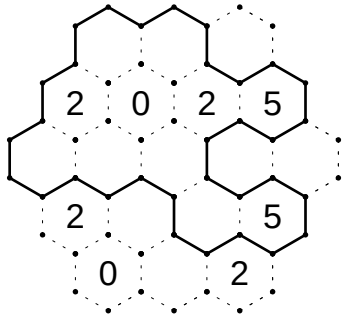


Lösungen zu Runde 1: Pythis Studienfreuden

1.01 Rundweg Hexagonal



1.02 Hochhäuser Knapp daneben

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

1.03 Hitori de Lettre

S		T	U	R	
M	E		K		R
	A	R	S	P	L
A		E	T		N
I	M	S	O	N	
	N		Y	S	T
E		U		A	
U	S	J	R	V	E
N		P		U	

1.04 Masterword

B	I	N	G	O			
E	V	A	N	S			
J	R	U	S	H			
L	O	V	E	R			
Y	E	A	R	S			
Z	A	G	E	R			

G	O	R	A	S	●	●	●	●	●
---	---	---	---	---	---	---	---	---	---

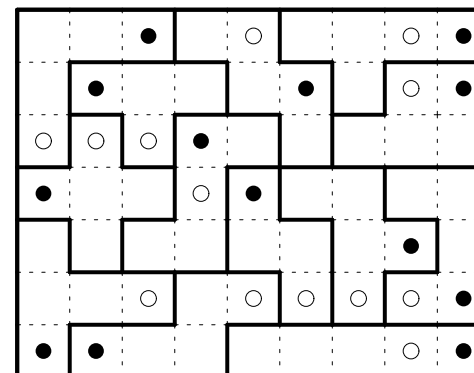
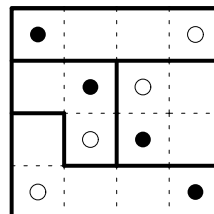
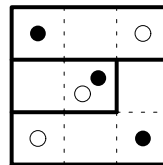
1.05 Wörteinbau ohne Isolantis

			LEI			
		CHT	ATH	LET		
	TRA	MPO	LIN	STU	FEN	
BAR	REN	EIS	HOC	KEY	UNI	VER
	SIT	AET	SPE	ERW	URF	
		BAS	KET	BAL		
			LER			

1.06 Polyominoes

Die Teillösungen der beiden Quadrate können beliebig gedreht und gespiegelt werden.

