



INSTRUCTION BOOKLET

PLAY OFF

PUZZLE 1

Sudoku

Fill in the square with the numbers from 1 to 9 in such a way that the numbers in all rows and all columns and all smaller squares (3x3) differ from each other (diagonally the repeating of the numbers is allowed).

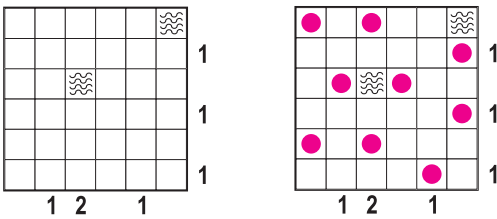
9	5			1			8	7
1	6						2	3
		4	9		7	1		
		2	4		3	8		
3				7				6
		9	2		5	7		
		6	3		1	5		
7	9						4	1
2	3			5			9	8

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

PUZZLE 2

Submarines

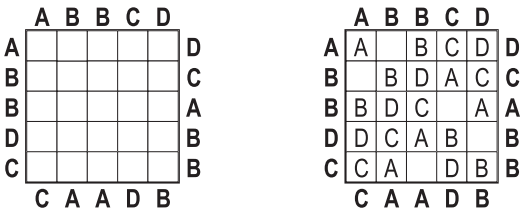
There are sixteen (16) submarines boats hiding in the grid, each occupying a single square. They do not touch each other, not even diagonally, and they cannot be in squares marked with water. Numbers outside the grid reveal how many submarines can be found in the given row, column or main diagonal.



PUZZLE 3

Easy as ABCD

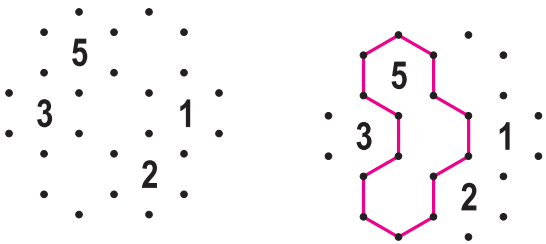
Try to fill in letters A, B, C and D – each letter once, in each of the rows and columns. The letters outside the diagram are the letters you come across first from that direction.



PUZZLE 4

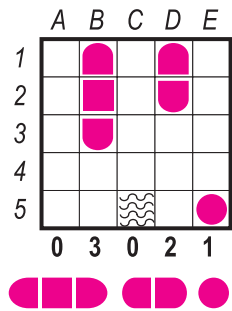
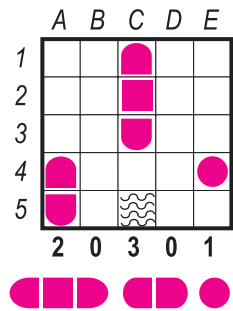
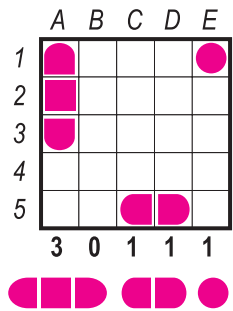
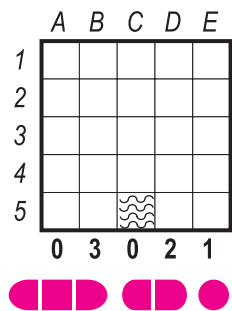
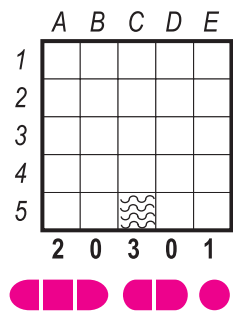
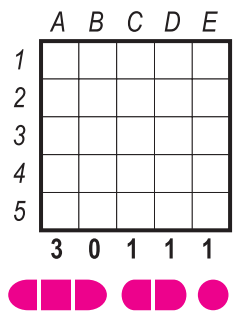
Hexa fences

Draw a single closed loop that only travels on the hexagonal sides marked by the dots. Numbers reveal how many edges around the number are contained in the loop.



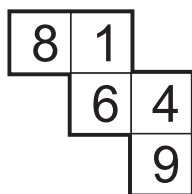
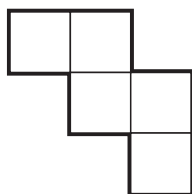
PUZZLE 5

Three grids with three battleship puzzles. In this version there cannot be ship in the same cell of any seas (f.e: if there is a ship in the cell „A4” in the first sea, there cannot be ship in the cell „A4” in the second or third sea).



PUZZLE 6

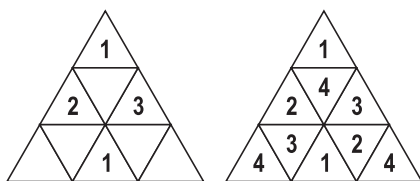
Fill in the crossword with two- and three-digits square numbers. You cannot use the same number twice. In the example only two-digits square numbers are used. **NOTE:** one-digit (closed) words do not need to be squares.



Squares' cross

PUZZLE 7

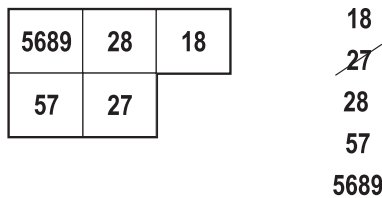
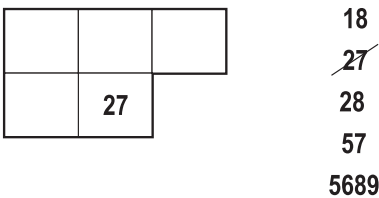
Fill the triangles with the numbers from 1 to 4 in such a way that the neighbourhoods triangles must contain different numbers, and the sum of numbers in each small hexagon is 15.



Tria 15

PUZZLE 8

Place one number into each square of the grid so that any two squares that share an edge contain numbers that share at least one digit.

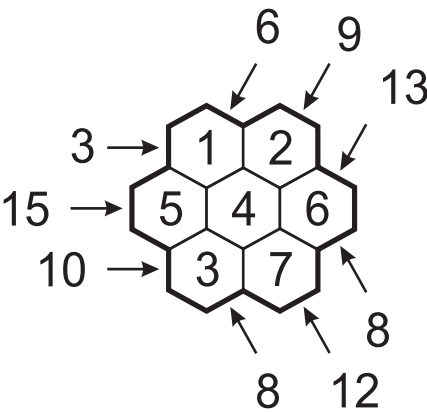
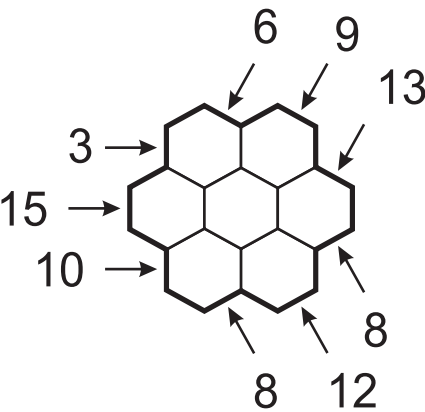


Common digit

PUZZLE 9

Hexa number place

Fill in the numbers between 1-19 into the hexagonal grid so that every number around the grid is equal to the sum of the numbers its arrow is pointing at.



PUZZLE 10

Puzzle

Arrange the given tiles into the grid so that they do not cross or overlap each other.

