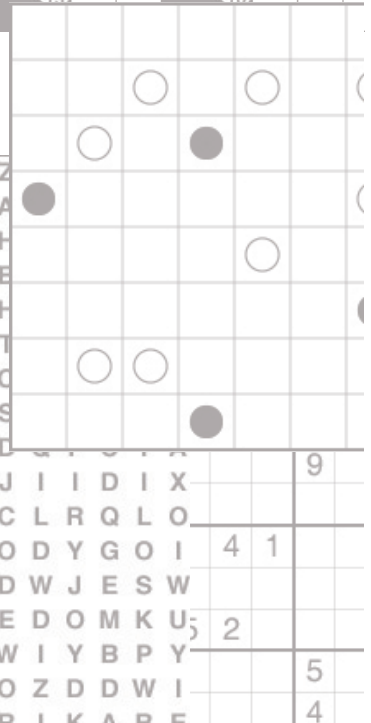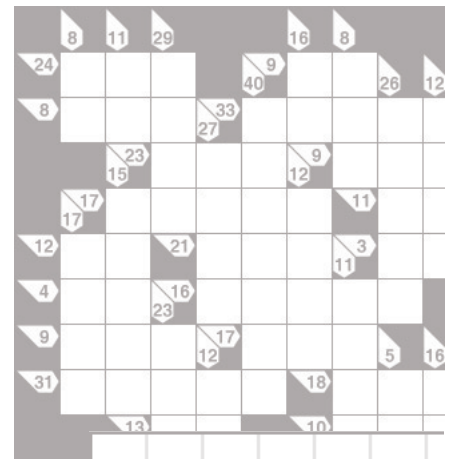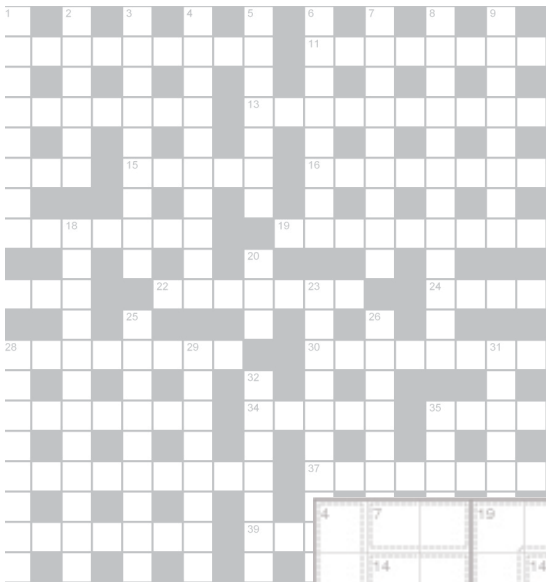# Syndicated Puzzles

PUZZLE PORTFOLIO

PUZZLES BY
Jeff Widderich and Andrew Stuart

Andrew Stuart has been making Japanese style puzzles for newspapers, books and magazines since 2005. This portfolio displays the most popular puzzles. Many have different grades making each puzzle suitable for your audience. They can be supplied in EPS or PDF format for easy inclusion in print design documents.

Andrew joined forces with Jeff Widderich in 2008 to bring Str8ts to the world. This exciting new puzzle is a competative rival to Sudoku. Also new is 1 to 25. We recommend trying both these puzzles that are unique to Syndicated Puzzles.

These puzzles are also available in on-line puzzle players and RSS feeds. Sample packs of specific puzzles are available from our web site on this page: http://www.syndicatedpuzzles.com/Newspapers

Unlike most publishers of puzzles, especially Sudoku, Andrew guarantees there is a logical solution for each one, as well as a unique solution. The strategies might be obscure on the very hardest, but all can be solved using brain power rather than guessing.

To license any of these puzzles:

please contact

Andrew Stuart
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UK and Canada

Our main web site is
http://www.syndicatedpuzzles.com

Andrew Stuart and Jeff Widderich
trading as
Syndicated Puzzles

STR8TS

The concept of Str8ts was invented by the master puzzle designer Jeff Widderich in 2008. Jeff lives in British Columbia, Canada, and is a founder of Syndicated Puzzles Inc. Jeff invited Andrew Stuart to turn the concept into a working puzzle - ensuring each puzzle has a unique solution solvable with logical strategies. Andrew lives in Cambridge in the United Kingdom and has published Sudoku and many variants in major newspapers around the world. Str8ts is the latest and most innovative puzzle to come out since Sudoku while competing with Sudoku for depth and style of play.

Rules:
- Rows and columns are divided into compartments of white squares.
- Squares in compartments need to be filled in with single numbers 1 to 9.
- These must complete a 'straight'. A straight is a set of numbers with no gaps and in any order.
    For example
        [7]-[6]-[4]-[5] is a 'straight but [1]-[3]-[8]-[7] is not
- No single number can repeat in any row or column.
- Clues in black cells remove that number as an option in that row and column, and are not part of any straight.