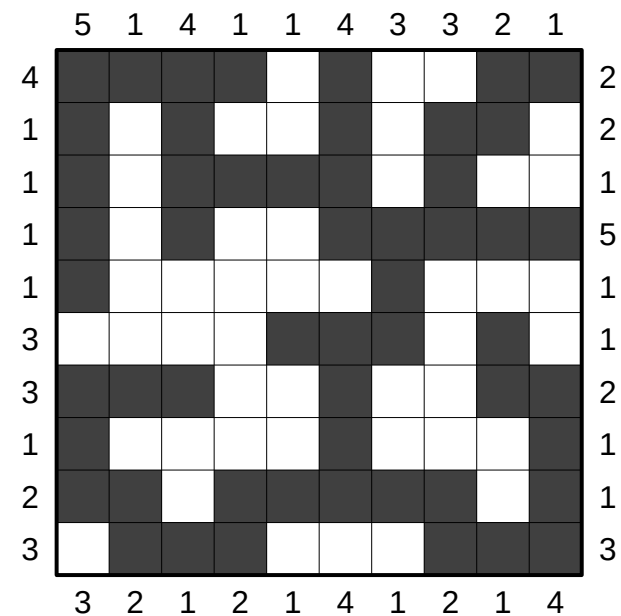
1.06 Polyominoes



1.07 Mäandernde Matematiker

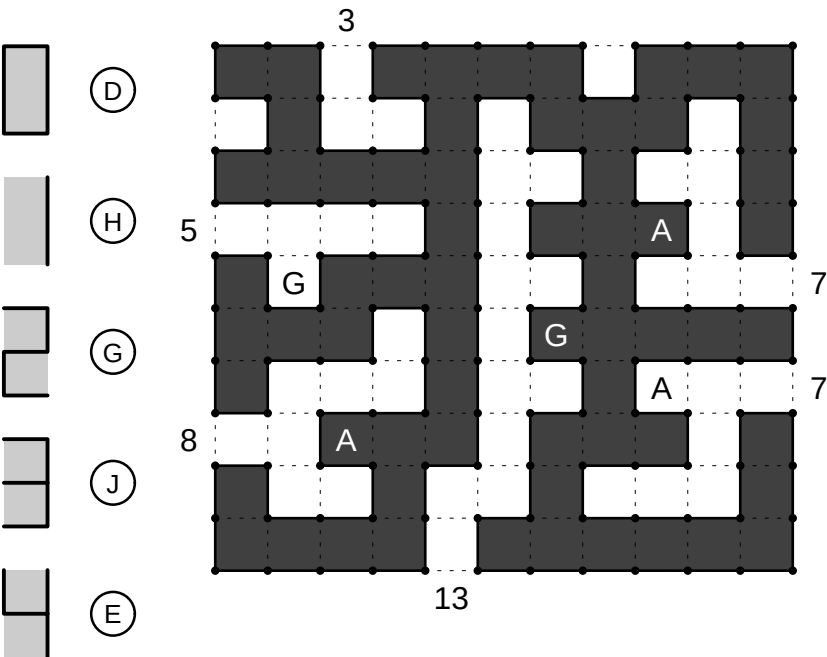
Antiknight

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

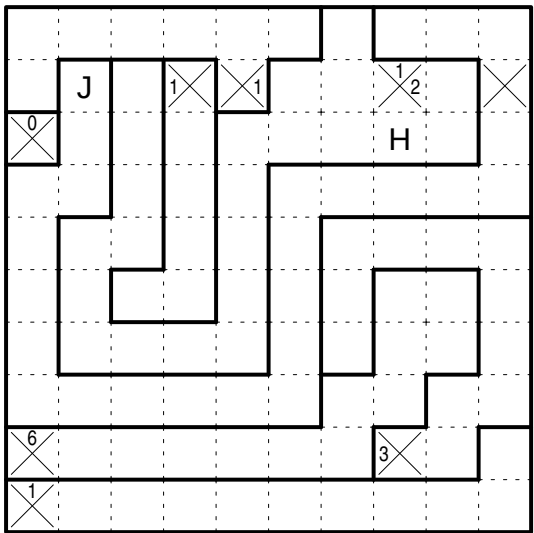


Lösungen zu Runde 3: Kryptische Linienformen

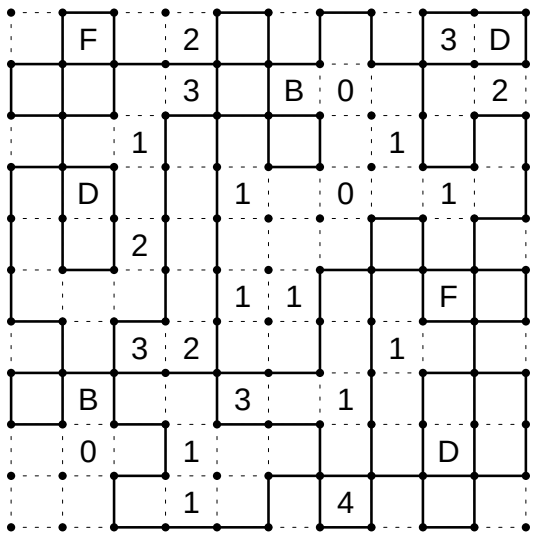
Linienformen 3.01 Außengebiete



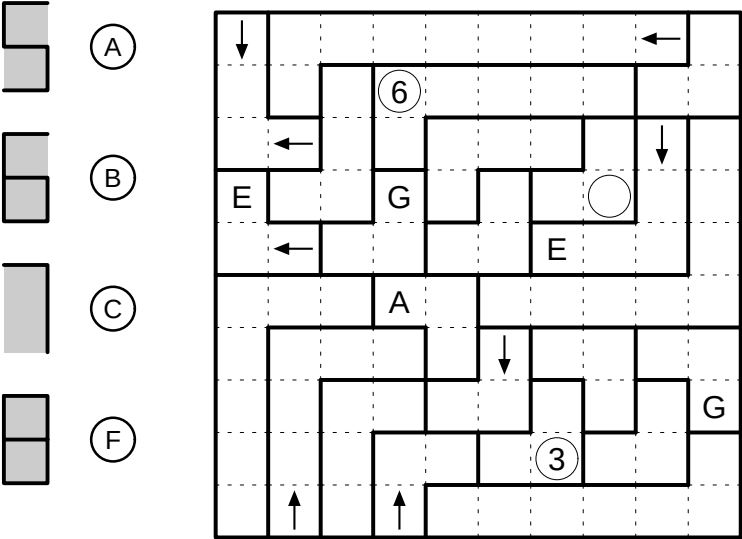
3.02 Kompass



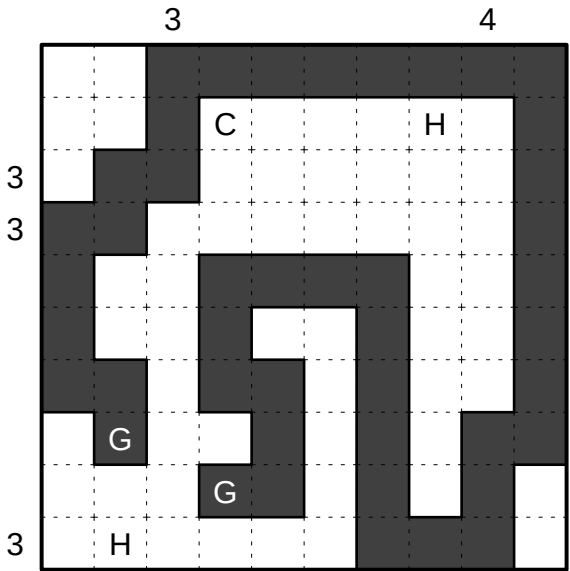
3.03 Rundweg mit Kreuzungen



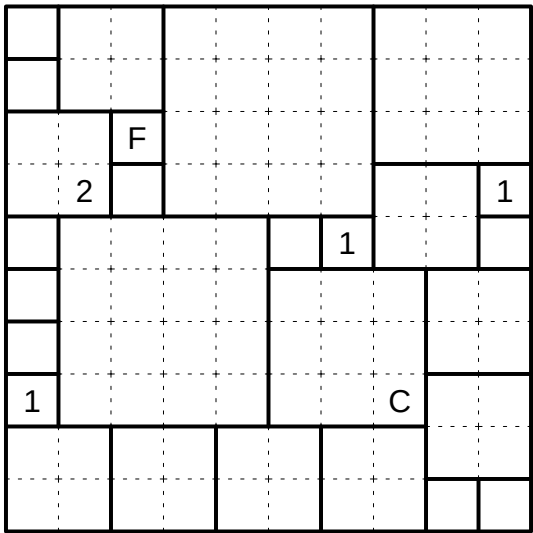
3.04 Sashigane



3.05 Schlange



3.06 Square Jam



Lösungen zu Runde 4: Nikoli

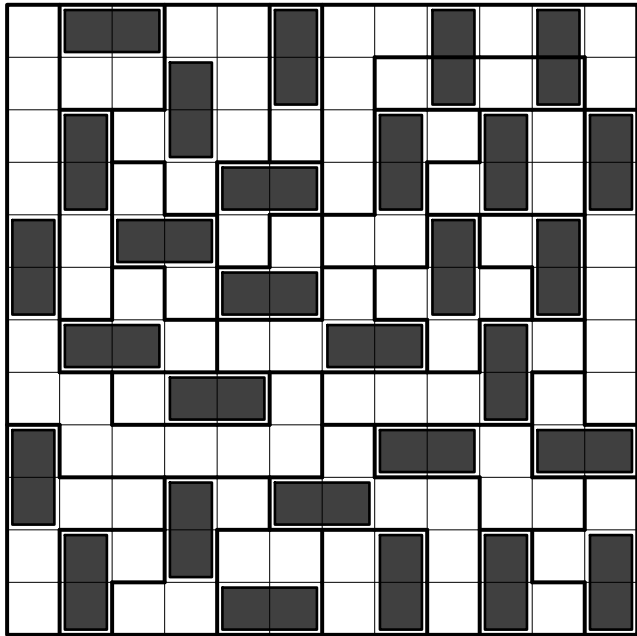
4.01 Shikaku

		10			5			
								8
3		6		8				
					3	5		4
6				6				5
		3					6	
	9		4	9				
								8
		8		4				
10								4
		4		6				

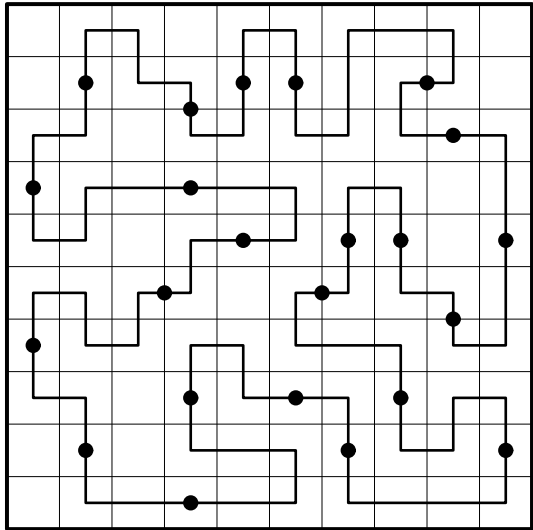
4.02 Nanro

5	5	5	5					3	3	3
			5	8					4	
5	5	5		8					3	
		5	5	8					4	
5	5			8					3	
	5	5	5	8	8	8	4	4	3	
5					8			3		2
5	5	5	3		3					2
	5		5	5	5					
		5	5							

