

PUZZLEMENT LOGIC PUZZLE SAMPLER

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» UP & DOWN

Fill the empty squares with digits (either 1 to 5, 1 to 6, or 1 to 7, as indicated above the grid) so that no row or column contains the same digit twice, and so each thickly bordered grid piece has its numbers in numerical order (either increasing or decreasing, though not necessarily consecutively). Not every digit will appear in every row and column. The example and puzzle below contain the digits 1 to 5.

EXAMPLE

1 to 5

	■	5		
2				4
	4	■		1
		■	2	
4				

1	■	5	4	2
2	5	1	3	4
3	4	■	5	1
5	1	■	2	3
4	3	2	1	5

1 to 5

	■			3
4		2		
	■	■	■	4
			5	
		3		■

» ARROW RING

Add black squares to the grid so that every arrow points to the corresponding number of black squares. Black squares cannot be adjacent, and all remaining white space must be part of a simple loop of squares connected horizontally or vertically.

EXAMPLE

1↓				
			1↓	
0→				
		1→		

1↓	■			
		■		1↓
0→				
		1→	■	

3→					2↓	3↓
			3↓			
		1↑				
	1←					2←
		1←	1↓			
0↓					1↓	3←
			1↓			
		3↑				1←

» SYMBOL LOGIC

Each outlined room contains three symbols—a circle, a diamond, and a square—each appearing exactly once. Any remaining squares in a room are empty. Like symbols cannot appear in adjacent squares, not even diagonally. All symbols in the finished grid must be part of a continuous network connected horizontally and vertically.

EXAMPLE

	■			
	◆		●	
		◆	●	

○	■			◇
	◆		●	□
□	○	□	◇	
◇				
○	□	◆	●	

	◆			
				●
	●	◆		■
◆				
			■	