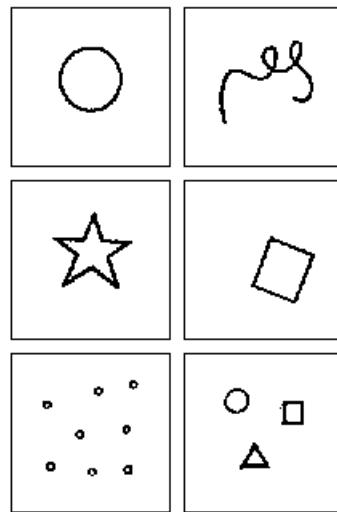
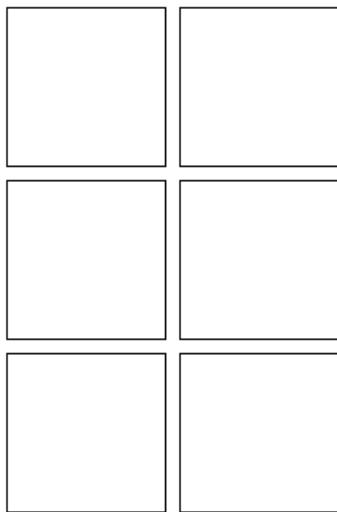
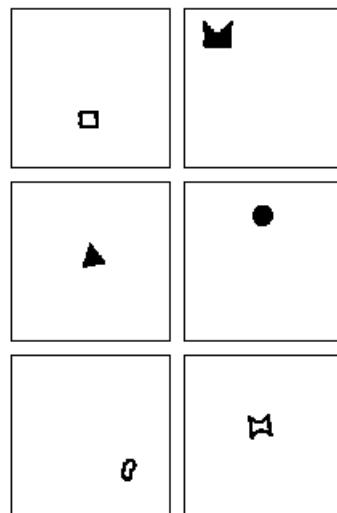
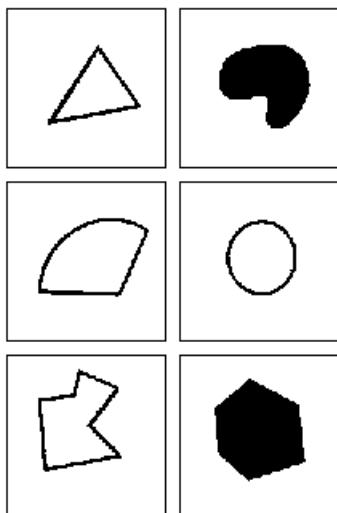


## BP1



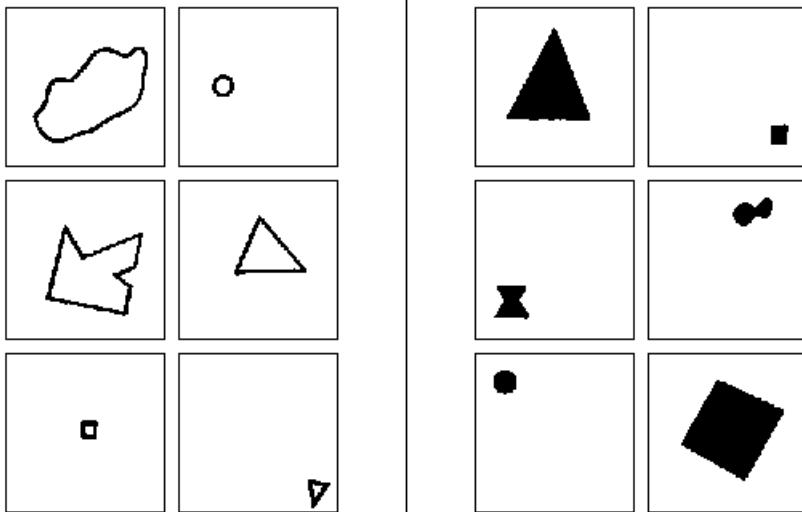
*Solution: Empty image vs. non-empty image.*

## BP2



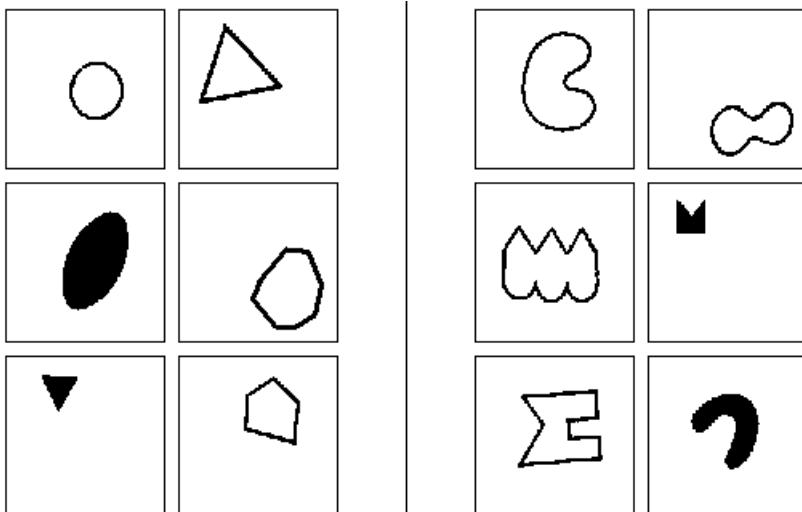
*Solution: Big vs. small*

### BP3



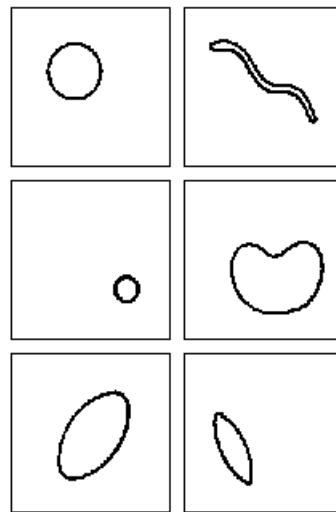
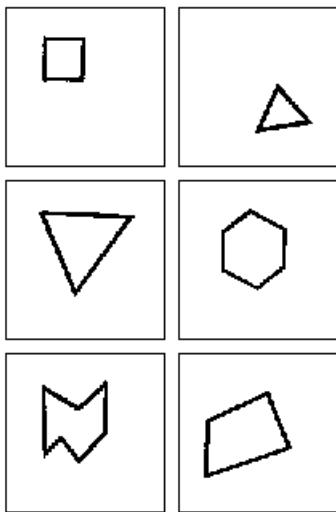
*Solution: Follow outline vs. filled in solid.*

### BP4



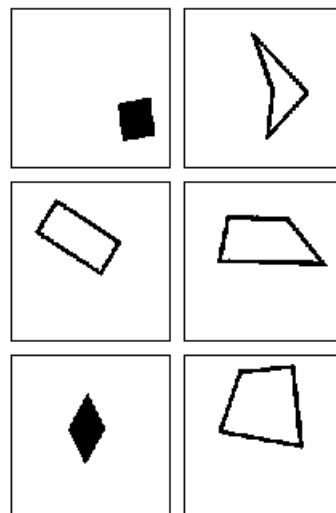
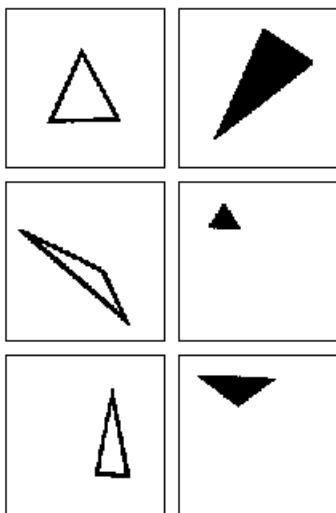
*Solution: Convex vs. concave.*

## BP5



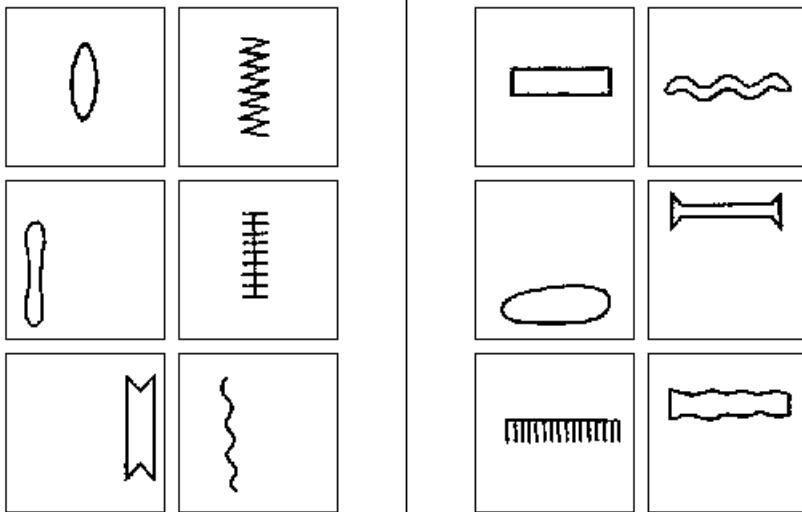
*Solution: Is polygon vs. is smooth without straight lines or corners.*

## BP6



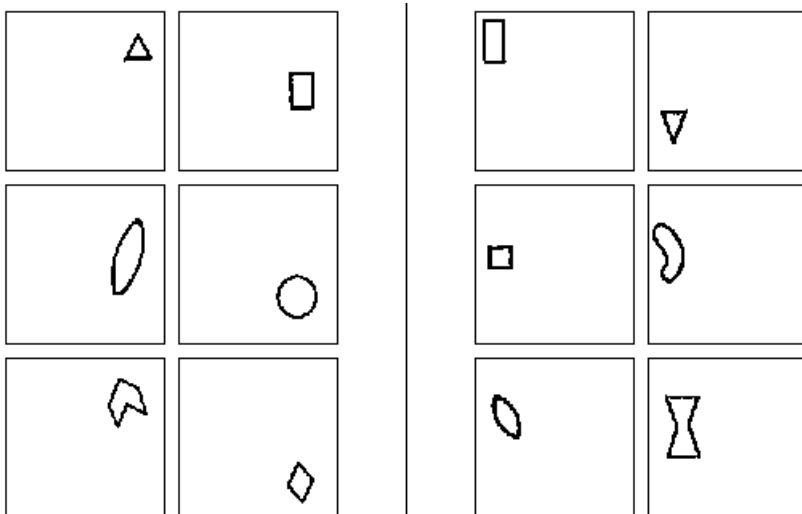
*Solution: Triangle vs. quadrilateral*

## BP7



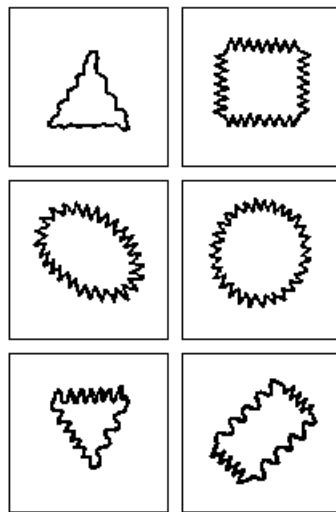
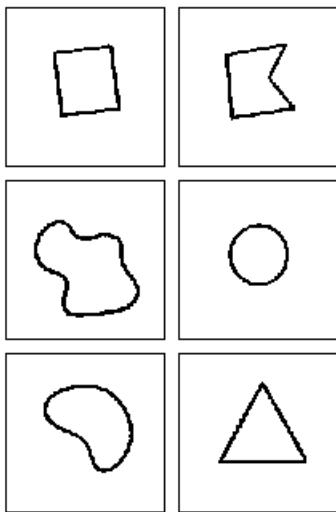
*Solution: Taller than wide vs. wider than tall*

## BP8



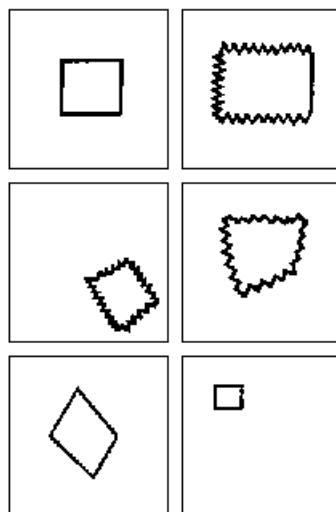
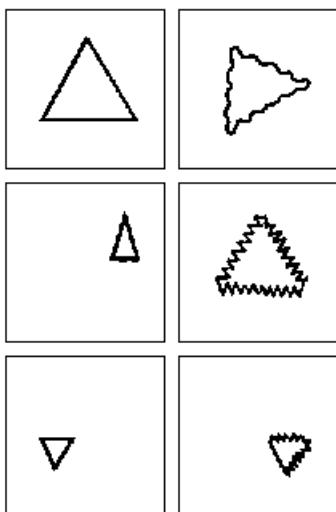
*Solution: Positioned right vs. positioned left*

## BP9



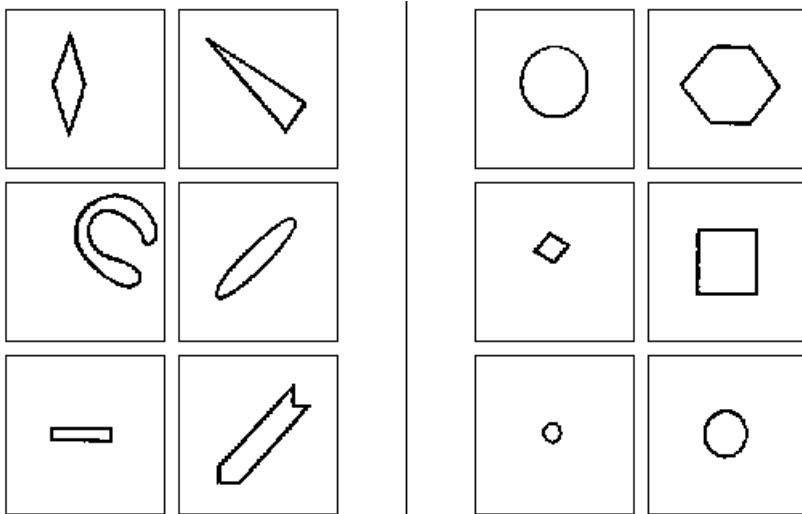
*Solution: Non-wiggly outline vs. wiggly outline.*

## BP10



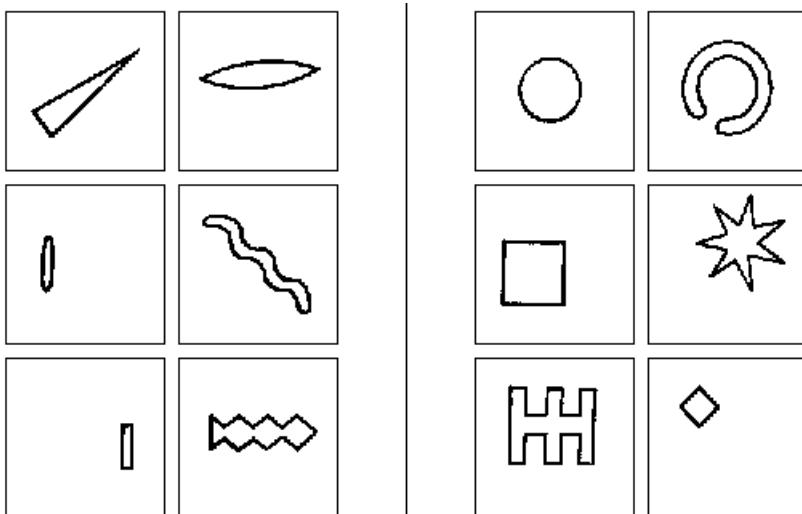
*Solution: Approximately triangular outline vs. approximately convex quadrilateral outline.*

## BP11



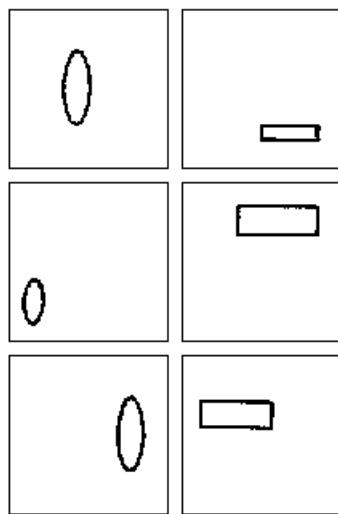
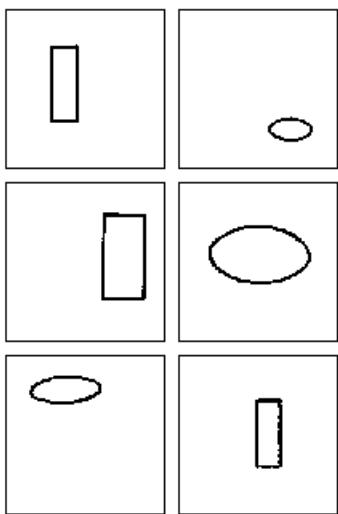
*Solution: Thin and elongated vs. compact.*

## BP12



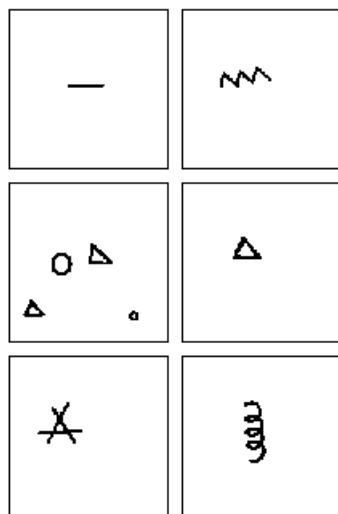
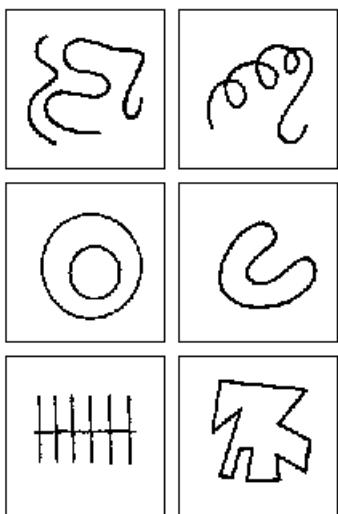
*Solution: Thin elongated convex hull vs. compact convex hull*

## BP13



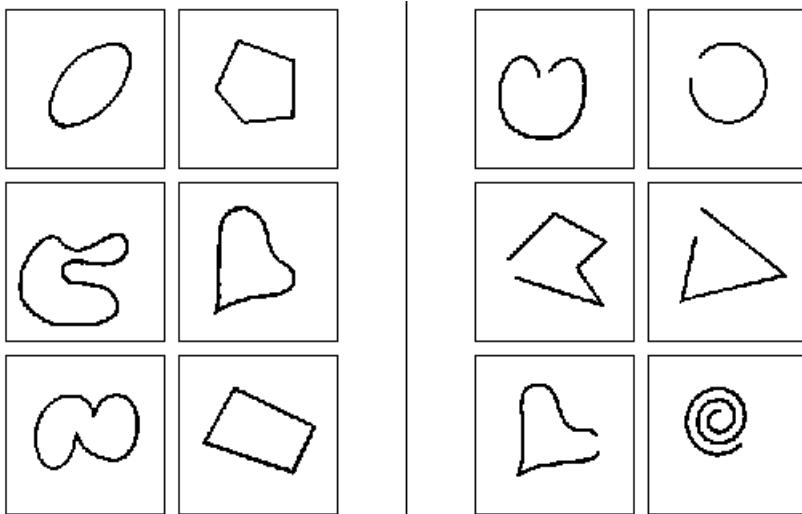
Solution: Tall rectangle OR wide ellipse vs. wide rectangle OR tall ellipse.

## BP14



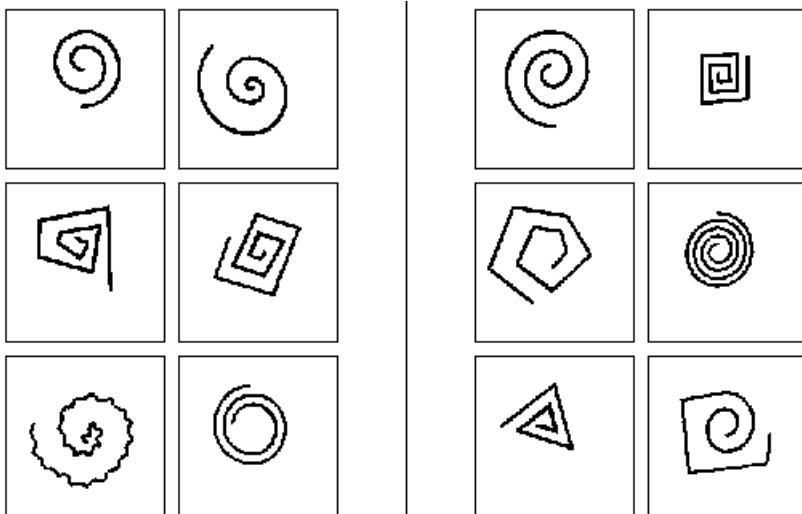
Solution: All big individual figures vs. all small individual figures.

## BP15



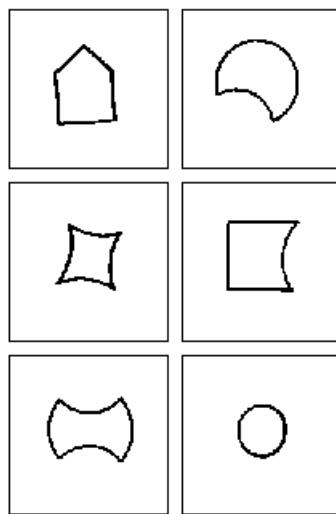
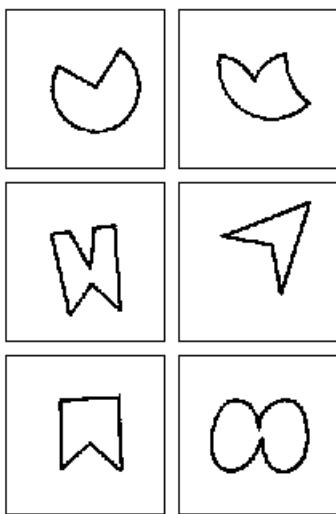
*Solution: Closed shape outline vs. non-closed curve.*

## BP16



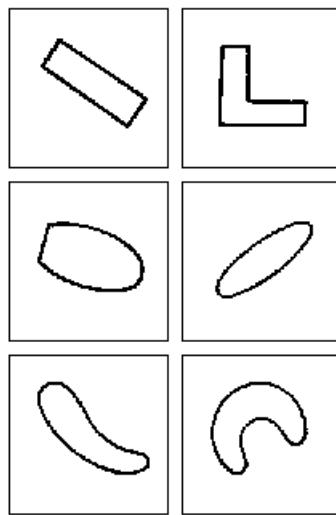
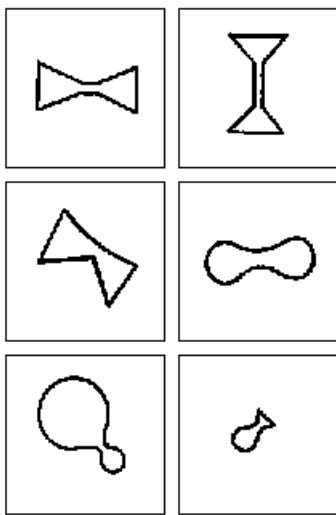
*Solution: Clockwise spiraling curve vs. counter-clockwise spiraling curve.*

## BP17



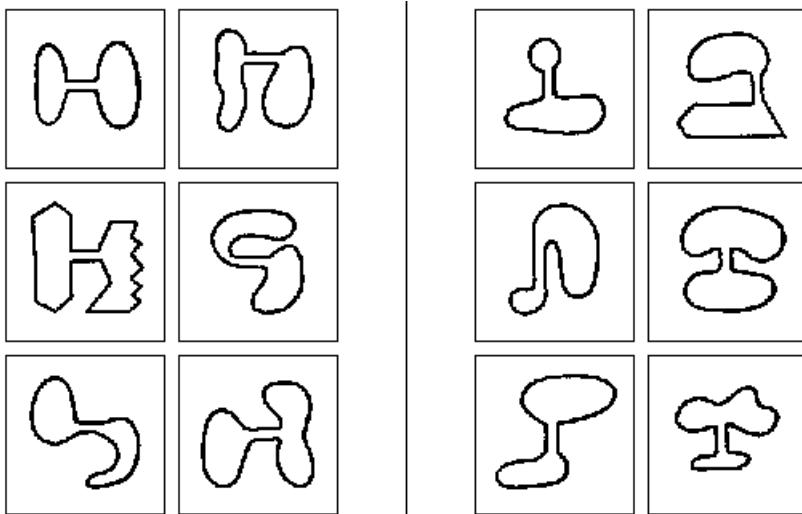
*Solution:* Shape with a reflex corner vs. shape without a reflex corner.

## BP18



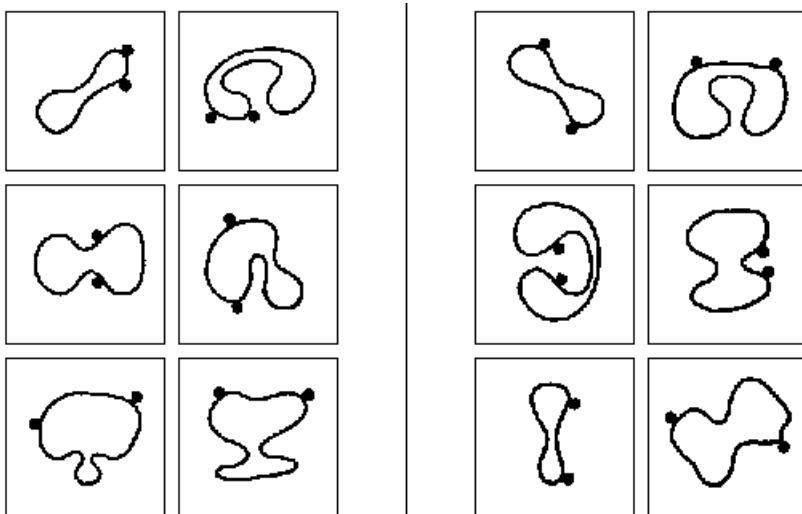
*Solution:* "Pinched" shape (drastically thinner somewhere in the middle than on the ends) vs. non-pinched shape.

