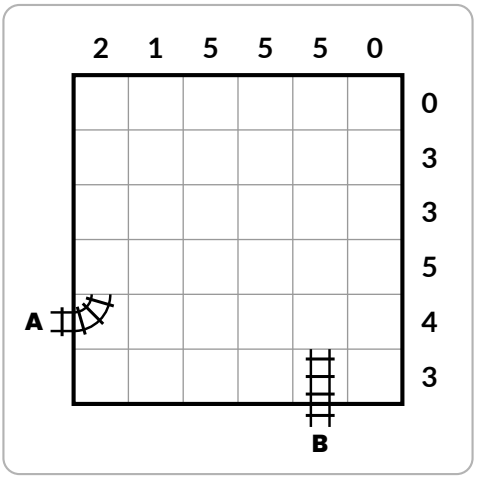
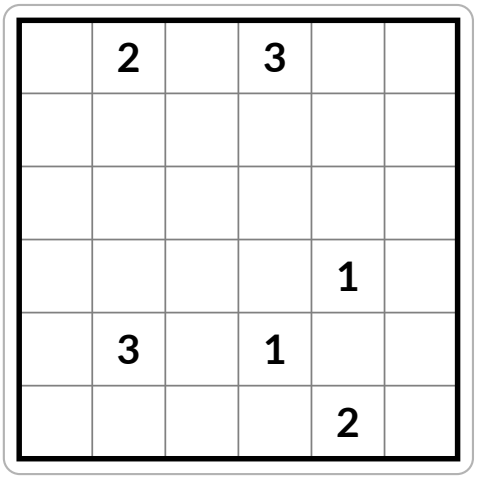
LOGIC PUZZLE VARIETY BOOK

Large Print Pencil Logic Puzzles

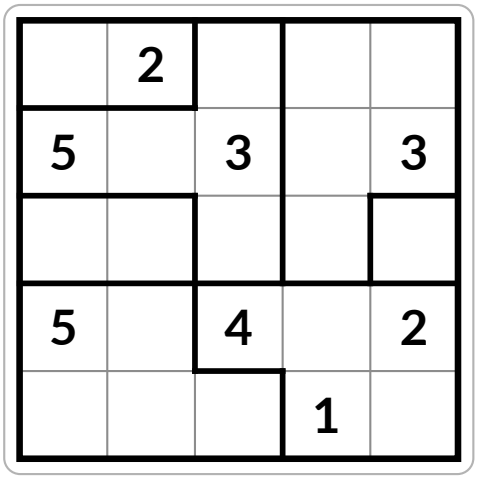
120 New Puzzles in 8 Styles: Train Tracks, Nurikabe, Shikaku, Fillomino, Suguru and More, Easy to Hard, One Big Puzzle per Page, with Rules and Answers



Train Tracks



Islands



Number Blocks

Harper Lane

Large Print Pencil Logic Puzzles

120 New Puzzles in 8 Styles: Train Tracks, Nurikabe, Shikaku, Fillomino, Suguru and More, Easy to Hard, One Big Puzzle per Page, with Rules 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

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Sample pages

How to Use This Book

This book holds 120 logic puzzles of 8 different kinds: Train Tracks, Islands, Number Blocks, Thermometers, Rectangles, Fillomino, Aquarium and Rooms. 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 136.
- ✓ 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) or a careful count of the room an area has left.
★★★ **Hard**	You will need a longer chain of reasoning, or several "what if" steps on a bigger grid.

