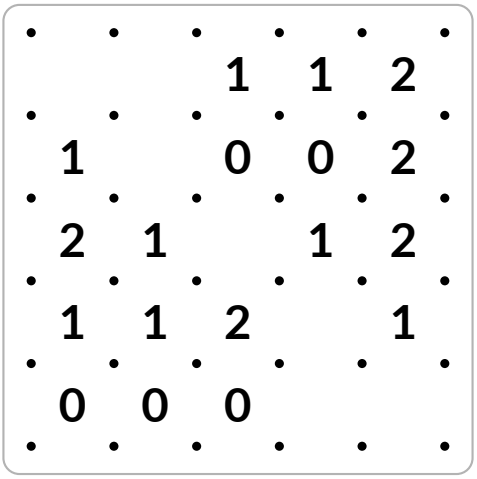
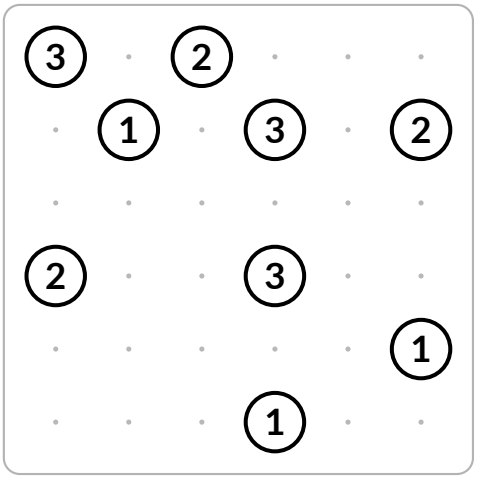
LOGIC PUZZLE VARIETY BOOK

Large Print Logic Puzzles

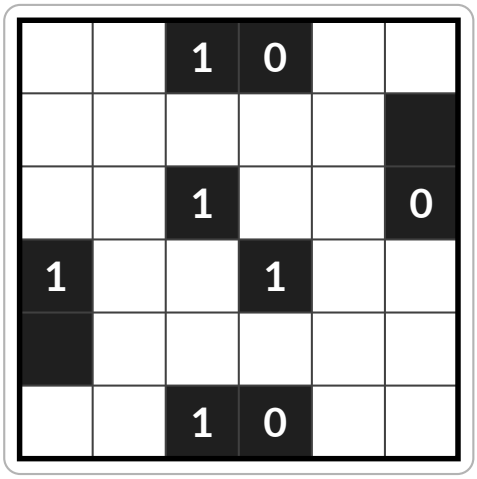
120 Japanese Pencil Puzzles in 10 Styles, Easy to Hard, One Big Puzzle per Page, with Rules, Worked Examples and Answers



Slitherlink



Bridges



Light Up

Harper Lane

Large Print Logic Puzzles

120 Japanese Pencil Puzzles in 10 Styles, Easy to Hard, One Big Puzzle per Page, with Rules, Worked Examples and Answers

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All 120 puzzles in this book are original. Each one has exactly one solution and can be solved by logic alone, without guessing.

First edition, 2026

Contents

How to Use This Book 4

The Rules 5

- Slitherlink 5
- Bridges 6
- Light Up 7
- Star Battle 8
- Tents 9
- Hitori 10
- Masyu 11
- Binary 12
- Hidden Fleet 13
- Mine Finder 14

Easy Puzzles 15
Puzzles 1 to 40

Medium Puzzles 56
Puzzles 41 to 80

Hard Puzzles 97
Puzzles 81 to 120

Answers 138

Puzzle Log 168

Sample pages

How to Use This Book

This book holds 120 logic puzzles of 10 different kinds: Slitherlink, Bridges, Light Up, Star Battle, Tents, Hitori, Masyu, Binary, Hidden Fleet and Mine Finder. They are all pencil puzzles. You never need to know any math or any words, only careful thinking.

- ✓ Every kind of puzzle has its own rules page, starting on page 5, with a small worked example. Read it once before your first puzzle of that kind.
- ✓ The puzzles get harder as you go: Easy, then Medium, then Hard. The level is printed above every puzzle, with one to three stars.
- ✓ Every puzzle has exactly one solution, and you can always reach it by logic, without guessing. The answers start on page 138.
- ✓ Use a pencil and keep an eraser close. Small marks help a lot: a dot for "nothing goes here", a cross for "this line is not used".

How the levels work

Each puzzle was solved by a computer that thinks like a person: it always uses the simplest step that works, and it never guesses. The level comes from the hardest kind of step it needed:

★☆☆ **Easy**	Every step follows straight from the rules. A great place to learn a new kind of puzzle.
★★☆ **Medium**	Somewhere you will need a short "what if": if this square were filled, a rule would break within a few moves, so it is not.
★★★ **Hard**	You will need a longer chain of reasoning, or several "what if" steps on a bigger grid.

