

Puzzle Post

FREE SAMPLE, ISSUE 1, OCTOBER 2026

Ten puzzles, one of each type, taken from Issue 1. The full issue has one hundred.

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How this file works

Everything in a box or with a line under it is a link. Open the contents, tap a type, and you land on its page: the rules first, then its ten numbers. Tap a number and you are on the puzzle.

The buttons sit in the same place on every page, in a strip along the bottom and away from the edges, so a tap on a button is not a page turn.

A puzzle page has the grid at the top and ruled space under it to work in. Its buttons take you to the solution, back to the type, or to the contents. The header says which type and which level you are on.

Solutions come after the ten puzzles of their type, four to a page, and each one links back to its own puzzle. Open one only when you are done: nothing here is timed and nothing is scored.

The rules on a type page are the whole of the puzzle. Nothing else is assumed and nothing outside this file is needed.

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Killer Sudoku

Every row, every column and every block holds each number once. The grid size sets the numbers: six by six uses 1 to 6, nine by nine uses 1 to 9. A block is the small rectangle marked by the thicker line.

The dotted cages add up. A cage is the group of cells inside one dotted outline, and the small number in its top left corner is what its cells add up to, with no number repeated inside the cage.

Nothing is filled in at the start: the cages are the whole puzzle, and exactly one arrangement fits.

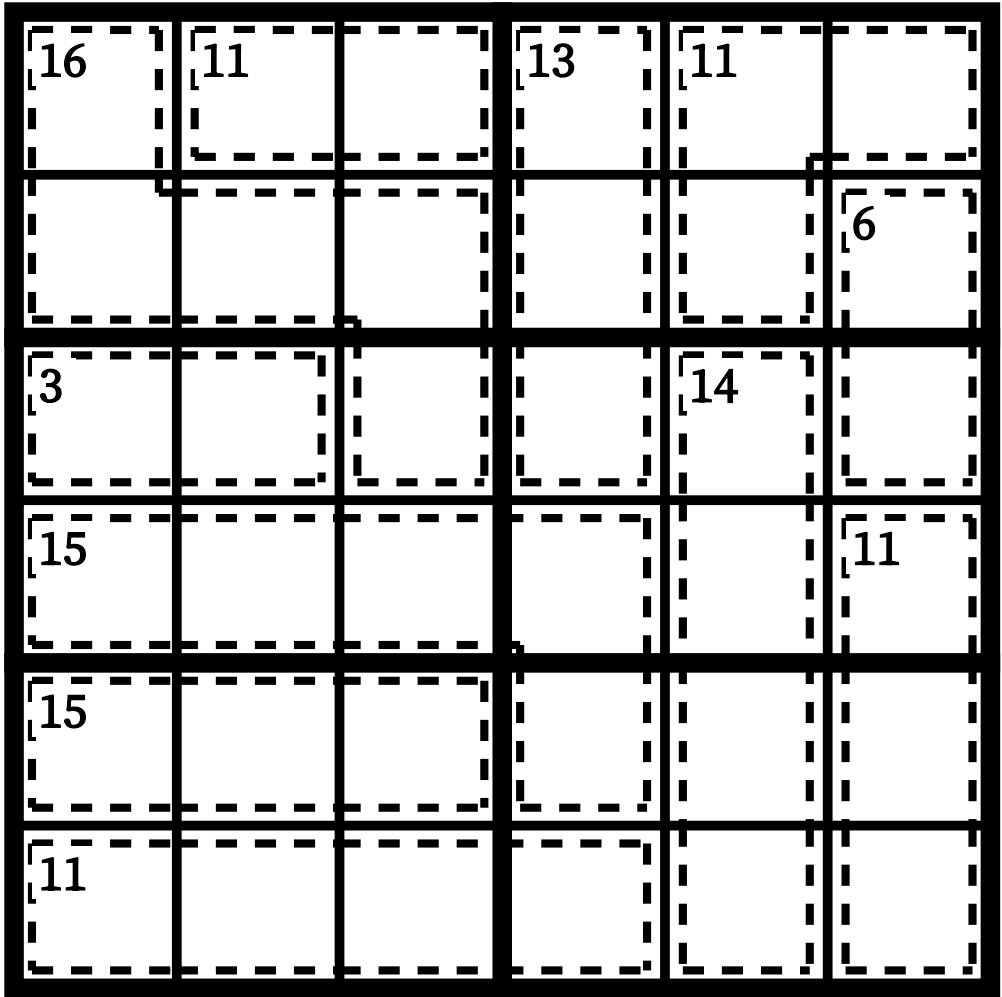
EASY

001

Every puzzle of this type was built and solved by our own program and kept only when the solver found exactly one solution.