Sample pages

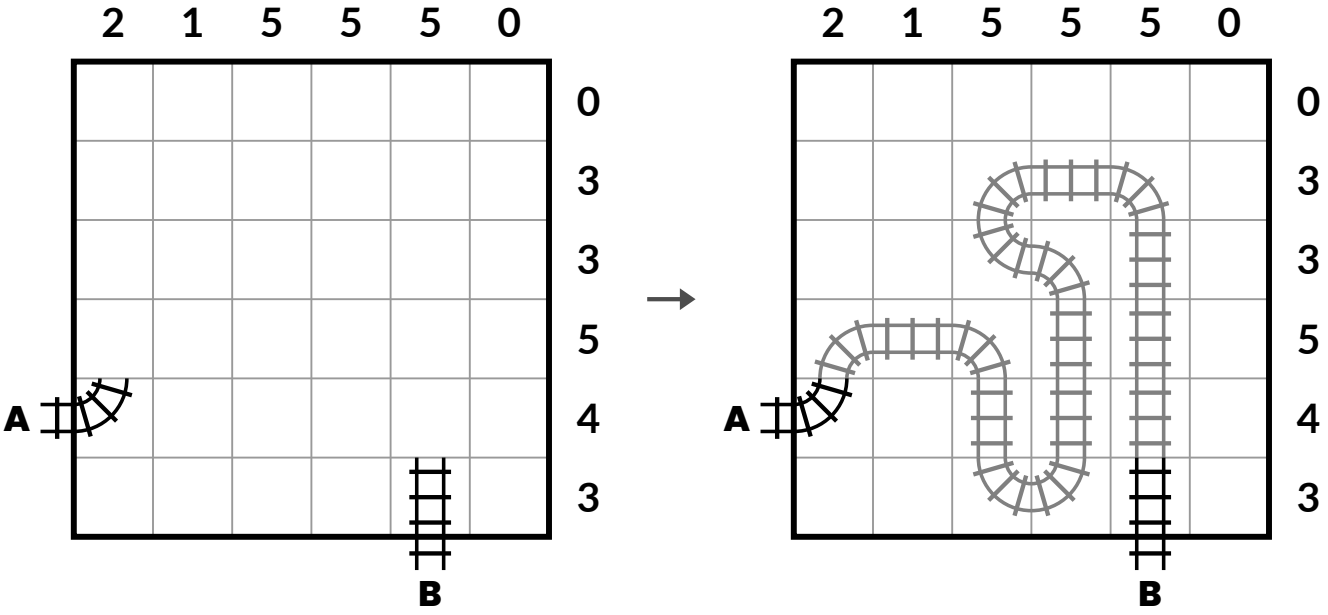
Train Tracks

also known as Railway Puzzle

The rules

- ✓ Lay one railway line that enters the grid at A and leaves it at B.
- ✓ The track runs from square to square through the middle of each side: straight across, straight down, or around a quarter-turn curve. It never runs diagonally.
- ✓ The track never crosses itself and never branches. Squares without track stay empty.
- ✓ The numbers tell how many squares hold track in each row (on the right) and each column (on top). Pieces already drawn are part of the line.

Example



The puzzle

Its only solution

How to start

- ✓ A 0 means the whole row or column is empty: cross those squares out first.
- ✓ Next to every given piece the line has to continue: follow it into the next square.
- ✓ Never close a loop. If joining two loose ends would make a circle, those two ends do not meet.

This book has 15 Train Tracks puzzles.

Sample pages

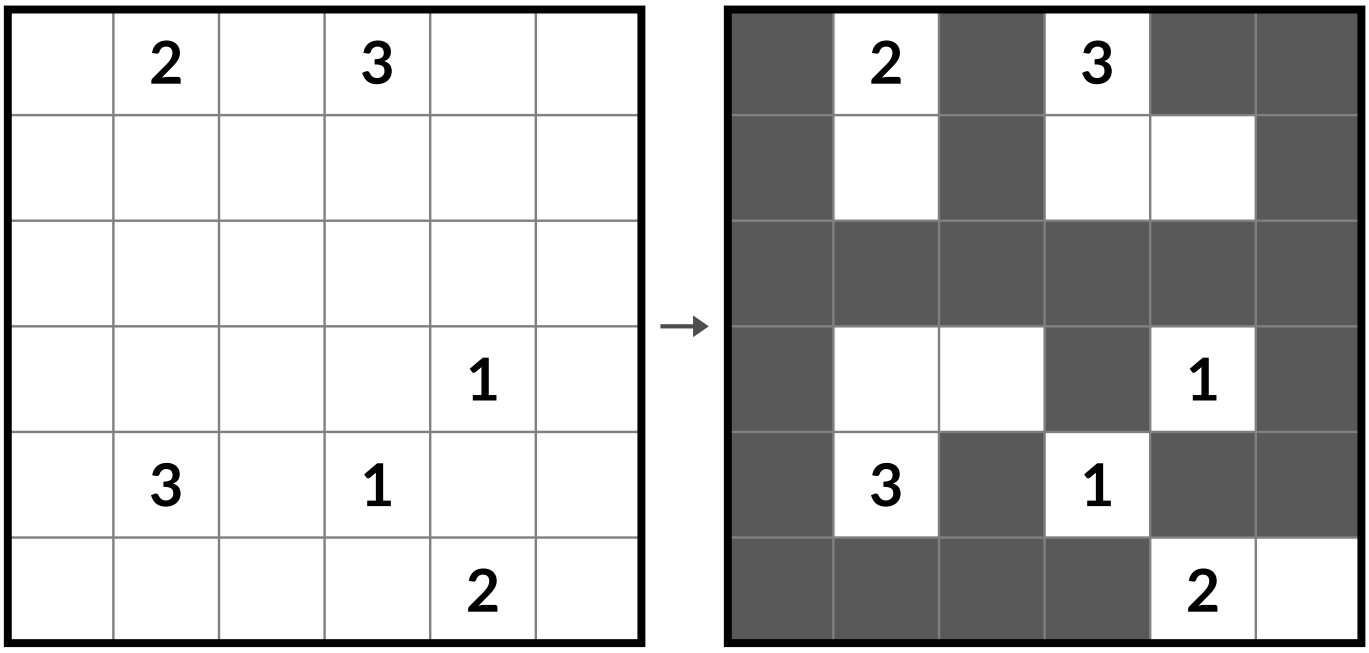
Islands

also known as Nurikabe

The rules

- ✓ Shade squares to make the sea. The white squares that are left form islands.
- ✓ Every island holds exactly one number, and has exactly that many squares. Islands never touch each other side by side.
- ✓ All the sea is connected through its sides, and the sea never fills a 2 x 2 block.

Example



The puzzle

Its only solution

How to start

- ✓ A 1 is an island on its own: shade the squares around it.
- ✓ A square between two numbers (side by side, or with one square between) belongs to the sea.
- ✓ A square that no island can reach with the squares it has left is sea. Keep the sea flowing: it may never get cut off.

This book has 15 Islands puzzles.