Grades: 4 grades: Gentle, Moderate, Tough and Diabolical.
Sizes: 9x9 and 6x6

Available as on-line Player: Now
Available for Print Media: Now

Link to Sample Pack: http://www.syndicatedpuzzles.com/Promotion/STR8TS_9x9_Sample_Pack.pdf

Example: Easy with solution

STR8TS Variations

There are a number of interesting variations of Str8ts.

These include the 'asymmetrical' 9x9 version - exactly the same rules but the black cells are more randomly placed.

Below is the smaller 6x6 Str8ts puzzle where just the numbers 1 to 6 are possible.

Other possible types include 9x9 Str8ts but only numbers 1 to 8 are used and other sizes.

Available for Print Media: Now

Formats: PDF, EPS, TIFF, JPEG

Asymmetrical Example,
Easy with solution

Difficult 6x6 Example
with solution

SUDOKU

Rules: Fill in each square with one of the numbers 1 to 9 such that no number repeats in any row, column or 3 by 3 box.

Andrew's Sudoku puzzles are guaranteed to have one solution and a logical solve route no matter what the grade. Clue range is between 21 and 30 clues. Our Sudoku can be found in major newspapers throughout the world. Andrew runs one of the most sophisticated Sudoku strategy sites on the web: www.SudokuWiki.org

Characteristics: Guaranteed to have one solution and a logical solve route, no matter what the grade. Clue range between 21 and 30 clues, symmetric (some occasionally slightly asymmetric).

Available for Print Media: Now
Available as on-line Player: Now
Grid Sizes: 9x9
Standard grades: Easy, Moderate, Tough and Diabolical.
Kids and Extreme grades also available on request

Link to Sample Pack: http://www.syndicatedpuzzles.com/Promotion/STR8TS_9x9_Sample_Pack.pdf

Example: Easy with solution

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

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

1 to 25

1 to 25 is a very simple puzzle and should only take the solver a few minutes.

To solve 1 to 25, move the numbers from the outer ring onto the board in the directions of the chevrons. As you place them they must snake together vertically, horizontally or diagonally so they link in sequence from 1 to 25.

In the orginal '1 to 25' the start number was always 1, but for longer runs or consecutive puzzles we can make the starting number anything between 1 and 25, making the solver think about two paths.

There is only one solution.

This puzzle is unique to Syndicated Puzzles.

Available for Print Media: Now
Available as on-line Player: Now
Formats: EPS

Link to Sample Pack: http://www.syndicatedpuzzles.com/Promotion/1_to_25_Sample_Pack.pdf

Puzzle

Solution

SUDOKU X

Rules: Sudoku X is a subtle variation of the popular Sudoku puzzle. Each row, column and box must still be filled with the numbers 1 to 9 exclusively, but in addition, the two diagonals marked with grey boxes must also be filled with 1 to 9. The puzzle solver can use this information to reduce the possibilities in those lines and make deductions across the the board previously out of reach in a normal sudoku. However, these extra constraints allow the puzzle compiler to reduce the number of necessary clues thus creating a balanced puzzle that rivals normal sudoku in variety and difficulty.

Grades: 5 grades: Gentle, Moderate, Tough, Diabolical and Extreme. Only Gentle to Diabolical are normally available for print media.

Available for Print Media: Now
Formats: PDF, EPS, TIFF, JPEG

Example: Moderate with solution

FIFTEEN UP

About: We are pleased to be able to offer this new puzzle in our portfolio. Fifteen up was invented by Chris Bolton of Pluto Puzzles in New Zealand.

Rules: Each puzzle must be divided into regions totalling 15. The regions can be any shape as long as all the cells touch each other. Use a pen or pencil to draw the boundaries round groups of cells all adding up to fifteen.

Grades: All puzzles are the same grade but it is possible to have different sizes, from 6x6 to 11x11 and any rectangular shape in between.

Available for Print Media: Now
Formats: PDF, EPS, TIFF, JPEG

8	6	1	6	2	7	4	9	2
7	1	2	10	5	1	3	5	1
8	5	6	1	2	1	7	1	13
1	8	5	12	8	6	7	8	5
7	7	4	1	1	5	3	4	10
6	2	6	4	8	4	6	1	14
7	2	3	11	3	2	2	7	5
2	10	2	2	9	3	5	3	8
4	3	12	1	1	5	9	4	3

Example Puzzle

Solution to example

8	6	1	6	2	7	4	9	2
7	1	2	10	5	1	3	5	1
8	5	6	1	2	1	7	1	13
1	8	5	12	8	6	7	8	5
7	7	4	1	1	5	3	4	10
6	2	6	4	8	4	6	1	14
7	2	3	11	3	2	2	7	5
2	10	2	2	9	3	5	3	8
4	3	12	1	1	5	9	4	3

WORDSEARCH

Rules: Find all the words in the list somewhere in the grid. They are present in straight lines, but could be in any direction; up, down, left, right or diagonally.

