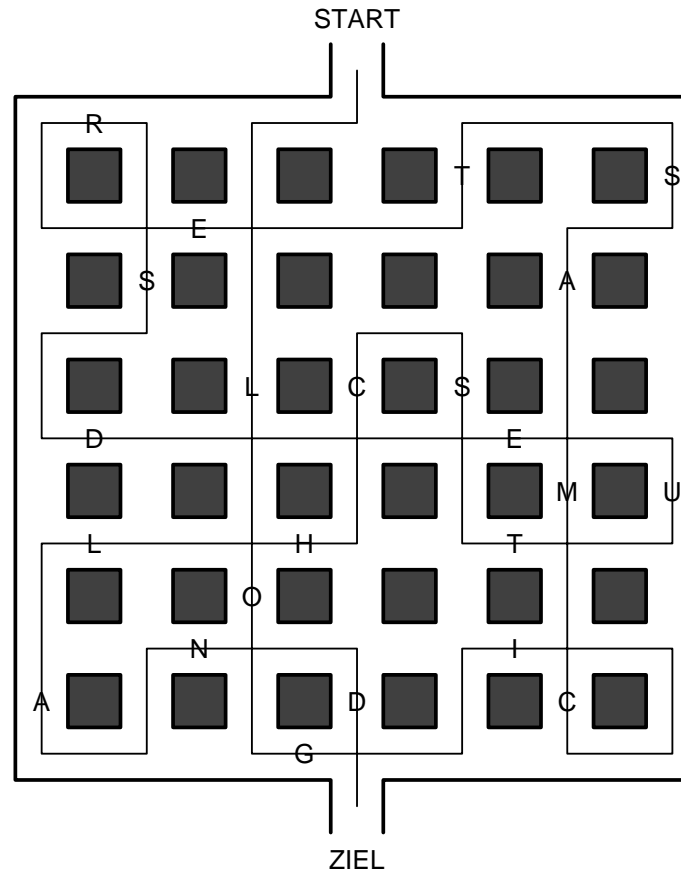


Lösungen zu Runde 1 – Willkommen

1.01 Hitori

V	I	E	L		P	A	S	
M		T		I		S	E	N
R	A		T	S	E	L		V
O	N	L	M	Z		E	I	T
A		S		N	D	V		E
	U		D		W		N	Z
I	G	U	N	D		R		S
	D		S	A	U	T	O	R
S	L	O		G		H	T	

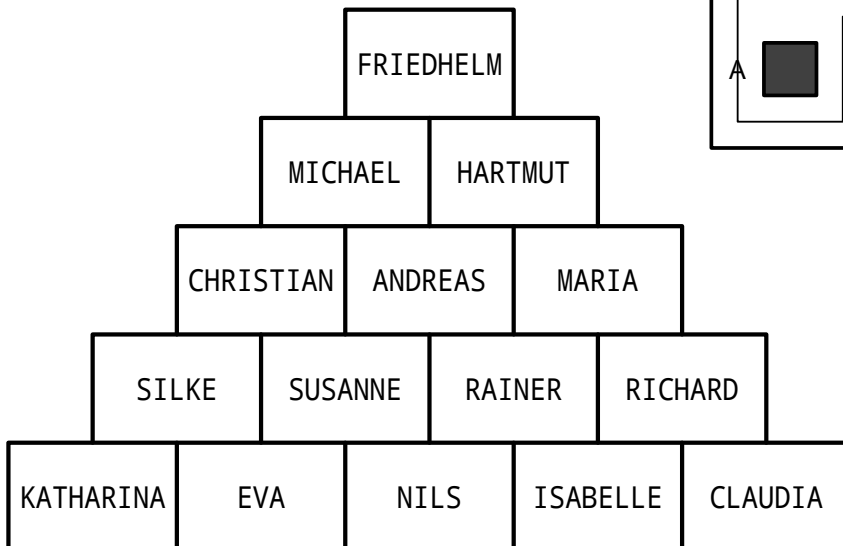
1.02 Buchstabenpfad



1.03 Wortsuchpuzzle

N	I	T	R	A	M	M	A
A	N	K	E	S	R	P	K
I	U	V	A	S	H	R	J
R	S	K	E	I	U	O	O
O	U	T	L	R	B	L	E
L	U	I	S	A	E	A	R
F	P	A	U	L	R	N	G
P	S	N	E	J	T	D	A

1.04 Wortpyramide



1.05 Kreuzwort

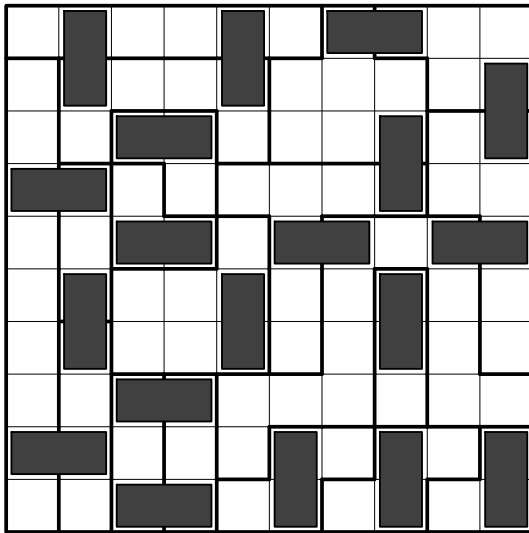
H	E	R	B	S	T	E	I	N							
A									W						
M				G	I	E	S	S	E	N			H		
B									R				A		
U									N	E	U	U	L	M	
R				B					I				T		
G	O	T	H	A		N			G				E		
				D	U	E	S	S	E	L	D	O	R	F	
				S	U				R				N		
				P	A	D	E	R	B	O	R	N	A		R
		B		L		N			D				M		E
		E		Z		D			E		P		S		C
K	I	R	C	H	H	E	I	M			I		E		K
		L		A		T				B	R	U	E	H	L
		I		U		T			S		M				I
		N		S		E			T		A		A		N
				E		L		A	U	G	S	B	U	R	G
K	O	E	L	N		S			T		E		G		H
	N					A			T		N		S		A
	L					U			G		S		F		U
	I								A				E		S
	N								R				L		E
	E		W	U	P	P	E	R	T	A	L		D		N

1.06 Wortschlangen

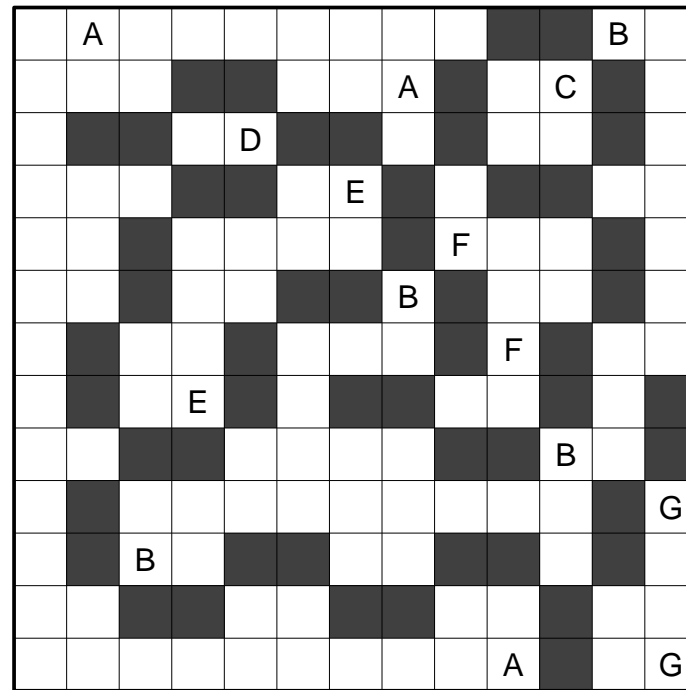
N	H	C	K	R	O	N	E	P
E	I	E	I	N	A	T	I	O
A	N	H	C	D	I	N	E	L
L	D	T	S	N	E	A	D	A
H	C	A	W	O	L	N	I	N
T	S	K	L	G	S	A	H	A
U	I	E	U	A	R	N	C	K
E	N	D	B	E	I	E	A	R
D	A	L	G	N	U	N	G	N

