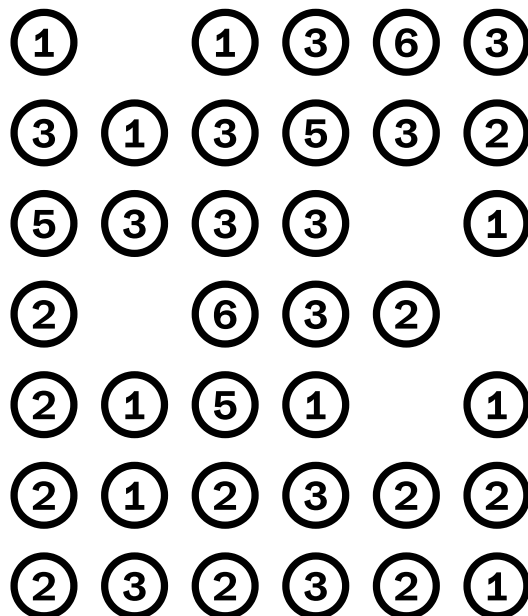


ARLING

Cranes

100 Hashi puzzles

Every puzzle has exactly one solution, and every one of them was checked by program before it was printed.

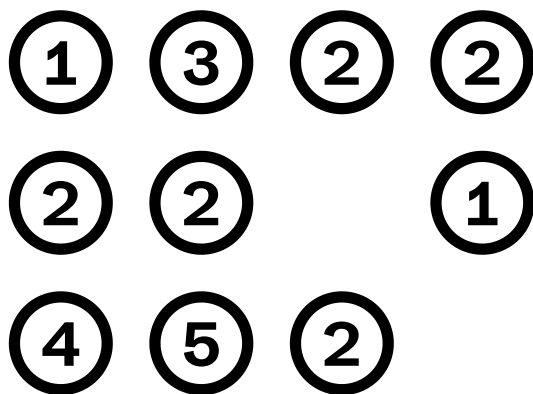


How to play Cranes

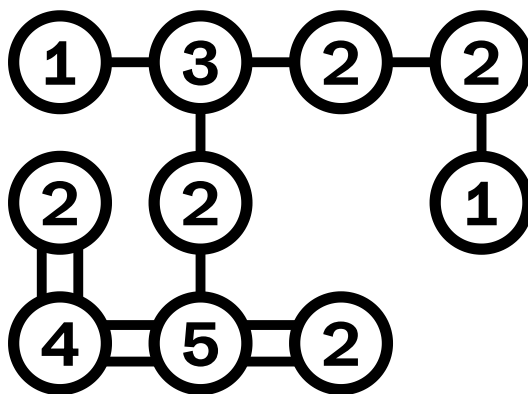
HASHI

- 1 Join the sandbanks with straight walkways. A walkway runs up and down or left and right, and only between two sandbanks that stand in line with nothing in between.
- 2 A number on a sandbank counts its walkways. When it says four, exactly four walkways leave it. Two walkways may run side by side between the same pair, and that counts as two.
- 3 Walkways never cross, and when the water is finished every sandbank can be reached from every other.

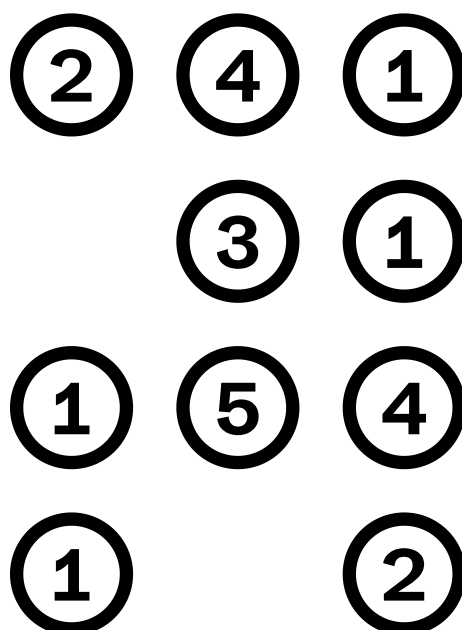
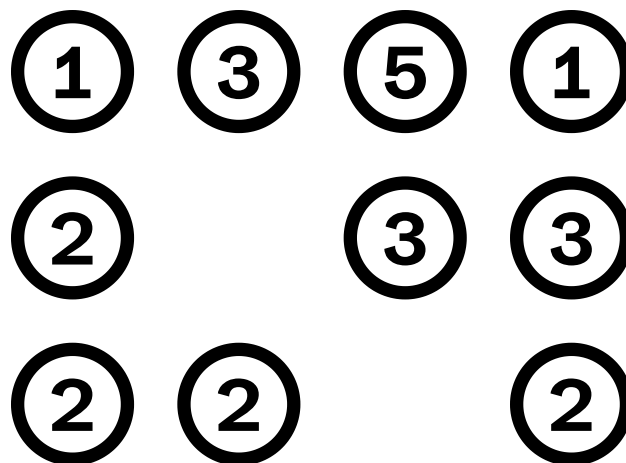
ONE WORKED EXAMPLE