## BP19



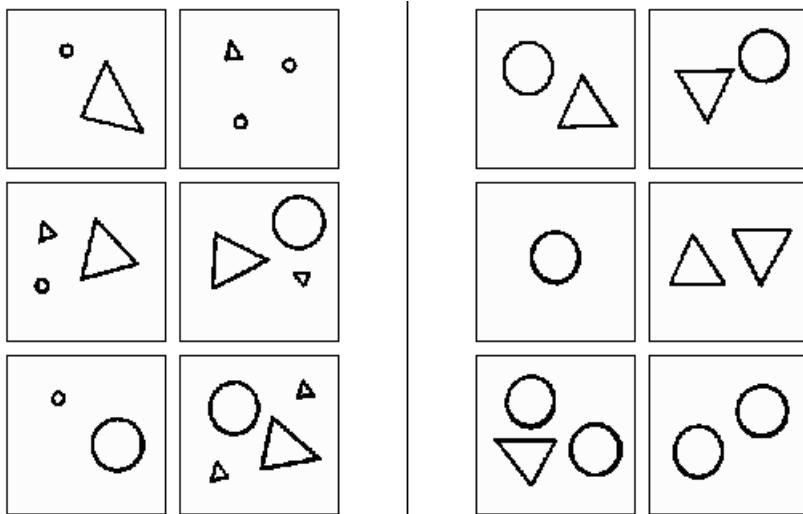
*Solution: Horizontal pitch vs. vertical pitch*

## BP20



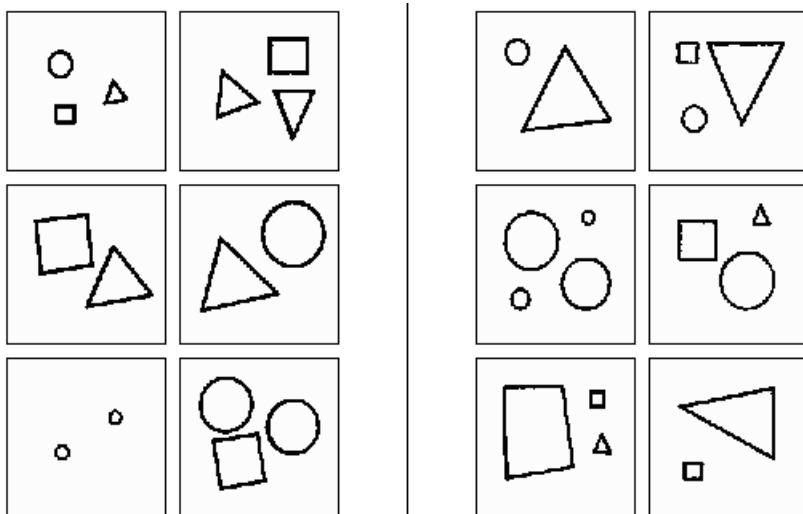
*Solution: Both dots touching same bulb vs. dots on opposite bulbs*

## BP21



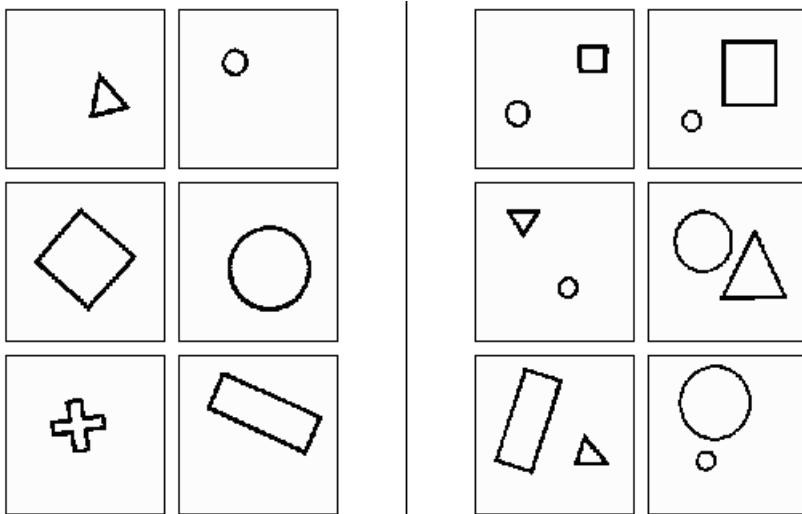
*Solution: Small shape present vs. all shapes large.*

## BP22



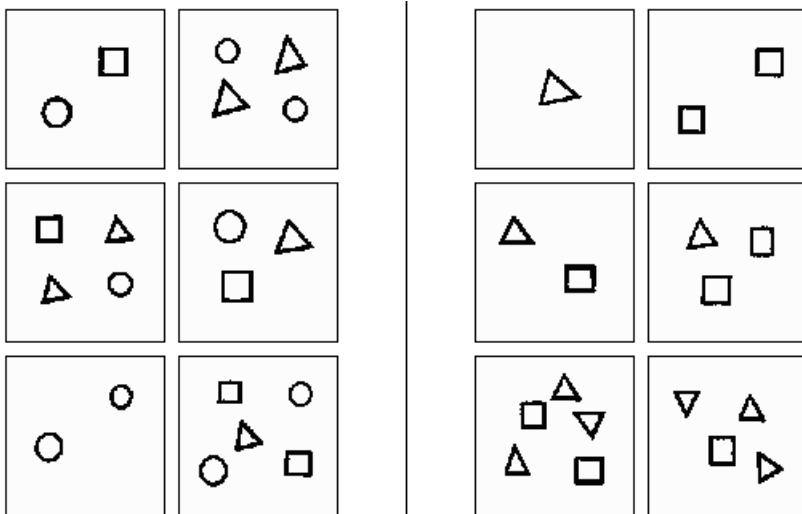
*Solution: All shapes approximately the same size vs. shapes of different size.*

### BP23



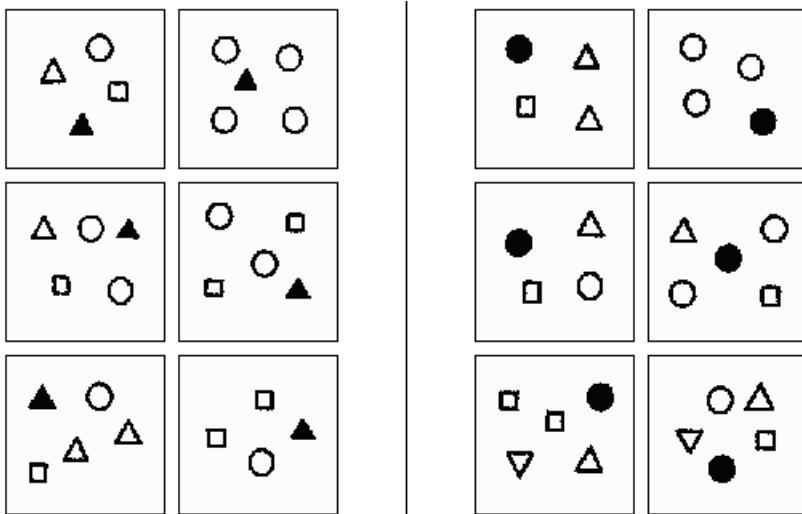
*Solution: One vs. two figures.*

### BP24



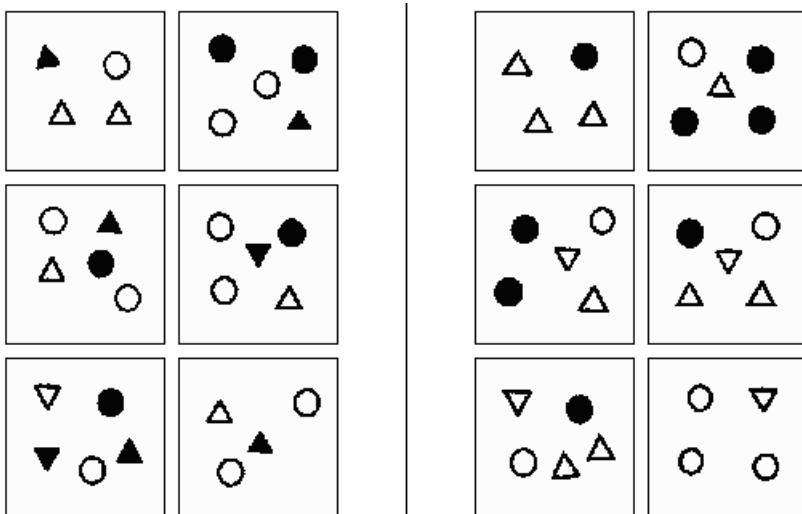
*Solution: A circle vs. no circle.*

## BP25



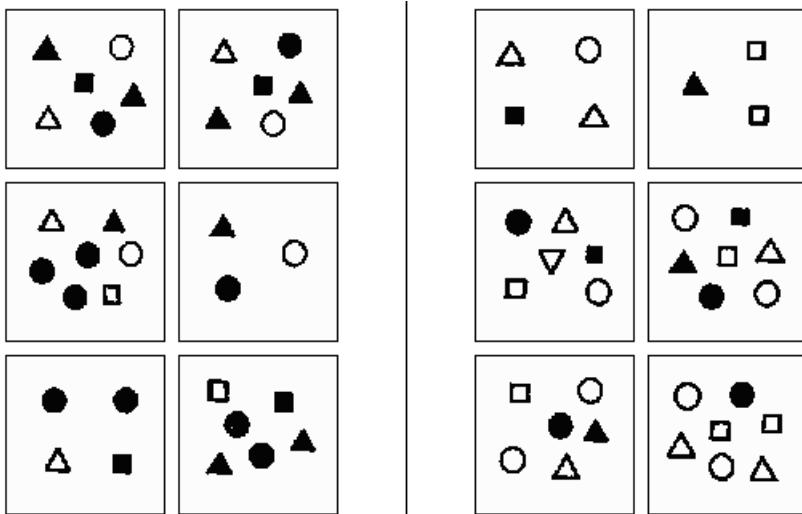
Solution: Black figure is a triangle vs. Black figure is a circle.

## BP26



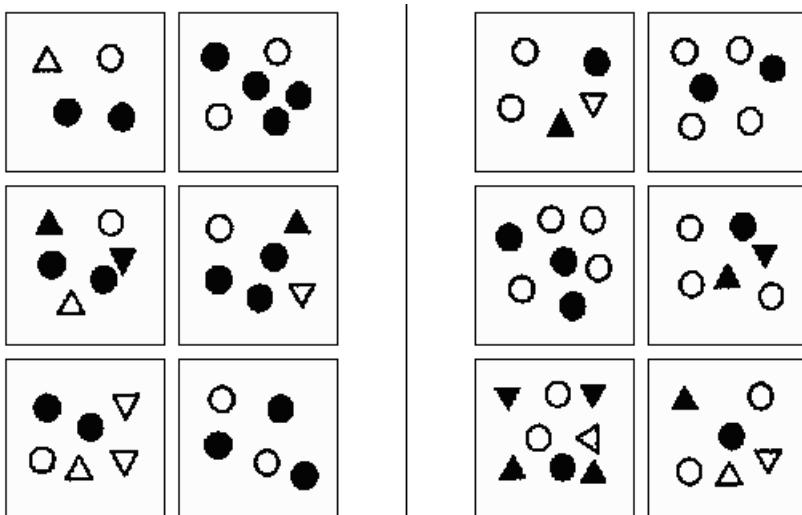
Solution: Solid black triangle vs. no solid black triangle.

## BP27



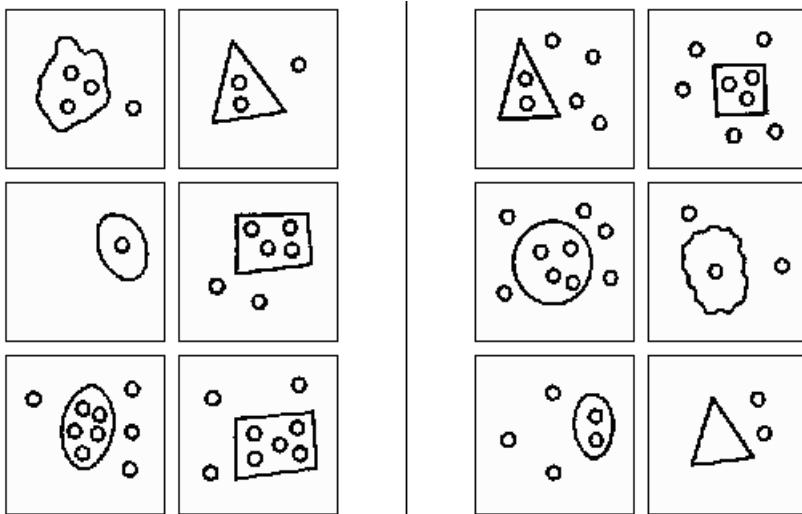
*Solution: More solid black figures vs. more outline figures.*

## BP28



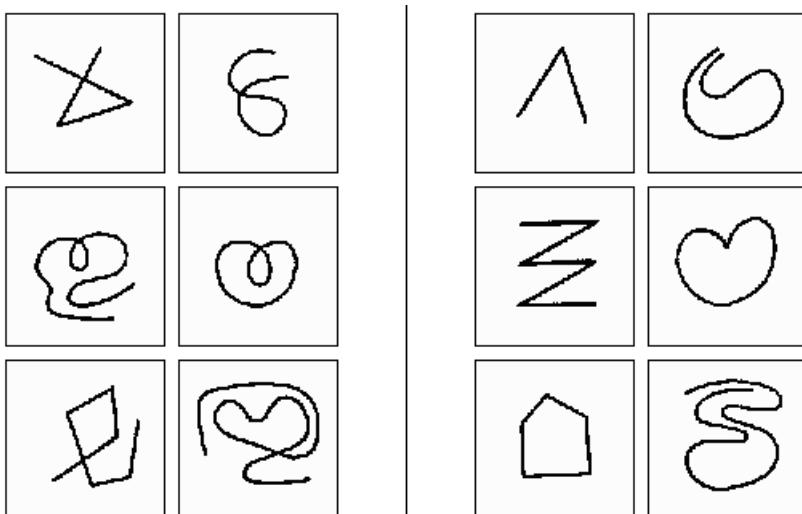
*Solution: More solid black circles vs. more outline circles.*

## BP29



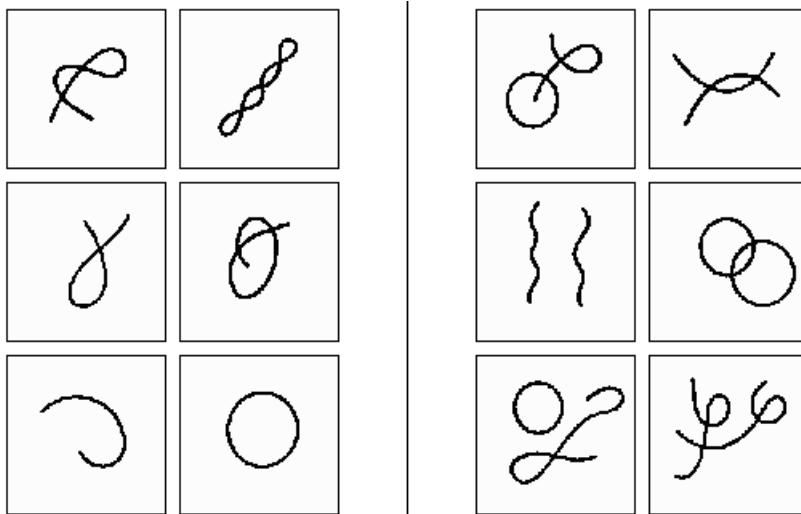
*Solution:* There are more small circles inside the figure outline than outside vs. there are fewer small circles inside the figure outline than outside.

## BP30



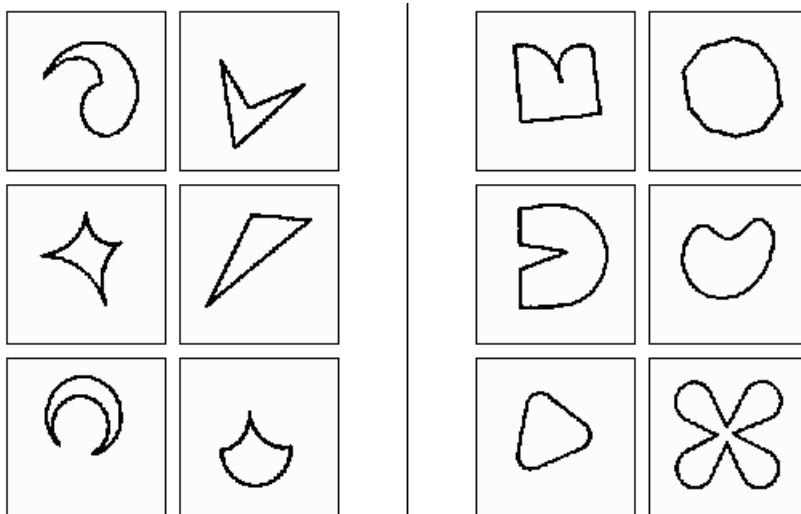
*Solution:* A curve with one self-crossing vs. a curve without a self-crossing.

## BP31



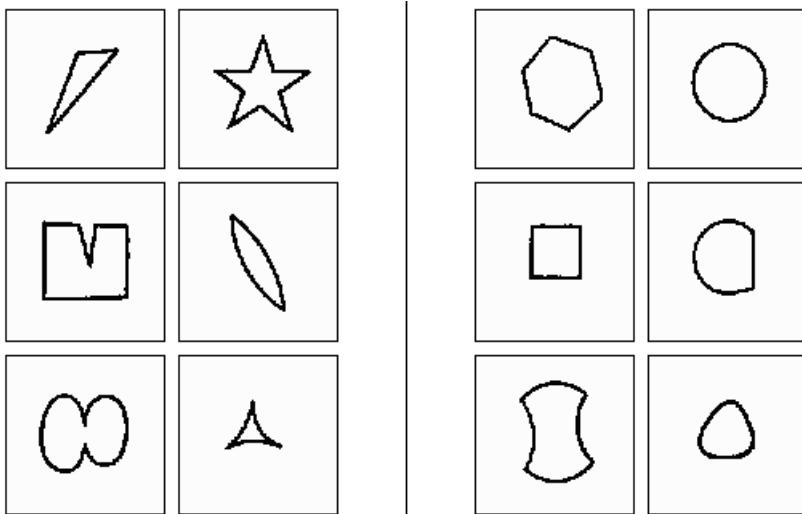
*Solution: One line vs. two lines.*

## BP32



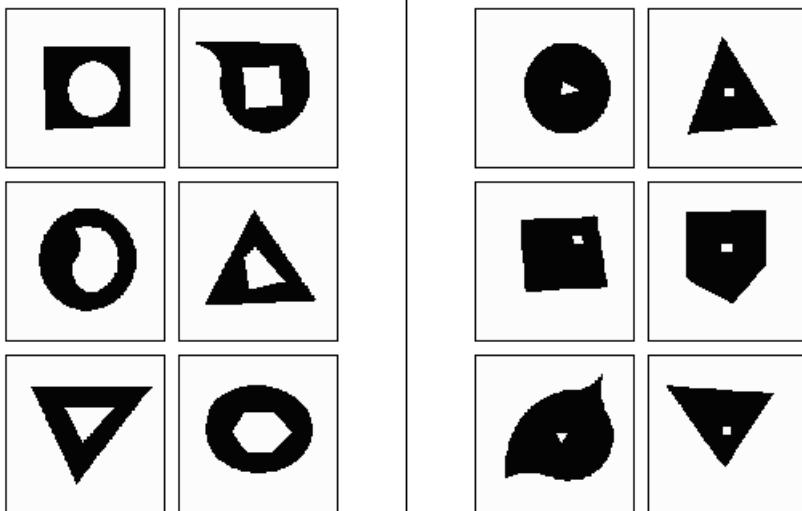
*Solution: A sharp projection vs. no sharp projection.*

### BP33



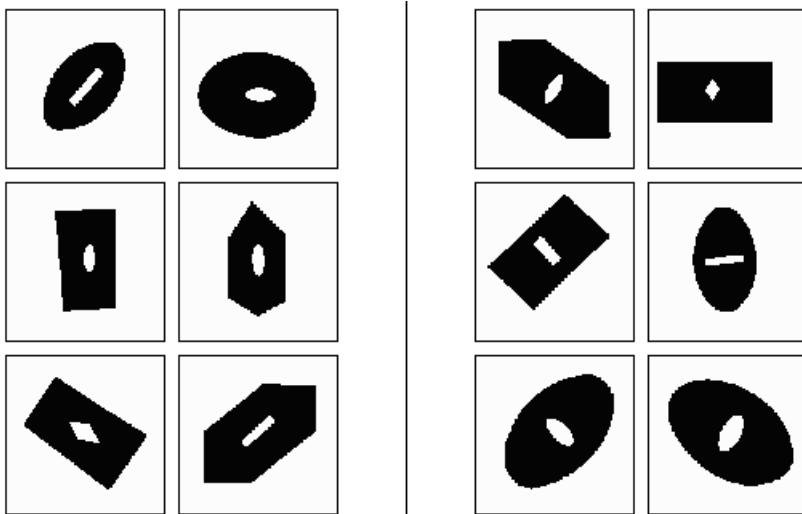
*Solution: Acute angle vs. no acute angle.*

### BP34



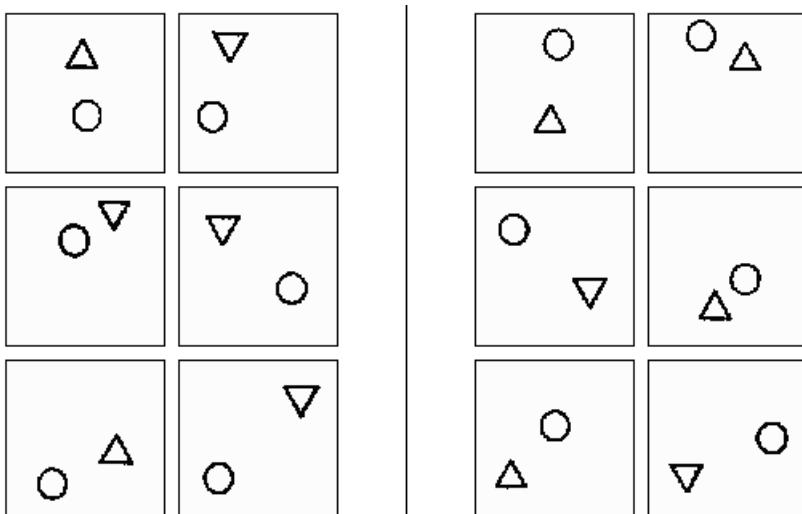
*Solution: A large hole vs. a small hole.*

### BP35



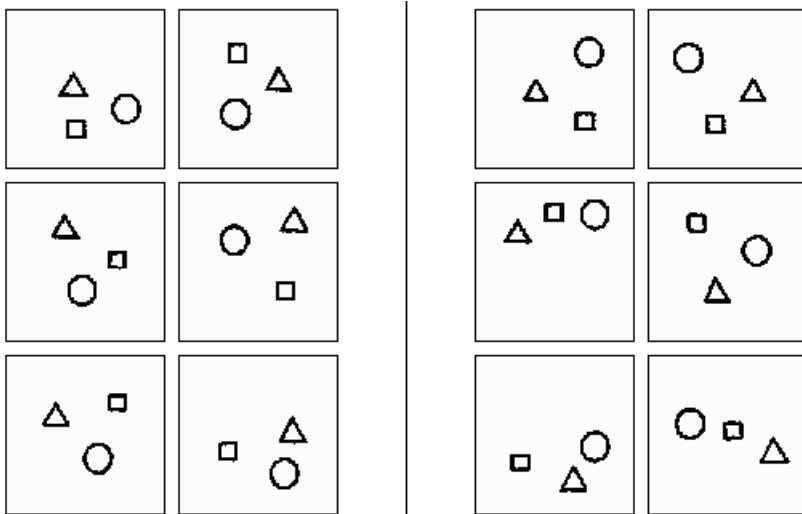
*Solution:* The axis of the hole is parallel to the figure axis vs. the axis of the hole is perpendicular to the figure axis.

### BP36



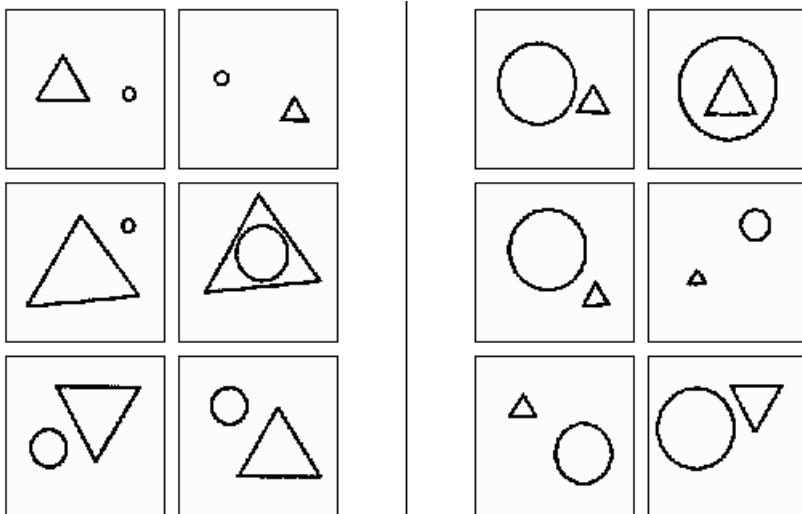
*Solution:* Triangle above circle vs. circle above triangle.

### BP37



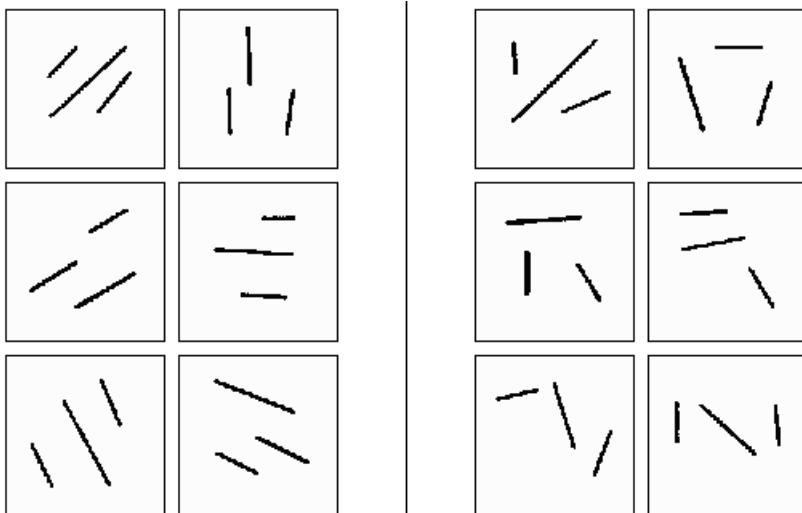
*Solution: Triangle above circle vs. circle above triangle.*

### BP38



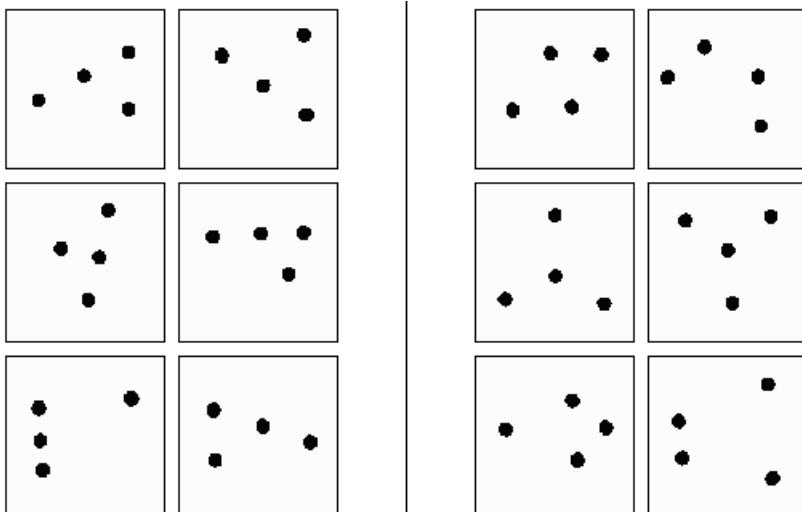
*Solution: Triangle larger than circle vs. triangle smaller than circle.*

## BP39



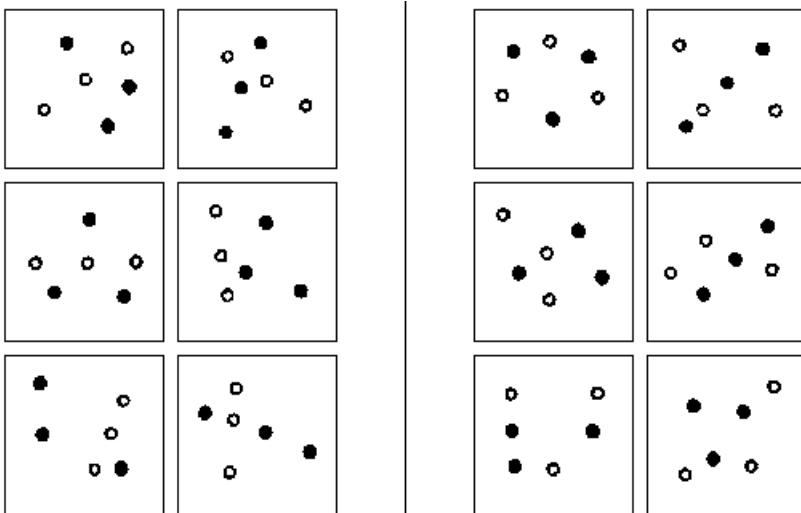
*Solution:* Segments approximately parallel to each other vs. large angles between segments.

## BP40



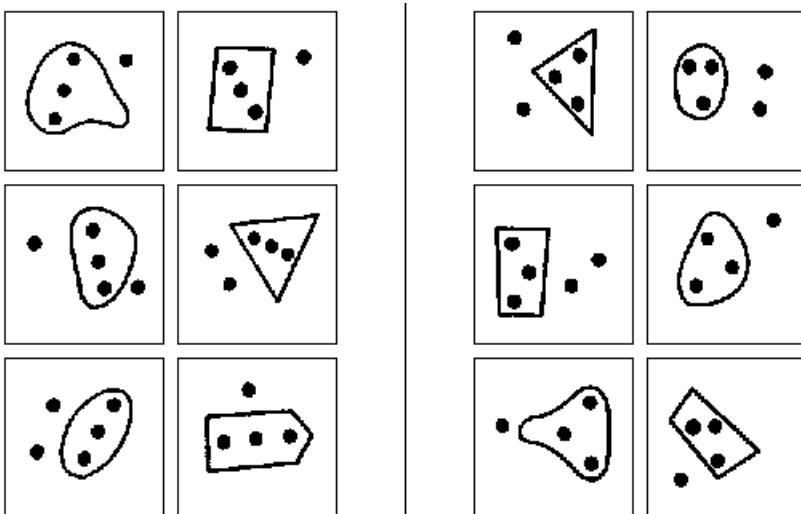
*Solution:* Three points on a straight line vs. no three points on a straight line.

