

GRILLES LOGIQUES

24 types de grilles

- ✓ ABC End view
- ✓ Akari — Light up
- ✓ Arukone — Numberlink
- ✓ Bataille navale — Battleship
- ✓ Binero — Takuzu
- ✓ Clôture — Slither Link
- ✓ Diamants
- ✓ Dominos
- ✓ Fillomino
- ✓ Fobidoshi
- ✓ Galaxies — Tentai Show
- ✓ Gratte-ciel
- ✓ Hidoku
- ✓ Hitori
- ✓ Marguerite
- ✓ Miroirs
- ✓ Pipelink
- ✓ Ponts — Bridges
- ✓ Portes — Seethrough
- ✓ Rectangles — Shikaku
- ✓ Squaro
- ✓ Sudoku
- ✓ Tentes — Tents & Trees
- ✓ Voisins — Neighbours

Ce document propose vingt-quatre types de grilles logiques. Dont le sudoku, si connu, qui n'en est qu'un exemple.

Même si ce sujet voit actuellement de plus en plus de créations et de variantes (je parle bien de créations et non pas de déclinaisons sur l'e-toile), il n'est pas une invention de ces dernières années : Henry Dudeney a publié dans son *Amusements in Mathematics* en 1917 le problème 252, « A Puzzle for Motorists », grille dans laquelle il s'agissait de relier huit clochers et huit maisons sans que les chemins ne se croisent.

À travers ces grilles, des pistes de réflexions pédagogiques apparaissent aux yeux des enseignants. Il est en effet très enrichissant de voir comment les élèves lisent les énoncés, appliquent les consignes, hiérarchisent leurs réponses, procèdent par essais-erreurs, justifient leurs démarches, ... (Une activité en demi-groupe avec quelques grilles est à l'origine de ce document !)

Ce document propose quatre parties dans les pages suivantes.

Règles Pour chacun des vingt-quatre types de grilles sont donnés les règles, le but et un exemple (grille à résoudre accompagnée de sa solution).

Grilles Les types de grilles sont rangés par leur ordre alphabétique. Suivant le site ou le livre que l'on parcourt, tel jeu peut avoir tel dénomination. Il n'est donc pas impossible d'avoir, pour un type, un nom français (qui, lorsqu'il en a un, est proposé en premier), un nom japonais (souvent, le nom original) et un nom anglais.

Chaque type de grille est décliné sur deux pages.

Lorsque des niveaux sont indiqués, ils sont déterminés par les auteurs des grilles.

Solutions Chaque grille a une solution unique. Celle-ci est donnée systématiquement.

Sources et ressources Les présentes grilles sont extraites de sites, référencés. (Pour chaque type de grille, un seul site a été sélectionné, pour garantir une cohérence dans les niveaux de difficulté proposés.) D'autres sites sont indiqués (sous forme de liens hypertextes), afin de trouver d'autres grilles.

Grillez bien !

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Règles des jeux

ABC End View

L'objectif est de remplir la grille carrée avec des lettres de sorte que chaque symbole ne figure qu'une seule fois sur chaque ligne et dans chaque colonne.
 Certaines cases de la grille peuvent être vides.
 Les lettres qui sont hors de la grille indiquent la première lettre qui apparaît sur la ligne (ou dans la colonne) appropriée.
 L'indication « A → C » signifie qu'il faut utiliser les lettres A, B, C et D.

Exemple

	B		C		
C					
A					B
					B
	A		B		
	Grille à résoudre				

A → C

	B		C		
	B		A	C	
C	C	B		A	
A		A	C	B	B
	A	C	B		B
	A		B		
	Grille solution				

Akari — Light up

La grille contient des case blanches et des case noires.
 Le but est de placer des ampoules dans la grille afin d'illuminer toutes les cases blanches.
 Une cellule est illuminée par une ampoule si celle-ci est placée dans la même colonne ou ligne et qu'il n'y a pas de case noire entre elles. Enfin, aucune ampoule ne peut en éclairer une autre.
 Certaines cases noires contiennent un nombre : il indique combien d'ampoules se trouvent au contact de la cellule.

Exemple

1				
		3		
3				
			1	
Grille à résoudre				

1		💡		
💡				
	💡	3	💡	
3		💡		
	💡		1	💡
Grille solution				

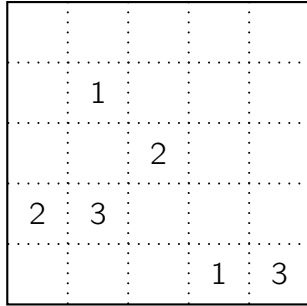
Arukone — Numberlink

Sur une grille carrée quelques cases contiennent des paires de nombres, de 1 à 4.

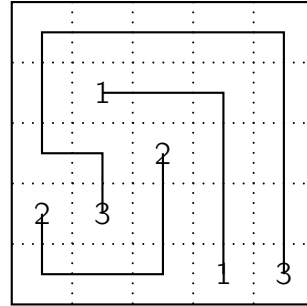
Le but est de relier chaque paire de nombres par une ligne brisée, les segments tracés étant horizontaux ou verticaux.

La ligne ne doit pas s'entrecroiser ou croiser une autre ligne.

Exemple



Grille à résoudre



Grille solution

Bataille navale — Battleship

Une flottille est cachée sur une grille.

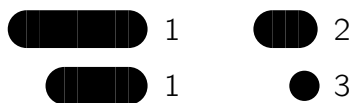
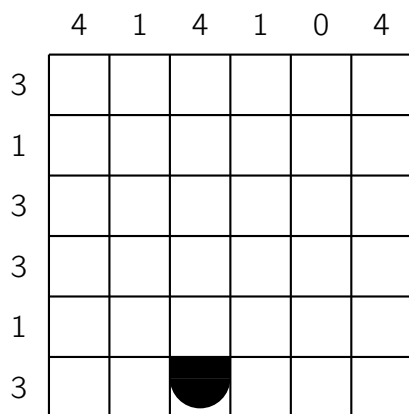
Les bateaux qui la composent, représentés en-dessous en taille réelle, sont constitués de plusieurs parties (quatre pour les plus grands), occupant des cases différentes.

Ces bateaux sont placés horizontalement ou verticalement et ne se touchent pas, même en diagonale.

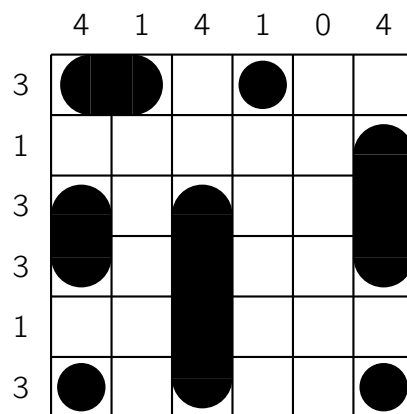
Les informations situées autour de la grille indiquent le nombre de cases de leur rangée occupées par des éléments de bateaux.

Une case marquée du signe \approx ne comporte que de l'eau.

Exemple



Grille à résoudre



Grille solution

Binero — Takuzu

Chaque grille ne contient que des 0 et des 1, et doit être complétée en respectant trois règles :

1. il y a autant de 1 et de 0 sur chaque ligne et sur chaque colonne ;
2. il n'y a pas plus de deux chiffres identiques côte à côte ;
3. deux lignes ou deux colonnes ne peuvent être identiques.

Exemple

1	1		
0			0
		1	

Grille à résoudre

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

Grille solution

Clôture — Slither Link — Surizarinku — Loop the loop

Les cases de la grille sont simplement déterminées par leurs sommets (+).

L'objectif est de relier horizontalement ou verticalement ces sommets afin de créer une boucle.

Les nombres (compris entre 0 et 3) indiquent le nombre de côtés de la case appartenant à la boucle.

Exemple

+	+	+	+	+	+
			3		
+	+	+	+	+	+
		2	2	1	2
+	+	+	+	+	+
			3	3	2
+	+	+	+	+	+
	1	2	0	2	
+	+	+	+	+	+
					3
+	+	+	+	+	+

Grille à résoudre

+	+	+	+	+	+
			3		
+	+	+	+	+	+
		2	2	1	2
+	+	+	+	+	+
			3	3	2
+	+	+	+	+	+
	1	2	0	2	
+	+	+	+	+	+
					3
+	+	+	+	+	+

Grille solution

Diamants

Une zone contient des diamants enterrés.

En quelques endroits, on donne une valeur : celle-ci indique combien de cases contiennent un diamant (horizontalement, verticalement ou diagonalement).









Une case avec une valeur ne contient jamais de diamant.

L'éventuelle valeur à côté de la figure indique combien de diamants au total sont dans la zone.

Exemple

	2	0	1	4	
0					2
	2			0	

Grille à résoudre

					
	2	0	1	4	
					
0					2
	2			0	

Grille solution

Dominos

Tous les dominos d'un jeu ont été placés sur une grille, leur liste étant donnée au-dessous. On a masqué les séparations entre les dominos en ne laissant visibles que leurs valeurs. Retrouvez leur disposition !

Exemple

1	1	0	3	0
3	3	0	1	1
1	2	3	2	0
2	2	3	2	0

Grille à résoudre

1	1	0	3	0
3	3	0	1	1
1	2	3	2	0
2	2	3	2	0

Grille solution

Fillomino

Toutes les cases de la grille ci-dessous doivent être remplies par un nombre. Les cases voisines (un côté en commun) ayant la même valeur numérique forment un bloc. Le nombre de cases du bloc est égal à la valeur écrite dans la case (par exemple, la valeur 2 doit regrouper deux cases voisines). Deux groupes de cellules ayant la même valeur ne peuvent pas avoir de côté en commun.

Exemple

	4	1		2
		3		2
	3			3
		2		
4		2		

Grille à résoudre

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

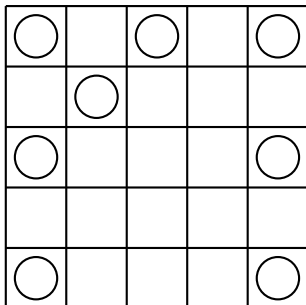
Grille solution

Fobidoshi

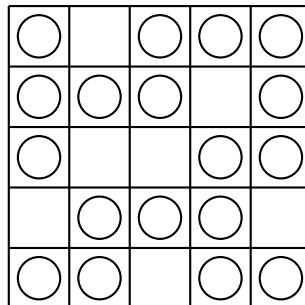
Dans la grille se trouvent quelques cercles.

Le but du jeu est de placer le plus de cercles possibles sachant que l'on ne peut pas avoir quatre disques sur un alignement horizontal ou vertical de quatre cases d'un seul tenant.

Exemple



Grille à résoudre

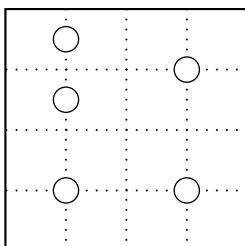


Grille solution

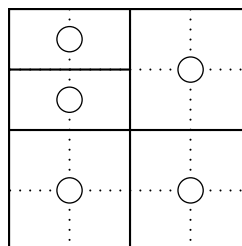
Galaxies — Tentai Show (— Sym-a-pix)

Le but est de partitionner la grille en blocs afin que chaque bloc ne contienne qu'un seul point, qui est son centre de symétrie.

Exemple



Grille à résoudre



Grille solution

Une variante existe, Sym-a-pix (sans grille dans ce document). Le bloc a la même couleur que celle du centre de symétrie. Une image cachée apparaît à la fin.

Gratte-ciel

Un bloc de la ville de New-York a été représenté dans une grille.

Chaque case contient un immeuble de 10, 20, 30 ou 40 étages.

Les immeubles d'une même rangée, ligne ou colonne, sont tous de tailles différentes.

Les informations données sur les bords indiquent le nombre d'immeubles visibles sur la rangée correspondante par un observateur situé à cet endroit.

Le but du jeu est de trouver la disposition des immeubles dans la grille.

Exemple

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

Grille à résoudre

	1	3	2	2	
1	40	10	20	30	2
3	20	30	40	10	2
2	30	40	10	20	2
4	10	20	30	40	1
	3	2	2	1	

Grille solution

Hidoku

L'objectif est de remplir toutes les cases de la grille carrée avec des nombres consécutifs qui sont reliés entre eux horizontalement, verticalement ou en diagonale.

Chaque puzzle contient les nombres minimal (1) et maximal (36). D'autres nombres peuvent aussi être présents sur le champ afin d'assurer la solution unique du jeu.

Exemple

14				32	30
	18	17			29
12			36		
		21		5	
				26	
		7	24		1

Grille à résoudre

14	15	16	33	32	30
13	18	17	34	31	29
12	19	35	36	28	4
11	20	21	27	5	3
10	22	23	6	26	2
9	8	7	24	25	1

Grille solution

Hitori

Chaque cellule la grille contient un chiffre.

Le but est de colorer des cellules de sorte qu'il n'y ait qu'un seul même chiffre non coloré par ligne et par colonne.

Les cellules colorées ne doivent pas se toucher par les côtés. Mais leurs coins peuvent se toucher. Toutes les cellules non colorées doivent être connectées par leurs côtés pour ne former qu'une seule pièce (on doit pouvoir parcourir toutes les cellules non colorées en passant de l'une à l'autre par un côté).

Exemple

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

Grille à résoudre

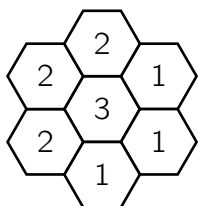
	1		2
2	3	1	4
	2	4	3
3	4		1

Grille solution

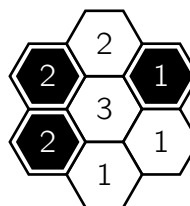
Marguerite

Dans chacune des zones de la marguerite (centre et pétales) est inscrit un nombre. Il correspond au nombre de zones noircies, en comptant les zones adjacentes (qui ont un côté commun) et elle-même.

Exemple



Grille à résoudre



Grille solution

Miroirs

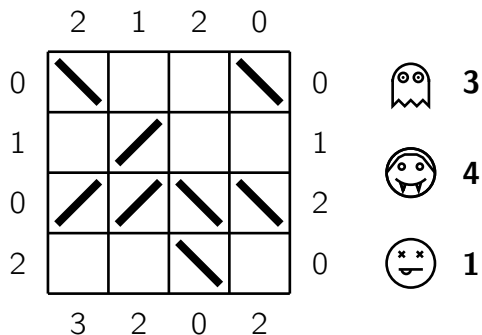
La grille comporte un certain nombre de miroirs.

Dans chaque case vide, il faut placer un fantôme 🧛, un vampire 🧛 ou un zombie 🧛.

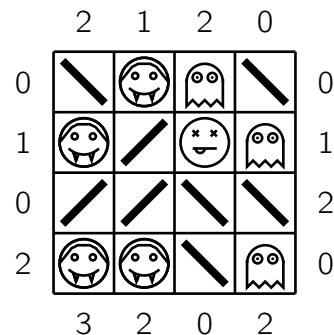
Un fantôme est visible seulement quand il est reflété dans un miroir ; un vampire est visible directement et pas dans un miroir ; un zombie est toujours visible (directement et dans un miroir). Chacun peut être vu plus d'une fois.

Les numéros autour des bords de grille montrent combien de ces créatures sont visibles en examinant la rangée (la colonne) correspondante. Les nombres totaux de fantômes, de vampires et de zombies sont aussi donnés.

Exemple



Grille à résoudre



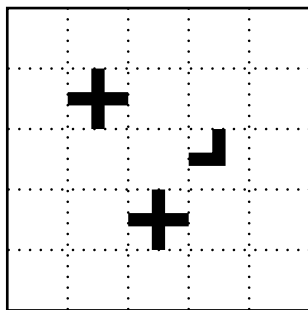
Grille solution

Pipelink

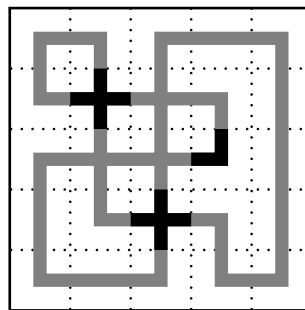
Il s'agit de dessiner une boucle fermée, en reliant horizontalement ou verticalement les centres des cases du diagramme.

La boucle doit passer par toutes les cellules, doit utiliser tous les segments imposés et peut se croiser dans n'importe quelle cellule.

Exemple



Grille à résoudre



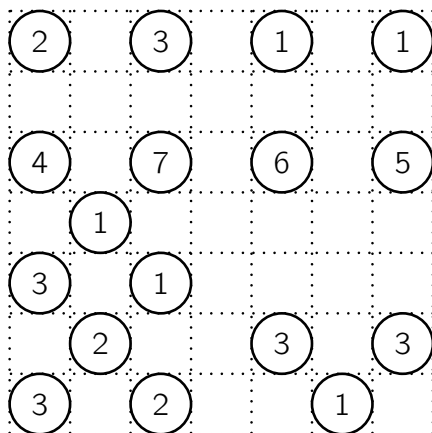
Grille solution

Ponts — Bridges — Hashiwokakero

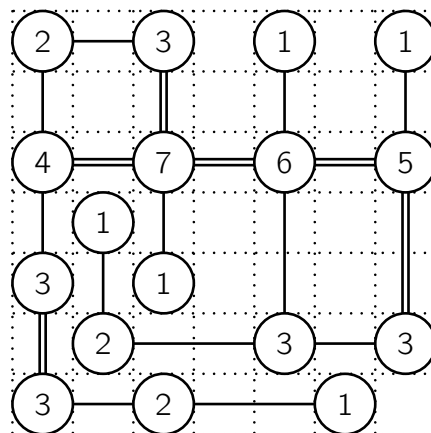
Des îles contiennent un nombre compris entre 1 et 8 (inclus). Le but est de connecter toutes les îles en un seul groupe interconnecté en dessinant des ponts entre les îles. Les ponts doivent suivre certains critères :

- ils doivent commencer et finir sur des îles distinctes, selon une ligne droite
- ils ne doivent pas croiser d'autres ponts ou îles ;
- ils ne sont que verticaux ou horizontaux ;
- il y a au plus deux ponts entre deux îles ;
- le nombre de ponts partant de chaque île doit correspondre au nombre indiqué sur l'île.

Exemple



Grille à résoudre



Grille solution

Portes — Seethrough

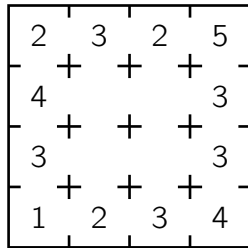
Chaque cellule la grille est une pièce dans un bâtiment.

Il y a une porte (ouvertes ou fermées) entre deux pièces adjacentes.

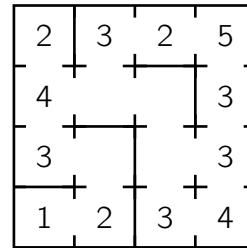
Le nombre dans une pièce indique combien on peut voir d'autres pièces dans les quatre directions (nord, le sud, l'est et l'ouest).

Le but est de placer les portes fermées qui ne sont pas dessinées.

Exemple



Grille à résoudre

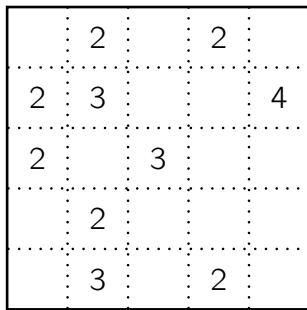


Grille solution

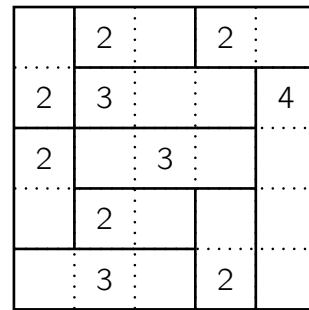
Rectangles — Shikaku

Le but est de partager le carré en un ensemble de rectangles sachant que chaque rectangle contient exactement un nombre et que son aire est égale à cette valeur.

Exemple



Grille à résoudre

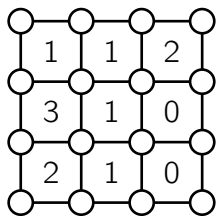


Grille solution

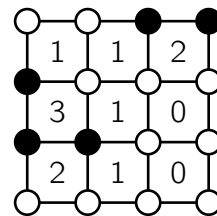
Squaro

Dans chacune des cases se trouve un nombre, 0 à 4 : il correspond au nombre de ronds à colorier parmi ceux situés aux quatre coins de cette cas.

Exemple



Grille à résoudre



Grille solution

Sudoku

Un sudoku est une grille qui contient neuf lignes et neuf colonnes, donc 81 cases au total.

Le but du jeu est de remplir ces cases avec des chiffres allant de 1 à 9 en veillant toujours à ce qu'un même chiffre ne figure qu'une seule fois par colonne, une seule fois par ligne, et une seule fois par carré de neuf cases.

Exemple

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

Grille à résoudre

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

Grille solution

Tentes — Tents & Trees

Chaque arbre (♣) dans la grille a une tente (Δ) attachée à l'un de ses quatre bords.

Les tentes ne se touchent pas, même pas en diagonale.

Les chiffres marginaux indiquent les nombres des tentes sur les lignes.

Exemple

	1	1	1	1	1
2				♣	
0	♣				
1		♣			
1				♣	
1				♣	

Grille à résoudre

	1	1	1	1	1
2	Δ		Δ	♣	
0	♣				
1		♣		Δ	
1		Δ		♣	
1				♣	Δ

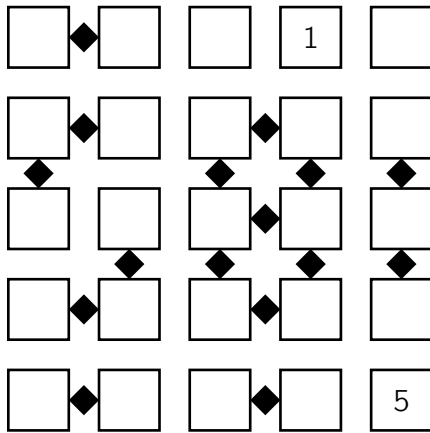
Grille solution

Voisins — Neighbours

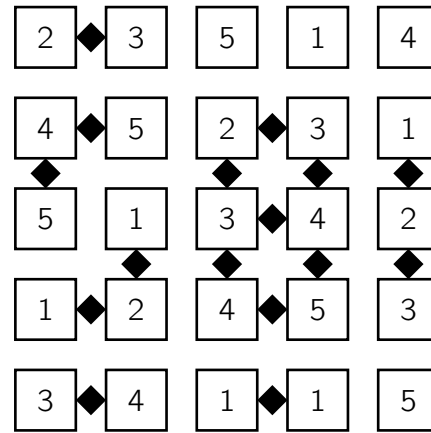
Dans la grille de dimension n , il faut placer les n entiers de 1 à n tels que chaque rangée et colonne contiennent chaque entier une fois et une seule.

De plus, la présence du symbole \blacklozenge entre deux cases adjacentes signifie que les deux entiers à l'intérieur sont consécutifs et son absence signifie que les deux entiers ne sont pas consécutifs.