Lösungen zu Runde 2 – Polyominos

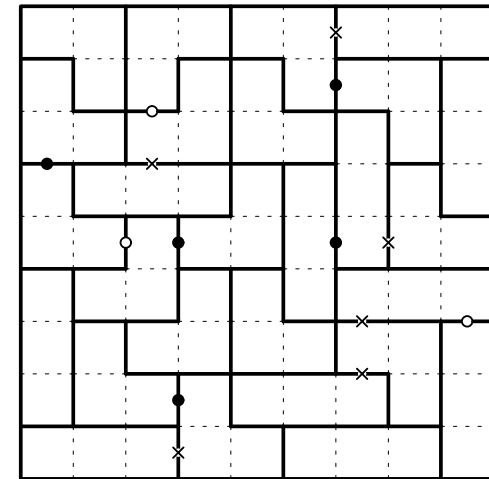
2.01 Norinori



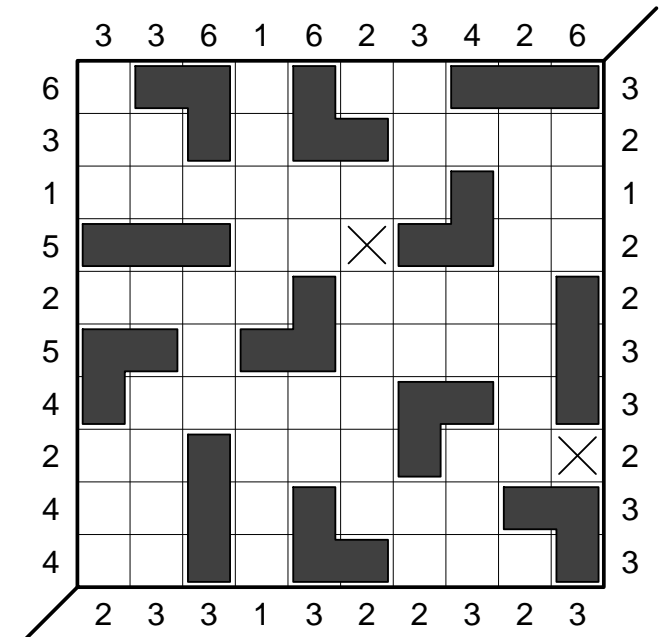
2.02 Dominion



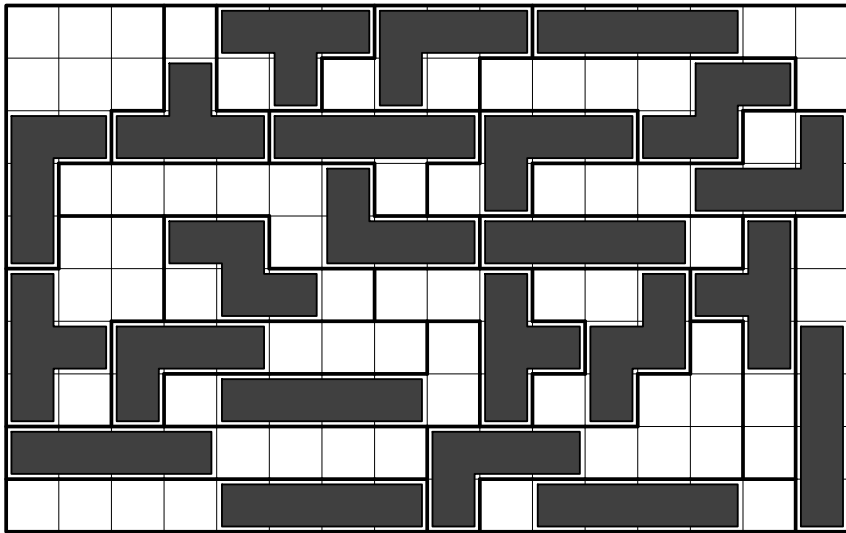
2.03 Tromino-Zerlegung



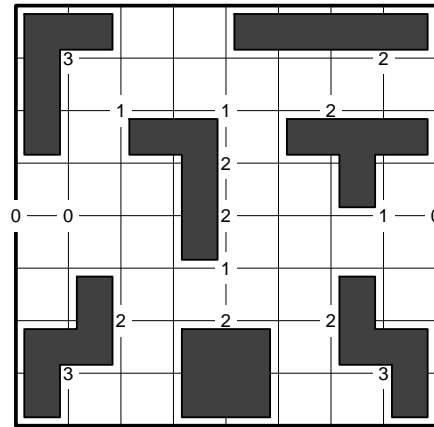
2.04 Tromino-Platzierung



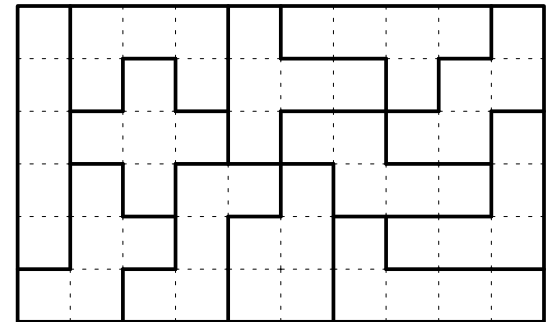
2.05 LITS



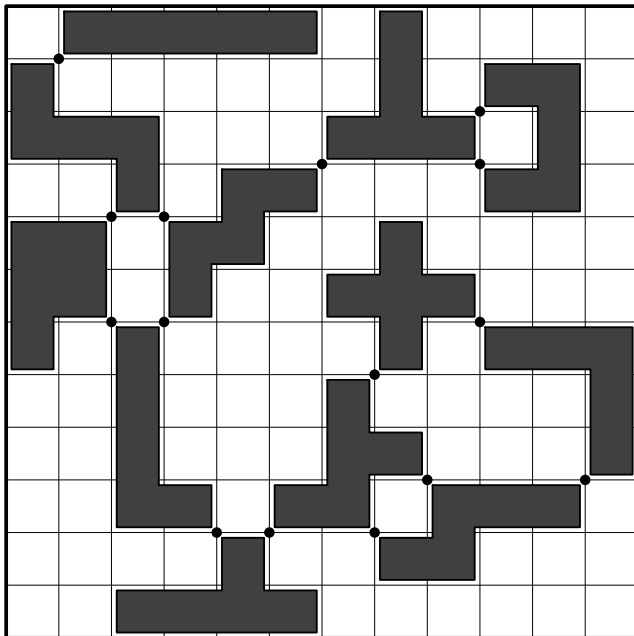
2.06 Tetroscope



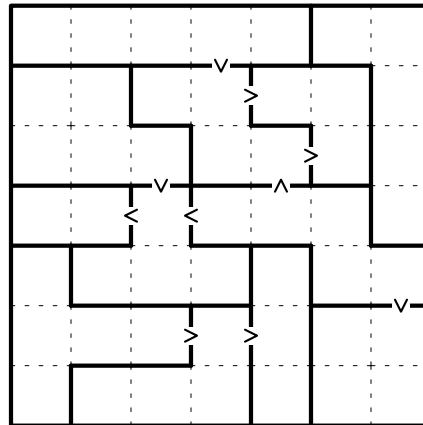