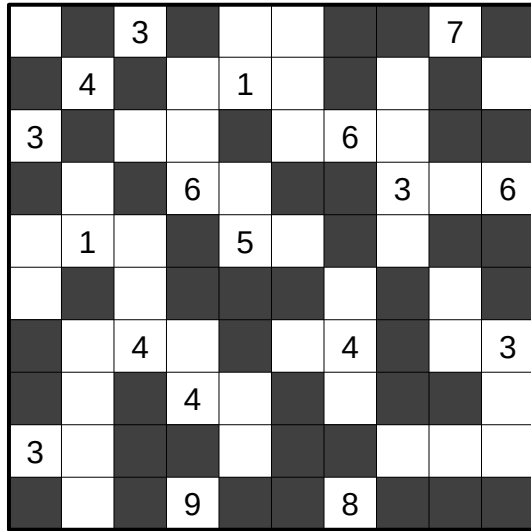
4.03 Norinori



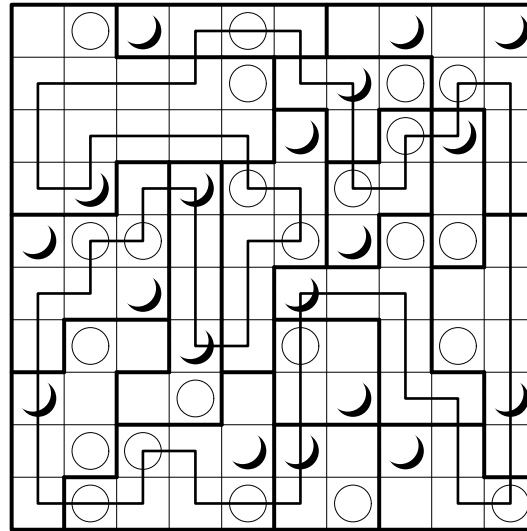
4.04 Mittelweg



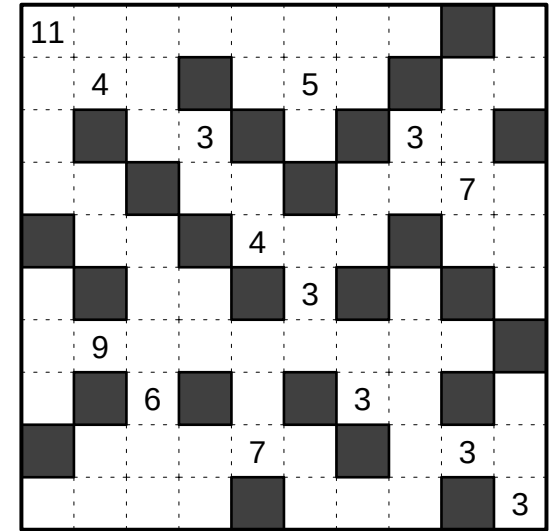
4.05 Kurotto



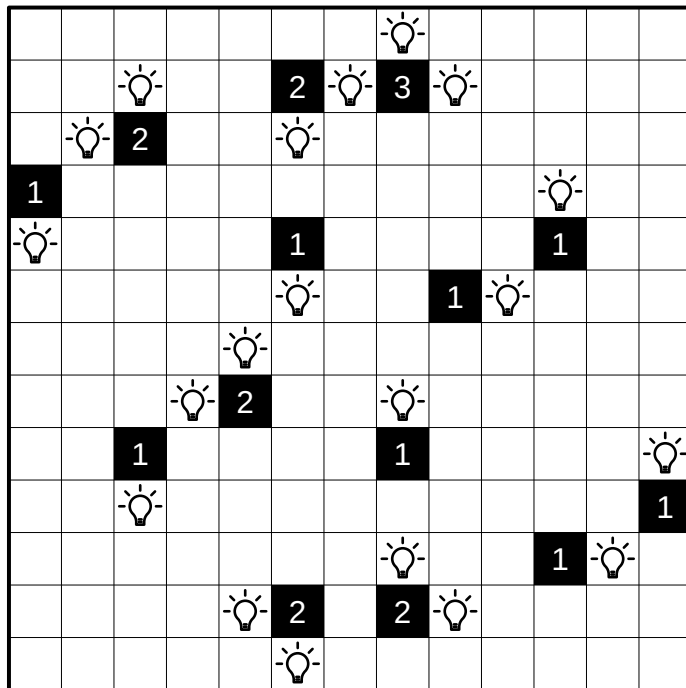
4.06 Mond oder Sonne



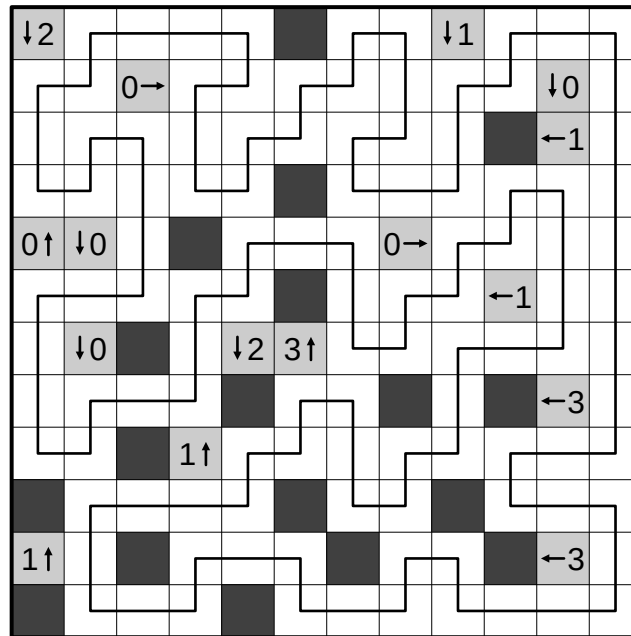
4.07 Kuromasu



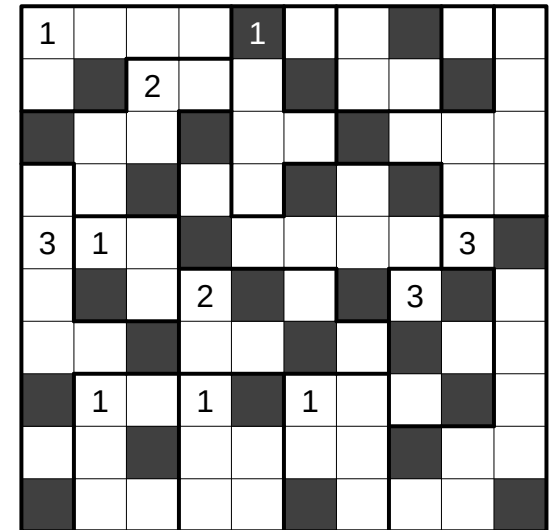
4.08 Akari



4.09 Yajilin

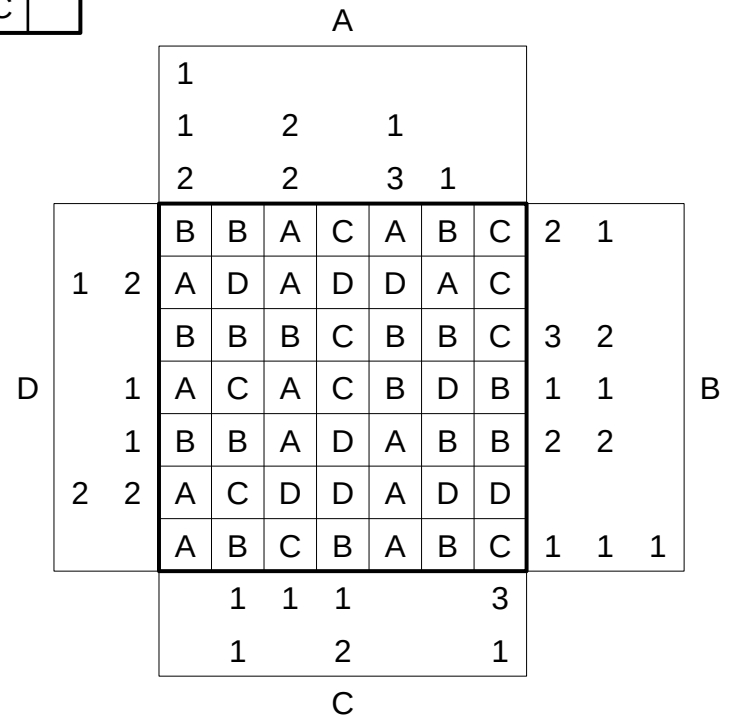


4.10 Heyawake



				-					
		+							-
		+	+						
-							-		
			+					+	
		-	-						
						-		+	
		+					+	+	
					+				
				-		+			
+									
			+						

3	1	4	2	3	7	2	4	1	2
1	5	1	3	4	6	1	2	7	3
2	1	3	1	2	5	3	1	2	4
1	2	1	5	1	2	4	3	6	5
3	1	2	6	3	4	5	2	3	1
2	4	1	2	5	1	2	4	1	3