Solutions

Contents



Anti-knight Sudoku

Every row, every column and every block holds each number once. A meadow with nine rows has nine columns and nine blocks of three by three; a six by six meadow has blocks of two rows by three columns.

Hares leap like a knight. Two burrows a knight's leap apart, two one way and one across, never hold the same number. The leap reaches over rows, columns and blocks alike.

In the harder meadows hares also refuse to sit next to the same number in any direction, corners included. Each puzzle says above it which rules are in force.

EASY

011

Every puzzle of this type was built and solved by our own program and kept only when the solver found exactly one solution.

Solutions

Contents

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

Kakuro

Squirrels hide acorns in the hollows. Each sign tells how many acorns are in the run of hollows to its right or below it. A run is the unbroken line of hollows that follows a sign and ends at the next trunk or at the edge of the wood.

Every hollow holds 1 to 9 acorns, and no number repeats within a run. Every hollow belongs to one run across and one run down at the same time, so the number you write has to suit both.

Exactly one filling fits every sign.

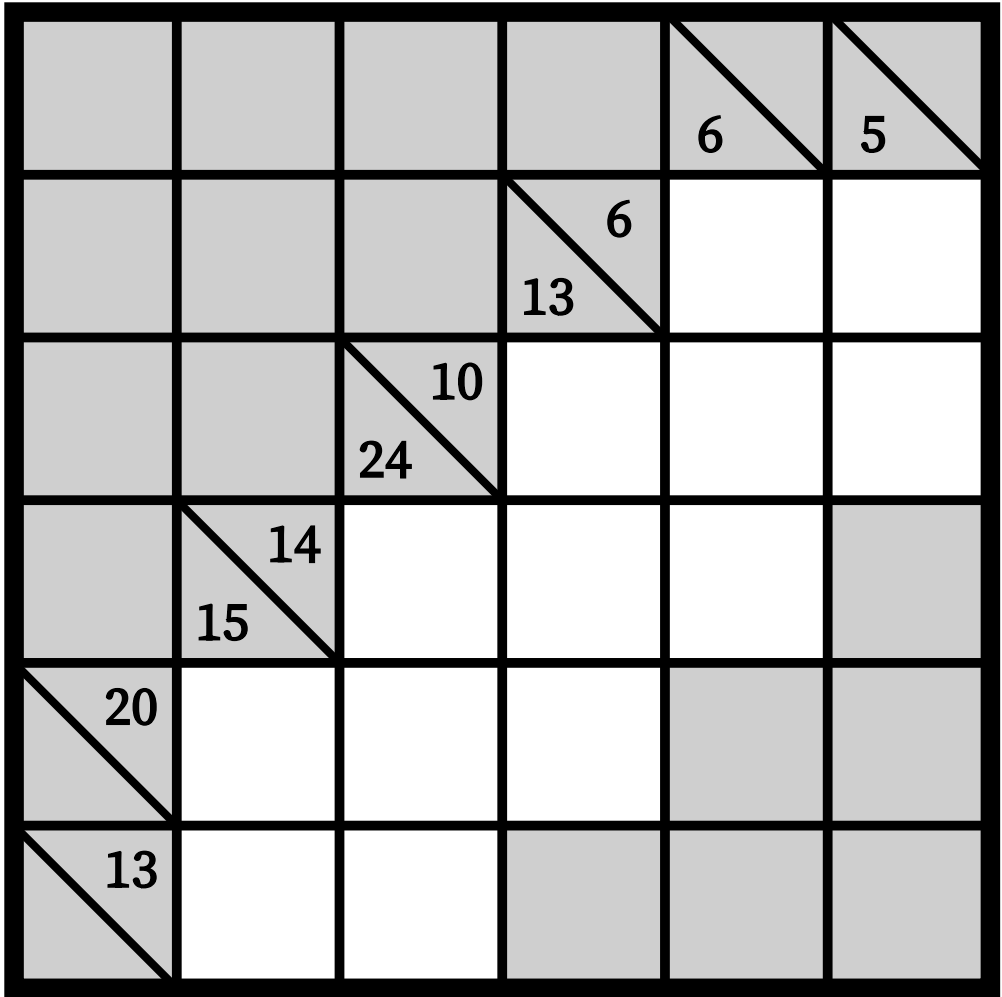
EASY

021

Every puzzle of this type was built and solved by our own program and kept only when the solver found exactly one solution.

Solutions

Contents



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Nonograms

The numbers beside every row and above every column give the lengths of the blocks of filled cells, in order, with at least one empty cell between two blocks.

A filled cell is a cell a magpie left something shiny in. An empty cell is nothing. Work out from the numbers alone which is which.

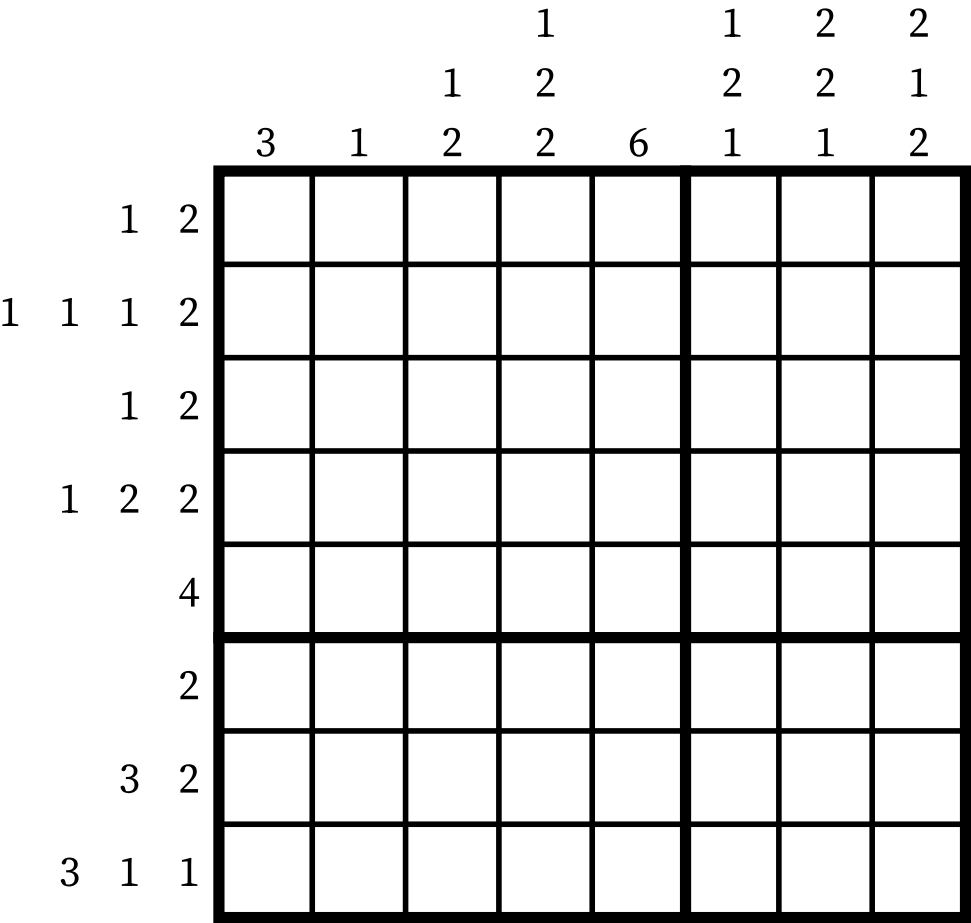
Exactly one picture fits every number, and it can always be reached by reasoning, never by guessing. A cross is your own note that a cell stays empty.

EASY

031

Every puzzle of this type was built and solved by our own program and kept only when the solver found exactly one solution.

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Star Battle

Two hedgehogs go in every row, in every column and in every flowerbed. The flowerbeds are the outlined shapes, and a garden with eight rows has eight columns and eight flowerbeds, so sixteen hedgehogs in all.