2.07 Pentomino-Zerlegung



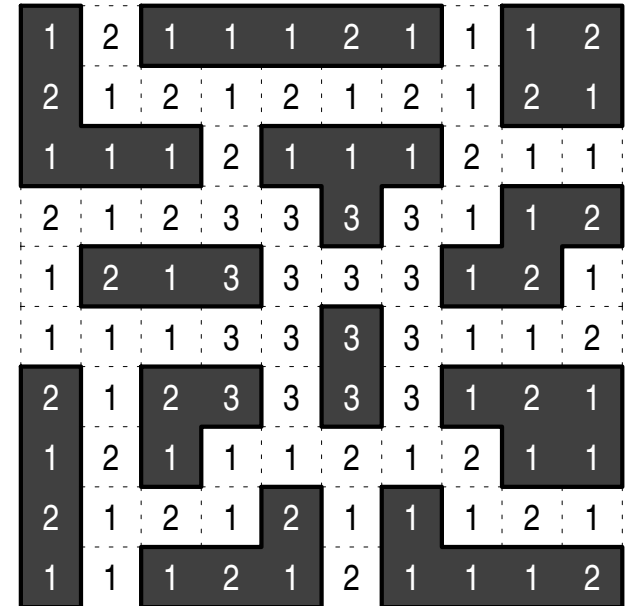
2.08 Touching Pentominoes



2.09 Heterocut

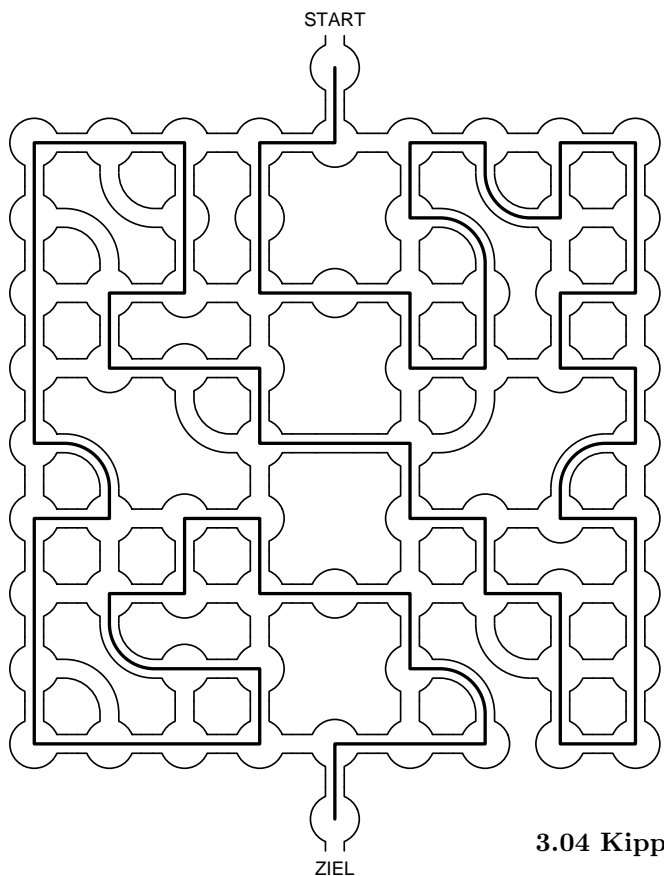


2.10 Polysummen



Lösungen zu Runde 3 – Logic Masters 2006 – 2023

3.02 Hamilton-Labyrinth



3.04 Kipplabyrinth

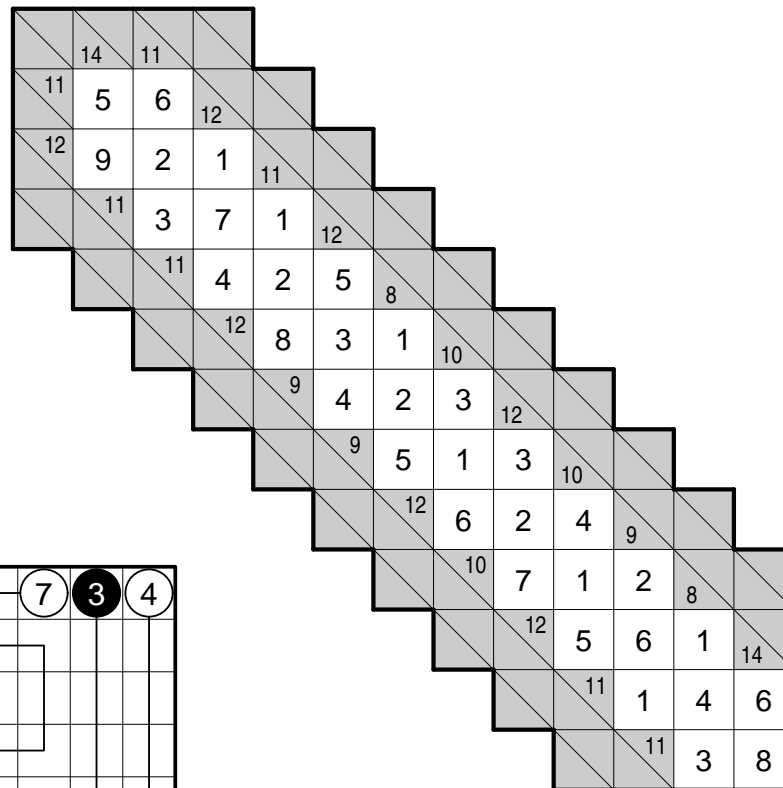
- B: NNNONOO
- A: SS
- B: WSSO
- A: SON
- B: SWNWNO
- A: WSO
- B: WNWSONOO
- A: NWN

Insgesamt 36 Züge. Es gibt mehrere kürzeste Lösungen.