Sample pages

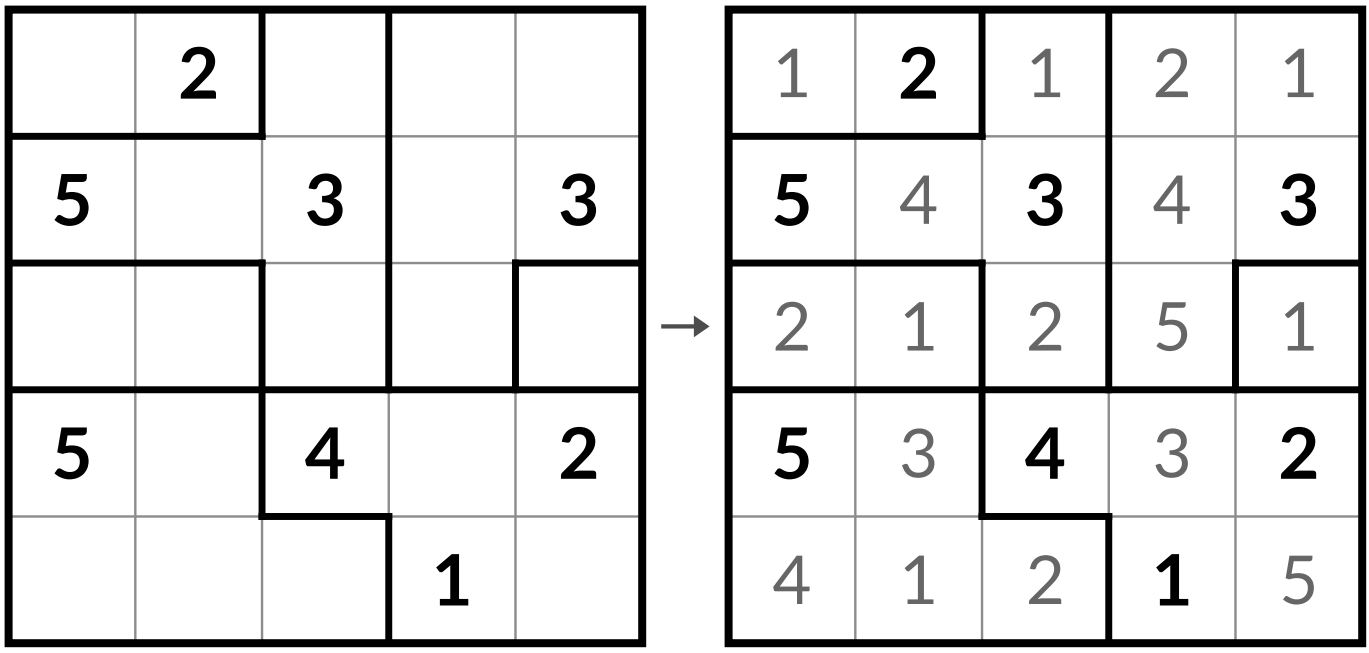
Number Blocks

also known as Suguru

The rules

- ✓ Write a number in every empty square.
- ✓ Every outlined block of N squares holds each number from 1 to N exactly once: a block of 3 holds 1, 2 and 3.
- ✓ The same number never touches itself, not even at a corner.

Example



The puzzle — Its only solution

How to start

- ✓ A block of one square is always a 1. In a block of two, the 1 and the 2 swap places at most.
- ✓ Look at the squares around a given number: none of them can hold that number.
- ✓ When a number has only one possible square left in its block, write it in.

This book has 15 Number Blocks puzzles.

Sample pages

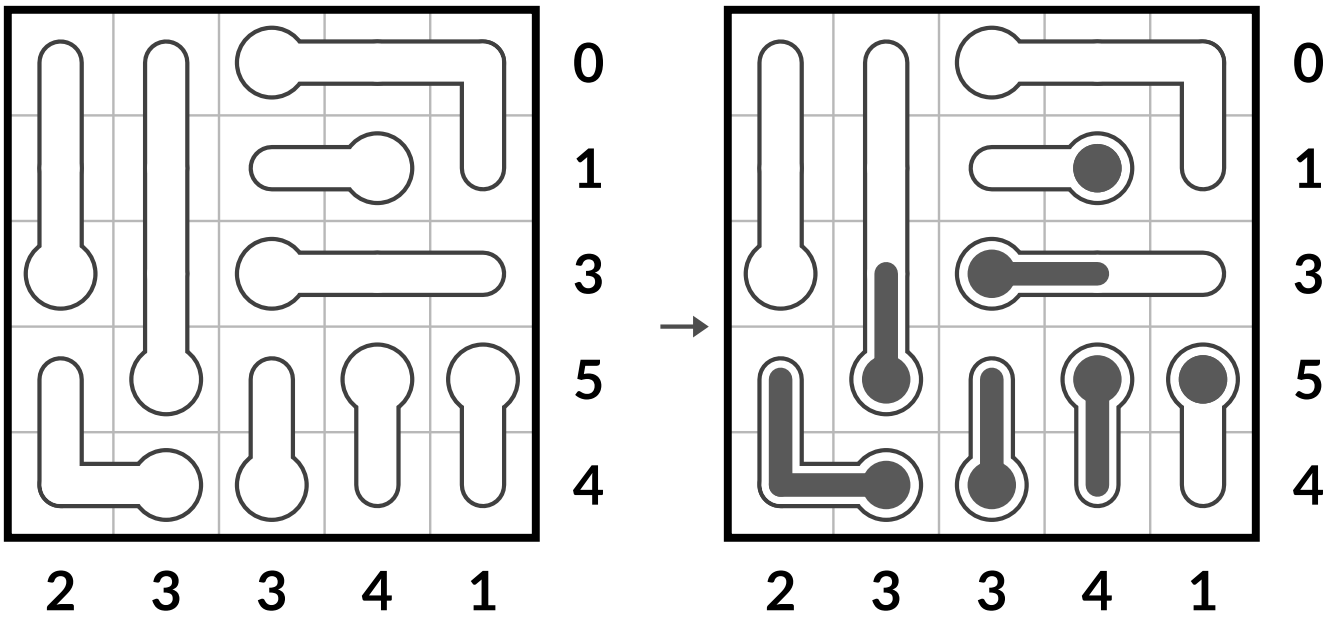
Thermometers

also known as Mercury Rising

The rules

- ✓ Fill some of the thermometers with mercury.
- ✓ Mercury always starts in the round bulb and rises without gaps: a thermometer is empty, filled part of the way from the bulb, or full.
- ✓ The numbers tell how many filled squares each row (on the right) and each column (below) holds.