No two hedgehogs may touch, not side by side and not diagonally. Every hedgehog keeps the eight cells around it empty.

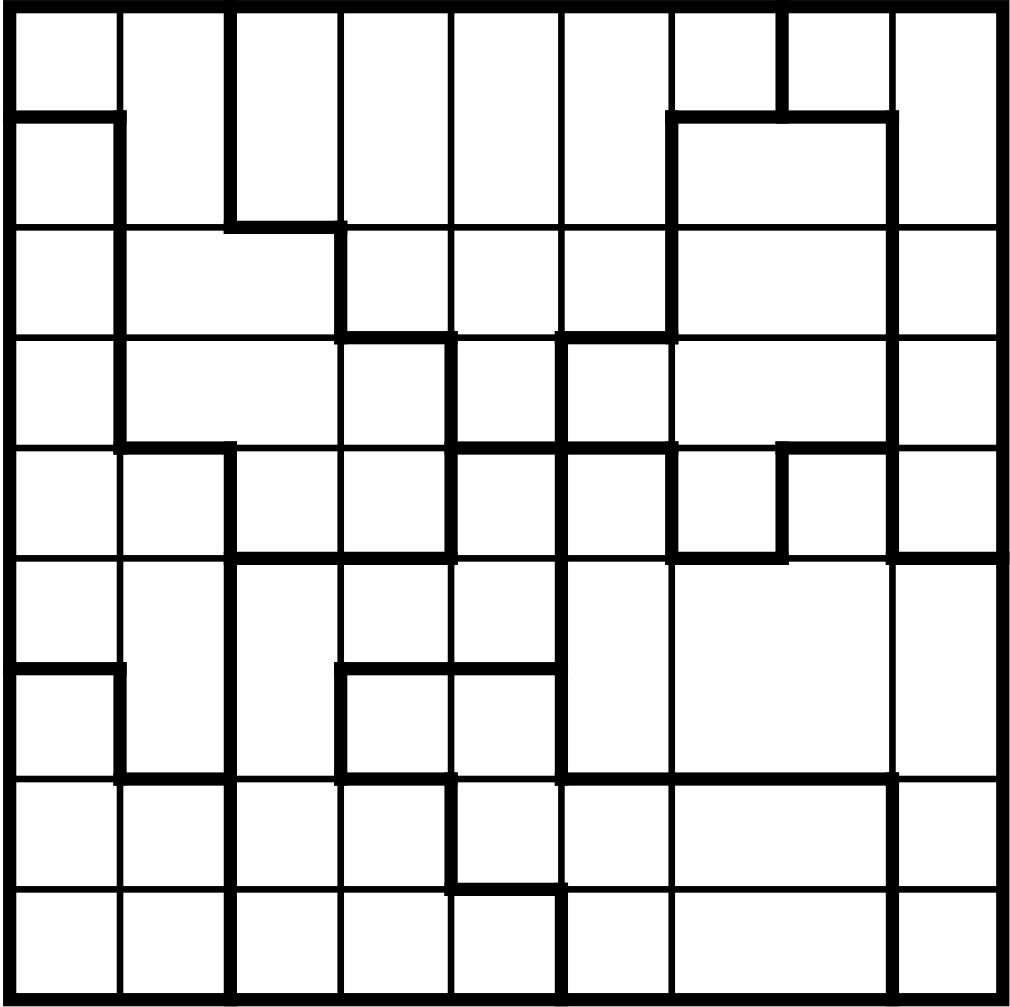
Exactly one arrangement fits. Mark the cells you have ruled out however you like; only the hedgehogs count.

EASY

041

Every puzzle of this type was built and solved by our own program and kept only when the solver found exactly one solution.

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Slitherlink

Draw one closed loop along the grid lines. The otters need a single river: no branches, no crossings, no second loop.

A number in a patch counts its sides. It says how many of that patch's four sides the river runs along, from 0 to 3. A patch with no number says nothing at all.