5	2	3	4	1	2	3	1	5	2
1	3	2	1	4	3	6	2	1	4
4	5	1	3	2	7	4	3	2	1
3	2	4	5	3	1	2	1	4	3



5.09 BACA

1
 2 ?
 2 ? 4
 1
 4
 1 2 1
 C B A
 2 2
 ? ?
 B B

5.11 AYDA

	A			A		A	A	
-			A			D	Y	A
		A		D		Y	-	A
A			D	Y	A			-
A		D	Y	A				-
			A		Y		D	A
A	Y				D	A		
A	D	Y			A			
	A	A					A	

5.10 Minesweeper-Buchstabensalat

			A		A		
	C			B	A	D	
	B	C	5	A	D		2
D	D		A	C	6		B
		5		D	B	C	A
	A	B	C				D
D		D	B		3	A	C
	?	A	D		C	B	
				C		C	

5.12 N-View-Buchstabensalat

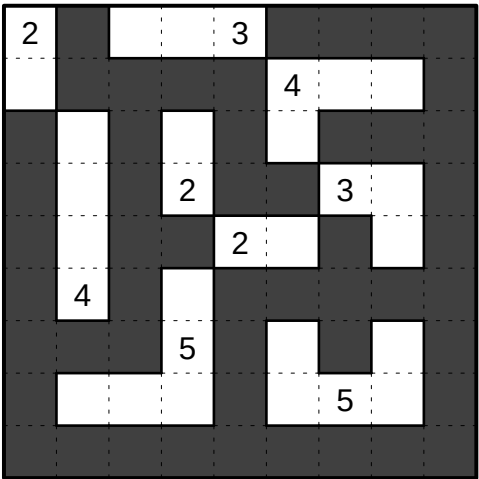
	A1	A2		A3		A4	
D3		B	C	D	A		B4
D4		A		B	C	D	
	A	C	D			B	B1
D1	D		A		B	C	B2
D4	C		B	A	D		B3
D2	B	D		C		A	
	C2		C4	C1	C3		

5.13 ABC-Box

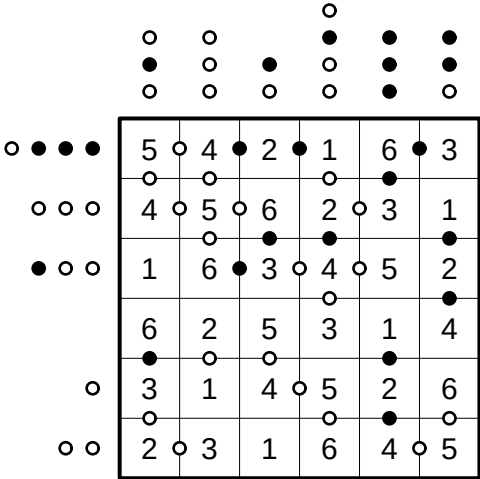
[illegible]