Please note: We have limited stock of thematic word lists and each puzzle requires individual attention to make the best boards. This makes them more expensive that any other puzzle. For large stocks we can generate puzzles from a random word list.

Formats: EPS
Grid Sizes: Any size up to 30x30

```
W U S X G I I I R Q Z K K I W D
P A K K R Y E L B B A R C S A B
J Y J O E U G U V M H H S I Z X
Y J T Q D B A W E C B E L Q D X
Z I U Q B U P O G B H Y G R E K
H J Y L B Q S R D C T X O S R D
R H S P R C E D E E O W Y U I L
A F A X E W M S L L S B X F A L
X L M W H Q A E W S D Q F C T A
D F O I C O G A O I J I I D I X
E H T N T R U R N E C L R Q L O
D O A A A U C C K U O D Y G O I
R Q Y P R K T H L B D W J E S W
Z Y H R C A E T A R E D O M K U
F H G I S K Y I R F W I Y B P Y
R X U Z D B D Z E T O Z D D W I
R Q O E A D G Q N U R I K A B E
F P T Q E L T N E G D I R B K A
M I L R H M A R G O N O N C E I
```

GENERALKNOWLEDGE
QUICKCROSSWORD
HEADSCRATCHER
WORDSEARCH
DIABOLICAL
DIFFICULTY
WINAPRIZE
GAMESPAGE
SOLITAIRE
CODEWORD
NURIKABE
SCRABBLE
MODERATE
NONOGRAM
PUBQUIZ
GRIDLER
GENTLE
SUDOKU
BRIDGE
KAKURO
HITORI
CHESS
MASYU
TOUGH
WIN

Example and solution

CODEWORDS

Rules: Each letter has been replaced by with a number. Using the starter clues, work out the words that must go in each cell on the codeword grid. Some well-known phrases and names may also be found.

Available for Print Media: Now
Formats: PDF, EPS, TIFF, JPEG
Grid Sizes: 13x13, 15x15, 17x17

3	17	14	26		12	9	9	16		5	17	13
17		7		8		18		9		17		14
21	14	7	21	23	9	10		22	7	1	4	17
26		8		9		15		17		10		20
2	17	10	9	14		21	9	2	2	17	14	
17				14		9				15		25
8	10	14	17	20	8		17	8	23	2	17	14
23		9				5		18				15
	9	19	24	15	18	9		7	14	17	10	9
17		24		6		15		7		5		18
21	17	15	14	7		1	15	11	11	17	14	22
10		9		14		23		9		26		2
8	24	4		20	9	10	15		22	9	18	20

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

1	2
3	4 **M**
5	6
7	8 **S**
9	10
11	12
13	14
15	16
17	18
19	20
21	22
23	24
25	26

Example and solution

| B | A | R | K | | J | E | E | P | | W | A | X |
A		O		S		N		E		A		R
C	R	O	C	H	E	T		D	O	G	M	A
K		S		E		I		A		T		Y
L	A	T	E	R		C	E	L	L	A	R	
A			R		E			E			I	F
S	T	R	A	Y	S		A	S	H	L	A	R
H		E			W		N					I
	E	Q	U	I	N	E		O	R	A	T	E
A		U		V		I		O		W		N
C	A	I	R	O		G	I	Z	Z	A	R	D
T		E		R		H		E		K		L
S	U	M		Y	E	T	I		D	E	N	Y

LETTER LOGIC

Rules: There are no clues to this puzzle other than the letters in the grid and the length of the word or phrase.

Available for Print Media: Now
Formats: PDF, EPS, TIFF, JPEG
Grid Sizes: Any size up to 50 x 50, normal size is 17 x 25
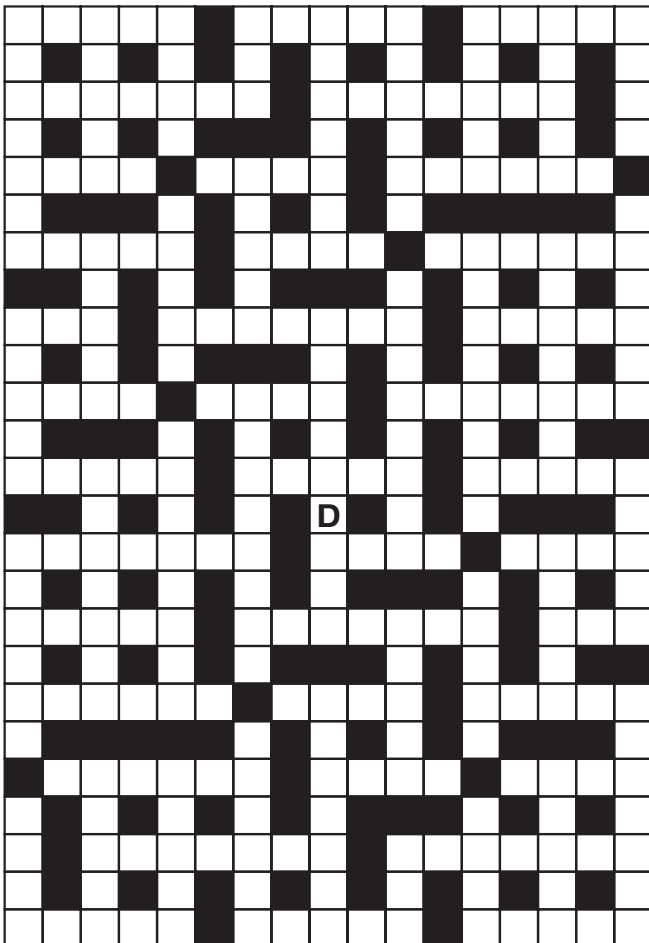
Across