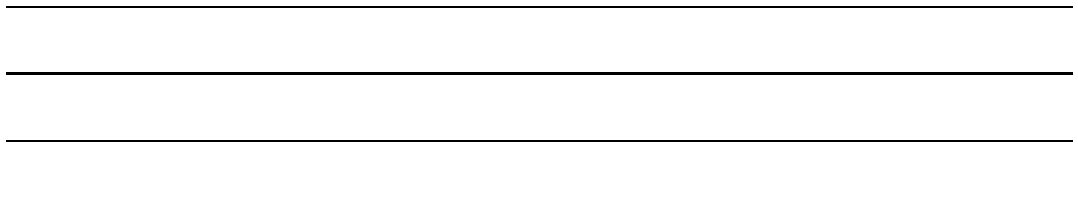
Exactly one loop fits every number. A cross on a side is your own note that the side stays dry.

EASY

051

Every puzzle of this type was built and solved by our own program and kept only when the solver found exactly one solution.

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Contents

Hashi

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.

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.

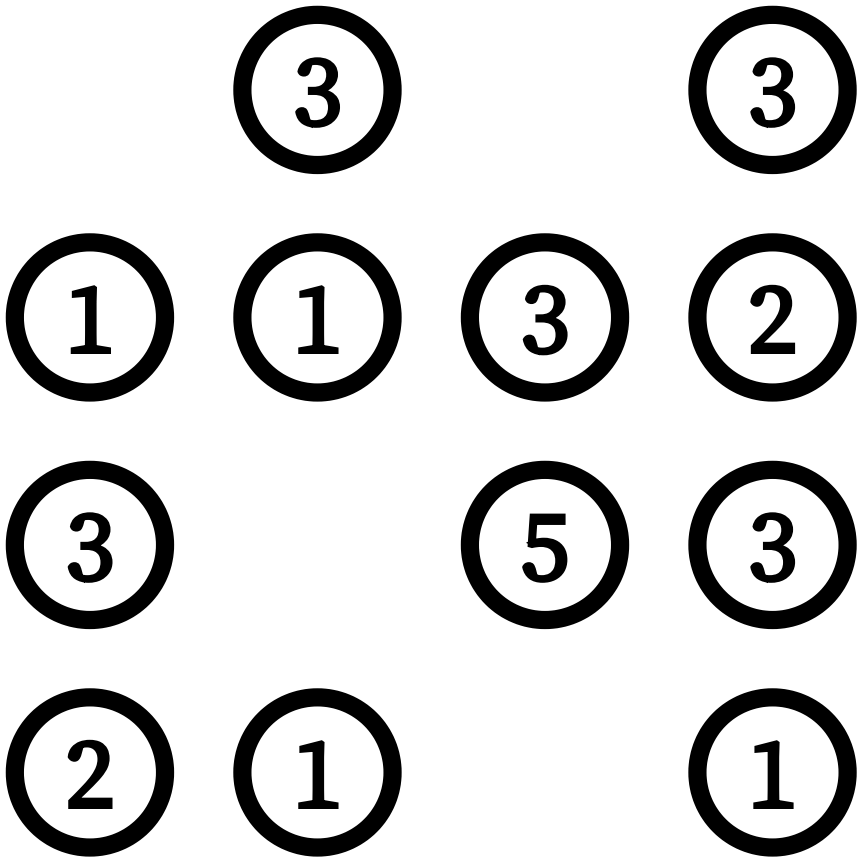
Walkways never cross, and when the water is finished every sandbank can be reached from every other.

EASY

061

Every puzzle of this type was built and solved by our own program and kept only when the solver found exactly one solution.

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Masyu

Draw one loop through every swan. The loop runs from the middle of one cell to the middle of the next, up and down or left and right, never diagonally, and it never crosses itself, branches, or passes through the same cell twice.

A white swan means the loop goes straight through it and turns in the cell just before or just after. A black swan means the loop turns in that cell and goes straight through both neighbouring cells.