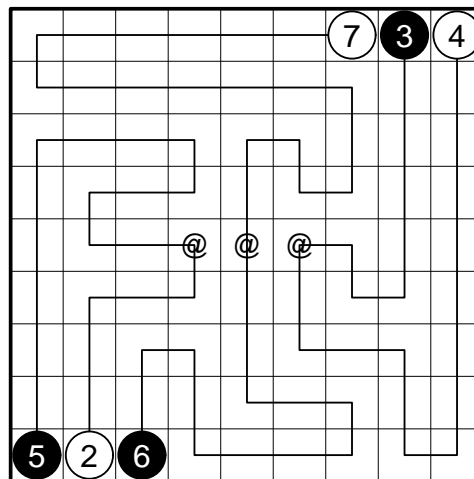
3.01 Hochhäuser

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

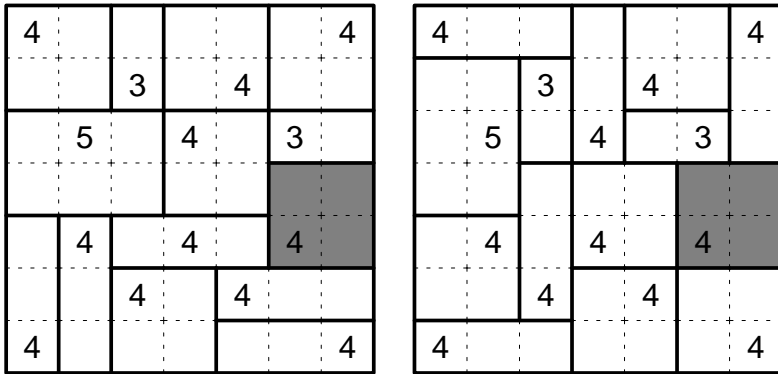
3.03 Kreuzsummen ohne Geschwister



3.05 Chatroom

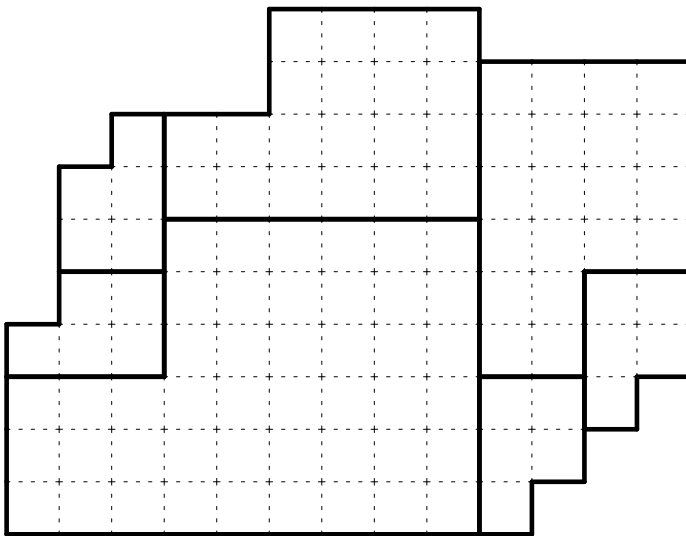


3.12 Zielschießen: Rekuto

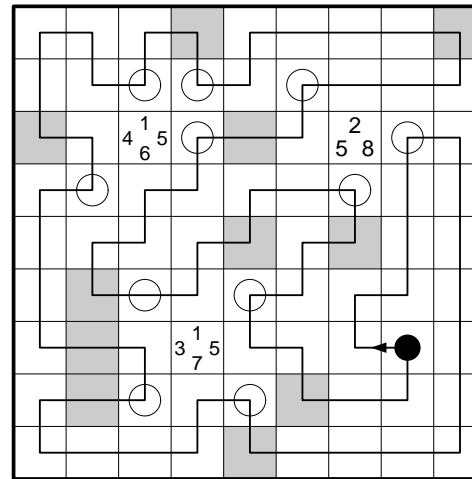


3.15 Instructionless

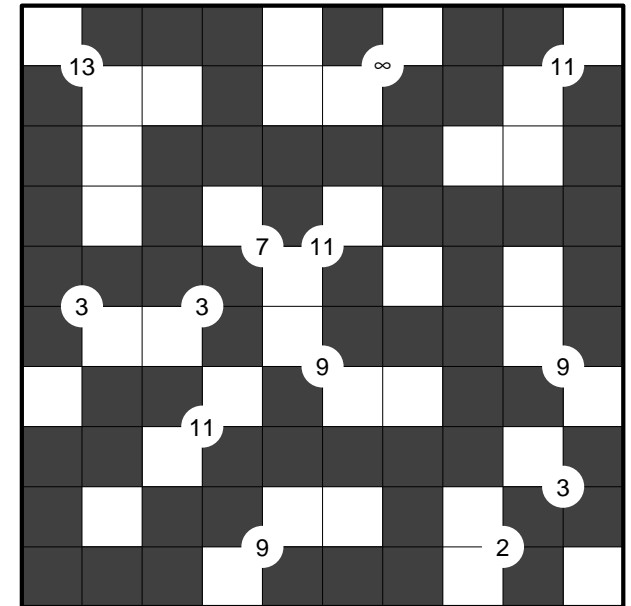
Zerlege das Gitter in Figuren gleicher Form, aber unterschiedlicher Größen. Die Symbole unter dem Gitter geben an, wieviele Figuren es werden sollen: Im Wettbewerbsrätsel vier Figuren von einfacher, zwei Figuren von doppelter und eine Figur von dreifacher Größe.



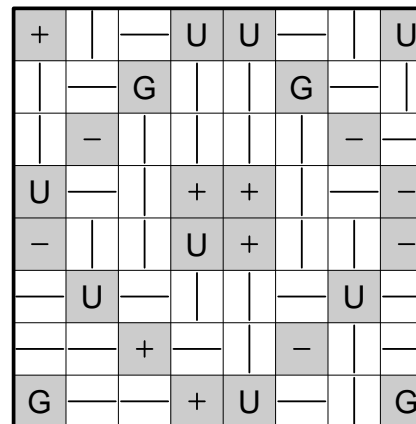
3.13 A 38



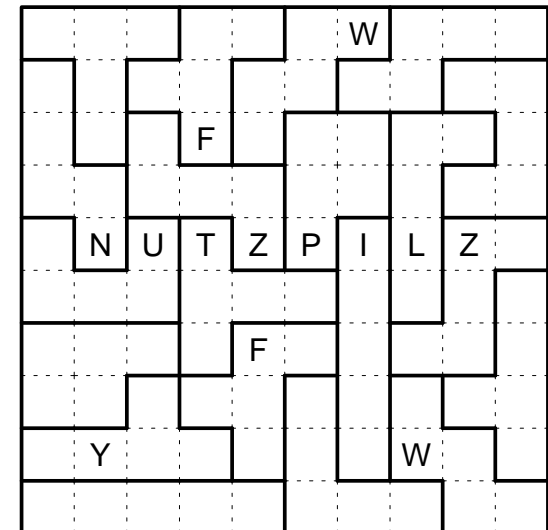
3.14 Landvermessung



3.16 Zahlensysteme: Walls



3.17 Pentominous



4.06 Koralle mit Außengebieten

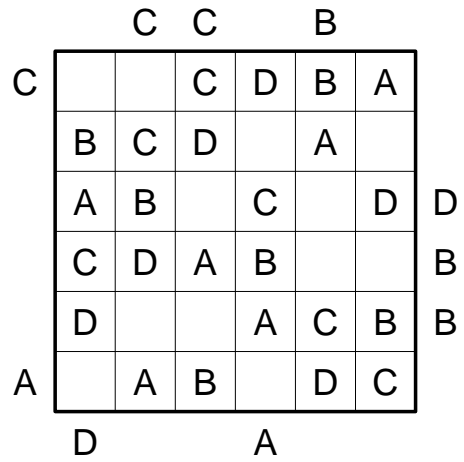
?
 ? ? ?
 ? ? ? ? ? ? ?
 ? 3 ? 2 ? ? ? 4 ? ? 1
 1 5 3 ? ? ? ? ? 2 ? 5
 ? ? ?
 ? ? ? 2
 ? ? ? 3
 ? ? 5
 7
 ? 3
 ? ? ? ?
 ? 3 ?
 ? ? ? ?
 ? ? ? ?
 4 ?

4.07 Koralle mit Sternchen

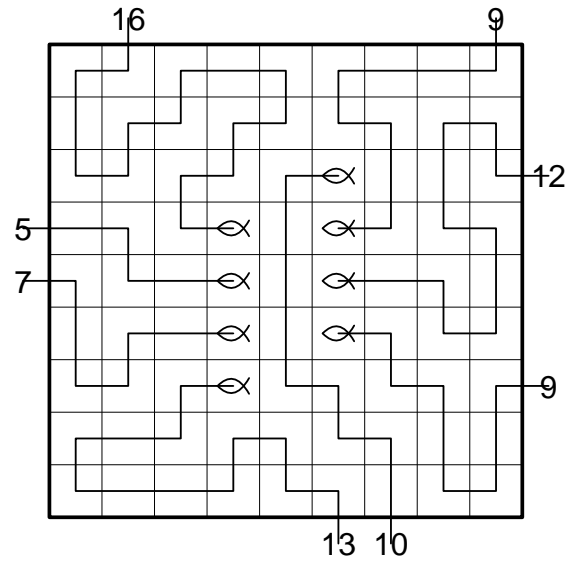
?
 ?
 ? ?
 ? ? 3
 ? ? 1 ? * ? * 2 * *
 * ? ? * 1 3 2 4 3 4 4 *
 ? ? 2
 *
 * 2 ?
 3 * ? ?
 ? ? 1
 1 1 * ?
 ? ? ? ? ? 1
 * 4
 1 ? ? 3
 ? 2
 4 * ?
 2 ?