Sample pages

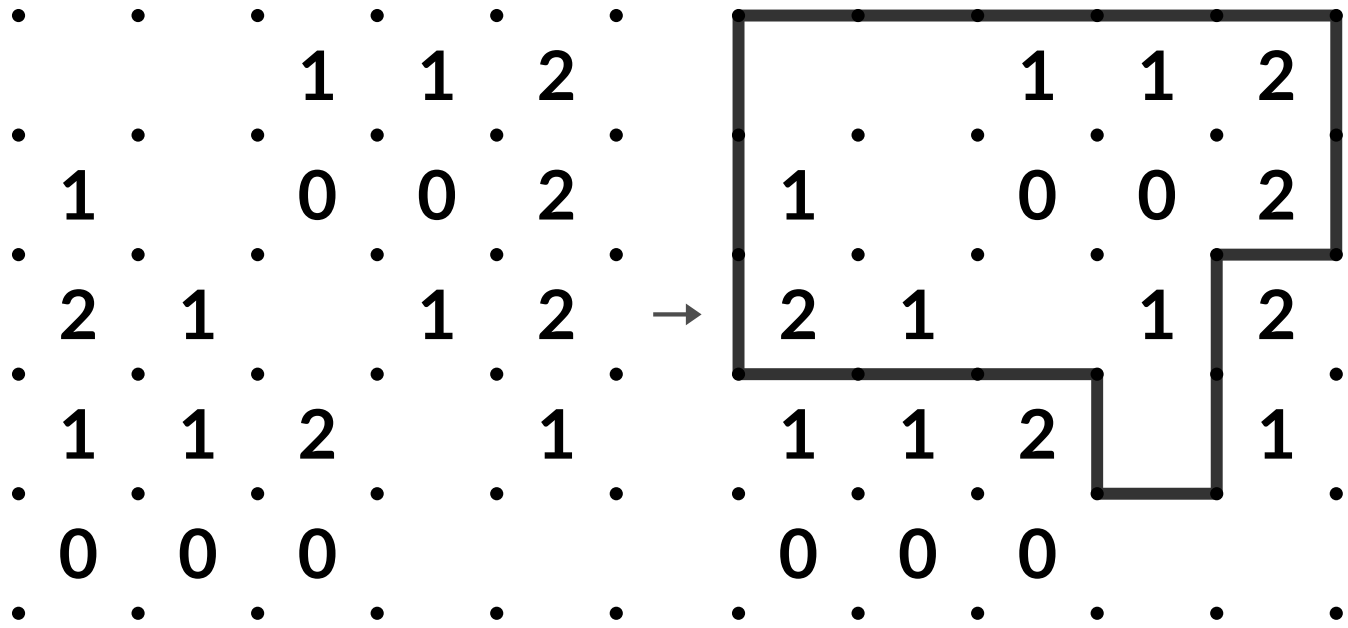
Slitherlink

also known as Loop the Dots

The rules

- ✓ Draw lines between neighboring dots to make one single loop.
- ✓ The loop never crosses itself, never branches and never touches itself at a dot.
- ✓ A number tells how many of the four sides of its square are part of the loop. Squares without a number can have any number of sides.

Example



The puzzle — Its only solution

How to start

- ✓ Start with the 0s: none of their four sides is used, so mark them with small crosses.
- ✓ At every dot the loop either passes through (two lines) or does not touch it at all.
- ✓ Two 3s side by side always share their middle line, and also use the two lines parallel to it.

This book has 12 Slitherlink puzzles.