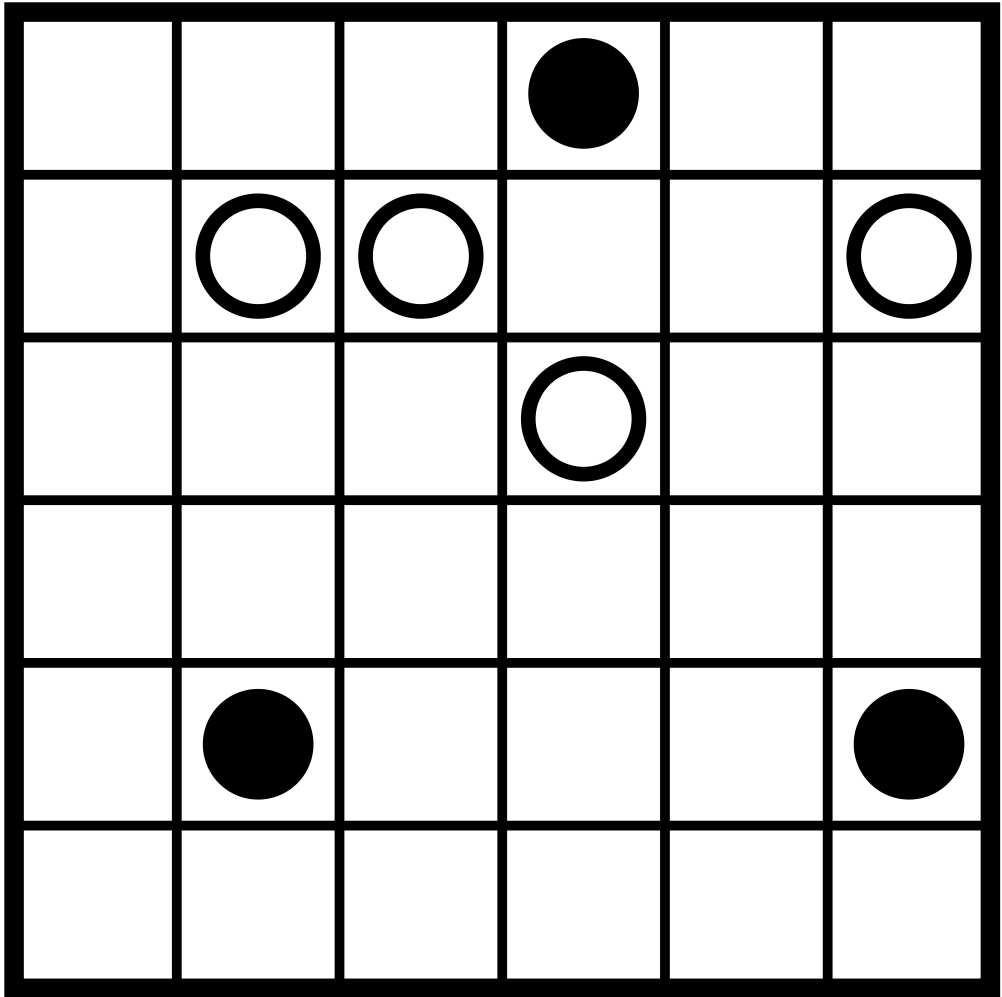
Cells with no swan may be left out of the loop altogether. Exactly one loop fits every swan.

EASY

071

Every puzzle of this type was built and solved by our own program and kept only when the solver found exactly one solution.

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Nurikabe

Every number is a vole family, and it says how big their island is, the number's own cell included. Shade the rest of the meadow as water so that every island holds exactly one number and exactly that many cells.

Islands never touch by a side. Two islands may sit corner to corner, never side by side, or they would be one island with two numbers.

The water always hangs together as a single sheet, and no two by two block is ever all water.

EASY

081

Every puzzle of this type was built and solved by our own program and kept only when the solver found exactly one solution.

Solutions

Contents

	1				
			1		2
	1				
			1		
	2			1	

Numberlink

Every pair of nests belongs to one pair of herons. Draw a flight path between the two nests of every pair. A path steps from one cell to the next, up and down or left and right, never diagonally, and it never runs beside itself.

Paths never cross. Once a cell belongs to one path it is closed to every other.