Lösungen zu Runde 5 – Gemischtes

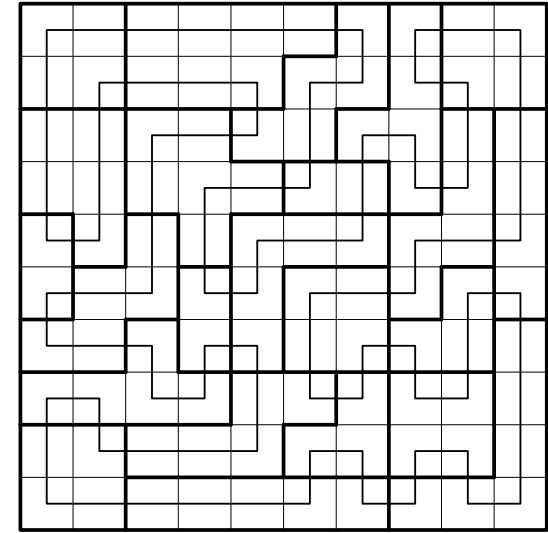
5.01 Buchstabensalat



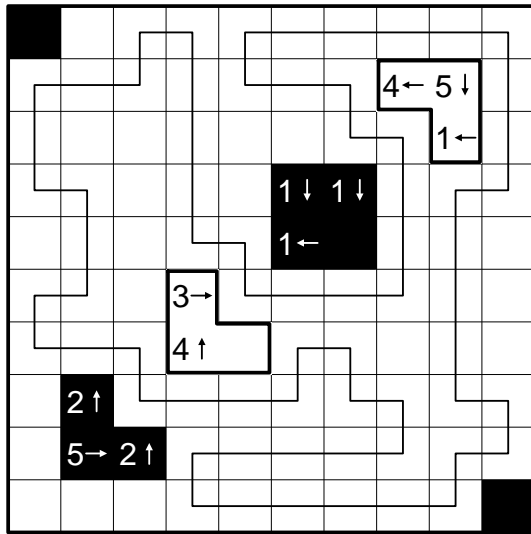
5.02 Angler



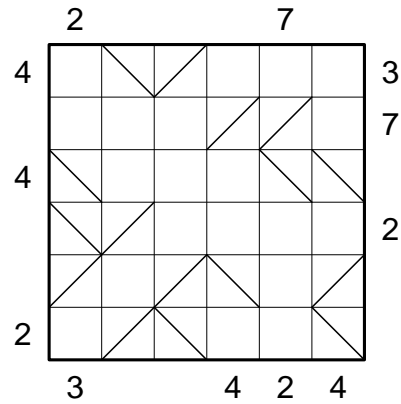
5.03 Double Back



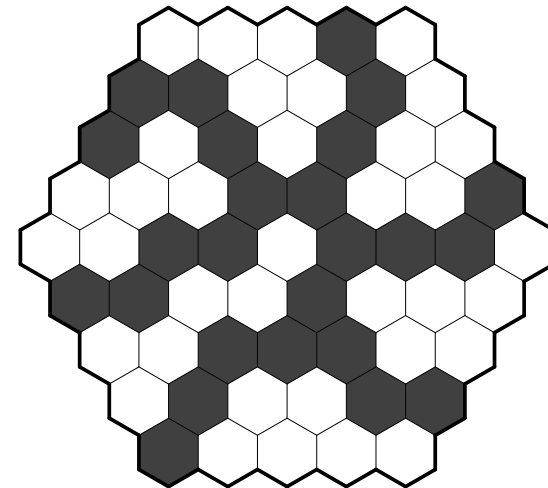
5.04 Castle Wall



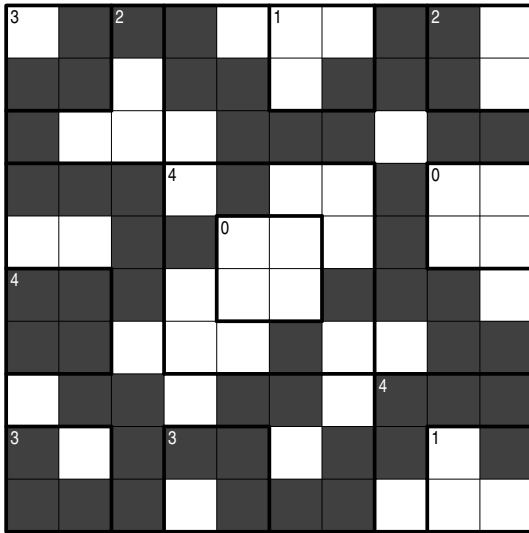
5.05 Spiegel



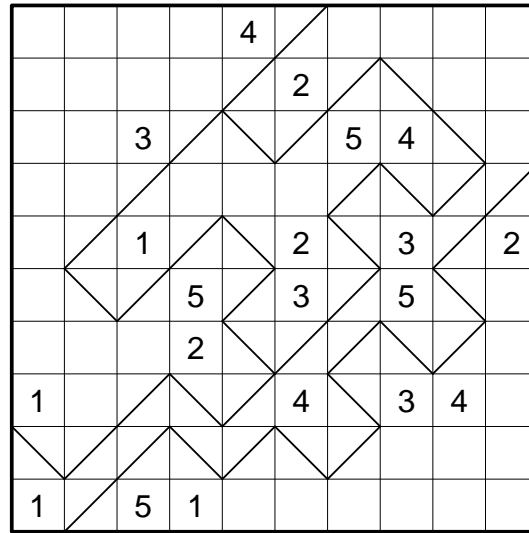
5.06 Waben



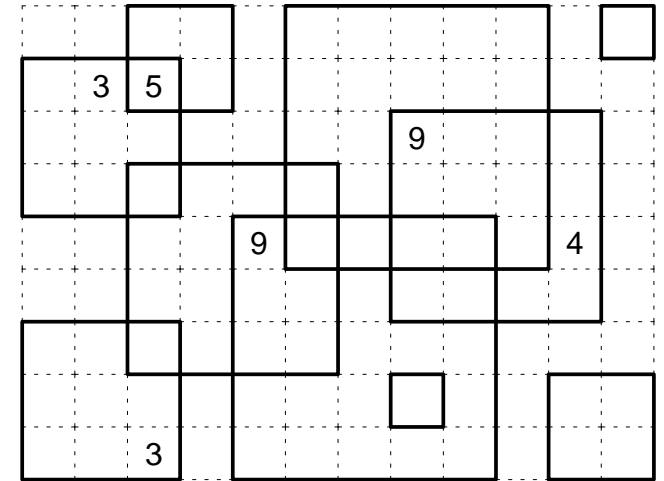
5.07 Aqre



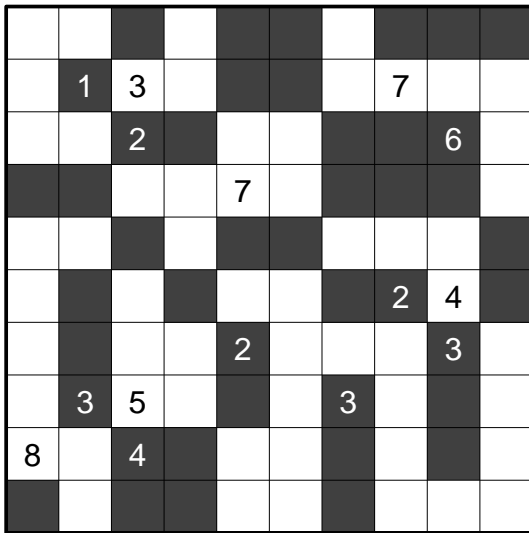
5.08 Slash Pack



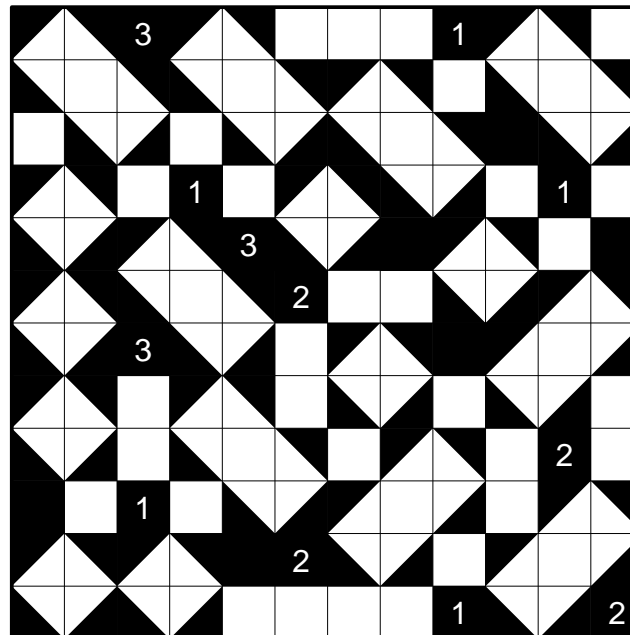
5.09 Überlappende Quadrate



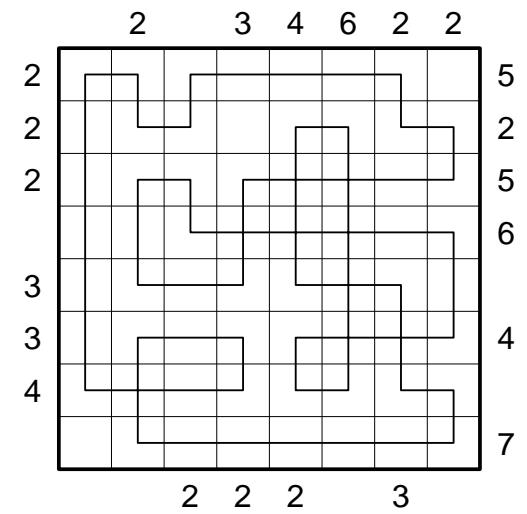
5.10 Choco Banana



5.11 Shakashaka



5.12 Round Trip



5.13 Canal View

15							2				1	
				1								
		2		2				15				
			12						6			
		2										
	1					1						4
				11								
			9									
		2					5		7			
			8			5						
									10			
				13							15	
13							3					4

5.14 TomTom

¹ 4	7	⁹ 6	3	⁹ 2	1	¹¹ 5
¹⁵ 7	2	⁴ 3	⁴ 1	5	6	4
6	¹ 3	7	4	⁵ 1	5	2
2	4	5	7	6	¹⁰ 3	¹¹ 1
¹⁵ 1	¹² 6	2	5	¹² 4	7	3
5	⁵ 1	¹⁰ 4	6	3	¹² 2	7
3	5	1	⁵ 2	7	4	6

