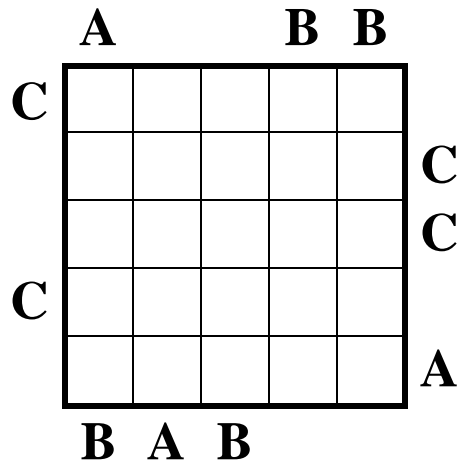


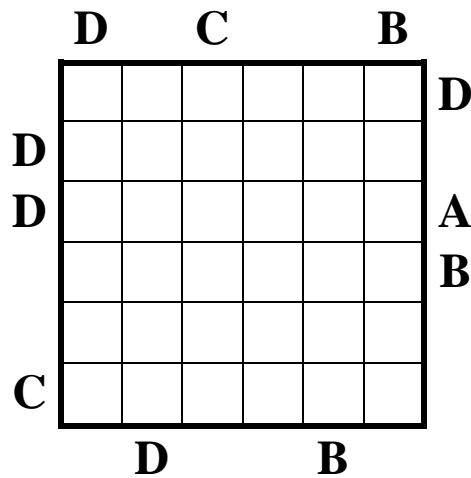
The ABC- game #1 (*)

The characters 'A' to 'C' are to be placed in the grid below. The three characters may only appear exactly once in every row and every column. So ten cells stay empty. For some rows and columns the first character to be seen from that side is given. Can you find out how the characters are placed?



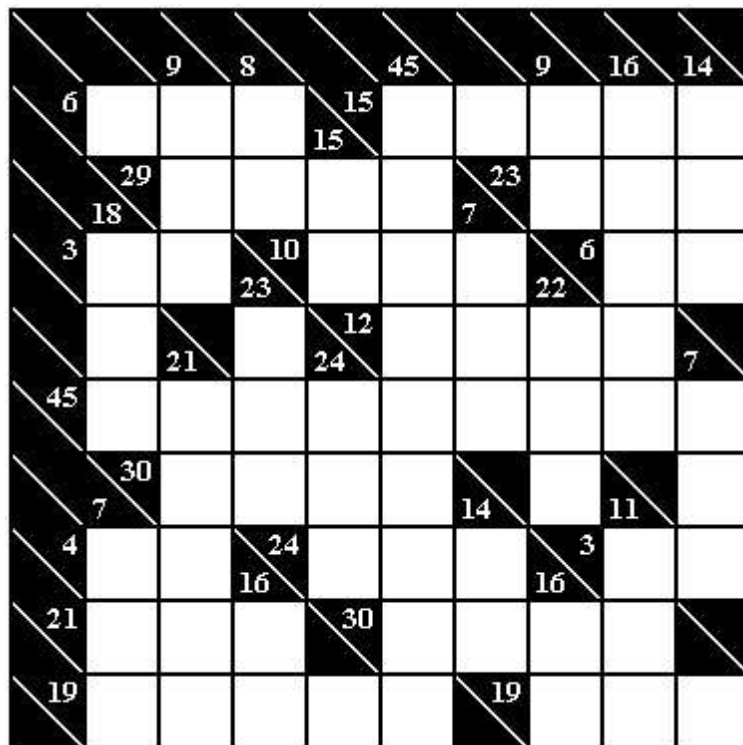
The ABCD- game #2 (**)

This is in fact an ABCD-game. The characters 'A' to 'D' are to be placed in the grid below. The four characters may only appear exactly once in every row and every column. So twelve cells stay empty. For some rows and columns the first character to be seen from that side is given. Can you find out how the characters are placed?



Number Crossword (****)

The numbers tell you the sum of the digits you ought to fill in. Every sum has to be reached by an addition of different numbers. Only the numbers from 1 to 9 are possible. So the sum '7' in 3 digits can only be constructed through the combination '1','2' and '4'.



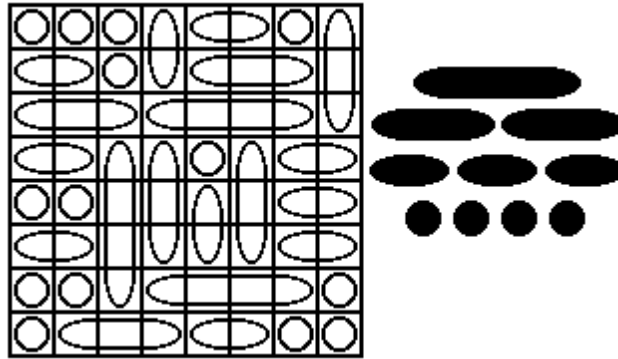
All Alone (***)