## BP41



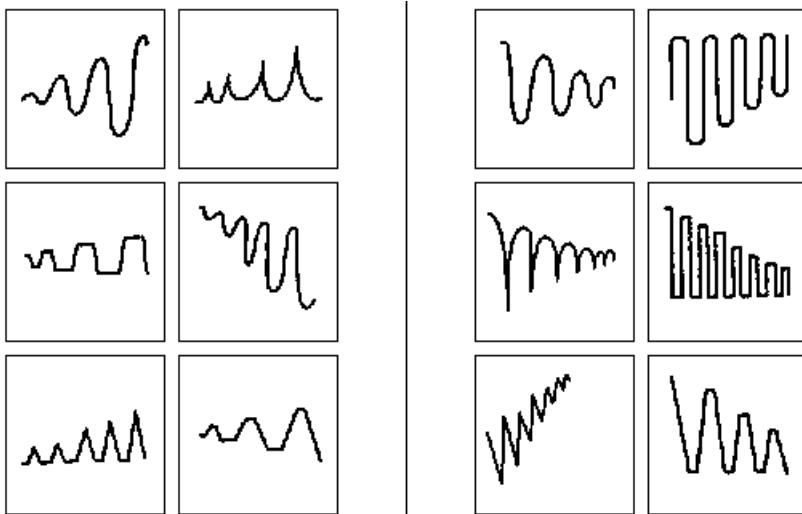
*Solution:* Outline circles on one straight line vs. outline circles not on one straight line.

## BP42



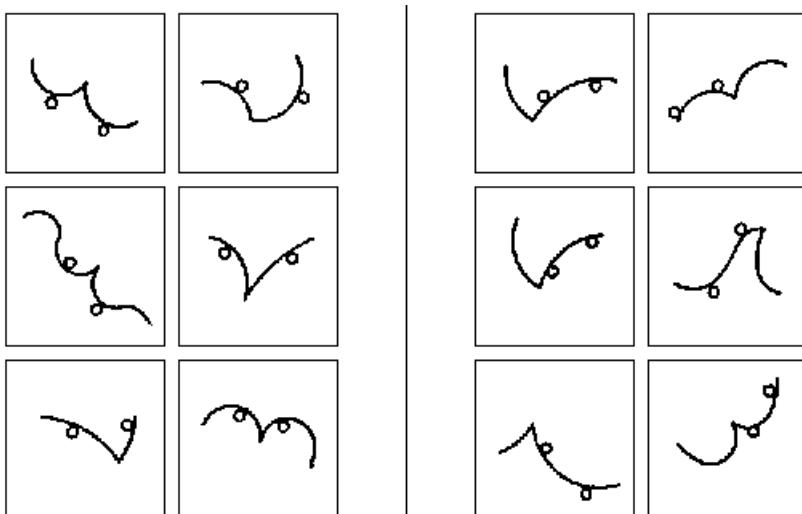
*Solution:* Points inside the figure are on a straight line vs. points inside the figure outside are not on a straight line.

### BP43



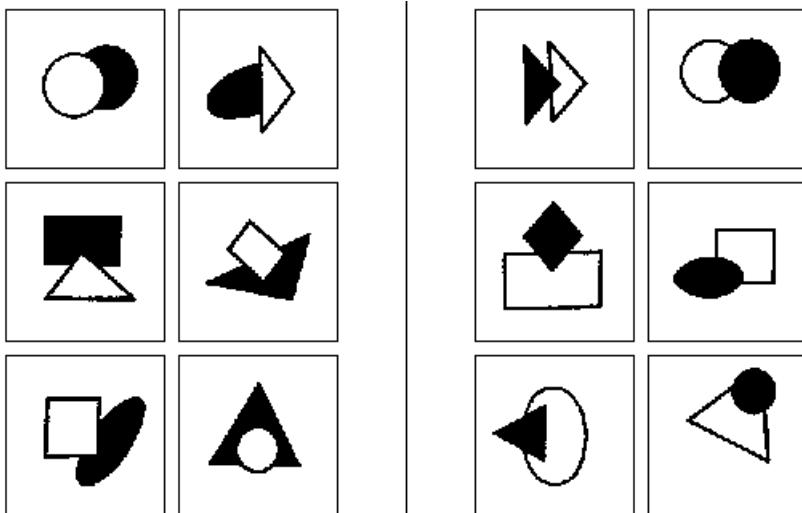
*Solution:* The vibration amplitude increases from left to right vs. the vibration amplitude decreases from left to right.

### BP44



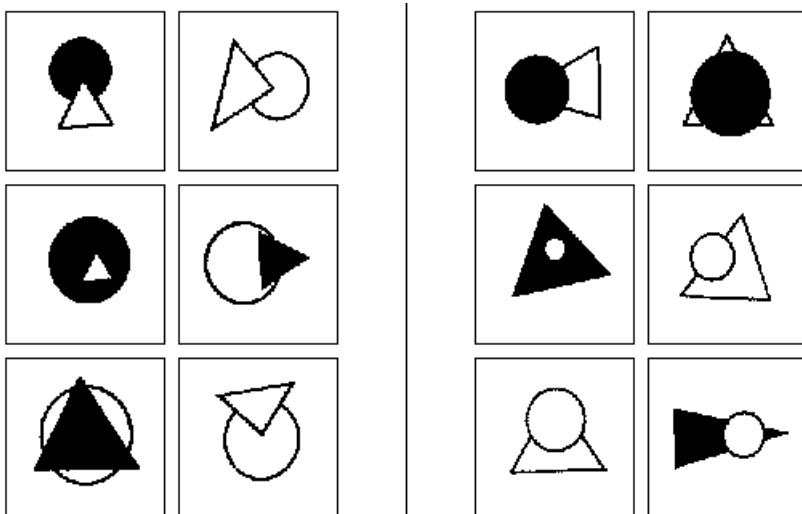
*Solution:* Small circles on different arcs vs. small circles on one arc.

## BP45



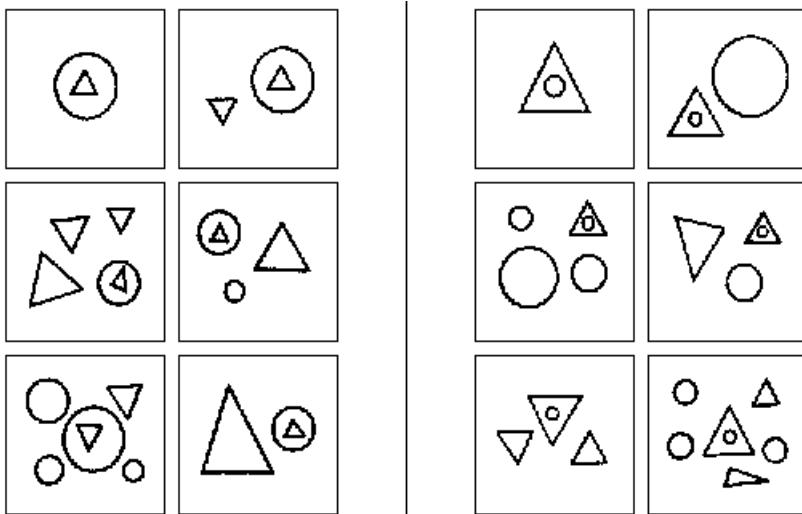
*Solution:* Outline figure on top of solid black figure vs. black figure on top of outline figure.

## BP46



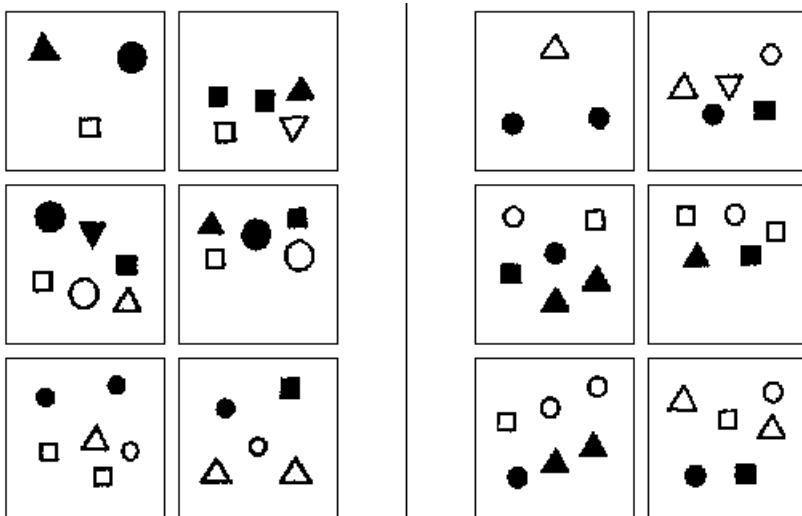
*Solution:* Triangle on top of the circle vs. circle on top of the triangle.

### BP47



*Solution: Triangle inside of the circle vs. circle inside of the triangle.*

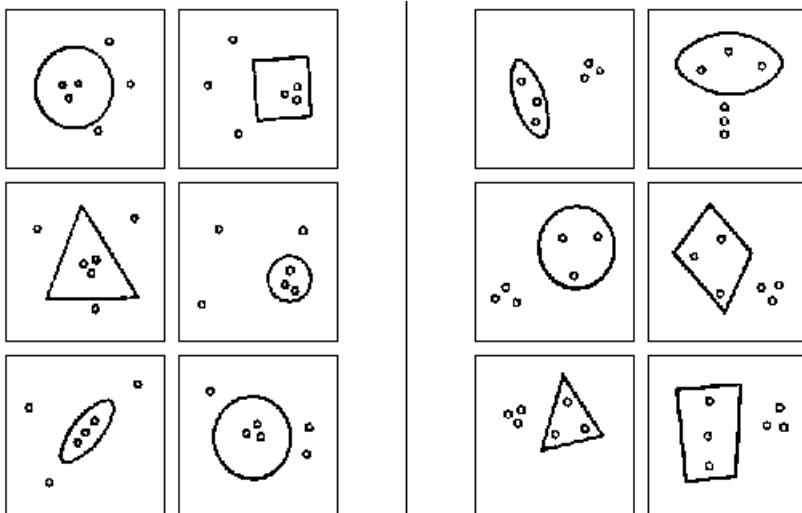
### BP48



*figures.*

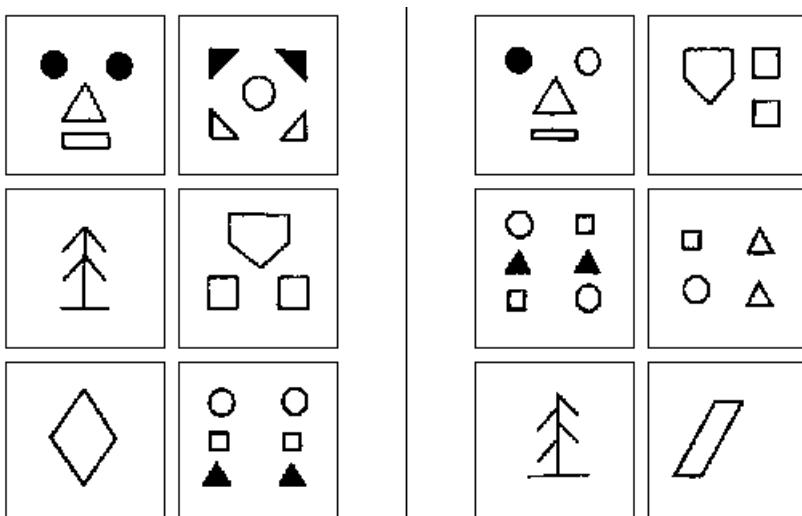
*Solid dark figures above the outline figures vs. outline figures above the solid dark figures.*

## BP49



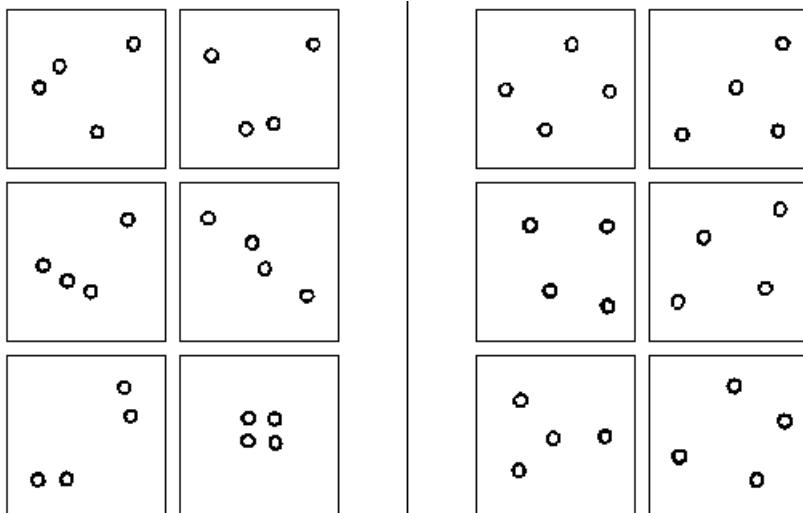
*Solution:* Points inside the figure outline are grouped more densely than outside the contour vs. points outside the figure contour are grouped more densely than inside the contour.

## BP50



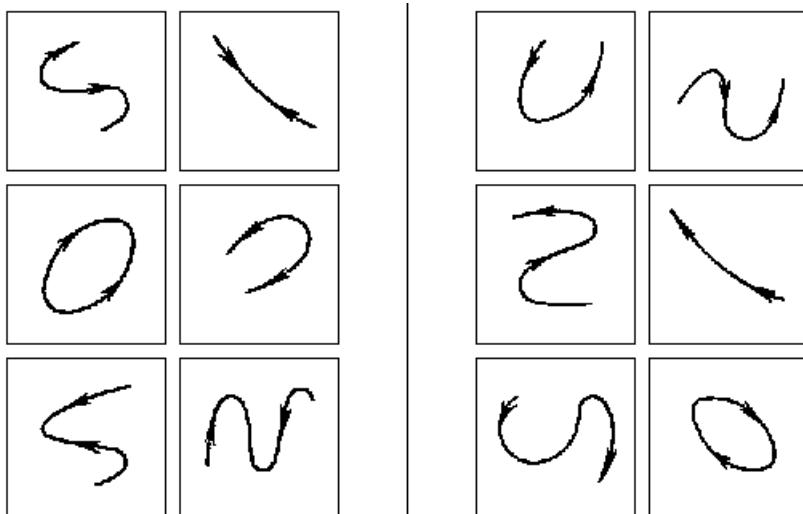
*Solution:* Vertical axis of symmetry vs. no axis of symmetry.

## BP51



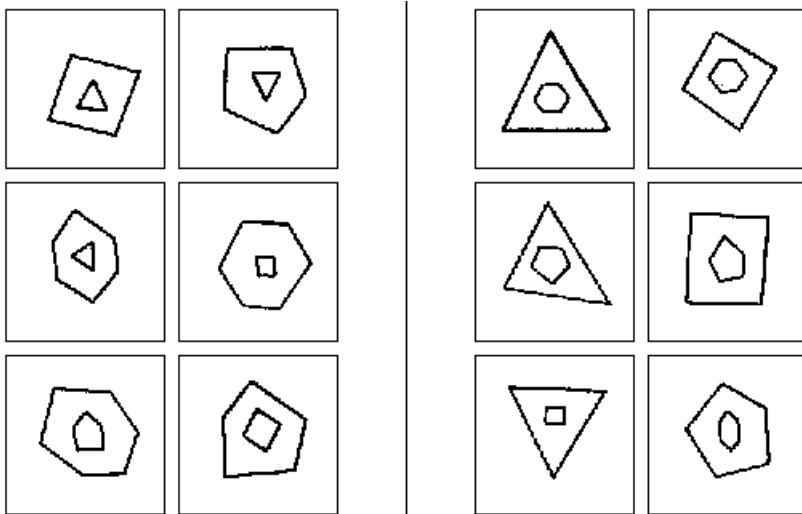
*Solution: Two circles close to each other vs. no two circles close to each other.*

## BP52



*Solution: Arrows pointing in different directions vs. arrows pointing in the same direction.*

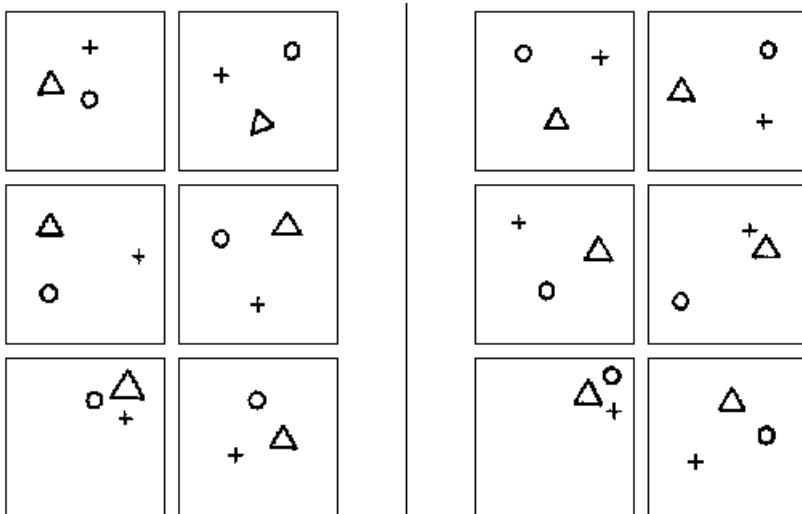
## BP53



*than outside figure*

*solution: Inside figure has fewer angles than outside figure vs. inside figure has more angles*

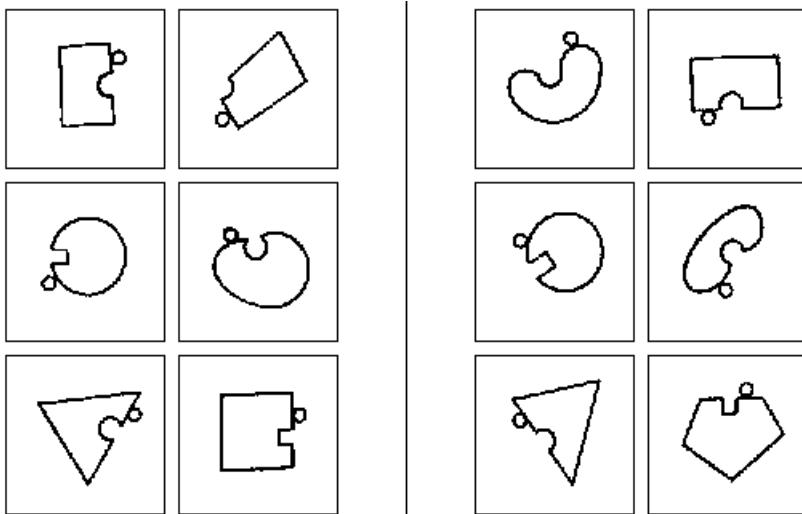
## BP54



*triangle arranged clockwise.*

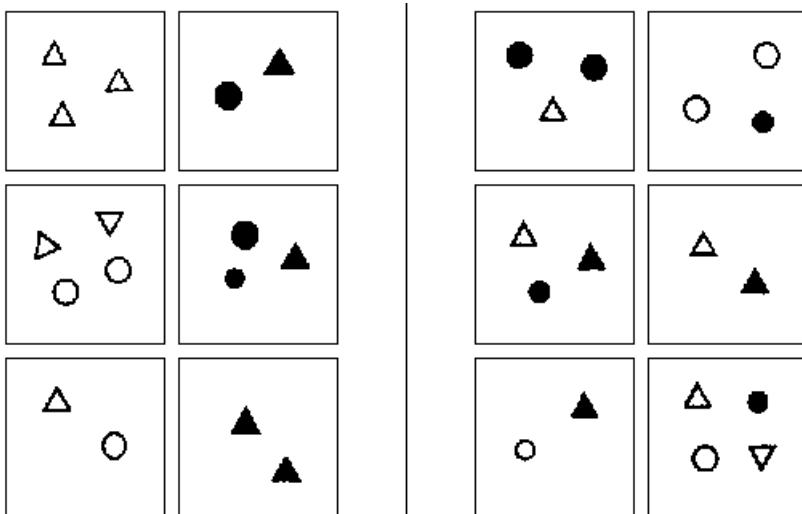
*solution: A cross, circle, and triangle arranged counter-clockwise vs. a cross, circle, and*

## BP55



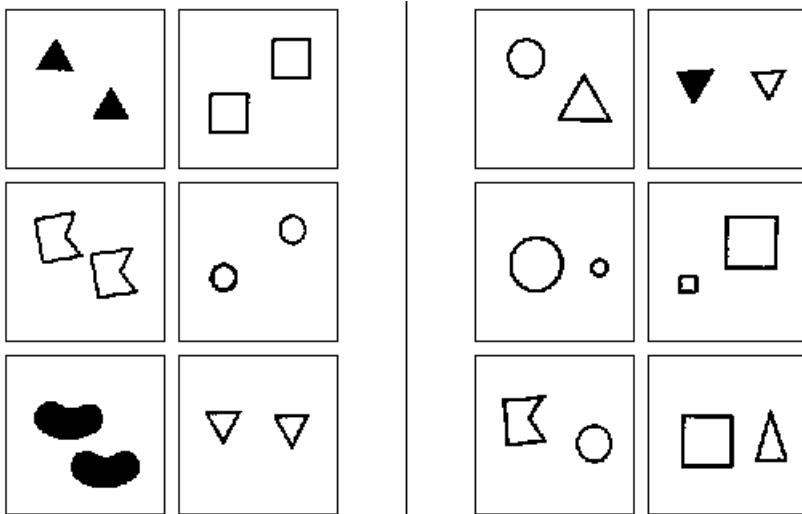
Solution: A circle is at the right of the cavity if you look from inside the figure vs. a circle is at the right of the cavity if you look from outside the figure vs. a circle is at the left of the cavity if you look from inside the figure vs. a circle is at the left of the cavity if you look from outside the figure.

## BP56



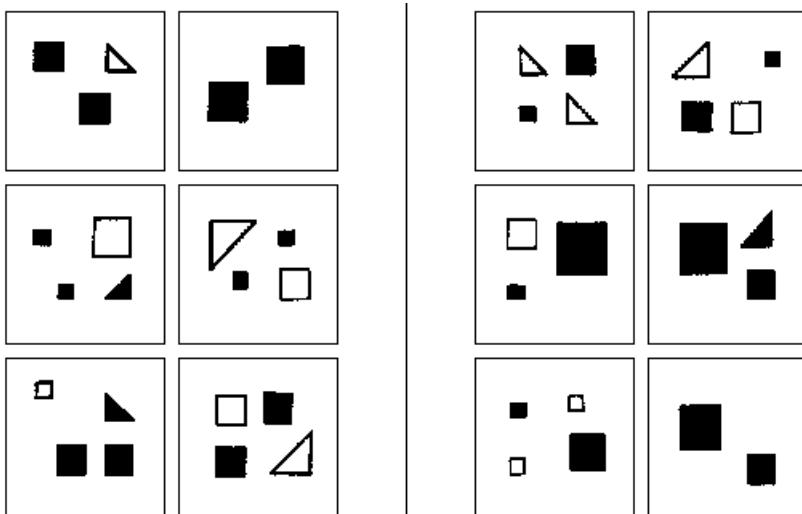
Solution: All figures of the same color vs. figures of different colors.

## BP57



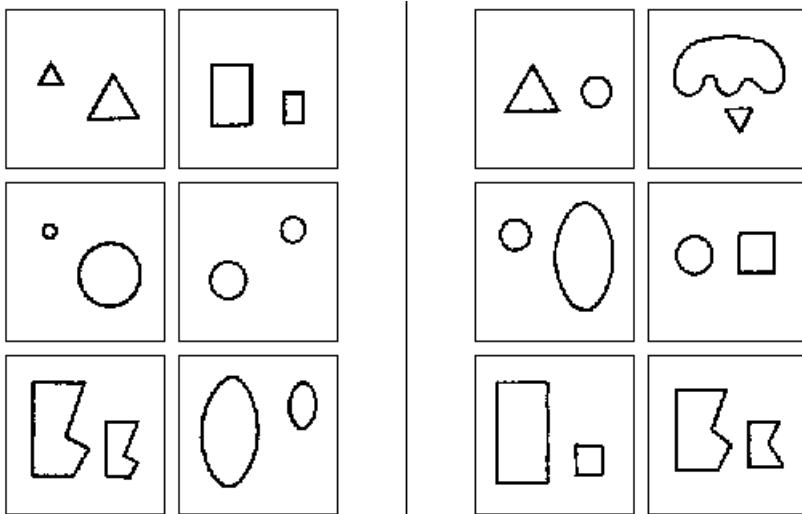
*Solution: Identical figures vs. figures not identical.*

## BP58



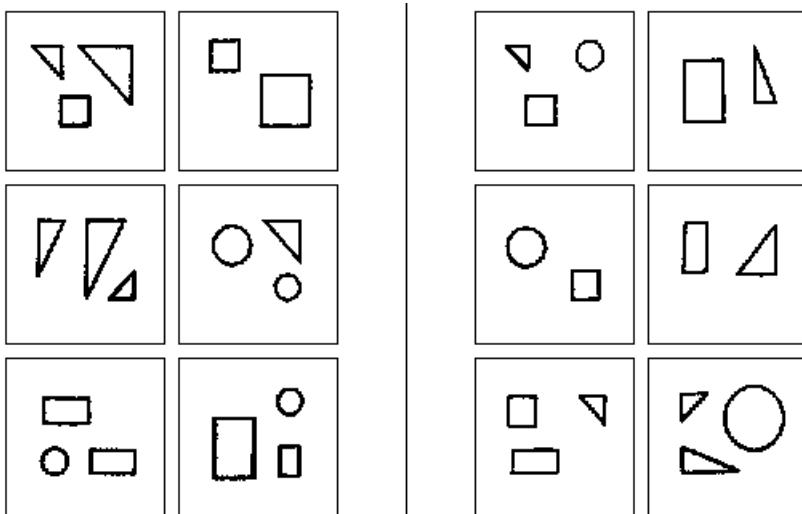
*Solution: Solid dark quadrilaterals are identical vs. solid dark quadrilaterals are different.*

## BP59



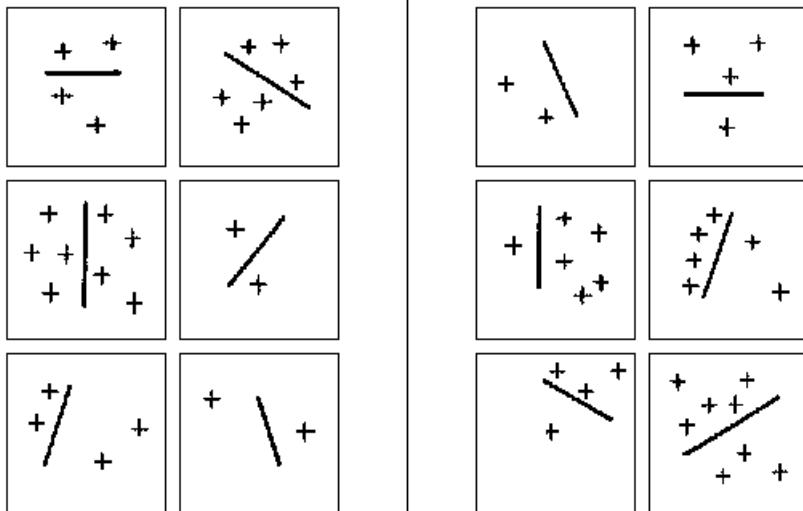
*Solution: Figures are similar vs. figures are not similar.*

## BP60



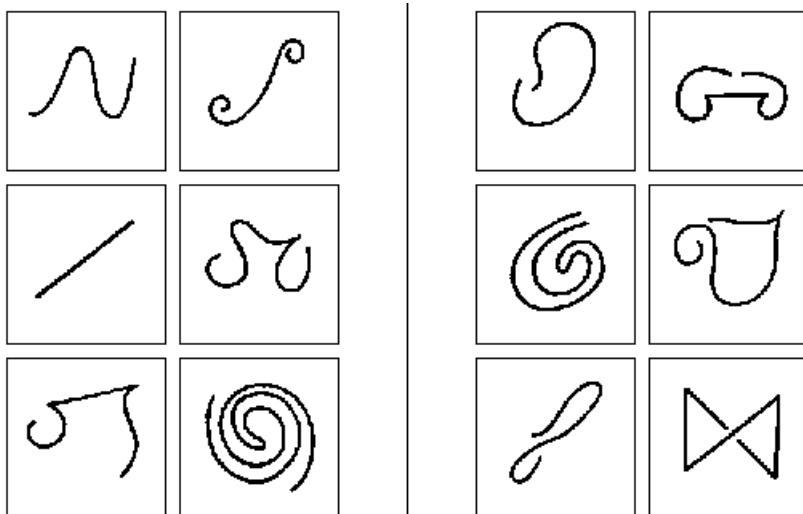
*Solution: Some similar figures vs. no similar figures.*

## BP61



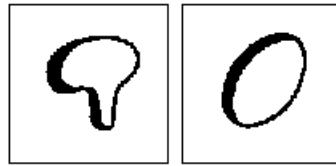
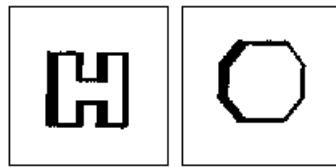
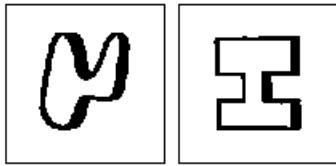
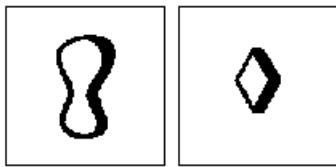
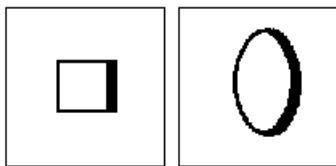
*Solution:* A line separates the crosses in half vs. a line does not separate the crosses in half.