AIM
QUA
ACID
APES
AXES
CITY
FANG
JUDE
RETD
TRNA
UCTA
VIEW
ALIBI
BROTH
CLIMB
DONAL
HANOI
LAKES
LAMED
LISTS
MAGIC
NULLA
PASHA
TRENT
ZEALS
ENGAGE
OUTSET
SPIDER
STERNE
BALKANS
ELYSIUM
FABLIAU
NOVICES
OBELISK
RIDDLED
RUPTURE
RURALLY

Down

DUD
NET
AVON
DUTY
HALL
VIOL
ACORN
AMAZE
BESOM
CECIL
DEBTS
GHALI
IRWIN
LEANT
MUSEE
ONDIT
PLAZA
PUFFS
QUAIL
ULCER
ARTIST
LOLLOP
NEWARK
REAPER
BERTRAM
INTRUDE
KIPLING
NOBLEST
ROSSINI
SWANSEA
ACHIEVES
ASSUMING
TUPPENCE
XYLONITE
LEGENDARY
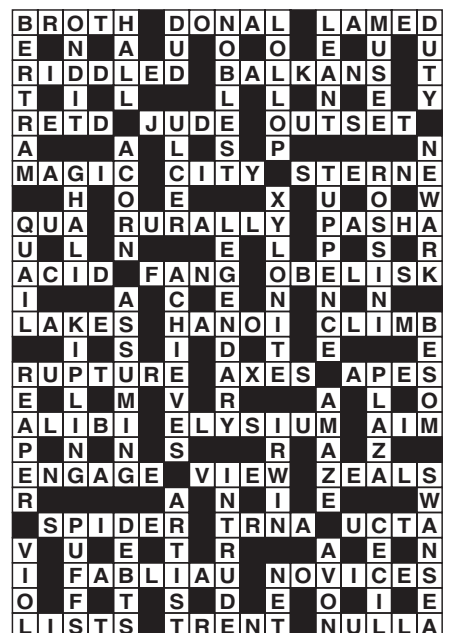
8x8 SUDOKU X

Rules: 8x8 Sudoku X is a based on the Sudoku X puzzle but with a smaller board, and are therefore quicker to solve - although very fiendish ones are still possible. Each row, column and box must still be filled with the numbers 1 to 8 exclusively, but in addition, the two diagonals marked with grey boxes must also be filled with 1 to 8. The puzzle solver can use this information to reduce the
possibilities in those lines and make deductions across the the board previously out of reach in a normal sudoku. However, these extra constraints allow the puzzle compiler to reduce the number of necessary clues thus creating a balanced puzzle that rivals normal sudoku in variety and difficulty.

Grades: 5 grades: Gentle, Moderate, Tough, Diabolical and Extreme. Only Gentle to Diabolical are normally available for print media. 8x8 'normal' Sudoku is also available.

Available for Print Media: Now
Formats: PDF, EPS, TIFF, JPEG

Example: Moderate with solution

JIGSAW SUDOKU

A popular variation of the normal sudoku

Rules: fill in the rows and columns and boxes with 1 to 9 without the same number appearing in any row, column or box. But, in a Jigsaw, the boxes are rather strange shapes.
The same sudoku strategies apply plus some interesting new ones.
Characteristics: Guaranteed to have one solution and a logical solve route, no matter what the grade. Clue range between 19 and 28 clues, symmetric (some occasionally slightly asymmetric).
Note: There are currently twenty different 'box shape' designs which we would rotate through any size batch. The example below is number 9.
Grades: 5 grades: Gentle, Moderate, Tough, Diabolical and Extreme. Only Gentle to Diabolical are normally available for print media

Available for Print Media: Now
Available as on-line Player: Now
Formats: PDF, EPS, TIFF, JPEG

Example: Diabolical with solution

KILLER SUDOKU

A fiendish variation of the normal sudoku.

