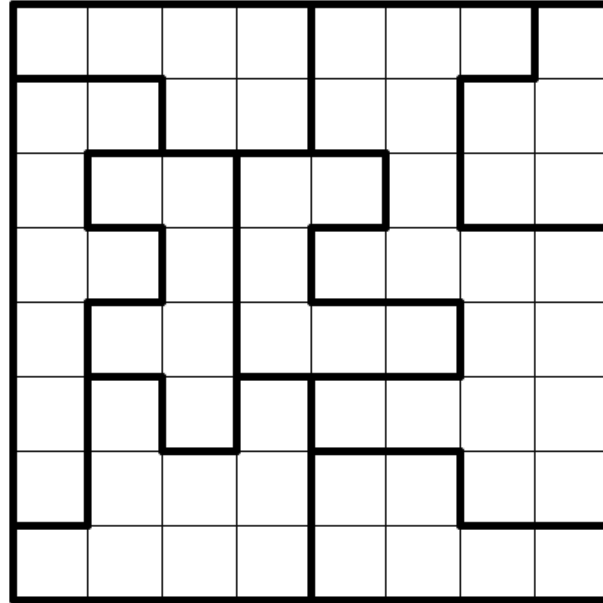


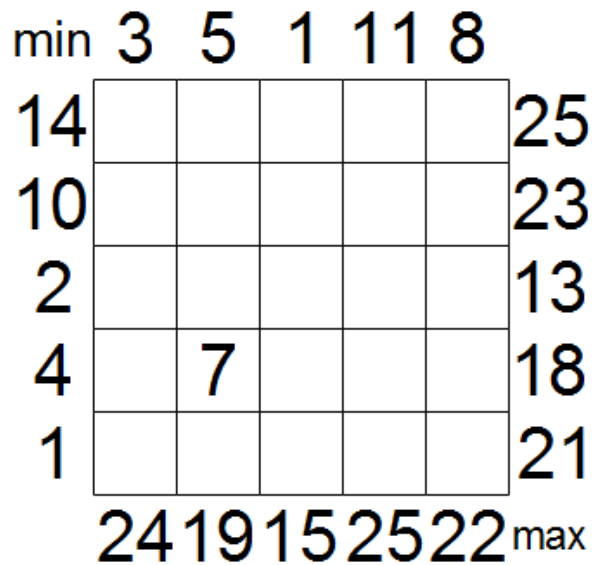
**KNIGHTS (Round 3)**

Put some chess Knights into the figure so that there is two of them in each row, column and in each area surrounded by thick lines. Knights may be occupying neighboring squares, but they cannot attack (defend) each other, as in chess.



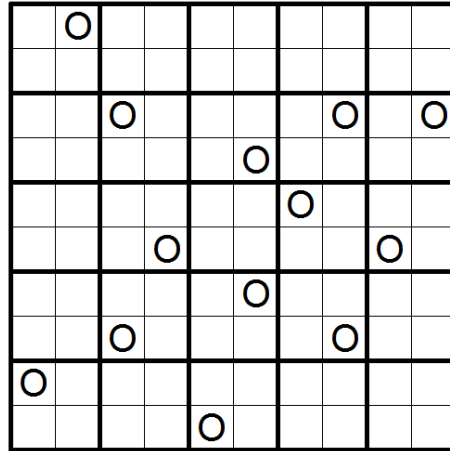
**FROM 1 TO 25 (Round 2)**

Fill in the grid with numbers from 1 through 25 so that the difference between any two edge adjacent numbers is at most 10. Numbers above/left to the grid indicate the smallest number in that row/column, while numbers below/right to the grid indicate the largest ones.