## BP62



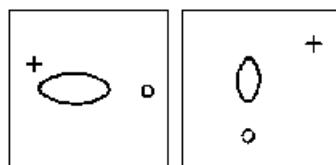
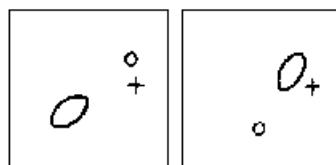
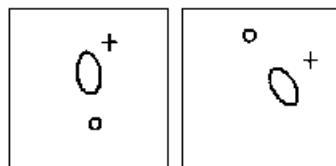
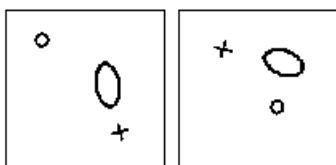
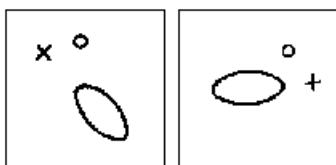
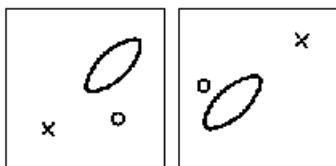
*Solution:* Ends of the curve are far apart vs. ends of the curve are close together.

## BP63



Solution: Shading thicker on the right side vs. shading thicker on the left side.

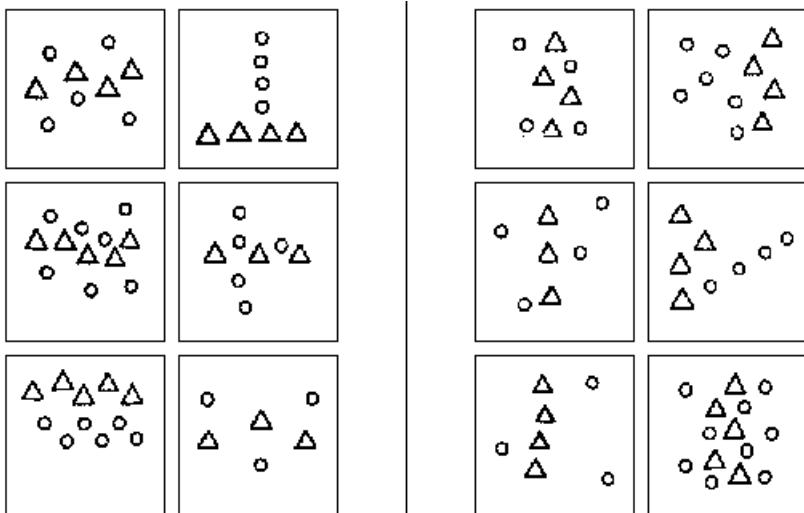
## BP64



extension of the ellipse axes.

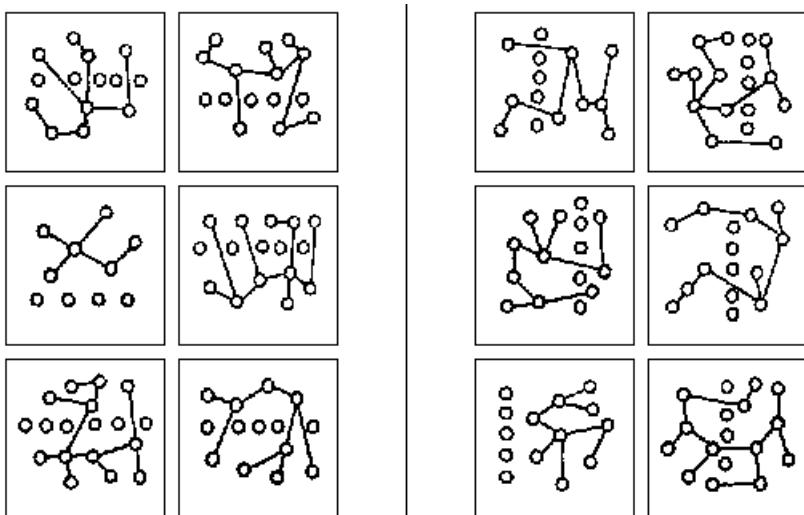
Solution: A cross is located on the extension of the ellipse axes vs. a circle is located on the

## BP65



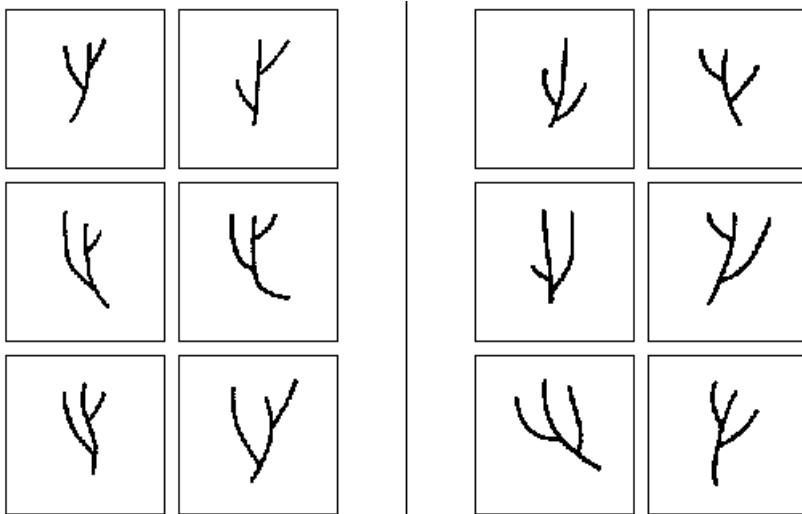
*Solution: A set of triangles elongated horizontally vs. a set of triangles elongated vertically*

## BP66



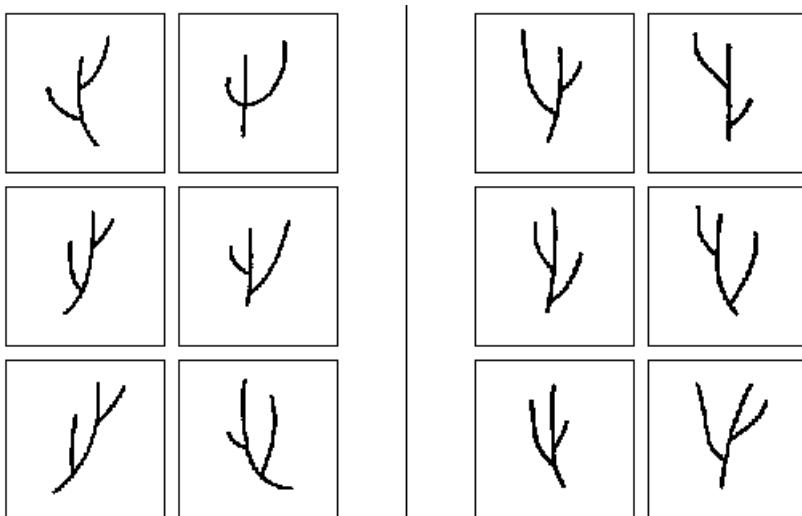
*Solution: Unconnected circles on a horizontal line vs. unconnected circles on a vertical line*

## BP67



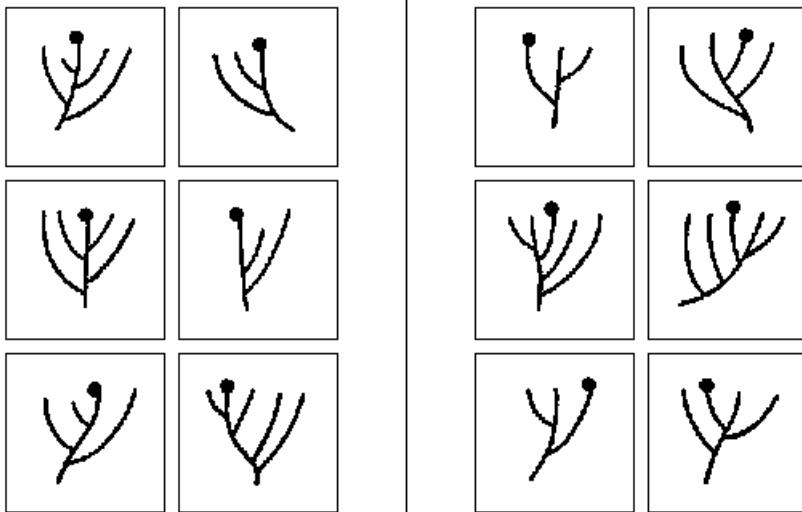
Solution: The right branch begins at a higher point than the left branch vs. the right branch begins at a lower point than the left branch.

## BP68



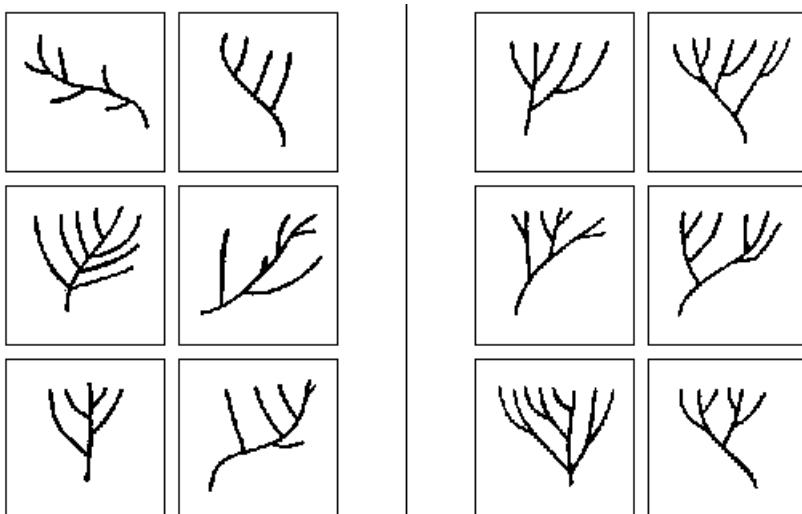
Solution: The end of the right branch is higher than that of the left branch vs. the end of the right branch is lower than that of the left branch.

## BP69



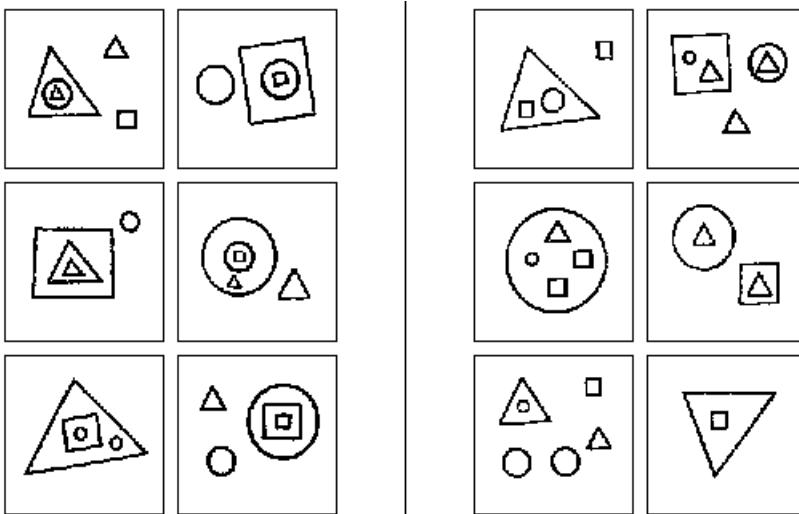
Solution: Large black dot on the main branch vs. large black dot on a side branch.

## BP70



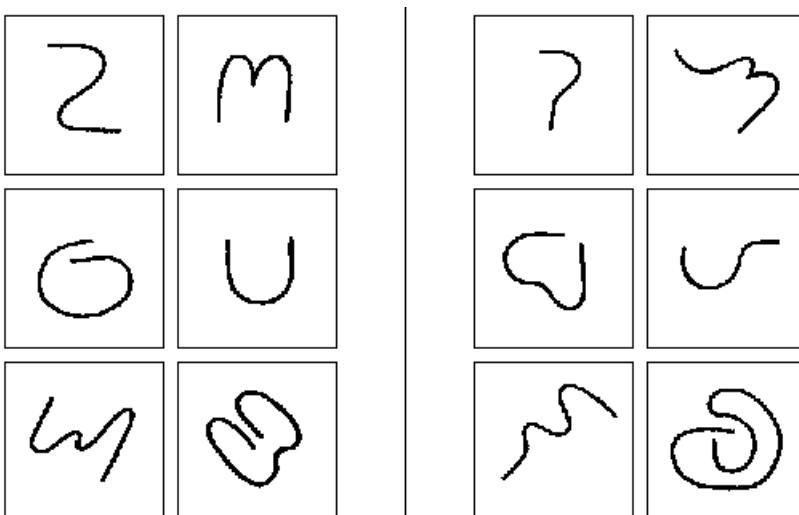
Solution: There are no side branches of the second order vs. there are side branches of the second order.

## BP71



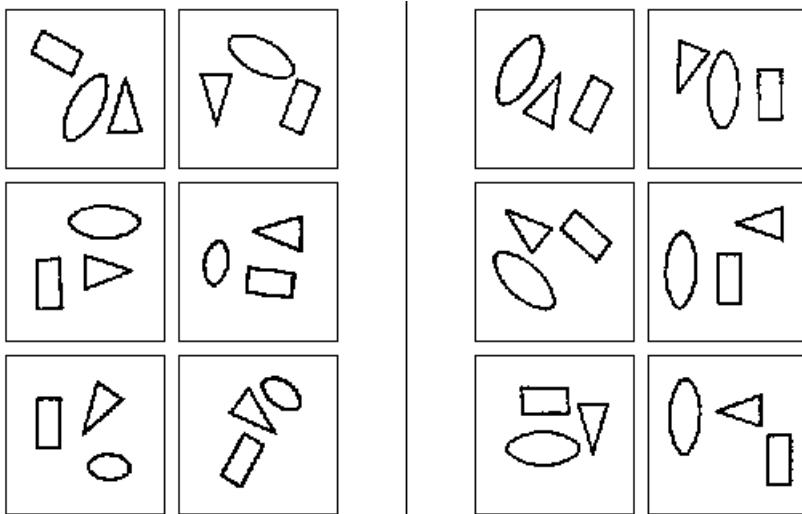
*Solution:* There are inside figures of the second order vs. there are no inside figures of the second order.

## BP72



*Solution:* Ends of the curve are parallel vs. ends of the curve are perpendicular.

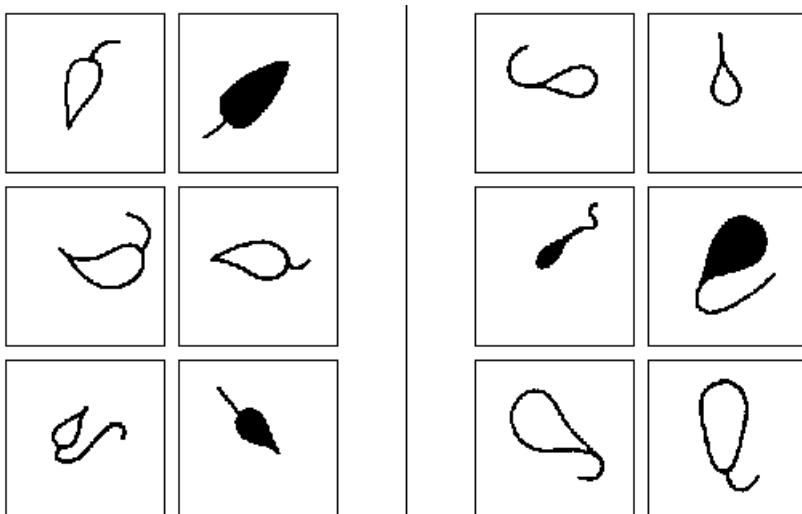
### BP73



ellipse and rectangle are parallel

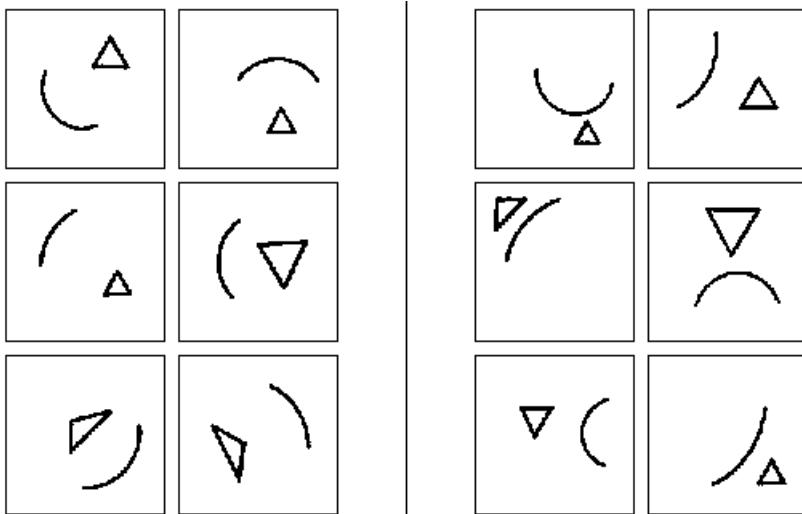
Solution: The long axes of the ellipse and rectangle are perpendicular vs. the long axes of the

### BP74



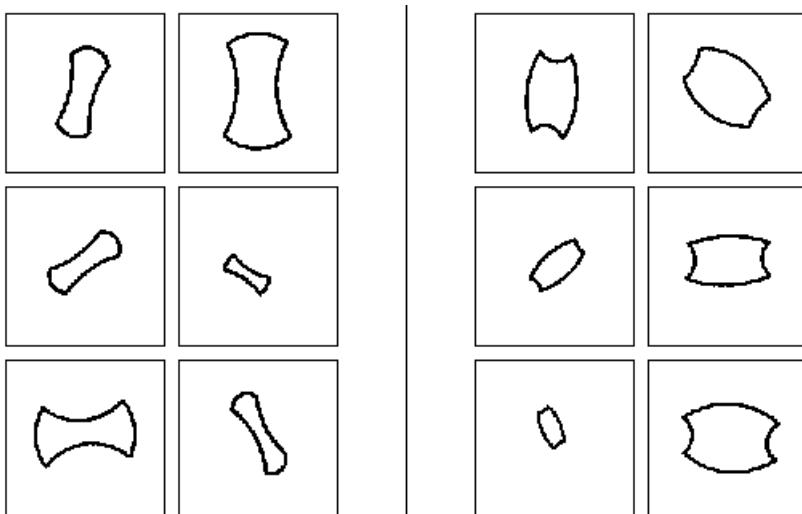
Solution: A tail grows from the obtuse end vs. a tail grows from the acute end

## BP75



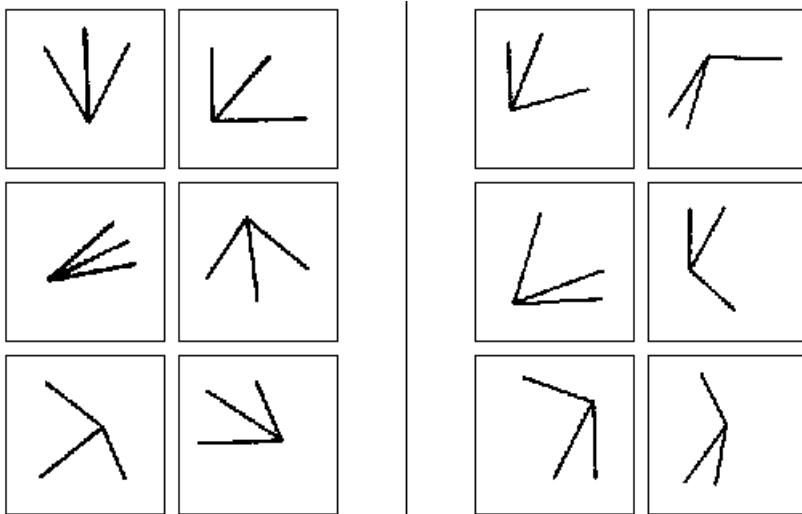
Solution: Triangle located at the concave side of an arc vs. triangle located at the convex side of an arc.

## BP76



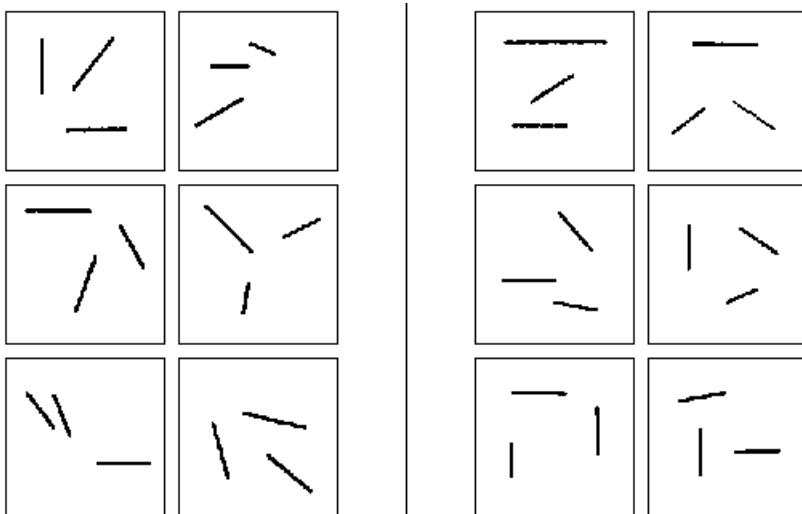
Solution: Long sides concave vs. long sides convex

## BP77



*Solution:* Angle divided in half vs. angle not divided in half

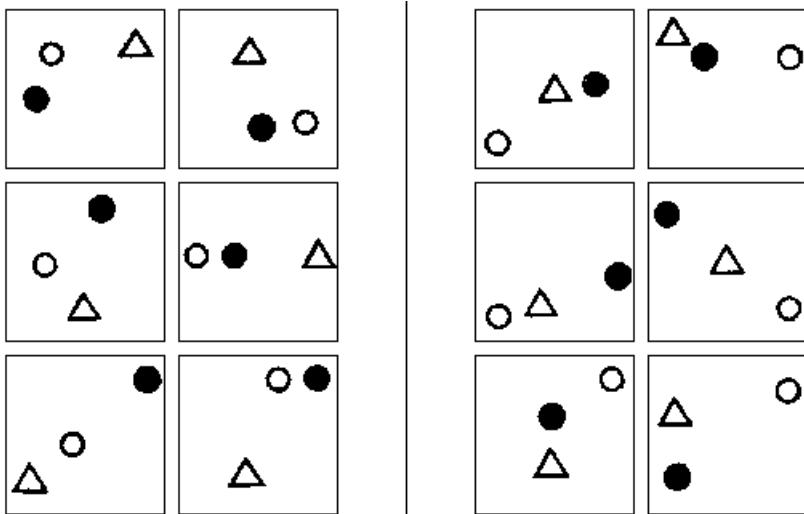
## BP78



*one point.*

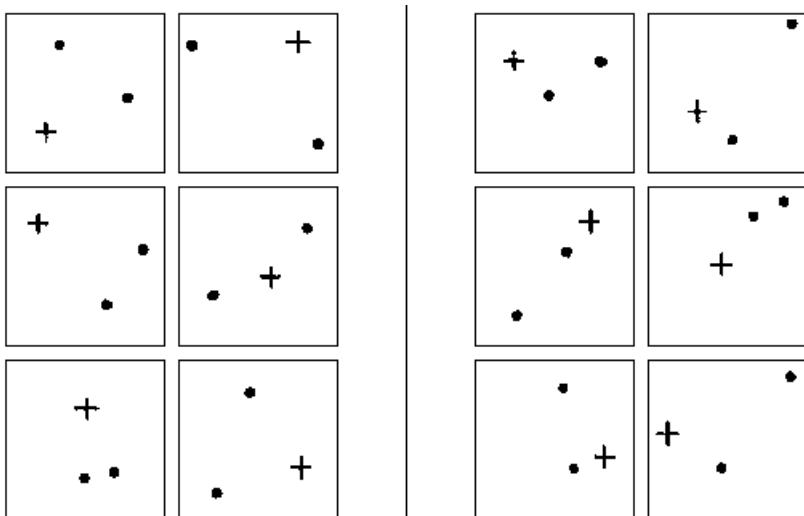
*Solution:* Extensions of segments cross at one point vs. extensions of segments do not cross at

## BP79



Solution: A dark circle is closer to the triangle than to the outline circle.

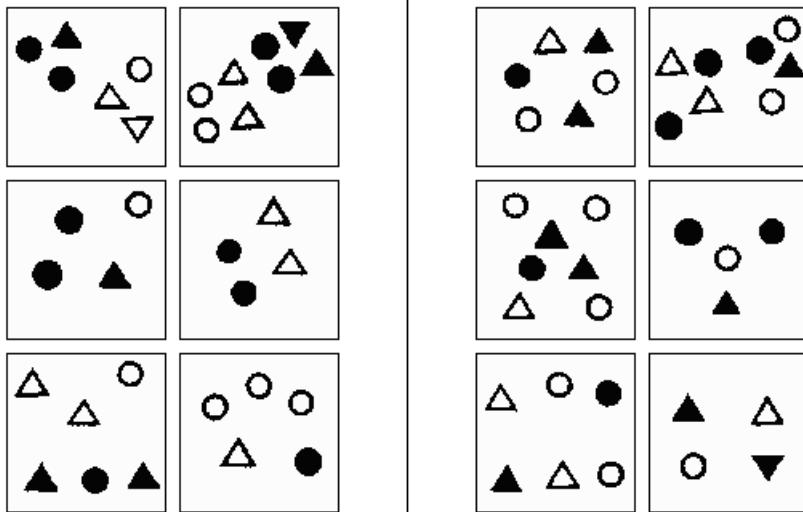
## BP80



distances from a cross.

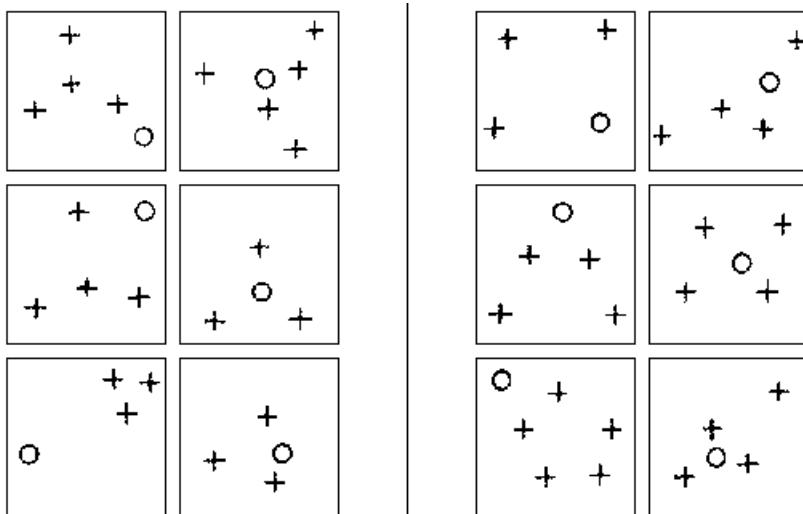
Solution: Points located at the same distances from a cross vs. points located at different

## BP81



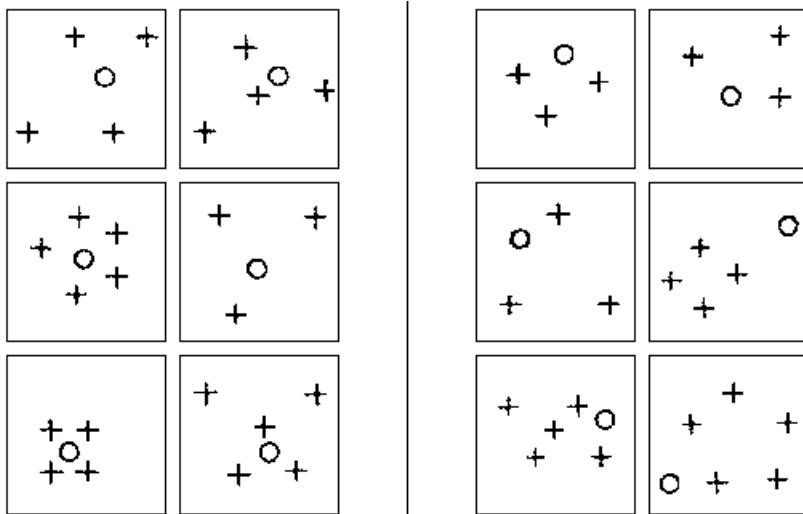
Solution: Dark figures can be divided from outline figures by a straight line vs. convex hulls of filled and outlined figures overlap.