Sample pages

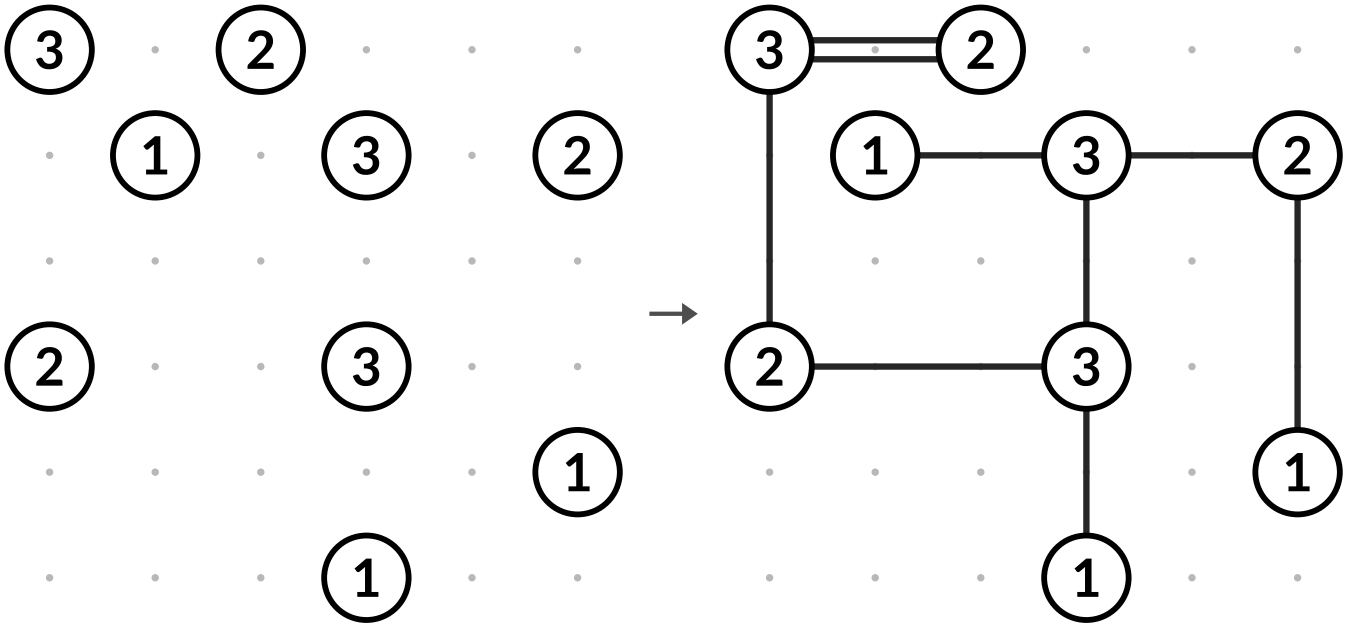
Bridges

also known as Hashi

The rules

- ✓ Connect the circles (islands) with bridges so that every island can be reached from every other one.
- ✓ Bridges run straight across or straight down. They never cross another bridge or pass over an island.
- ✓ Two islands can be joined by one or two bridges, never more.
- ✓ The number in each island tells how many bridges end there.

Example



The puzzle | Its only solution

How to start

- ✓ An island with only one neighbor must send all its bridges to that neighbor.
- ✓ A 4 with two neighbors, a 6 with three or an 8 with four needs double bridges to all of them.
- ✓ Never close off a small group: two 1s can never join each other when there are more islands.

This book has 12 Bridges puzzles.

Sample pages

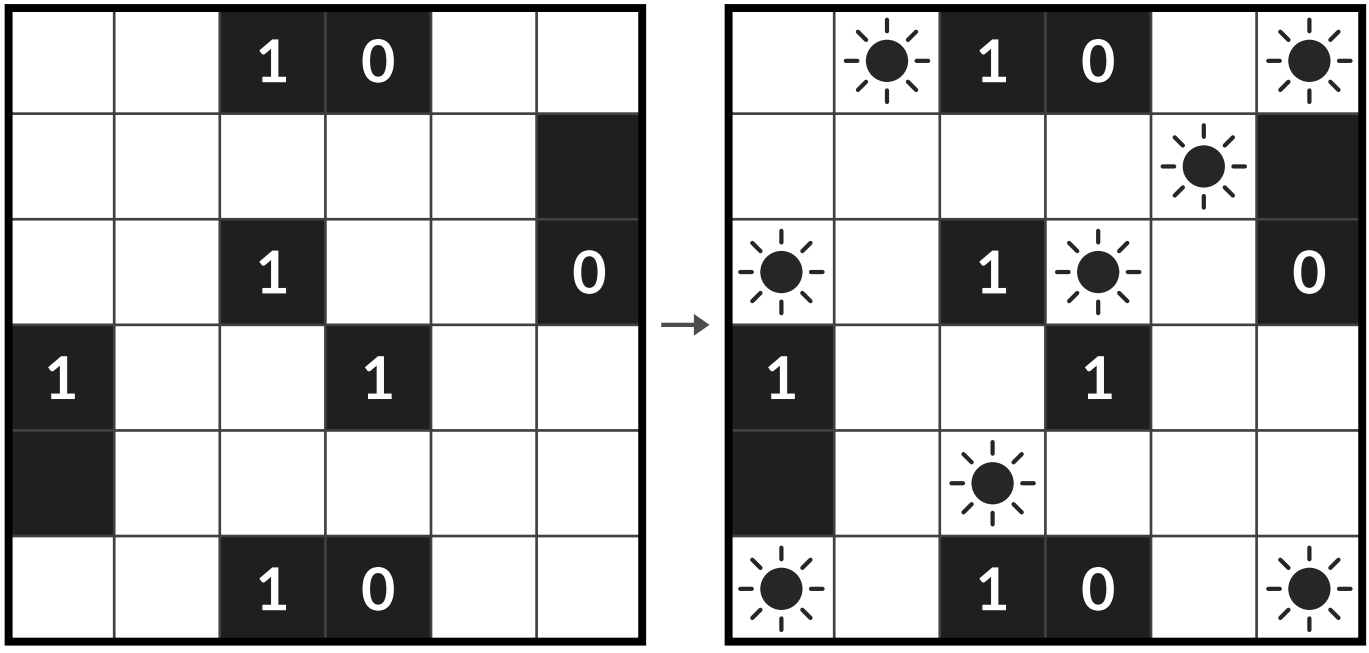
Light Up

also known as Akari

The rules

- ✓ Place lamps in some of the white squares.
- ✓ A lamp lights its own square and every white square in its row and column, until a black square blocks the light.
- ✓ Every white square must be lit, and no lamp may shine on another lamp.
- ✓ A number on a black square tells how many lamps sit right next to it (above, below, left or right).

Example



The puzzle — Its only solution

How to start

- ✓ A 4 gets lamps on all four sides. A 0 gets no lamp next to it, so mark those squares with a dot.
- ✓ A 3 against the edge of the grid, or a 2 in a corner, is full: all its free sides get lamps.
- ✓ When a white square can only be lit from one place, the lamp goes there.

This book has 12 Light Up puzzles.