5.15 Roller Coaster

			10	8			7			
			7	11	8	6	9	7	10	
			17	3	7	9	12	8	10	
7	8	2	4	1	6	3	5	7		
8	11	8	5	3	7	4	1	2	6	
13	7	7	1	7	6	2	5	3	4	
	7	10	3	5	2	7	6	4	1	
13	8	3	7	6	3	5	4	1	2	
	5	9	6	1	4	3	2	7	5	
	6	17	4	2	5	1	7	6	3	

5.16 Magnetplatten

+		2		1		3		3
	-	3		3		1		1
	1							-
	2		+	-			-	+
	1			+	-		+	
	4		-		-	+		-
3		+				-	+	+
2			-	+	-		+	-
4		+		+			+	-
2			-			+	-	+

5.17 Top Heavy Number Place

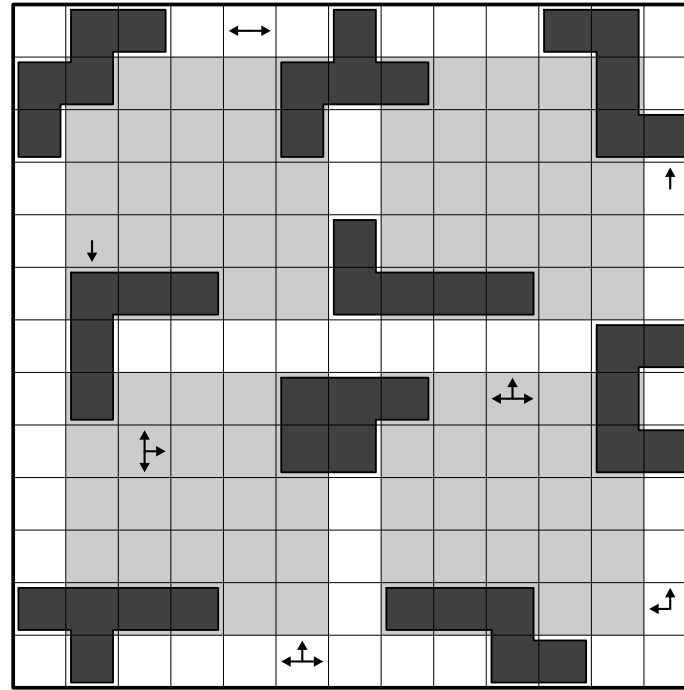
	1	4	5	2	6	3	
5		3	4	1	2		6
4	2	1	3			6	5
3			1	6	5	2	4
2	6	5		4		1	3
1	5		6	3	4		2
	4	6	2		3	5	1
6	3	2		5	1	4	

Lösungen zu Runde 6 – Sudoku und Varianten

6.01 Standard Sudoku

6	4	7	3	2	9	1	8	5
9	2	5	1	8	4	7	6	3
8	1	3	5	6	7	9	4	2
7	8	2	4	9	3	6	5	1
4	3	1	6	7	5	2	9	8
5	6	9	8	1	2	4	3	7
2	9	4	7	5	8	3	1	6
3	5	6	2	4	1	8	7	9
1	7	8	9	3	6	5	2	4

6.02 Clone Pentopia



6.03 Thermo Kapseln

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

6.04 Killer Nanro

3	1	3	3	4	4	4
	2		3	2		4
5	3	2	1	2	3	
	3	2	4	4		3
10	3	2		4	3	3
	5		1	4		2
	5		2	2	3	3
	5	5			3	

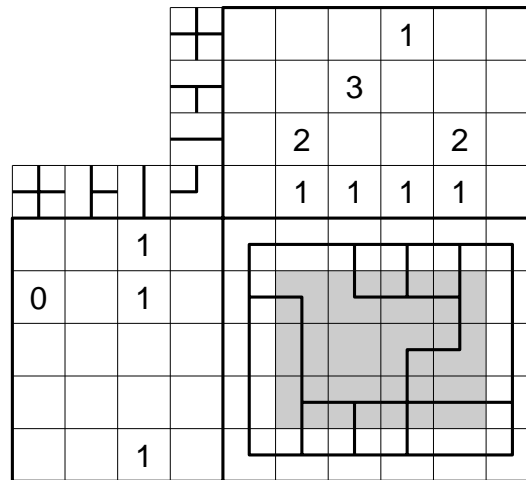
6.05 Rossini Fillomino

	↓	↑	↑				↑		
	1	15	15	15	15	15	15		
	3	3	3	15	12	12	12		
←	4	2	1	15	12	15	12	2	←
	4	2	15	15	15	15	12	2	←
→	4	11	15	11	11	11	12	12	
	4	11	11	11	5	11	11	12	
	3	3	5	5	5	5	11	12	→
→	1	3	4	4	4	4	11	12	→
	↑	↑	↑	↑					

6.06 Renban Partiti

15 78	12 39	5 5	21 678	5 5	5 14	11 38	11 47
7 25	7 16	6 24	1 1	9 9	7 7	11 29	11 56
9 9	11 38	14 59	3 3	6 24	6 6	5 14	8 8
4 4	13 67	4 4	67 67	5 5	9 9	8 35	16 79
8 35	3 12	8 8	9 9	8 8	7 7	3 12	14 68
11 47	9 9	10 37	1 1	6 6	9 45	3 3	14 59
8 26	9 18	6 6	6 24	11 38	9 9	7 7	5 14
3 3	16 457	9 9	7 7	11 56	7 124	8 35	8 8

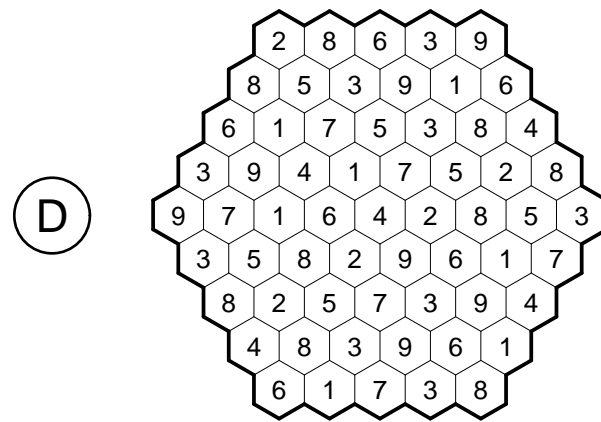
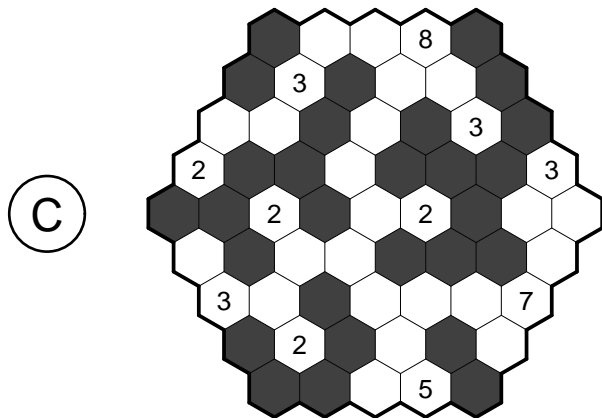
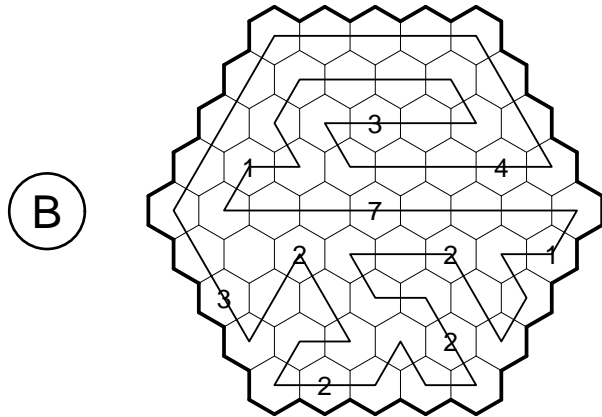
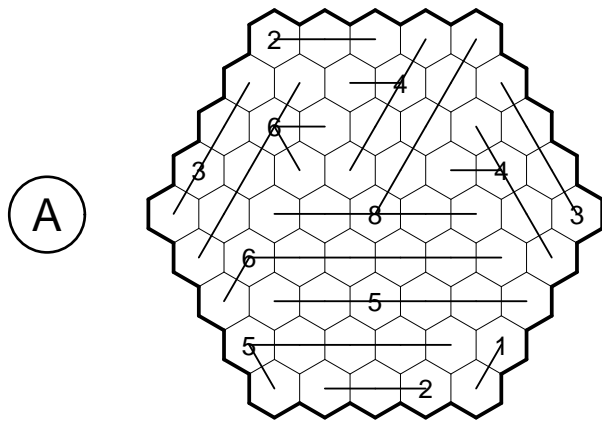
6.07 Extra Region U-Bahn