## BP82



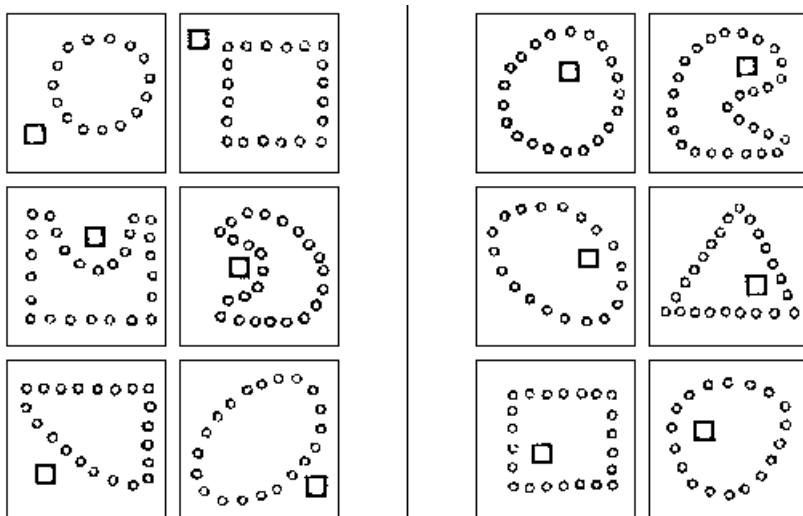
Solution: The convex hull of the crosses does not form an equilateral triangle vs. the convex hull of the crosses forms an equilateral triangle.

## BP83



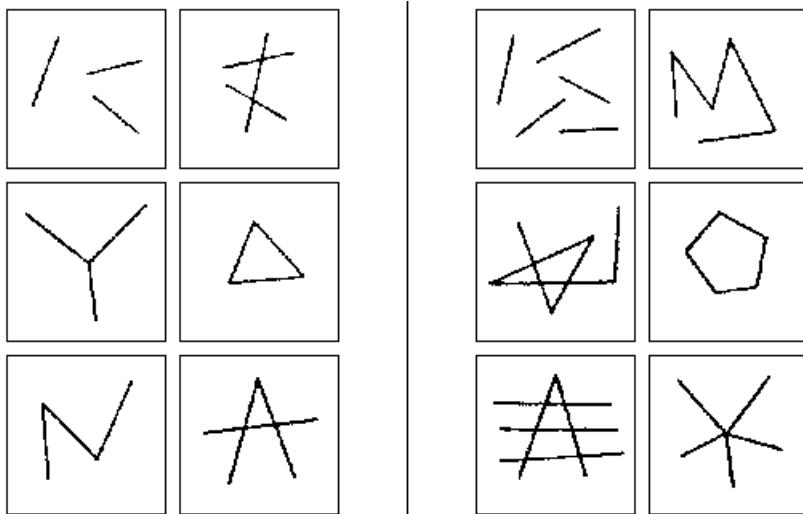
*Solution:* A circle is inside of a figure made by crosses vs. a circle is outside of figures made by crosses.

## BP84



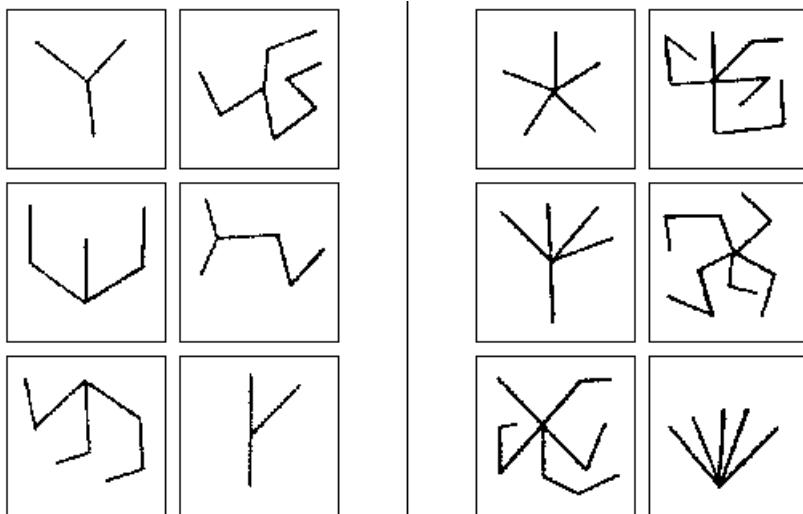
*Solution:* A quadrangle is outside of a figure made by circles vs. a quadrangle is inside of a figure made by circles.

## BP85



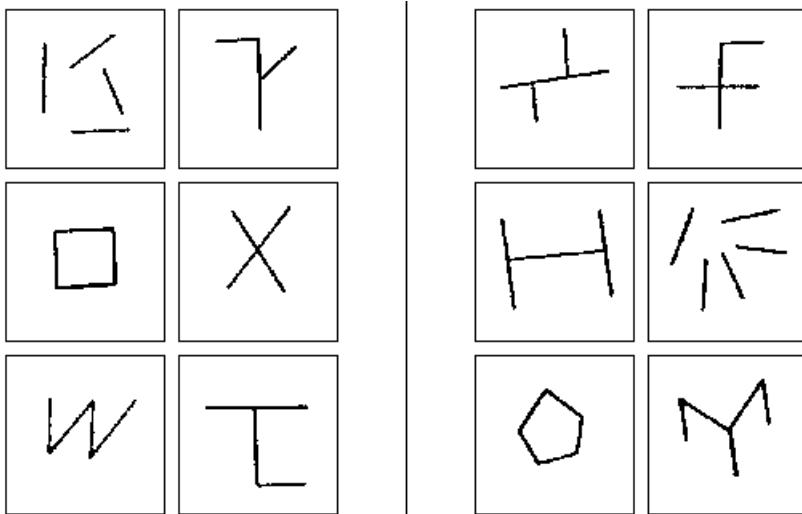
*Solution: Three parts vs. five parts.*

## BP86



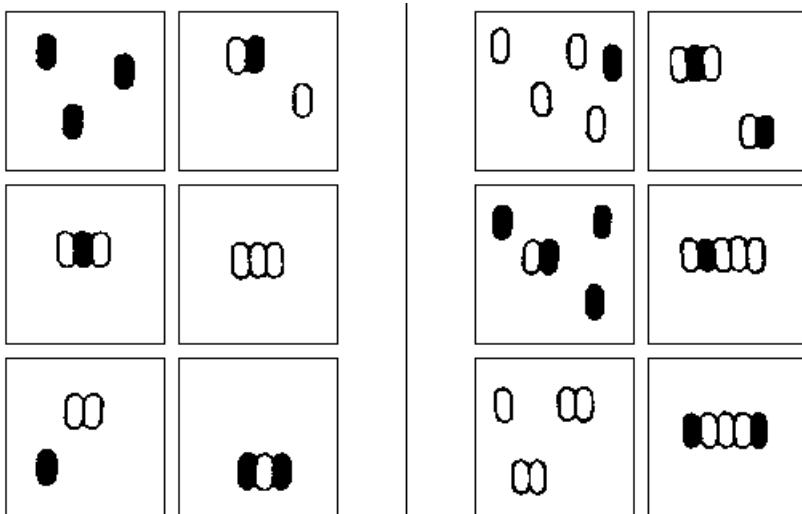
*Solution: Three parts vs. five parts.*

## BP87



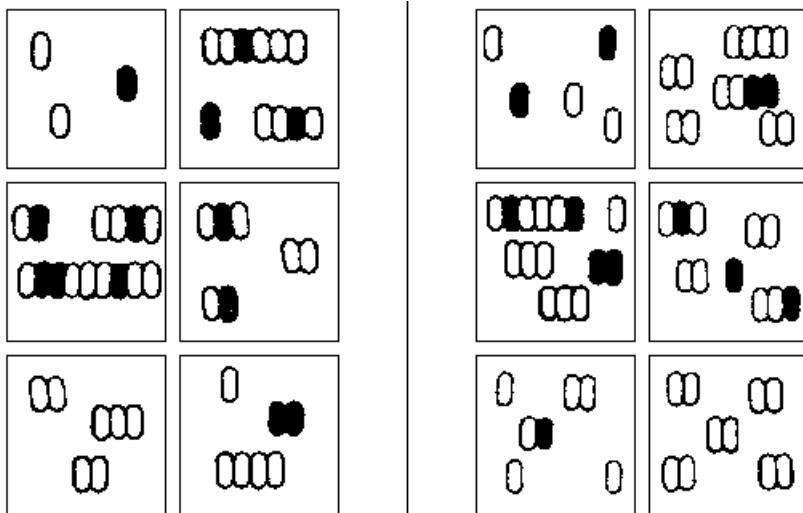
*Solution: Four parts vs. five parts.*

## BP88



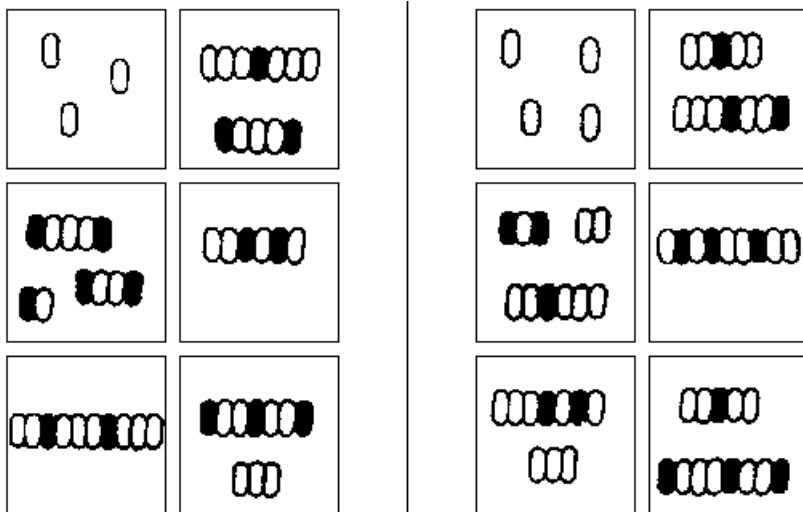
*Solution: Three parts vs. five parts.*

## BP89



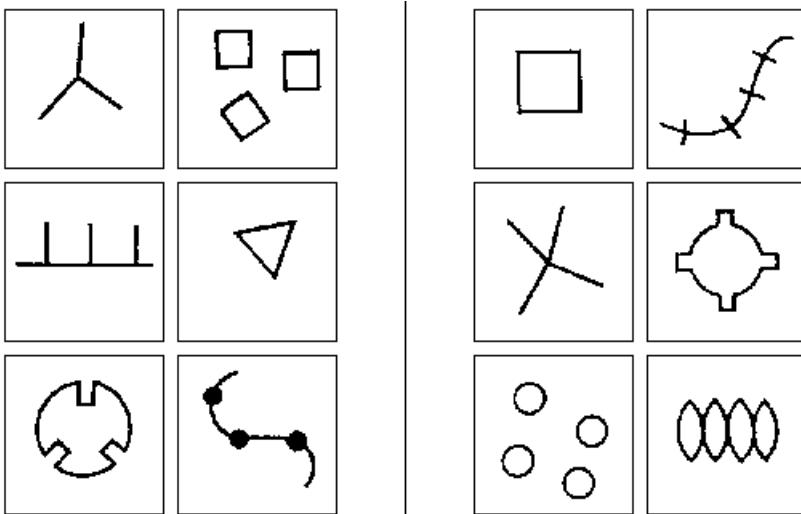
*Solution: Three parts vs. five parts.*

## BP90



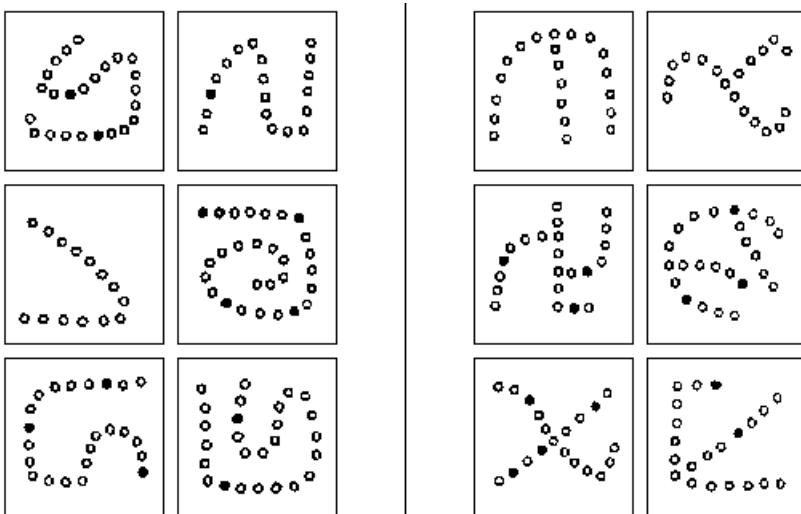
*Solution: Three parts vs. four parts.*

## BP91



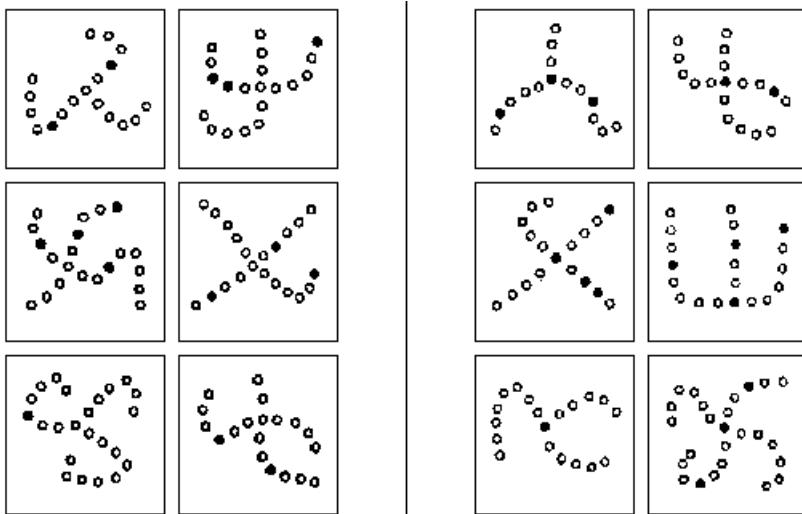
*Solution:* Three identical elements vs. four identical elements.

## BP92



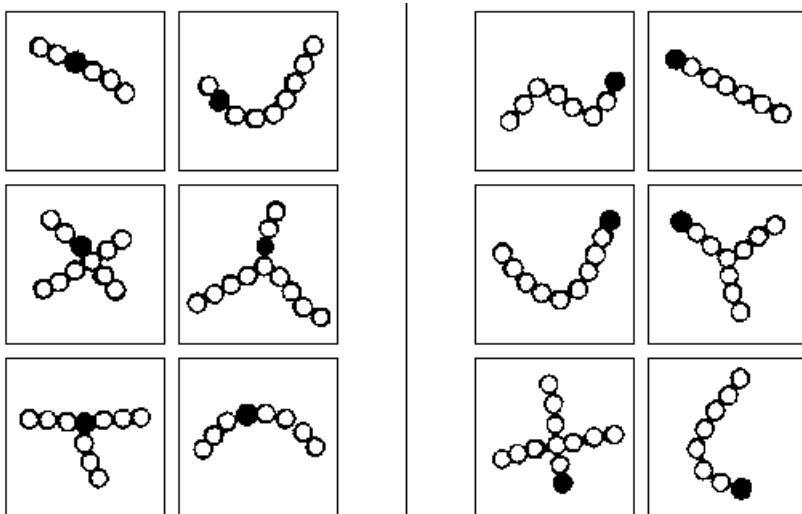
*Solution:* The chain does not branch vs. the chain branches.

## BP93



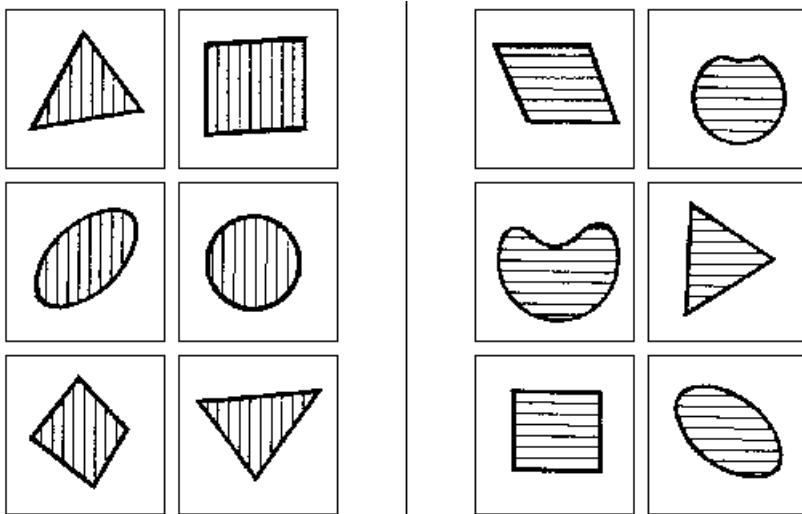
*Solution: Branches at outlined circle vs. branches at solid dark circle.*

## BP94



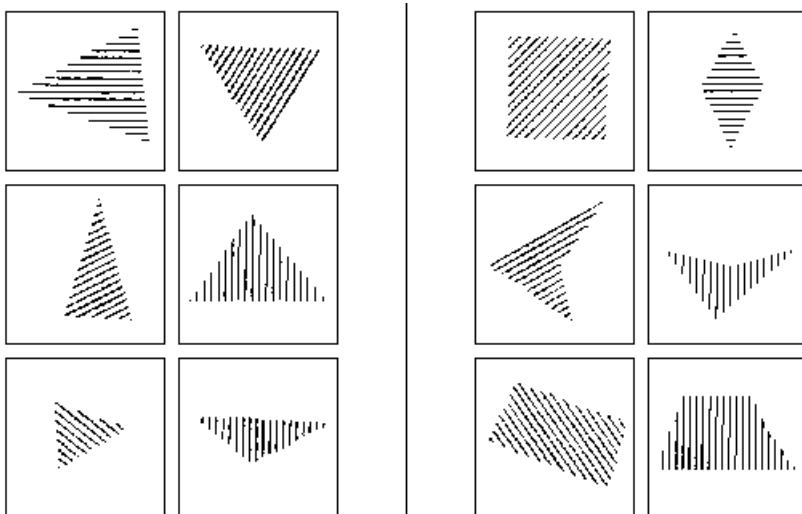
*Solution: Solid dark circle not at end vs. solid dark circle at end.*

## BP95



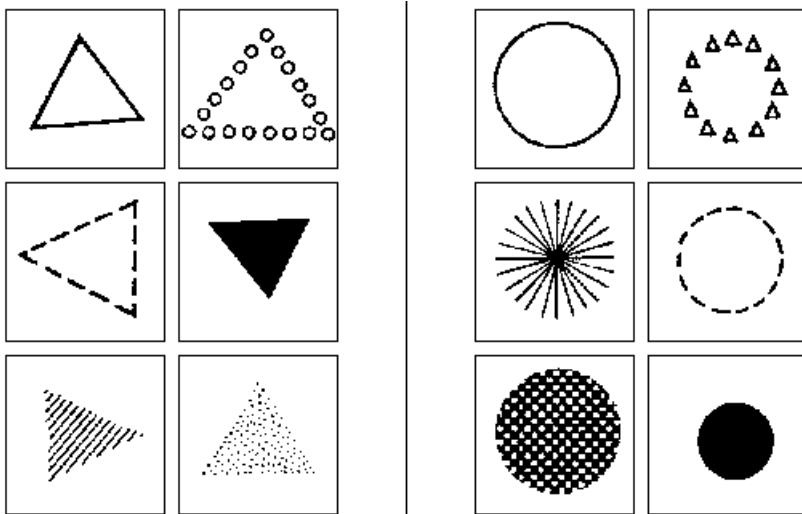
*Solution: Vertical hatched lines vs. horizontal hatched lines.*

## BP96



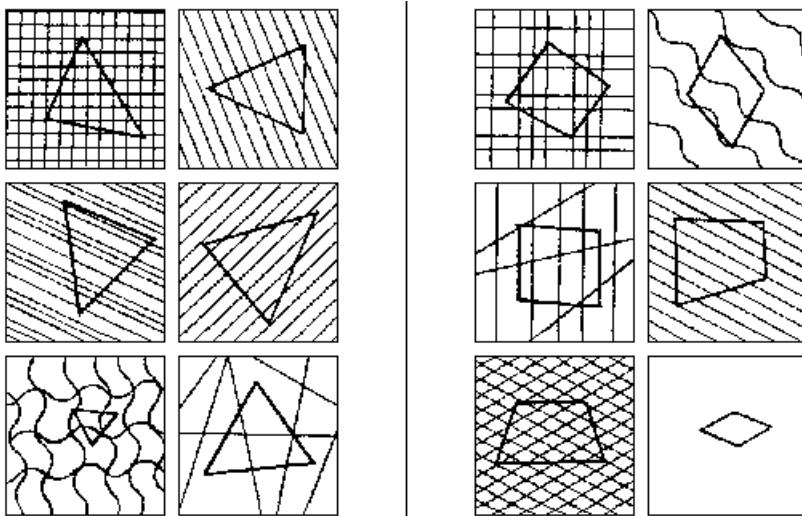
*Solution: Triangles vs. quadrilaterals.*

## BP97



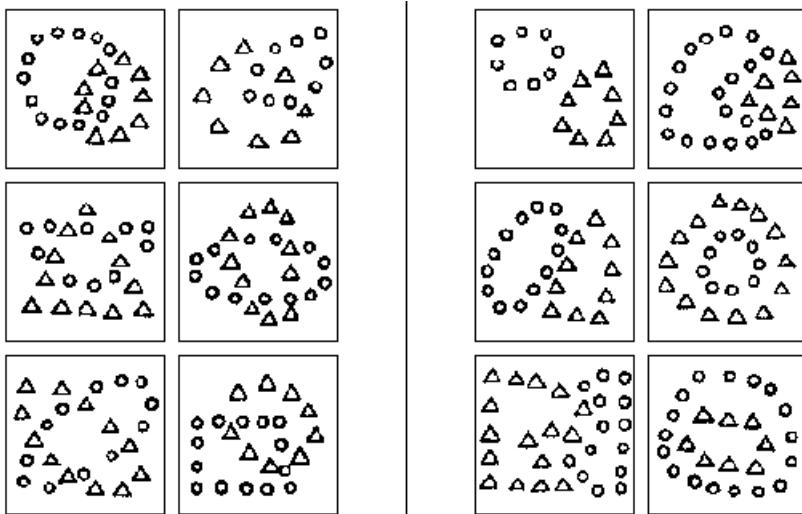
*Solution: Triangles vs. circles.*

## BP98



*Solution: Triangles vs. quadrilaterals.*

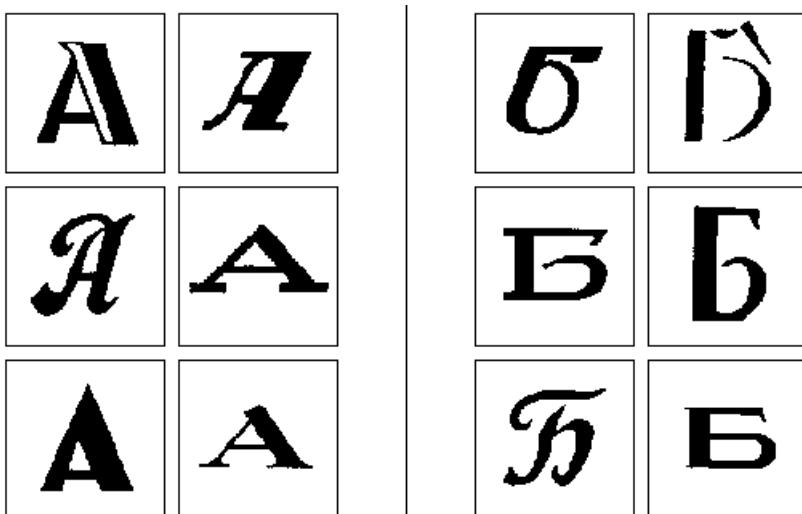
## BP99



*circles do not intersect.*

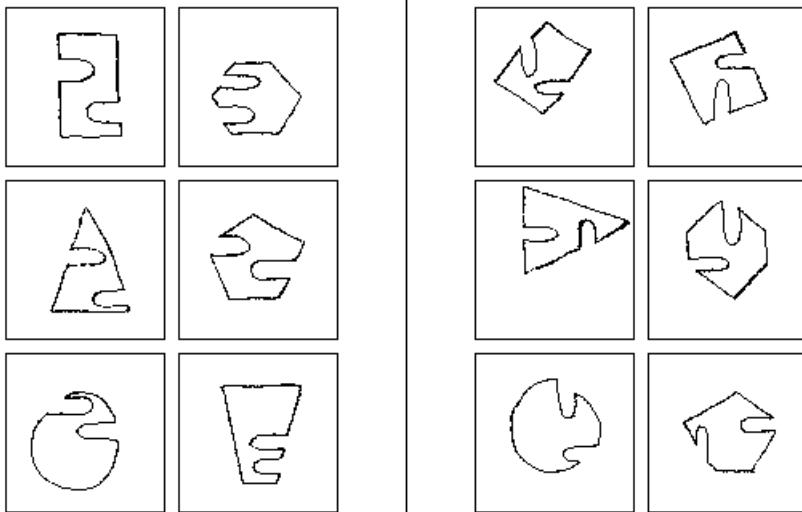
*Solution:* Outlines made by triangles and circles intersect vs. outlines made by triangles and

## BP100



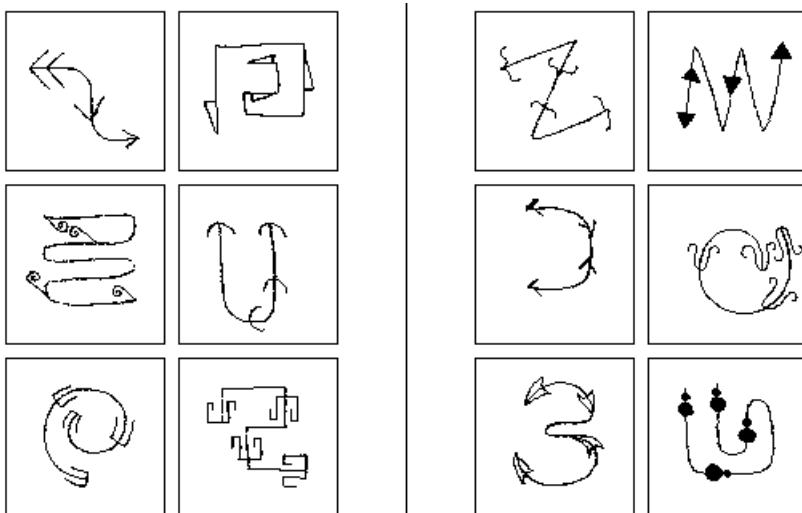
*Solution:* The letter А vs. the letter Ё!