Sample pages

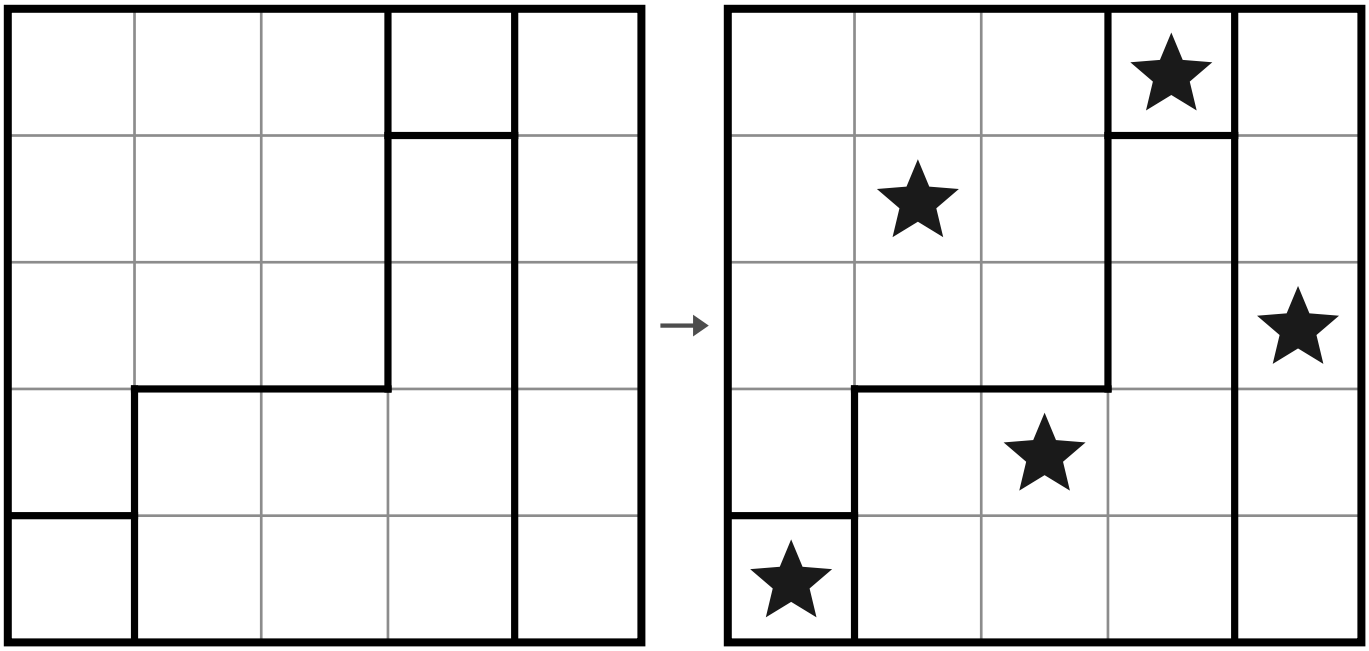
Star Battle

also known as Stars in Regions

The rules

- ✓ Place stars in the grid. Each row, each column and each outlined region gets the same number of stars: 1 on this example, and the number printed above each puzzle.
- ✓ Stars never touch each other, not even at a corner.

Example



The puzzle

Its only solution

How to start

- ✓ A small region decides a lot: if all its squares lie in one row, that row's star is in the region, so the rest of the row is empty.
- ✓ Around every star, all eight neighboring squares are empty. Mark them with a dot as you go.
- ✓ If two regions fit entirely inside two rows, those two rows have no stars anywhere else.

This book has 12 Star Battle puzzles.

