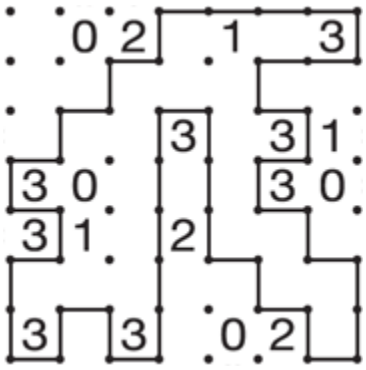
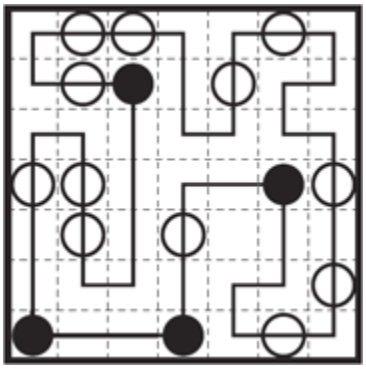
Slitherlink



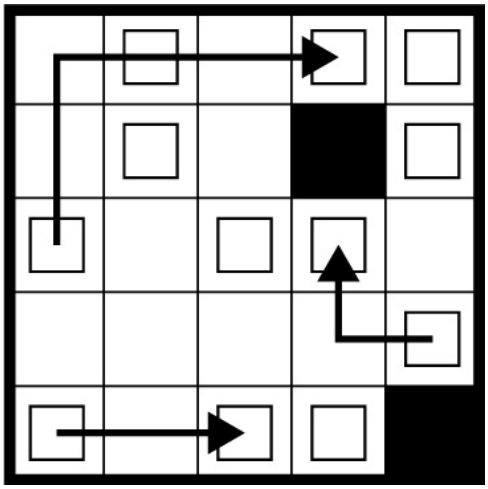
- Connect the dots with vertical or horizontal lines to make a single loop
- The numbers indicate how many lines surround it, while empty cells may be surrounded by any number of lines
- The loop never crosses itself and never branches off

Masyu (“evil influence”)



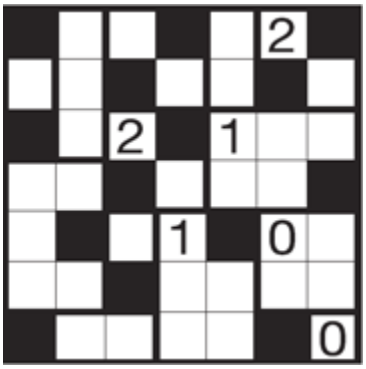
- Make a single loop with lines passing through the centers of cells, horizontally or vertically. The loop never crosses itself, branches off, or goes through the same cell twice
- Lines must pass through all cells with black and white circles
- Lines passing through white circles must pass straight through its cell, and make a right-angled turn in at least one of the cells next to the white circle
- Lines passing through black circles must make a right-angled turn in its cell, then it must go straight through the next cell (till the middle of the second cell) on both sides

Evolomino



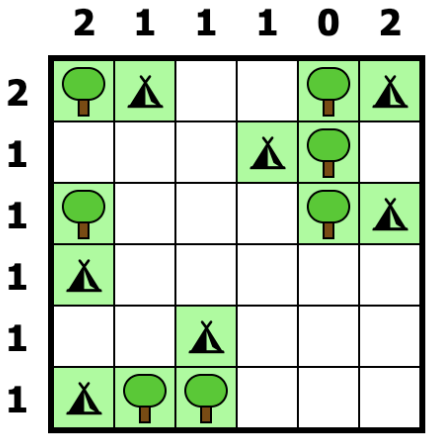
- Draw squares in some of the white cells
- A group of squares connected vertically and horizontally is called a “block” (including only one square). Each block must contain exactly one square placed on a pre-drawn arrow
- Each arrow must pass through at least two blocks
- The second and later blocks on the route of an arrow from start to end must progress by adding one square to the previous block without rotating or flipping

Heyawake (“room dividing”)



- A rectangle, bordered by bold lines, is called a “room”. Fill in cells under the following rules
- The numbers indicate how many painted cells there are in a room. Rooms with no number may have any number of painted cells
- White cells cannot stretch across more than two rooms in a straight line
- Painted cells cannot be connected horizontally or vertically. White cells must not be separated by painted cells

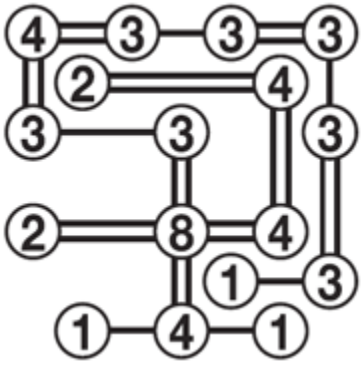
Tents



You have a grid of squares, some of which contain trees. Your aim is to place tents in some of the remaining squares in such a way that the following conditions are met:

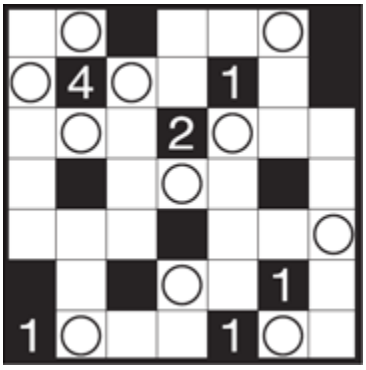
- There are exactly as many tents as trees
- The tents and trees can be matched up in such a way that each tent is directly adjacent (horizontally or vertically, but not diagonally) to its own tree. However, a tent may be adjacent to other trees as well as its own
- No two tents are adjacent horizontally, vertically or diagonally
- The number of tents in each row, and in each column, matches the numbers given round the sides of the grid

Hashiwokakero (“build bridges”)



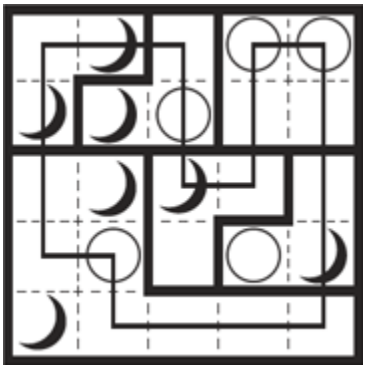
- Connect islands (the circles with numbers) with as many bridges as the number in the island
- There can be no more than two bridges between two islands
- Bridges cannot go across islands or other bridges
- The bridges will form a continuous link between all islands

Akari (“light”)



- Place light bulbs (circles) according to the following rules:
- Light bulbs may be placed in any of the white squares, the number in the square shows how many light bulbs are next to it, vertically and horizontally
- Each light bulb illuminates from bulb to black square or outer frame in its own row and column
- Every white square must be illuminated and a light bulb can not illuminate another light bulb

Moon-or-Sun



- Draw a line to make a single loop
- Lines pass through the centers of cells, horizontally, vertically, or turning. The loop never crosses itself, branches off, or goes through the same cell twice
- A rectangle, bordered by bold lines, is called a “room”. The loop goes through each room only one time. Once the loop leaves a room, it cannot return to enter this room.
- In each room, the loop goes through all of the moon cells or all of the sun cells. The loop cannot pass through both moon cells and sun cells in one room
- After the loop goes through the moons in one room it has to go through all the suns in the next room it enters and vice versa