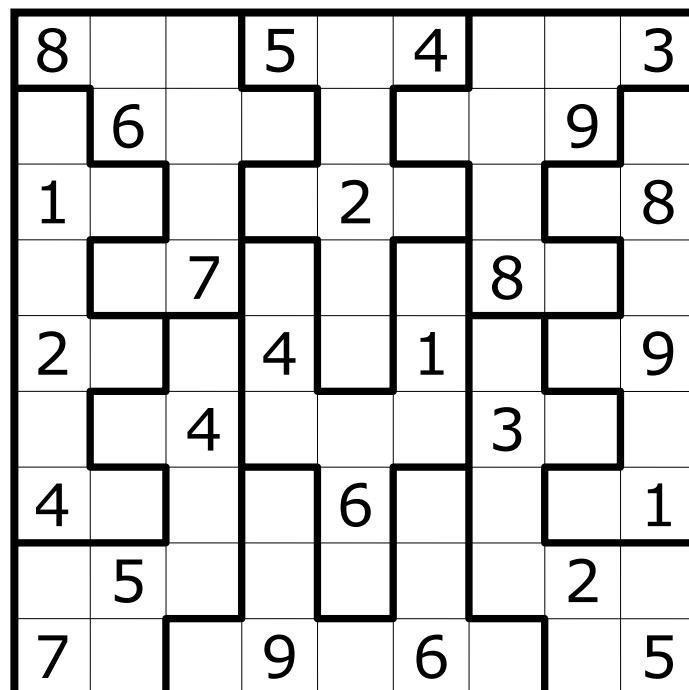
Puzzle ID: #2489

CHAOS SUDOKU

Plaats de cijfers 1-9 precies één keer in elke rij, kolom en vetomrand gebied.

IRREGULAR SUDOKU

Place the digits 1-9 exactly once in each row, column and bold outlined region.



By Wilbert Zwart



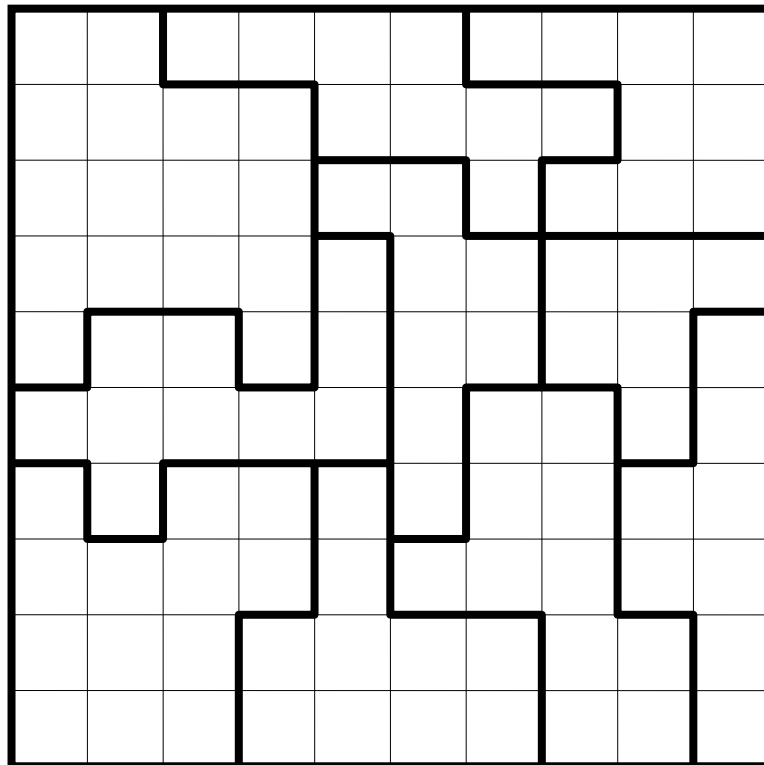
Puzzle ID: #2490

STERRENSLAG

Plaats twee sterren ter grootte van één vakje in elke rij, elke kolom en elk vetomrand gebied. Sterren mogen elkaar niet raken, **ook niet diagonaal**.

STAR BATTLE

Place two stars with the size of one cell in each row, column and bold outlined region. Stars may not touch each other, **not even diagonally**.