Sample pages

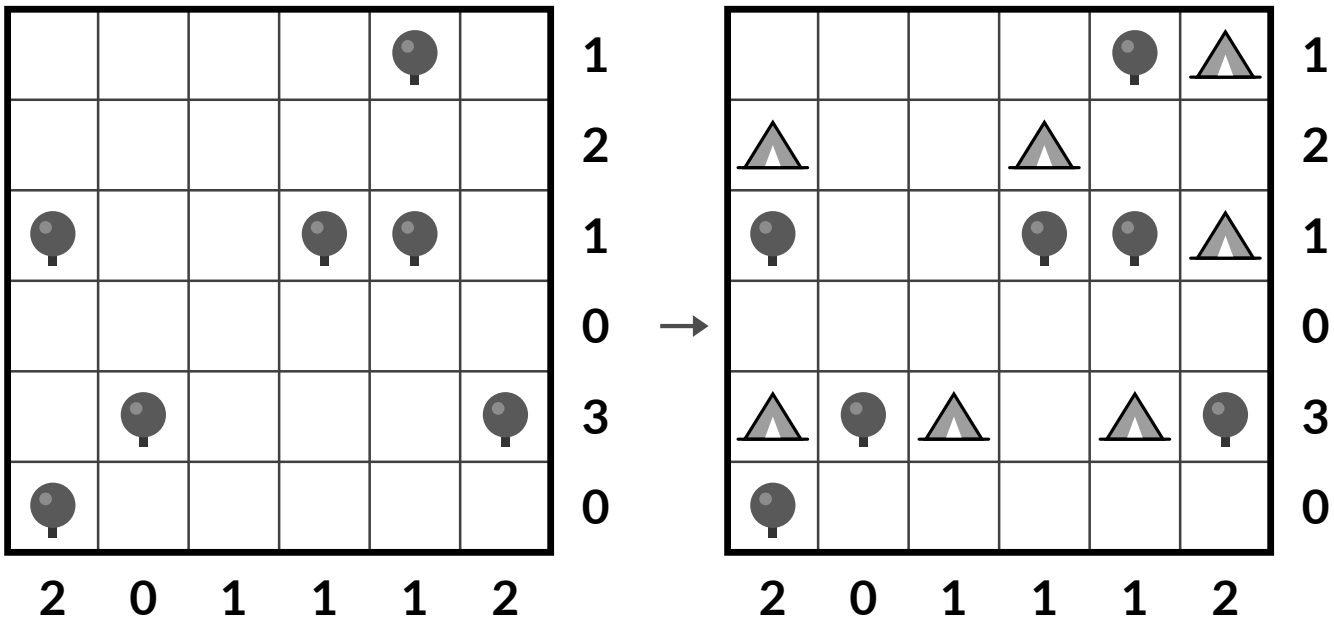
Tents

also known as Tents and Trees

The rules

- ✓ Every tree has its own tent on a square right next to it (above, below, left or right).
- ✓ Tents never touch each other, not even at a corner.
- ✓ The numbers outside the grid tell how many tents are in that row or column.

Example



The puzzle

Its only solution

How to start

- ✓ A square that is not next to any tree can never hold a tent: cross it out first.
- ✓ A row or column with a 0 has no tents at all.
- ✓ When a row needs as many tents as it has free squares (spaced apart), they are all tents.

This book has 12 Tents puzzles.

Sample pages

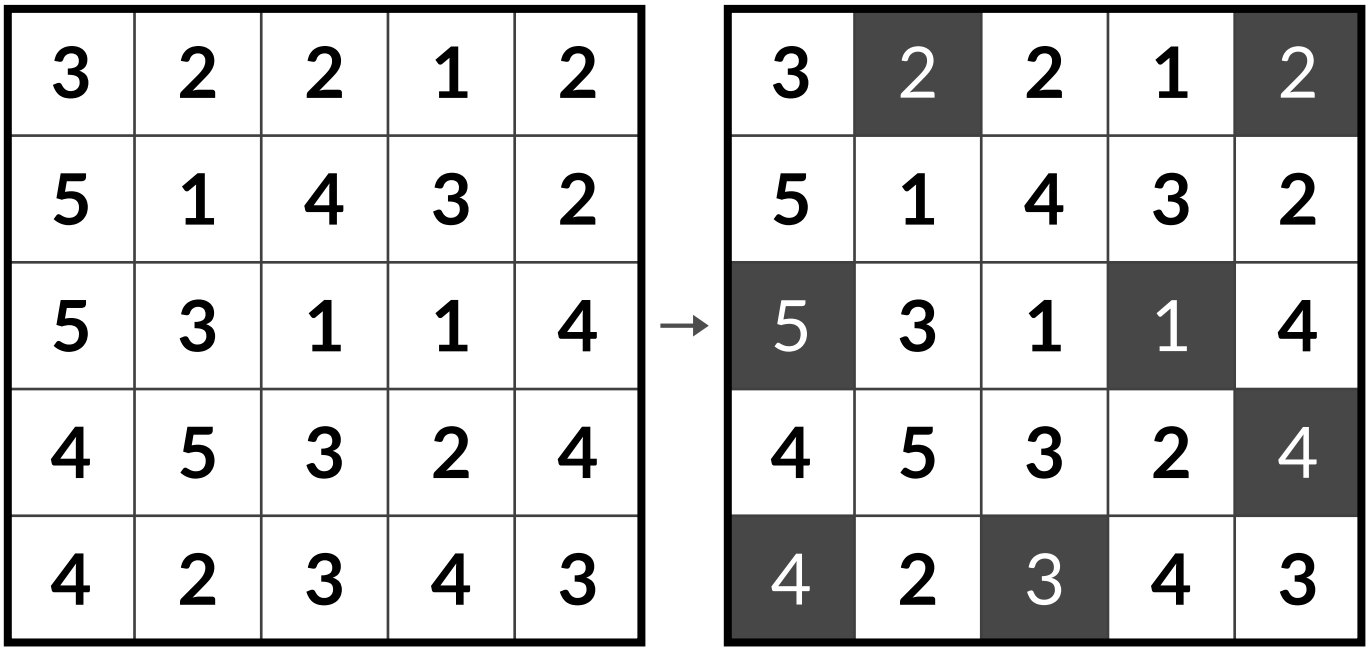
Hitori

also known as Shade the Repeats

The rules

- ✓ Shade some squares so that no number appears more than once in any row or column (among the white squares).
- ✓ Shaded squares never touch side by side (corners are fine).
- ✓ All white squares must stay connected in one area, moving from square to square through their sides.