Rules: The same 9 x 9 board with rows, columns and nine boxes that must be filled in with all the numbers 1 to 9. But instead of seeing some starter clues where some cells are completed for you, in killer sudoku areas of the grid are "caged". Each cage contains a single number which is the sum of all the solutions in that shape. You have to use this information to crack the Sudoku. All the normal strategies of Sudoku still apply.

Characteristics: Every 'cage' pattern is unique – we never repeat this pattern in any batch or sequence of puzzles. Guaranteed to have one solution and a logical solve route, no matter what the grade. Clue range between 19 and 28 clues, symmetric (some occasionally slightly asymmetric). Some gentle killer sudoku will have 'single' cages, that is a starter solution for that cell.

Grades: 5 grades: Gentle, Moderate, Tough, Diabolical and Extreme. Only Gentle to Diabolical are normally available for print media.

Available for Print Media: Now
Available as on-line Player: Now
Formats: PDF, EPS, TIFF, JPEG

Example: Diabolical with solution

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

KILLER JIGSAW SUDOKU

A fiendish combination of the Killer and Jigsaw Sudoku.

Rules: Complete the 9 x 9 board such that all rows, columns and nine 'jigsaw' shaped boxes are filled in with all the numbers 1 to 9. But instead of seeing some starter clues where some cells are completed for you, in killer sudoku areas of the grid are "caged". Each cage contains a single number which is the sum of all the solutions in that shape. You have to use this information to crack the Sudoku. All the normal strategies of Sudoku, Killer and Jigsaw apply.

Characteristics: Every 'cage' pattern is unique – we never repeat this pattern in any batch or sequence of puzzles. Guaranteed to have one solution and a logical solve route, no matter what the grade. This is a tough puzzle but many people have requested a combination of Killer and Jigsaw.

Grades: 5 grades: Gentle, Moderate, Tough, Diabolical and Extreme. Only Gentle to Diabolical are normally available for print media.

Available for Print Media: Now
Available as on-line Player: Now
Formats: PDF, EPS, TIFF, JPEG

Example: Diabolical with solution

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

SAMURAI SUDOKU

Rules: Just the same as normal sudoku but five graded grids arranged in a star.
Characteristics: We ensure that each individual sudoku has the same grade as the others to give us an over-all Samurai grade. Single solution and a logical solve route guaranteed. Available in different colours as well as black and white.
Grades: 5 grades: Gentle, Moderate, Tough, Diabolical and Extreme.