Exemple



Grille à résoudre

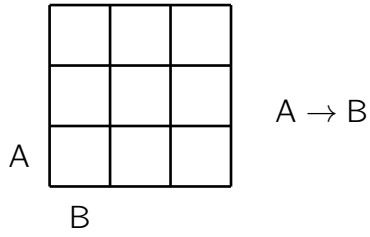


Grille solution

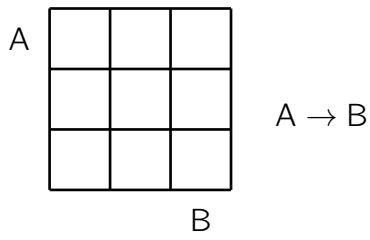
ABC End view

Niveau 1

1

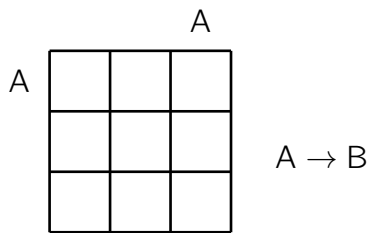


2

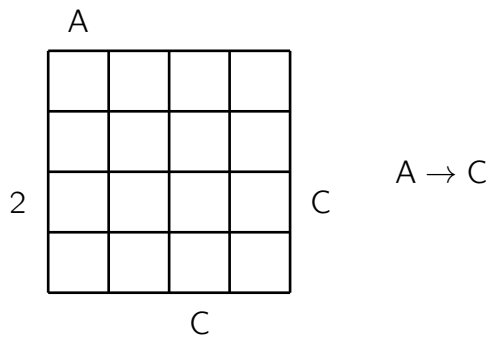


Niveau 2

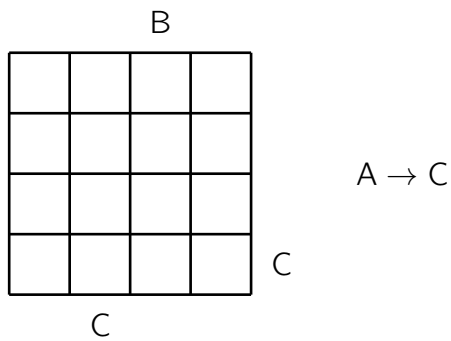
3



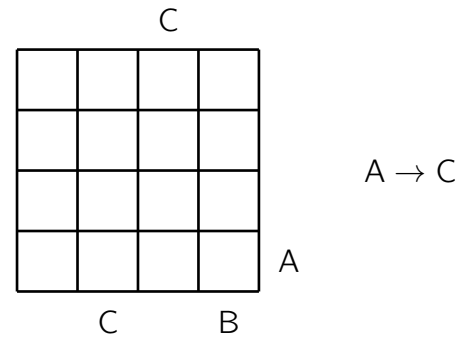
4



5

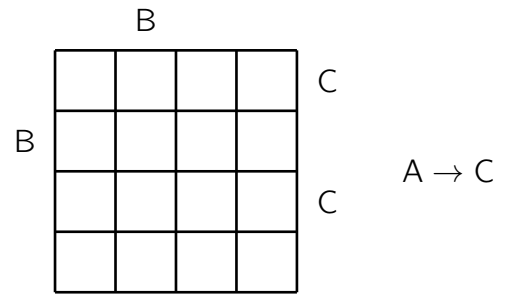


6

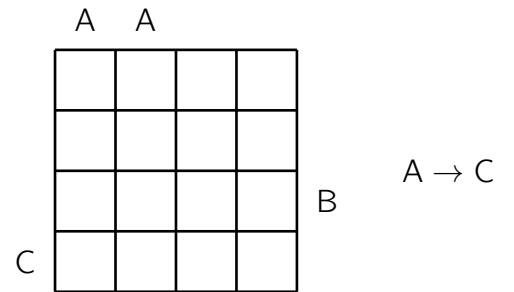


Niveau 3

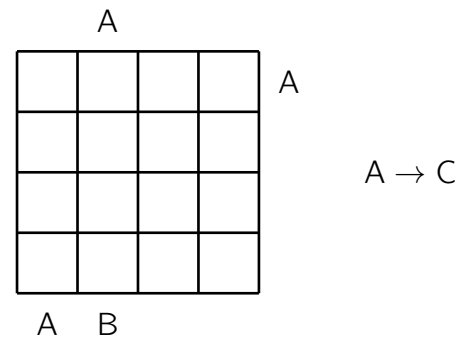
7



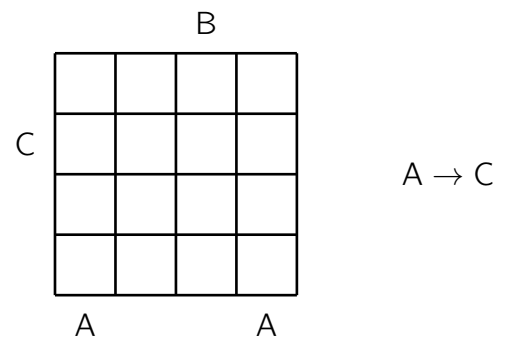
8



9

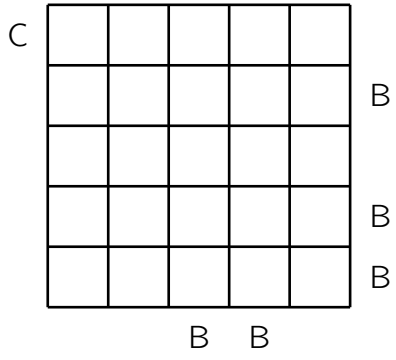


10

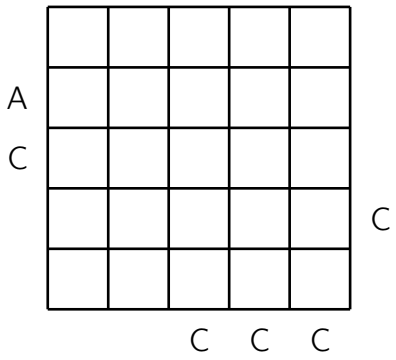


Niveau 4

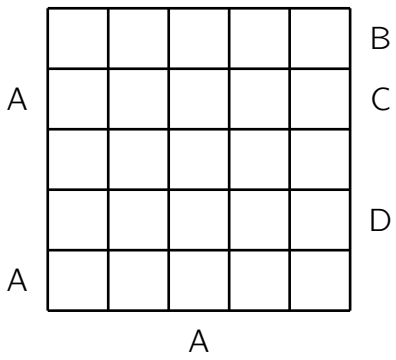
11



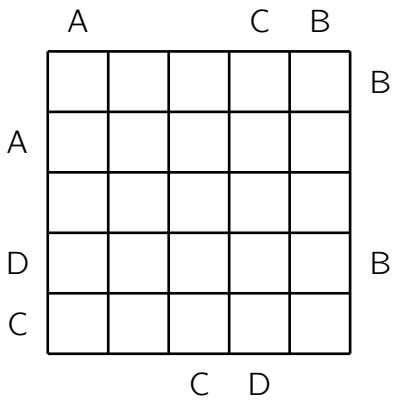
12



13



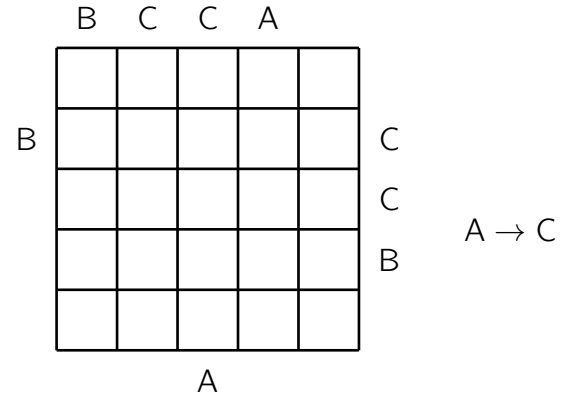
14



Niveau 5

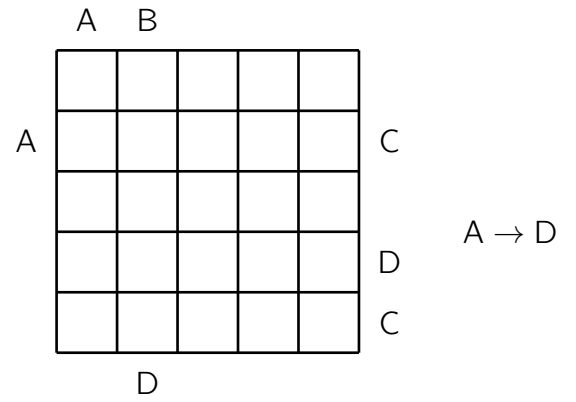
15

$A \rightarrow C$



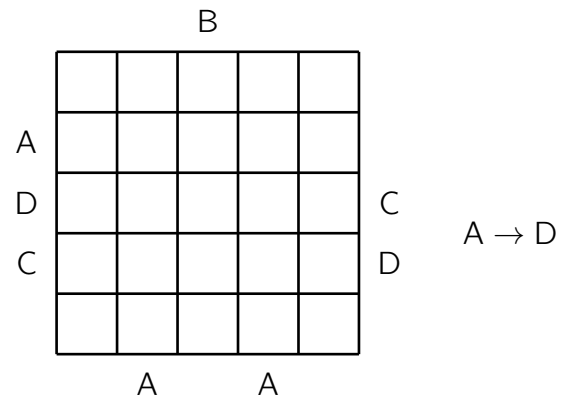
16

$A \rightarrow C$



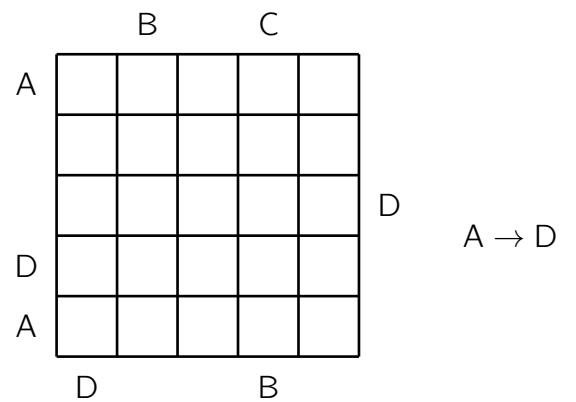
17

$A \rightarrow D$



18

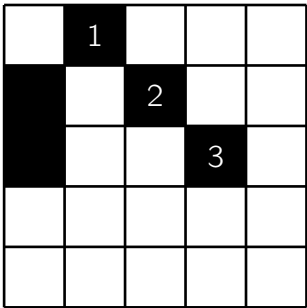
$A \rightarrow D$



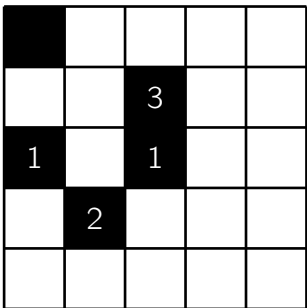
Akari — Light up

Niveau 1

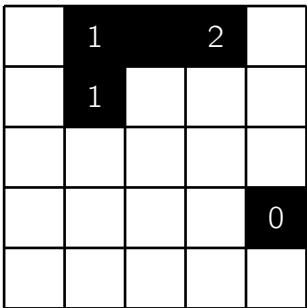
1



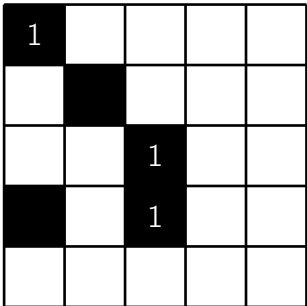
2



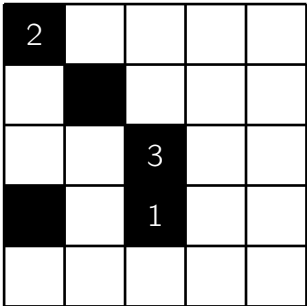
3



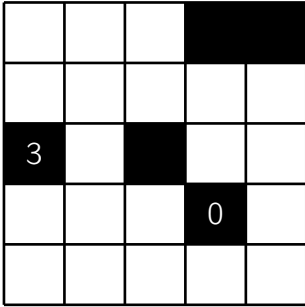
4



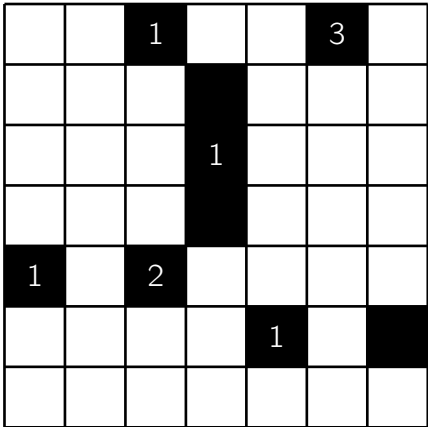
5



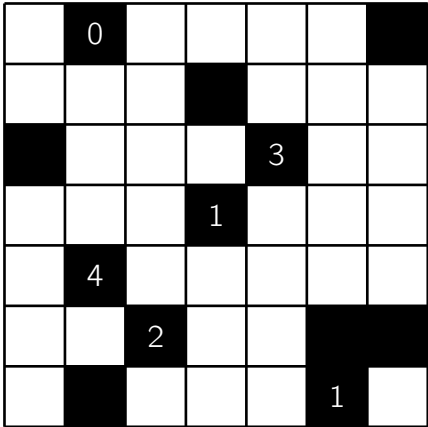
6



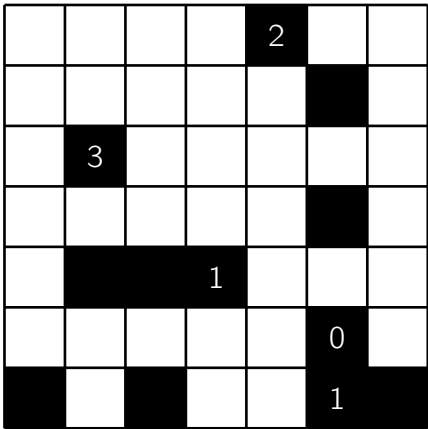
7



8



9



Niveau 2


10

			0	
0				
1		1		
				0

11

				1
1				
		0		
1				
			1	

12

				
		3		
			3	

13

			1			1
		0				
2						
1				0		
			1			

14

				3		
2				2	0	
			2			
	0			1		

Niveau 3

15

1			1	
	2			2

16

	2			
				2
	0			
			1	

17

	0		0	
	2		2	

18

0						
				0		
				1		2
					2	
0			0	1		
1						
						2

19

0						
		1	2			
	1		0			
					0	
		2				

Arukone — Numberlink

Niveau 1

1

		2	1	3
		3		
				1
				2

2

1				4
2				3
				4
				3
2	1			

3

1	4	1		3
	2	4		
		2		
				3

4

			1	
3			2	
1			3	2

Niveau 2

5

			1	2
	2			
		3		
			1	
	3			

6

			2	1
	3	4		
		3		
	1	2		
4				

7

2			3	1
	1			
	2	3		

8

1				
			4	
		4	2	3
	1		3	2

9

1	4			
		2	3	
	1			
4			3	2

10

1		2		
2				
		3		
	3	1		

11

		3	1
	2		
		3	
1	2		

16

		2	
	1	3	
		1	
		3	
2			

12

4	1		4	3
	2			
		1		
		2		
				3

17

1	3			
			1	
		2		
		3		
				2

Niveau 3

Niveau 4

13

			2
	2		
	3		
1			1
3			

18

		2	
	2		1
		3	
			1
	3		

14

			1
	1		
	3		
			2
2	3		

19

1			3
	2		1
3			2

15

			1
		3	
		2	1
2			3

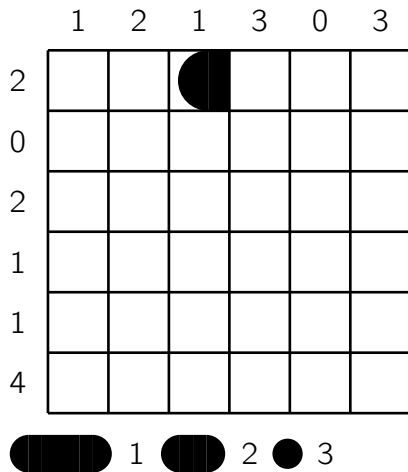
20

	2		3
2	1		3
			1

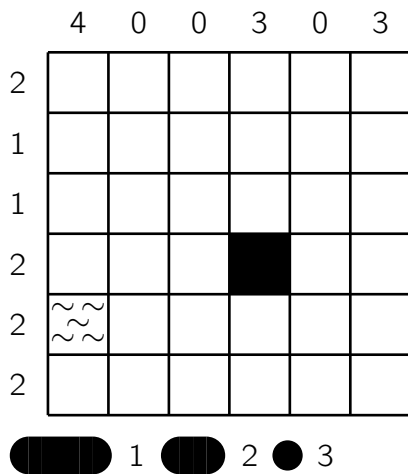
Bataille navale — Battleship

Niveau 1

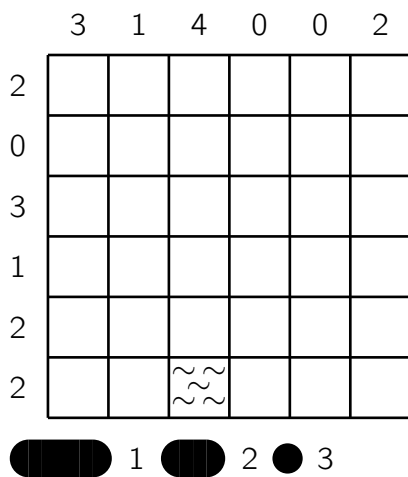
1



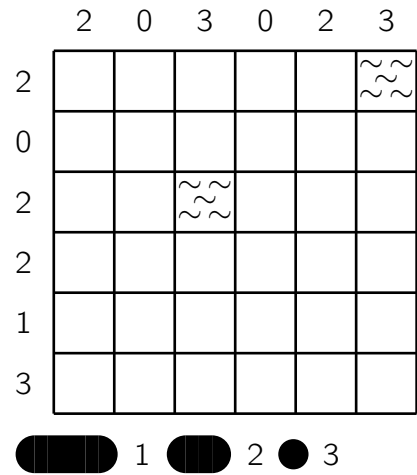
2



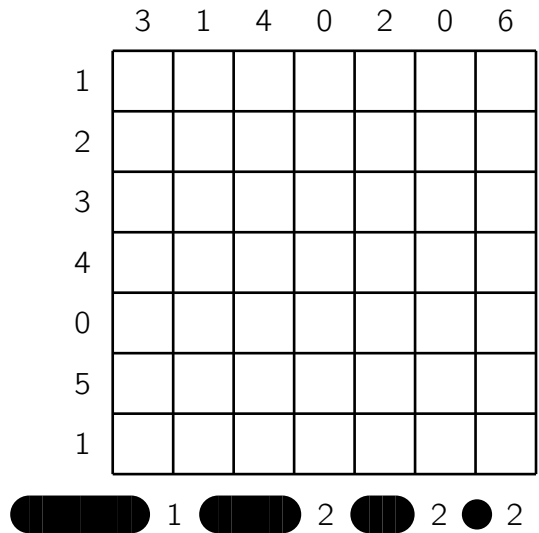
3



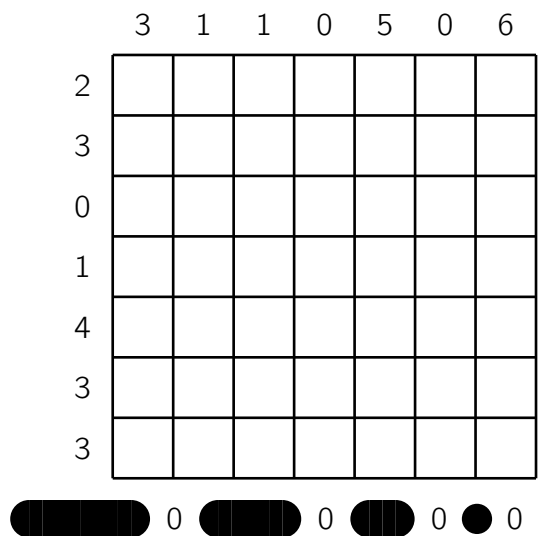
4



5



6



Niveau 2

7

	3	0	1	2	0	4
2						
1						
1			●			
2						
2						
2		⋈				

● 1 ● 2 ● 3

10

	1	5	0	1	4	3	2
4							
0							
5							
0							
2							
1							
4							

● 1 ● 2 ● 2 ● 2

8

	3	1	1	2	2	1
4						
1						
1						
1				●		
2						
1						

● 1 ● 2 ● 3

11

	2	0	4	1	2	4	3
3							
2							
5							
0							
2							
0							
4							

● 1 ● 2 ● 2 ● 2

9

	4	2	0	3	1	4	2
2							
3							
3							
0							
5							
0							
3							

● 1 ● 2 ● 2 ● 2

Niveau 3

12

	3	2	3	2	2	0	4
2							
5							
0							
5							
0							
0							
4							

● 1 ● 2 ● 2 ● 2

Binero

Niveau 1

1

	1		
1	1		
			0

2

			0
		1	
0			0

3

0		0	
1			1
	0		

4

				1	1
	0	0			0
1					
			1		
				0	
			1		

5

		0	0		
1					1
			0	0	
				0	
					1

6

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

Niveau 2

7

			0		0
	0			1	
					0
1					
		0		1	1
	1				

8

		1			
		1	1		0
0			0		
				1	
1			0		

9

			1		
		0			0
0	1				0
	1				
			1		
		0			

10

			0		0
	1			1	
		0			
			1		
0		0			
0		0			

14

	1			1	
	0			1	
			0		
		1			1
			0		
					0

11

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

15

	1			1	
	0			1	
			0		
		1			1
			0		
					0

12

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

16

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

Niveau 3

13

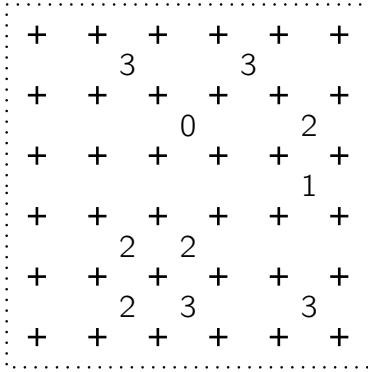
			0		0
	0		0	0	
				0	
			0		0
		1			
1					

Niveau 4

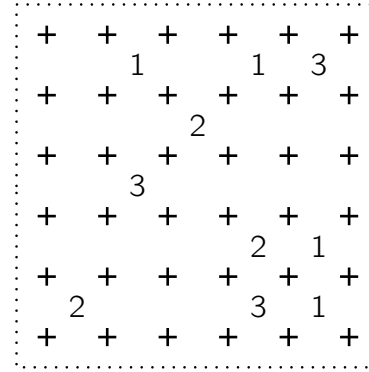
17

			1		1
0			1		
					1
		0		0	
		0			0

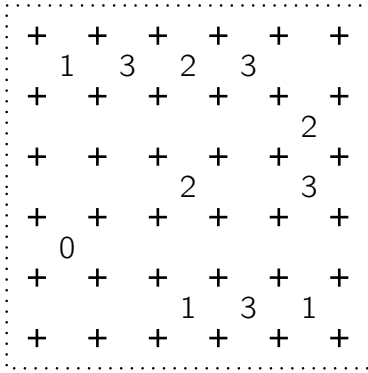
11



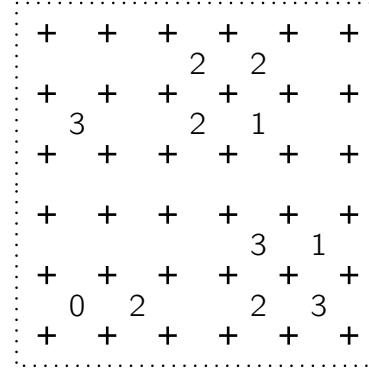
15



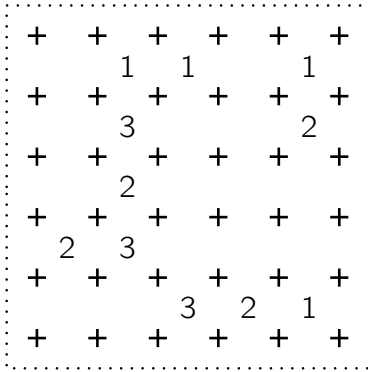
12



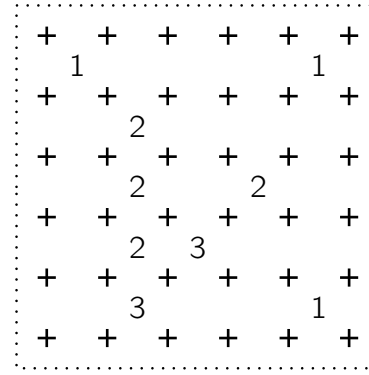
16



13

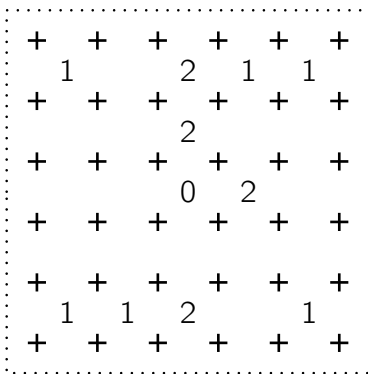


17

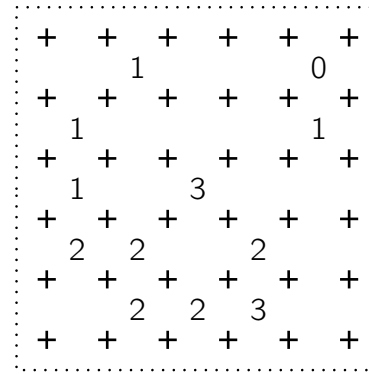


Niveau 3

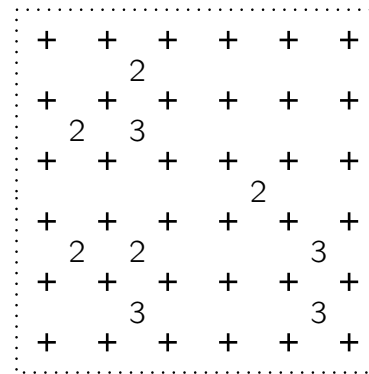
14



18



19



Diamants

Niveau 1

1

		2	
	4		3
1			
	1		2



5

6

0			2		1
	4			4	
			3		
		2			
	2			3	
1		2			2

2

		2	
		5	2
3			
	3		



7

7

	2			3	
					1
1			1		
		3			2
0					
	1			3	

3

0				2
	4			
		3		
			2	
3				0

8

		1			
	4				
2			4		
		2			0
				3	
			1		



9

4

2				1
		4	2	
2	2			
		2	2	
	2			1



7

9

				1	
2		5			
				2	
	1				
			6		2
	3				

5

	2		3		1
	3		2		4
	3		2		2

10

		2		2		
	1				1	
0			1			1
		3		1		
2			2			1
	3				1	
		1		1		

14

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



14

11

		2			0	
3						
		1		4		2
3		1		3		
						4
	1			1		



15

15

2			1			0
		2		2		
	2				2	
1			3			2
	2				2	
		4		1		
1			2			1

12

	3		2		4	
		0		5		
3						2
			1			
0			5		2	2



22

16

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

Niveau 2

13

	1				1
			2		
	1	2			
					1
3			2	3	
		2			



12

Dominos

Niveau 1

1

1	1	0	3	0
3	3	0	1	1
1	2	3	2	0
2	2	3	2	0

			3•3	
		2•2	2•3	
	1•1	1•2	1•3	
0•0	0•1	0•2	0•3	

2

3	2	2	1	3
1	1	0	2	2
2	3	3	0	0
1	3	1	0	0

			3•3	
		2•2	2•3	
	1•1	1•2	1•3	
0•0	0•1	0•2	0•3	

3

4	1	4	4	4	1
3	3	1	1	1	4
0	3	0	3	2	2
0	3	0	3	4	0
2	0	2	1	2	2

				4•4	
			3•3	3•4	
		2•2	2•3	2•4	
	1•1	1•2	1•3	1•4	
0•0	0•1	0•2	0•3	0•4	

4

3	3	3	2	4	3
2	0	1	1	0	2
4	0	4	0	4	4
3	4	0	3	0	1
2	1	1	2	2	1

				4•4	
			3•3	3•4	
		2•2	2•3	2•4	
	1•1	1•2	1•3	1•4	
0•0	0•1	0•2	0•3	0•4	

5

2	2	0	0	1	4
1	0	0	0	1	3
1	4	1	4	0	4
1	2	2	4	3	2
3	3	4	3	2	3

				4•4	
			3•3	3•4	
		2•2	2•3	2•4	
	1•1	1•2	1•3	1•4	
0•0	0•1	0•2	0•3	0•4	

6

3	0	2	3	2	0
4	1	4	0	3	4
4	1	1	2	2	4
2	3	1	0	1	2
0	0	1	4	3	3

				4•4	
			3•3	3•4	
		2•2	2•3	2•4	
	1•1	1•2	1•3	1•4	
0•0	0•1	0•2	0•3	0•4	

Niveau 2

7

2	3	3	4	4	3
3	0	0	0	4	2
3	1	0	0	4	1
1	4	2	1	4	3
1	0	2	2	2	1

				4•4
			3•3	3•4
		2•2	2•3	2•4
	1•1	1•2	1•3	1•4
0•0	0•1	0•2	0•3	0•4

8

4	4	1	4	3	3
1	0	1	0	1	4
2	3	4	2	2	1
2	3	3	4	1	2
0	0	2	0	3	0

				4•4
			3•3	3•4
		2•2	2•3	2•4
	1•1	1•2	1•3	1•4
0•0	0•1	0•2	0•3	0•4

9

3	2	0	4	3	4
3	1	0	1	2	4
3	4	3	1	4	0
1	0	4	3	1	0
2	2	2	1	2	0

				4•4
			3•3	3•4
		2•2	2•3	2•4
	1•1	1•2	1•3	1•4
0•0	0•1	0•2	0•3	0•4

10

4	1	4	2	4	3
4	1	4	2	3	0
0	2	1	2	1	0
0	3	0	3	3	0
4	1	1	3	2	2

				4•4
			3•3	3•4
		2•2	2•3	2•4
	1•1	1•2	1•3	1•4
0•0	0•1	0•2	0•3	0•4

11

0	2	2	3	2	2
3	3	3	4	4	3
1	0	4	4	4	0
1	1	1	2	1	0
1	0	3	2	4	0

				4•4
			3•3	3•4
		2•2	2•3	2•4
	1•1	1•2	1•3	1•4
0•0	0•1	0•2	0•3	0•4

12

2	3	3	1	4	1
4	4	4	2	0	0
3	0	1	0	3	3
3	1	2	2	2	0
2	4	4	1	1	0

				4•4
			3•3	3•4
		2•2	2•3	2•4
	1•1	1•2	1•3	1•4
0•0	0•1	0•2	0•3	0•4

Fillomino

1

1				2
	3			
		3	1	
	1	2		
		3	1	

2

1		1		
	2			3
		2	2	
3				3
1	3			

3

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

4

3			1	
		4		
2	2		2	2
		3		
	3			4

5

4	3			
2		1		2
	1	2		
		2		1

6

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

7

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

8

4		1		
	1	2		
			3	
	1	2		1
2				

9

	1		1	
2				
	4	3	2	
				3
	3		3	

10

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

11

4	1		2	
	2		1	
				2
		2	1	

16

1	2		2	1
		3		
			1	
3		1		
3		2		1

12

	3			1
		3		
	1		1	
2	3		3	2

17

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

13

	2	3		1
4	2			
	1			1
			1	
1	2	3		

18

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

14

	1			
2			3	2
3	3			1
	3	1	3	
				1

19

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

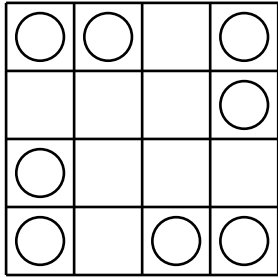
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1			3	
3				1
4	2		2	
	2			1
		1		3

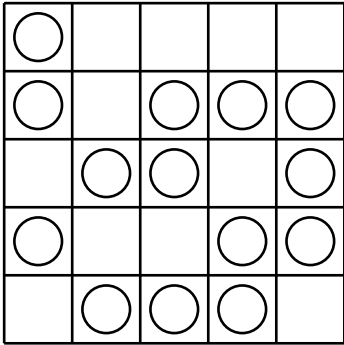
Fobidoshi

Niveau 1

1

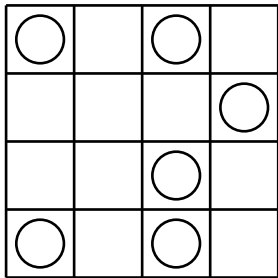


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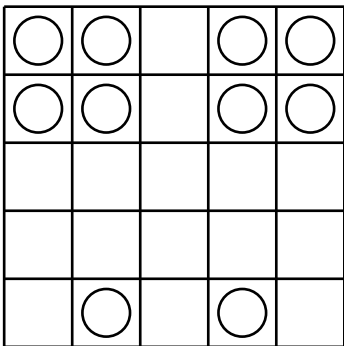


Niveau 2

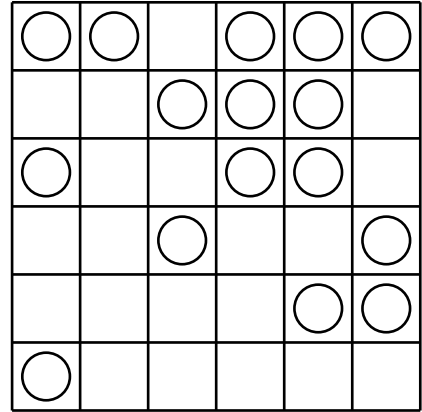
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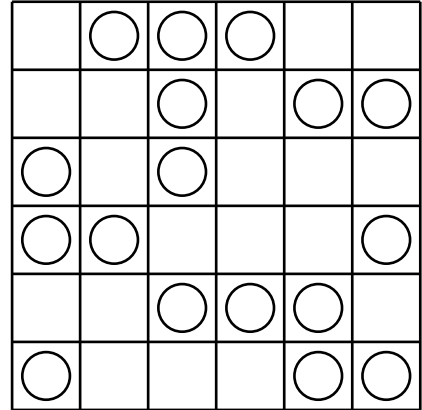
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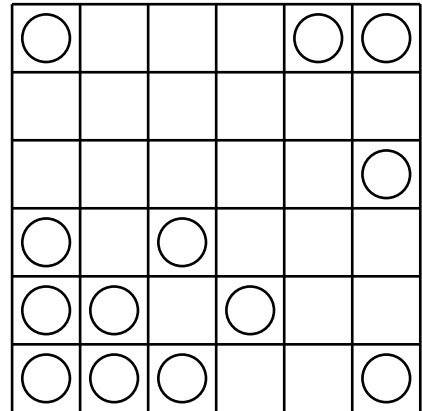
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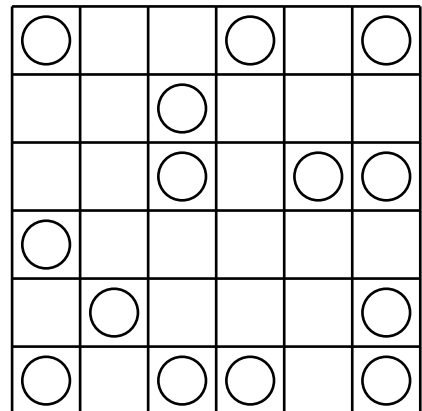


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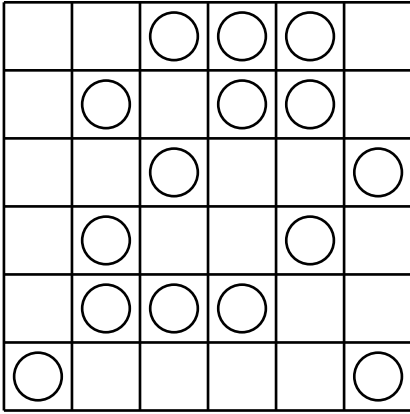
Niveau 3

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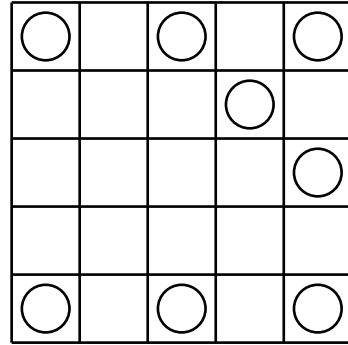


Niveau 4

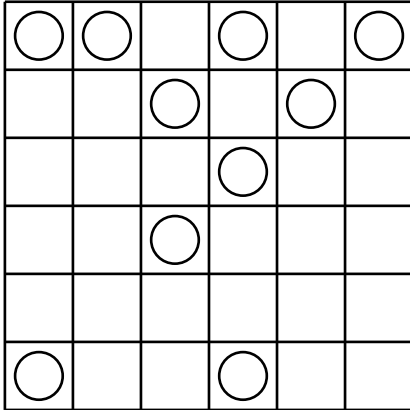
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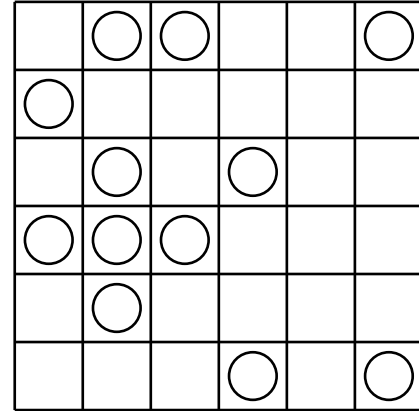
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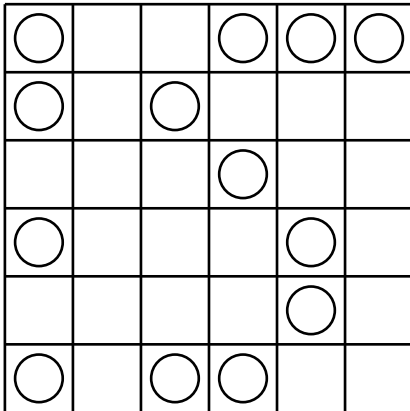
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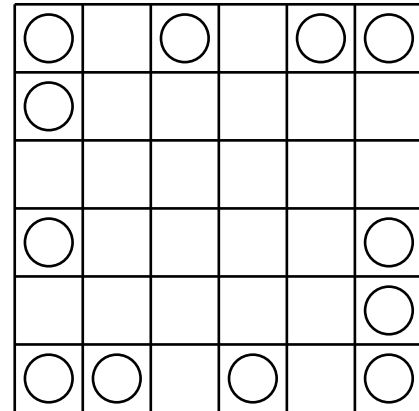
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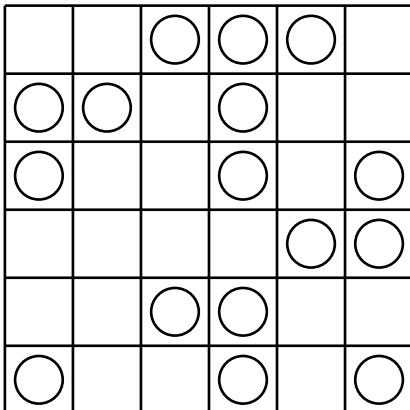
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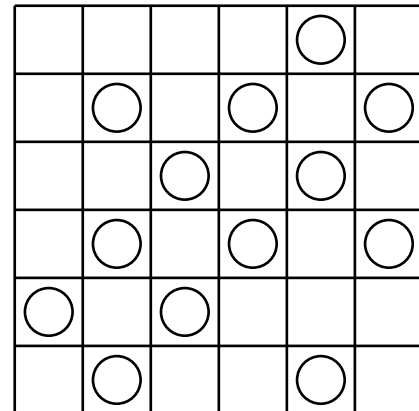
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12



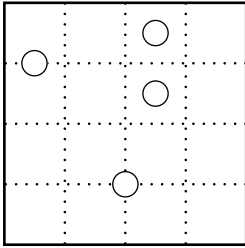
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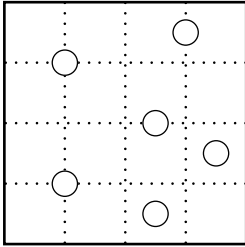
Galaxies — Tentai Show

Niveau 1

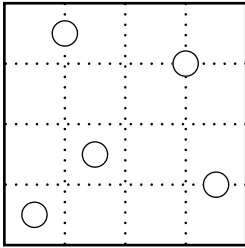
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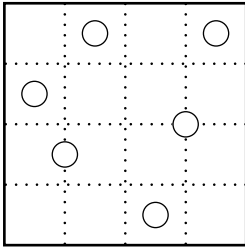
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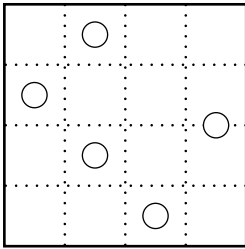
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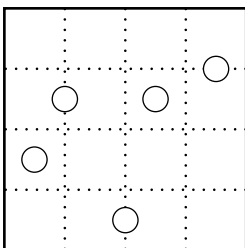
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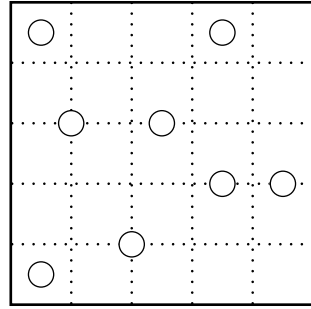
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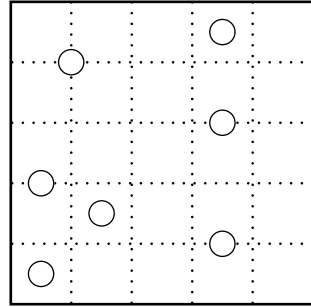
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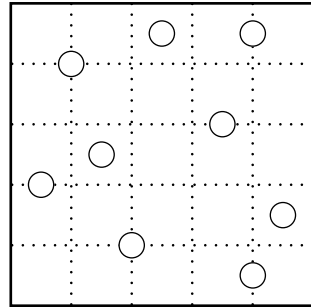
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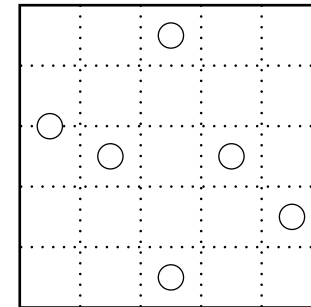
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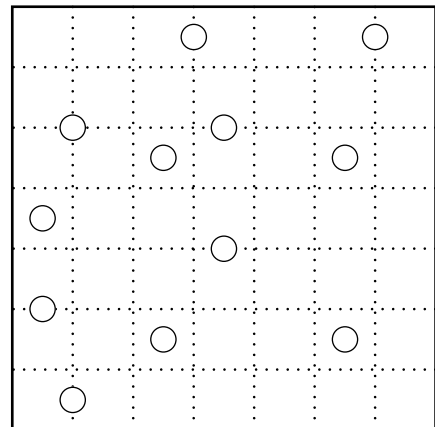
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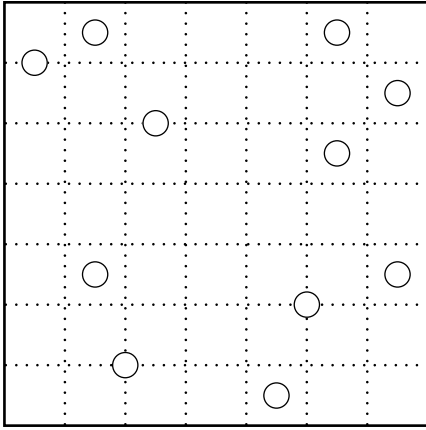
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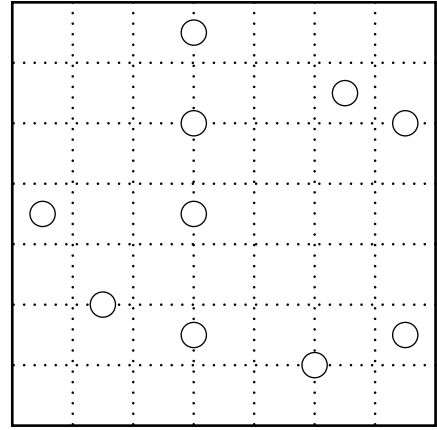
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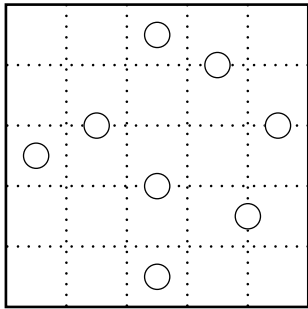