## BP101



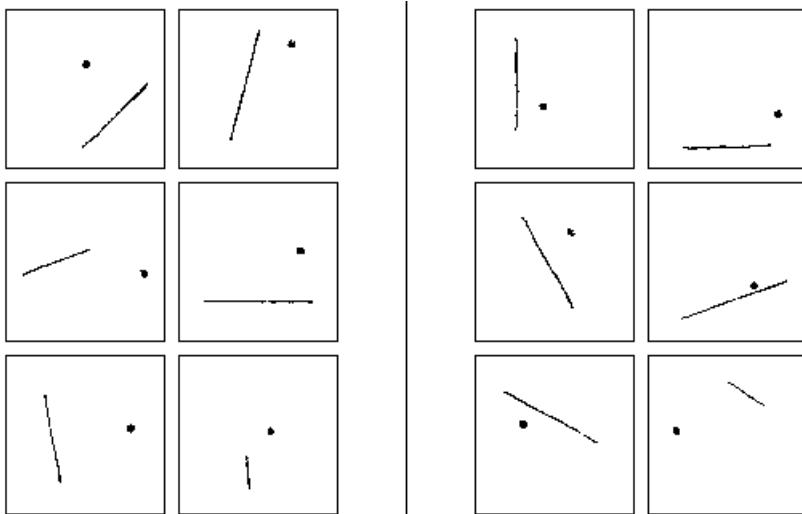
*Solution: Parallel dents vs. perpendicular dents.*

## BP102



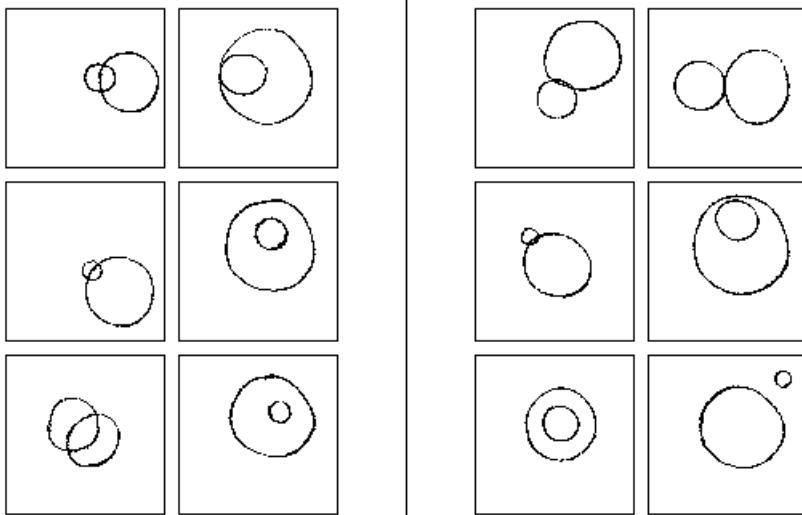
*Solution: Internal arrows point outward vs. internal arrows point inward*

## BP103



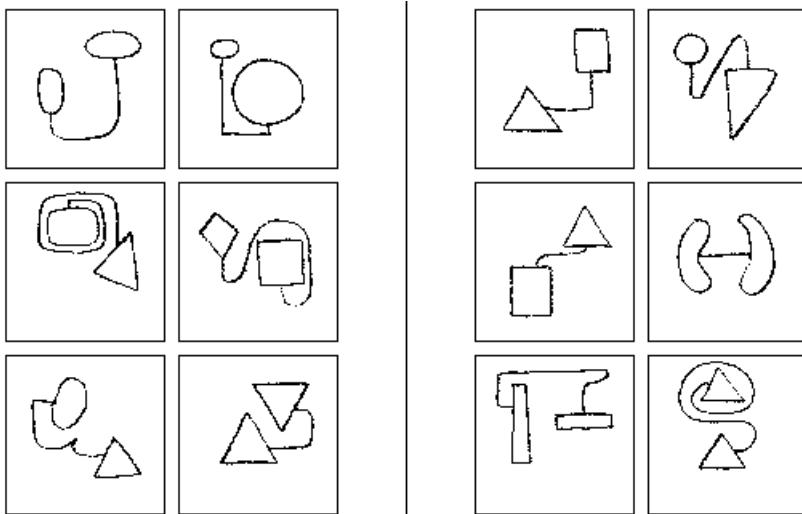
*Solution: Isosceles triangle vs. scalene triangle.*

## BP104



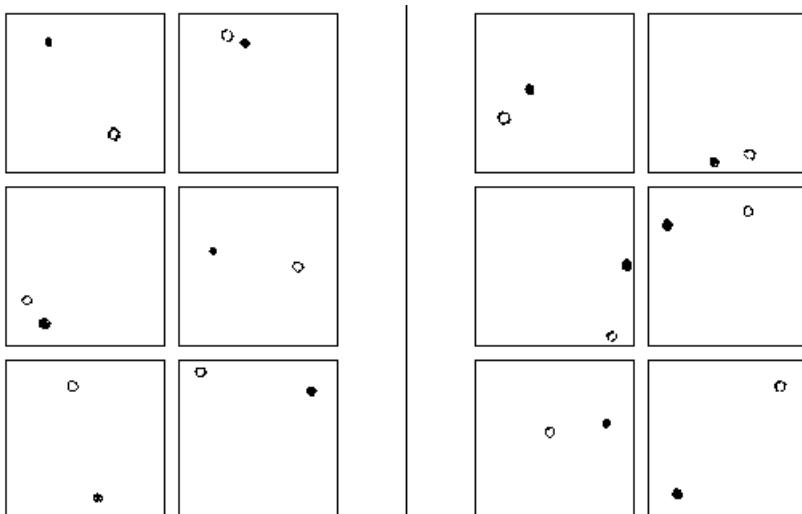
*Solution: One circle passes through the center of the other circle vs. no circle passes through  
the center of the other circle.*

## BP105



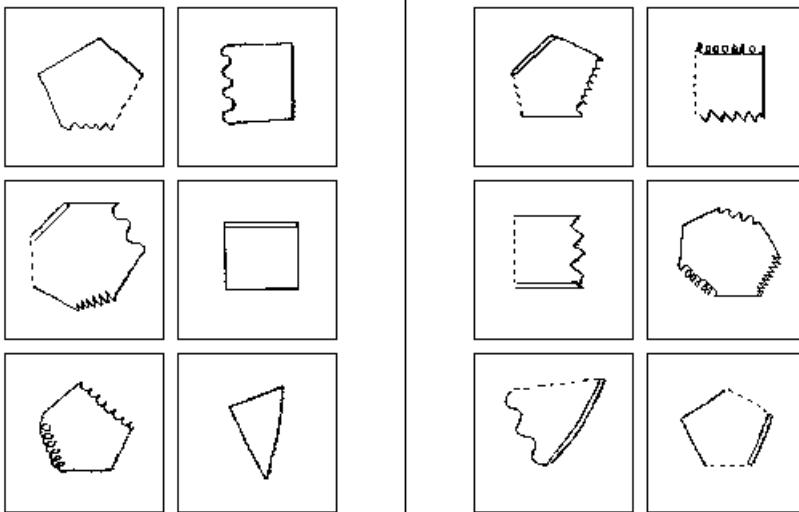
*Solution:* Ends of line point to the same direction vs. ends of line do not point to the same direction.

## BP106



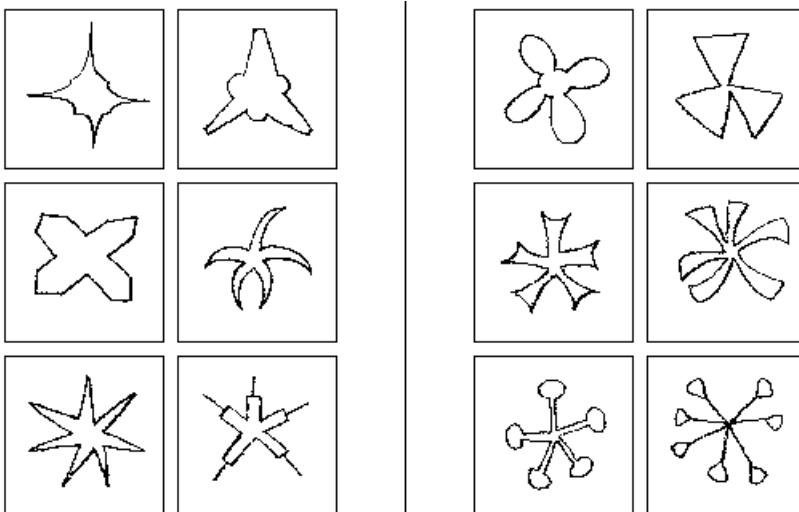
*Solution:* Negative slope vs. positive slope.

## BP107



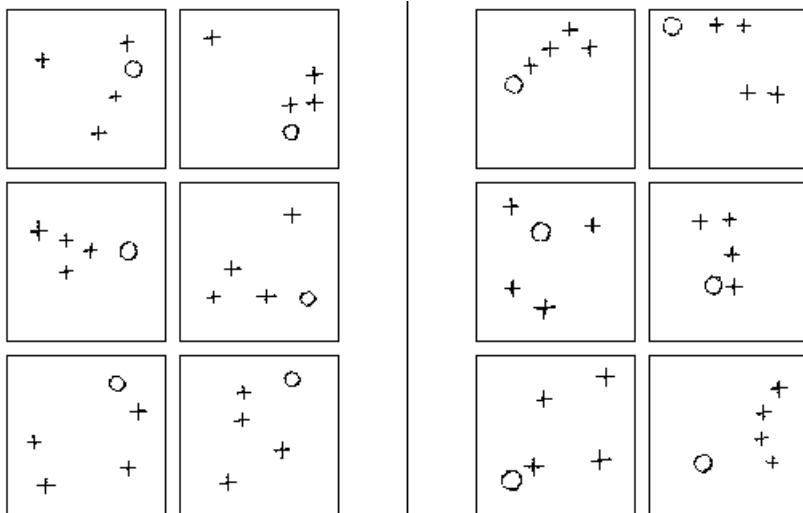
*Solution: Three simple lines vs. three complex lines.*

## BP108



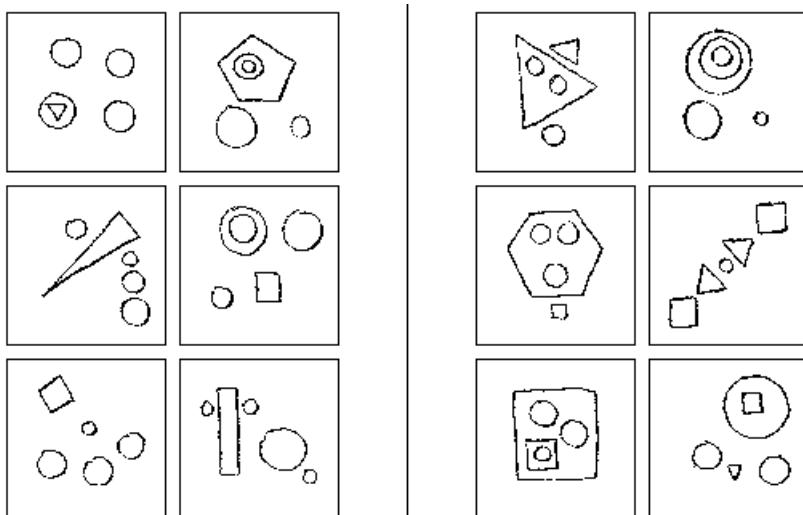
*Solution: Petals taper off vs. petals thicken.*

## BP109



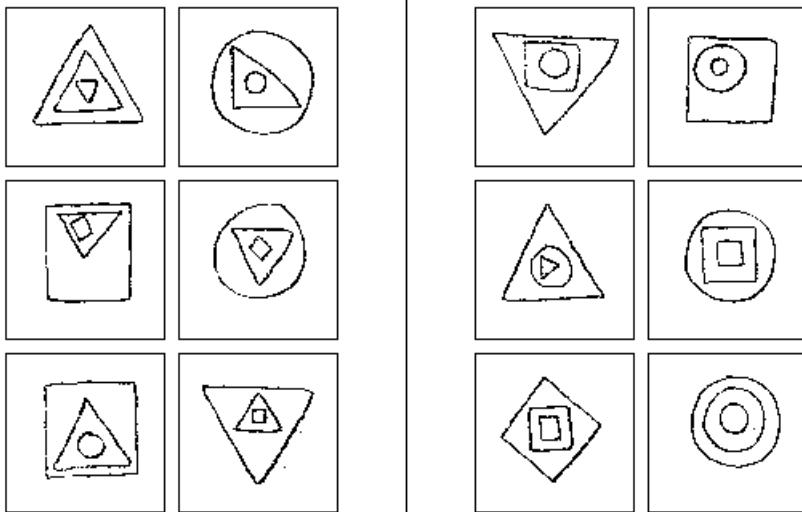
Solution: Circle on the right of the box vs. circle on the left of the box.

## BP110



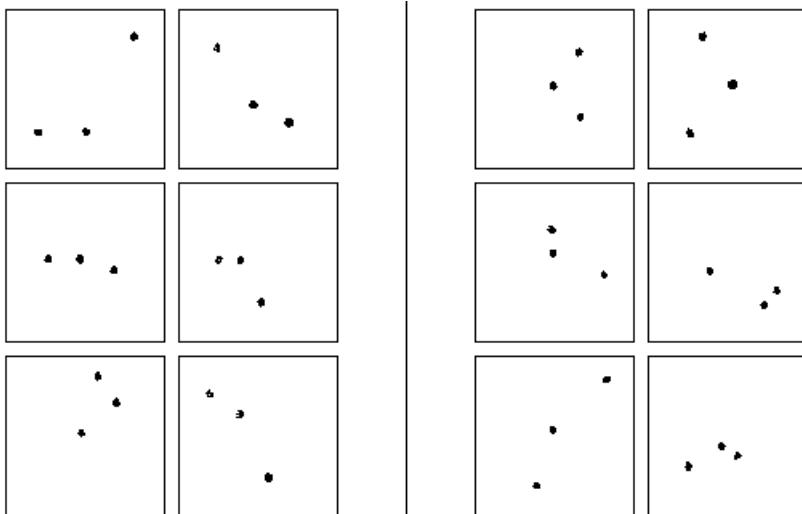
Solution: Four out of five objects are circles vs. never four out of five objects are circles.

## BP111



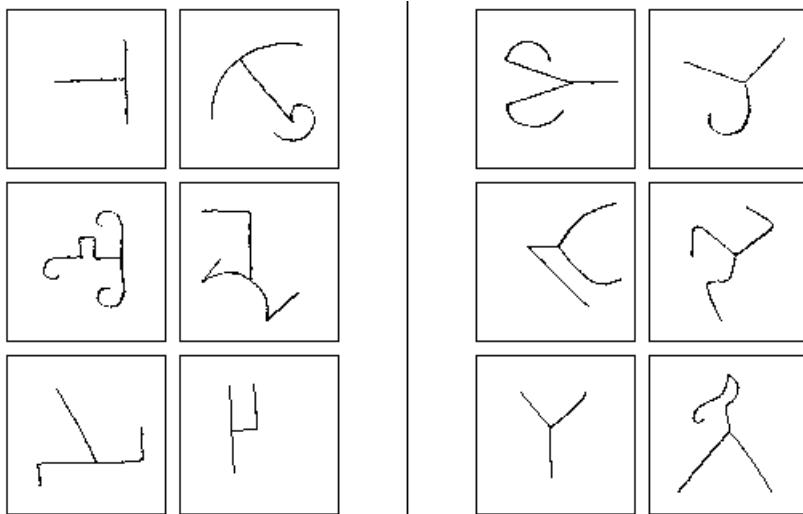
*Solution: Middle shape is a triangle vs. middle shape is not a triangle.*

## BP112



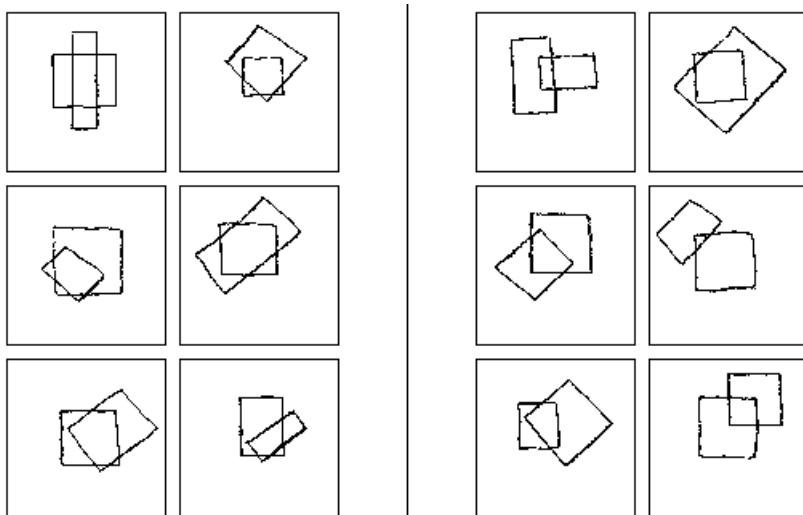
*Solution: x-coordinates of dots are equidistant vs. y-coordinates of dots are equidistant.*

## BP113



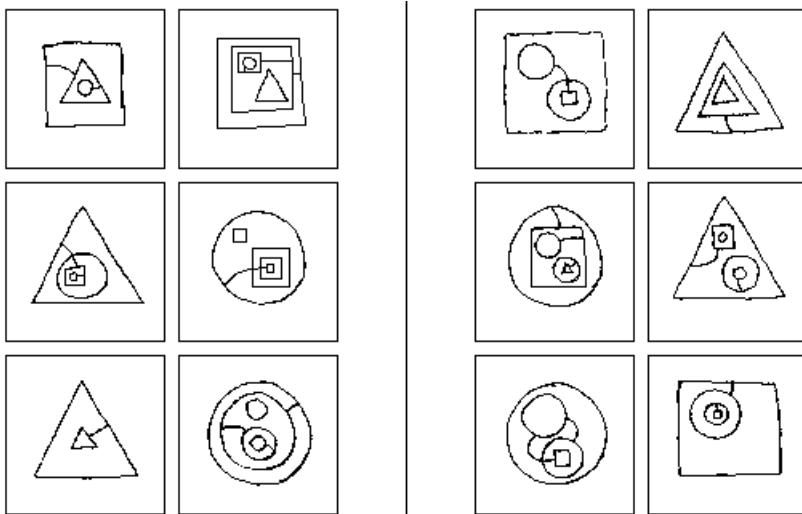
*Solution: T-like junction vs. Y-like junction*

## BP114



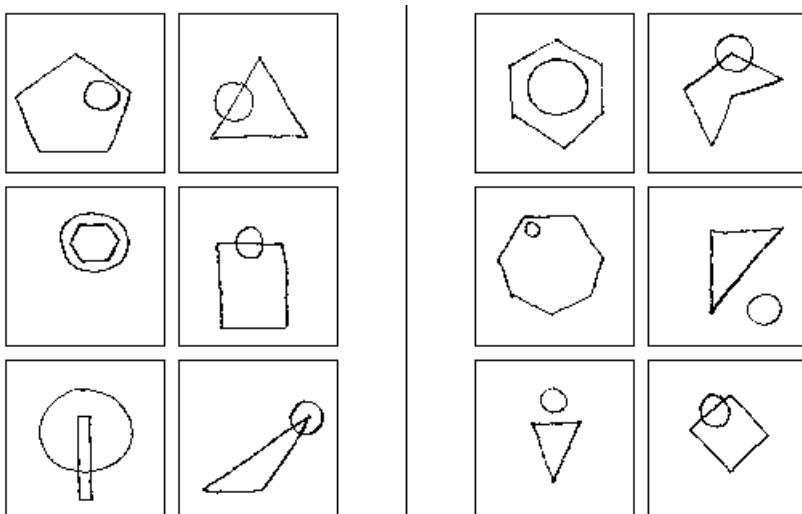
*Solution: Four X-like points vs. two X-like points*

## BP115



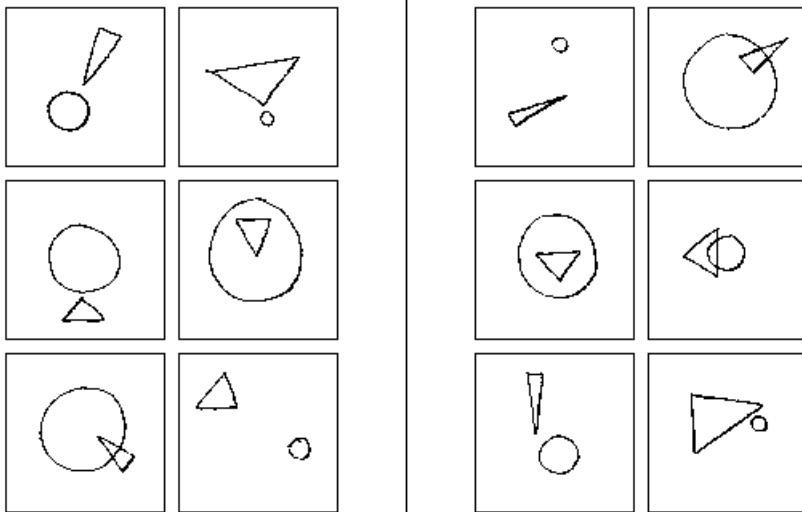
*Solution:* Innermost shape is reachable from the outermost one vs. innermost shape is unreachable from the outermost one

## BP116



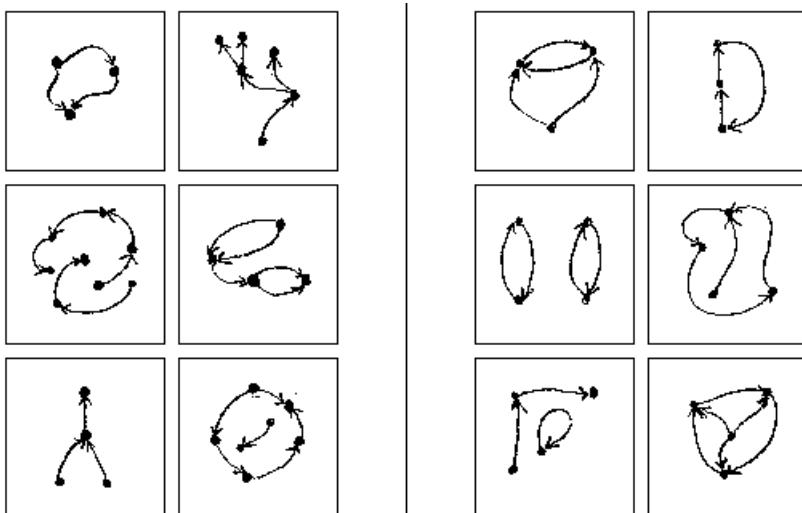
*Solution:* Polygon stands on side vs. polygon stands on vertex

## BP117



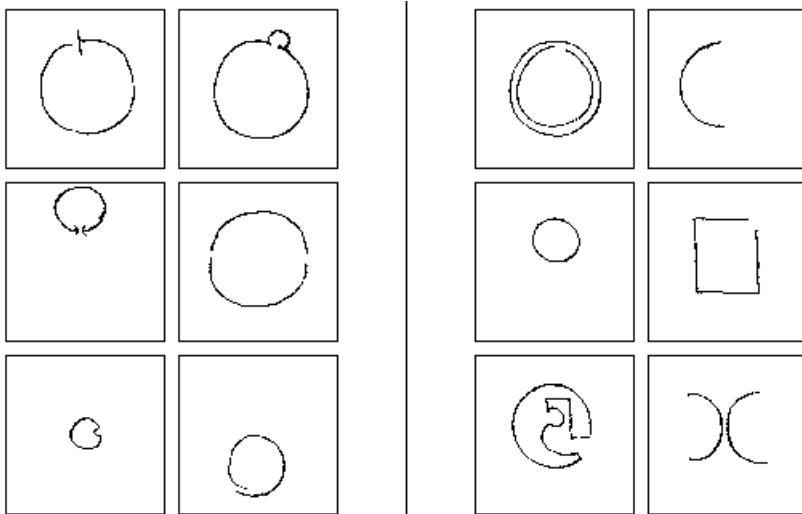
*Solution:* Triangle points to center of circle vs. triangle does not point to center of circle.

## BP118



*Solution:* No cycle vs. a cycle exists.

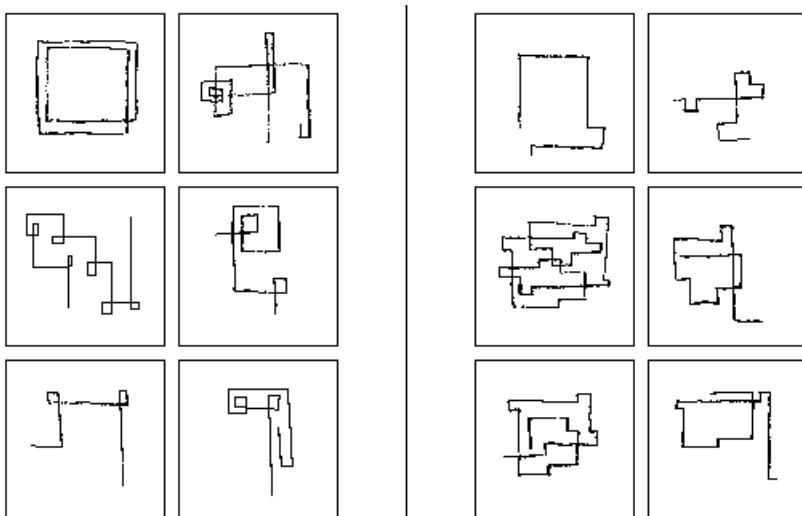
## BP119



a single circle.

*Solution:* A small correction will result in a single circle vs. no small correction will result in

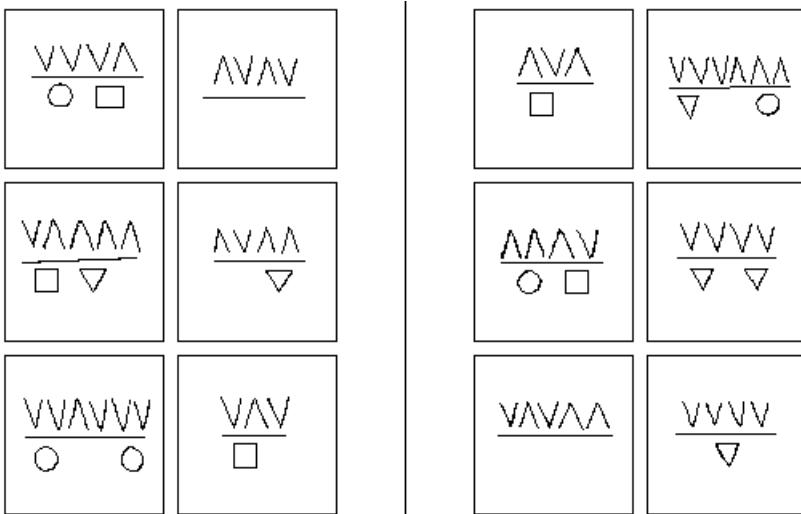
## BP120



directions and no rectangular loop exists.

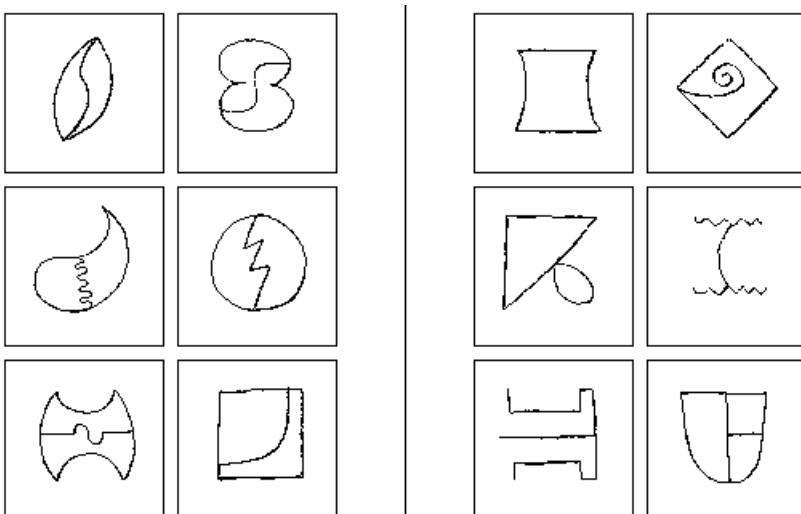
*Solution:* All turns are in one direction and no rectangular loop exists vs. turns in different

## BP121



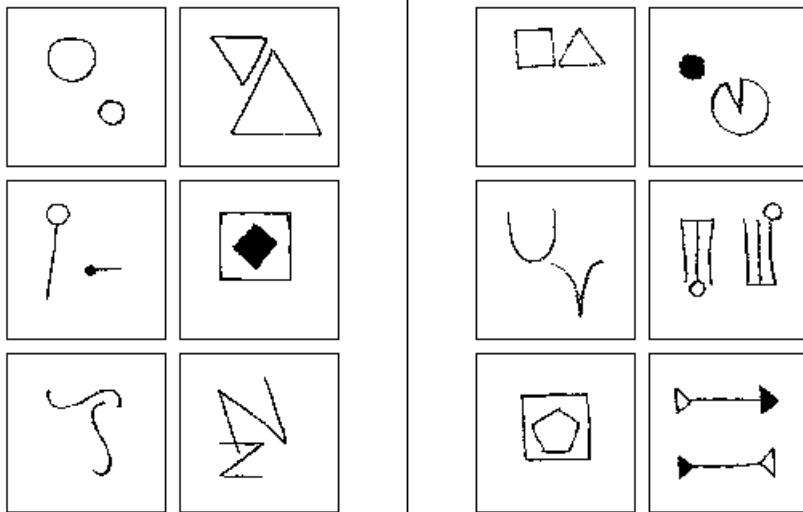
Solution: Objects below match their "symbols" above, according to one "code" versus objects below match their "symbols" above, according to another "code".

## BP122



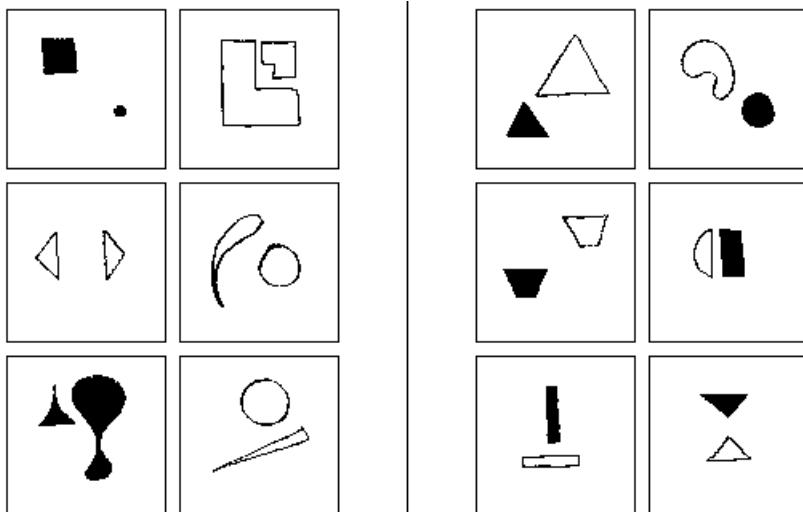
Solution: Line divides interior into two regions vs. not so.