Available for Print Media: Now
Formats: PDF, EPS, TIFF, JPEG

Example: Diabolical Puzzle

SAMURAI SUDOKU

Example: Diabolical Solution

Top-left grid

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

Top-right grid

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

Center connecting rows

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

Bottom-left grid

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

Bottom-right grid

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

JIGSAW SAMURAI SUDOKU

Rules: The Jigsaw Samurai Sudoku is the ultimate challenge. It extends the Sudoku into a Samurai shape and uses different jigsaw designs in each corner. Optional colour not only provides clarity, but also adds immeasurably to the impact of the printed puzzle.
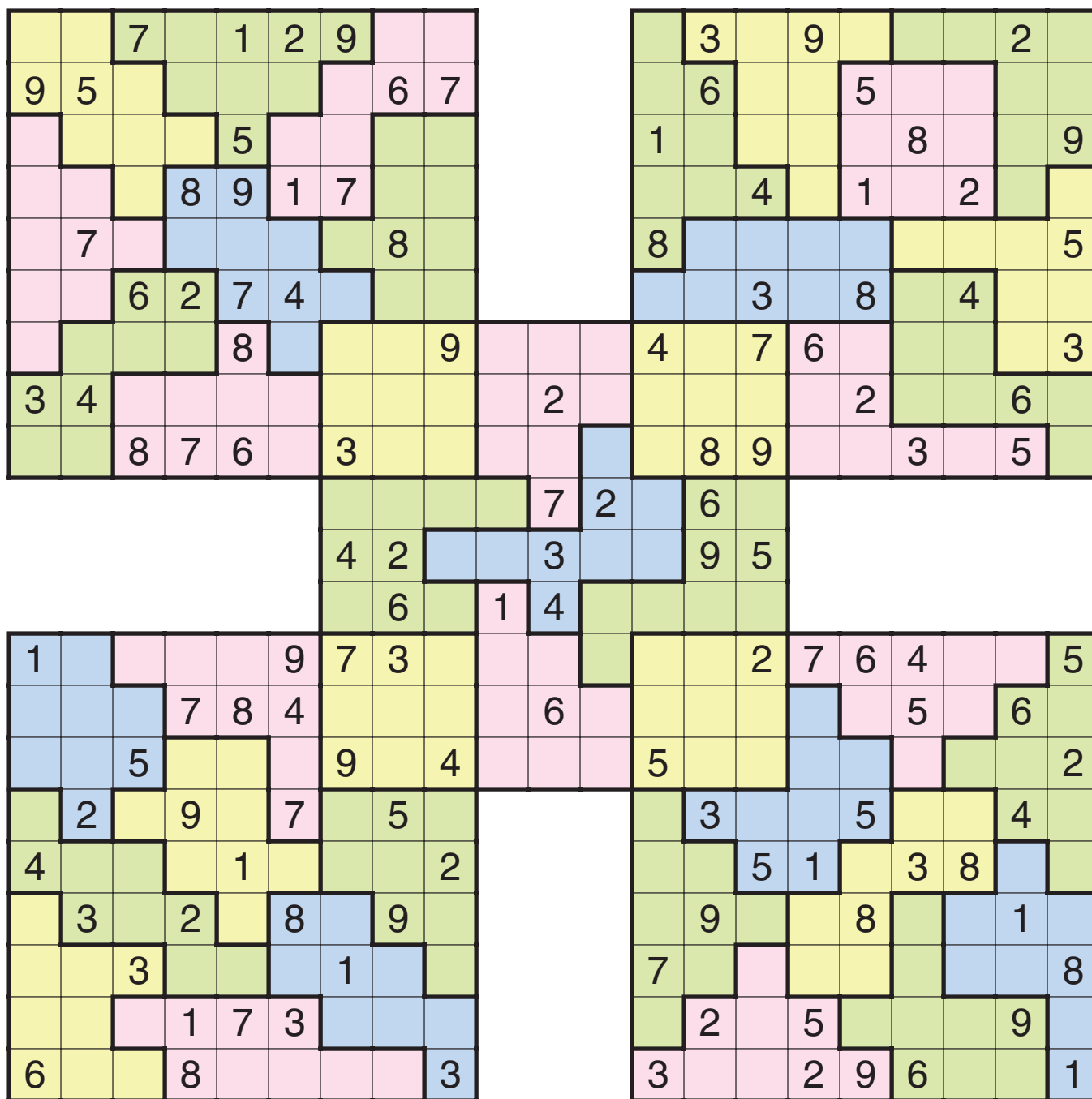
Characteristics: We ensure that each individual sudoku has the same grade as the others to give us an overall Samurai grade. Single solution and a logical solve route guaranteed. Available in different colours as well as black and white.

Grades: 5 grades: Gentle, Moderate, Tough, Diabolical and Extreme.

Available for Print Media: Now

Formats: PDF, EPS, TIFF, JPEG

Example: Diabolical Puzzle

JIGSAW SAMURAI SUDOKU

Example: Diabolical Solution

MEGA SUDOKU

Rules: Fill in each square with one of the numbers 1 to 9 and the letters A to G such that no number/letter repeats in any row, column or 4 by 4 box

Characteristics: Guaranteed to have one solution and a logical solve route, no matter what the grade. Clue range between 120 and 130 clues, symmetric (some occasionally slightly asymmetric).

Grades: 5 grades: Gentle, Moderate, Tough, Diabolical and Extreme. Only Gentle to Diabolical are normally available for print media. Kids by request if the target audience is the under 16s.

Available for Print Media: Now
Formats: PDF, EPS, TIFF, JPEG

Example

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
A	B			8	A							E	7			9
B		1		3			6	F	8					G	4	
C		A				8	9			5	4		B		2	
D	5			9	4		E	B	7	2		C				6
E	8				5	E	F			A	2	B	4			3
F	4					A	D			9	F		E		B	C
G		3			G		C		4	7		5	9		F	
H					B	7		8	E		3	1	2			
J				7	6	4		1	F		C	A				
K		C		2	E		G		B	8		4			D	
L	A	D	6	E		F	B			3	1				7	
M	1				2	D				G	E	6				A
N	6				8		1	G	2	4			C			F
O		E		A		6	3				B				9	
P		8	B					4					1	3		
Q	C			1	7							3	D			2

MINI SUDOKU

A shorter teaser variation of sudoku - but can be just as tricky.

Rules: Classic sudoku reduced to a 6 by 6 grid. The numbers 1 to 6 must be placed without repeating in each row, column and 3 by 2 box. All the normal sudoku strategies can be used.
Characteristics: Guaranteed to have one solution and a logical solve route, no matter what the grade. Symmetry can be enforced but it is more usual for the grid to be asymmetric.
Grades: 6 grades: Kids, Gentle, Moderate, Tough, Diabolical and Extreme. Only Gentle to Diabolical are normally available for print media. Kids level by request. Great for busy people who want a quick puzzle.

Available for Print Media: Now
Formats: PDF, EPS, TIFF, JPEG

Example: Gentle with solution   *Example: Diabolical with solution*

		1	2	
		2			3
					1
5					2
	4		6		

			6		
4					
	1		3		
		2		1	
					5
		3	2		

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

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

MINI-KILLER SUDOKU

A shorter teaser variation of killer sudoku - but can be just as tricky.