By Richard Stolk



Puzzle ID: #2491

OPLOSSINGEN

#2470 Capsules

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 2 | 3 | 5 | 4 | 5 | 1 | 2 | 3 | 2 | 4 |
| 5 | 1 | 2 | 3 | 2 | 4 | 5 | 4 | 1 | 3 |
| 4 | 3 | 4 | 1 | 5 | 1 | 3 | 2 | 5 | 2 |
| 5 | 1 | 5 | 3 | 4 | 2 | 5 | 1 | 4 | 1 |
| 3 | 2 | 4 | 2 | 5 | 3 | 4 | 3 | 2 | 3 |
| 5 | 1 | 3 | 1 | 4 | 2 | 5 | 1 | 4 | 5 |
| 2 | 4 | 5 | 2 | 3 | 1 | 3 | 2 | 3 | 1 |
| 1 | 3 | 1 | 4 | 5 | 2 | 4 | 1 | 5 | 4 |
| 2 | 4 | 5 | 3 | 1 | 3 | 5 | 3 | 2 | 1 |
| 5 | 3 | 1 | 4 | 2 | 4 | 2 | 1 | 5 | 4 |

#2471 Cave

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| | 5 | | 5 | | | | | ? |
| 2 | | | | | ? | | 4 | |
| | | | 7 | | | | | 3 |
| | | 5 | | | 2 | | | |
| 6 | | | | | | 7 | | |
| | | | 5 | | | | | 8 |
| | | | | 5 | | | | |
| | 5 | | | | | | 8 | |
| | | 3 | | ? | | | | 4 |
| ? | | | | 2 | | | | 4 |

#2472 Sudoku German Whispers

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

#2473 Zeeslag Mijnenveger

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|--|
| | ● | | | ● | | | | | |
| | ■ | | 2 | ● | | 2 | 2 | | |
| | ● | 3 | 2 | | | 2 | ■ | ■ | |
| | 2 | 2 | ● | | | 1 | 2 | | |
| ● | | | | | | | | ● | |
| ■ | | | | | | | | ■ | |
| ■ | 3 | 1 | ● | | | 3 | ■ | ■ | |
| ● | 2 | 2 | | | | 2 | ● | | |
| | 1 | | ■ | ■ | 2 | 2 | | | |
| | | | | 2 | ● | | | | |

#2474 Sudoku Three is a crowd

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

#2475 Windoku

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

#2476 Sterrenslag

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|--|---|
| | | ★ | | | | ★ | | | |
| ★ | | | | | ★ | | | | |
| | | ★ | | | | ★ | | | |
| ★ | | | | | | | | | ★ |
| | | | ★ | | ★ | | | | |
| | ★ | | | | | | | | ★ |
| | | | ★ | | ★ | | | | |
| | | | | | | | ★ | | ★ |
| | ★ | | | ★ | | | | | |
| | | | | | | | ★ | | ★ |

#2477 Sudoku - Parity Parade

| | | | | | | | | | |
|----|----|----|----|----|---|----|----|---|----|
| | 10 | 11 | | 21 | | 19 | 10 | | 7 |
| 10 | 1 | 7 | 2 | 8 | 9 | 5 | 3 | 4 | 6 |
| | 3 | 4 | 8 | 2 | 6 | 7 | 5 | 9 | 1 |
| | 6 | 9 | 5 | 4 | 3 | 1 | 2 | 7 | 8 |
| | 8 | 2 | 1 | 7 | 5 | 6 | 9 | 3 | 4 |
| 18 | 9 | 3 | 6 | 1 | 2 | 4 | 8 | 5 | 7 |
| | 7 | 5 | 4 | 3 | 8 | 9 | 1 | 6 | 2 |
| 21 | 5 | 1 | 9 | 6 | 7 | 2 | 4 | 8 | 3 |
| | 4 | 6 | 3 | 5 | 1 | 8 | 7 | 2 | 9 |
| | 2 | 8 | 7 | 9 | 4 | 3 | 6 | 1 | 5 |
| | 11 | | 23 | 20 | | 11 | | 3 | 19 |

#2478 Even/oneven Flats

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | 2 | 2 | 2 | 1 | 3 | 5 | 2 | |
| 2 | 6 | 3 | 1 | 7 | 4 | 2 | 5 | 2 | 2 |
| 2 | 5 | 1 | 7 | 3 | 6 | 4 | 2 | 4 | 4 |
| 2 | 3 | 7 | 4 | 6 | 2 | 5 | 1 | 4 | 4 |
| 5 | 1 | 2 | 5 | 4 | 3 | 6 | 7 | 1 | 1 |
| 4 | 2 | 4 | 6 | 5 | 1 | 7 | 3 | 2 | 2 |
| 1 | 7 | 6 | 3 | 2 | 5 | 1 | 4 | 4 | 4 |
| 3 | 4 | 5 | 2 | 1 | 7 | 3 | 6 | 2 | 2 |
| | 2 | 3 | 4 | 5 | 1 | 2 | 2 | | |