## BP123



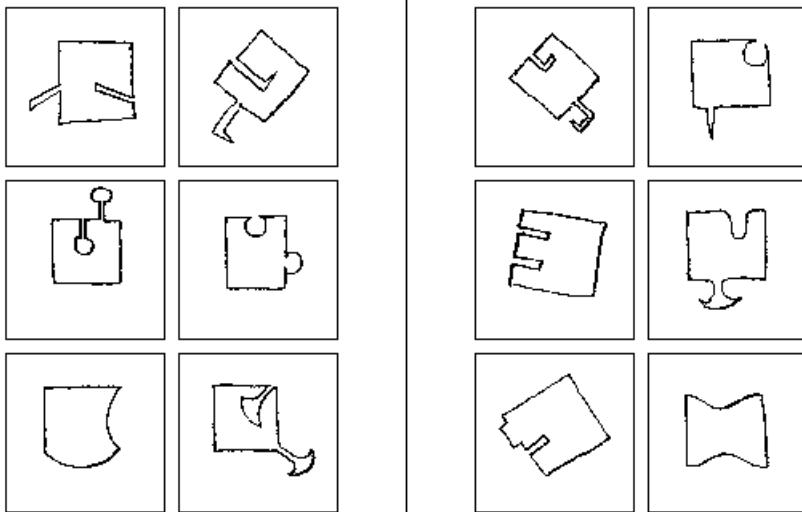
*Solution: Similar shapes vs. dissimilar shapes.*

## BP124



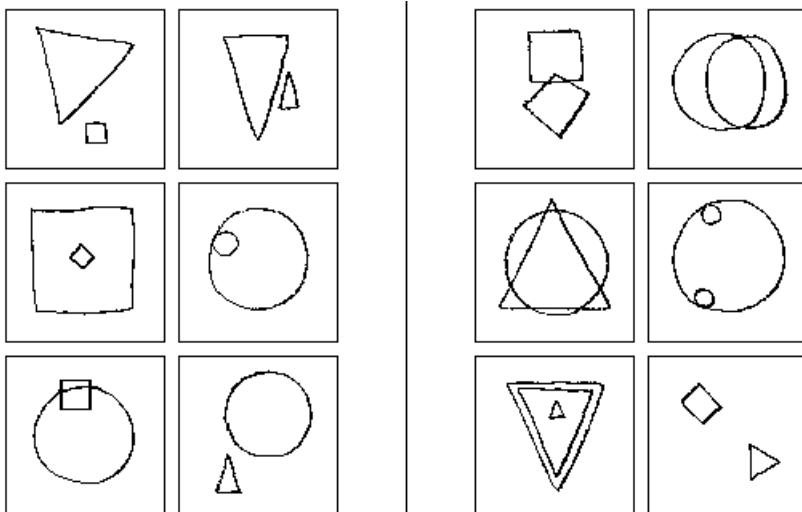
*Solution: Similar textures vs. dissimilar textures.*

## BP125



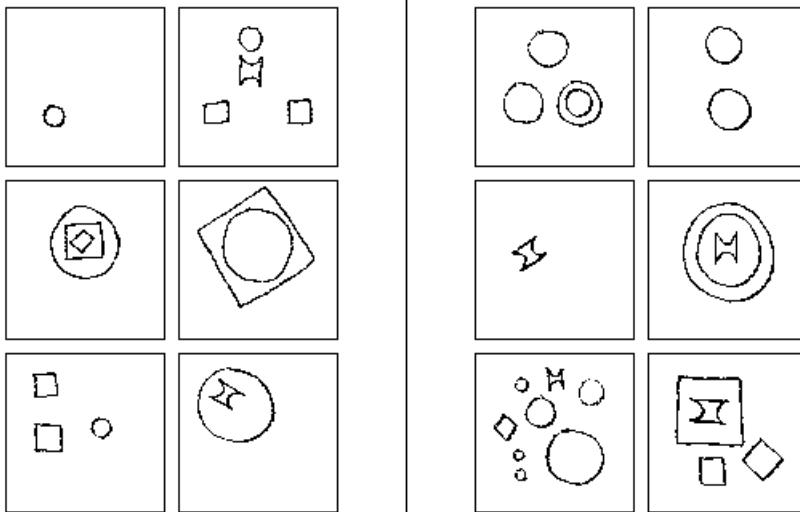
*Solution: One protrusion and one indentation of the same shape vs. not so.*

## BP126



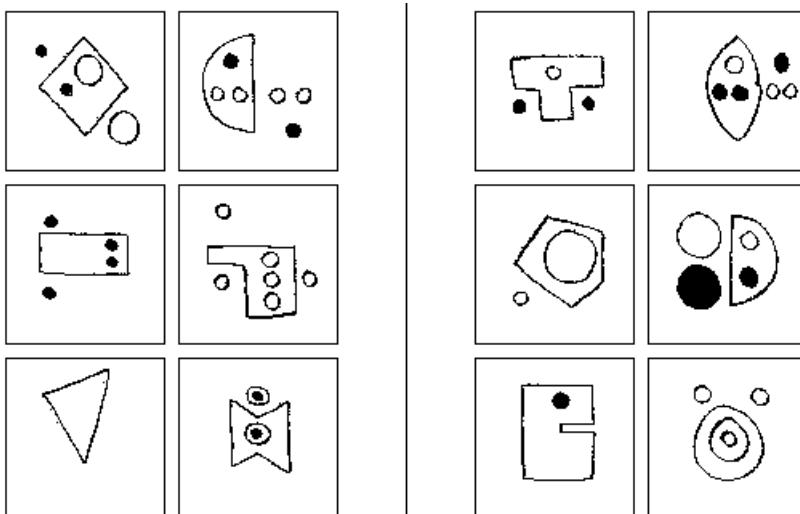
*Solution: One large and one small object vs. not so.*

## BP127



*Solution: Exactly one circle vs. not exactly one circle.*

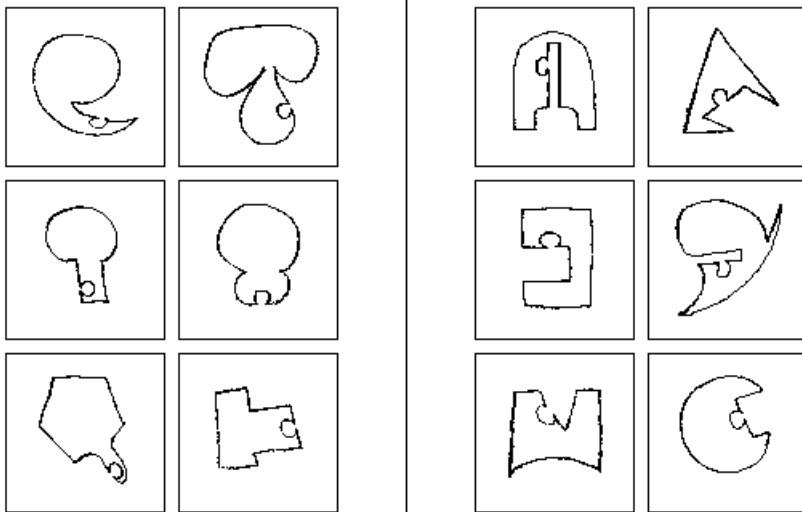
## BP128



*outside the large shape.*

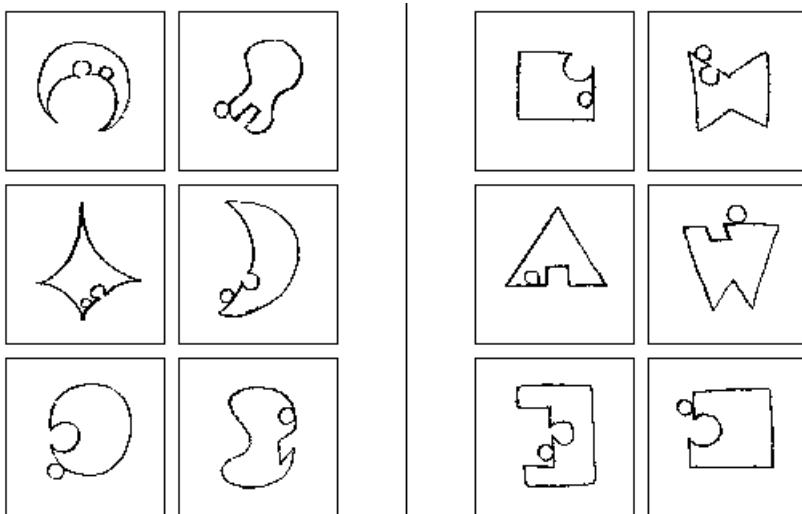
*Solution: Same objects inside and outside the large shape vs. not same objects inside and*

## BP129



*Solution: Indentation on protrusion vs. indentation on indentation.*

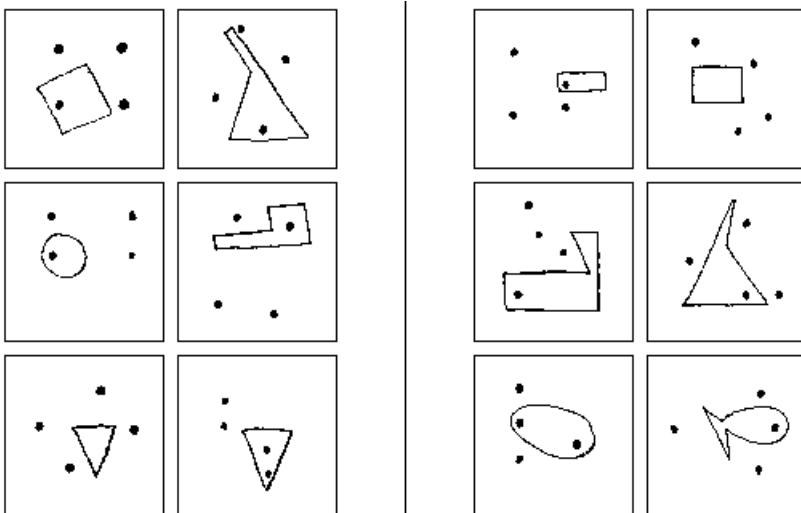
## BP130



*Holes are ignored.*

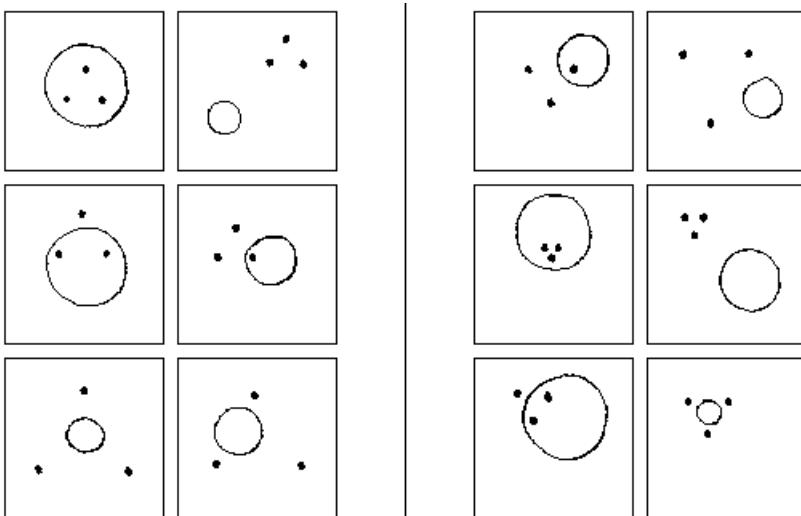
*Solution: Closed region is made of curves if flaws are ignored vs. closed region is a polygon if flaws are ignored.*

## BP131



*Solution:* Dots are vertices of a parallelogram vs. dots are not vertices of a parallelogram

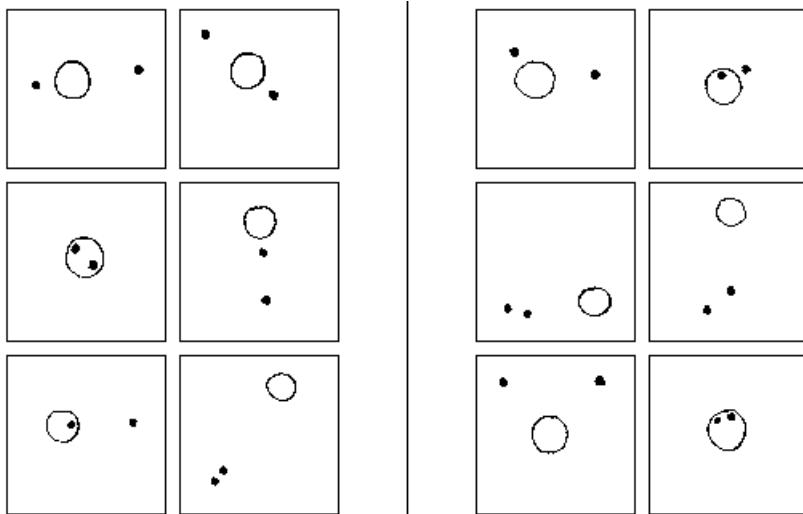
## BP132



*standing on a vertex.*

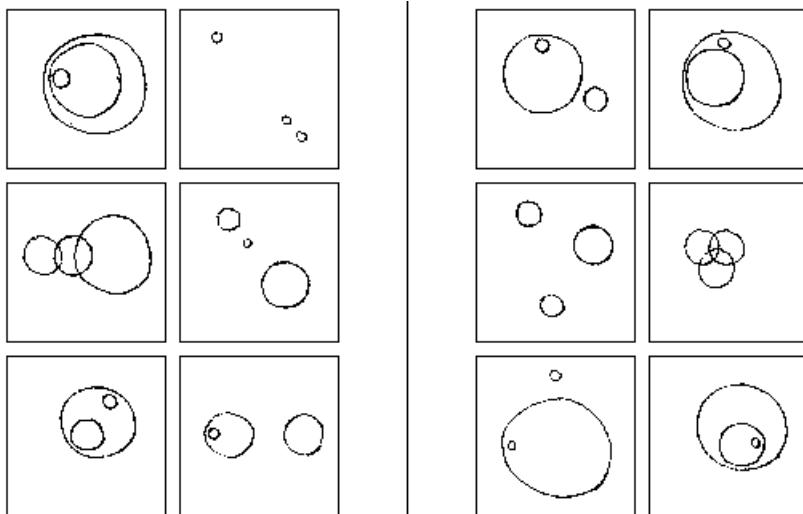
*Solution:* Dots are vertices of a triangle standing on a side vs. dots are not vertices of a triangle

## BP133



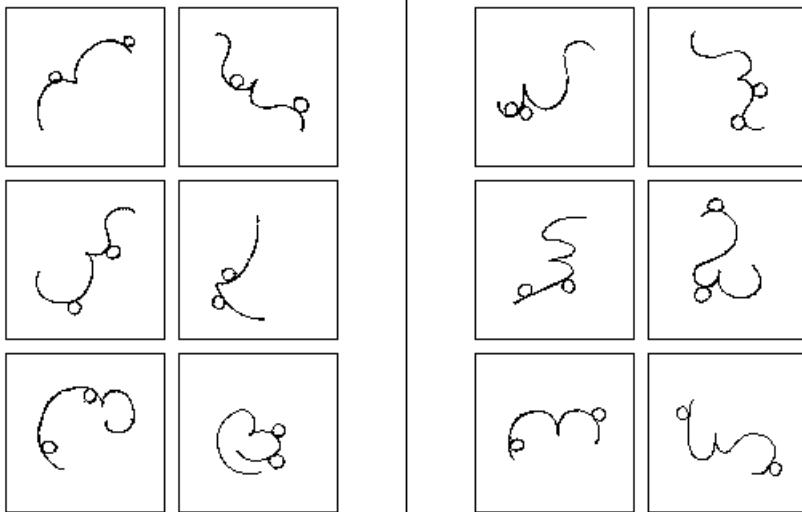
*Solution:* Dots collinear with center of circle vs. dots not collinear with center of circle.

## BP134



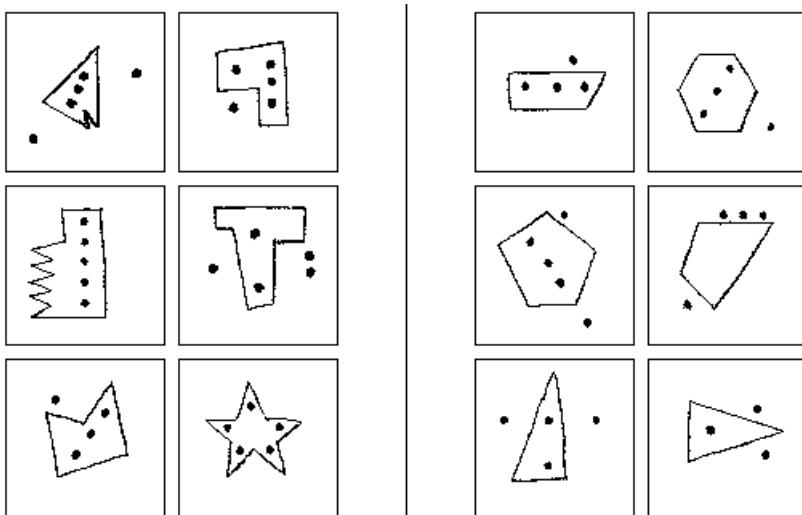
*Solution:* Circle centers are collinear vs. circle centers are not collinear.

## BP135



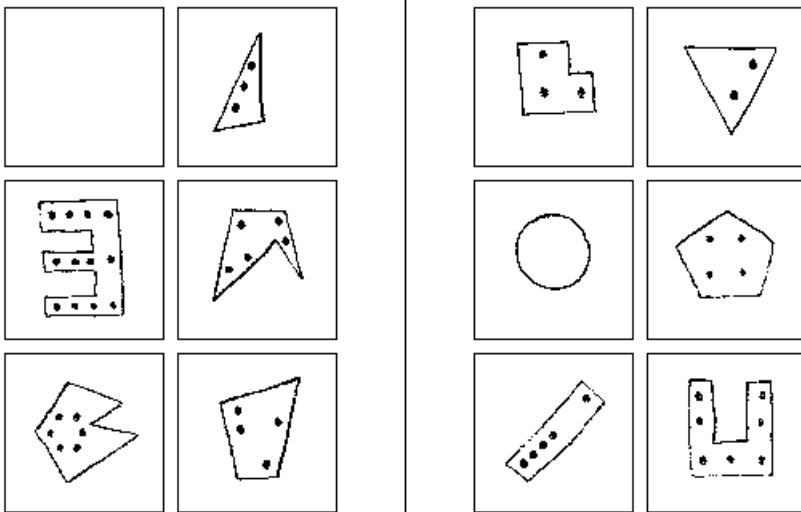
*Solution:* Circles on same side of curve vs. circles on different sides of curves.

## BP136



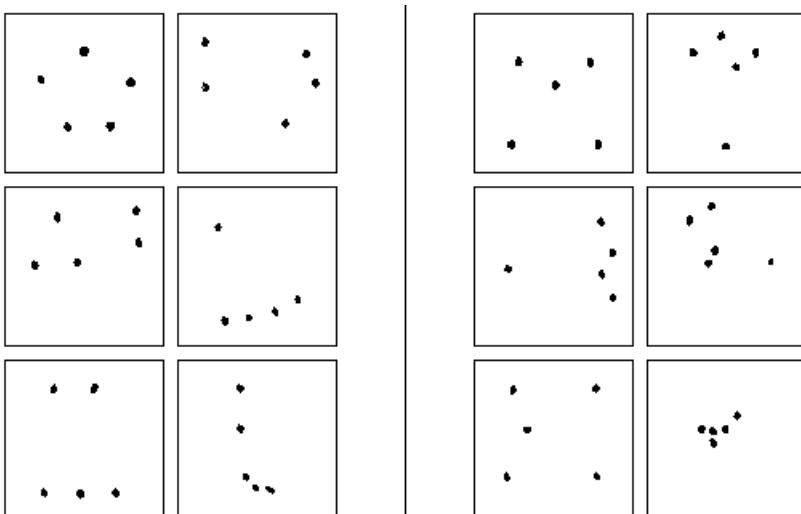
*Solution:* Concave shape vs. convex shape.

## BP137



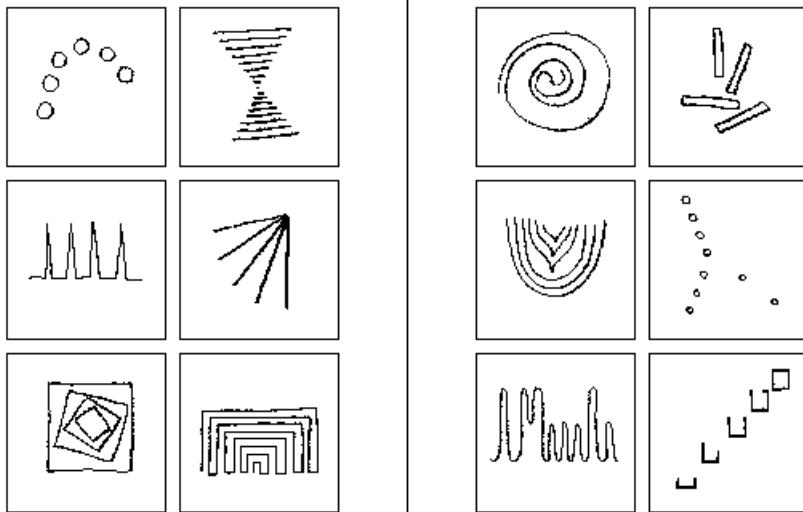
*Solution:* Dots equal in number to the sides of the closed region.

## BP138



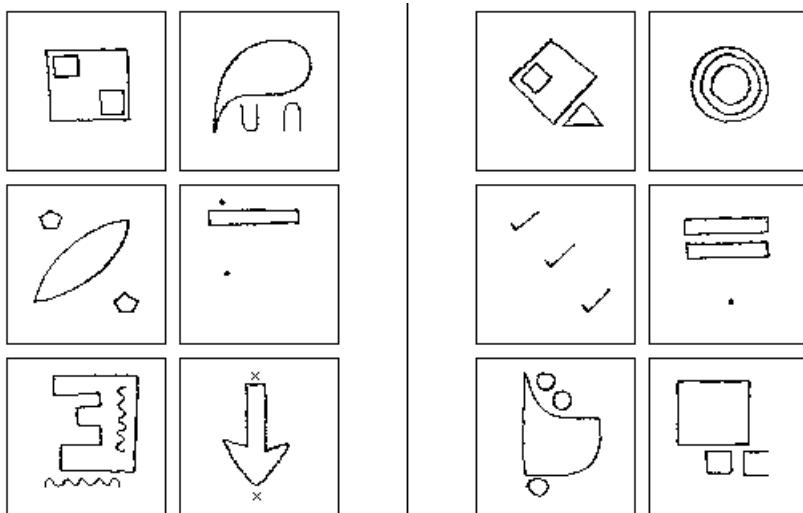
*Solution:* No dot within the convex hull vs. at least one dot well within the convex hull

## BP139



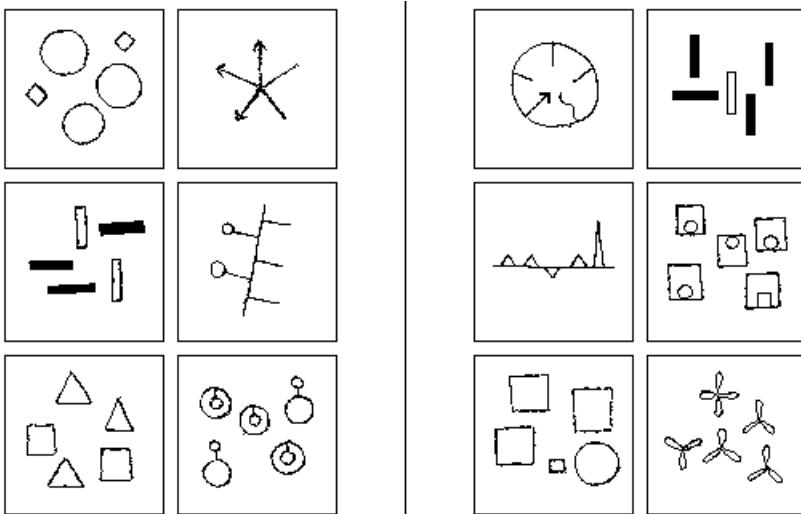
*Solution: Similar components that change regularly vs. not so.*

## BP140



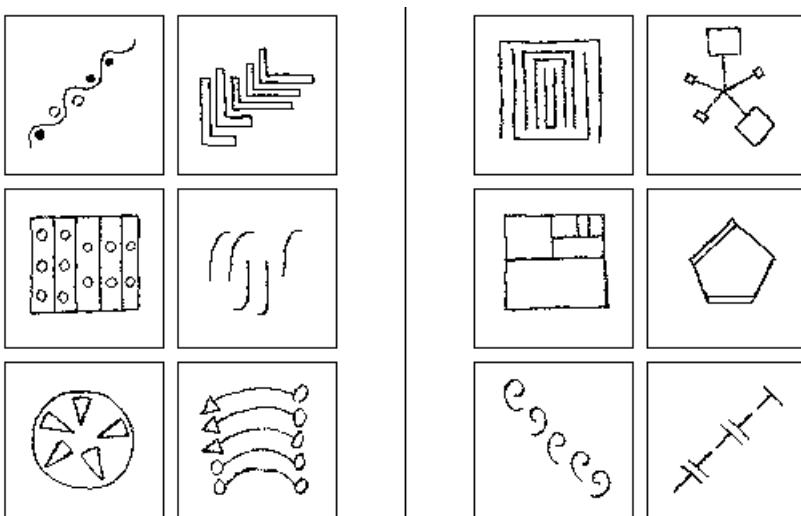
*Solution: One large shape and two smaller identical ones vs. not so.*

## BP141



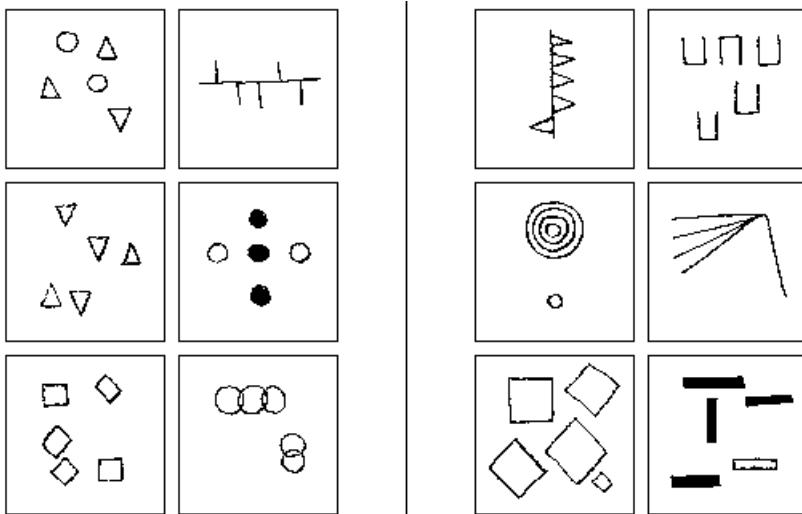
*Solution:* Two clusters of three and two objects each vs. one cluster of three objects and two different objects.

## BP142



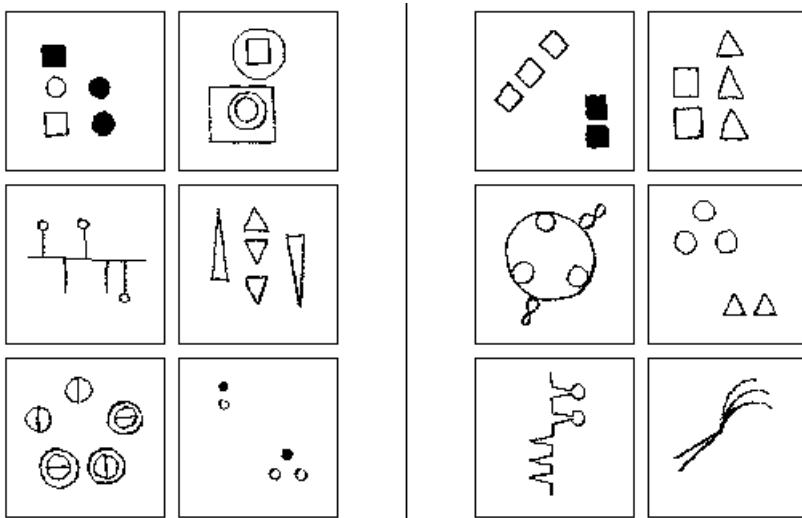
*Solution:* Two clusters of three and two that are adjacent vs. two clusters of three and two that are not adjacent.