Example



The puzzle

Its only solution

How to start

- ✓ A 0 empties its whole row or column, and every square above the cut in those thermometers too.
- ✓ When a thermometer must reach a square, every square between it and the bulb is filled as well.
- ✓ A full row or column number fills every square in it, and the bulb side of each thermometer that crosses it.

This book has 15 Thermometers puzzles.

Sample pages

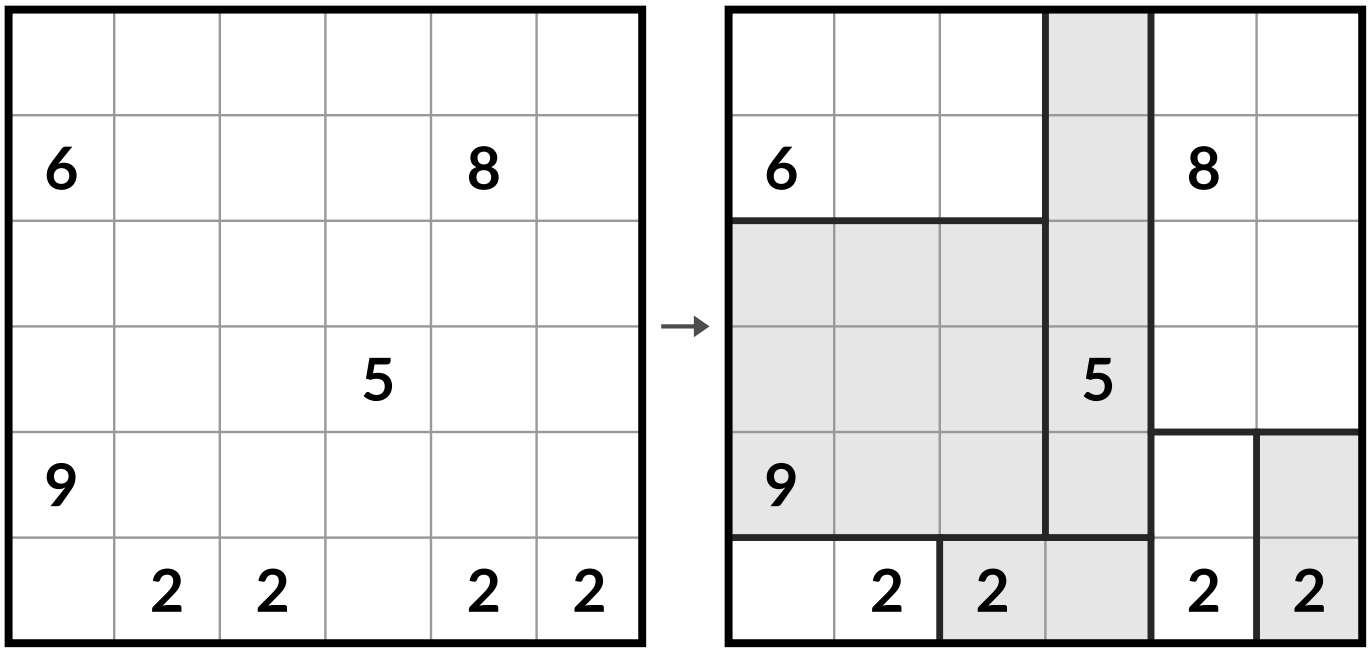
Rectangles

also known as Shikaku

The rules

- ✓ Divide the whole grid into rectangles along the grid lines. Squares count as rectangles too.
- ✓ Every rectangle holds exactly one number.
- ✓ The number is the area of its rectangle: the count of squares inside it.

Example



The puzzle — Its only solution

How to start

- ✓ Start with the big numbers near the edges and corners: they often fit only one way.
- ✓ A prime number such as 5 or 7 can only be a straight strip, one square wide.
- ✓ Mark squares that only one number can reach: that number's rectangle must cover them.

This book has 15 Rectangles puzzles.