Rules: Instead of a 9 x 9 board this Killer variation has 6 rows, columns and boxes, so the numbers 1 to 6 must be placed without repeating. Instead of seeing some starter clues where some cells are completed for you, in killer sudoku areas of the grid are "caged". Each cage contains a single number which is the sum of all the solutions in that shape. You have to use this information to crack the Mini-Sudoku, but all the normal strategies of Sudoku still apply. Mini-Killers
Characteristics: Every 'cage' pattern is unique – we never repeat this pattern in any batch or sequence of puzzles. Guaranteed to have one solution and a logical solve route, no matter what the grade. Some gentle mini-killer sudoku will have 'single' cages, that is a starter solution for that cell. An example is the Gentle above.
Grades: 5 grades: Gentle, Moderate, Tough, Diabolical and Extreme. Only Gentle to Diabolical are normally available for print media.

Available for Print Media: Now
Formats: PDF, EPS, TIFF, JPEG

Example: Gentle with solution

KAKURO

Rules: Like sudoku, kakuro calls on powers of logic to find a solution. But kakuro has an element of mathmatics - elementary addition and subtraction is also required. Numbers on the black squares are the target for a sum of numbers between 1 and 9 that you will place in the white squares.
The clue represents the sum of the numbers in the adjacent block of empty cells.
The numbers 1 to 9 are used to fill the grid.
Each block may contain only one occurrence of a digit.

Characteristics: Each kakuro board design is unique in a batch. A 'normal' Kakuro board is around 9 x 9 cells, but the height and width can vary. For books a good size if 9 by 15. We can produce kakuro in these dimensions all the way up to 25 x 25 and in any rectangular shape between.

Grades: 4 Grades: Gentle, Moderate, Tough, Diabolical.A sample pack of Kakuro puzzles is available on
www.syndicatedpuzzles.com/Newspapers.html

Available for Print Media: Now

Link to Sample Pack: http://www.syndicatedpuzzles.com/Promotion/Kakuro_Sample_Pack.pdf
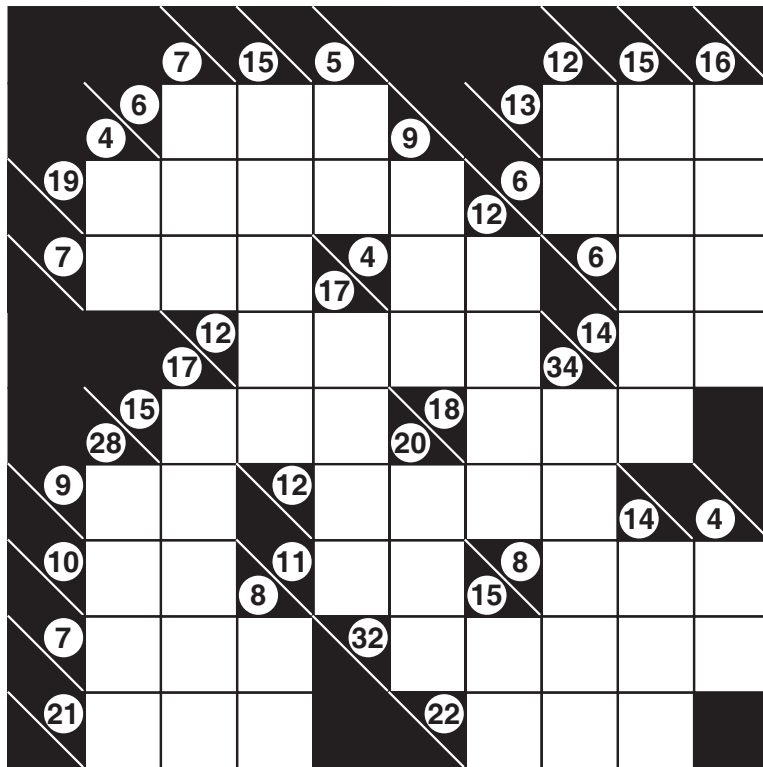
Example: Gentle with solution

MASYU

Rules: Masyu is a charming but sophisticated invention where you are required to 'string' black and white 'pearls' so they form a continuous loop. The string can only be horizontal or vertical. On unmarked cells the line that is the string can enter and exit in any two of the four sides of a cell. The trick and the trouble starts when the pearls are adjacent to one another. There are two rules
according to the colour of the pearl:

Black pearls: A line going through a black pearl must enter and exit at right angles on the   pearl. It must also extend straight for two squares in the chosen direction.

White pearls: A line goes straight through a white pearl. In one or both directions the line   must perform a turn immediately after the white pearl. It is optional for it to turn in   both cells   after the pearl.

