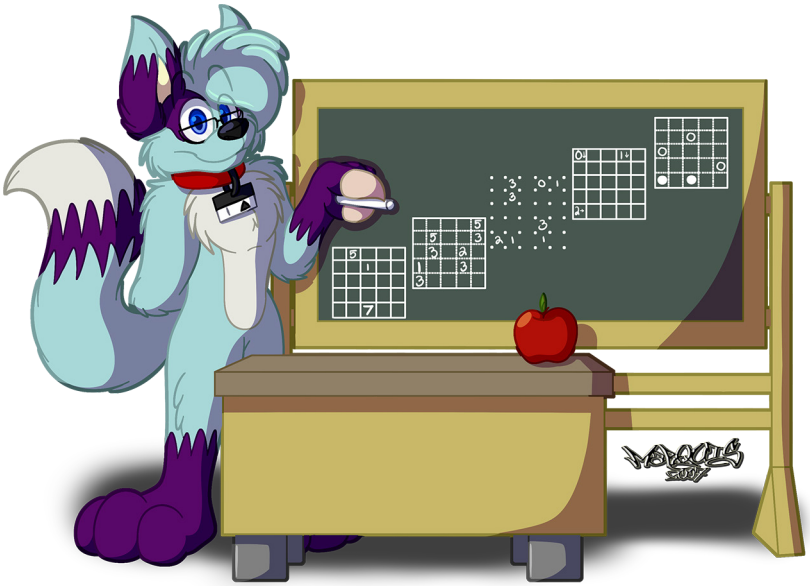
Logic Puzzles 101 Teaser:

101 Puzzles to Teach the Art of Logic



by
Grant Fikes

GRANDMASTER PUZZLES

	L	E			U	Z	Z		
Z			S		P			E	
Z					S			U	
U		G	M		E	S	Z		
P			L		Z				
	U	Z			M				

www.GMPUZZLES.com

Edited by Thomas Snyder
Front Cover Art by Marquis The Fox

Notes:
This teaser contains 5 (out of 101) puzzles from the full title. The full title also contains a Tips page for each puzzle genre to help you learn the art of logic for each style.

Every puzzle in this book has a unique solution that can be reached by logic alone.

Logic Puzzles 101 Teaser

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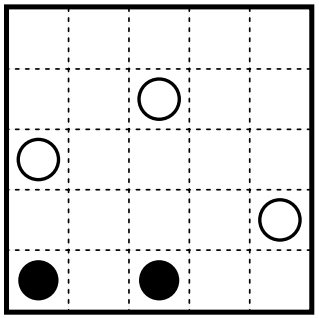
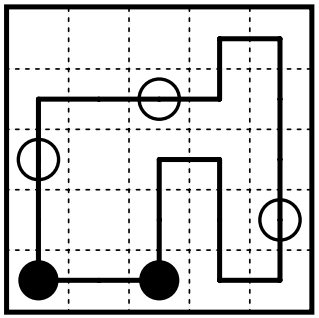
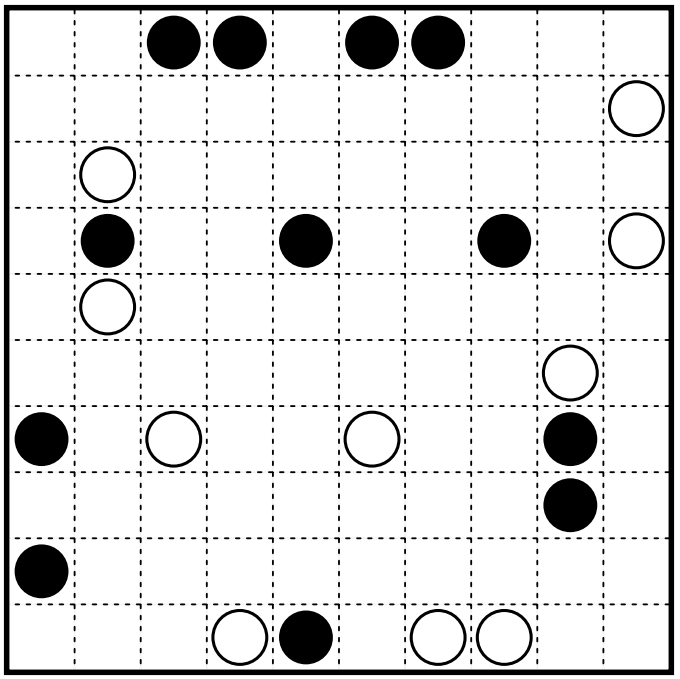
Lesson 1: Masyu