Lösungen zu Runde 6: Gemischte Rätsel N – Z

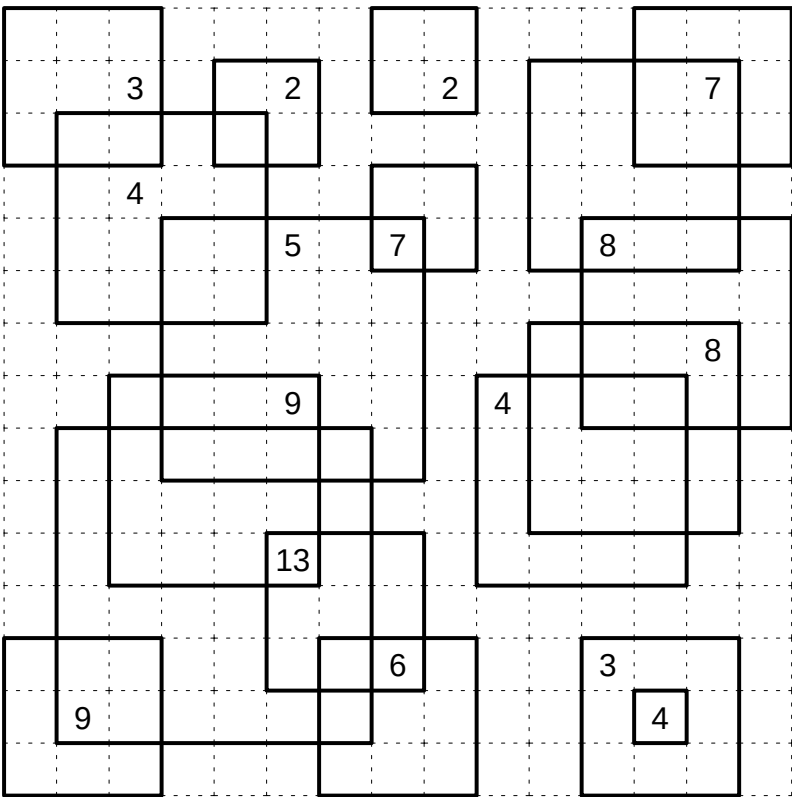
6.01 Nurikabe



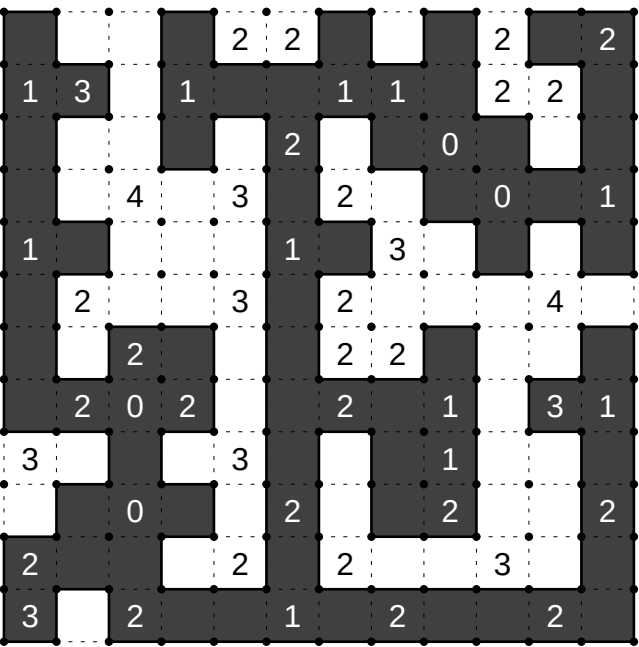
6.02 Outside Kropki



6.04 Quadrate



6.03 Polygraph



6.05 Roller Coaster

7

9

4 ? ? ?? 8 ? 12

11 3 ?? 8 4 ?? 13

?? ?

7 ?? 5

9 ?? ?

20

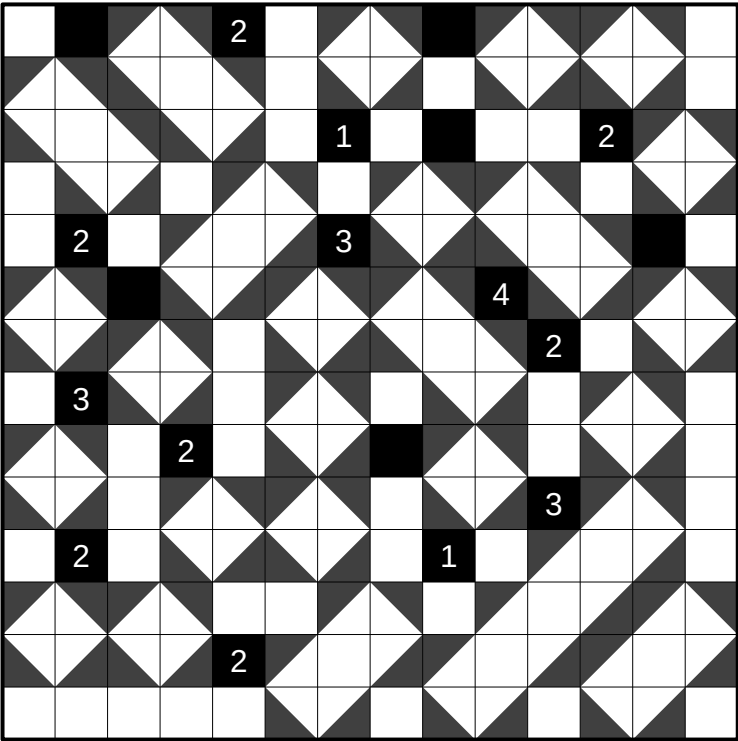
4 6 11

? ?

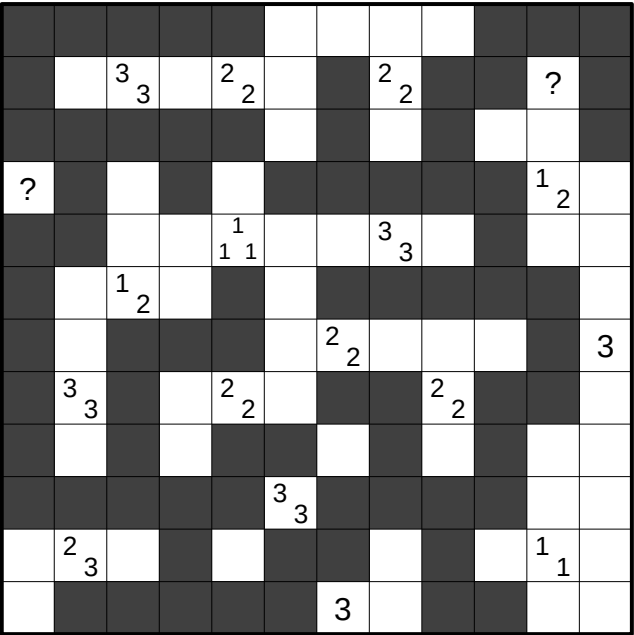
?? 11

6	4	3	1	5	7	2
2	5	7	3	4	1	6
5	3	1	7	6	2	4
1	7	6	4	2	5	3
3	1	4	2	7	6	5
7	2	5	6	3	4	1
4	6	2	5	1	3	7