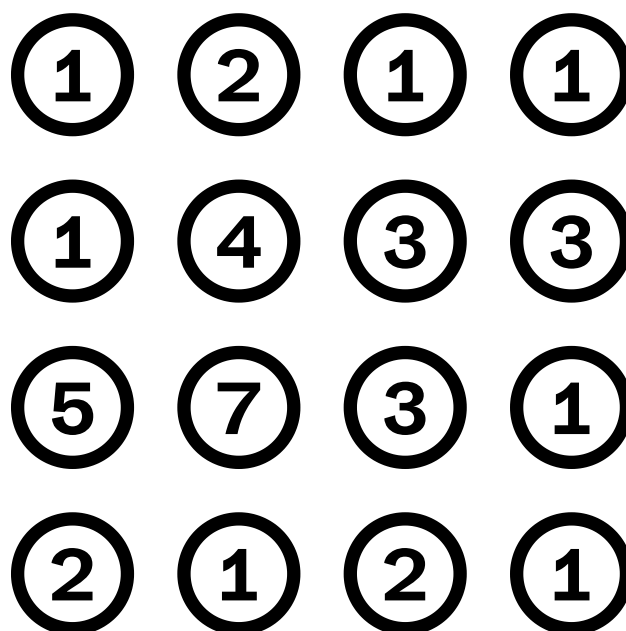


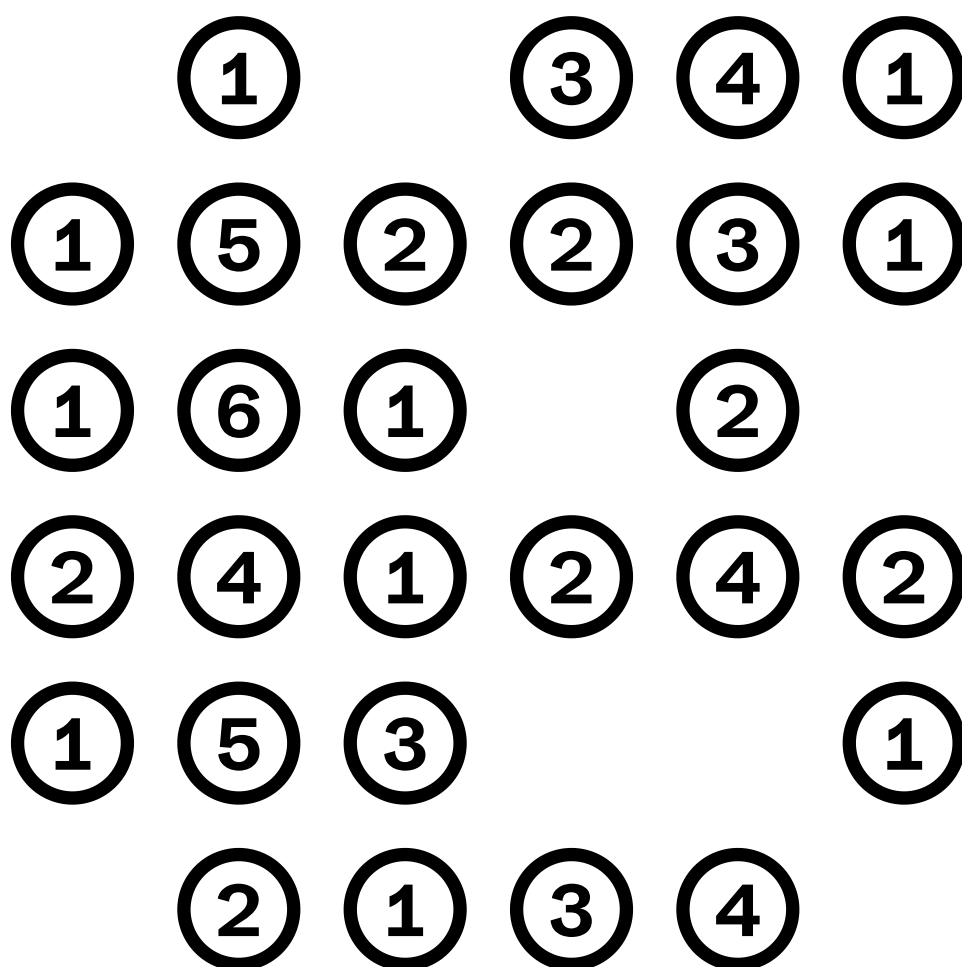
ITS ONLY SOLUTION

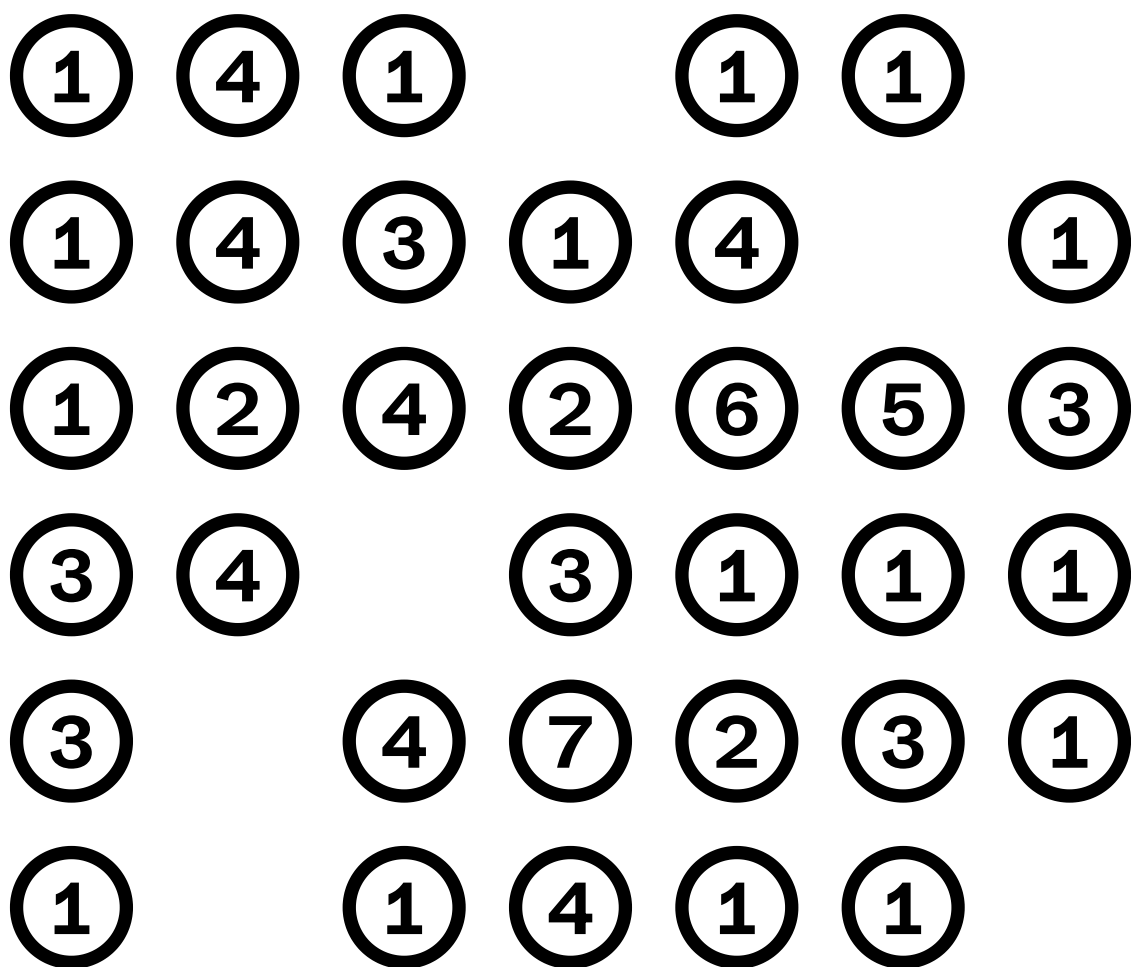


The puzzles run from easy to challenge in one line: 1 to 25 easy, 26 to 55 medium, 56 to 85 hard, 86 to 100 challenge. Solutions start on the page marked Solutions at the back.