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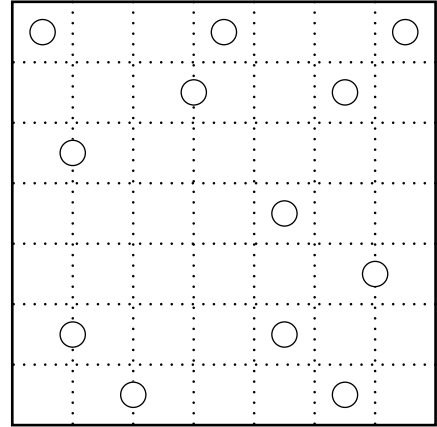


Niveau 2

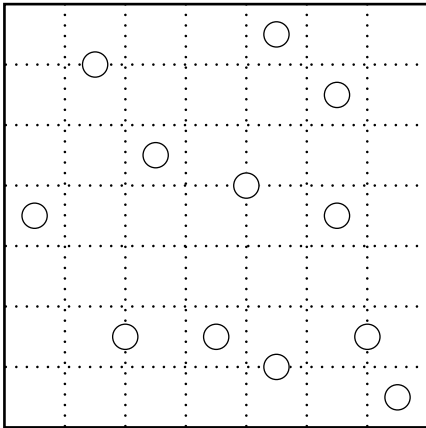
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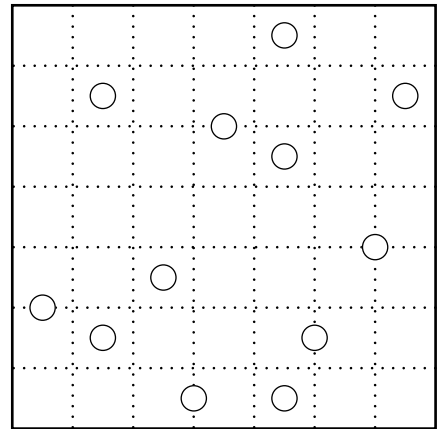
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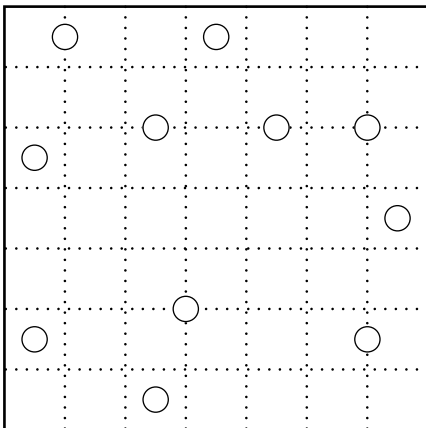
14



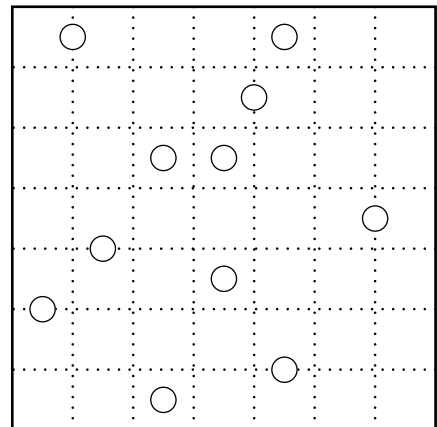
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15



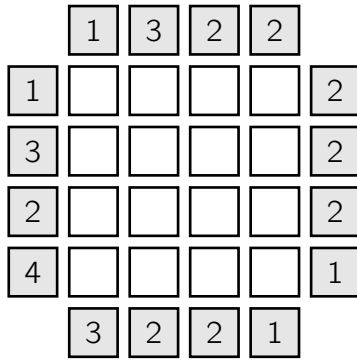
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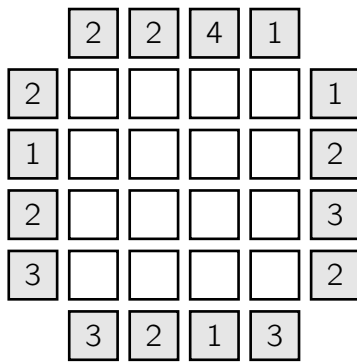
Gratte-ciel

Niveau 1

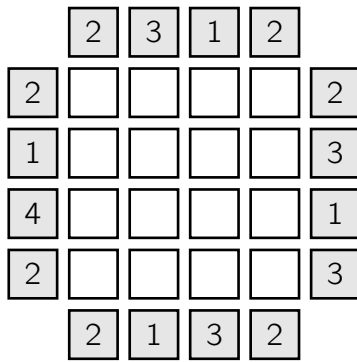
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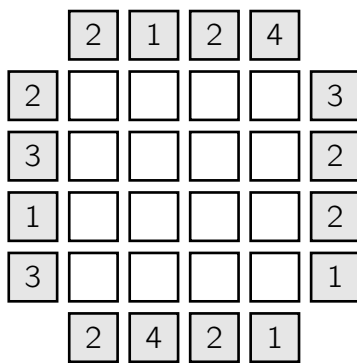
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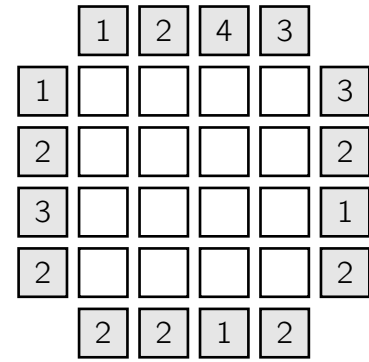
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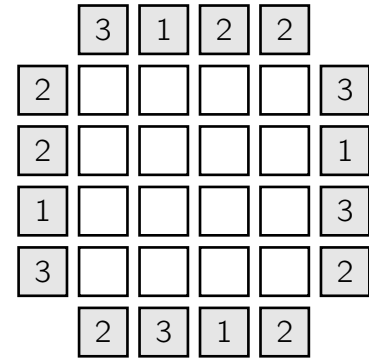
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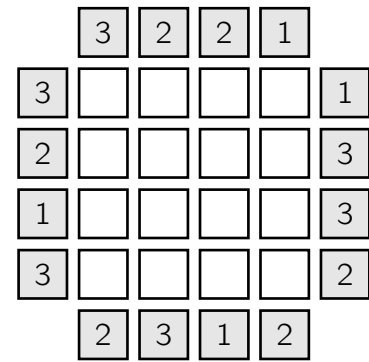
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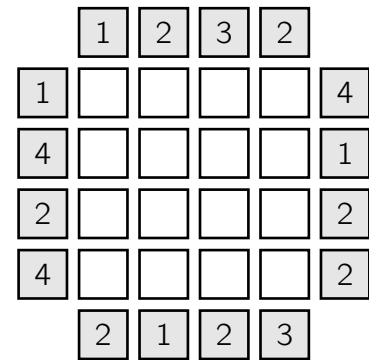
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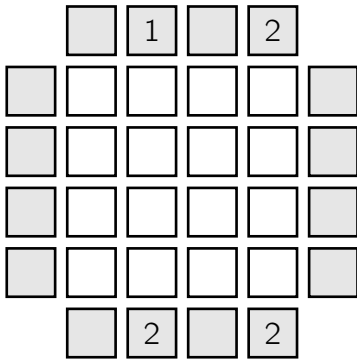


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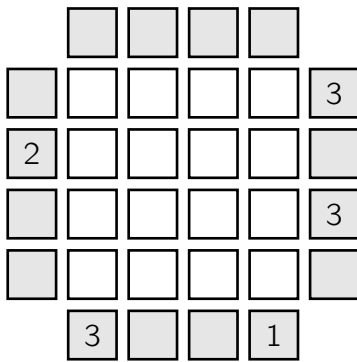


Niveau 2

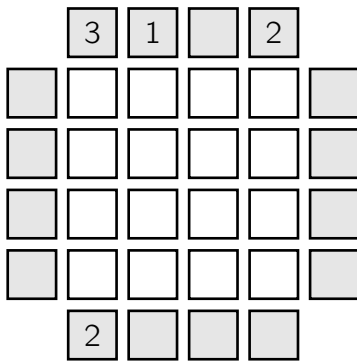
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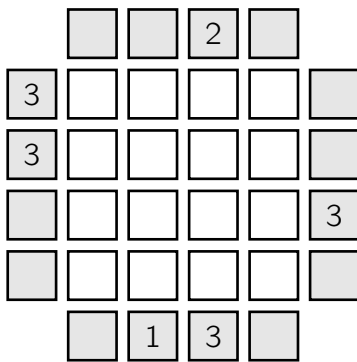
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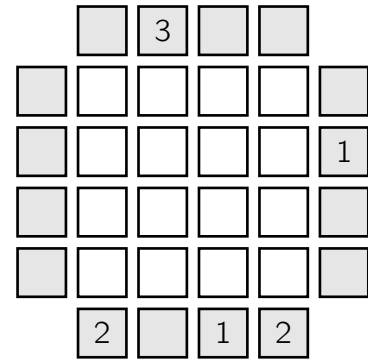
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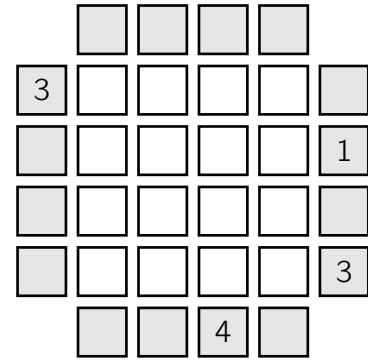
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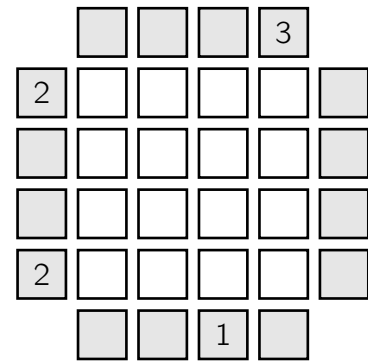
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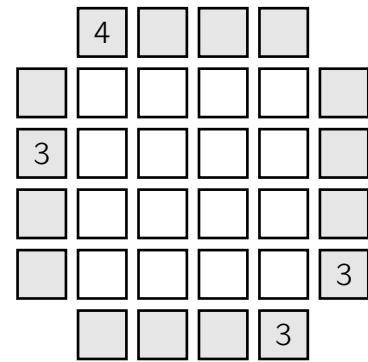
14



15



16



Hidoku

Niveau 1

1

9	8	7	18	14	16
35	36				4
	33			21	
		28	25	22	
		29		23	1

Niveau 2

2

	31		36	2	
33		35			1
				5	
	21	24		27	
			13		8
	15	16		11	10

3

	1				
			23	16	
	4	25		18	19
9			27	21	
	8	36		32	31

4

1			30	29	
	34	32		27	
36	23	22			
20			15	13	

5

				36	
23	24		33		1
	21		31		
20					
	14	13			4
				7	5

6

					6
				4	
	1			15	8
	25			36	
		30		13	
	28	31			11

7

	20				24
		21	30		25
15				31	
			6		1
	9	34	33		
	10		36		4

8

	3		9	12	
4					
29	27	31	1		16
					36
23	21			35	

9

1			4		22
	28	6			
30	27			20	
	8		10	16	
36				15	
			12		

13

25		36			
	26	27			30
				29	
	8	19		16	14
4			17		13
		1			

10

19					
	18		6		
		10		2	1
		9			32
15			30	31	
13			29		36

14

25					
		28	32		36
	21	23		14	
20					
	1				
2			6	7	10

Niveau 3

11

4		33			26
2					
	1	36			
			22	23	
	11		17		
10		12			20

15

	23		25	1	
32					3
	21			11	
	20			6	
	19				9
36			14		

Niveau 4

12

5	3		1		
		2			
				36	
25				32	
	20			29	
	19	17			

16

	4		13		
					18
				19	
		27	1		
30				23	
	36		24		

Hitori

Niveau 1

1

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

2

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

3

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

4

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

5

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

6

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

7

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

8

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

9

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

10

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

Niveau 2

11

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

12

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

13

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

14

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

15

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

16

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

17

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

18

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

19

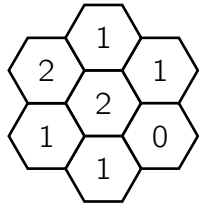
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1	2	1	4	5	4
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6	3	5	1	4	1
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5	5	3	3	2	6

20

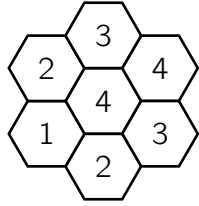
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1	2	3	2	1	4
6	1	2	3	2	5
3	4	2	6	4	1
5	3	5	3	6	4
5	6	1	4	1	2

Marguerite

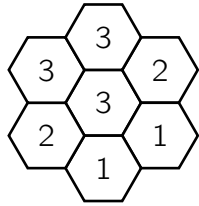
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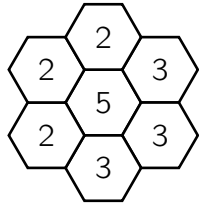
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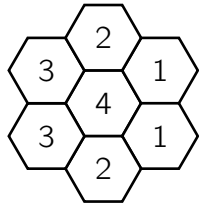
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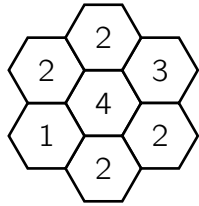
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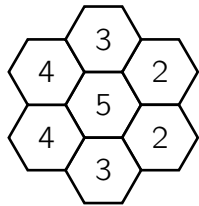
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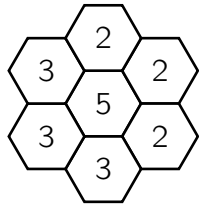
6



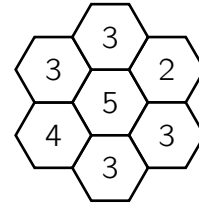
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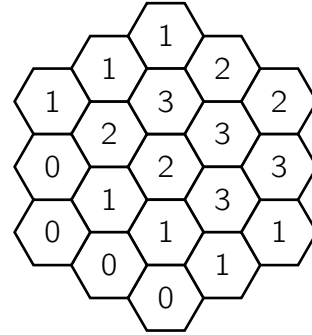
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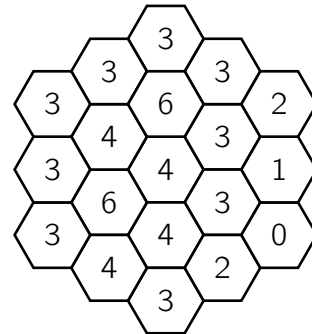
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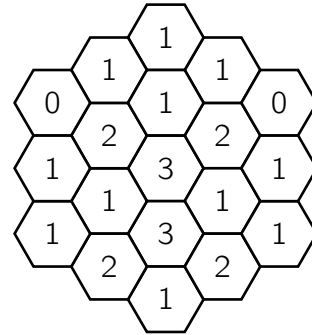
10



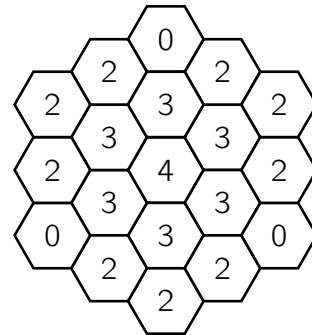
11



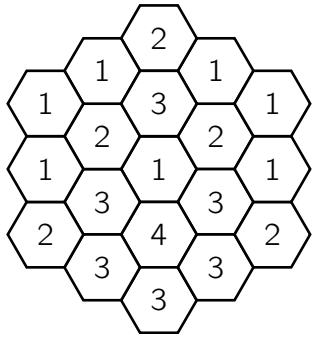
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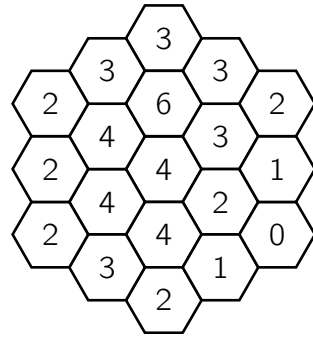
13



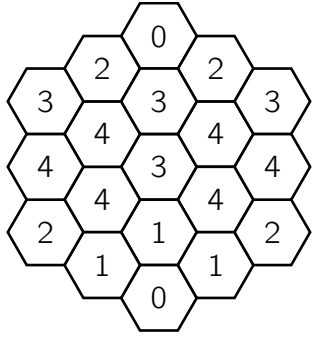
14



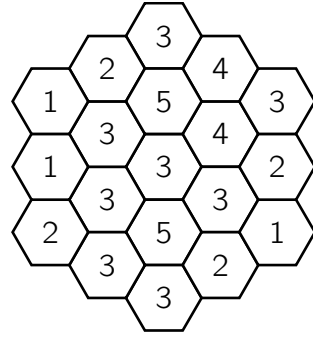
19



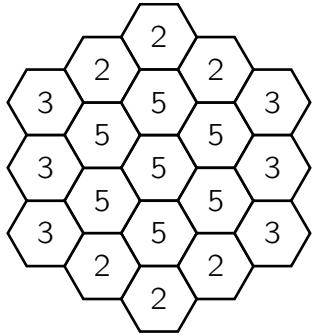
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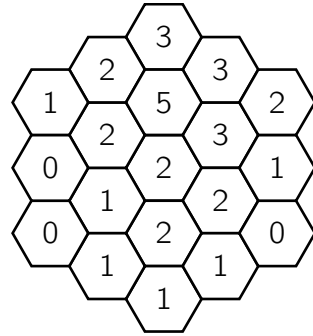
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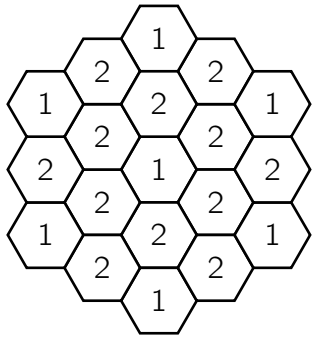
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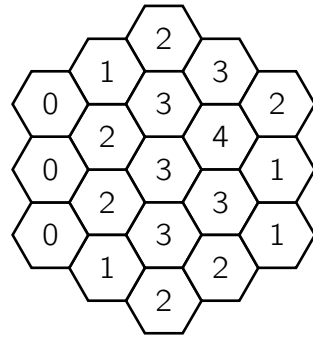
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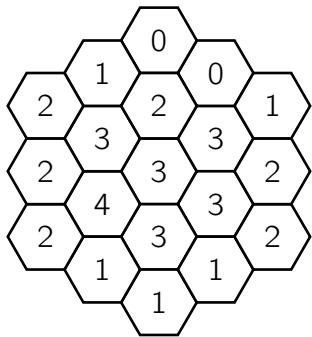
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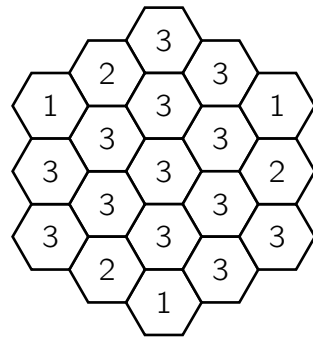
22



18



23



Miroirs

Niveau 1

2 0 0 3

1		/		/	1
1	\		/		0
1	\		\	\	1
2		/			2

0 0 2 2
0 0 3 0

1 4
4
4
0

1

1	\	\		/	1
1		/			2
1			\	\	1
1	/		\		2

0 2 0 0
0 0 2 1

1 4
4
4
0

2

0	\	/		/	3
2		/			1
0	/			/	0
2		/		\	0

4 1 2 1
1 2 1 5

0 4
4
4
0

3

0	\		/		3
0	/	\			3
5				/	1
3	/		/		3

1 3 1 1
2 1 2 1

0 3
0
1
8

4

0		/			4
1	\		/	\	1
5				/	1
1	\		/		4

1 5 1 0

0 3
0
0
6

5

Niveau 2

4 2 1 2

5	\		\		0
1		/		/	5
3		/			2
0	\			/	0

0 3 4 0

6

0 3
0
6

0 1 3 3

0				/	3
1	/	\			3
2	/	\			2
1	/			/	0

3 1 3 0
0 4 0 0

7

3 1
4
4
0

0 4 0 0

0	\		/	\	0
4					4
1	\				3
2			\		3

1 4 1 4
1 3 1 3 0

8

0 1
7
3

1 4 1 4

1			/		/	0
0	/			/		1
1	\		\		\	3
1		/				2

0 1 1 2 4

9

0 6
6
0

1 3 1 1 3

0	\		/	\		1
3	\		/		/	3
1	\			\		1
2		\	\		/	1
1		/		\		3

2 0 2 0 1




10

0 0
6
6

Niveau 3




11

	3	2	3	3	
2					2
0	\			/	2
2					2
0	\		\		2
	0	2	0	0	

 5
 3
 4




15

	2	1	0	0	0	
5			\	\	/	3
3	\	\		/		3
0		/				4
4				\		2
4		/		\	/	0
	1	4	3	3	0	

 4
 3
 7

12




	3	2	2	0	
1					1
2			/		0
3		/		\	2
1		\	/	\	1
	3	0	0	0	

 5
 3
 2

Niveau 4




16

	1	5	1	2	1	
2			/	/		2
1	/		\		/	2
2			\		/	1
2	/	\		\		2
0	/		/		\	1
	2	1	1	2	1	

 4
 4
 4




13

	4	0	2	2	3	
1		/		/		2
0	\		\		/	1
0	/	/		\		3
1		\		\		2
2	/		/		\	1
	3	1	0	4	0	

 4
 4
 4




17

	3	1	2	4	3	
3			\			2
3						3
1			\			4
3	/			/		2
5		/			/	0
	3	4	4	0	0	

 6
 6
 7




14

	4	3	2	0	0	
5			\	/		0
2		\				1
2		/				3
5			/	/	\	0
3				\		2
	4	4	5	3	2	

 4
 5
 8

18

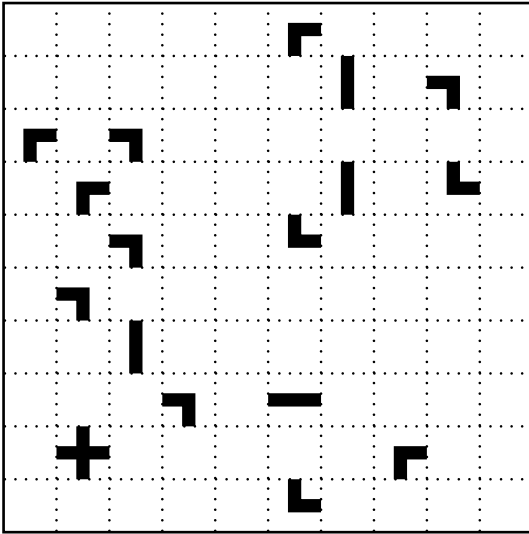
	1	3	4	4	4	
4	\					4
1		\				3
4			\			2
1	\			\		4
1			\			3
	0	4	2	3	4	

 5
 7
 7

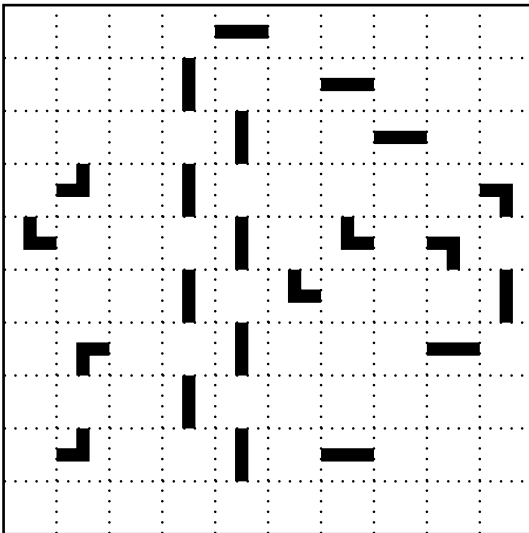
Pipelink

Niveau 1

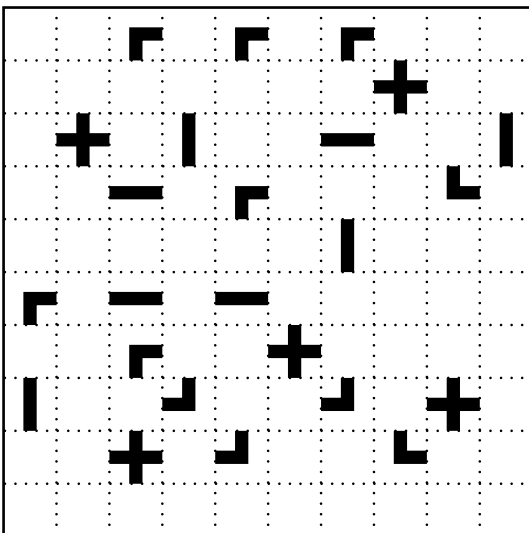
1



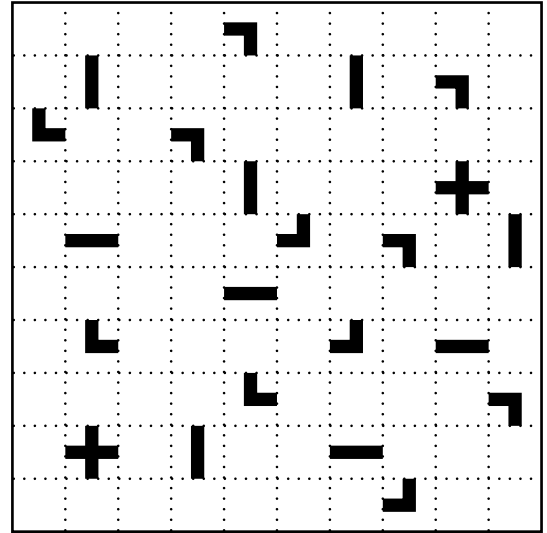
2



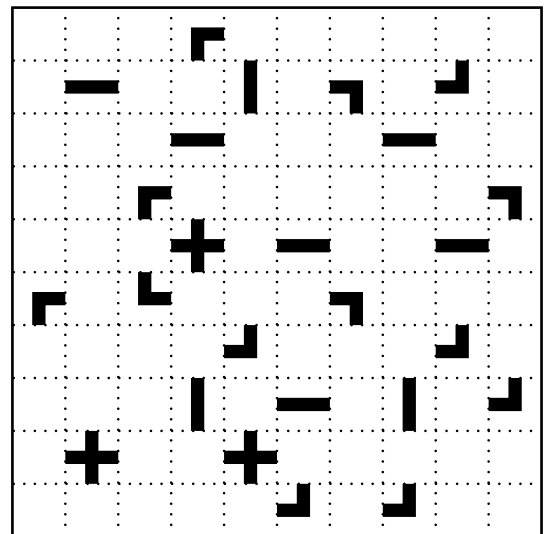
3



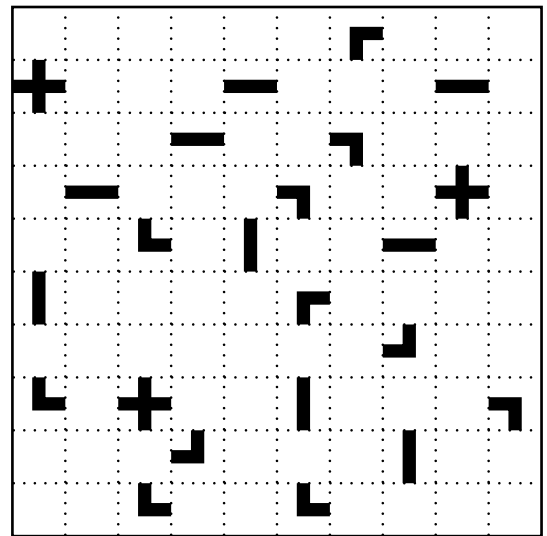
4



5



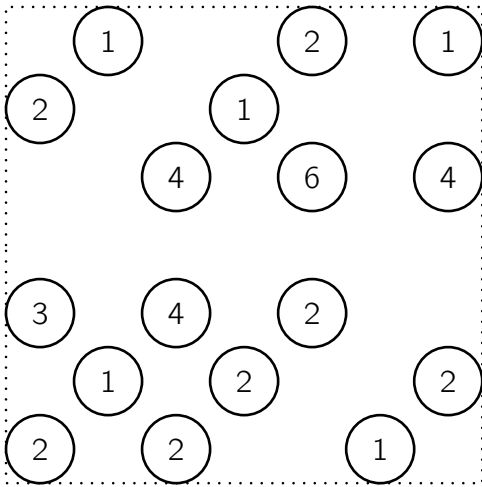
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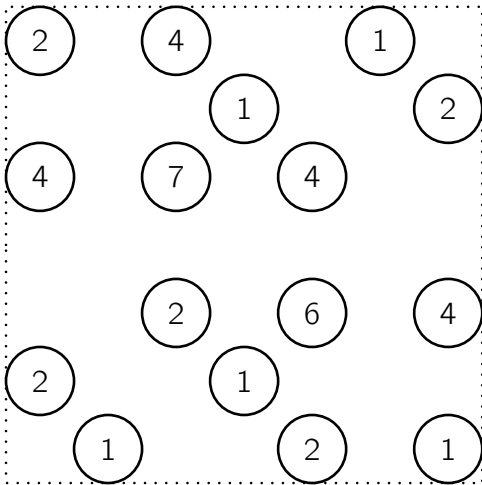
Ponts

Niveau 1

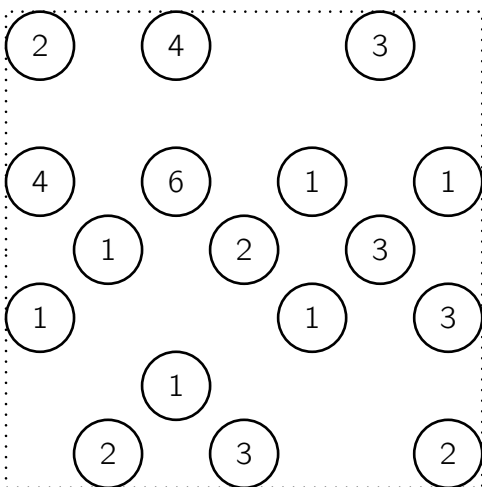
1



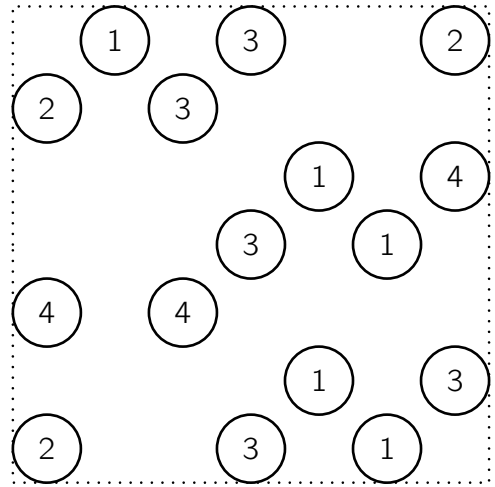
2



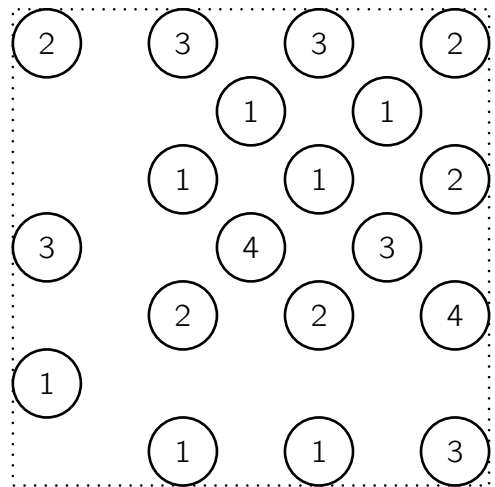
3



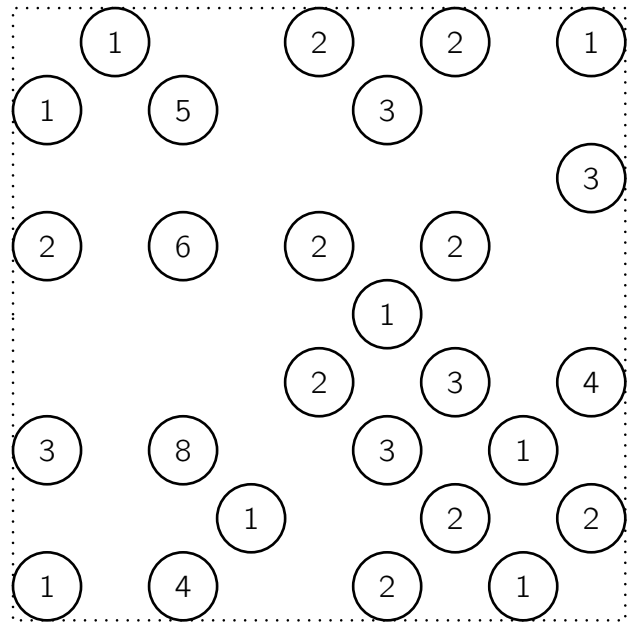
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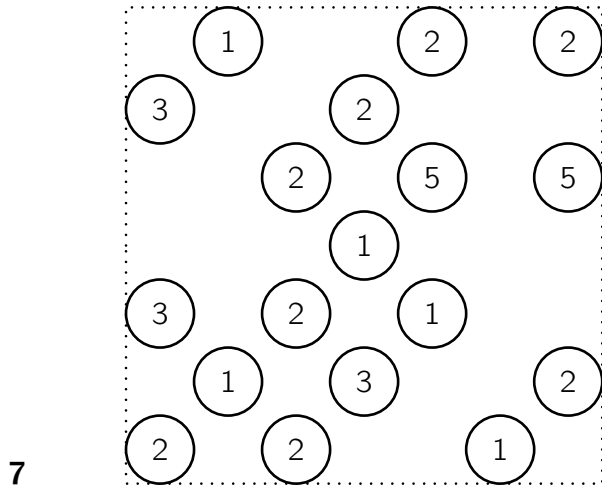
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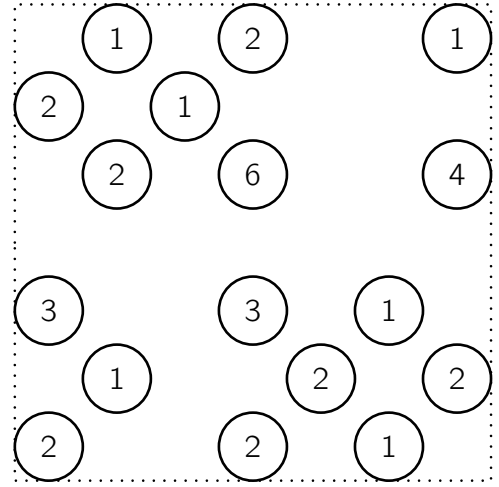
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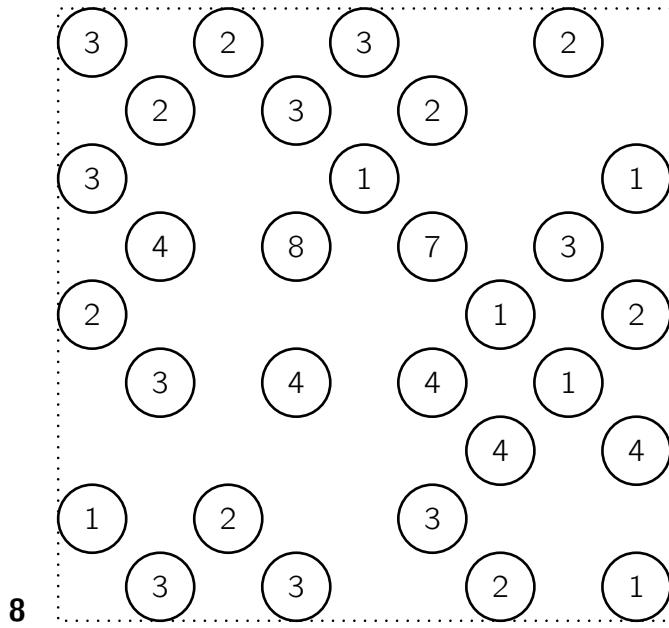
Niveau 2