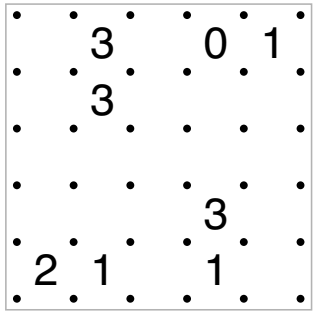


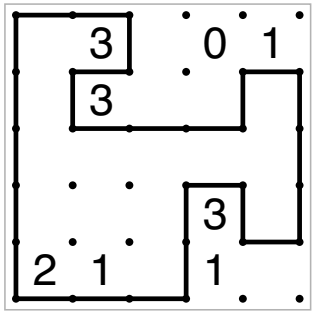
Rules: Draw a single, non-intersecting loop that passes through all circled cells. The loop must go straight through the cells with white circles, with a turn in at least one of the cells immediately before/after each white circle. The loop must make a turn in all the black circles, but must go straight in both cells immediately before/after each black circle.

1
Symmetry



Lesson 2: Slitherlink





Rules: Draw a single, non-intersecting loop that only consists of horizontal and vertical segments between the dots. Numbers inside a cell indicate how many of the edges of that cell are part of the loop.

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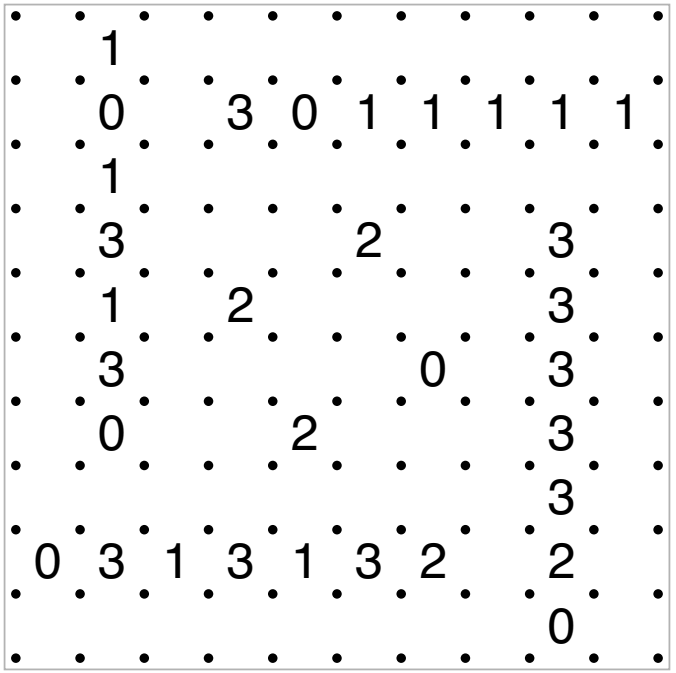
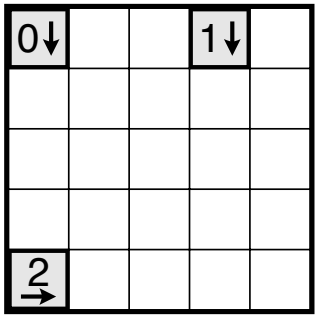
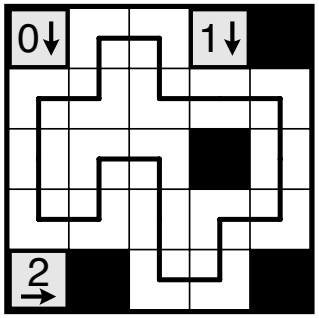


Lesson 3: Yajilin





Rules: Blacken some white cells and then draw a single closed loop (without intersections or crossings) through all remaining white cells. Blackened cells cannot share an edge with each other. Some cells are outlined and in gray and cannot be part of the loop. Numbered arrows in such cells indicate the total number of blackened cells that exist in that direction in the grid.