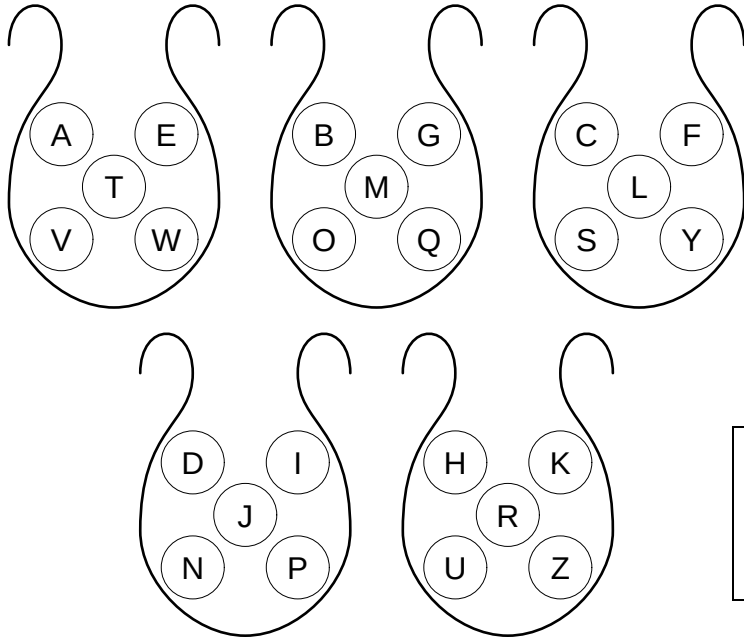
6.06 Shakashaka



6.07 Tapa



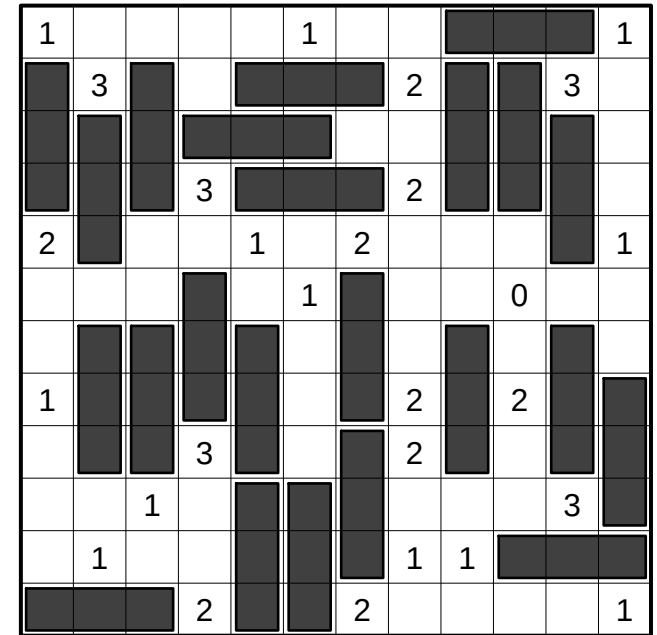
6.08 Urnen



6.09 Vista

4		5	1	1	1
	3				
	2		6		
2		7			
	5	3		4	3
2		1			4

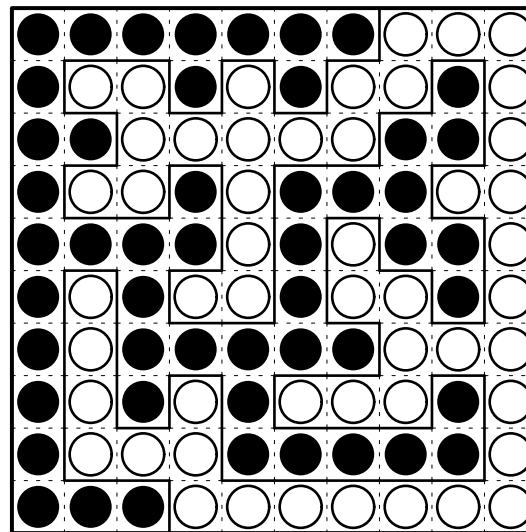
6.10 Wittgenstein-Ziegel



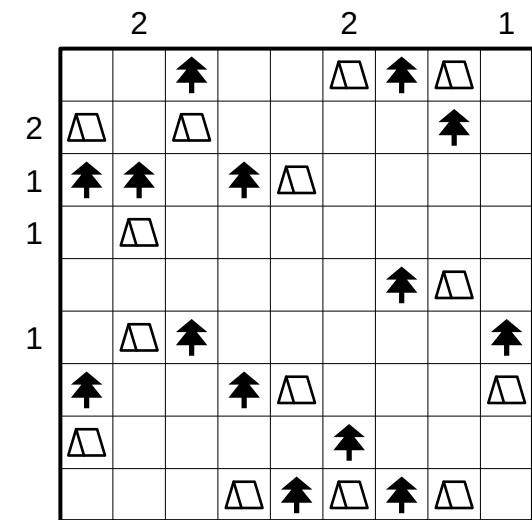
6.11 X-Summen Sudoku

	25	25						25		
	4	6	2	8	1	7	9	3	5	25
25	5	8	7	2	3	9	4	1	6	25
	9	1	3	6	5	4	8	2	7	
	7	2	9	4	6	8	1	5	3	
25	6	3	8	1	2	5	7	9	4	25
	1	5	4	7	9	3	2	6	8	
	2	7	6	3	4	1	5	8	9	
	3	4	5	9	8	2	6	7	1	
	8	9	1	5	7	6	3	4	2	
				25	25		25			

6.12 Yin & Yang



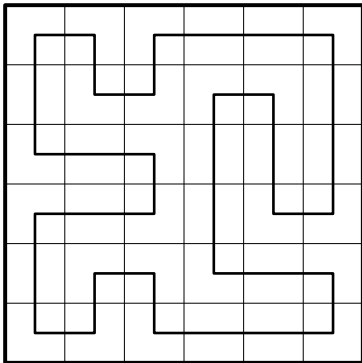
6.13 Zeltlager



Lösungen zu Runde 7: Sechslinge (Kurzfassung)