Sample pages

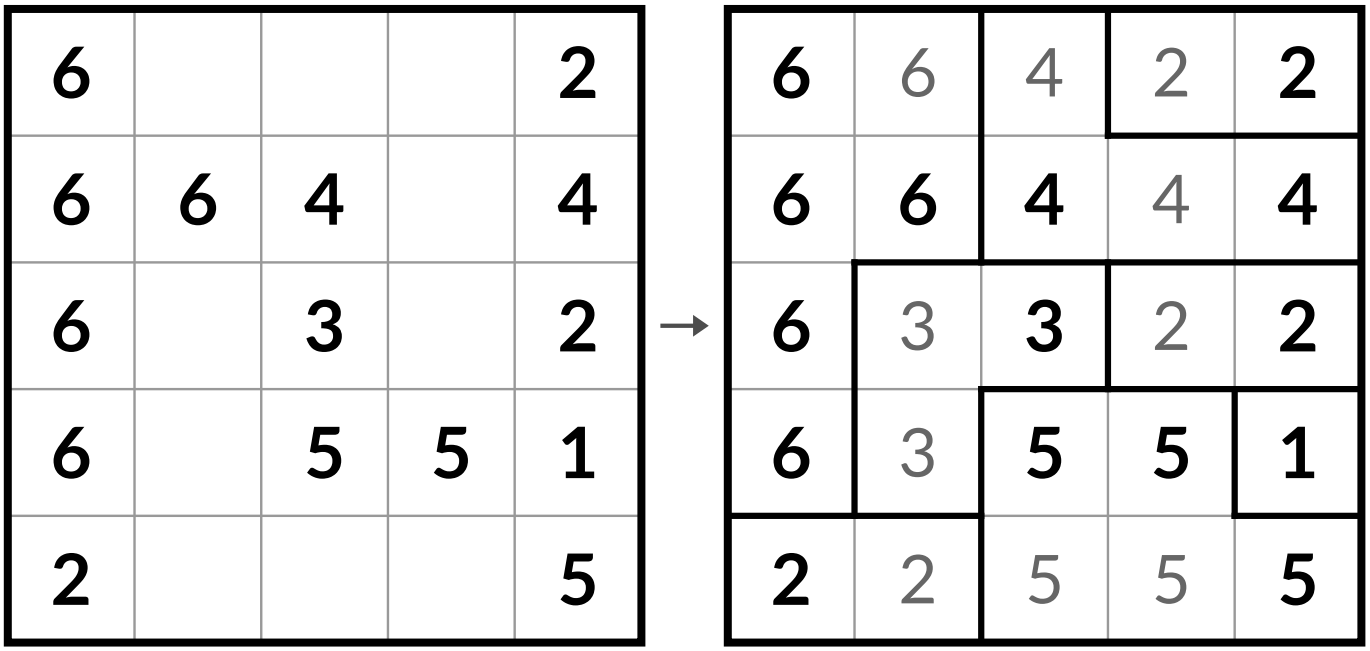
Fillomino

also known as Number Areas

The rules

- ✓ Write a number in every empty square.
- ✓ Squares with the same number that touch side by side form an area. Every area holds exactly as many squares as its number: three 3s, four 4s.
- ✓ Two areas of the same size never touch side by side (they would be one bigger area). Some areas show no number at all.

Example



The puzzle | Its only solution

How to start

- ✓ An area that is complete gets a border: no square around it can hold its number.
- ✓ A 1 is complete on its own. Two equal numbers next to a gap often show where an area must grow.
- ✓ Count the room an area has left: if it can grow only one way, it grows there.

This book has 15 Fillomino puzzles.

Sample pages

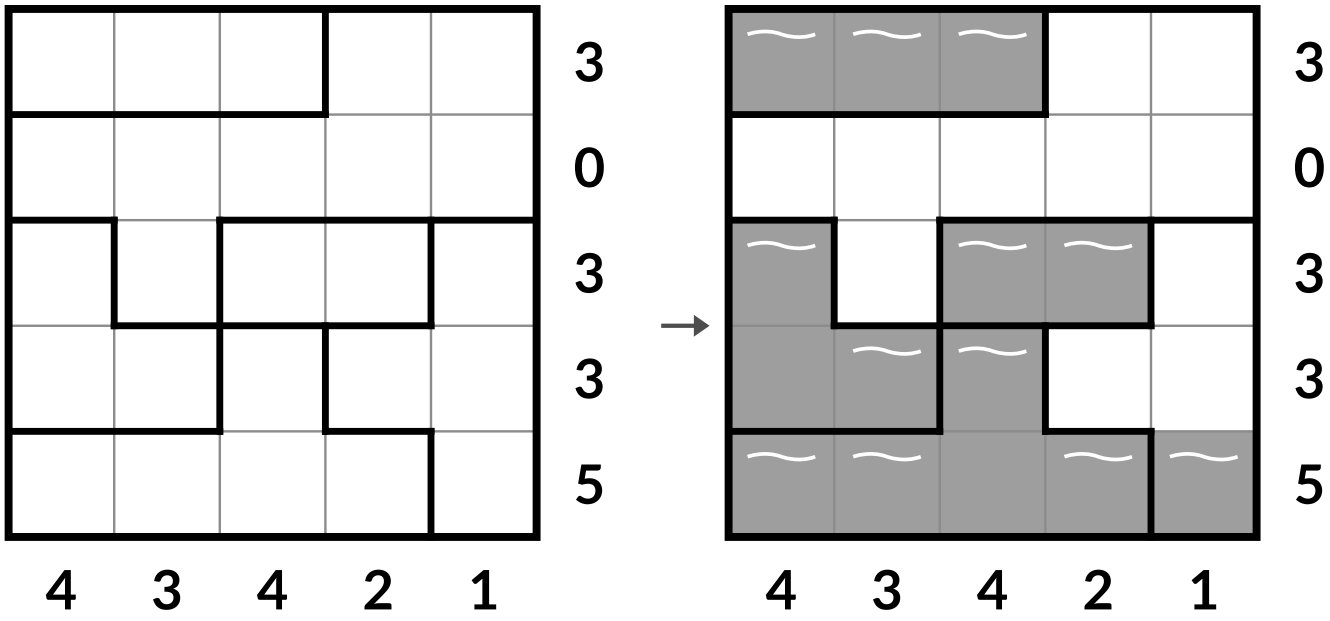
Aquarium

also known as Water Levels

The rules

- ✓ The grid is split into tanks (the outlined regions). Fill some squares with water.
- ✓ Water lies flat: inside a tank, squares on the same row are all full or all empty, and water always fills a tank from the bottom up.
- ✓ The numbers tell how many full squares each row (on the right) and each column (below) holds.