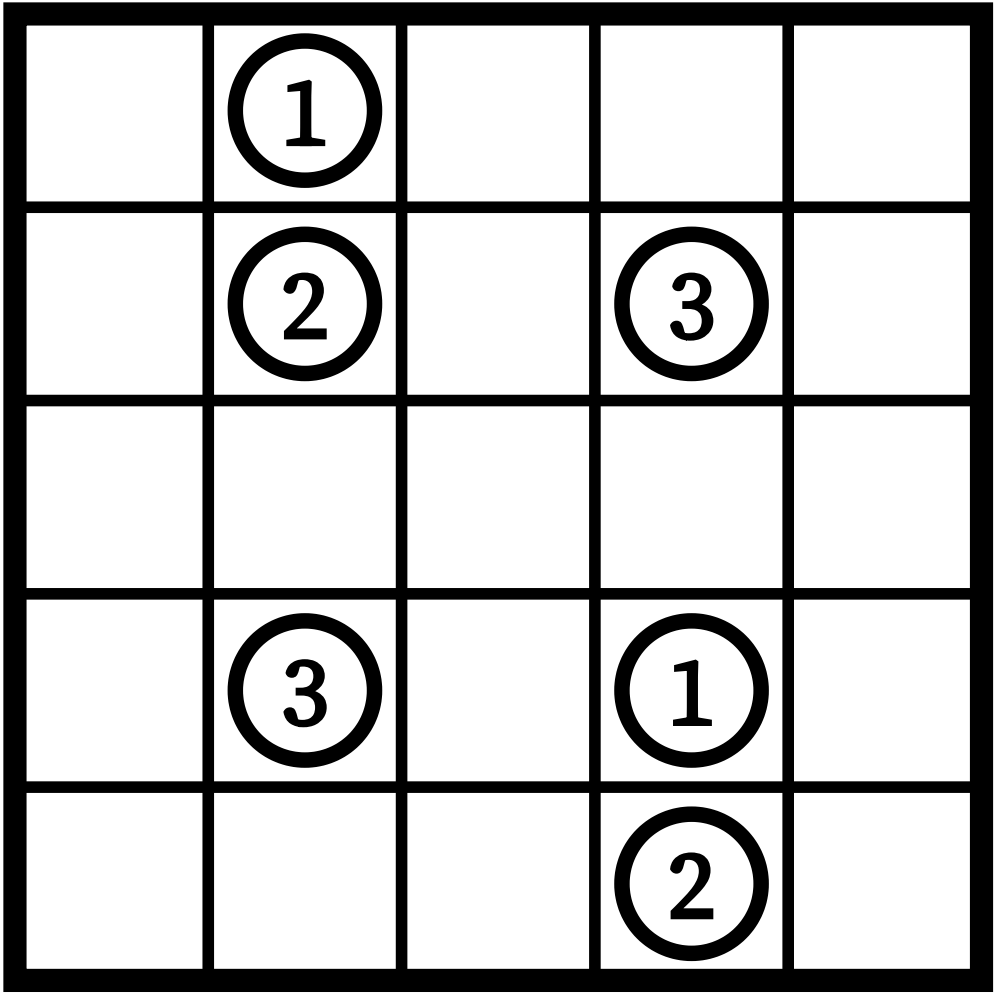
Every cell of the marsh is used: no cell is left over when the marsh is finished.

EASY

091

Every puzzle of this type was built and solved by our own program and kept only when the solver found exactly one solution.

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001

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

011

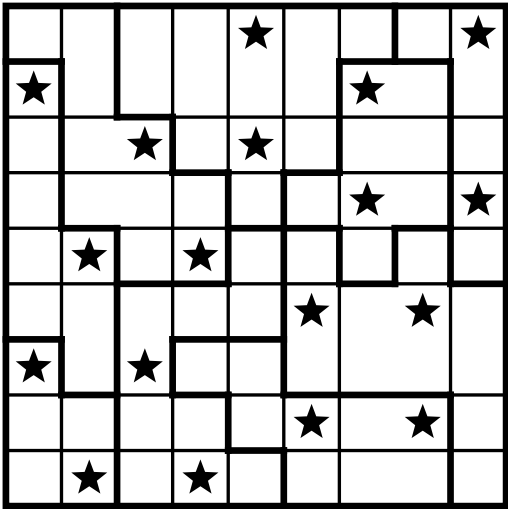
5	6	1	2	3	4
2	3	4	1	6	5
1	4	3	6	5	2
6	5	2	3	4	1
3	2	5	4	1	6
4	1	6	5	2	3