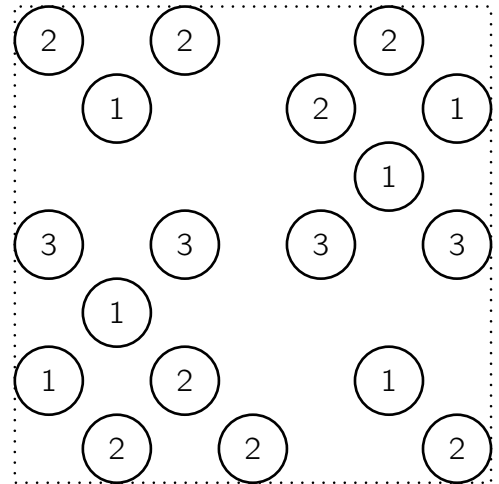
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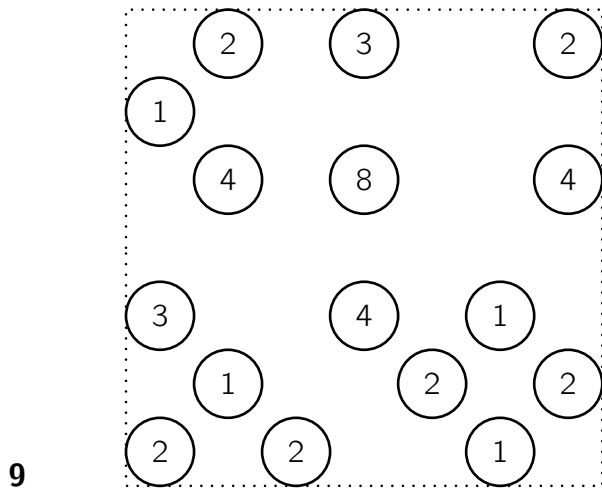
Niveau 4



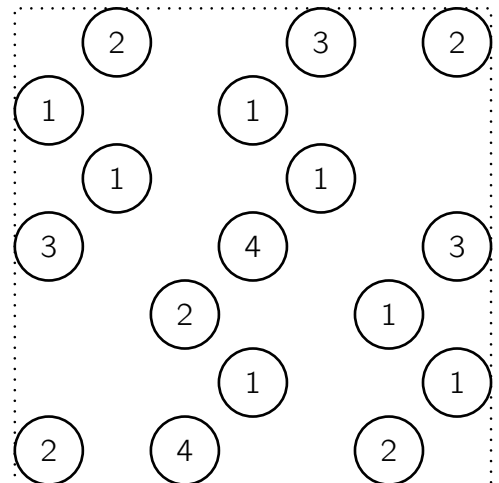
11



Niveau 3



12



Portes — Seethrough

Niveau 1

1

5	4		5		
+	+	+	+	+	
2		4			3
+	+	+	+	+	
	4	6	3		
+	+	+	+	+	
2		5			4
+	+	+	+	+	
	4		6		4

2

5		5	4	4	
+	+	+	+	+	
4	3		4		
+	+	+	+	+	
4		2		4	
+	+	+	+	+	
	2		2	4	
+	+	+	+	+	
4	4	3			3

3

4		4	6	5	
+	+	+	+	+	
	3				2
+	+	+	+	+	
4		6			2
+	+	+	+	+	
2			3		
+	+	+	+	+	
2	3	4			2

4

	4	4		4	
+	+	+	+	+	
2	2		3		
+	+	+	+	+	
4					5
+	+	+	+	+	
	4		4		5
+	+	+	+	+	
5		5	6		

5

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

6

2	1	2	2	1	2
+	+	+	+	+	+
1	2	2	2	2	1
+	+	+	+	+	+
2	2	2	2	2	2
+	+	+	+	+	+
2	2	2	2	2	2
+	+	+	+	+	+
1	2	2	2	2	1
+	+	+	+	+	+
2	1	2	2	1	2

7

3	6	4	5	4	3
+	+	+	+	+	+
2	5	3	4	3	2
+	+	+	+	+	+
5	6	4	5	4	3
+	+	+	+	+	+
3	8	6	7	5	5
+	+	+	+	+	+
4	5	3	2	2	2
+	+	+	+	+	+
5	2	4	3	2	3

Niveau 2

8

5	4		4	5	
+	+	+	+	+	
4		3		4	3
+	+	+	+	+	
	5	4	5		5
+	+	+	+	+	
6		4	5	4	
+	+	+	+	+	
5	2		4		4
+	+	+	+	+	
	4	4		3	4

9

	3		3	3	5
+	+	+	+	+	
4	2	4		4	
+	+	+	+	+	
	4	6	4		3
+	+	+	+	+	
5		4	3	4	
+	+	+	+	+	
3	4		4	5	3
+	+	+	+	+	
4		3		4	

10

5	3	3	4	5	3
+	+	+	+	+	+
6	4	4	5	4	2
+	+	+	+	+	+
3	4	4	4	5	5
+	+	+	+	+	+
4	4	6	5	6	6
+	+	+	+	+	+
3	5	5	4	3	5
+	+	+	+	+	+
2	4	4	3	2	4

15

4		5			5
+	+	5	+	+	+
	5		2	4	
+	+	+	+	+	+
4		2	3	3	
+	+	+	+	+	+
	3	4	2		5
+	+	+	+	+	+
4	2	5		5	
+	+	+	+	+	+
3	5		4		4

11

	7		3		4
+	+	+	+	+	+
6		4	2	2	
+	+	+	+	+	+
	5		4	2	3
+	+	+	+	+	+
6	6	4		4	
+	+	+	+	+	+
	4	5	4		4
+	+	+	+	+	+
6		4		4	

16

6		3			
+	+	3	+	+	+
	3	6	4		5
+	+	+	+	+	+
5	3			5	
+	+	+	+	+	+
	7			5	4
+	+	+	+	+	+
7		6	6	3	
+	+	+	+	+	+
			3		5

12

4	4		4	5	3
+	+	+	+	+	+
4		4		5	
+	+	+	+	+	+
	4	4	4		4
+	+	+	+	+	+
2		2		5	
+	+	+	+	+	+
3	4		4	3	5
+	+	+	+	+	+
4		5		5	

17

3	1		1		1
+	+	+	+	+	+
	5	3		5	
+	+	+	+	+	+
4		5	6	6	
+	+	+	+	+	+
	5	6	7		5
+	+	+	+	+	+
	3		5	5	
+	+	+	+	+	+
3		3		6	6

13

	4	8		3	
+	+	+	+	+	+
4		5	5		3
+	+	+	+	+	+
3	3		6	5	
+	+	+	+	+	+
	4	6		4	5
+	+	+	+	+	+
3		7	2		4
+	+	+	+	+	+
	4		3	5	

Niveau 3

14

	7	7		6	
+	+	+	+	+	+
5	3			3	3
+	+	+	+	+	+
		4	4		5
+	+	+	+	+	+
6		4	5		
+	+	+	+	+	+
5	5			5	3
+	+	+	+	+	+
	3		5	3	

18

4	3		4		3
+	+	+	+	+	+
3		3		4	
+	+	+	+	+	+
3	4		3		
+	+	+	+	+	+
	3	4		4	
+	+	+	+	+	+
4	3			4	
+	+	+	+	+	+
	4	3	3		4

Rectangles — Shikaku

1

3	2	2		3
		2		
	2			
2	2		2	
			3	2

2

	2		2	
2	4			
	4			
2	2		2	3
	2			

3

4				
2		2		
4				
	4			4
	3		2	

4

3			4	
		2		
			4	
	2	2	2	
2		4		

5

		3		
2		2		
2	3		3	2
	2			
2			2	2

6

		3		
		4	2	2
2			2	
2			2	2
2		3		6
			4	

7

2			3	2	2
		3			
2				6	2
2					
2	2		2		2
	2				2

8

	2	2		2	
		2		2	
	2			2	
3					
	4		3	2	4

9

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

10

4	5			3	
		3			
			6		
				4	
			2	2	
2		5			

11

	2			2	
	2		4	2	
		4		2	2
	2	2			4
	2	3			
2	2			4	3
			3	2	

12

	3			2	2
				2	
		2		2	4
6	4		4	3	6
	2	2			
			3		2

13

			6		
					5
4	3	2	4		3
					8
3		6		3	
			2		

14

					2
			6	2	2
	2		4		
6		3			
	3			4	
			4	2	2
	2			3	

15

					7
2				5	2
	2				7
		2			6
3		4			8
	4				
	2			5	
			5		2
			5		3
6					2

16

					8
	6			6	
5				5	
				5	5
					7
2		2			5
	3		3	3	
2			4		4
		2			2

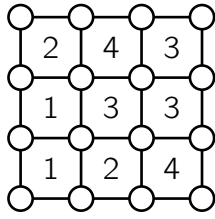
17

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

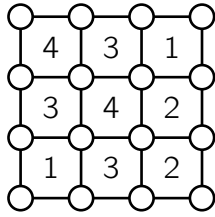
Squaro

Niveau 1

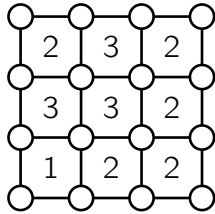
1



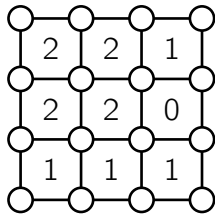
2



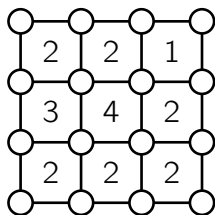
3



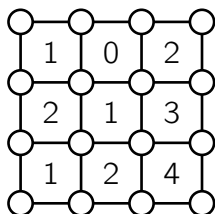
4



5

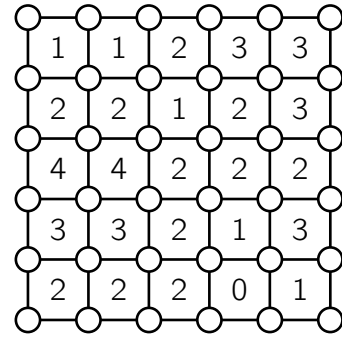


6

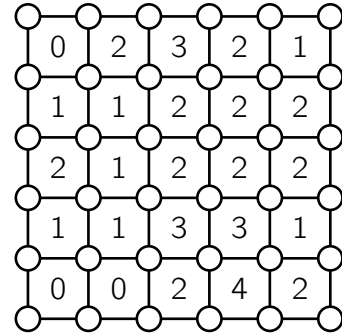


Niveau 2

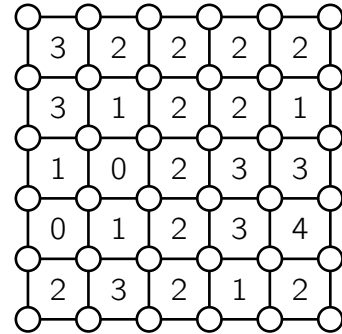
7



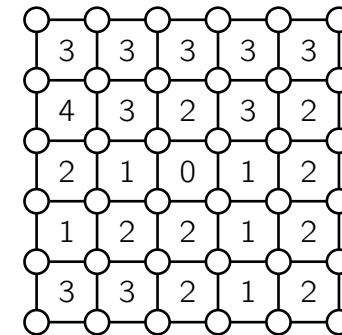
8



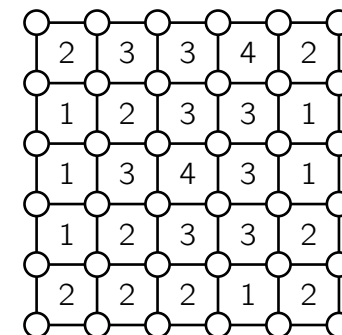
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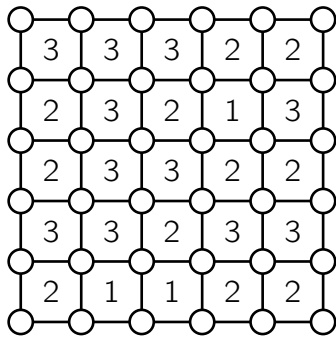
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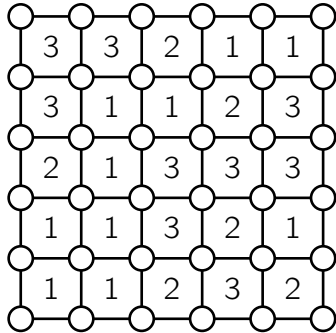
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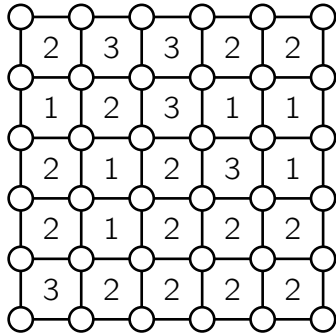
Niveau 3



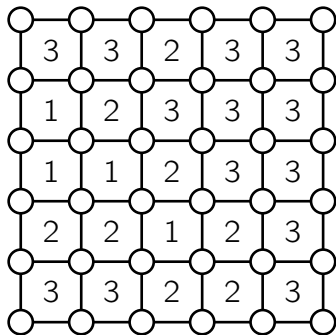
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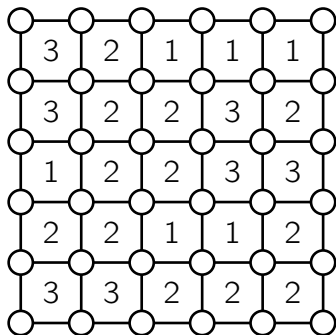
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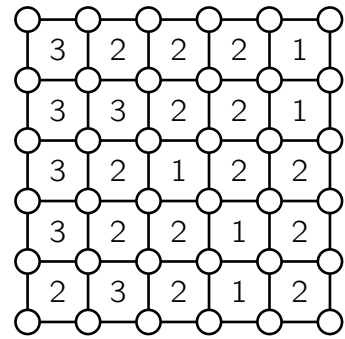


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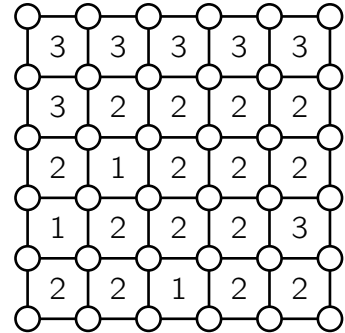


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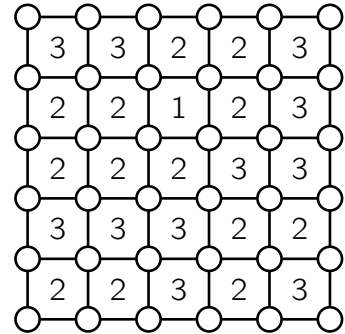
Niveau 4



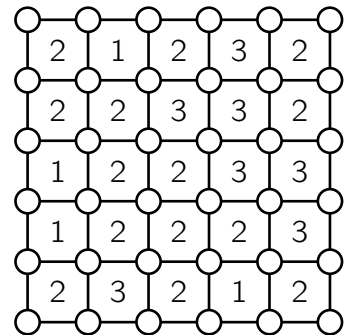
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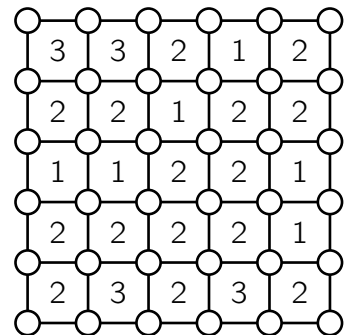
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19



20



21

Sudoku

Niveau 1

1

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

2

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

3

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

Niveau 2

4

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

5

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

6

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

Niveau 3

7

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

8

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

9

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

Niveau 4

10

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

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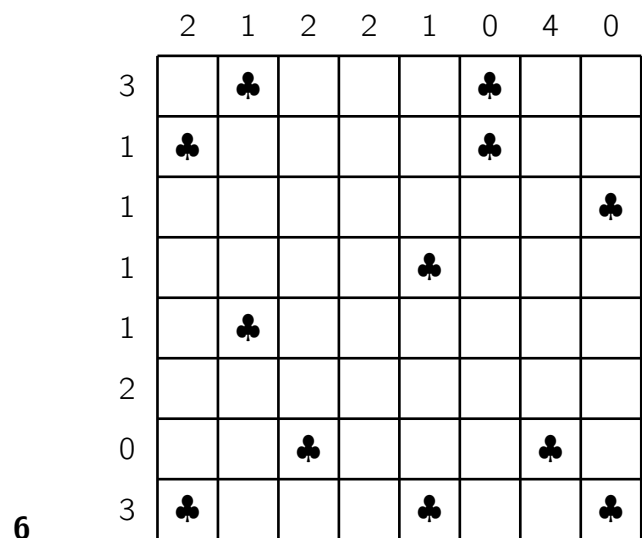
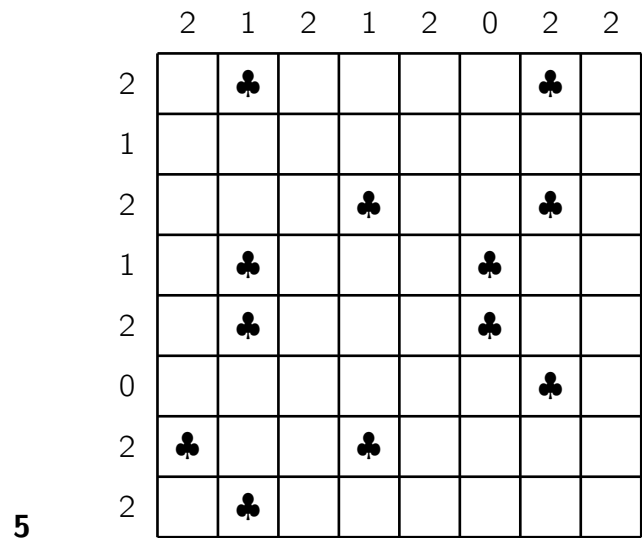
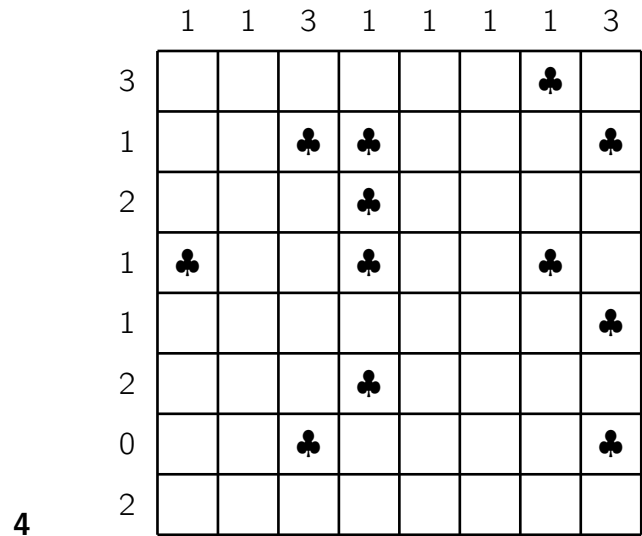
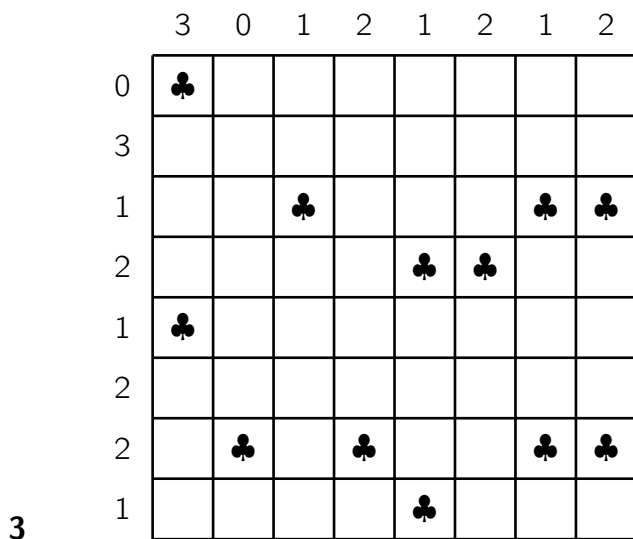
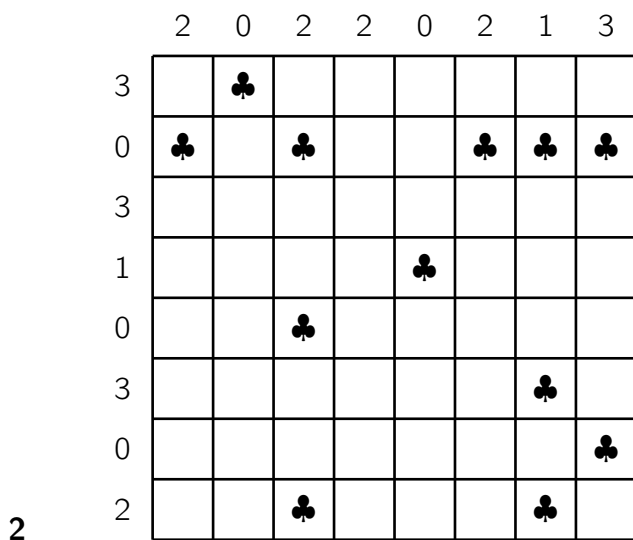
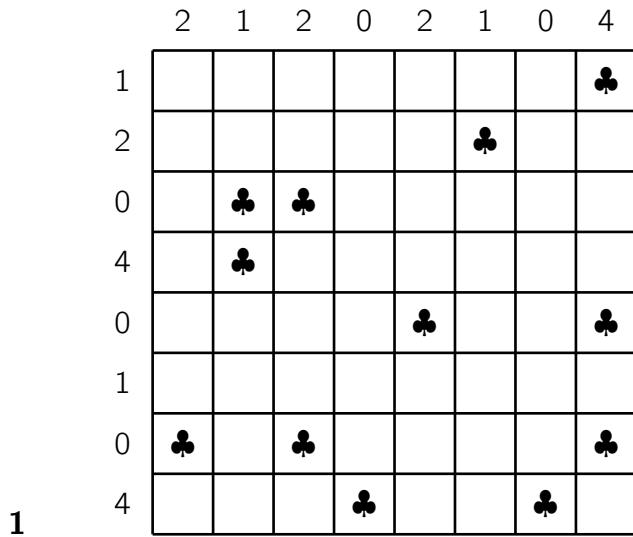
			7			1		
	2		5	9				
		4					3	
2			6		8		9	4
1			9		2			8
9	6		4		5			2
	7					2		
				5	4		8	
		9			7			

12

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

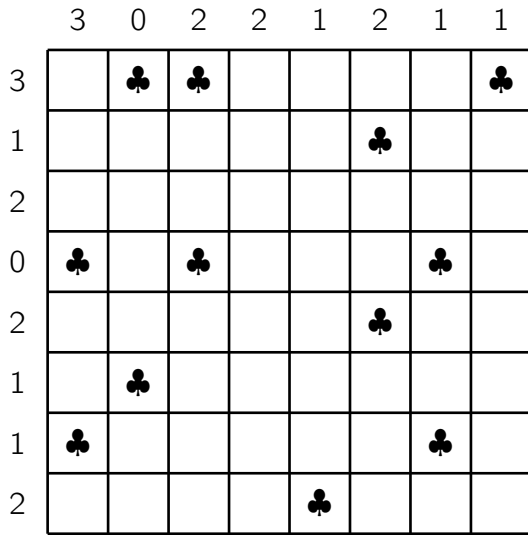
Tentes

Niveau 1

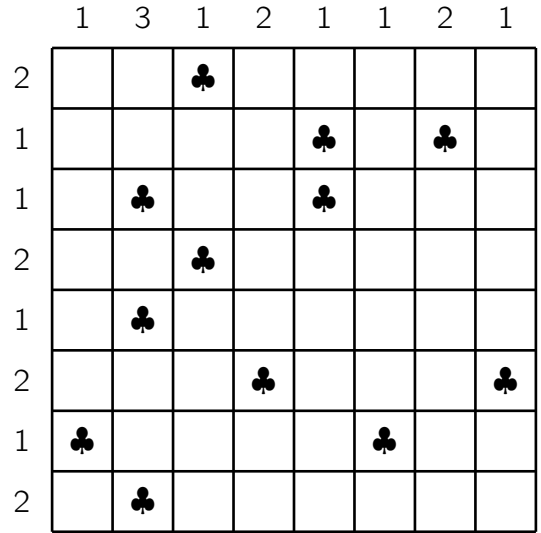


Niveau 2

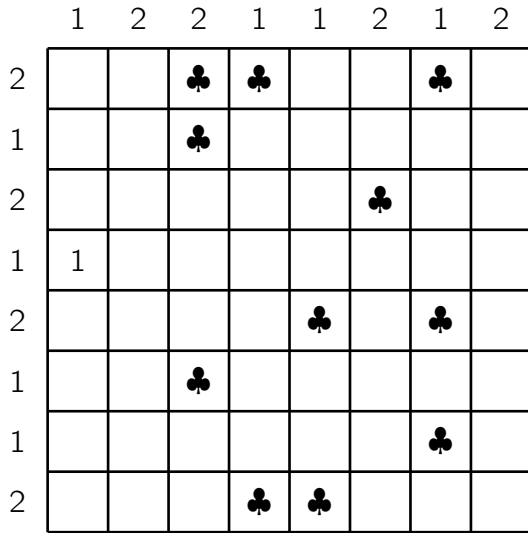
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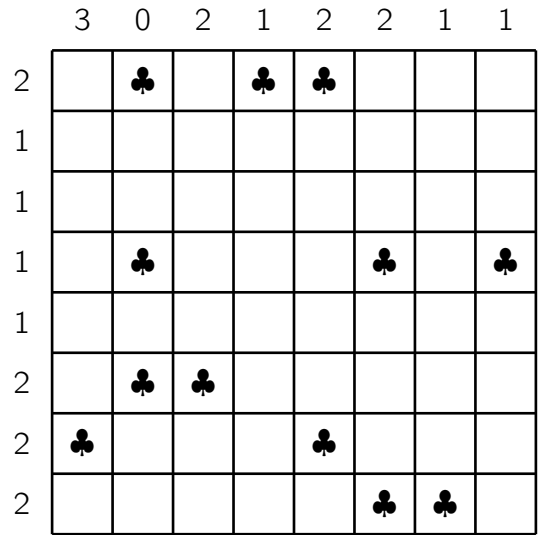
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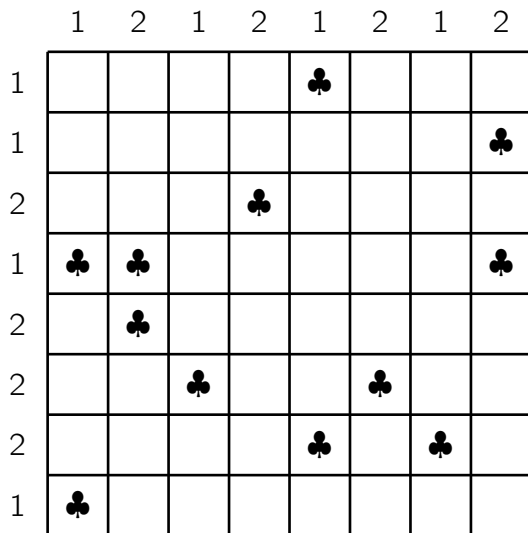
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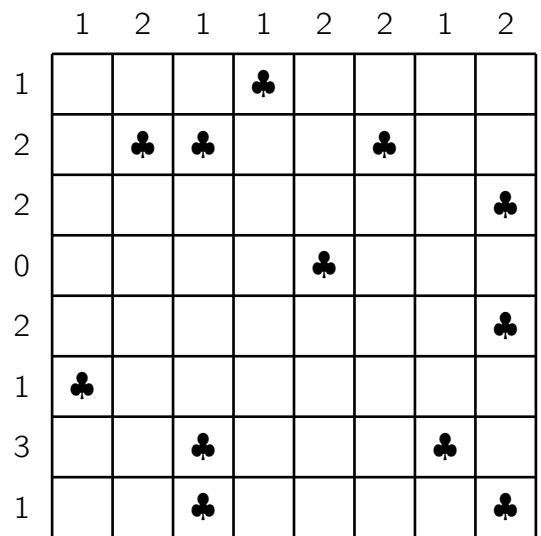
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9



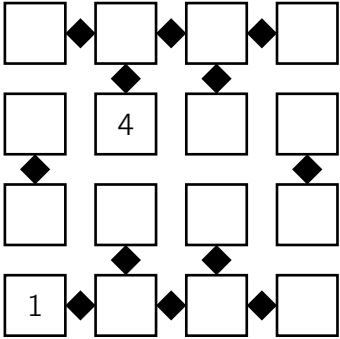
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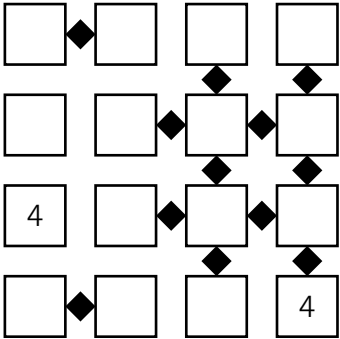
Voisins — Neighbours

Niveau 1

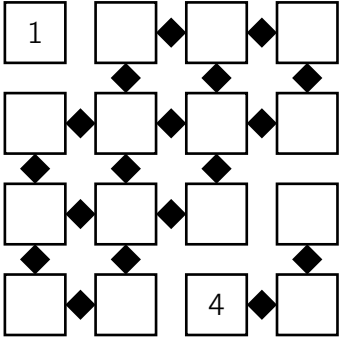
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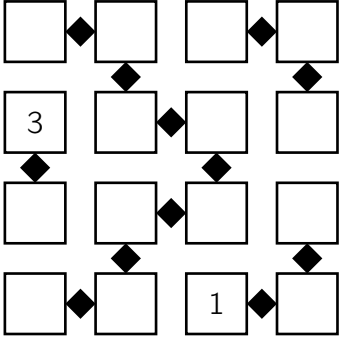
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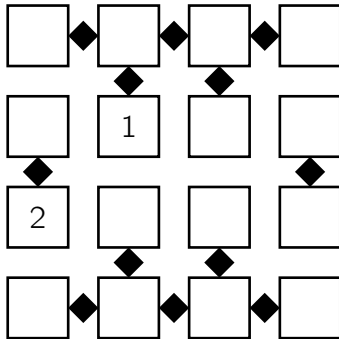
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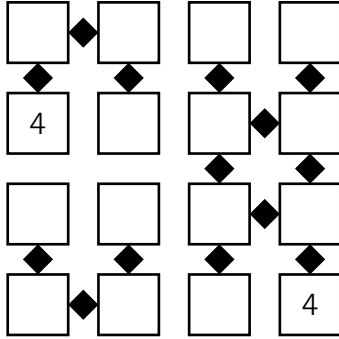
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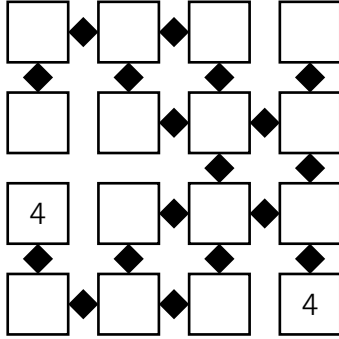
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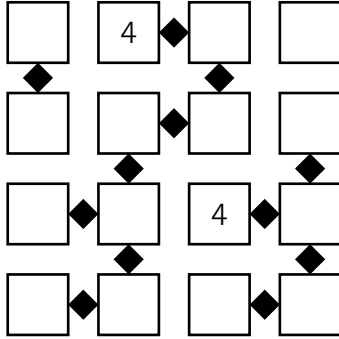
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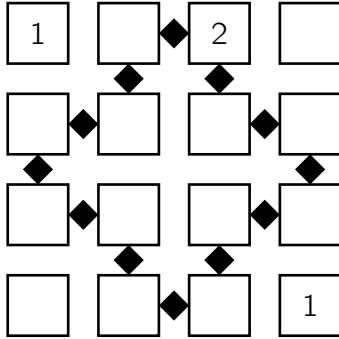
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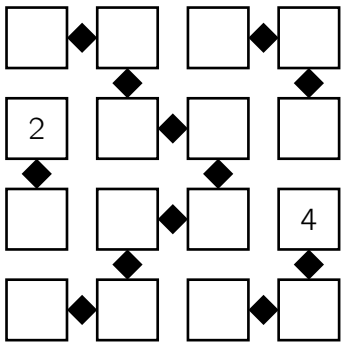
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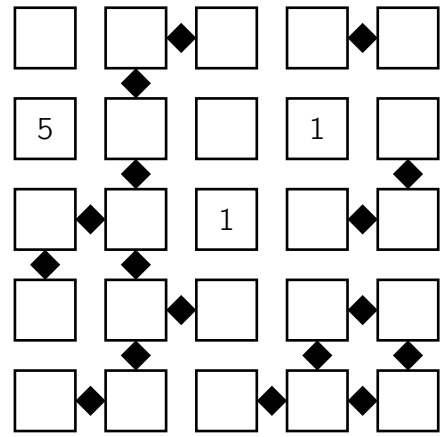