OPLOSSINGEN

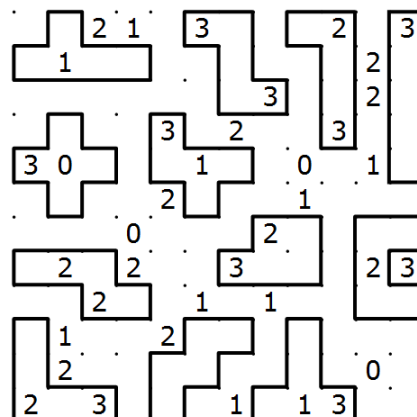
#2479 Kakuro kropki

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

#2480 Peertjes

| | | | | | | | | | |
|---|---|---|---|--|---|---|---|---|--|
| | 1 | | | | | | | | |
| | | | 0 | | | 1 | | | |
| 2 | | | | | | | 0 | | |
| | | 1 | | | | | | | |
| 2 | | | | | | | | 0 | |
| | | | | | | 1 | | 1 | |
| | | | | | | 1 | | | |
| 1 | | | | | | | | 1 | |
| | | 1 | | | 0 | | | | |
| | | | | | 0 | | | | |

#2481 Mini Pentomino Loops



#2482 Sudoku - Thermal Killer

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

#2483 Partiti

| | | | | | | | |
|------|----|-----|------|----|-----|-------|-----|
| 26 | 35 | 167 | 39 | 57 | 1 | 24678 | 1 |
| 17 | 8 | 4 | 28 | 46 | 9 | 3 | 5 |
| 2 | 9 | 5 | 17 | 35 | 12 | 78 | 149 |
| 8 | 34 | 6 | 9 | 8 | 6 | 35 | 6 |
| 1256 | 7 | 15 | 27 | 1 | 24 | 17 | 248 |
| 3 | 89 | 3 | 8 | 59 | 38 | 56 | 3 |
| 46 | 57 | 46 | 1 | 2 | 47 | 29 | 78 |
| 28 | 39 | 2 | 3789 | 5 | 136 | 5 | 146 |

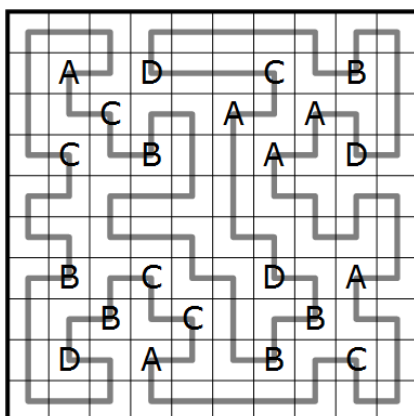
#2484 Sudoku 1020

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

#2485 Tectonic

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 1 | 2 | 1 | 2 | 1 | 2 | 3 | 4 | 1 | 3 |
| 3 | 4 | 5 | | 4 | 5 | 1 | 6 | 2 | 4 |
| 5 | 1 | 2 | 6 | 2 | 7 | 2 | 3 | 1 | 3 |
| 4 | 3 | 5 | 4 | 3 | 4 | 1 | 4 | 5 | 2 |
| 6 | 2 | 1 | 7 | 1 | 2 | 3 | 2 | 1 | 3 |
| 3 | 4 | 3 | 2 | 3 | 4 | 1 | 4 | 5 | 2 |
| 1 | 2 | 1 | 4 | 1 | 2 | 5 | 7 | 3 | 6 |
| 4 | 3 | 6 | 3 | 5 | 3 | 6 | 2 | 1 | 4 |
| 5 | 2 | 1 | 2 | 4 | 7 | 1 | 4 | 5 | 2 |
| 1 | 3 | 4 | 3 | 1 | 2 | 3 | 2 | 3 | 1 |