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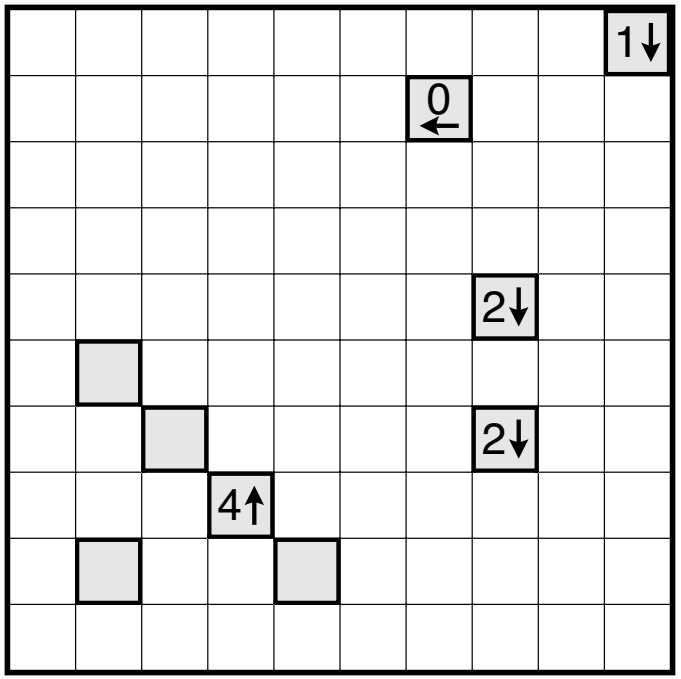
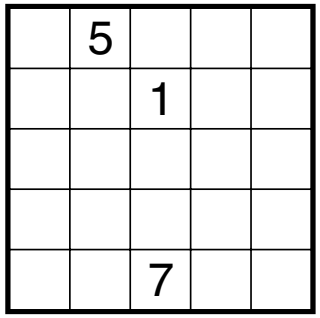
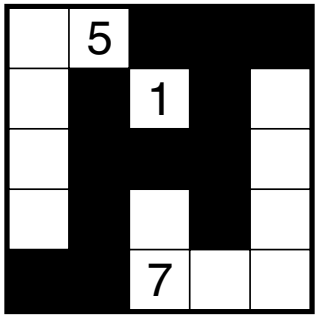


Lesson 4: Nurikabe





Rules: Shade some empty cells black so that the grid is divided into white areas, each containing exactly one number and with the same area in cells as that number. Two white areas may only touch diagonally. All black cells must be connected with each other, but no 2×2 group of cells can be entirely shaded black.

61

1				3					
									5
		1				2		4	
3				3					
		3				2			
	9							1	
						4			

Lesson 5: Fillomino

				5
	5			3
	3		2	
1			3	
3				

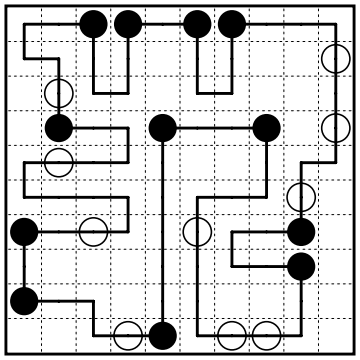
1	5	5	5	5
3	5	3	3	3
3	3	1	2	2
1	2	2	3	3
3	3	3	1	3

Rules: Divide the grid along the dotted lines into regions called polyominoes so that no two polyominoes with the same area share an edge. Inside some cells are numbers; each number must represent the area of the polyomino it belongs to. A polyomino may contain zero, one, or more of the given numbers. (It is possible for a "hidden" polyomino — a polyomino without any of the given numbers — to contain a value that is not present in the starting grid such as a 6 in a puzzle with only 1-5 clues.)

81

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

1



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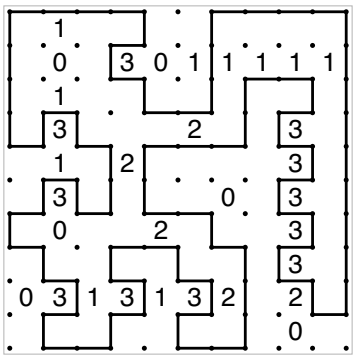

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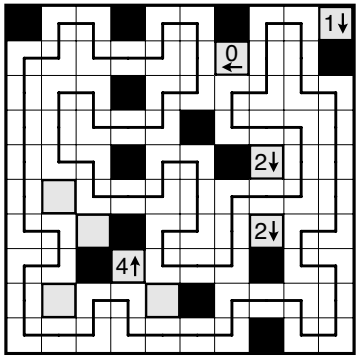

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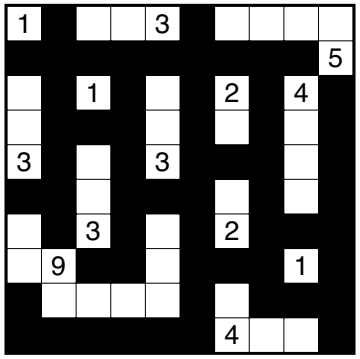

81

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

If you enjoyed the puzzles in the Logic Puzzles 101 Teaser, go to gmpuzzles.com/store to buy the complete book.

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