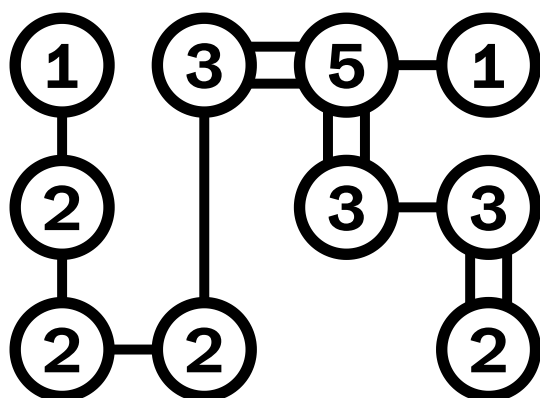




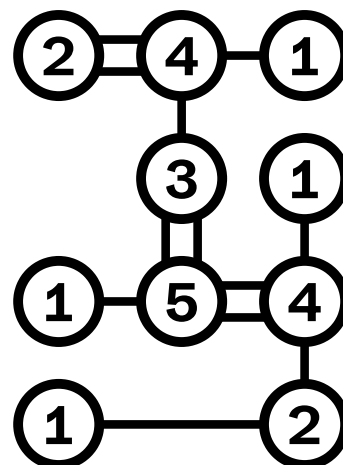




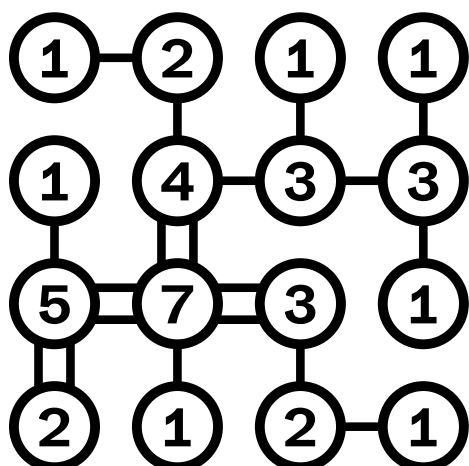
1 • EASY



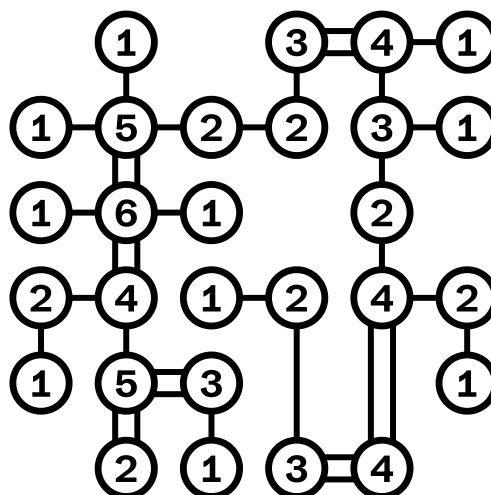
13 • EASY



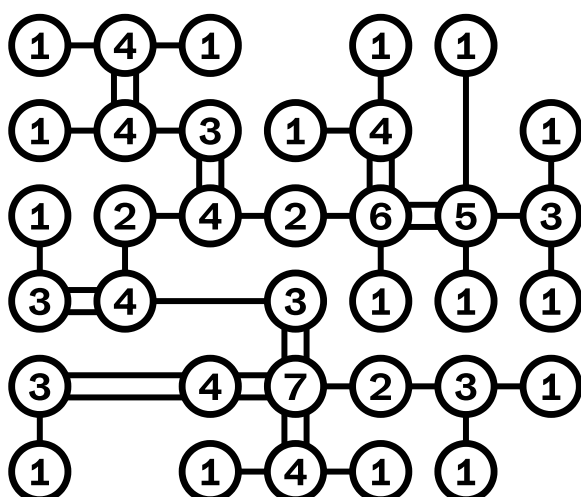
26 • MEDIUM



56 • HARD



86 • CHALLENGE



ARLING

Cranes

The other 95 puzzles

This is a free sample of five puzzles. The full book has 100, from easy to challenge, with every solution at the back. PDF for A4 and US Letter at arling.sk/puzzle-books/