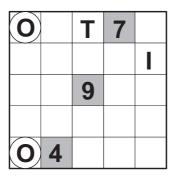
1-4.Sigma Snake (6+12+20+28 Points)

Draw a snake of letters in the grid, whose head and tail are given in circles and that doesn't touch itself, not even diagonally. Avoid grey cells with numbers. The snake must be formed only of the worded form of numbers (as written in the given word list) in any order, starting from the head, moving along adjacent squares and ending on the tail (and NOT the opposite). A number on a grey cell gives the total value of the worded numbers that pass through its neighbouring cells, including the diagonal neighbours. You don't need to use all the words but you can use each word only once.

ONE TWO THREE FOUR FIVE



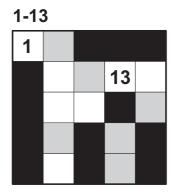
0	W	T	7	
		Ε	V	I
		9		F
N	Е	Т		Ε
0	4	Н	R	Ε

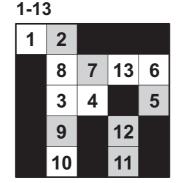
Answer Format:

Write all the numbers in order from the head to the tail of the snake. The answer for the example would be: 1352

5-8.Step By Step (8+15+23+27 Points)

Starting with 1, fill the whole grid with numbers 1-n, jumping between the squares in any one of the four directions. If you are on an odd number, you must jump one cell away (to one of the adjacent cells). If you are on an even number, you must jump two cells away (only in one of the directions). You should follow the route 1, 2, 3,, n. Your route may not leave the grid at any time, and you may not use the black squares as part of your route.



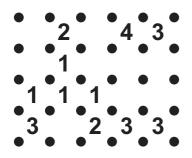


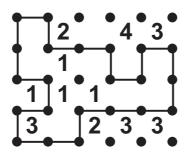
Answer Format:

Write the content of the grey cells in increasing order. The answer for the example would be: 2,5,7,9,11,12

9-12. Polygraph (13+17+20+27 Points)

Draw a single continuous loop by connecting neighbouring dots horizontally or vertically. The clues inside the loop indicate the number of its edges used by the loop. The clues outside the loop indicate the number of its edges NOT used by the loop.



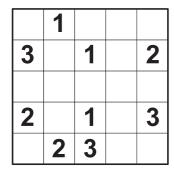


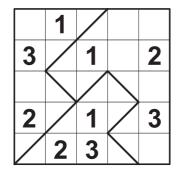
Answer Format:

Write the sum of the numbers inside the loop. The answer for the example would be: 6

13-16. Slash Pack (11+19+24+28 Points)

Divide the grid into shapes, using only the diagonals of the squares, without any loose ends. Each shape must contain numbers from 1 to 5 (1 to 3 for the example). Two diagonals cannot cross in one square.





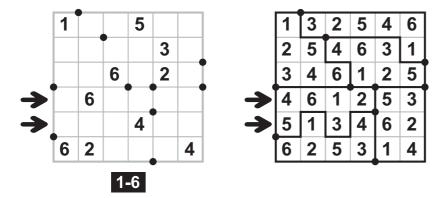
Answer Format:

Draw the content of the two main diagonals in the given cells using signs / and \ ; first from top left to bottom right, then from bottom left to top right. Use - for empty cells. The answer for the example would be:

-///-	///
	1

17-20. Tripod Sudoku (13+18+21+26 Points)

Fill the grid with digits 1-6/1-7 (1-6 for the example) and divide the grid into some regions, so that each digit appears exactly once in every row, column and region. All points where three lines meet are given. There are no points where four lines meet.



Answer Format:

Write the content of the marked rows / columns. The answer for the example would be: 461253, 513462

21-24. Four Squares (72 Points)

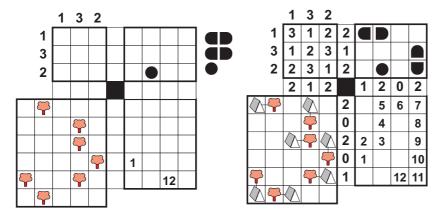
The four puzzle types in this part: Skyscrapers, Battleships, Tents and Snake all rely on clue numbers on the outside of the four puzzle grids. Find the missing clues that are shared between the grids so that all puzzles can be solved, and solve them.

Skyscrapers: Place digits 1-6 into the grid so that each digit appears exactly once in each row and in each column, and the clue numbers are the number of buildings that can be seen from the corresponding direction.

Battleships: Place the given fleet into the grid so that ships do not touch each other, not even diagonally. The clue numbers are the number of ship segments in the corresponding direction.

Tents: Locate the tents in the grid. Trees and tents appear in distinct pairs, in horizontally or vertically adjacent squares. Tents do not touch each other, not even diagonally. The clue numbers are the total number of tents in the corresponding direction.