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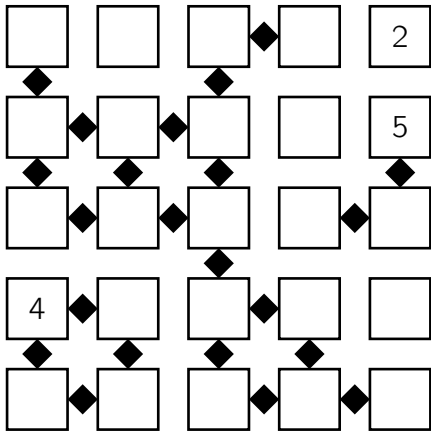
Niveau 2

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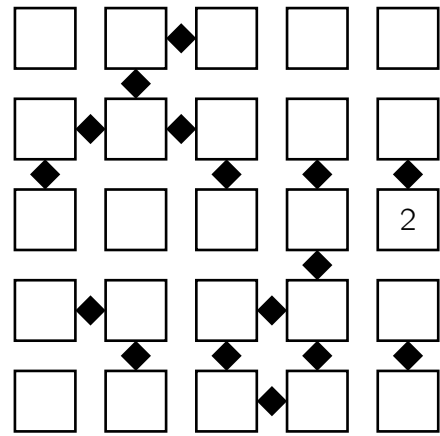


Niveau 3

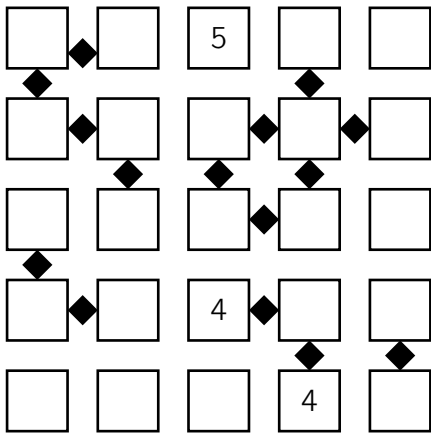
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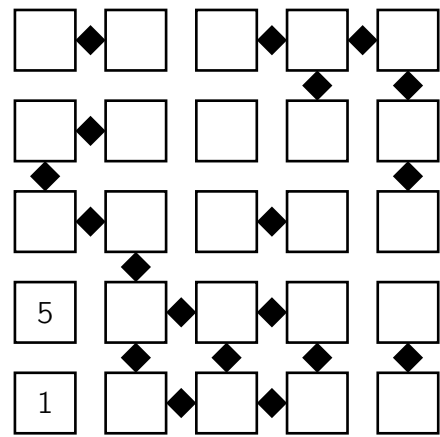
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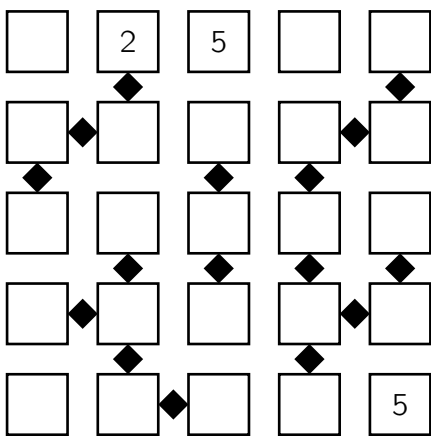
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16



13



1

	A	B	
	B		A
A		A	B

B

2

A	A	B	
	B		A
		A	B

B

3

			A
A	A	B	
	B		A

A B

4

	A			B
	C	B	A	
2		A	B	C
	B		C	A

C

5

	C	A	B	
		B	C	A
	A	C		B
	B		A	C

C

6

					C
		B	C	A	
A			B	C	
C	A			B	
B	C	A			A

C B

7

					B	C	
B	A	B					C
	B	C				A	
		A	B	C			C
	C		A	B			

8

					A	A	
	A		B	C			
	B	A	C				
		C	A	B			B
C	C	B		A			

9

									A
	B		C	A					
	C	A							
		B	A	C					
	A	C	B						

A B

10

									B
		A	B	C					
C	C		A	B					
	B	C							A
	A	B	C						

A A

11

C	C	B			A	
			A	C	B	B
	B			A	C	
		A	C	B		B
	A	C	B			B
	A	C	B			
						B B

15

		B	C	C	A		
		C			A	B	
B	B	A	C				C
	A		B			C	C
	C		A	B			B
		B		C	A		
							A

12

	C		A		B	
A	A	C	B			
C			C	B	A	
		B		A	C	C
	B	A		C		
						C C C

16

		A	B			
		B	C	D	A	
A	A		D	B	C	C
	D	C		A	B	
	C	A	B		D	D
	B	D	A	C		C
						D

13

	D		C	A	B	B
A		A	D	B	C	C
	C	D	B		A	
	B	C	A	D		D
A	A	B		C	D	
						A

17

							B
		C	B	D	A		
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D	D	B	A	C			C
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	B		D	A	C		
							A A

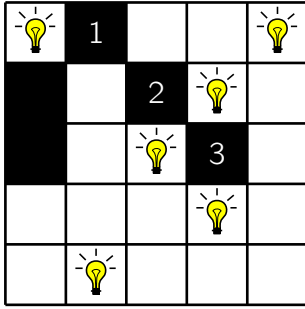
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		A		C	B	B
A		D	A	C	B	
	A	C	B		D	
	B		D	A	C	
D	D	A	C	B		B
C	C	B		D	A	
						C D

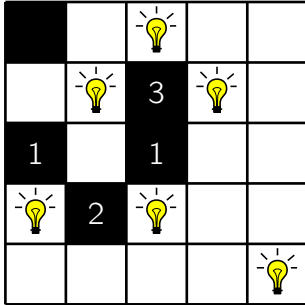
18

							B C
A	A	B		C	D		
	C	D	B		A		
	B	C	A	D			D
D	D		C	A	B		
A		A	D	B	C		
							D B

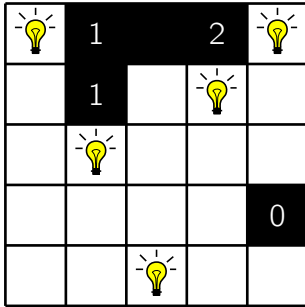
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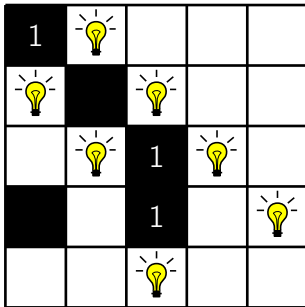
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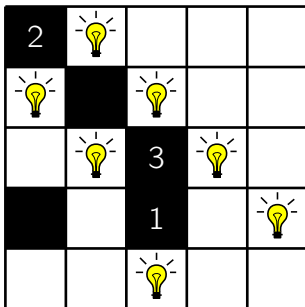
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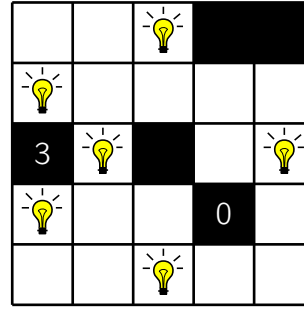
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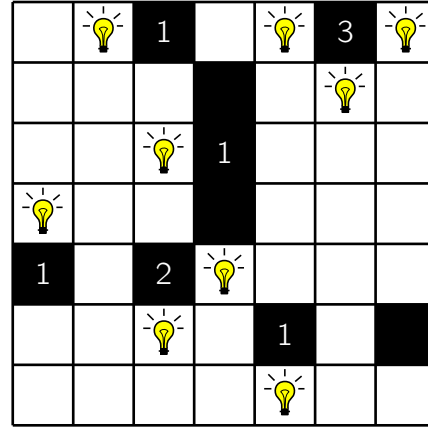
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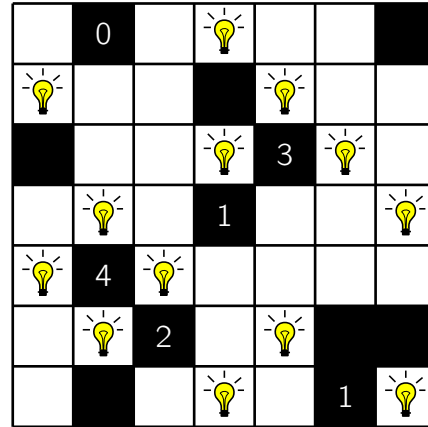
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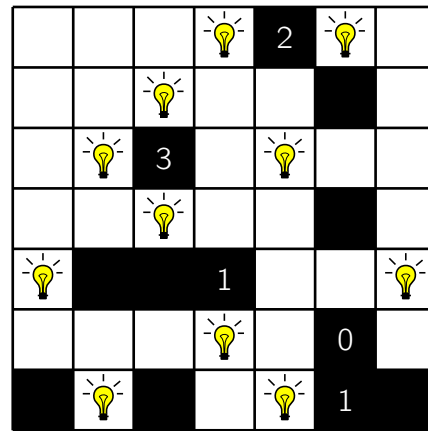
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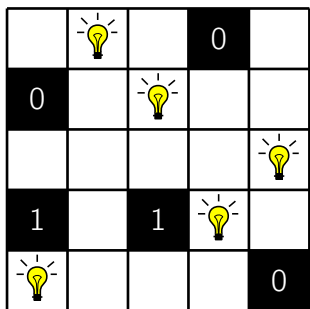
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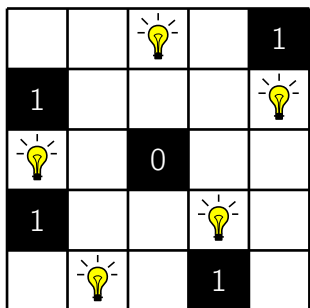
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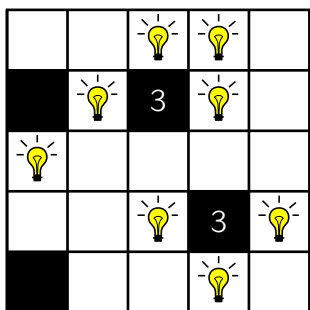
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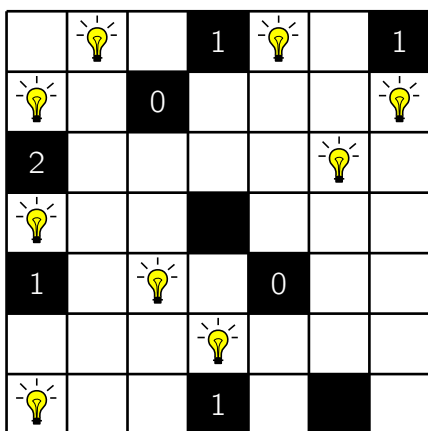
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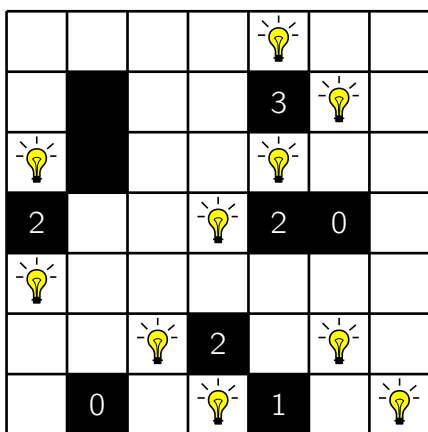
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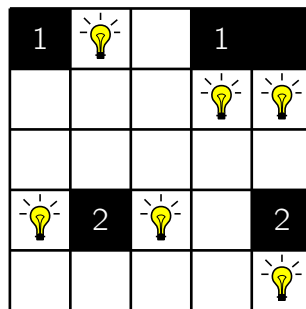
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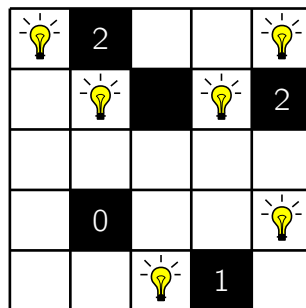
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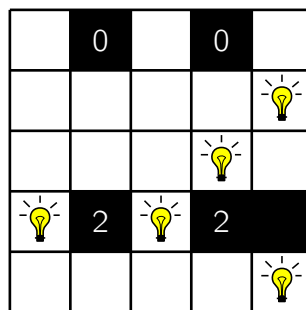
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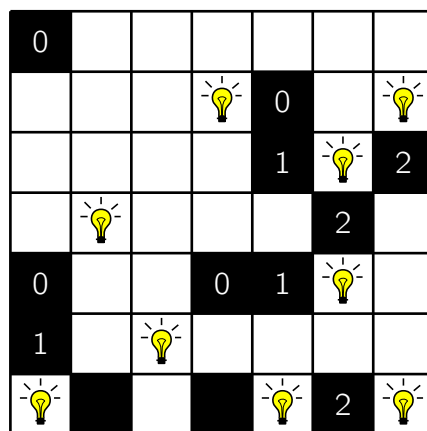
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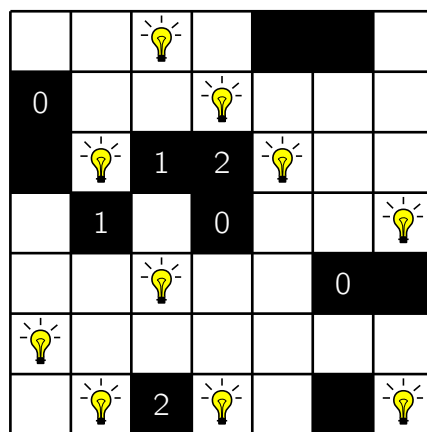
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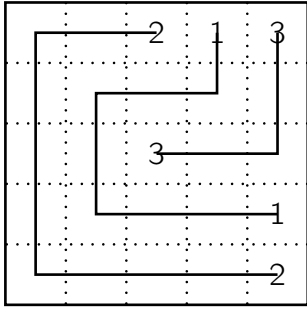
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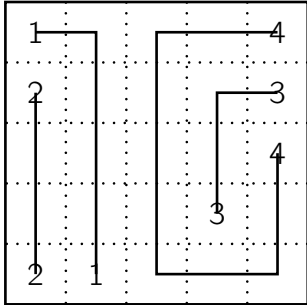
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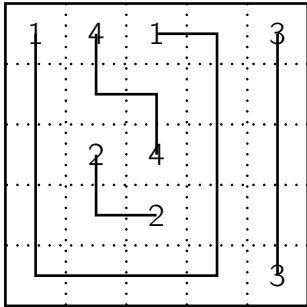
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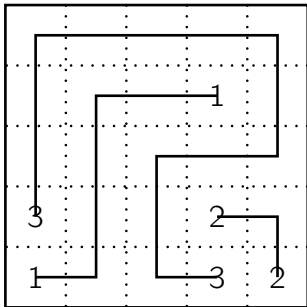
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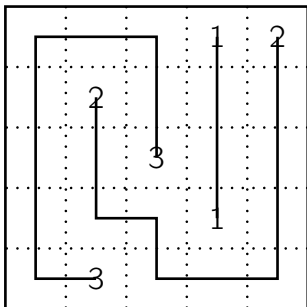
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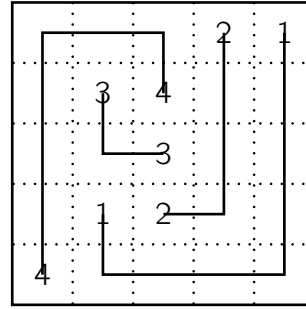
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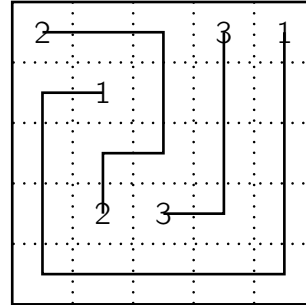
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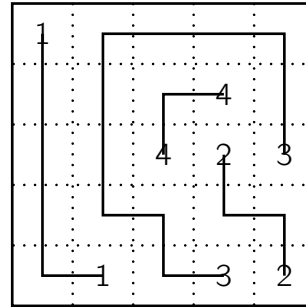
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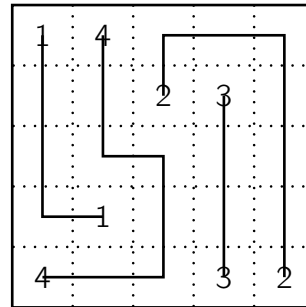
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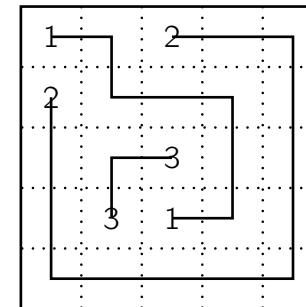
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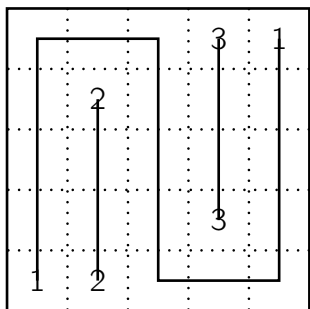
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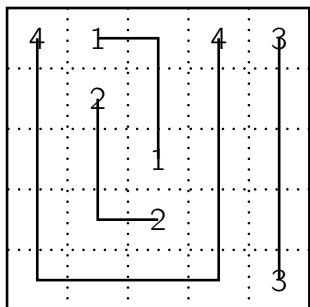
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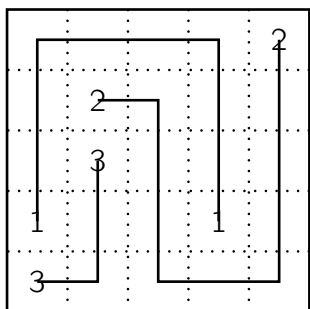
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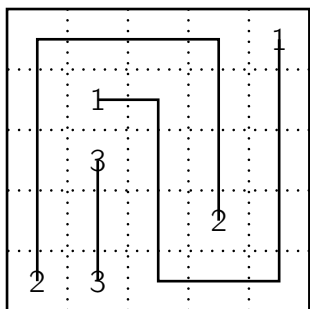
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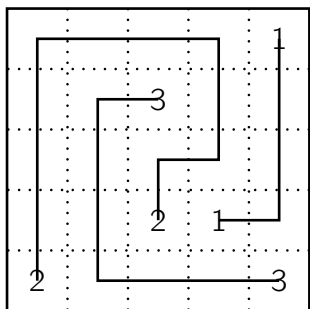
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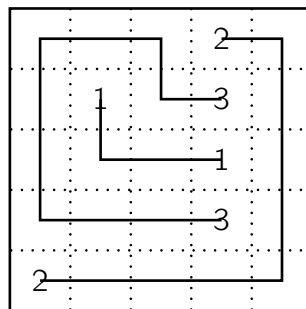
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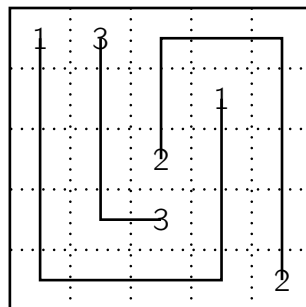
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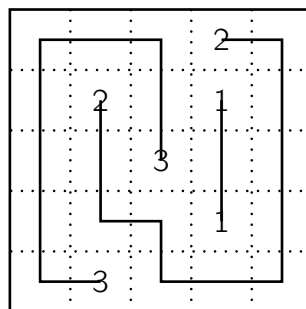
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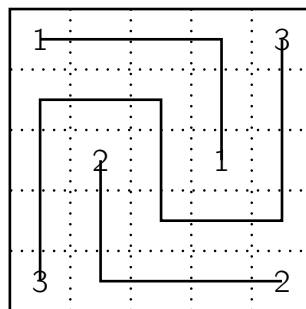
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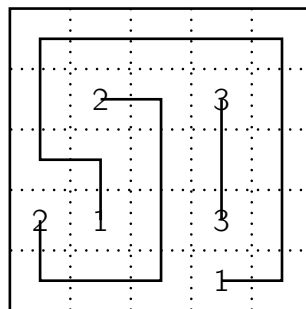
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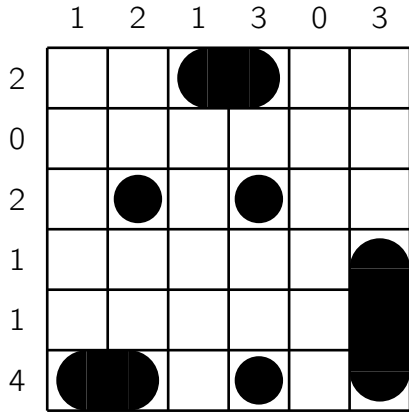
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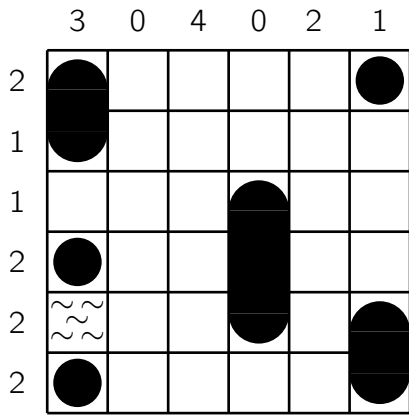
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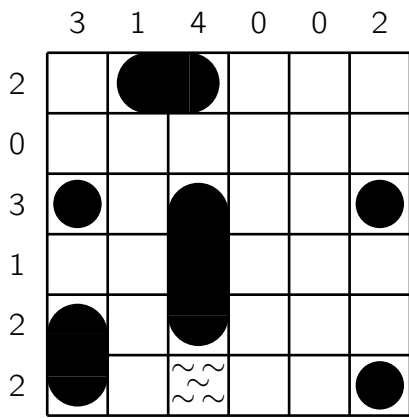
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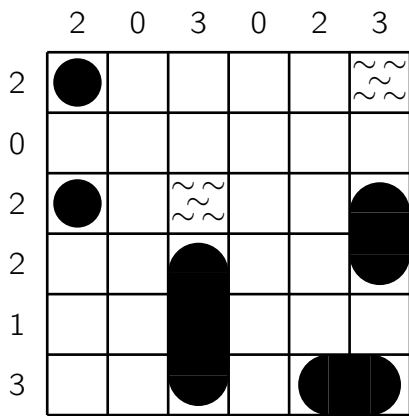
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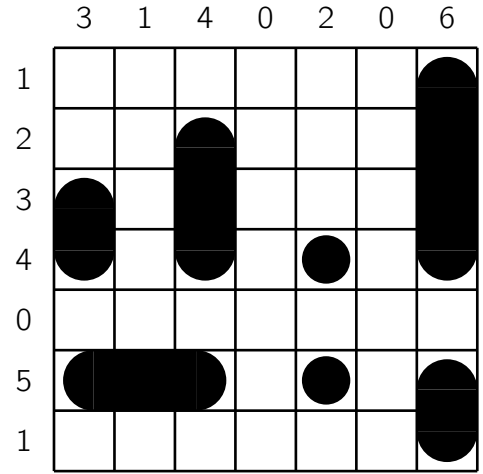
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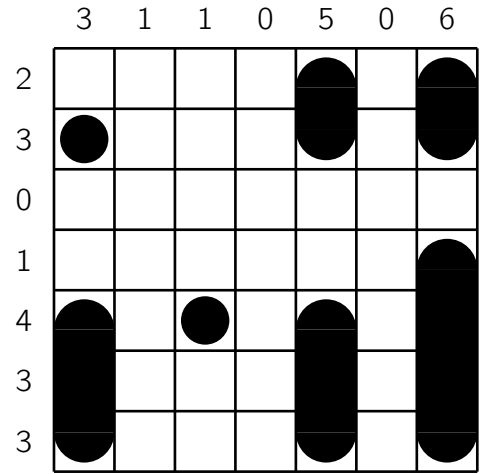
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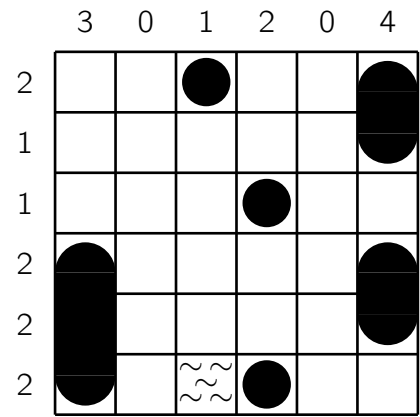
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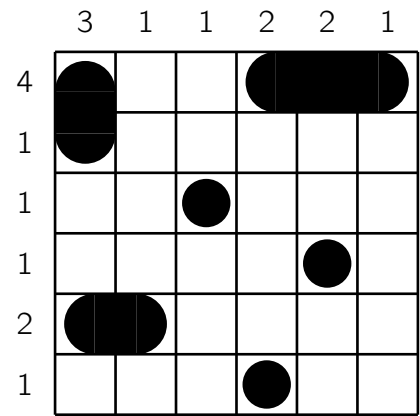
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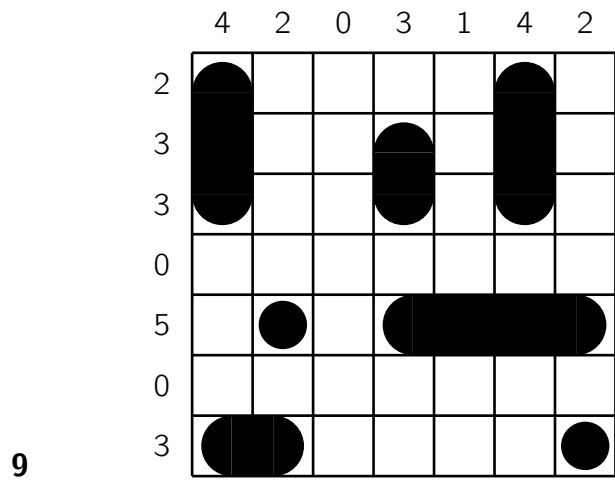


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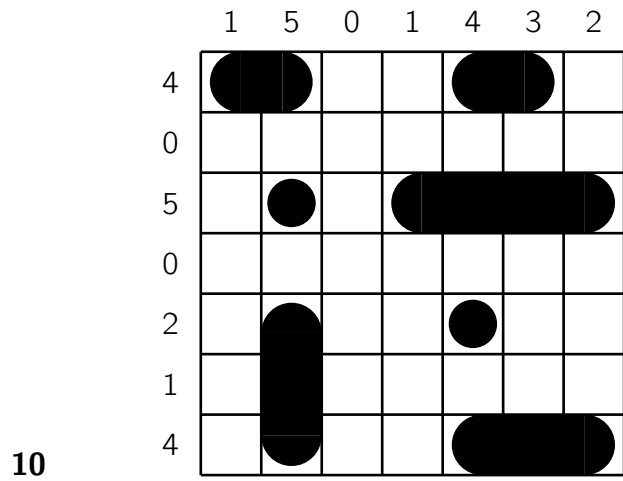
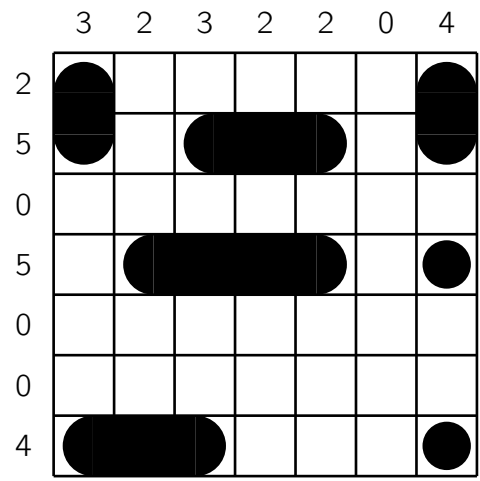
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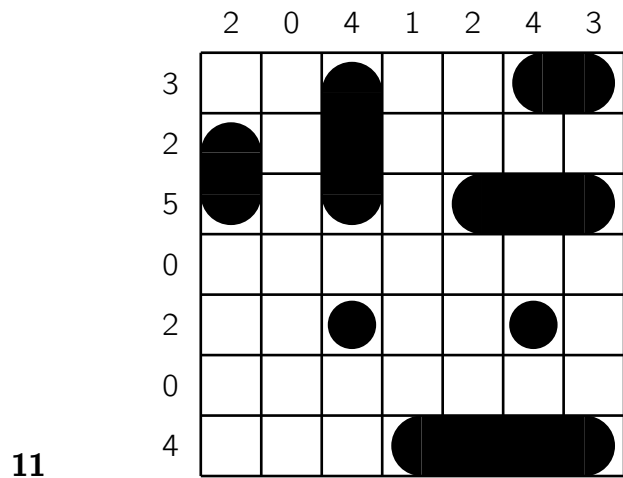


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12



10



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16

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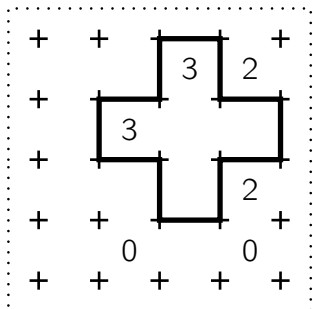
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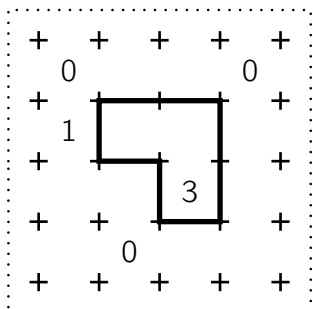
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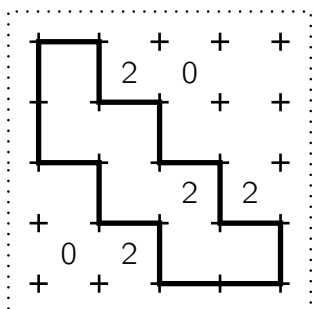
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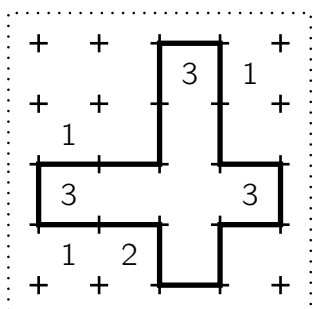
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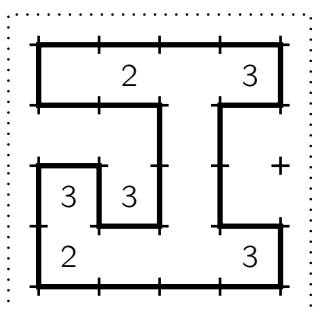
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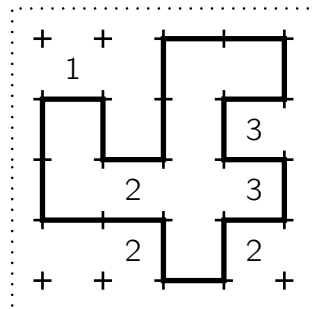
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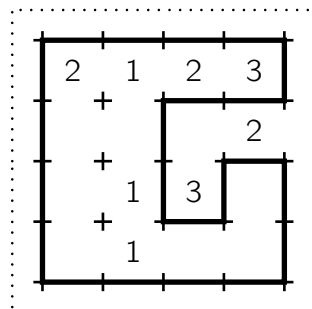
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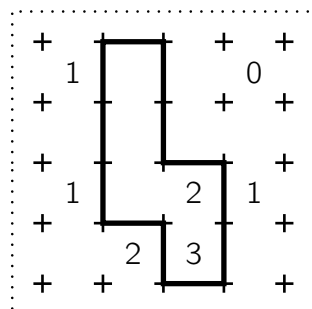
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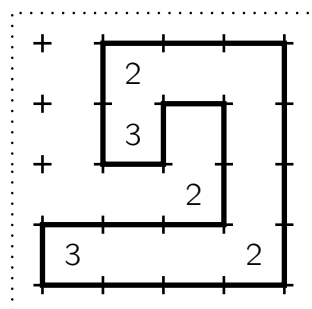
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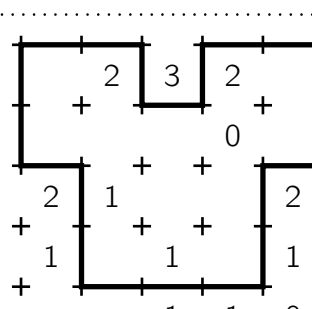
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9