Example



The puzzle

Its only solution

How to start

- ✓ A 0 means the row or column is dry, and so is everything above it in the tanks it crosses.
- ✓ If a tank is full at some row, it is full at every row below it.
- ✓ A wide tank fills a lot at once: check whether its row has room for all of it.

This book has 15 Aquarium puzzles.

Sample pages

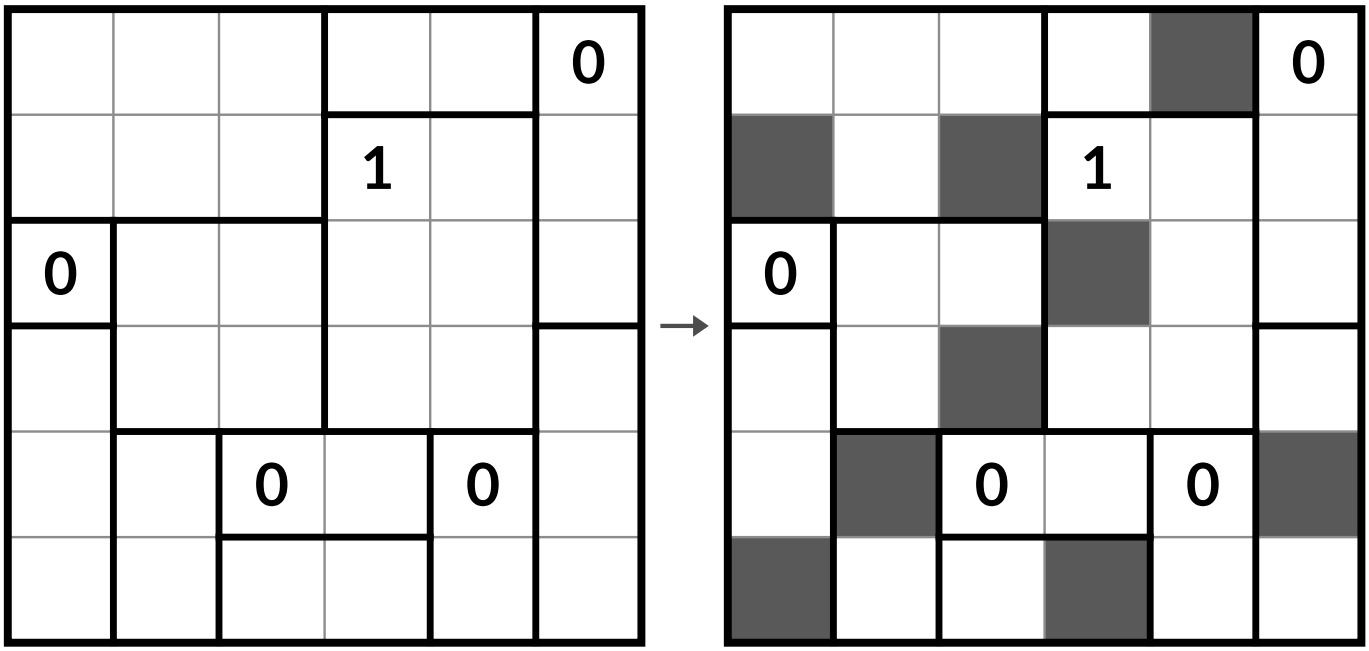
Rooms

also known as Heyawake

The rules

- ✓ Shade some squares. A number in a room (an outlined rectangle) tells how many of its squares are shaded. Rooms without a number can have any amount.
- ✓ Shaded squares never touch side by side (corners are fine).
- ✓ All white squares stay connected through their sides.
- ✓ A straight line of white squares never crosses two room borders: it may run into the next room, but not through it into a third.

Example



The puzzle | Its only solution

How to start

- ✓ Every square next to a shaded square is white. Mark white squares with a small dot.
- ✓ A 2 in a room of three squares in a row shades both ends.
- ✓ Never shade a square that would cut the white squares apart.

This book has 15 Rooms puzzles.

Sample pages

EASY



Puzzles 1 to 40

Every step follows straight from the rules.