Snake: Find a path of sequentially numbered and edge-connected squares starting from 1, passing through 10 and 24, and ending at 30 (1-12 for the example). The path cannot loop back or touch itself, not even diagonally. The clue numbers are the number of times the snake makes a 90-degree turn in the corresponding direction.



Answer Format:

Write the numbers of the snake that are in the column containing the 1-unit submarine, from top to bottom. Use - for empty cells. The answer for the example would be: 543--

25-28. ± 1 (8+12+18+20 Points)

One letter should be added to or taken out of each word in the clue list in order to obtain a valid crossword puzzle on the grid. The meanings of the words are not important at all. No cell may remain empty, and you may not add any more black squares than those already blackened. The given clues are not necessarily in order.

5

			- 1	 3	4	Э	O		ı	_	S	4	Э	O
Across 1- TEA, GUZU 2- MEZKUR 3- LEGEN 4- KABAK 5- RAKAM 6- ARA, ILIK	Down 1- KUMBARA 2- ZER, BABA 3- ULAK 4- KEKLIK 5- MAL, ERKE 6- ANEMI	1						1	U	Z	U		Ε	Α
		2						2	M	Ε	Ζ	K	R	
		3						3	В		L	Е	Ε	Ν
		4						4	Α	В	Α	Κ		Е
		5						5	R	Α	K	L	Α	М
		6						6	A	A		Ī	L	Ī

Answer Format:

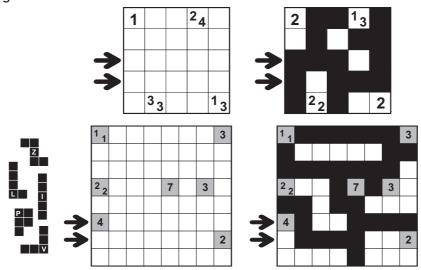
For each row, write the numbers of the columns where the letter 'A' exists. Use 0 for rows which do not contain the letter 'A'. The answer for the example would be: 6, 0, 0, 13, 25, 12.

29-32. Tapa Variations (10+18+20+24 Points)

Paint some squares black to create a continuous wall. Number(s) in a square indicate the length of black cell blocks on its neighbouring cells. If there is more than one number in a square, there must be at least one white cell between the black cell blocks. Painted cells cannot form a 2x2 square or a larger field. There are no wall segments on cells containing numbers.

29-30: Knapp Daneben Tapa: All given numbers are wrong. The correct number is either 1 higher or 1 lower, meaning a 1 can possibly turn into a zero.

31-32: Tapa Pentopool: All unpainted cells of the grid should form all of the given different pentominoes. The pentominoes may be rotated and/or mirrored, and cannot touch each other from the sides, but they may touch diagonally. There are no wall or pentomino pieces on cells containing numbers.



Answer Format:

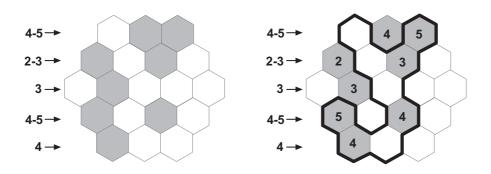
Write the content of marked rows / columns. Use 1 for blackened cells and 0 for the rest.

29-30: The answer for the example would be: 11101.10111

31-32: The answer for the example would be: 01001111,01111000

33-36. Magic Fence (12+15+18+33 Points)

Fill the grey cells with digits so that no digit is repeated within any row and the numbers in all rows form a consecutive sequence, not necessarily in order. The numbers outside the grid indicate the range of digits in the corresponding row. Then draw a closed loop along the grid lines which does not cross itself. A digit in a cell indicates the number of the cell's edges that are used by the loop.

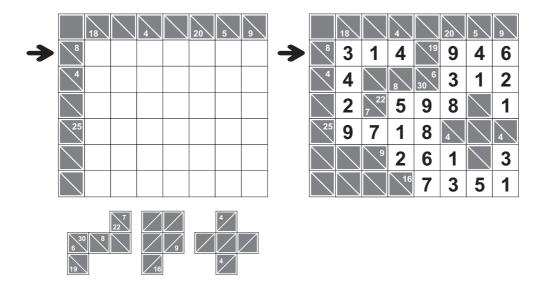


Answer Format:

Write the sizes of all the areas outside the loop in increasing order. You must write the same number more than once if there is more than one area with the same size. The answer for the example would be: 1,4,5

37-40. Pentomino Kakuro (20+23+25+26 Points)

Place the given pentomino pieces into the white cells of the grid to form a Kakuro puzzle: Enter a single digit from 1 to 9 into each of the remaining empty cells so that the sum of numbers in each Across sum equals the value given to the left of the sum and each Down sum equals the value given above it. No digit may repeat within a single sum. Pentominoes may be rotated but not mirrored and cannot touch each other, not even diagonally.



Answer Format:

Write the content of the marked row / column. Use 0 for cells with the pentominoes and ignore the outside borders of the grid containing the original given set of clues. The answer for the example would be: 3140946.