7.01 Zwischenknick

$A = F$



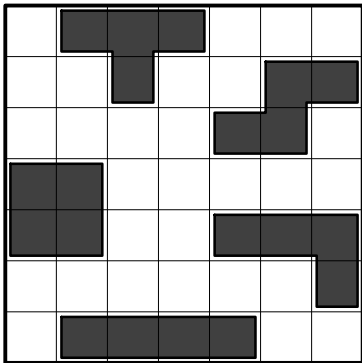
7.02 Gebietssummen

$A = B$

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

7.03 Regionale Tetrominos

$A = C$



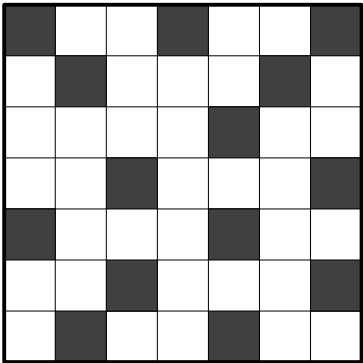
7.04 Binairo

$B = D$

0	0	1	1	0	1
1	1	0	0	1	0
1	1	0	1	0	0
0	0	1	0	1	1
0	1	0	1	0	1
1	0	1	0	1	0

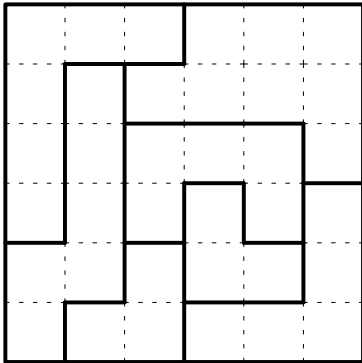
7.05 Hitori

$B = E$



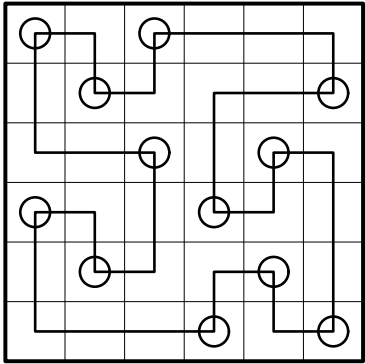
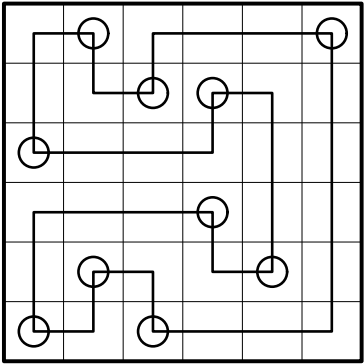
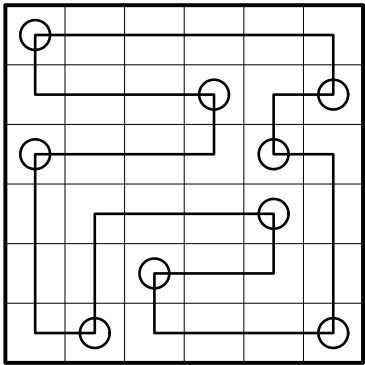
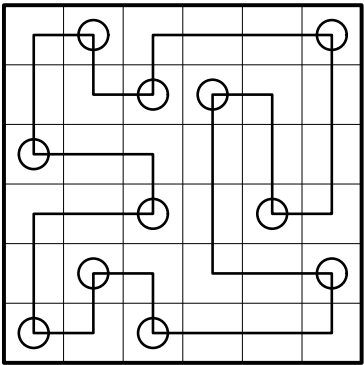
7.06 Araf

$A = D$



Lösungen zu Runde 7: Sechslinge (Lösungen aller Einzelrätsel)

7.01 Zwischenknick



(A)

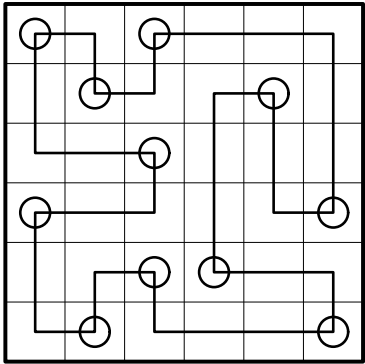
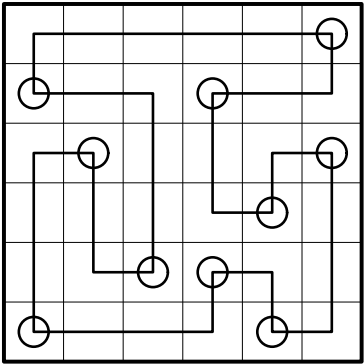
(B)

(C)

(D)

(E)

(F)



7.02 Gebietssummen

¹² 5	1	2	3	¹⁰ 4	6
1	⁹ 2	3	4	¹⁵ 6	5
⁹ 3	6	¹² 5	⁵ 1	2	4
¹⁵ 6	3	4	2	⁶ 5	1
4	5	¹⁰ 1	6	3	¹⁷ 2
⁶ 2	4	6	5	1	3

⁹ 5	1	⁸ 2	3	¹⁵ 4	6
1	2	3	¹² 4	6	5
¹⁵ 3	6	¹² 5	1	2	¹⁰ 4
6	⁹ 3	4	2	5	1
¹⁰ 4	5	1	¹⁷ 6	⁹ 3	2
2	4	6	5	1	3

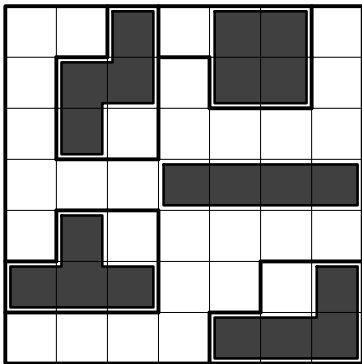
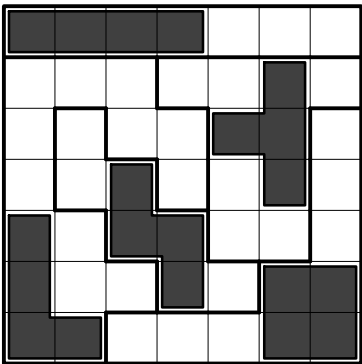
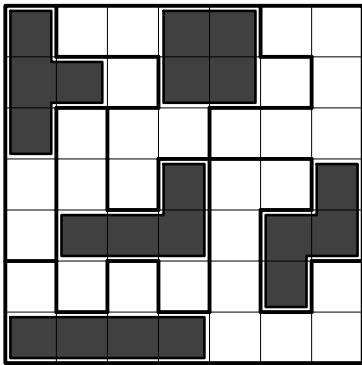
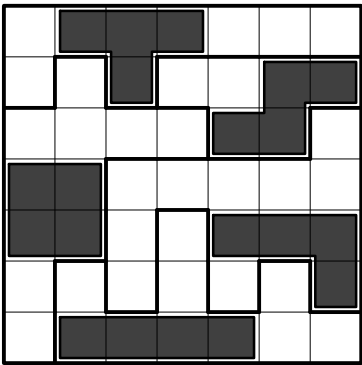
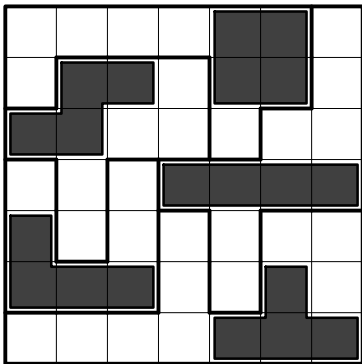
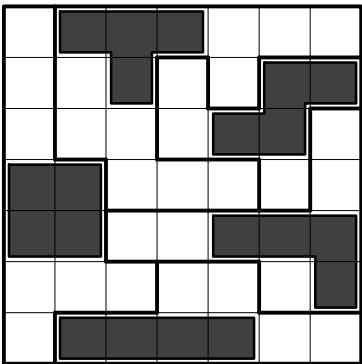
³ 2	⁴ 1	3	¹¹ 5	6	⁶ 4
1	¹¹ 3	6	¹³ 4	5	2
⁸ 3	2	¹² 5	1	4	⁹ 6
5	¹¹ 6	4	2	⁶ 1	3
¹⁰ 6	4	1	3	2	⁶ 5
4	⁷ 5	2	⁹ 6	3	1

²¹ 4	5	6	⁹ 3	2	1
6	⁹ 4	1	2	3	¹² 5
¹⁶ 5	2	⁷ 3	⁷ 6	1	4
3	6	4	1	²⁰ 5	2
2	⁷ 1	5	4	6	¹⁸ 3
1	3	2	5	4	6

¹⁰ 6	⁴ 1	3	¹¹ 2	5	4
1	¹⁵ 6	5	4	¹⁴ 3	³ 2
3	⁶ 4	2	5	6	1
⁹ 4	¹¹ 2	6	⁴ 3	1	¹⁴ 5
5	3	⁷ 4	1	2	6
⁸ 2	5	1	¹⁰ 6	4	3