Example



The puzzle — Its only solution

How to start

- ✓ In a pattern like 4 7 4, the middle square stays white: shading it would make both 4s white.
- ✓ In a pair like 5 5 side by side, one of them is shaded, so every other 5 in that line is shaded.
- ✓ Every square next to a shaded one is white. Circle white squares so you can see them.

This book has 12 Hitori puzzles.

Sample pages

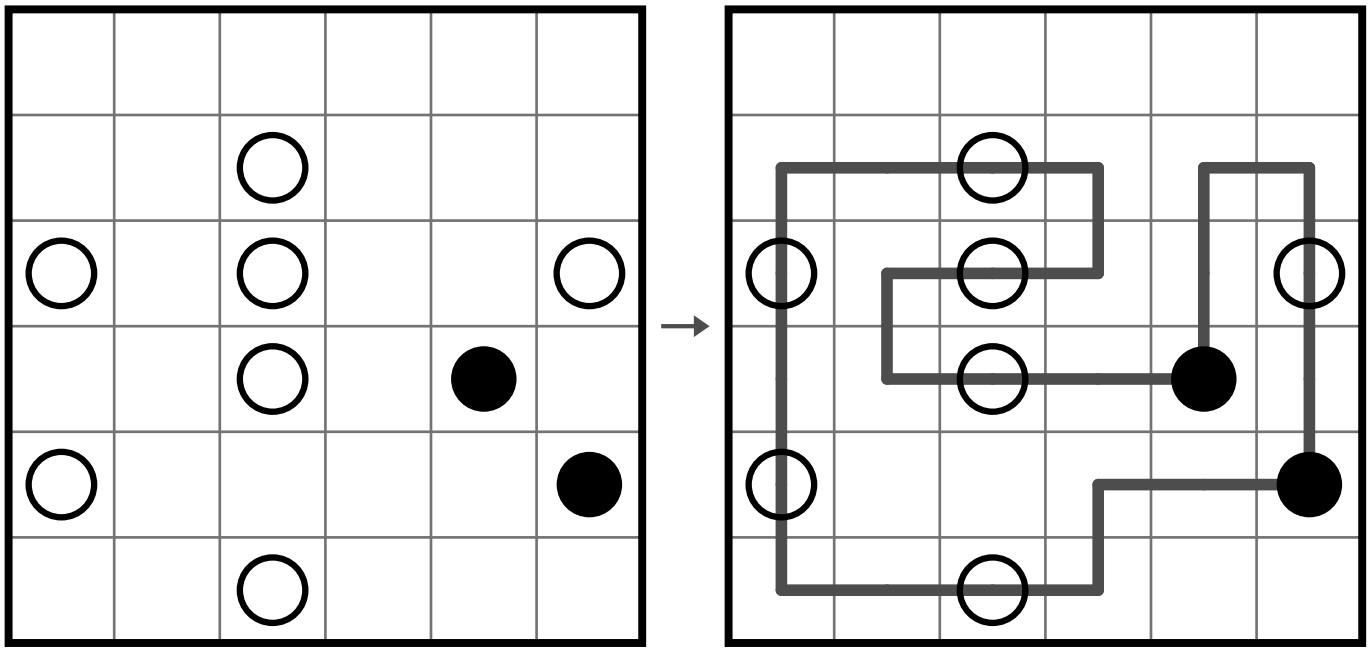
Masyu

also known as Pearl Loop

The rules

- ✓ Draw one loop that passes through the centers of squares, moving across or down. The loop never crosses or touches itself.
- ✓ The loop passes through every circle. It does not have to visit every square.
- ✓ White circle: the loop goes straight through it, and turns in the square right before it, right after it, or both.
- ✓ Black circle: the loop turns on it, and then goes straight through the next square on both sides.

Example



The puzzle | Its only solution

How to start

- ✓ A black circle next to the edge (or one square away) must send its legs away from that edge.
- ✓ A white circle on the edge of the grid must run along the edge.
- ✓ Three white circles in a row are crossed side to side, never along the row.

This book has 12 Masyu puzzles.

Sample pages

Binary

also known as Zeros and Ones

The rules

- ✓ Fill every empty square with a 0 or a 1.
- ✓ No more than two equal digits sit next to each other in a row or column (000 and 111 are not allowed).
- ✓ Every row and every column has as many 0s as 1s.
- ✓ No two rows are the same, and no two columns are the same.

Example

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

The puzzle

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

Its only solution

How to start

- ✓ Next to a pair like 00, both ends must be 1. Between two equal digits (0 _ 0) goes the other digit.
- ✓ When a row already has half its squares as 0s, the rest are 1s.
- ✓ Near the end, compare a row with two gaps to the finished rows: it must not copy one of them.

This book has 12 Binary puzzles.