10



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3

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	4			
		3		
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7

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9

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	3				

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14

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15

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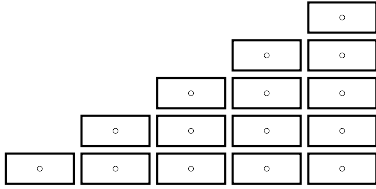
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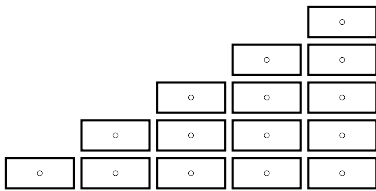
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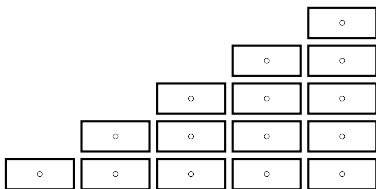
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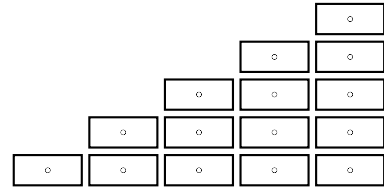
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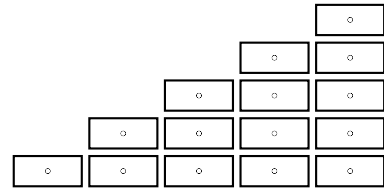
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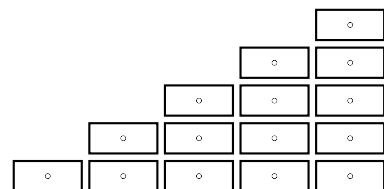
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6

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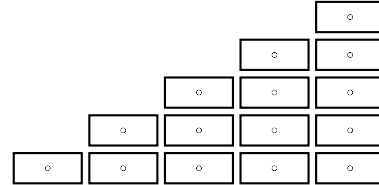
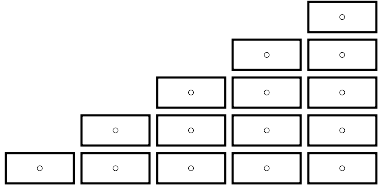


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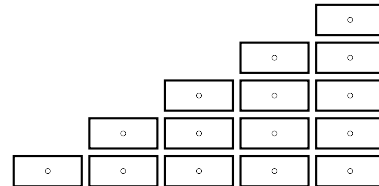
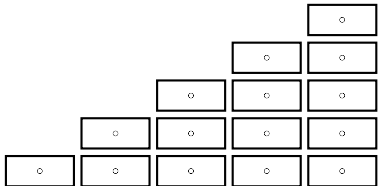


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11

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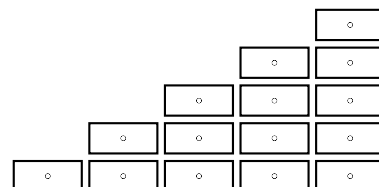
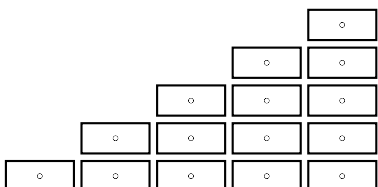


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12

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2

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4

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5

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7

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9

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10

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11

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16

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13

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18

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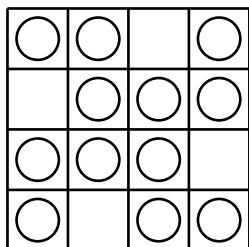
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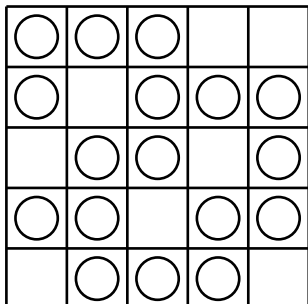
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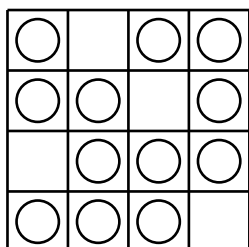
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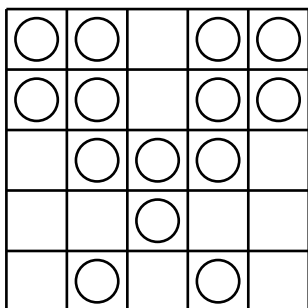
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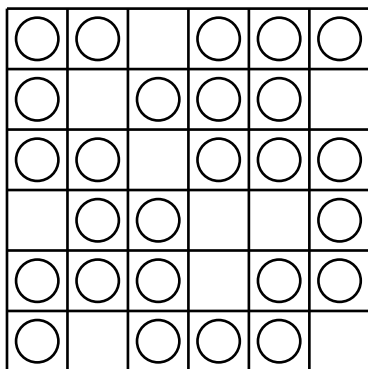
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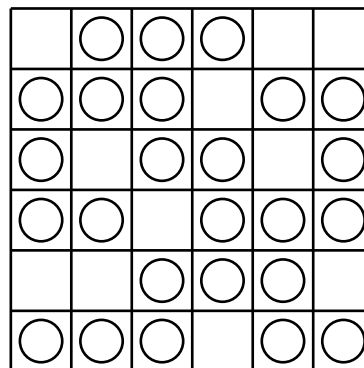
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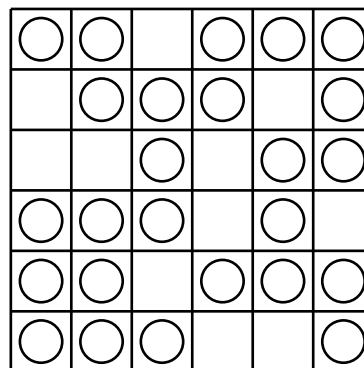
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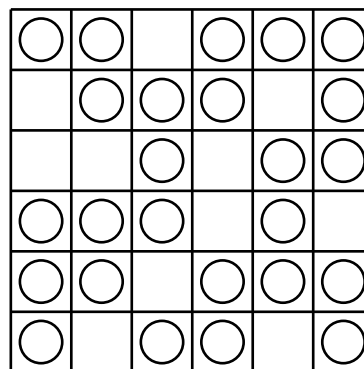
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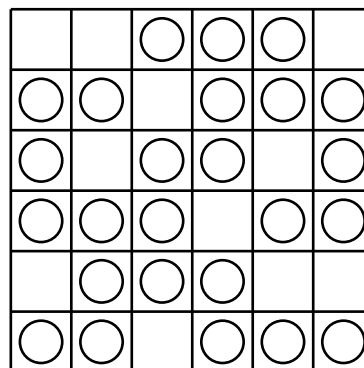
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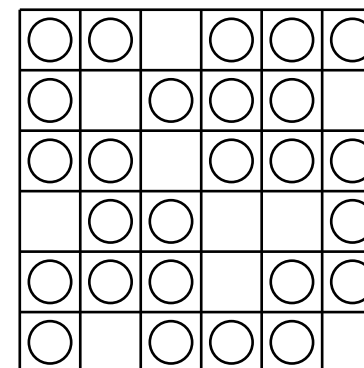
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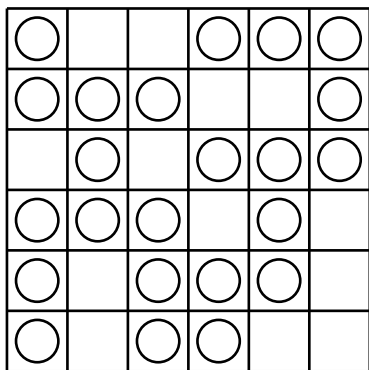
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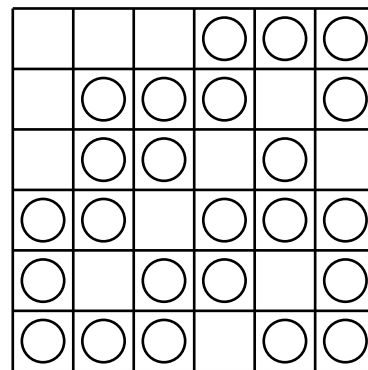
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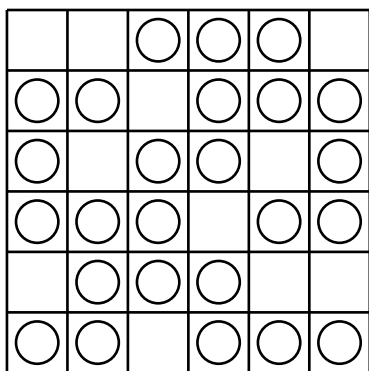
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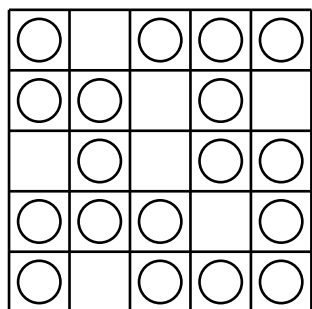
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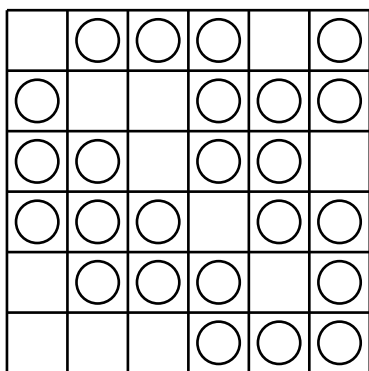
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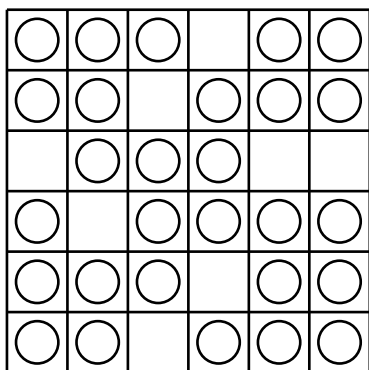
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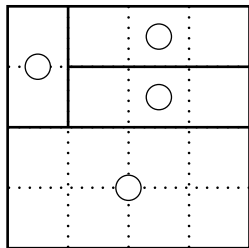
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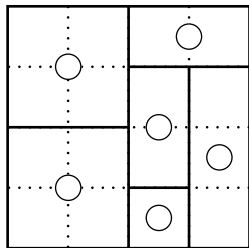
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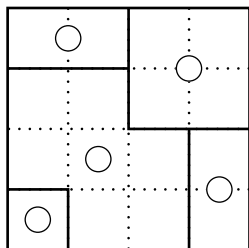
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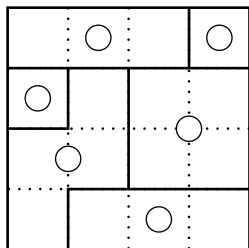
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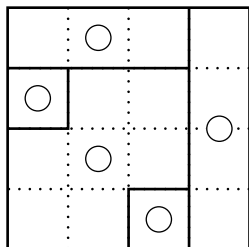
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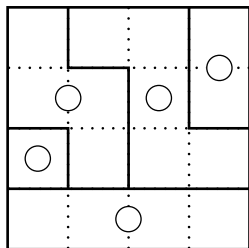
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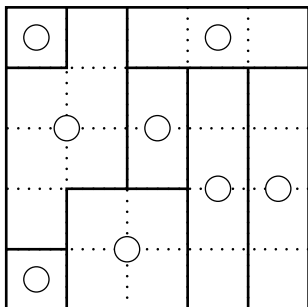
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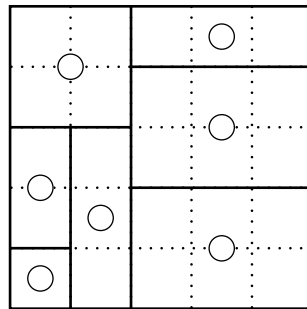
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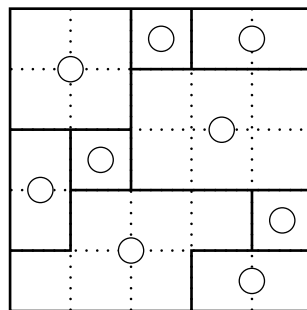
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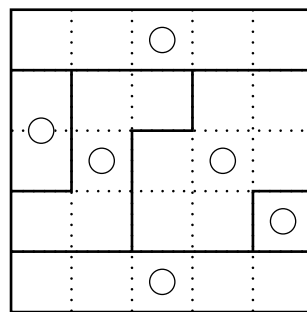
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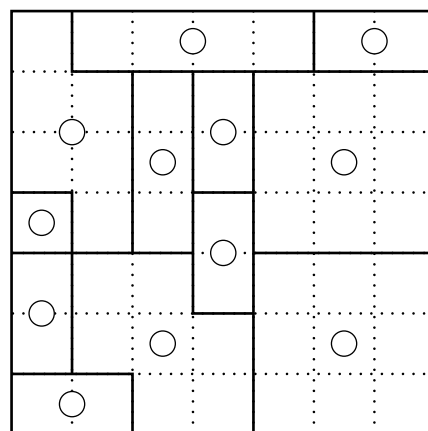
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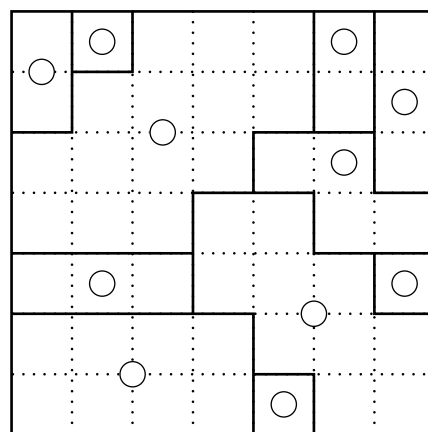
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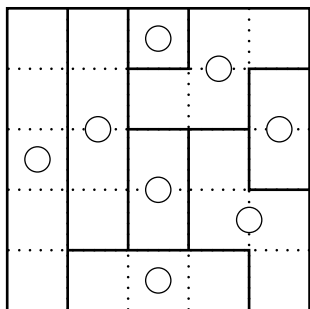
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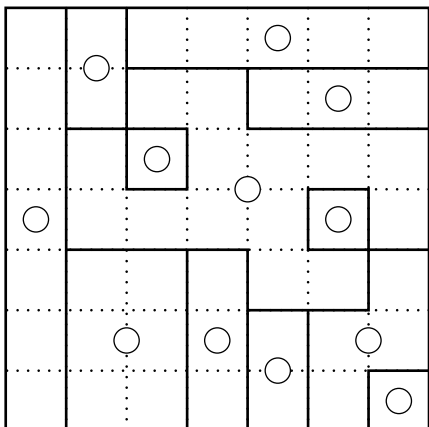
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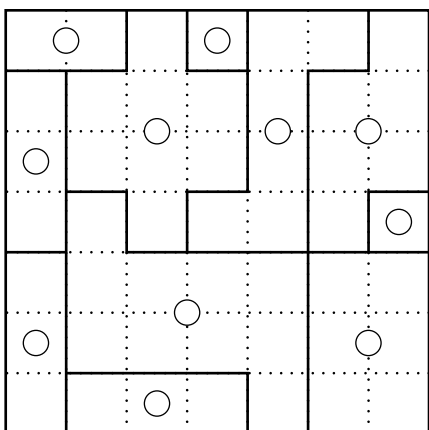
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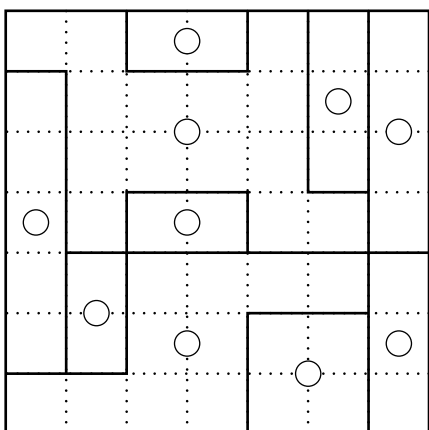
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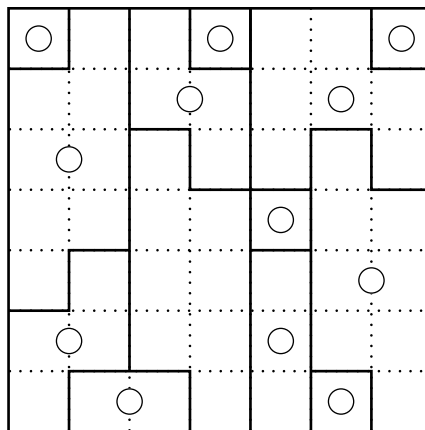
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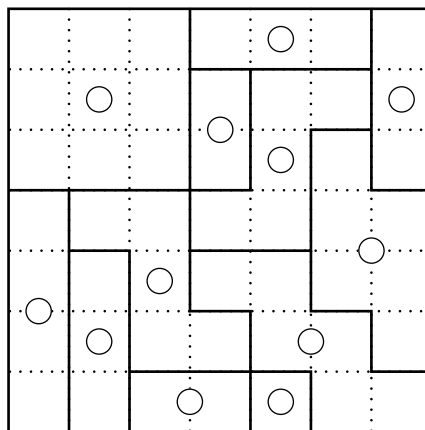
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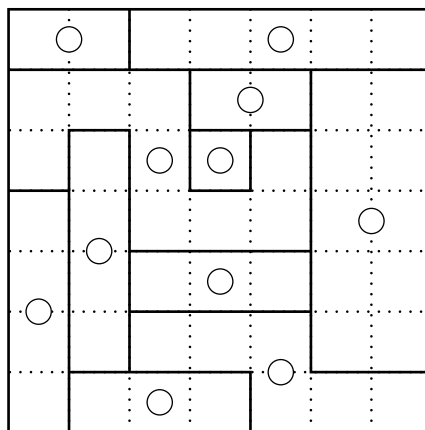
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18



19



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4	10	20	30	40	1
	3	2	2	1	

5

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2	10	40	20	30	2
3	20	10	30	40	1
2	30	20	40	10	2
	2	2	1	2	

2

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1	40	10	20	30	2
2	20	40	30	10	3
3	10	30	40	20	2
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6

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2	30	40	20	10	3
	2	1	3	2	

7

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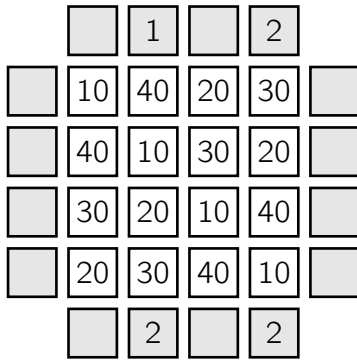
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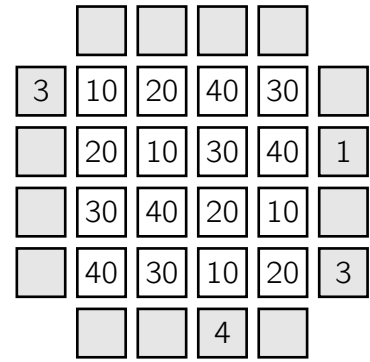
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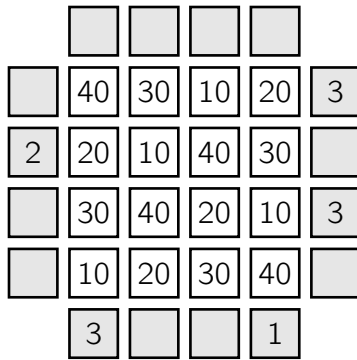
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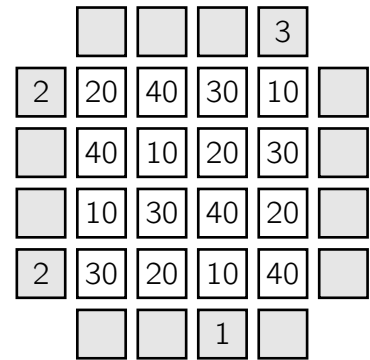
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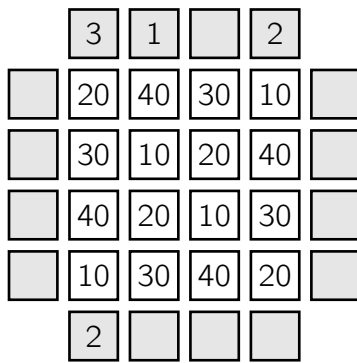
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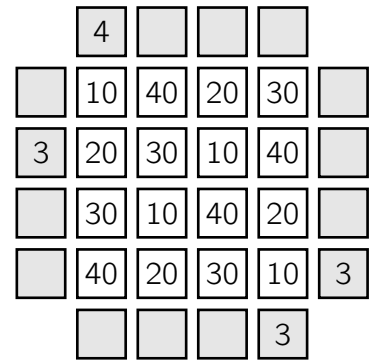
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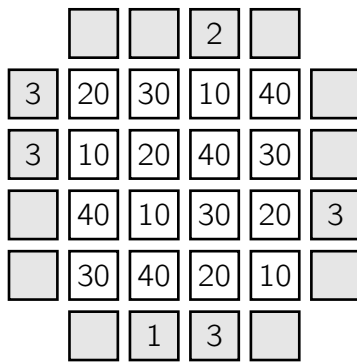
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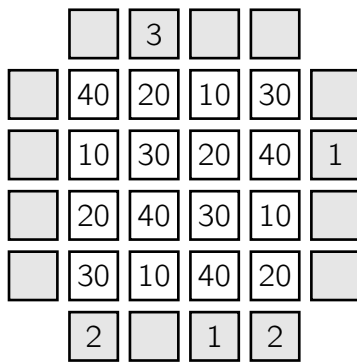
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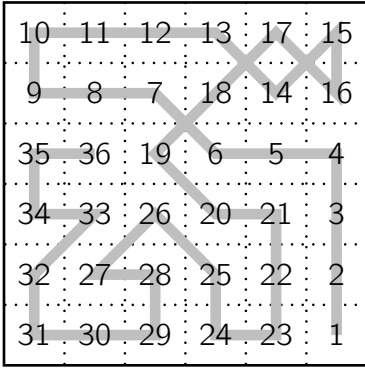
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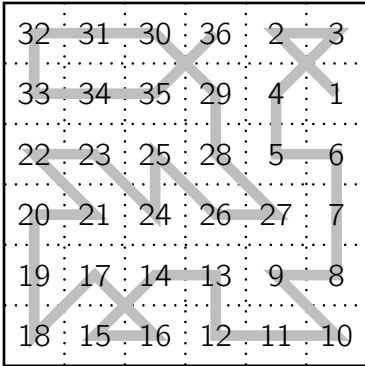
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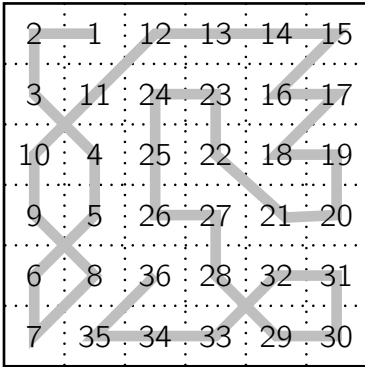
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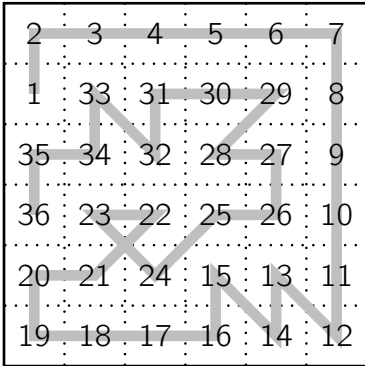
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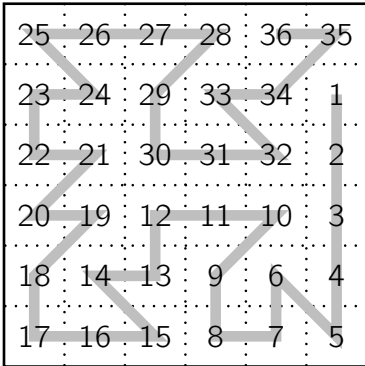
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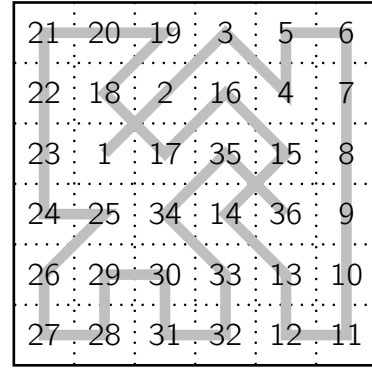
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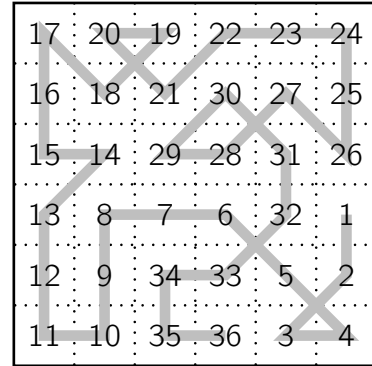
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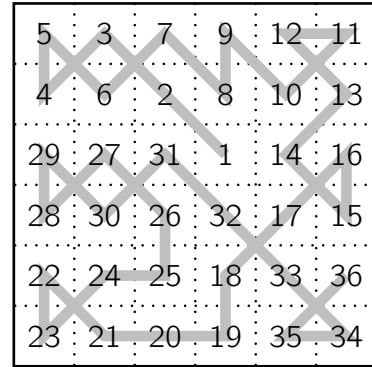
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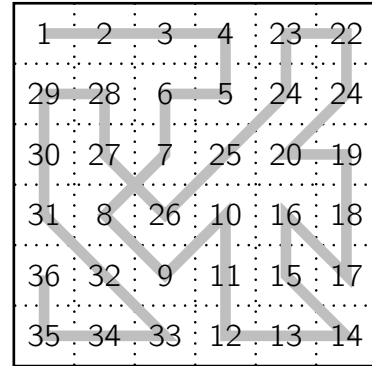
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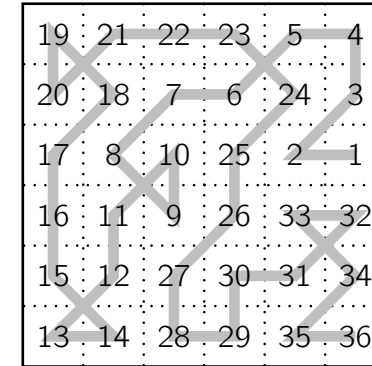
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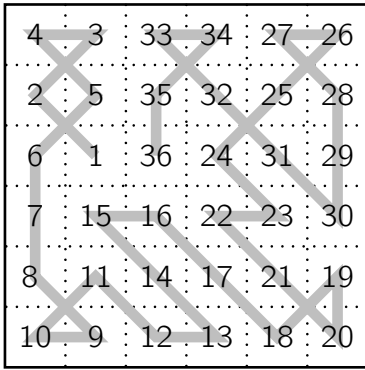
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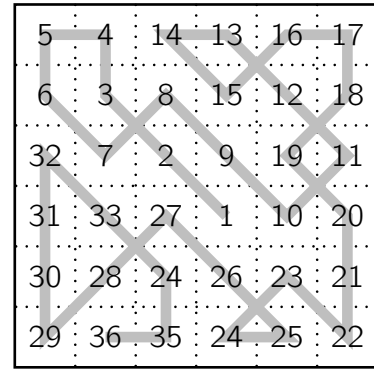
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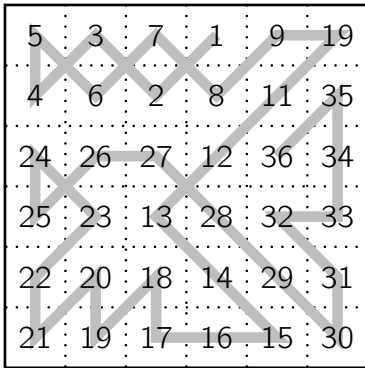
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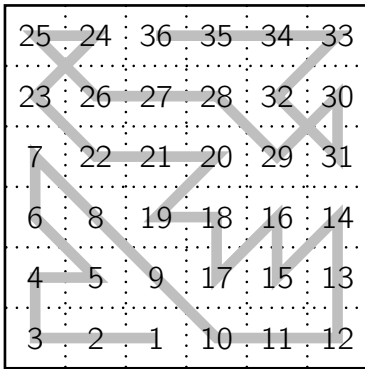
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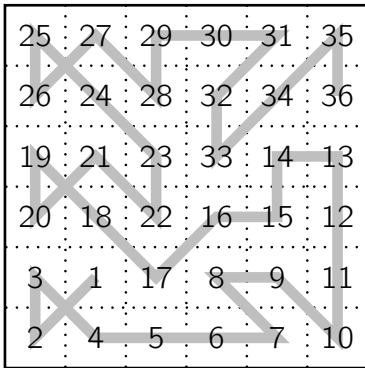
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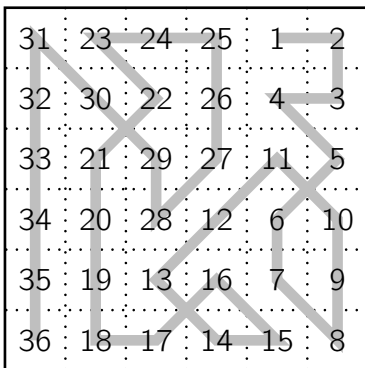
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14



15



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4	5	3	1	

2

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	5		1	

3

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4		3		1

6

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5		3	2	

7

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3		1		4	5

9

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1		5		3	

11

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	1		3	

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4		3		1

16

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5		3	4	

17

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	4		3	2	
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3		5	6		4

18

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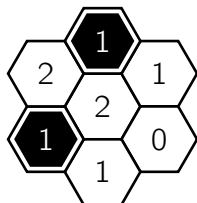
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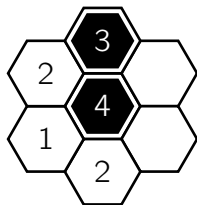
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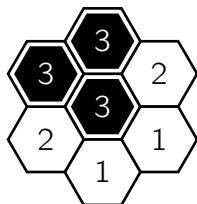
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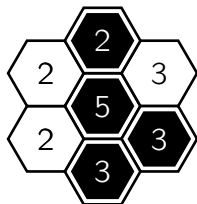
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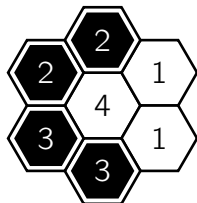
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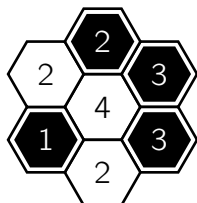
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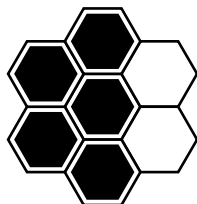
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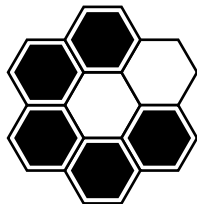
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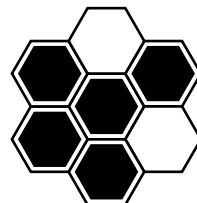
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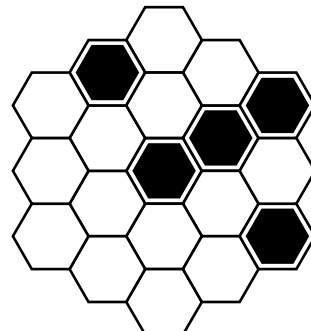
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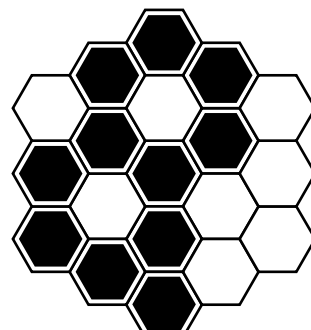
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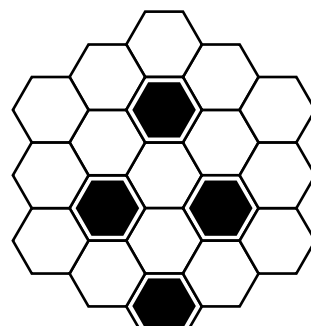
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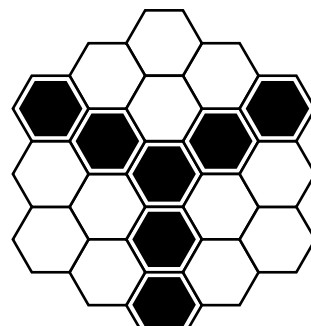
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12



