

FEATURING

THE GLOBAL PUZZLE SENSATION

THE SIMMER GAMES CONTEST

ALSO.

DATE STRY SHAKE AS

WALLS AND DEEPS

(1.01)

R.54

COLLECTOR

Starting at one of the six openings, trace a path that passes through every white star, ending at the yellow star in the center. You cannot visit a star more than once or retrace your path. ANSWER PAGE 78





ONE UP: HOLES

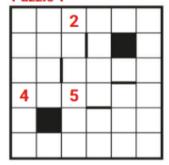
BY RODOLFO KURCHAN

As in "One Up" (see May GAMES WORLD OF PUZZLES, p. 54), place the numbers 1 to n in each row and column, where n is the number of cells between thick walls. For example, if a space is only one square long, it must contain the number 1. If the space is two squares long, it will contain the numbers 1 and 2, in some order. In this variation, each grid contains holes that are each surrounded by 4 walls.

If you enjoy One Up puzzles, you can play a daily puzzle at OneUpPuzzle.com.

Example				Solution					
					1	4	2	5	3
3					3	2	1	4	1
				•	2	1		1	2
					4	5	1	3	2
					1	3	2	2	1

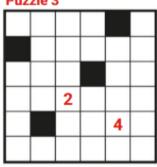
Puzzle 1



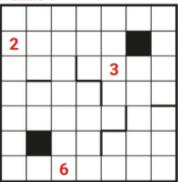
Puzzle 2



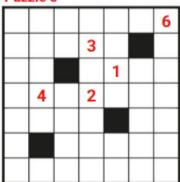
Puzzle 3



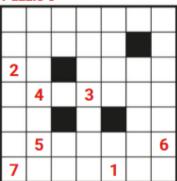
Puzzle 4



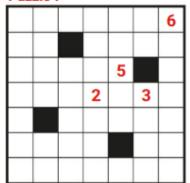
Puzzle 5



Puzzle 6



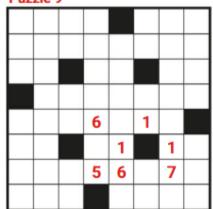
Puzzle 7



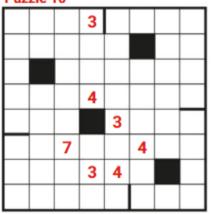
Puzzle 8



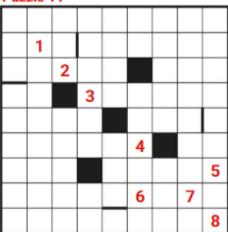
Puzzle 9



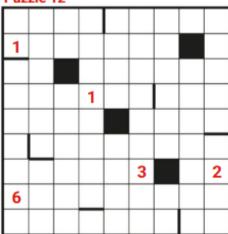
Puzzle 10



Puzzle 11



Puzzle 12



SUM NEIGHBORS P

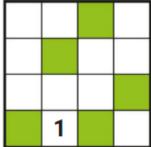
BY RODOLFO KURCHAN

In each puzzle, complete the grid with the indicated numbers without repeating numbers in any row or column. The numbers in the shaded boxes must be the sum of the numbers in the adjacent horizontal and vertical boxes.

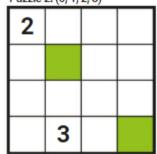
If a box is not shaded, it cannot have a number that is the sum of the numbers in its adjacent boxes (horizontally and vertically). ANSWERS, PAGE 79

Example: (0, 1, 2)			Solution example:				
		٦	1	2	0		
			0	1	2		
	0		2	0	1		

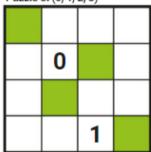




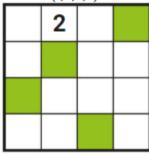
Puzzle 2: (0, 1, 2, 3)



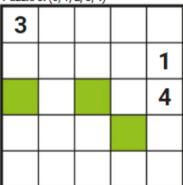
Puzzle 3: (0, 1, 2, 3)



Puzzle 4: (0, 1, 2, 3)



Puzzle 5: (0, 1, 2, 3, 4)



Puzzle 6: (0, 1, 2, 3, 4)