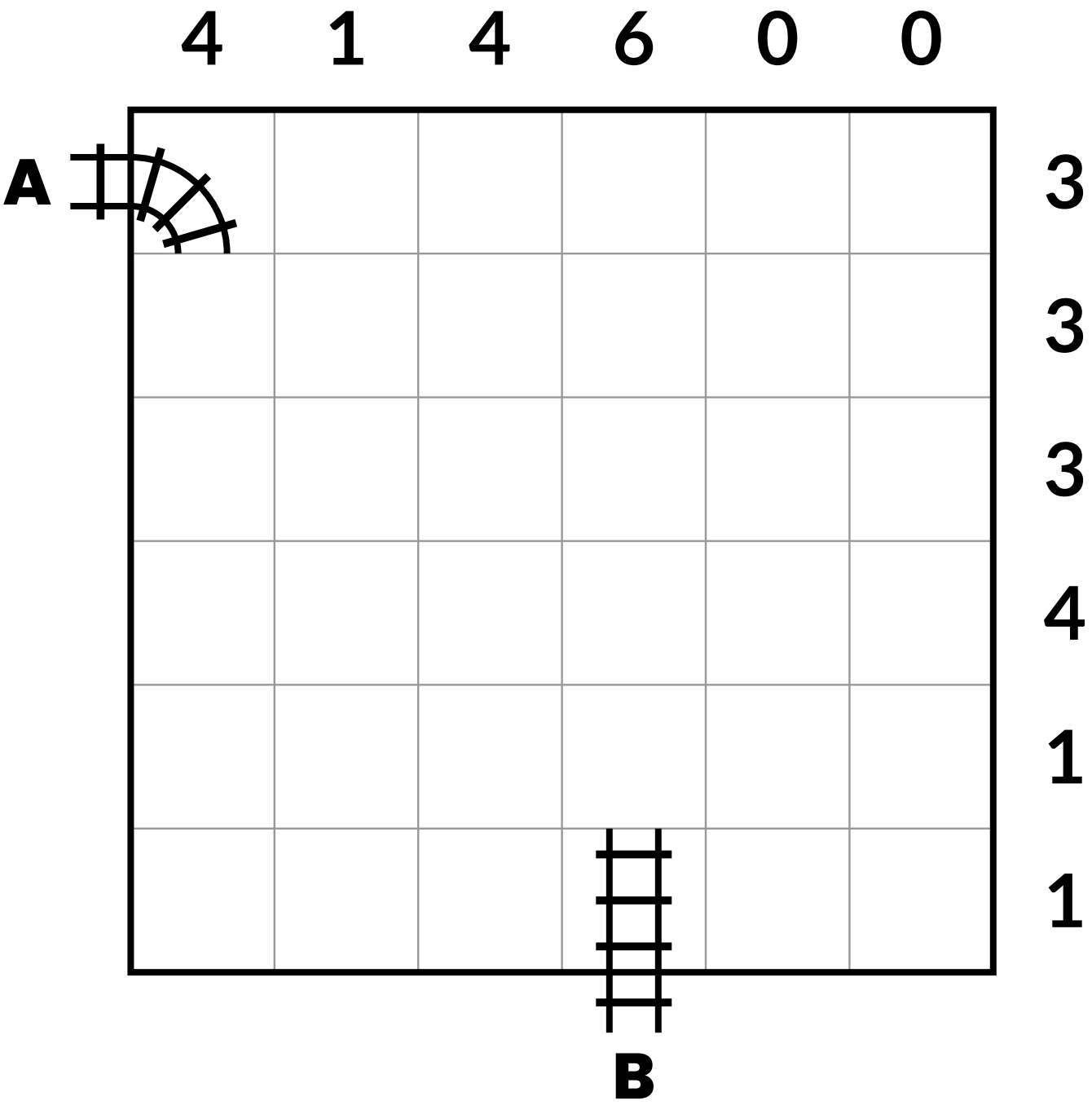
Inside: Train Tracks, Islands, Number Blocks, Thermometers, Rectangles, Fillomino, Aquarium, Rooms

Sample pages

Train Tracks No. 1

★☆☆ EASY

Lay one track from A to B, straight or curving square to square. Numbers count the track squares in each row and column. Rules on page 5.