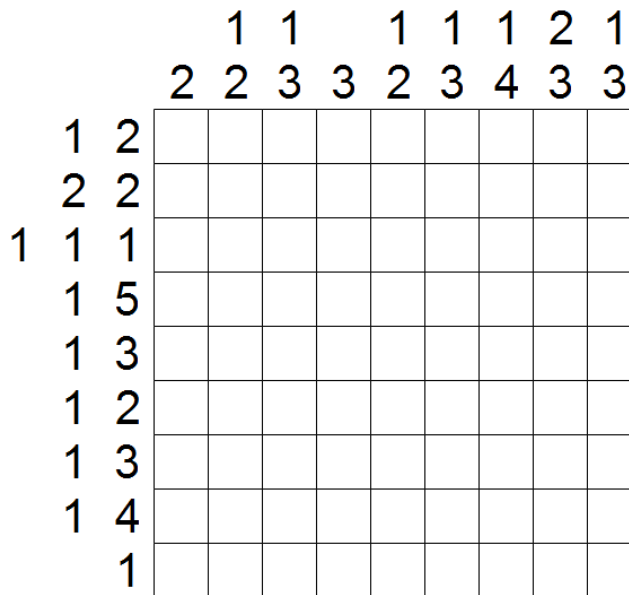
**WINDOWS (Round 12)**

Place some circles into the grid such that every bold 2x2 region contains exactly two of them and those two are in cells that are edge adjacent. In the end, cells containing circles will form a single connected figure that does not surround an island of empty cells and does not touch itself diagonally. No 2x2 area, whether or not marked as a bold region, contains four circles or four empty field.



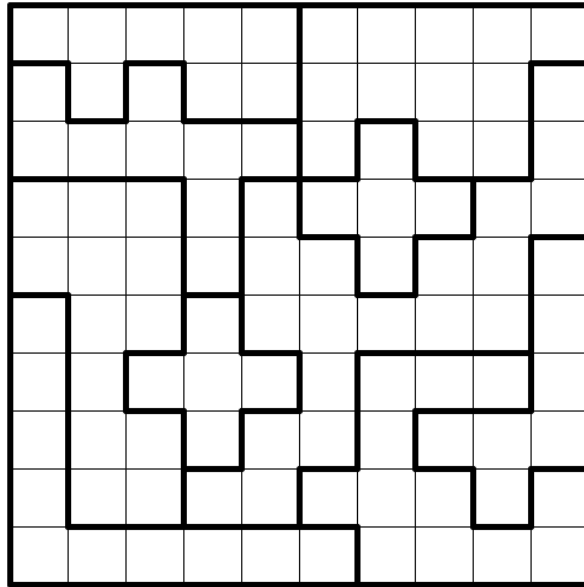
**BORDERLESS CORAL (Round 4)**

Find a rectangular Coral finder puzzle in the grid. In the puzzle area, paint some cells to obtain an edge connected shape (the coral) that does not touch itself, not even diagonally. No 2x2 area is covered by the coral. Numbers outside the grid in rows/columns covered by the puzzle indicate the number of cells in that row/column occupied by the coral. Numbers outside the grid that do not belong to the puzzle's rows or columns have no meaning.



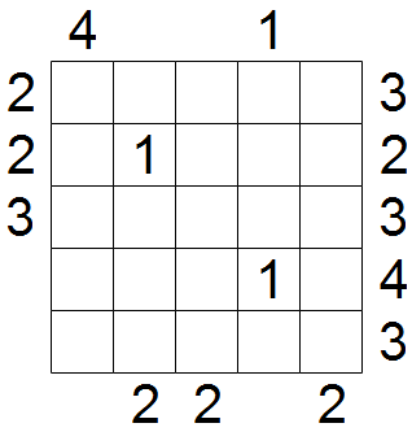
### COWS AND BULLS (Round 3)

The grid represents a green field, divided into regions. Each row, column and region contains the two cows and bulls. The animals can be grouped into pairs of one cow and one bull. Members of a pair are in cells touching at least diagonally, but they do not have to be in the same region. It is possible for a cow to touch multiple bulls or for a bull to touch multiple cows but it's still only one of them that they form a pair with. No two cows and no two bulls can touch each other, not even diagonally.



### FALSE SKYSCRAPERS (Round 13)

Put digits 1 through 5, representing skyscrapers, into the grid so that each row and column contains each digit exactly once. Numbers outside the grid should have indicated the number of buildings seen from that direction in that row/column (with taller buildings blocking smaller ones from being seen). However, all these numbers have been changed, so all clues are false.





### XI SNAKE (Round 11)

Find eleven (11) snakes in the grid, each of length 11. The snakes cannot touch each other or themselves, not even diagonally. Numbers outside the grid indicate the number in the first cell occupied by a snake seen from outside in that row/column. The head of each snake is given and marked with a 1. Ignore the coloring of some cells.