Characteristics: This can be an easy or difficult puzzle to master depending on how your mind works, but it has a lot of depth. Anyone familiar with the logic games like pushing barrels round an impossible room will enjoy this puzzle. Some tuition and examples are necessary to introduce masyu, but the strategies are simple. It will work as a on-line puzzle or downloadable game very well. We guarantee only one solution.

Grades: There are no grades - just variations in size, from 6x6 to 14x14
Available for Print Media: Now

Example with solution
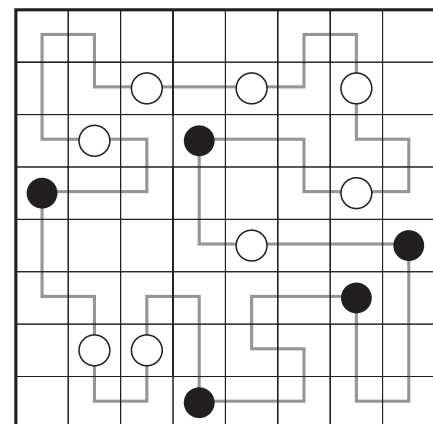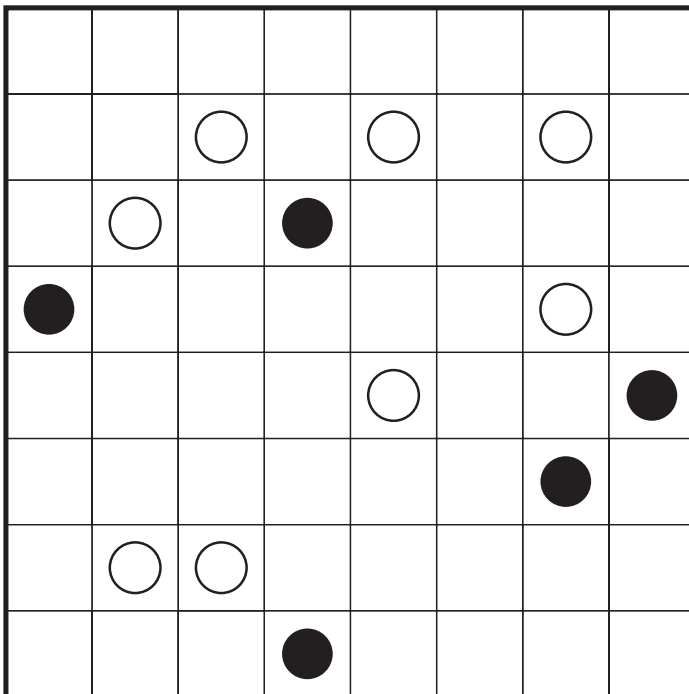
HITORI

Rules: Hitori is a great logical teaser. One starts with a square grid filled with numbers (from 1 to the size of the grid). One must colour the least number of cells so the following three rules are satisfied:

1. Numbers must not appear more than once in each row or column.
2. Painted (black) cells are never adjacent in a row or a column.
3. Empty (white) cells create a single continuous area, undivided by painted cells.

A 'normal' Hitori board is 8 x 8 cells. Sample and instructional boards may be 5 or 6 cells to a side. The largest Hitori we can produce are 12 x 12. However, 10 x 10 is also a good publishing size and 9 x 9 and 11 x 11 are also possible.

Characteristics: Appeals to a logical mind, but requires no arithmetical skills. Pure pattern recognition. Penmanship merely involves circling numbers and colouring certain squares in black. Sizes can range from simple to large and this grades the puzzle. We guarantee only one solution.

Grades: There are no grades - just variations in size.
Available for Print Media: Now
Formats: PDF, EPS, TIFF, JPEG

Example with solution

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

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

NURIKABE

Rules: In Nurikabe you start with a grid of squares with a scattering of numbers seemingly at random. The idea is to paint the blank squares to make walls, leaving patches of white behind.

1. Each number defines a specific area of adjacent white cells which can't be walls. You have to find which cells are white starting with the numbered square. A number 1 for example, is one white cell and therefore there are four black 'walls' above, below, to the left and to the right. You must not join up groups of white cells with two or more numbers.

2. No group of painted cells can form a block of four.

3. All painted cells must join up in the final solution; there can't be any isolated walls.

A 'normal' Nurikabe board is around 10 x 15 cells, or 15 x 10. The smallest we produce is 10 x 10 and the largest is 20 x 20.

Characteristics: Appeals to a logical mind, but requires no arithmetical skills. Pure pattern recognition. Penmanship merely involves circling numbers and colouring certain squares in black. Sizes can range from simple to large and this grades the puzzle. We guarantee only one solution.

Grades: There are no grades - just variations in size.
Available for Print Media: Now
Formats: PDF, EPS, TIFF, JPEG

Example with solution

3				2				4	
				3					
	3								1
				2					
								2	
			2			4			
1								1	
				8		3			1