Black out some of the numbers in the diagram so that no row or column contain two of the same digit. Black squares must not touch horizontally or vertically. And it is not allowed to "split" the diagram with black squares. (i.e. all the white squares must be interconnected)

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

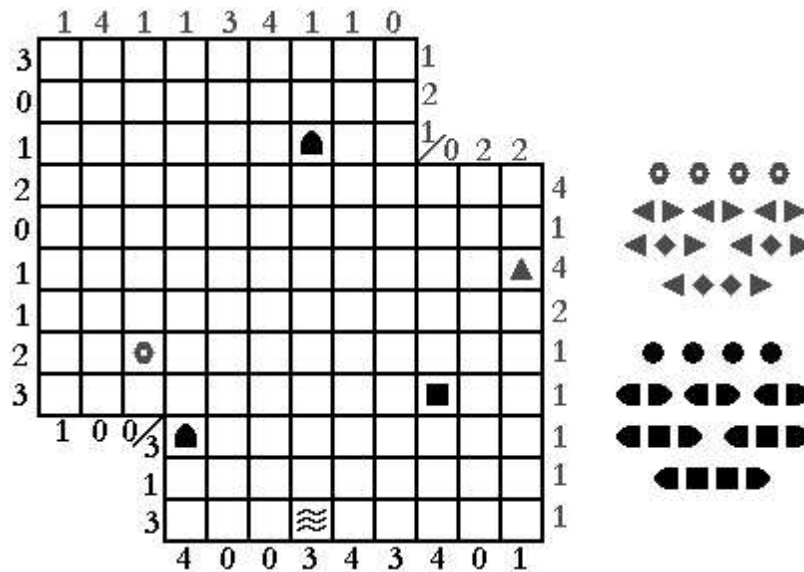
Retrograde Battleships (*)

Locate the position of the 10-ship fleet in the grid. The fleet is shown to the right of the grid. Ships are orientated either horizontally or vertically, and do not touch each other, not even diagonally. Find the correct subset of ships with respect to the rules as stated above.



Enemy Battleships (**)

Two different fleets of 10 ships, as show to the right of the grid, are placed in the grid. All ships do not touch each other, not even diagonally. The numbers on top of a column and right of a row correspond to the number of ship-parts of the first fleet. The numbers left of a row and below a column correspond with the number of ship-parts of the second fleet.



Yathzee-square (*-***)

Yathzee is a dice-game that looks a bid like poker. The goal of the game is to get the same value with 5 dices in a maximum of 3 turns. Every turn you're allowed to hold some of your dices and only throw the rest (like in poker). There are also a lot of other ways to score points, like a large straight (1,2,3,4 and 5 or 2,3,4,5 and 6) or a full house (3 of the same kind and 2 of the same (other) kind). Ten outcomes of such throws are gathered in the squares below, You're goal is to find out what the throws were like. Some values are already given.

YZ	Yathzee; 5 of the same kind (e.g. 5,5,5,5,5);
LS	Large Straight; 5 values in sequence (not necessarily in ascending or descending order e.g. 2,5,3,1,4);
SS	Small Straight; 4 values in sequence (within your 5 dices and again order doesn't matter, e.g. 2,5,3,4,4 or 1,6,2,4,3);
FH	Full House; 3 of the same kind and two of the same kind (e.g. 3,6,6,3,6);
FK(x)	Four of a Kind with a total value 'x' over all 5 dices (e.g. the only possibility for FK(10) is 4 ones and a six, because 4 twos would need another two, what makes it Yathzee);
TK(x)	Three of a Kind with a total value 'x' over all 5 dices (e.g. the only possibility for TK(9) is three ones a two and a four, since three twos would need another two and a one, so it's a FK(9); three ones cannot go with two threes since that is a FH and it also cannot go with a one and a five since that would be another FK(9))

Example:

			2		YZ
	1				SS
6					LS
		5			TK 20
				6	TK 15
T L F F T					
K S H K K					
1 1 1					
6 3 7					

Solution:

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

And now for the real problems...

		6		
			4	
				1
	5			

TK 13
YZ
TK 18
FH
TK 18

L S T F S
S S K H S
25

4				
		6		

FK 18
LS
FH
TK 17
SS

T T S Y L
K K S Z S
12 15

5				
		2		

FH
YZ
TK 18
TK 25
FK 14

S T T L S
S K K S S
24 12

				1
	4			

TK 12
YZ
FK 10
TK 19
TK 22

T L T F F
K S K H H
15 15

The Camping Problem (**)

On a full camping site tents are linked to a tree. All tents are either linked vertically or horizontally to a tree. Tents can not touch each other, not even diagonally. The numbers indicate how many tents you can find in the corresponding row or column. Where are the tents placed?