13



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2

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3

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5

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6

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7

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8

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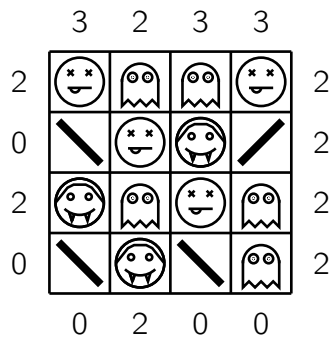
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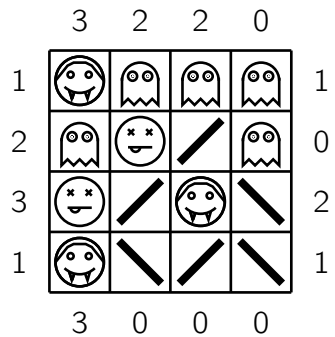
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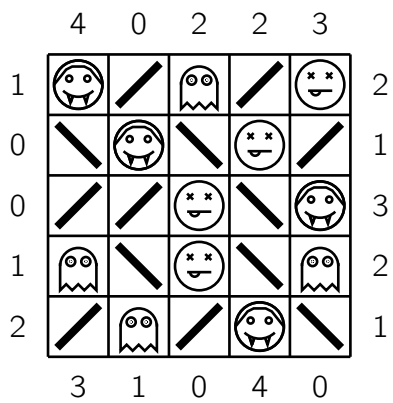
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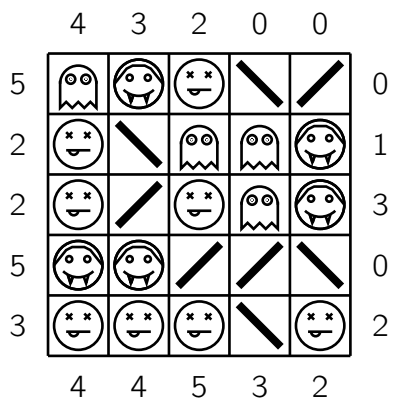
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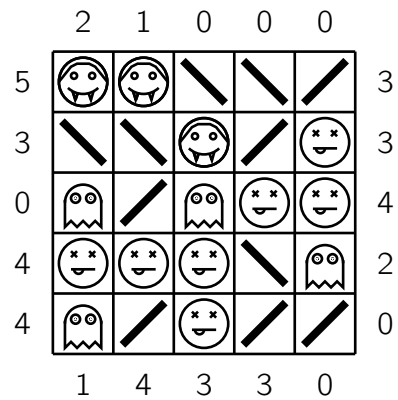
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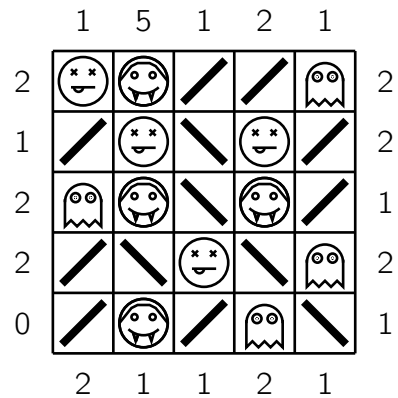
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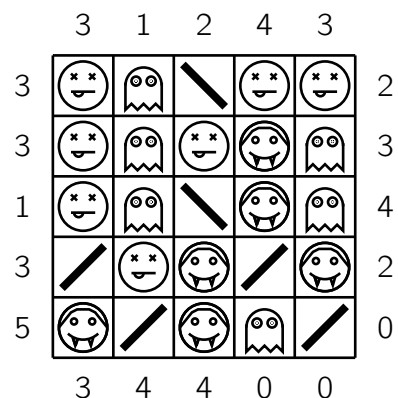
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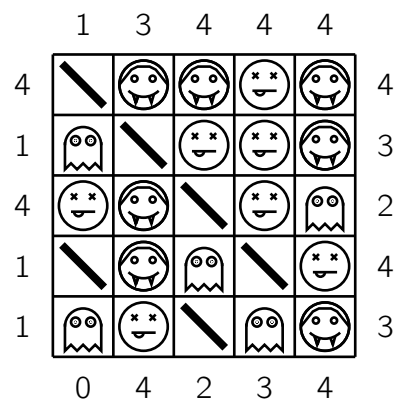
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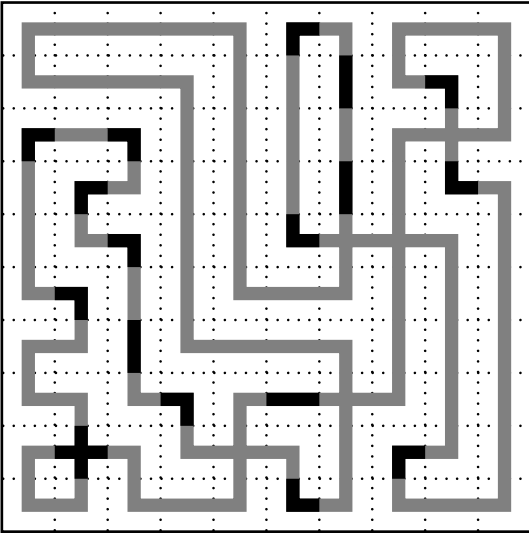
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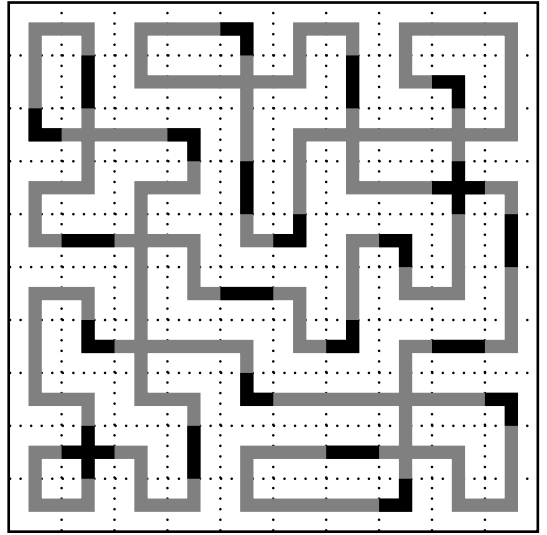
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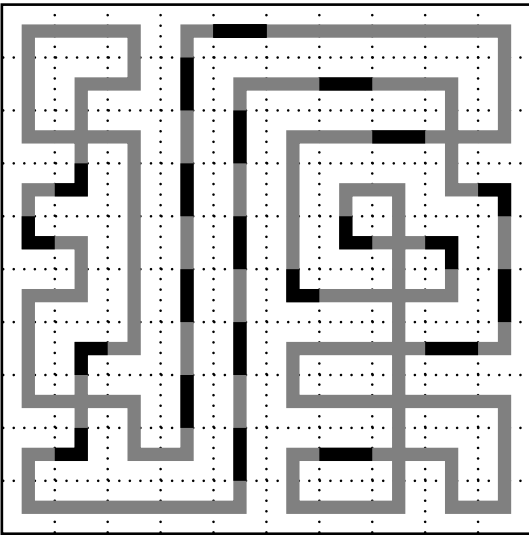
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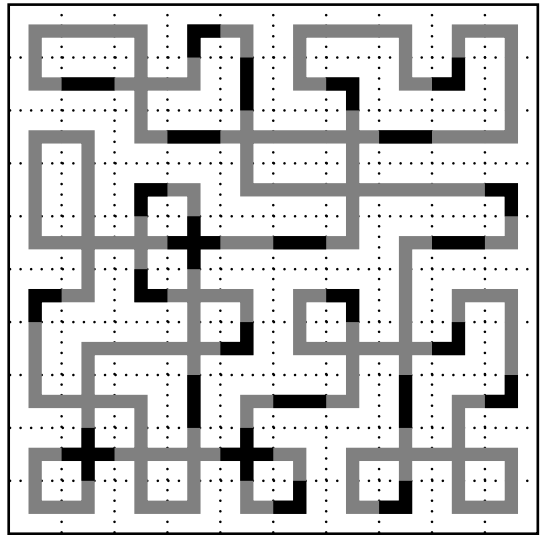
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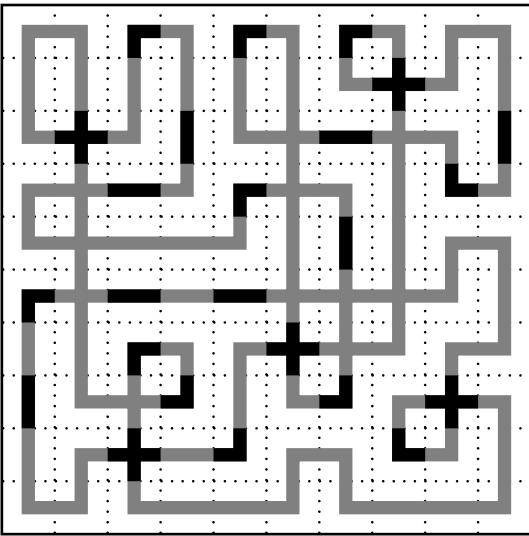
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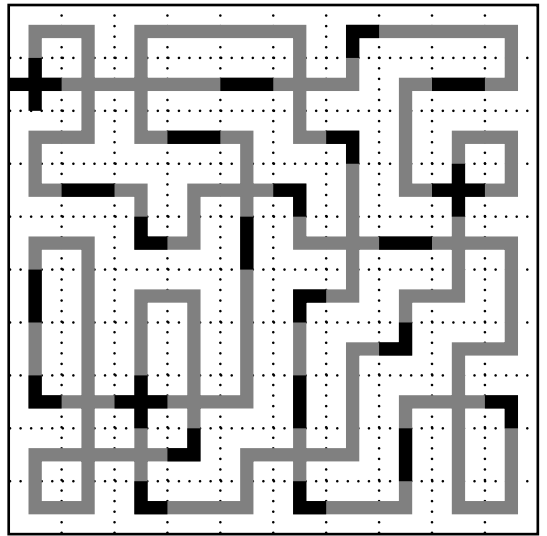
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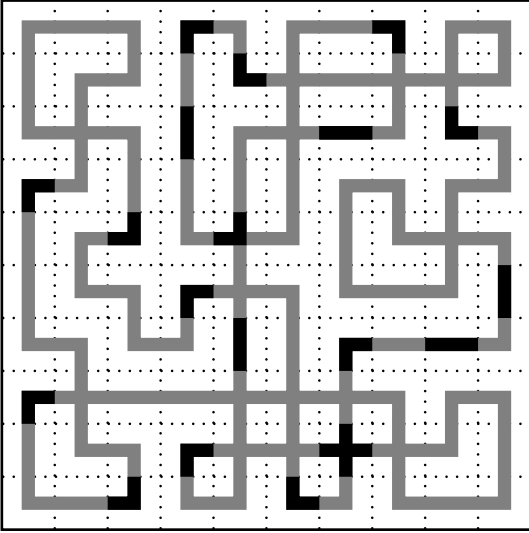
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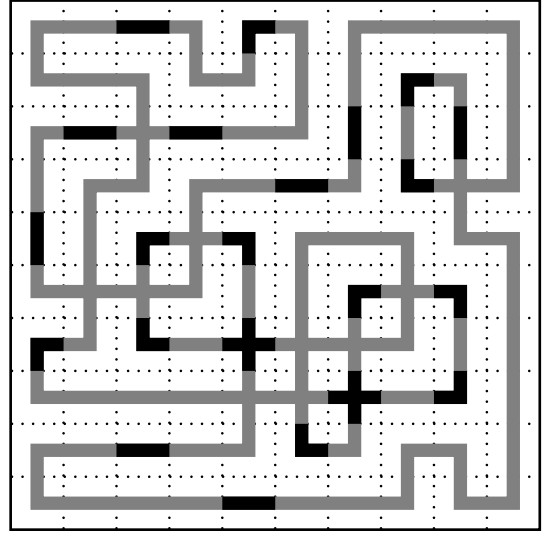
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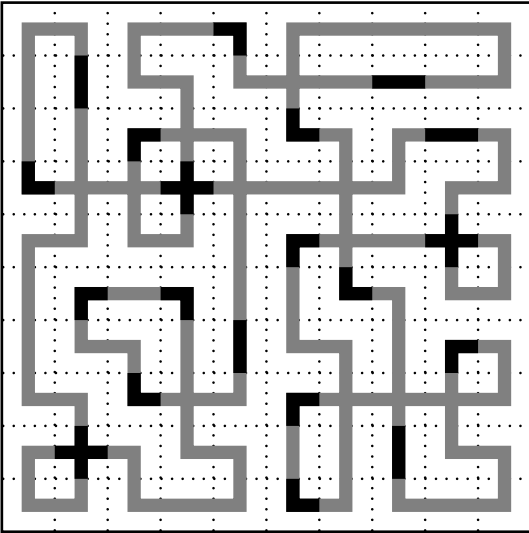
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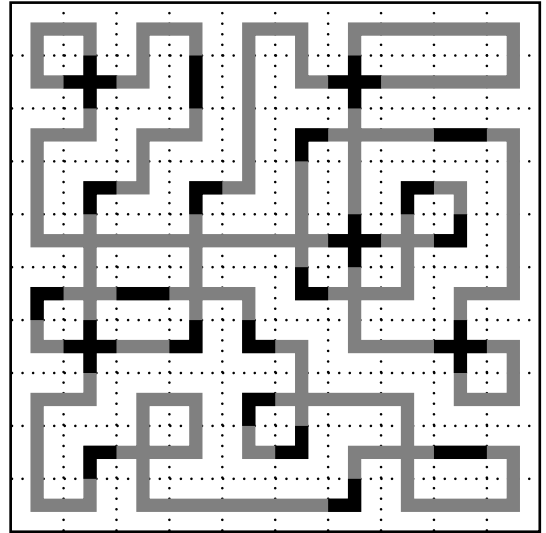
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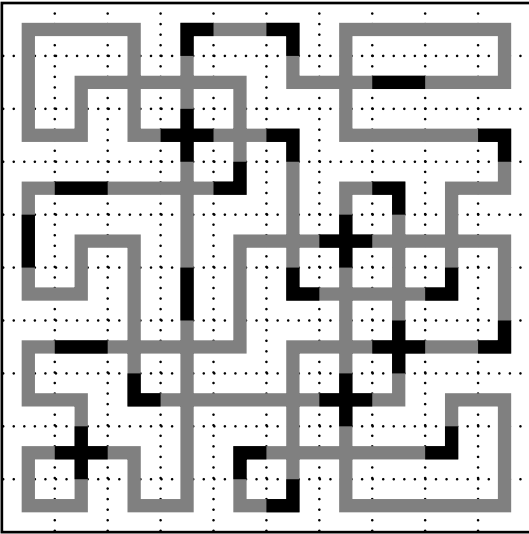
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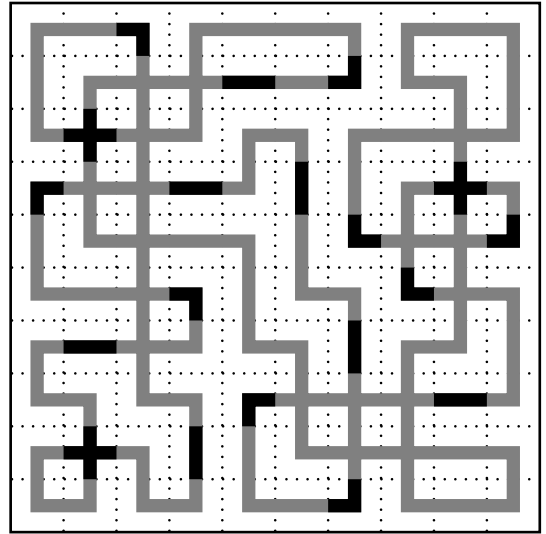
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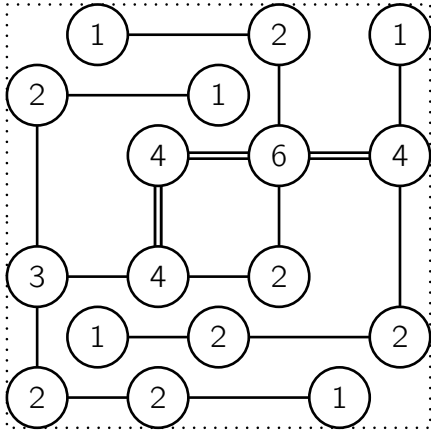
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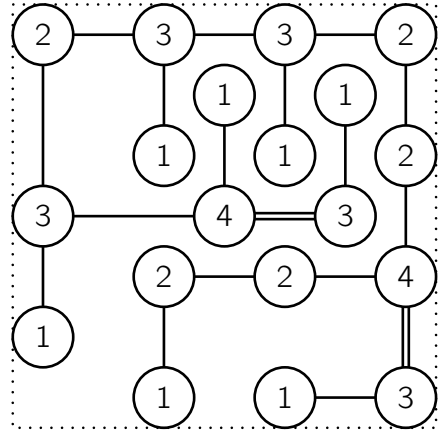
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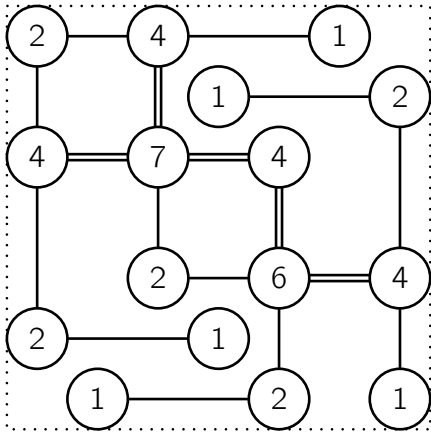
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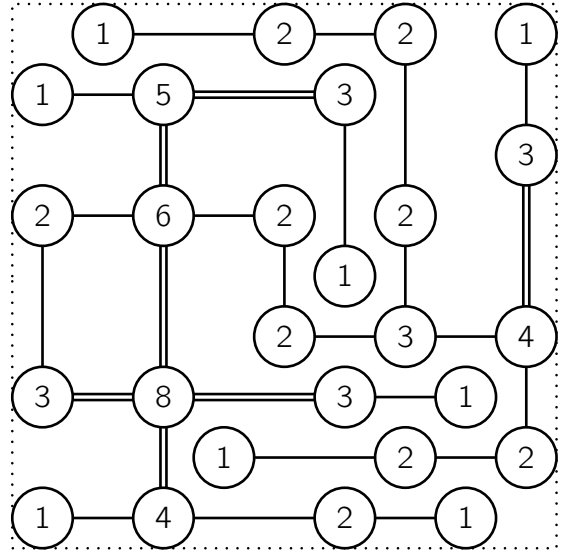
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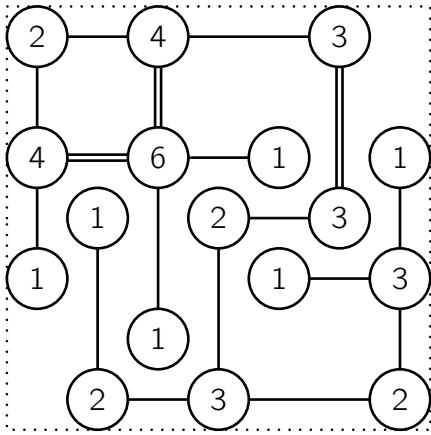
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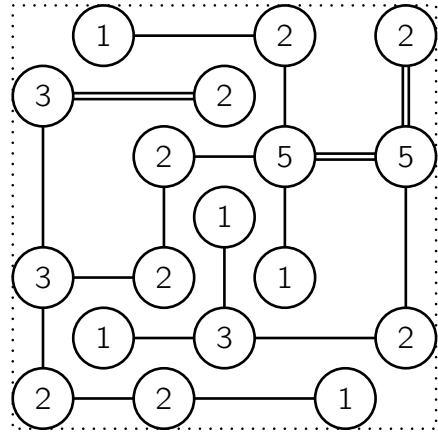
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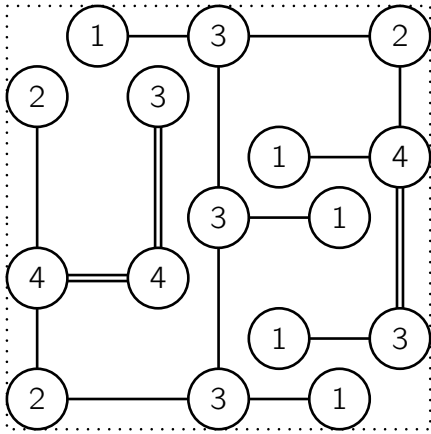
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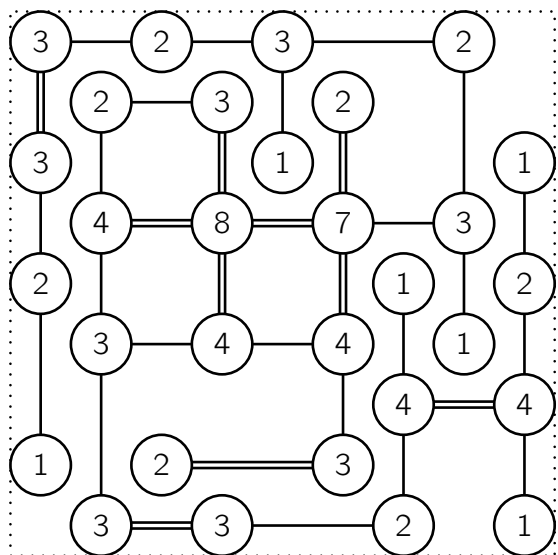
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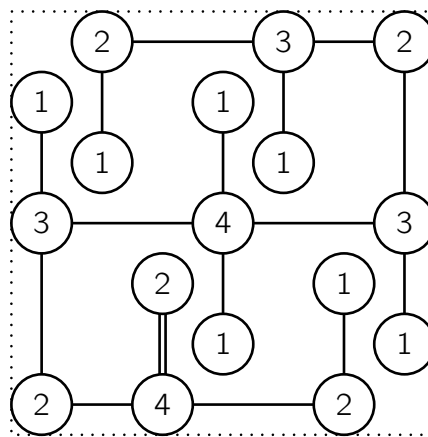
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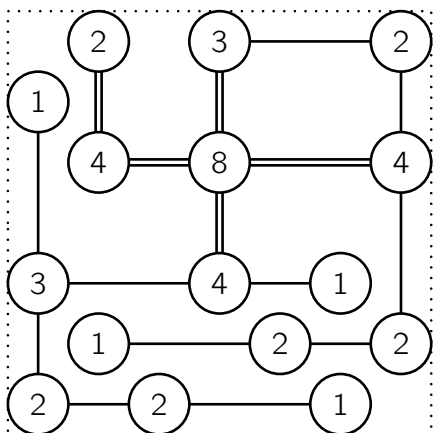
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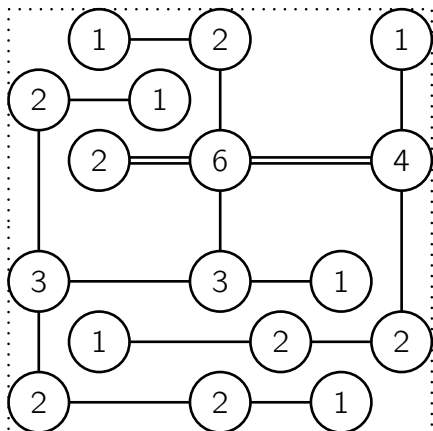
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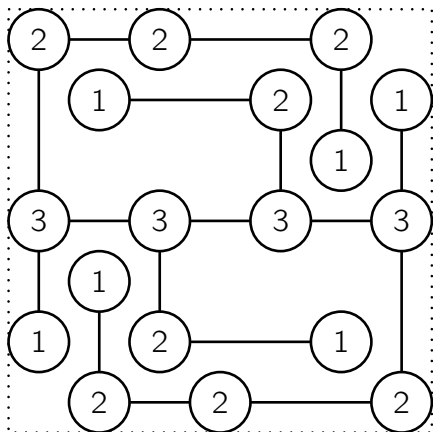
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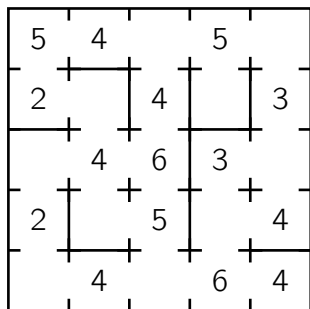
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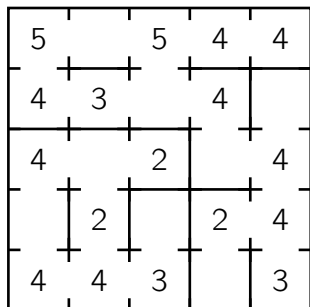
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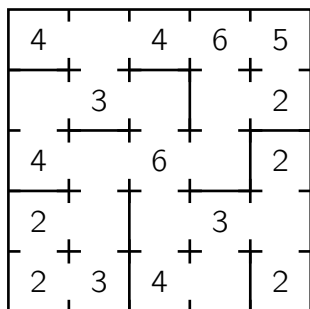
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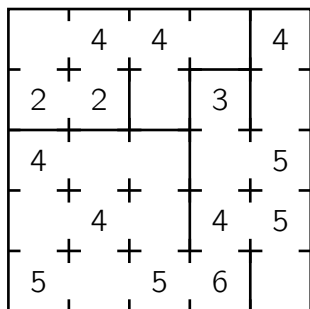
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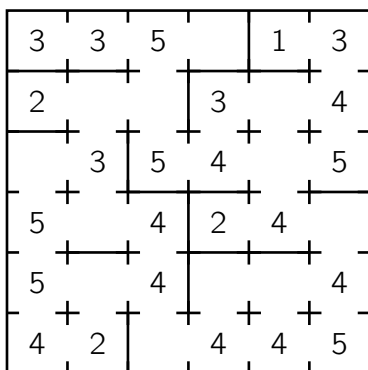
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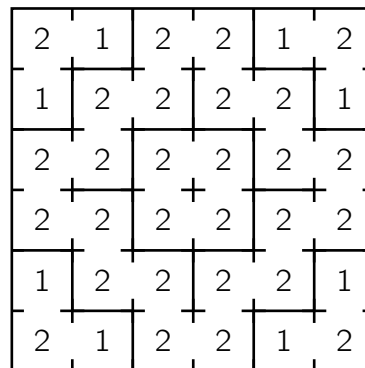
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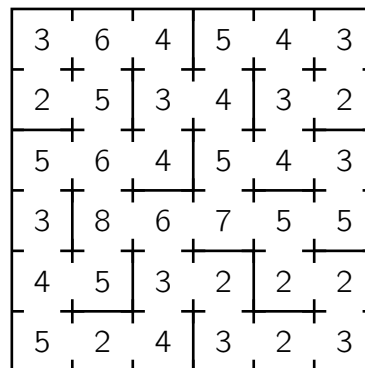
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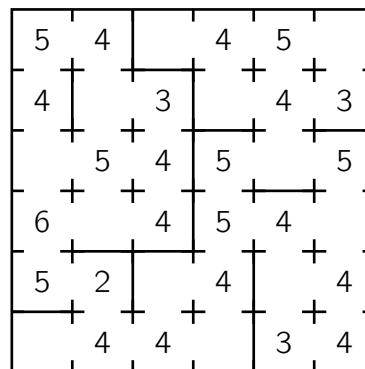
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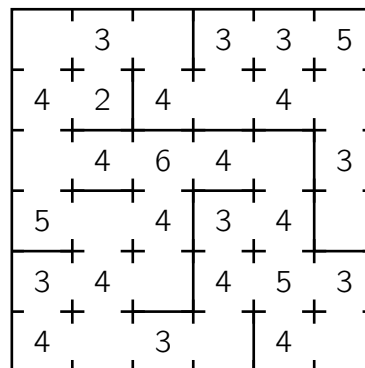
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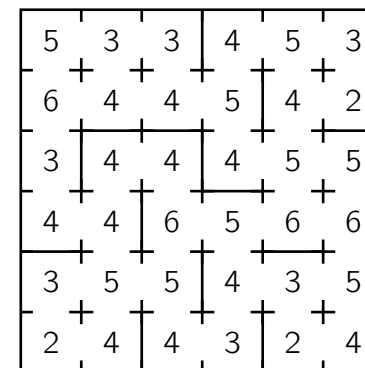
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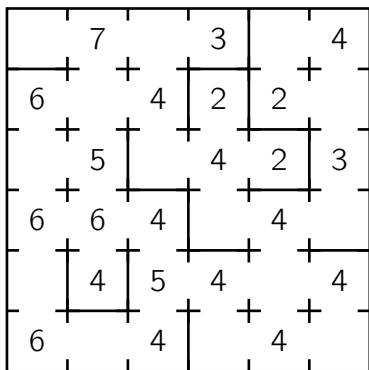
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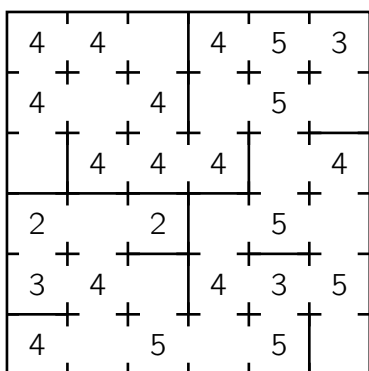
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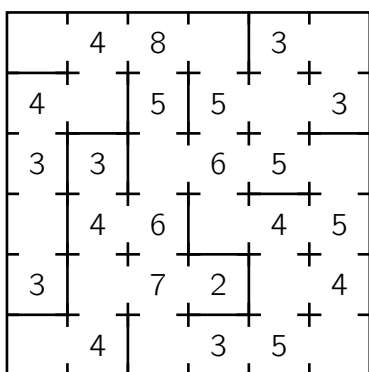
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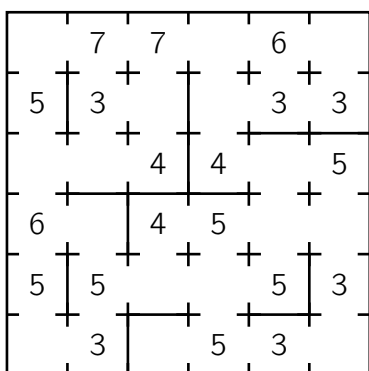
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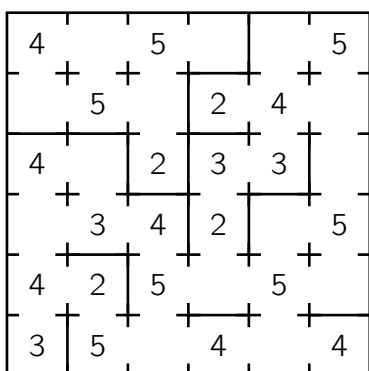
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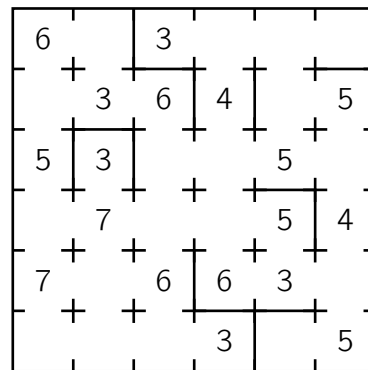
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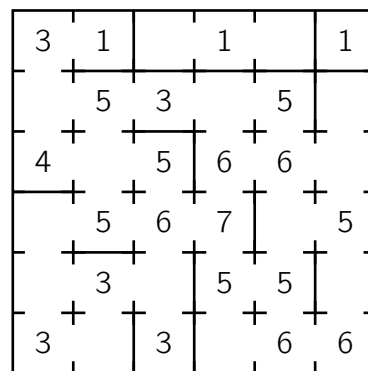
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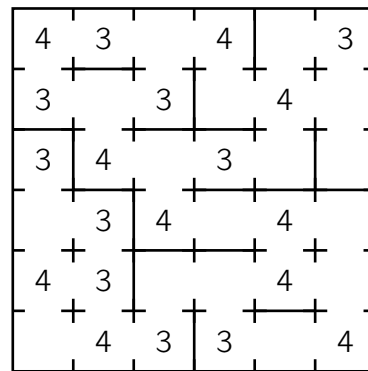
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17