¹⁶ 3	¹¹ 2	4	5	¹⁸ 1	6
4	3	⁶ 1	6	5	⁹ 2
⁸ 1	6	5	⁶ 4	2	3
5	⁴ 1	3	³ 2	¹⁵ 6	4
2	²¹ 4	6	1	3	5
6	5	⁹ 2	3	4	1

7.03 Regionale Tetrominos



A

B

C

D

E

F

7.04 Binairo

0	1	0	1	1	0
1	0	1	0	0	1
0	1	0	0	1	1
1	0	1	1	0	0
0	0	1	0	1	1
1	1	0	1	0	0

0	0	1	1	0	1
1	1	0	0	1	0
1	1	0	1	0	0
0	0	1	0	1	1
0	1	0	1	0	1
1	0	1	0	1	0

1	0	1	1	0	0
0	0	1	0	1	1
0	1	0	1	0	1
1	0	1	0	1	0
1	1	0	1	0	0
0	1	0	0	1	1

0	0	1	1	0	1
1	1	0	0	1	0
1	1	0	1	0	0
0	0	1	0	1	1
0	1	0	1	0	1
1	0	1	0	1	0

1	0	1	1	0	0
0	1	1	0	1	0
0	1	0	1	0	1
1	0	1	0	1	0
0	1	0	0	1	1
1	0	0	1	0	1

0	1	0	1	1	0
0	1	1	0	0	1
1	0	1	0	1	0
0	1	0	1	0	1
1	0	0	1	1	0
1	0	1	0	0	1

7.05 Hitori

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

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

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

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

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

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

- A

B
- C

D
- E

F

7.06 Araf

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

		5	5	1	6
	4				
	4		7		
		6		4	
				5	
9	7	2	4		

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

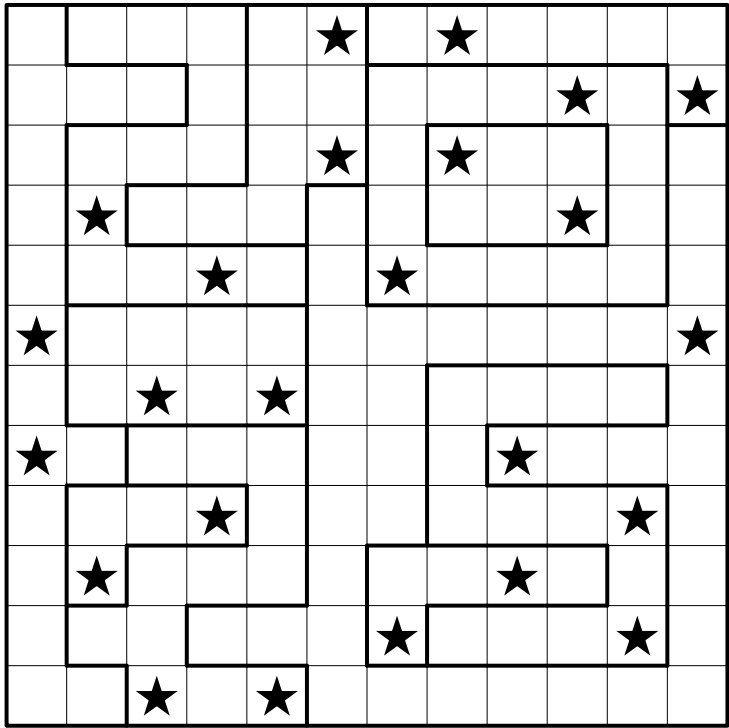
	7	5	5		
	3		9		
	7	3			
			2	6	
		4		4	
		1	3	6	

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

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

Lösung des Stechens

8.00 Doppelstern

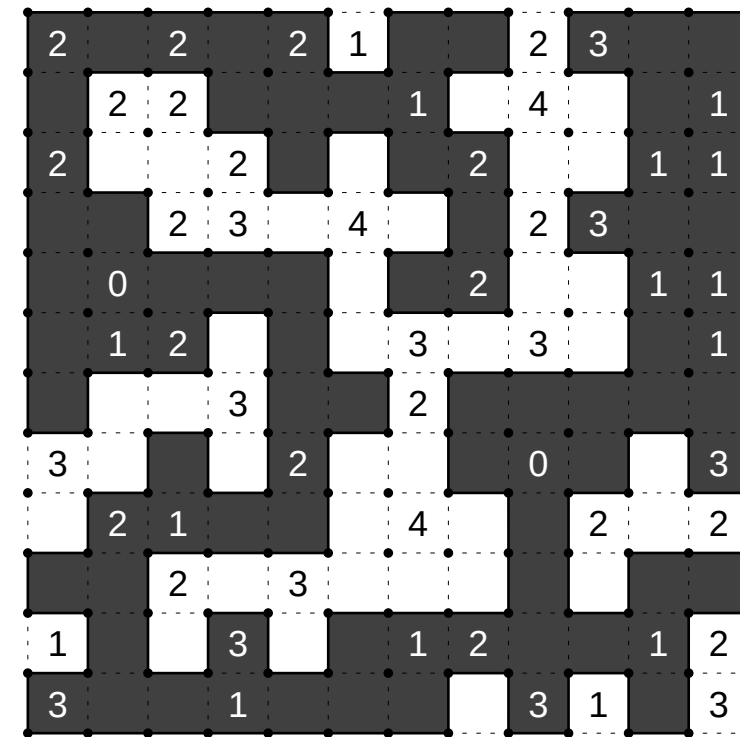


8.01 ABC-Box

8.01 ABC-Box

[illegible]

8.06 Polygraph



[illegible]

	7	25		15	11		19	5
5	4	1	13	6	7	3 9	1	2
8	3	5	19 10	5	1	4	6	3
	21 11	4	6	1	3	5	2	8
11	5	2	1	3		10 19	3	7
11	2	6	3	17 20	4	5	7	1
11	4	7	15 11	6	7	2	10	15
	10	26 12	6	7	3	1	5	4
22	6	7	4	5	12	4	2	6
12	4	5	1	2	15	7	3	5

A 10x10 grid with a complex black path. The path starts at a circle labeled '1' in the top-left corner, moves right to a circle labeled '2', then down to a circle labeled '3'. From circle '3', the path moves right to a circle labeled '4', then down to a circle labeled '5'. From circle '5', the path moves right to a circle labeled '6', then down to a circle labeled '7'. From circle '7', the path moves right to a circle labeled '8', then down to a circle labeled '9'. From circle '9', the path moves right to a circle labeled '10'. Arrows indicate the direction of the path: a right arrow from circle '1' to '2', a down arrow from circle '2' to '3', a right arrow from circle '3' to '4', a down arrow from circle '4' to '5', a right arrow from circle '5' to '6', a down arrow from circle '6' to '7', a right arrow from circle '7' to '8', a down arrow from circle '8' to '9', and a right arrow from circle '9' to '10'.