Sample pages

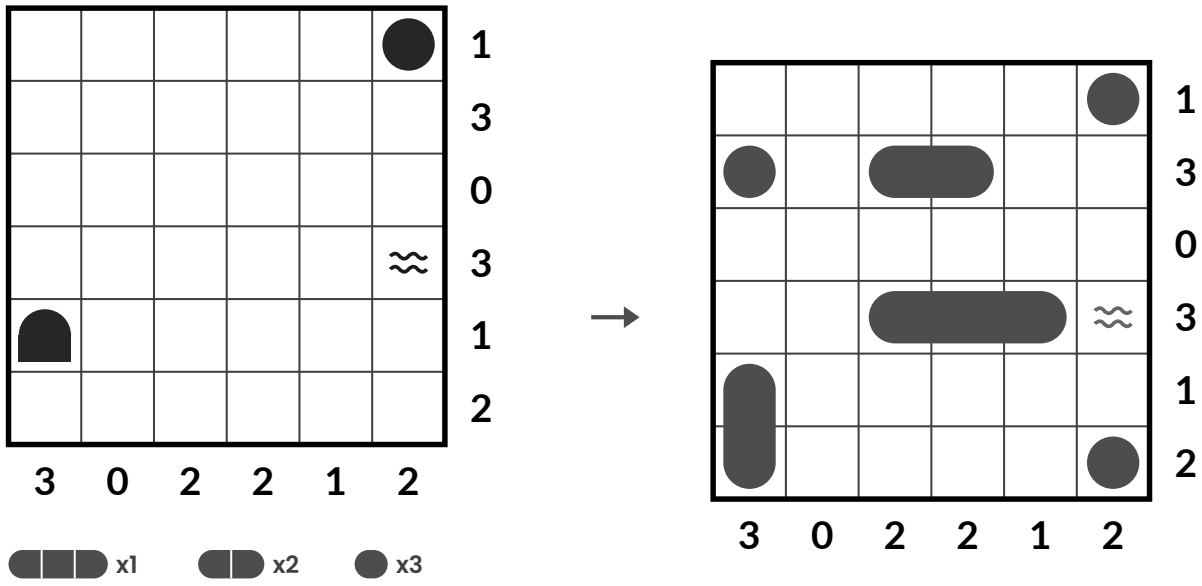
Hidden Fleet

also known as Solitaire Sea Battle

The rules

- ✓ A whole fleet is hidden in the grid: the ships shown under the puzzle, each used exactly once.
- ✓ Ships are straight lines of squares, across or down. They never touch each other, not even at a corner.
- ✓ The numbers outside the grid tell how many ship squares are in that row or column.
- ✓ Some squares are given: water (waves), a ship end, a ship middle, or a one-square ship.

Example



The puzzle

Its only solution

How to start

- ✓ A row or column with a 0 is all water. Mark water with a small wave or a dot.
- ✓ Around every ship square, the four corner squares are always water.
- ✓ Place the longest ship first: there are usually only a few rows or columns with room for it.

This book has 12 Hidden Fleet puzzles.

Sample pages

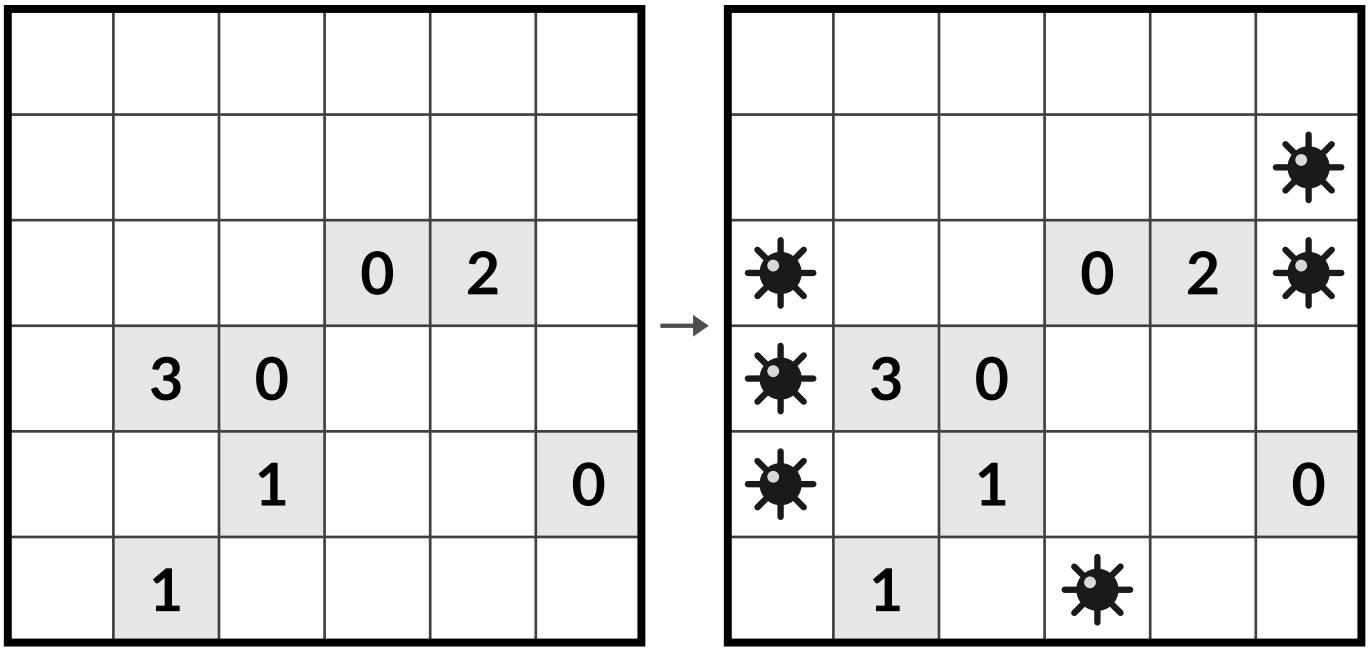
Mine Finder

also known as Find the Mines

The rules

- ✓ Some squares hide a mine. Find all of them.
- ✓ A number tells how many mines touch its square, counting all eight neighbors (corners too).
- ✓ Squares with a number never hide a mine. The total number of mines is shown above the puzzle.