18



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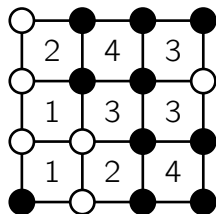
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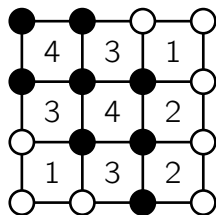
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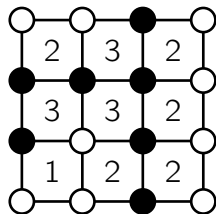
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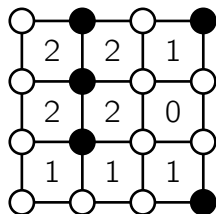
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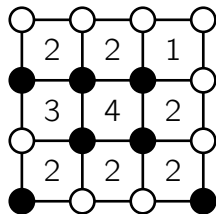
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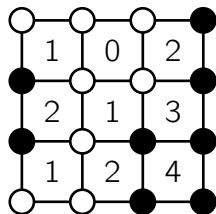
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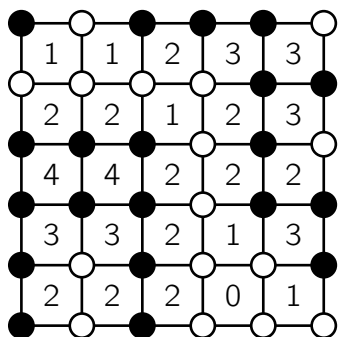
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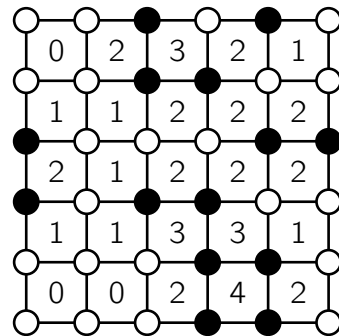
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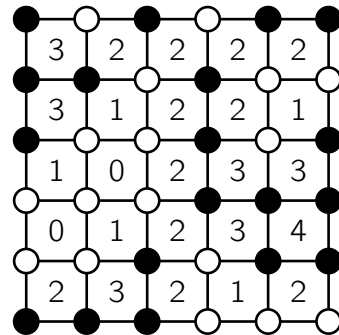
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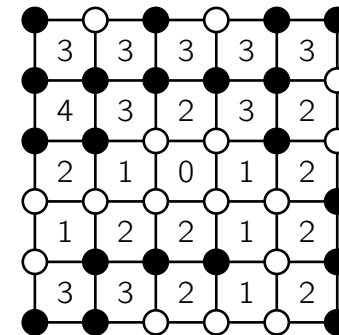
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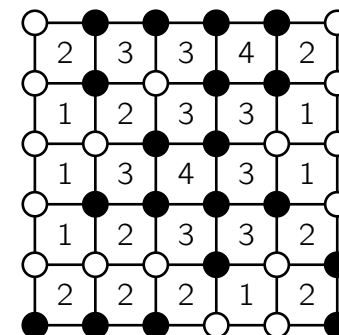
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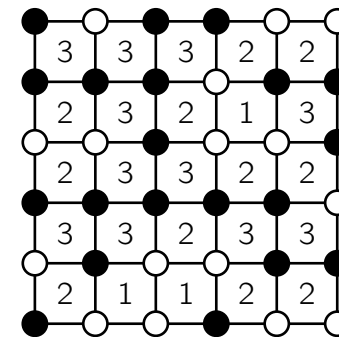
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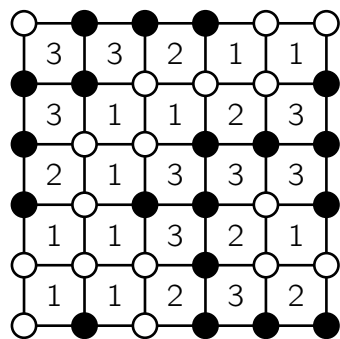
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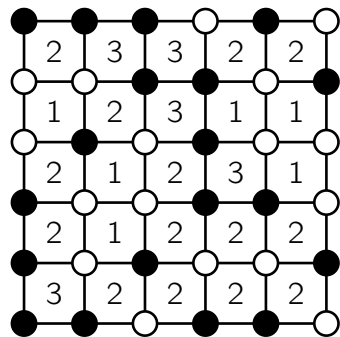
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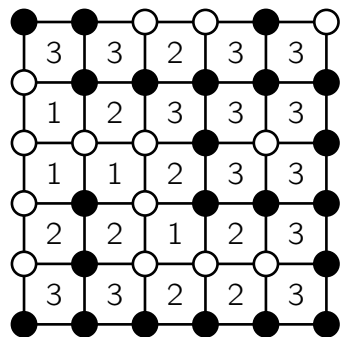
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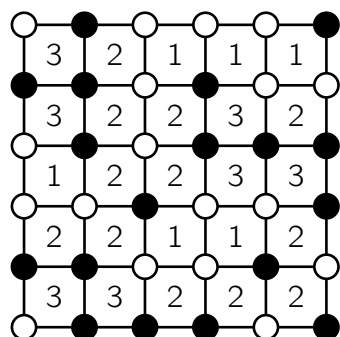
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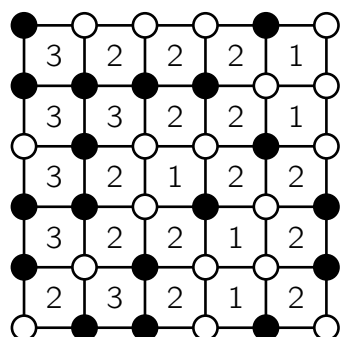
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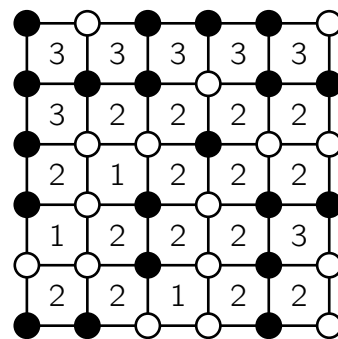
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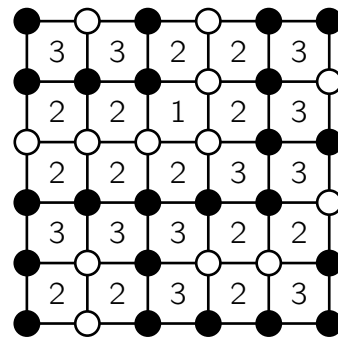
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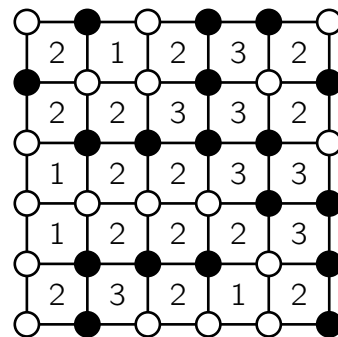
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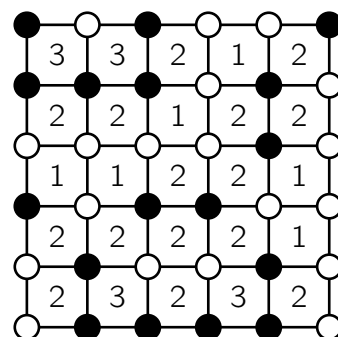
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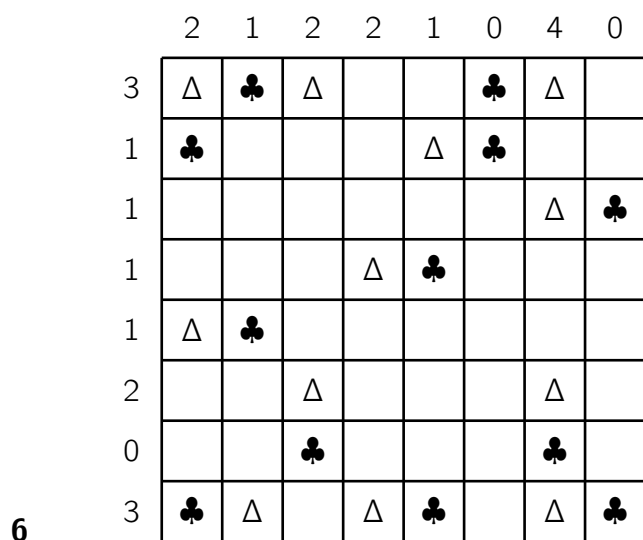
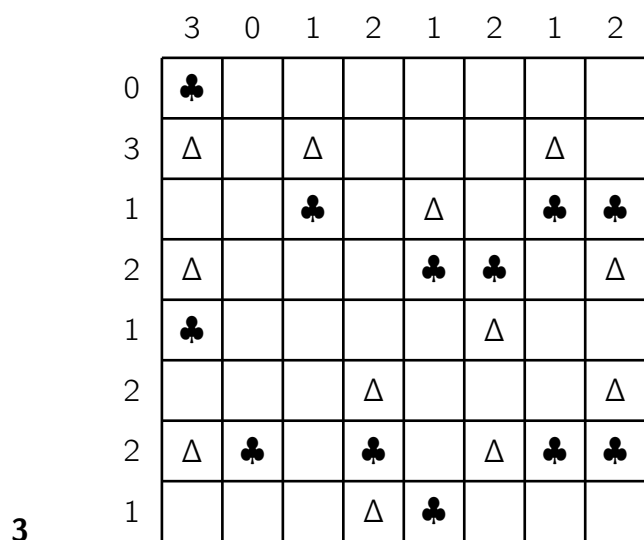
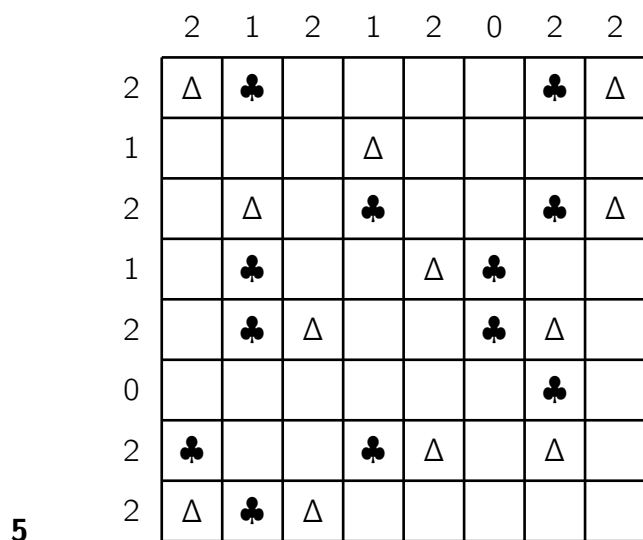
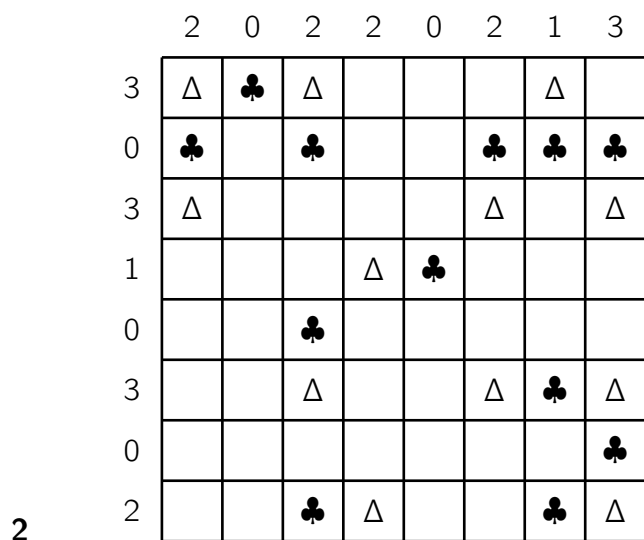
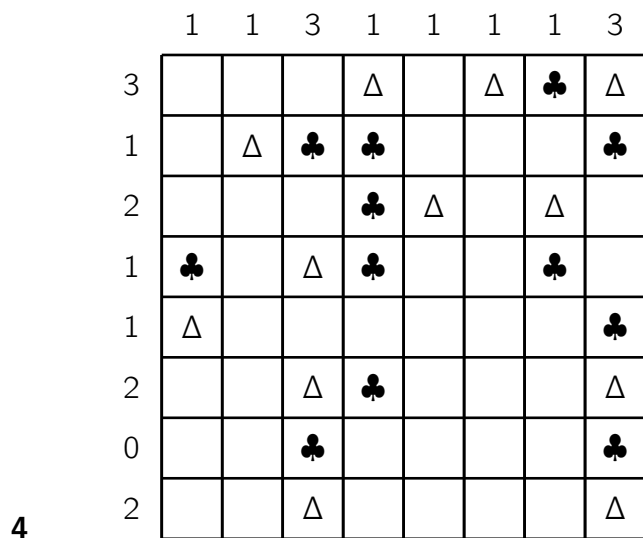
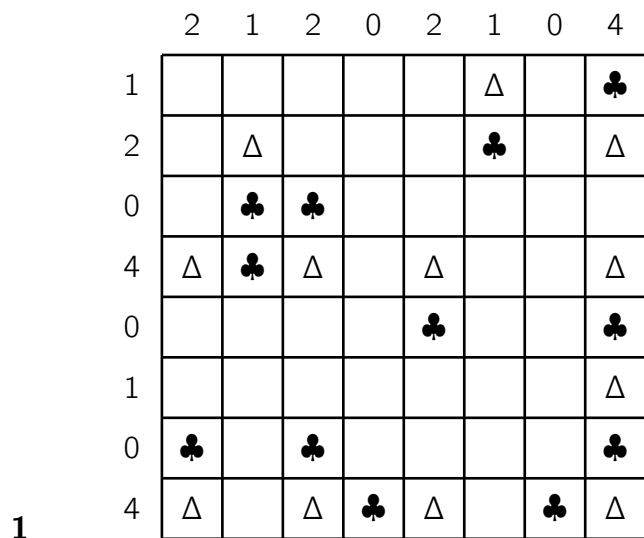
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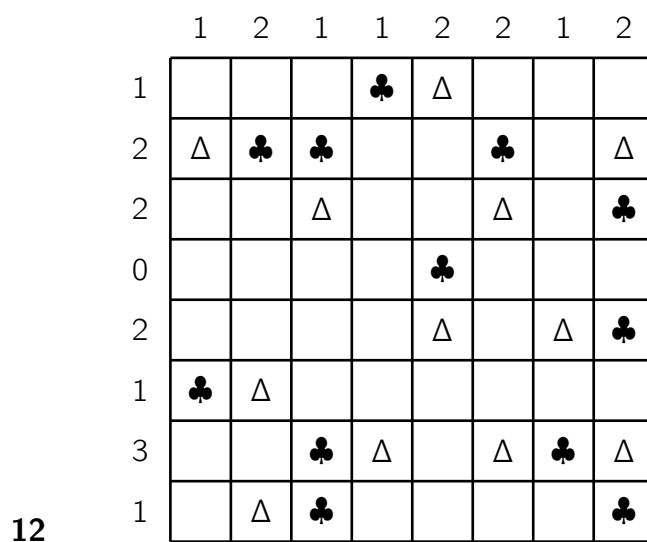
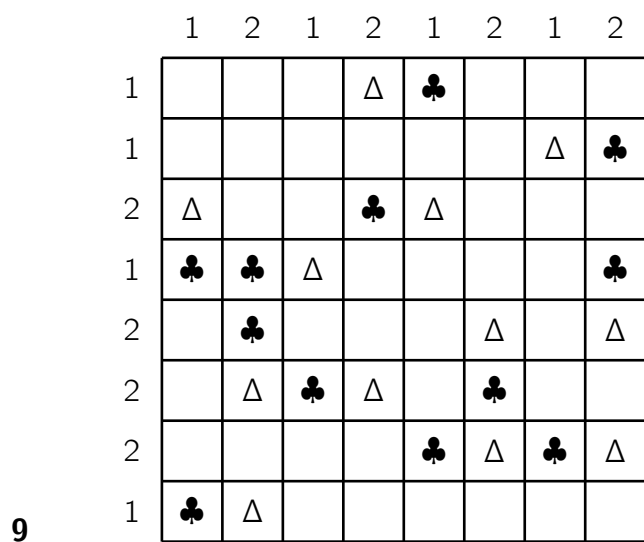
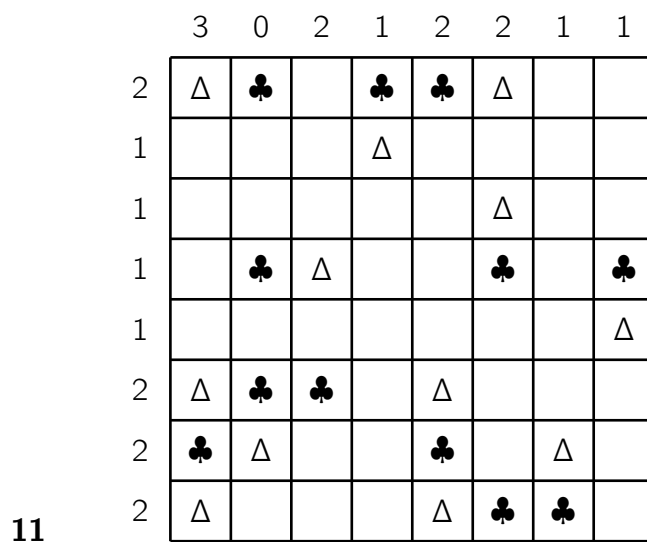
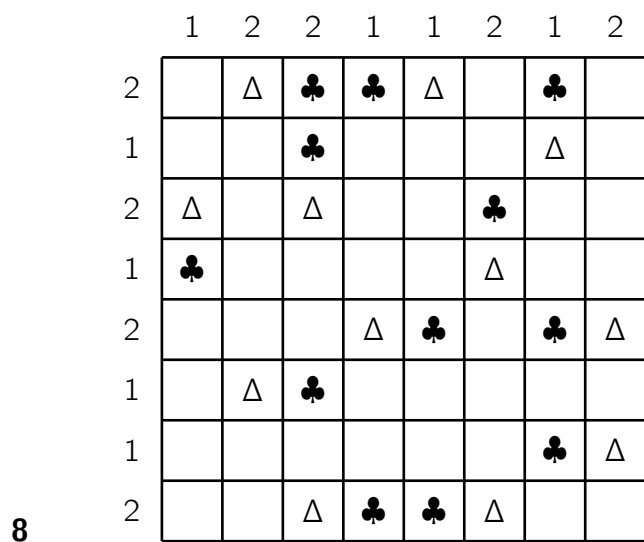
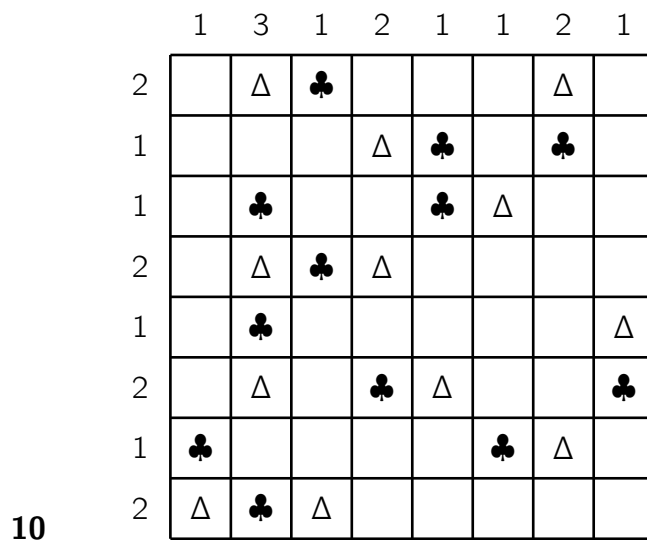
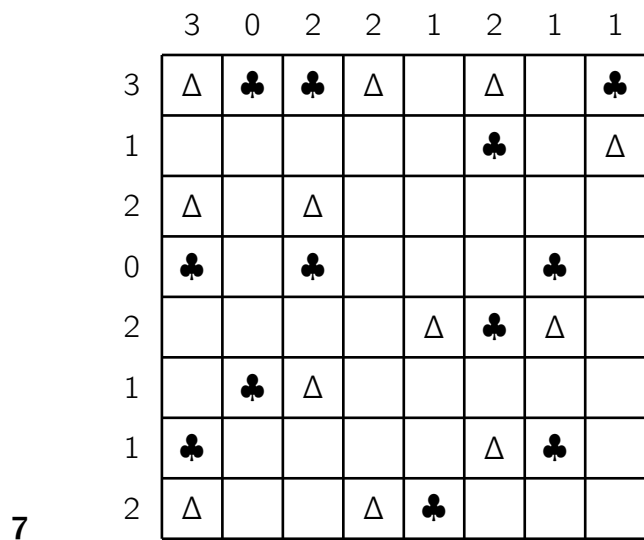
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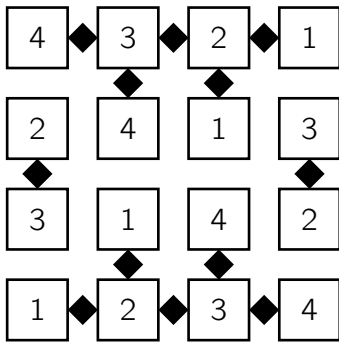
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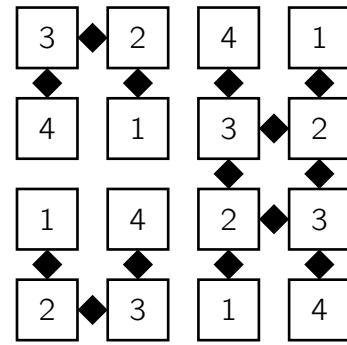




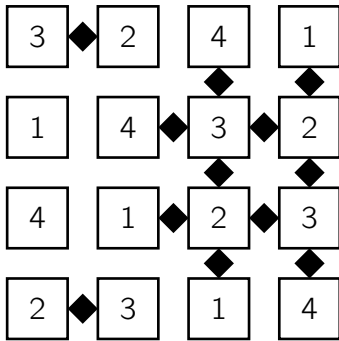
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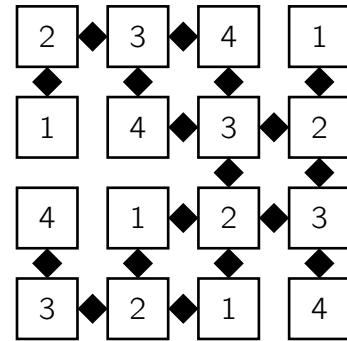
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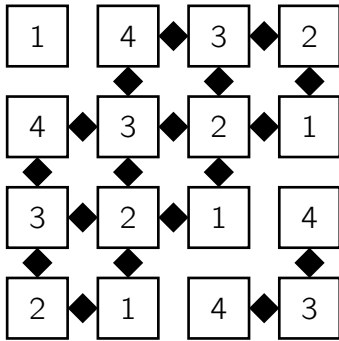
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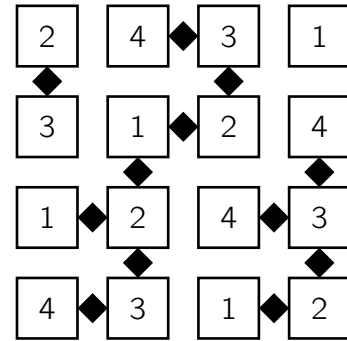
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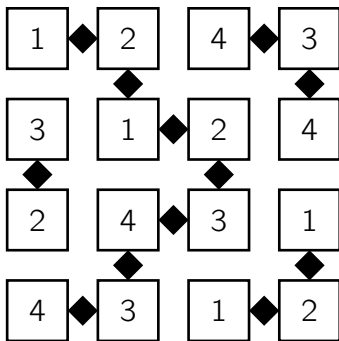
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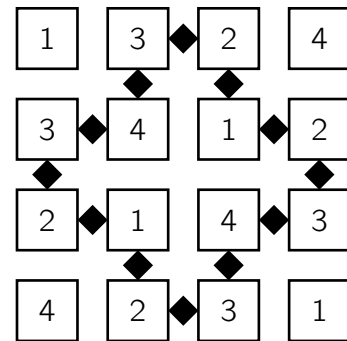
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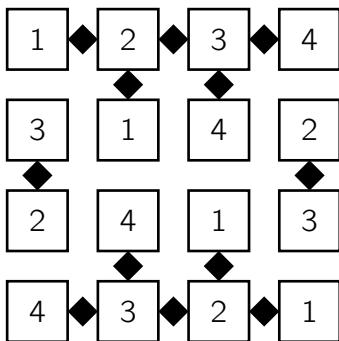
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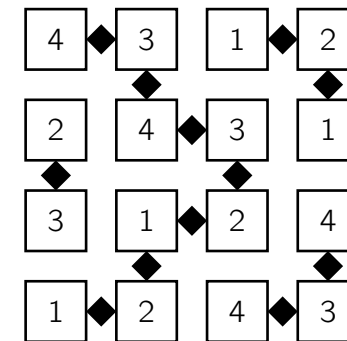
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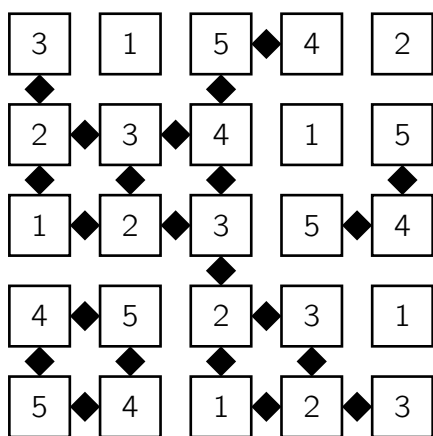
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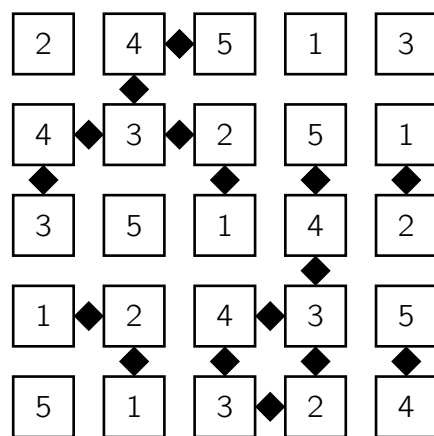
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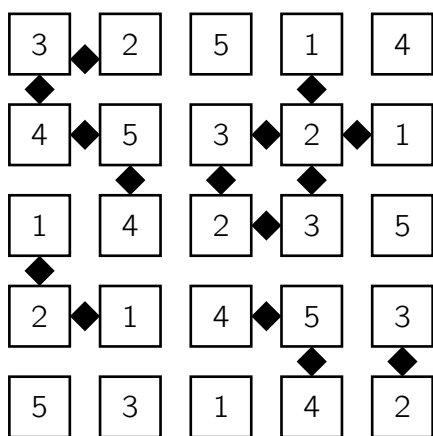
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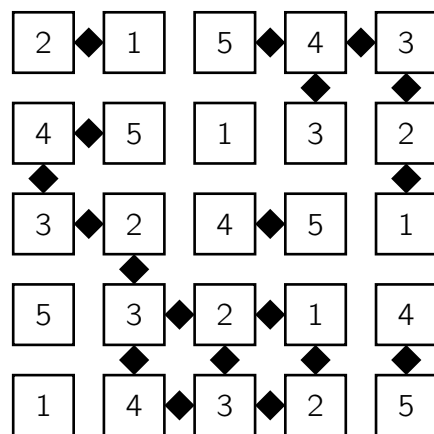
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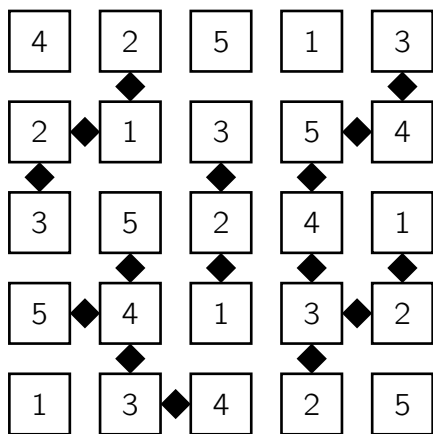
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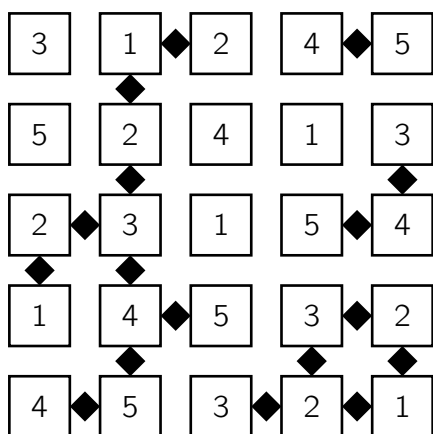
16



13



14



Des sources et des ressources

Voici quelques ressources (et des liens hypertextes !) où chacun pourra trouver d'autres grilles. Le site duquel sont extraites les grilles présentées est écrit en italique.

Chaque ressource est précédée du codage QIS.

- Q signifie que le site propose une grille quotidienne ;
- I signifie que le site propose une grille interactive où l'on peut remplir directement de propositions (l'absence du I implique que la site propose une grille en pdf ou comme image) ;
- S signifie que le site/document propose la possibilité de voir la solution, même si la grille n'est pas terminée.

ABC End view

1. (IS) <https://www.janko.at/Raetsel/Abc-End-View/index.htm>
2. (QIS) <https://www.brainbashers.com/abcview.asp>

Akari — Light up

1. (QIS) <https://www.brainbashers.com/lightup.asp>
2. (IS) <https://www.janko.at/Raetsel/Akari/index.htm>
3. (IS) <http://www.nikoli.com/en/puzzles/bijutsukan/>
4. (I) <https://www.puzzle-light-up.com/>
5. (IS) <http://www.puzzlepicnic.com/genre?lightup>

Arukone — Numberlink

1. (IS) <http://www.menneske.no/arukone/eng/>
2. (I) <https://www.lsrhs.net/faculty/seth/Puzzles/numberLink/numberLink.html>
3. (IS) <http://nikoli.com/en/puzzles/numberlink/>
4. (IS) <https://www.janko.at/Raetsel/Arukone/index.htm>
5. (IS) <https://www.janko.at/Raetsel/Arukone-2/index.htm>
6. (IS) <http://www.puzzlepicnic.com/genre?numberlink>

Bataille navale — Battleship

1. (IS) <https://www.janko.at/Raetsel/Battleships/index.htm>
2. (QIS) <https://www.brainbashers.com/battleships.asp>
3. (I) <https://www.mindgames.com/game/Daily+Battleship+Solitaire>
4. (S) <https://krazydad.com/battleships/>

Binero — Takuzu

1. (I) <http://www.kastete.fr/takuzu-binero>
2. (QI) <http://www.20minutes.fr/services/takuzu>
3. (IS) <http://www.sudoku-land.com/binero/binero.php>
4. () http://www.educmat.fr/categories/jeux_reflexion/fiches_jeux/binero/binero.pdf
5. () « Binero », collection « Sport Cérébral », dans les librairies

Clôture — Slither Link — Surizarinku — Loop the loop

1. (IS) <https://www.janko.at/Raetsel/Slitherlink/index.htm>
2. (I) <https://fr.puzzle-loop.com/>
3. (QIS) <https://www.brainbashers.com/slitherlink.asp>
4. (IS) <http://www.conceptispuzzles.com/?uri=puzzle/slitherlink>
5. (IS) <http://www.nikoli.com/en/puzzles/slitherlink/>
6. (IS) <https://www.chiark.greenend.org.uk/~sgtatham/puzzles/js/loopy.html>
7. (S) <https://krazydad.com/slitherlink/>

Diamants

1. (IS) <http://www.puzzlepicnic.com/genre?diamonds>
2. (S) « Le jeu du démineur », Éd. Pole, 2003

Dominos

1. (IS) <https://www.janko.at/Raetsel/Dominos/index.htm>
2. (IS) <http://www.puzzlepicnic.com/genre?domino>
3. (IS) <https://www.chiark.greenend.org.uk/~sgtatham/puzzles/js/dominosa.html>
4. (S) <http://www.puzzlemochalovlp.com/Domin/ogl.htm>
5. (S) Brochure « Jeux 6 », n° 144, APMEP, 2002

Fillomino

1. (IS) <http://www.menneske.no/fillomino/eng/>
2. (IS) <https://www.janko.at/Raetsel/Fillomino/index.htm>
3. (QIS) <https://www.brainbashers.com/fillomino.asp>
4. (IS) <http://www.puzzlepicnic.com/genre?fillomino>

Fobidoshi

1. (IS) <https://www.janko.at/Raetsel/Fobidoshi/index.htm>
2. (I) <https://www.lsrhs.net/faculty/seth/Puzzles/fobidoshi/fobidoshi.html>
3. (QIS) <https://www.psicoactiva.com/juegos-inteligencia/fobidoshi/>

Galaxies — Tentai Show

1. (QIS) <https://www.janko.at/Raetsel/Galaxien/index.htm>
2. (IS) <https://www.chiark.greenend.org.uk/~sgtatham/puzzles/js/galaxies.html>
3. (I) <https://krazydad.com/galaxies/>

Gratte-ciel

1. (QIS) <https://www.brainbashers.com/skyscrapers.asp>
2. (IS) http://www.educmat.fr/categories/jeux_reflexion/fiches_jeux/gratteciel/gratteciel.shtml
3. (I) <https://www.griddlers.net/sudoku/-/sudoku/Skyscraper>
4. (IS) <http://www.conceptispuzzles.com/index.aspx?uri=puzzle/skyscrapers>
5. (IS) <http://www.puzzlepnic.com/genre?flats>
6. (IS) https://www.interactive.onlinemathlearning.com/fun_towers.php
7. (S) « Le jeu du gratte-ciel », B. Novelli et M. Rivière, Coll. « Jeux Tangente », Éd. Pole, 2003

Hidoku

1. (IS) <https://www.janko.at/Raetsel/Hidoku/index.htm>
2. (IS) <http://hidoku-solver.appspot.com/>

Hitori

1. (QIS) <https://www.brainbashers.com/hitori.asp?>
2. (QIS) <http://www.conceptispuzzles.com/index.aspx?uri=puzzle/hitori>
3. (IS) <https://www.janko.at/Raetsel/Hitori/index.htm>
4. (IS) <http://www.jlsigrist.com/hitoris06/hitoris1.html>
5. (IS) <http://www.menneske.no/hitori/eng/>
6. (IS) <http://www.nikoli.com/en/puzzles/hitori/>
7. (IS) <http://www.puzzlepnic.com/genre?hitori>

Marguerite

1. (S) Brochure « Jeux 6 », n° 144, APMEP, 2002

Miroirs

1. (IS) <https://www.janko.at/Raetsel/Spukschloss/index.htm>
2. (IS) <https://www.chiark.greenend.org.uk/~sgtatham/puzzles/js/undead.html>

Pipelink

1. (IS) <https://www.janko.at/Raetsel/Pipelink/index.htm>

Ponts — Bridges — Hashiwokakero

1. (IS) <http://www.hashi.info/>
2. (Is) <https://www.janko.at/Raetsel/Hashi/index.htm>
3. (I) <https://fr.puzzle-bridges.com/>
4. (QIS) <https://www.brainbashers.com/bridges.asp>
5. (IS) <http://www.menneske.no/hash/eng/>
6. (IS) <http://www.nikoli.com/en/puzzles/hashiwokakero/>
7. (I) <https://krazydad.com/tablet/slitherlink/>

Portes — Seethrough

1. (IS) <http://www.puzzlepicnic.com/genre?seethrough>
2. (IS) <https://www.janko.at/Raetsel/Tueren/index.htm>

Rectangles — Shikaku

1. (IS) <https://www.chiark.greenend.org.uk/~sgtatham/puzzles/js/rect.html>
2. (IS) <https://www.janko.at/Raetsel/Sikaku/index.htm>
3. (IS) <http://www.puzzlepicnic.com/puzzles/genre?rectangles>

Squaro

1. (IS) <http://eilathan29.canalblog.com/archives/2014/08/15/30419998.html>
2. (IS) <http://jlsigrist.com/squaro.html>

Sudoku

1. (QIS) <https://www.brainbashers.com/sudoku.asp>
2. (I) <https://www.websudoku.com/>
3. (IS) <http://www.dailysudoku.com/sudoku/today.shtml>

Tentes — Tents & Trees

1. (QIS) <https://www.brainbashers.com/tents.asp>
2. (IS) <https://www.janko.at/Raetsel/Zeltlager/index.htm>
3. (I) <https://www.htmlgames.com/game/Daily+Trees+and+Tents>
4. (IS) <http://www.puzzlepicnic.com/genre?tents>
5. (IS) <https://www.chiark.greenend.org.uk/~sgtatham/puzzles/js/tents.html>

Voisins — Neighbours

1. (QIS) <https://www.brainbashers.com/neighbours.asp>