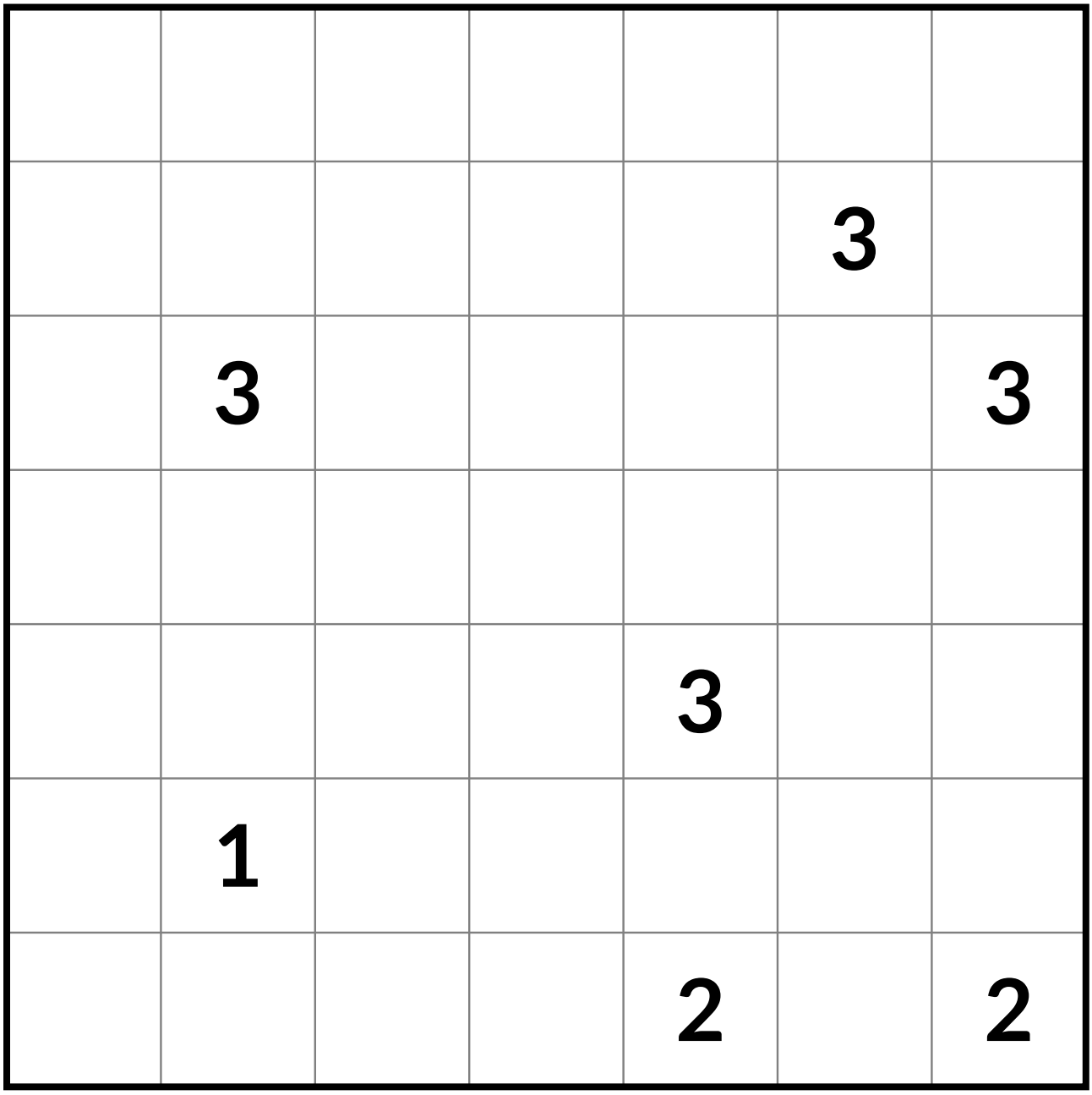


Sample pages

Islands No. 2

★☆☆ EASY

Shade the sea. Each number sits in an island of exactly that many white squares. Islands never touch side by side; the sea is all connected and never forms a 2 x 2 block. Rules on page 6.

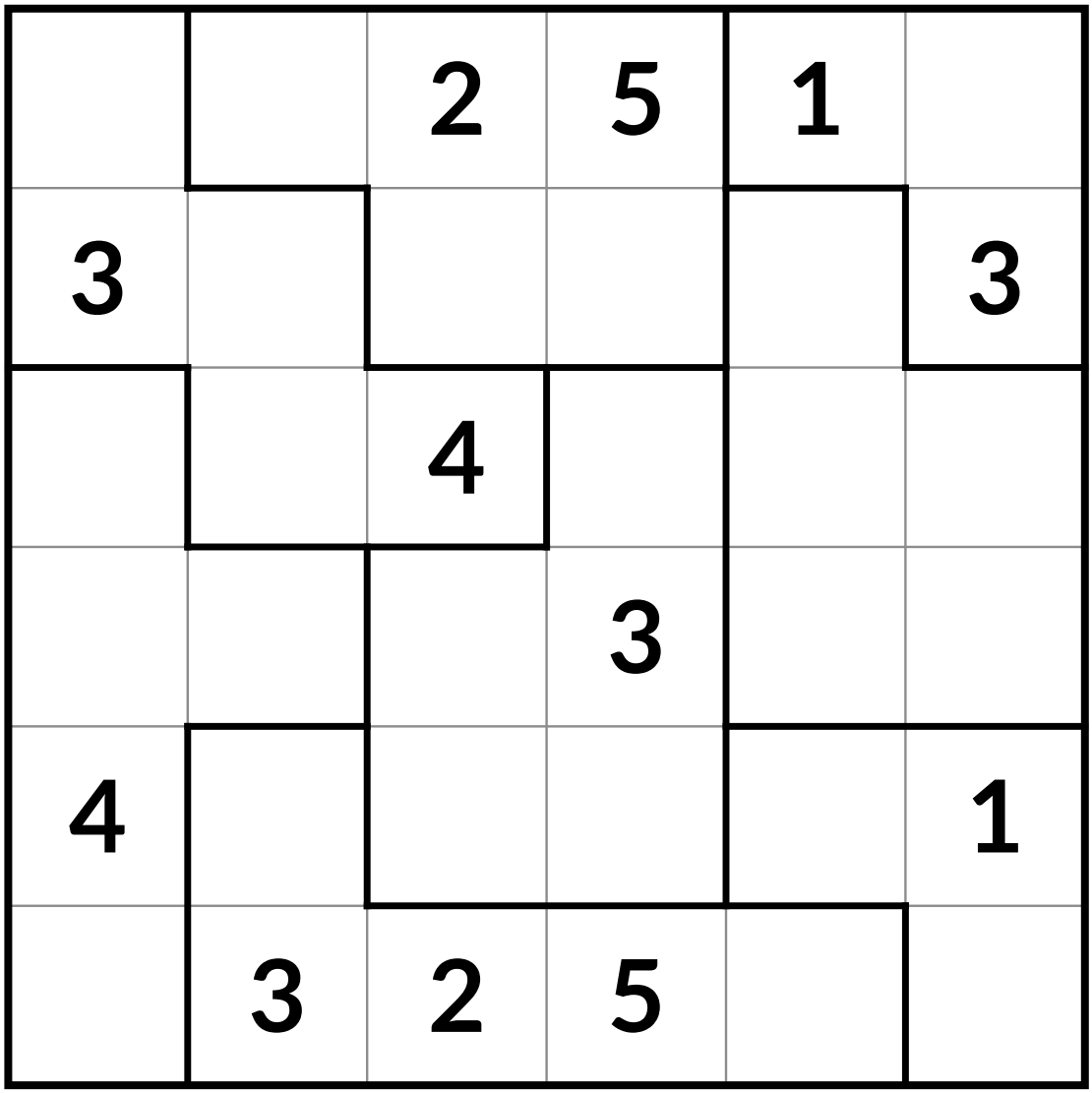


Sample pages

Number Blocks No. 3

★☆☆ EASY

Each block of N squares holds the numbers 1 to N once. The same number never touches itself, not even at a corner. Rules on page 7.



Sample pages