	🌲			🌲				🌲	
						🌲			
🌲			🌲						
							🌲		
	🌲			🌲				🌲	
		🌲				🌲			
			🌲						🌲
	🌲					🌲			
				🌲				🌲	
			🌲		🌲				

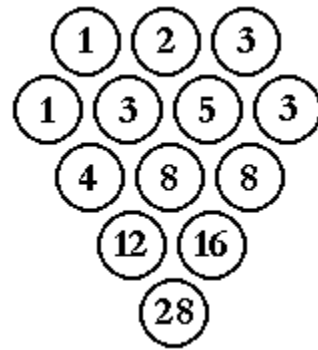
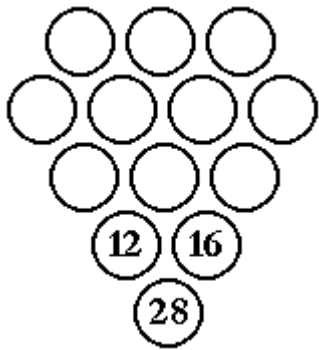
3
2
1
2
2
3
1
2
1
3

1 2 3 2 3 1 3 2 1 2

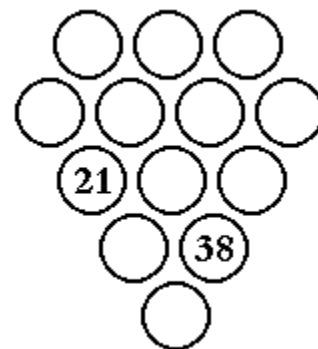
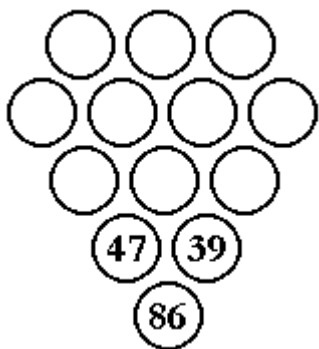
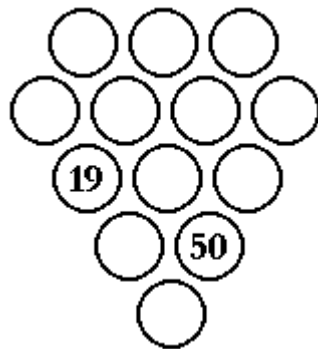
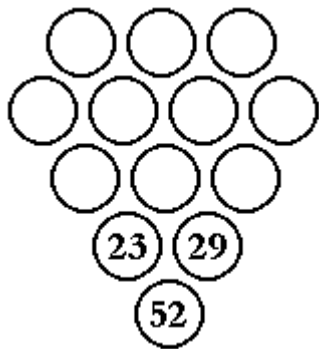
Grapes (*-****)

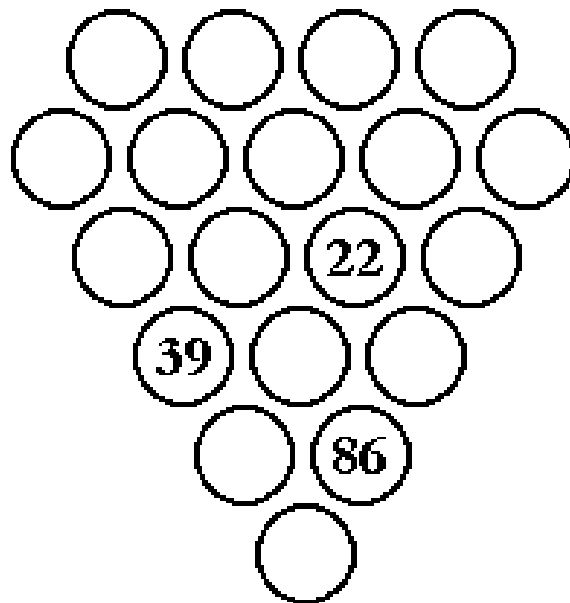
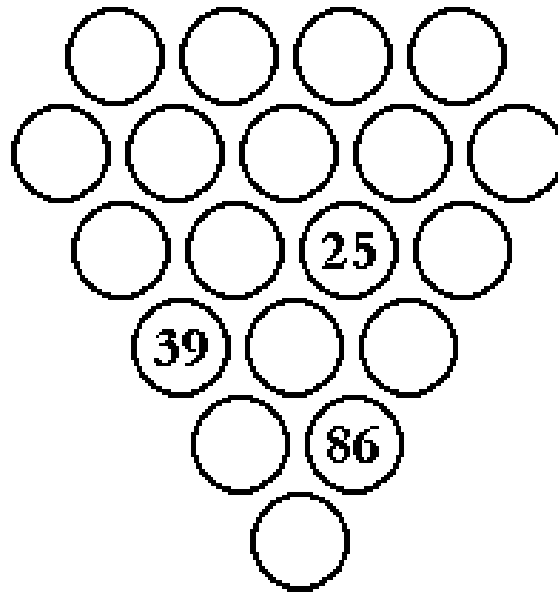
The number in each grape (circle) is always the total of the neighboring whole positive numbers from the line above. All the numbers in the grapes on the top line (in each problem) are **one-digit**. Fill in the missing numbers.

Example:



Problems:





Please fill in the evaluationform, it won't take a minute and it keeps the author happy!

(<http://www.home.zonnet.nl/kostunix/evalform07.html>)