Example



The puzzle — Its only solution

How to start

- ✓ A number with exactly that many open neighbors has a mine in each of them.
- ✓ Once a number has all its mines, every other open square around it is safe.
- ✓ Compare two numbers side by side: the squares they do not share often tell you where a mine is.

This book has 12 Mine Finder puzzles.

Sample pages

EASY



Puzzles 1 to 40

Every step follows straight from the rules.

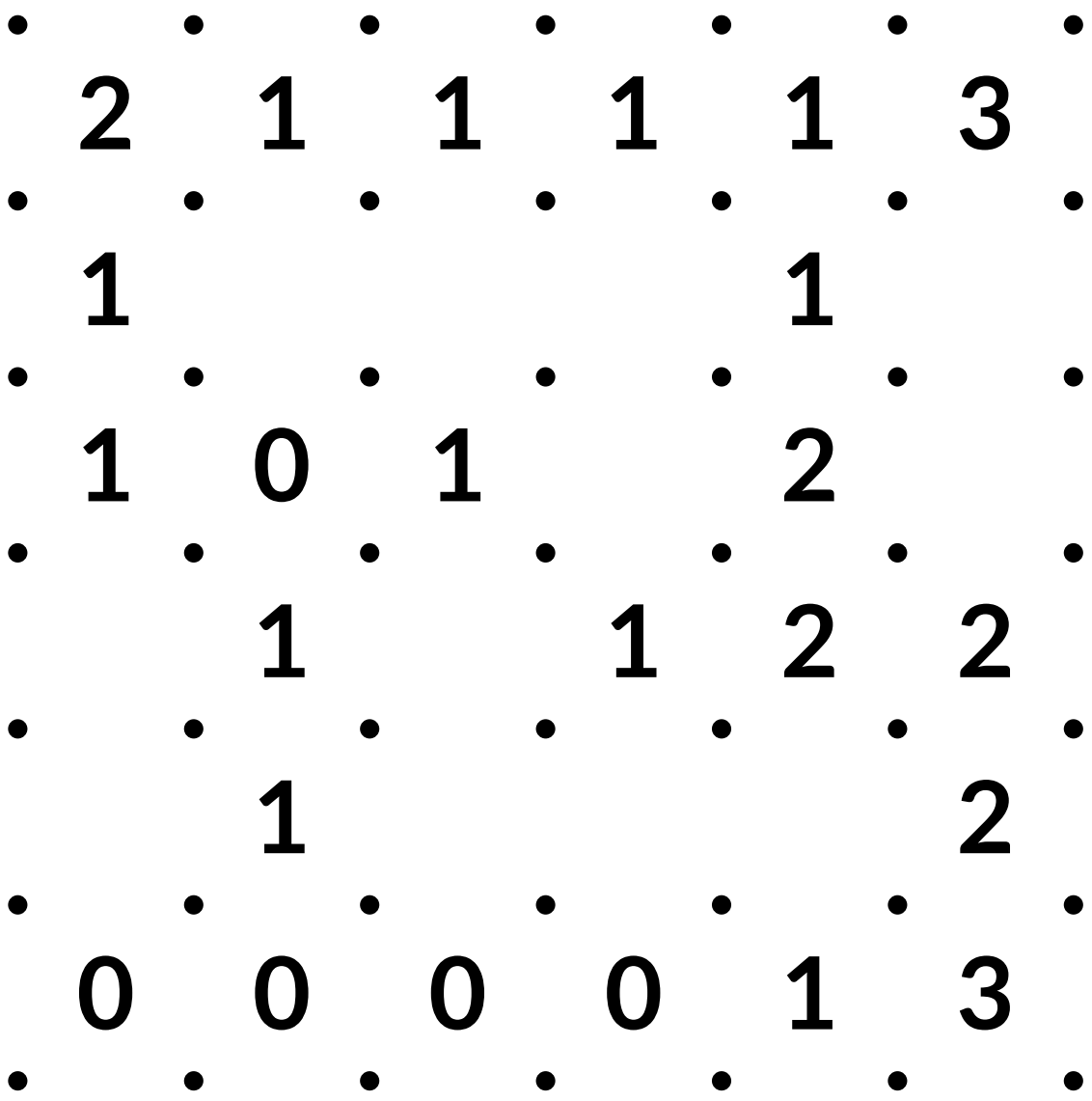
Inside: Slitherlink, Bridges, Light Up, Star Battle, Tents, Hitori, Masyu, Binary, Hidden Fleet, Mine Finder

Sample pages

Slitherlink No. 1

★☆☆ EASY

Join the dots into one loop that never crosses or touches itself. Each number counts the loop lines around it. Rules on page 5.



Sample pages