#2486 Gemini Loop

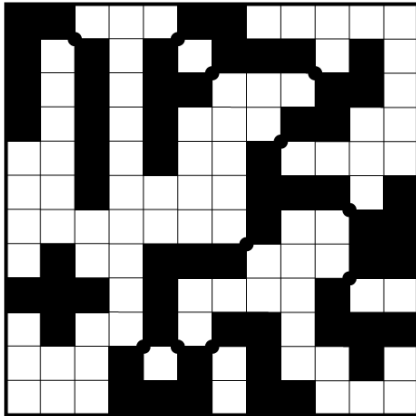


#2487 Sudoku Mystery Sandwich

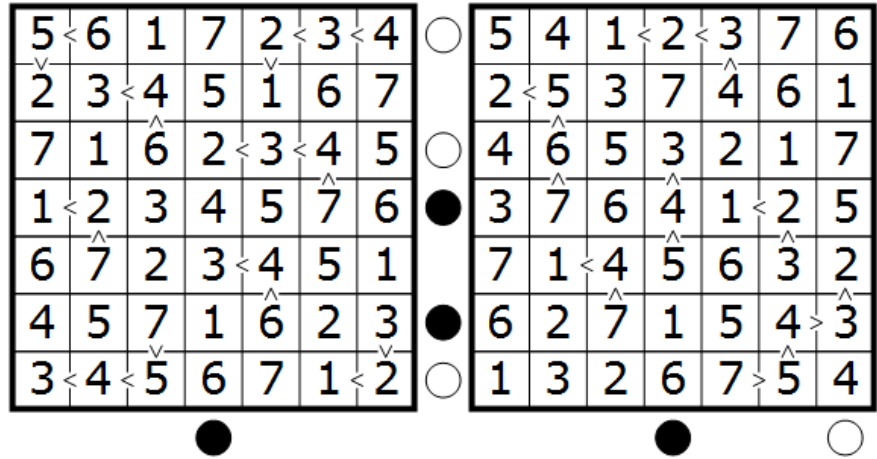
| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 3 | 4 | 7 | 9 | 5 | 2 | 1 | 6 | 8 |
| 5 | 9 | 8 | 6 | 1 | 4 | 2 | 7 | 3 |
| 6 | 2 | 1 | 3 | 8 | 7 | 5 | 9 | 4 |
| 8 | 6 | 3 | 7 | 2 | 9 | 4 | 5 | 1 |
| 4 | 1 | 9 | 8 | 6 | 5 | 3 | 2 | 7 |
| 2 | 7 | 5 | 1 | 4 | 3 | 6 | 8 | 9 |
| 9 | 5 | 2 | 4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

OPLOSSINGEN

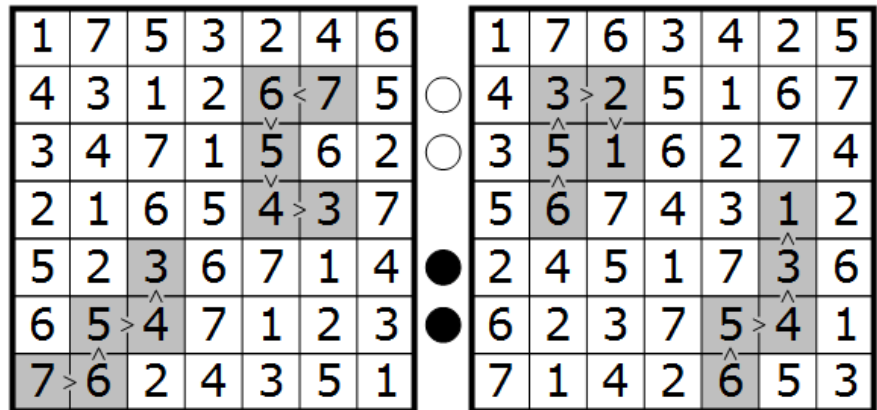
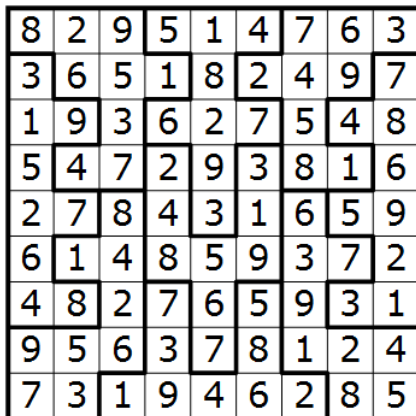
#2488 Penta Twist



#2489 Futoshiki Kropki Connectie



#2490 Chaos Sudoku



#2491 Sterrenslag