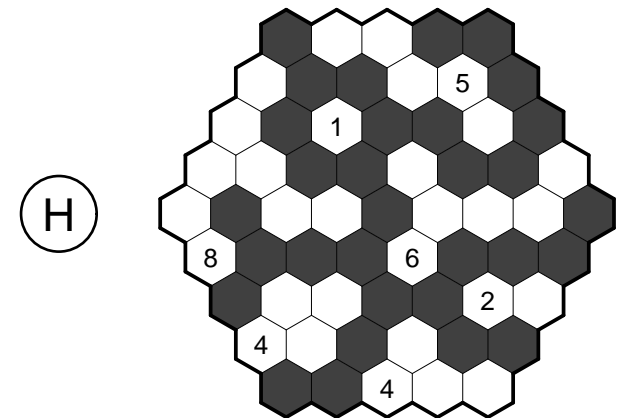
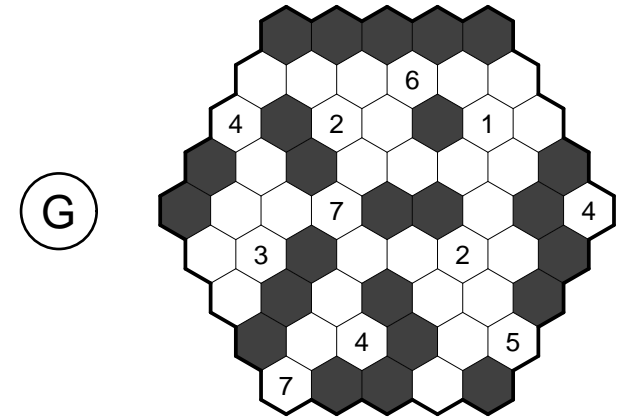
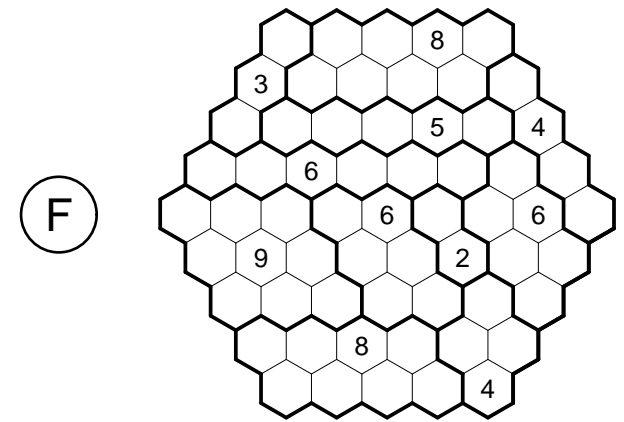
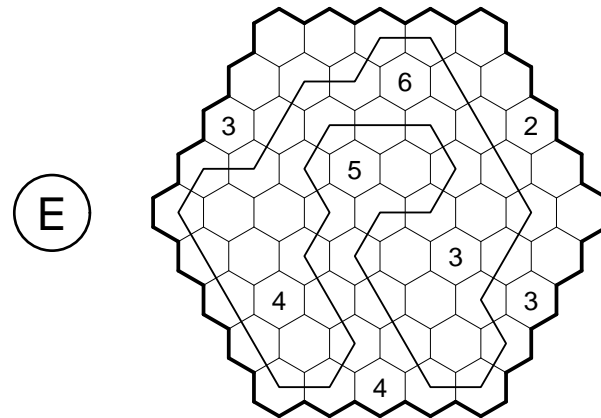
6.08 Outside Hidato

						78	54	46	18		30				
						51	52	53	47	46	18	17	27	28	
						50	79	48	54	19	45	26	16	29	
49						80	49	78	55	20	25	44	30	15	
56						81	77	56	21	24	68	31	43	14	
22						76	57	22	23	69	32	67	13	42	
75						58	75	74	70	33	66	12	10	41	
3						59	73	3	71	34	65	11	40	9	
72						60	2	72	4	64	35	7	8	39	
						1	61	62	63	5	6	36	37	38	
										62	4	34		11	40

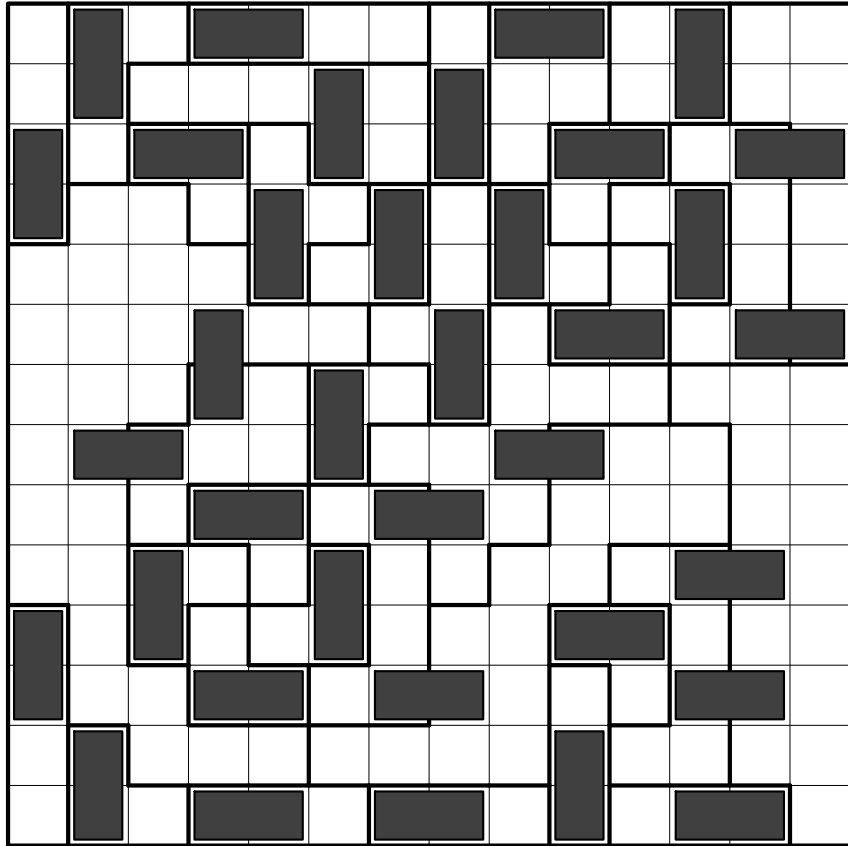
Lösungen zu Runde 7 – Matchmaker



	A	B	C	D	E	F	G	H
Geradeweg		●						
Höhle			●					
Kurotto							●	
Loop					●			
Nonconsecutive				●				
Nurikabe								●
Sechs Winde	●							
Shikaku						●		