021

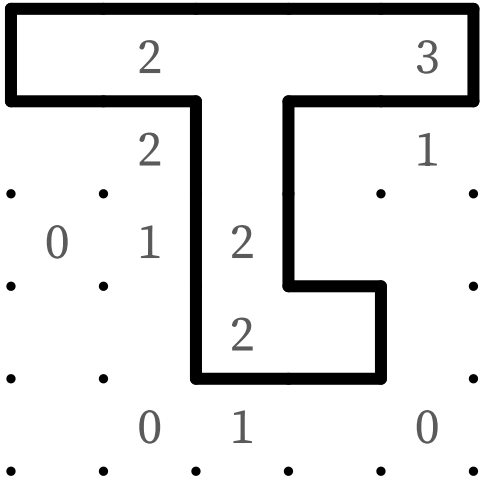
				2	4
			6	3	1
		9	4	1	
	9	8	3		
	6	7			

031

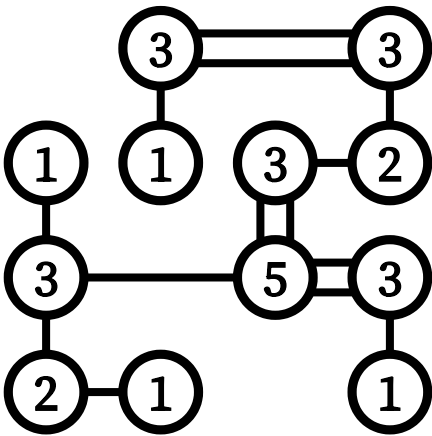
041



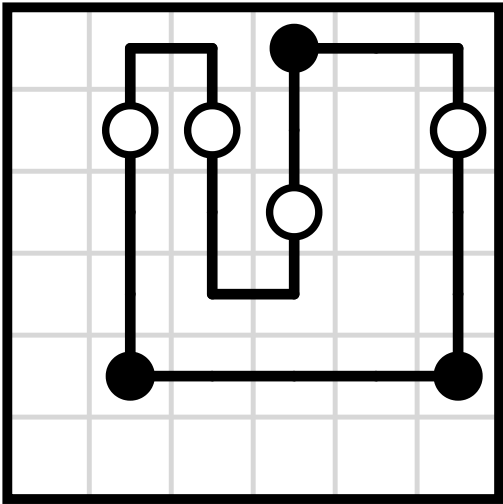
051



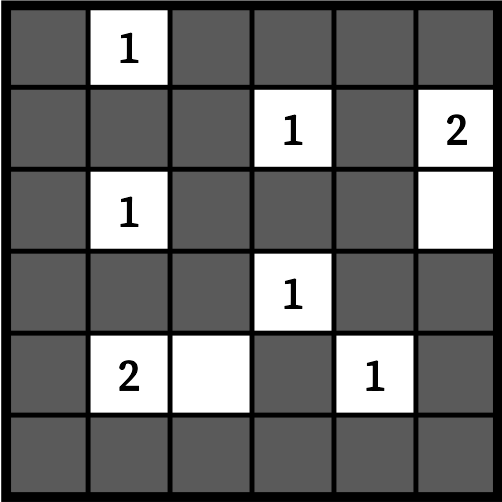
061



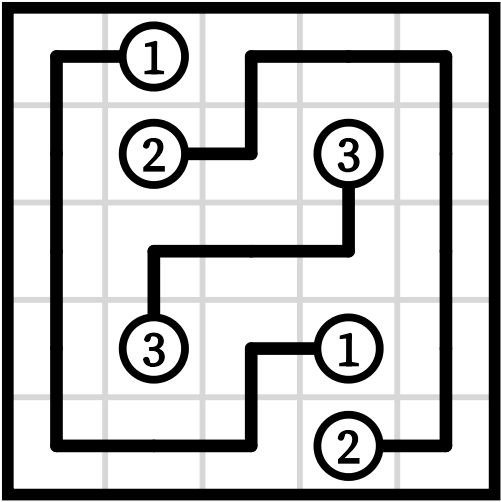
071



081



091



The full issue

This sample holds ten puzzles, one of each of the ten types. Issue 1 holds one hundred, ten of each type, with solutions.

Puzzle Post is made by ARLing s. r. o., Bratislava, Slovakia. A new issue every month.

arling.sk

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