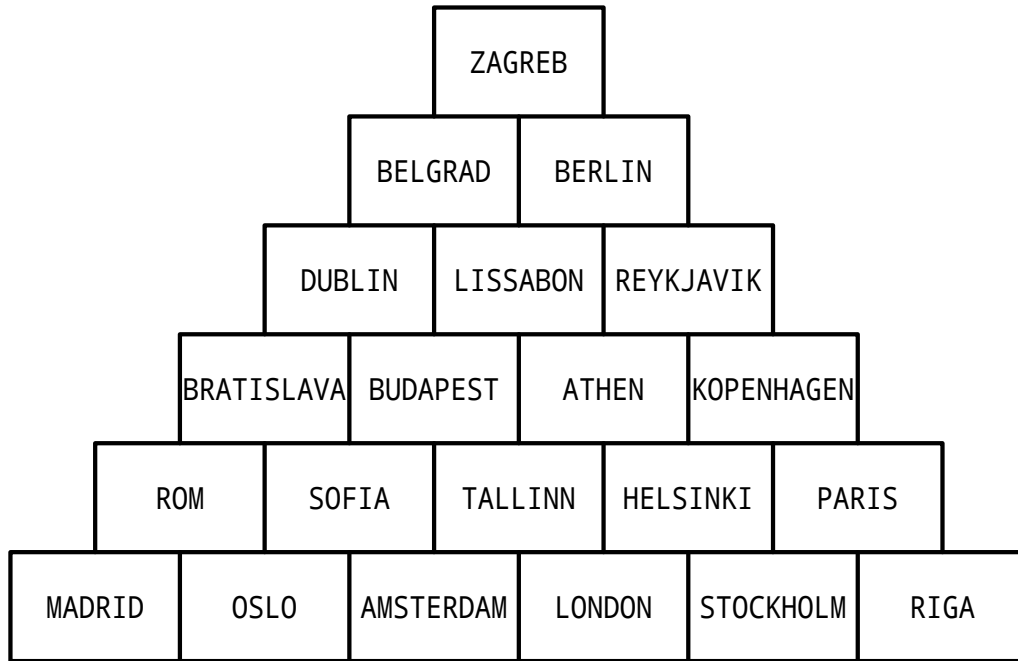


Lösung des Stechens (Norinori)

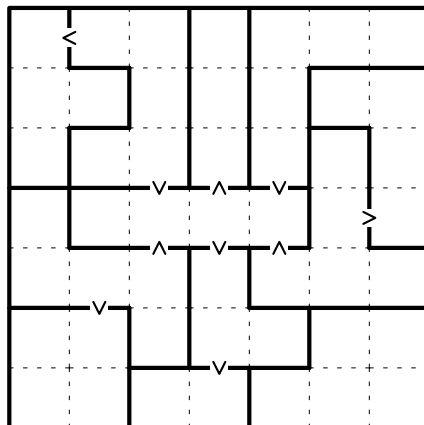


Lösungen des Finales

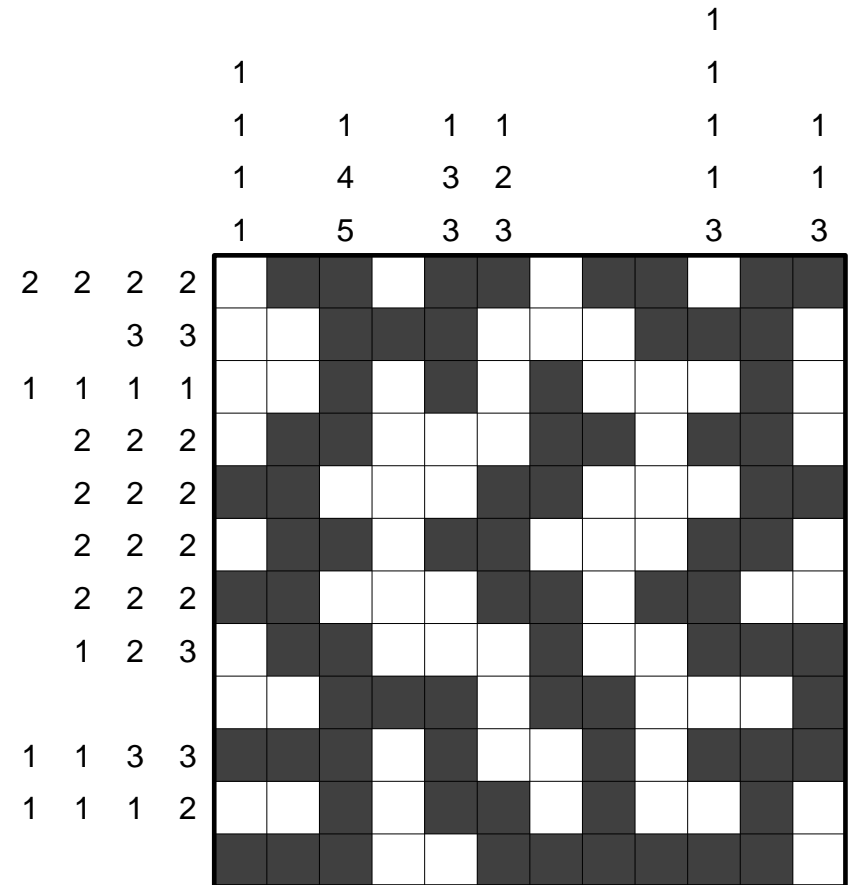
8.01 Wortpyramide



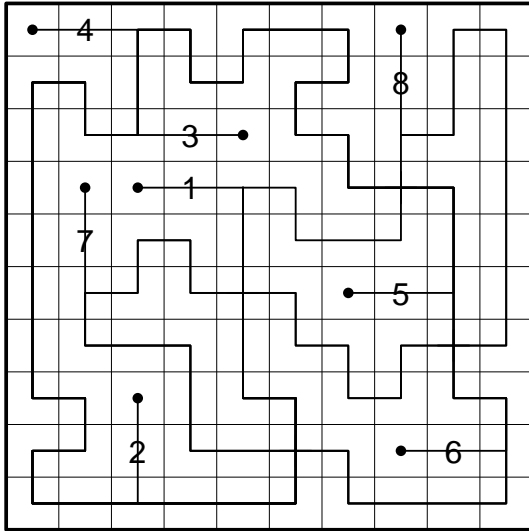
8.02 Heterocut



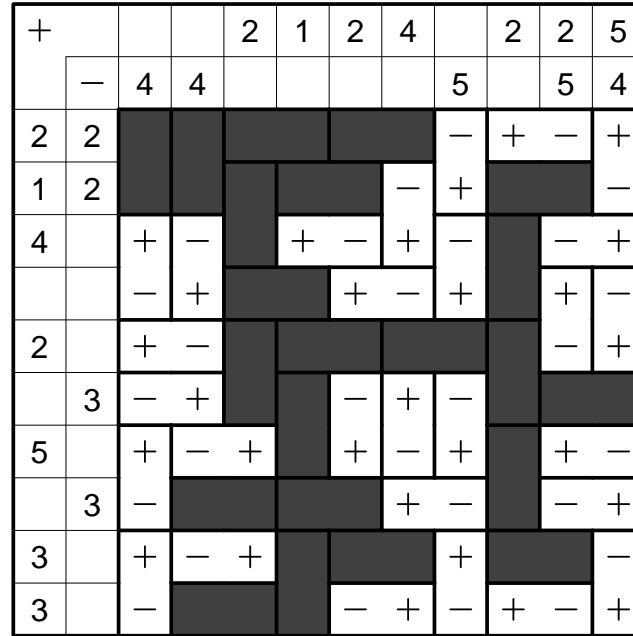
8.04 Standard Koralle



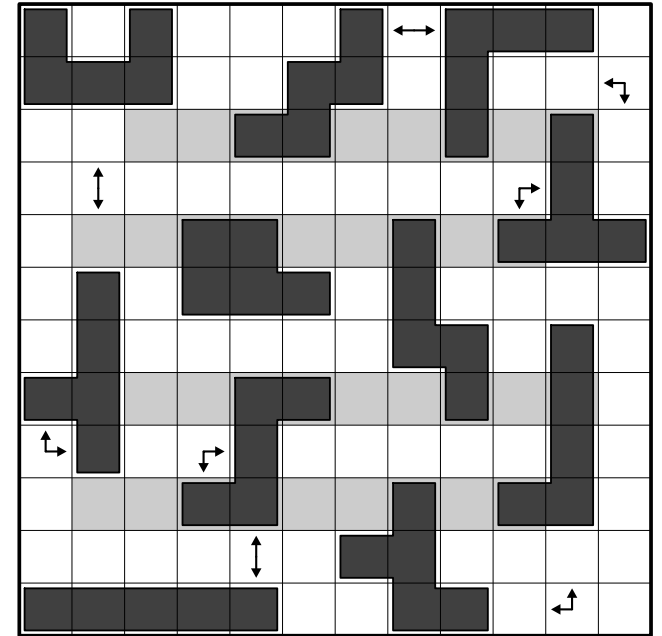
8.03 Sackbahnhöfe



8.05 Magnetplatten



8.06 ClonePentopia



8.07 Nonconsecutive hexagonal