## BP143



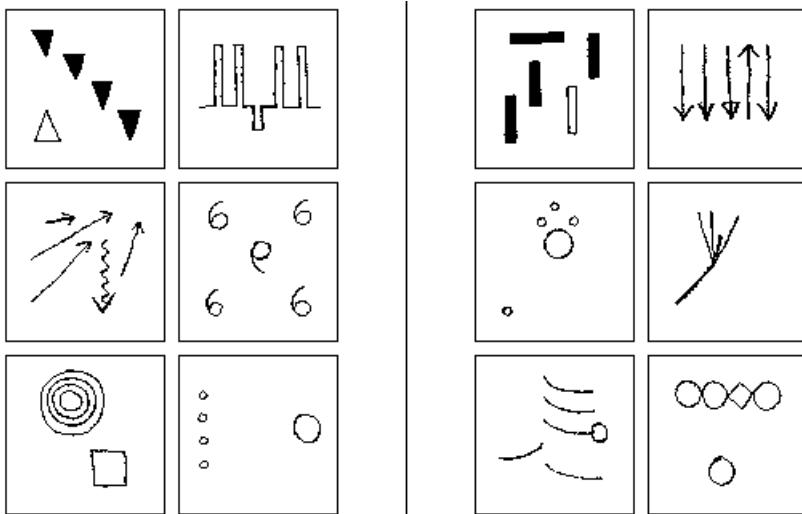
*Solution:* Two clusters of three and two vs. two clusters of four and one.

## BP144



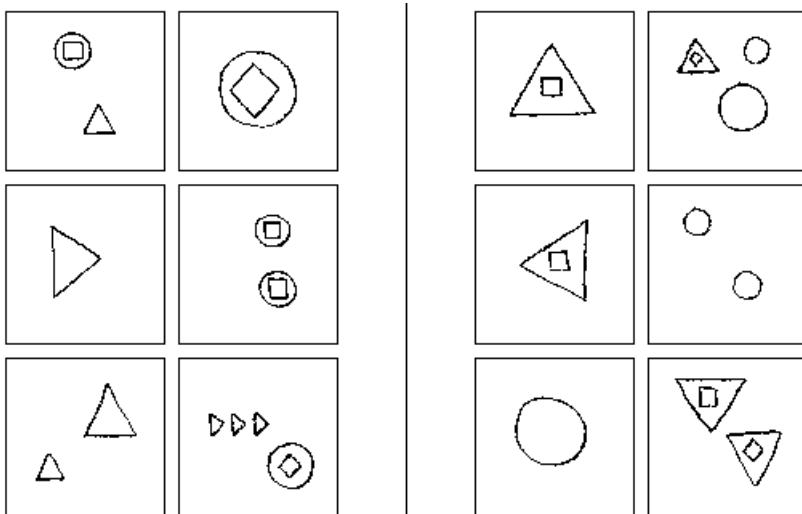
*Solution:* Two clusters of three and two vs. two clusters of three and two: different features yield the same 3-2 different 3-2 splits vs. two clusters of three and two: different features (including clustering) yield different 3-2 splits.

## BP145



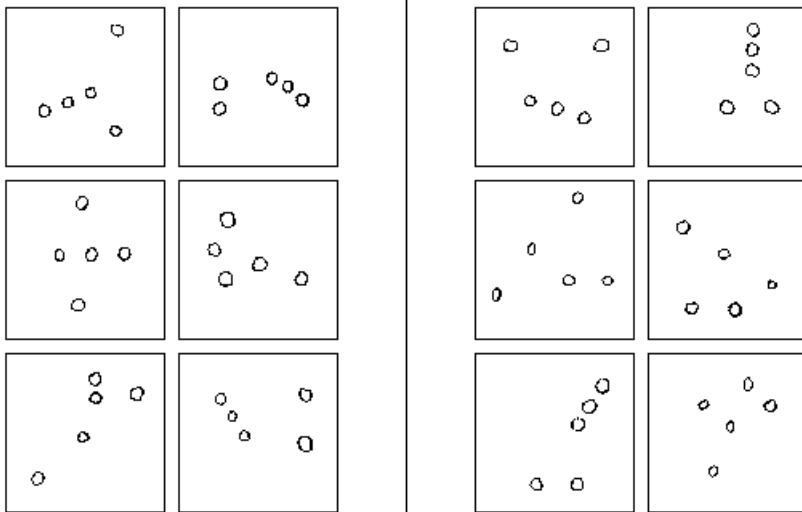
Solution: Different ways of grouping yielded same 4-1 split vs. different ways of grouping yielded different 4-1 splits.

## BP146



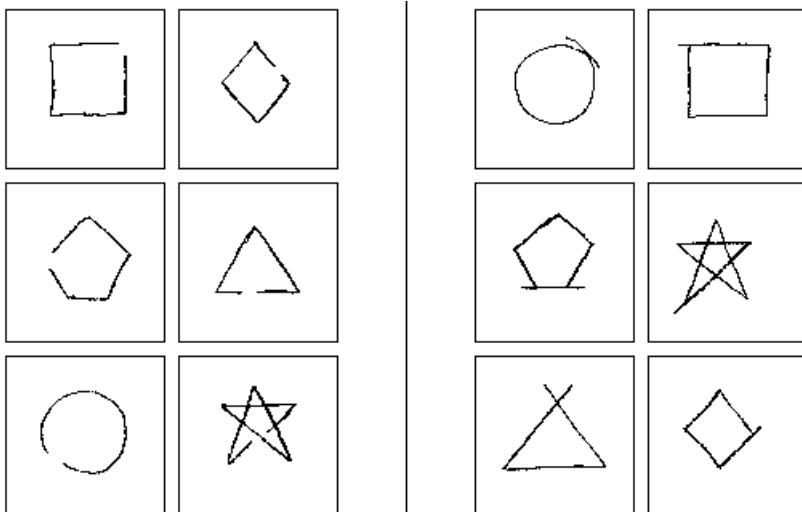
Solution: A shape contains a square if and only if it is a triangle  
if and only if it is a circle vs. a shape contains a square

## BP147



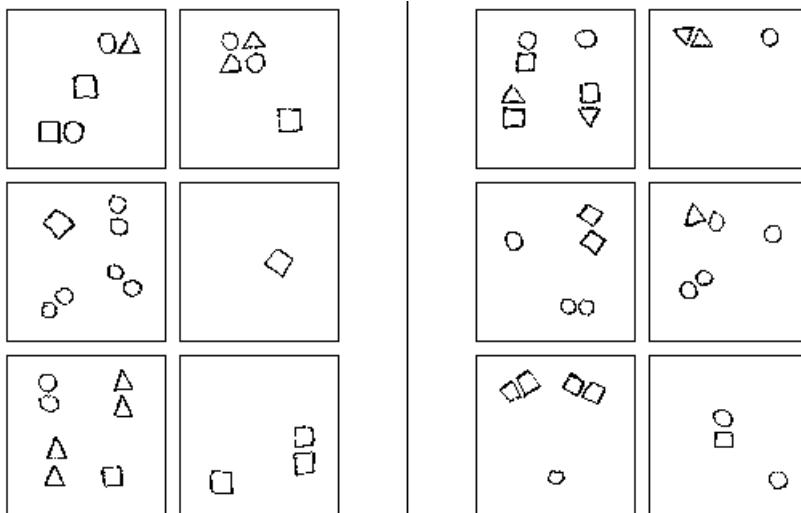
*Solution:* Three collinear and two others, the two are vertical vs. the two are horizontal

## BP148



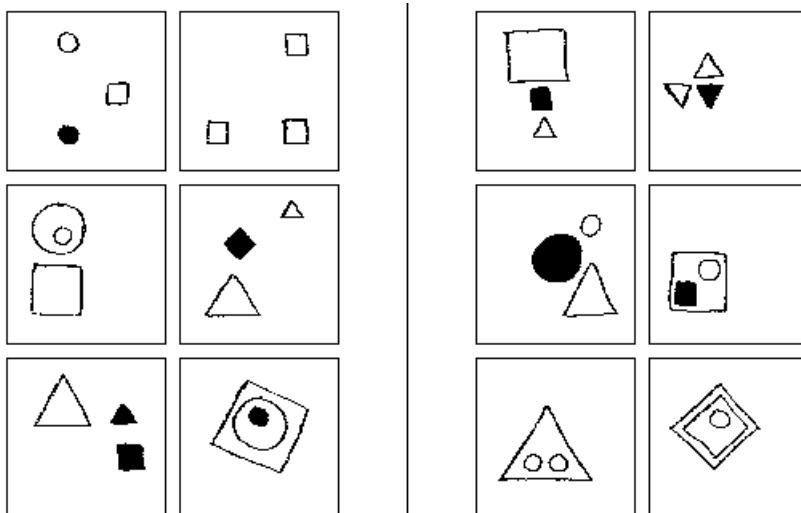
*Solution:* A little less than a regular shape vs. a little more than a regular shape.

## BP149



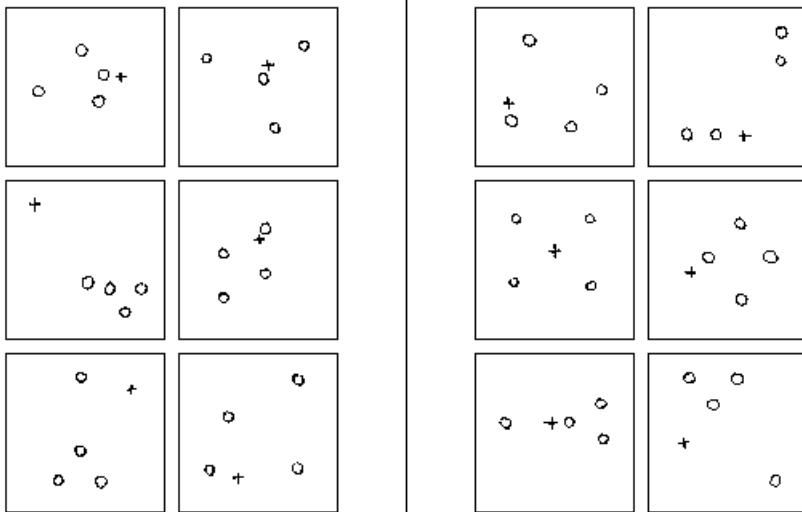
*Solution: Lone square vs. lone circle.*

## BP150



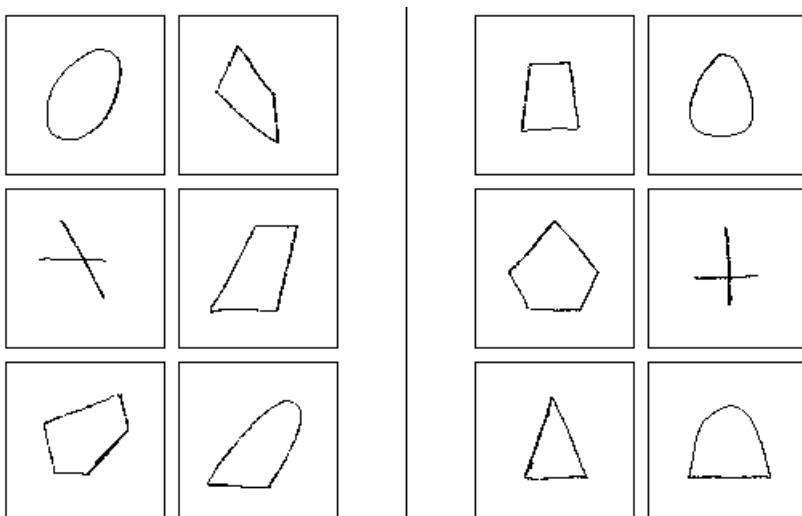
*Solution: Odd number of squares vs. even number of squares.*

## BP151



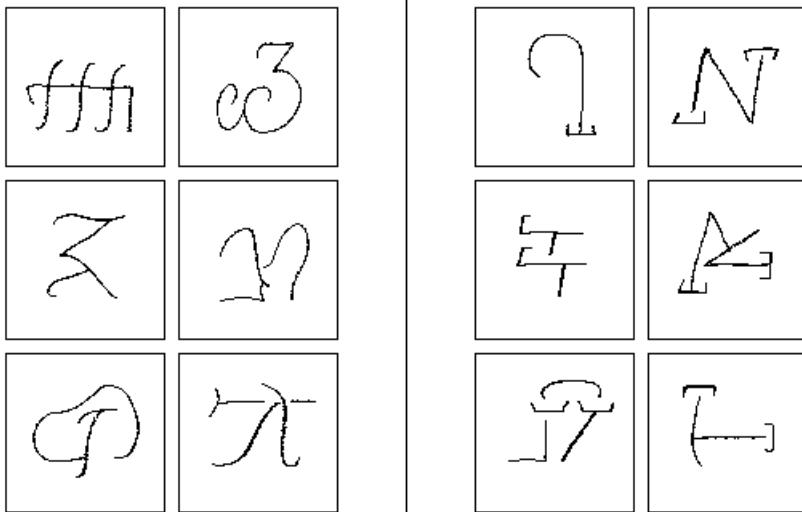
Solution: If the circle closest to the cross is removed, the rest form an equilateral triangle vs. not so.

## BP152



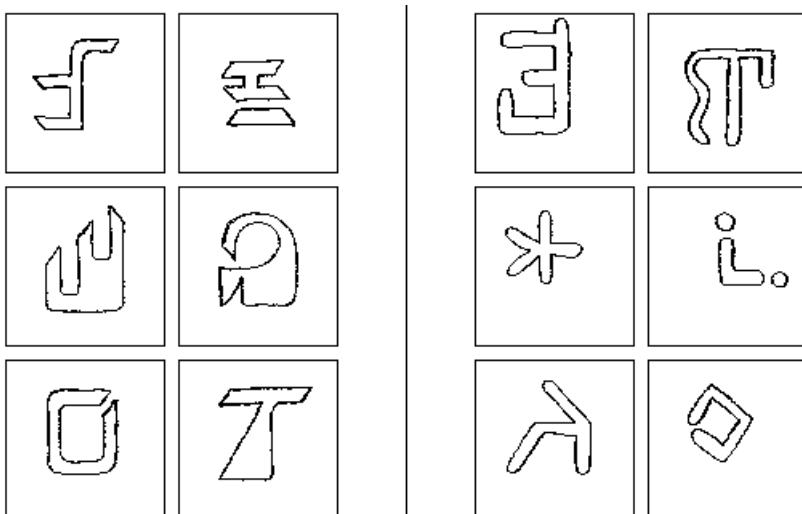
Solution: No axis of symmetry vs. vertical axis of symmetry.

## BP153



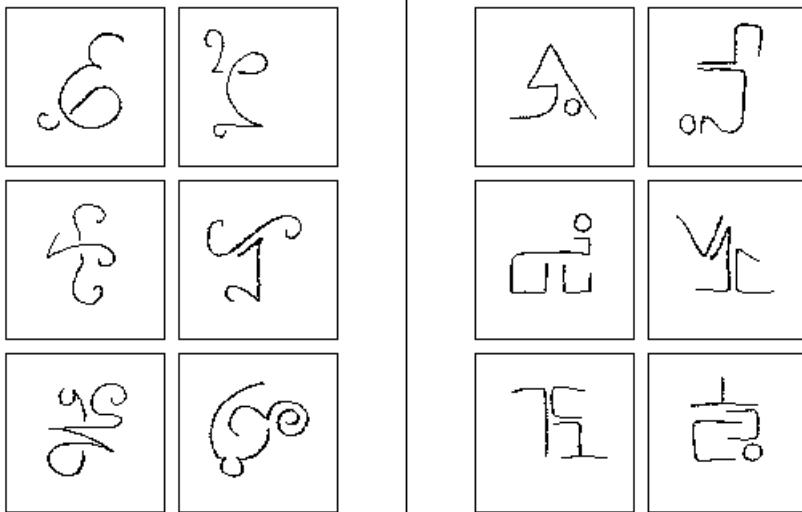
Solution: Predominance of curves and hook-like endings vs. predominance of straight lines and staple-like endings.

## BP154



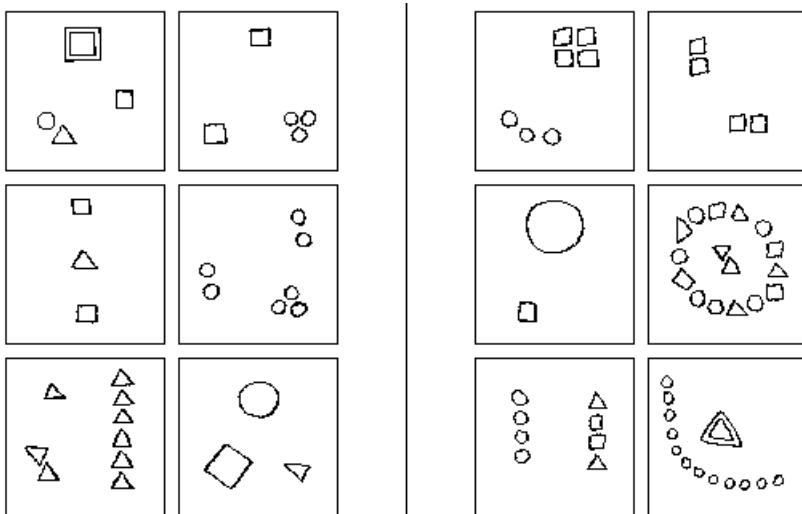
Solution: Wedged endings vs. rounded endings.

## BP155



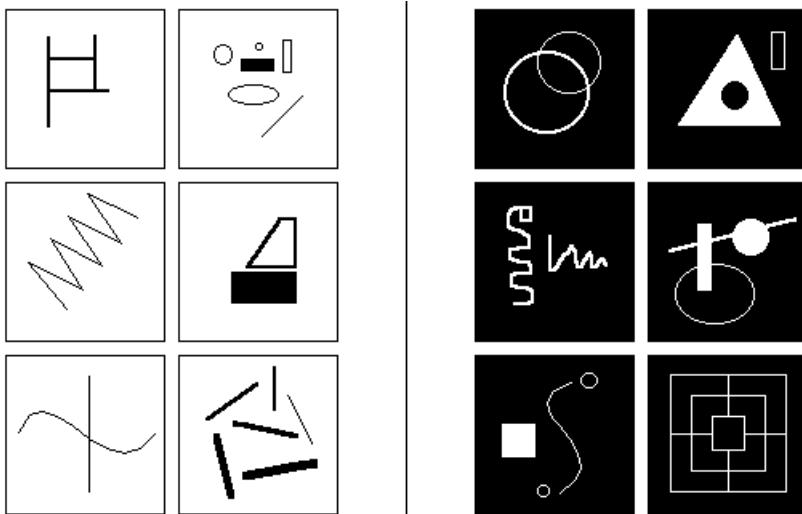
*Solution:* Curves are longer than straight lines vs. curves are shorter than straight lines.

## BP156



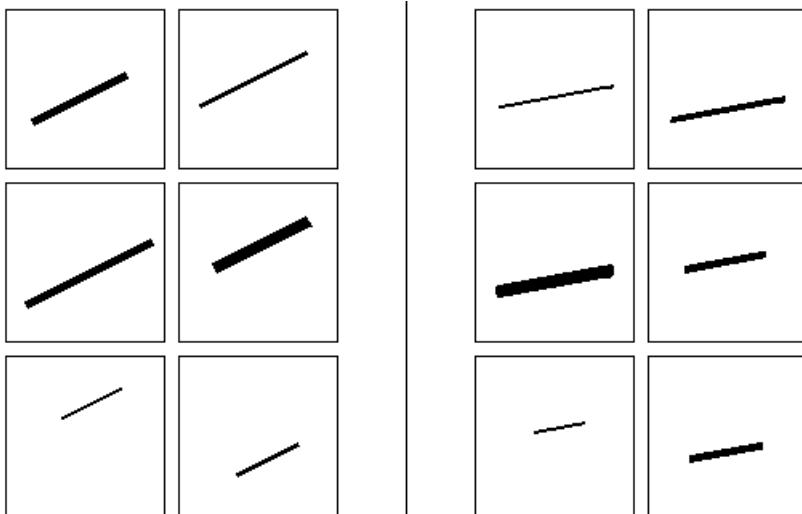
*Solution:* Three spatially separated clusters vs. two spatially separated clusters.

## BP157



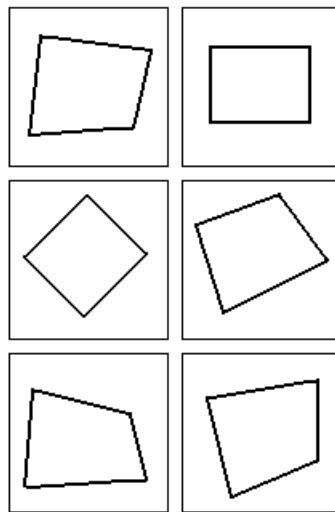
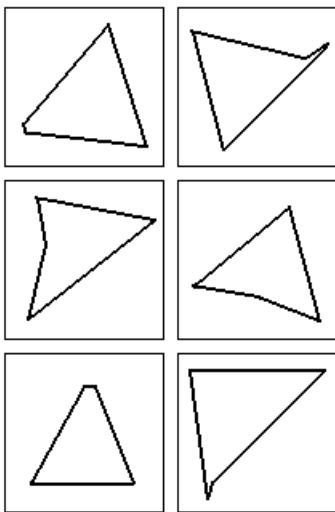
*Solution: White background vs. Black background*

## BP158



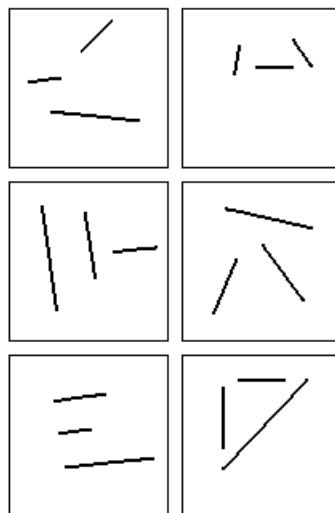
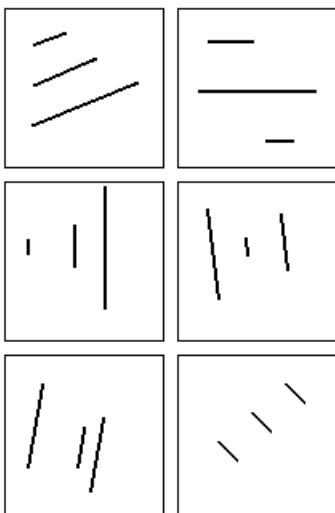
*Solution: Some slope vs. another slope.*

## BP159



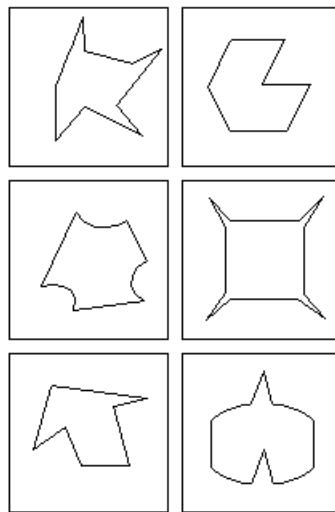
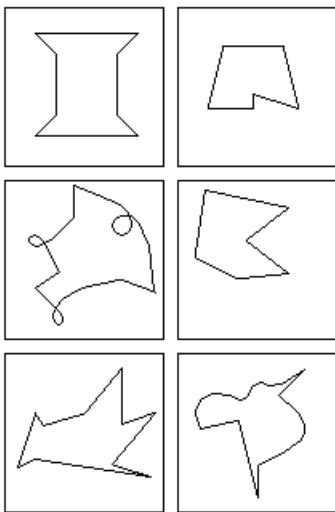
*Solution:* Quadrilateral that is nearly a triangle vs. typical quadrilateral

## BP160



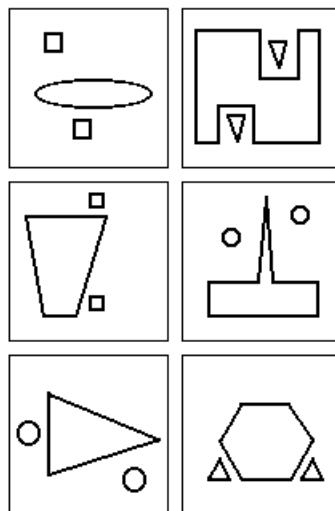
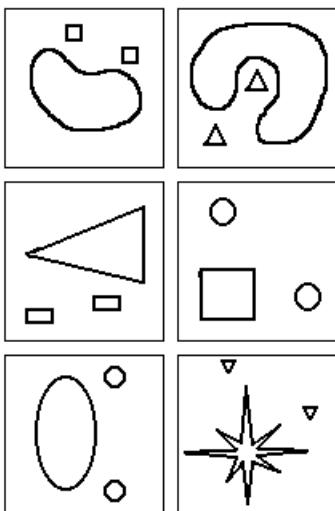
*Solution:* Midpoints are collinear vs. midpoints are not collinear.

## BP161



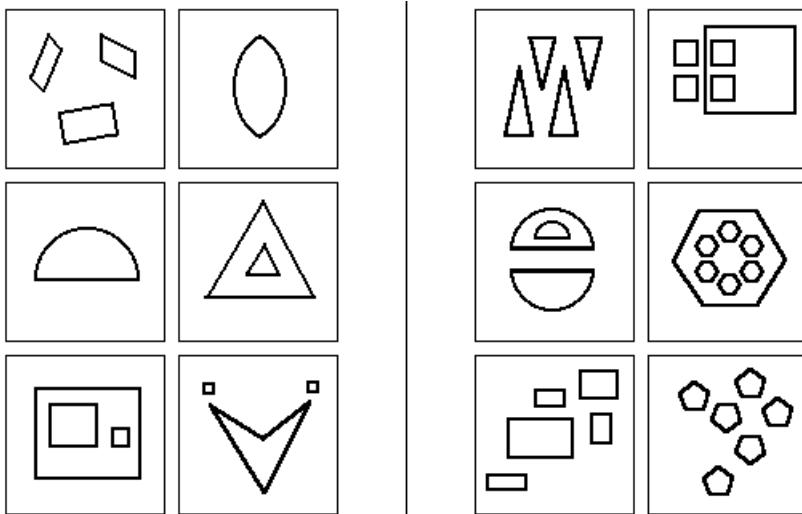
*Solution:* Every other side, if extended, passes through one point vs. not so.

## BP162



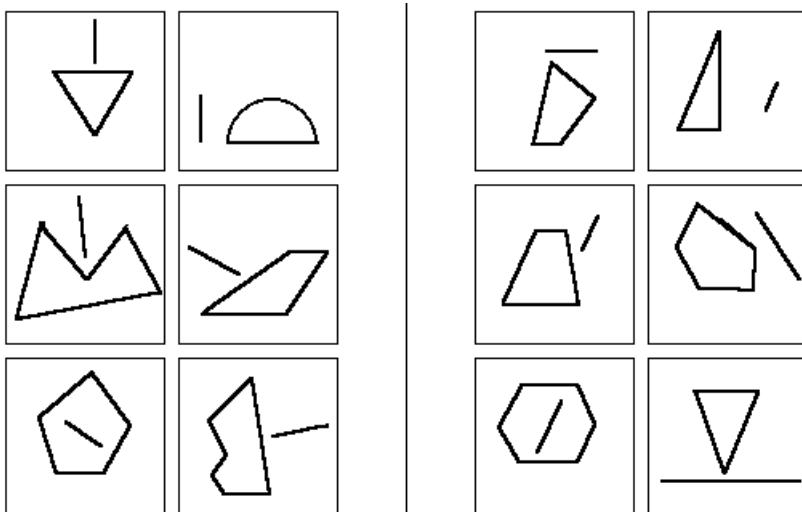
*Solution:* Line connecting small shapes does not intersect large one vs. line connecting small shapes intersects large one.

## BP163



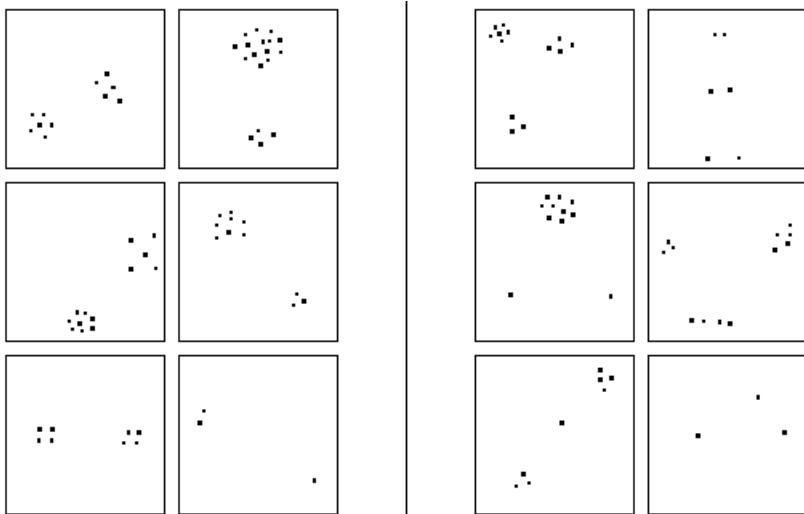
Solution: Number of objects is one less than sides of each object  
more than sides of each object vs. number of objects is one

## BP164



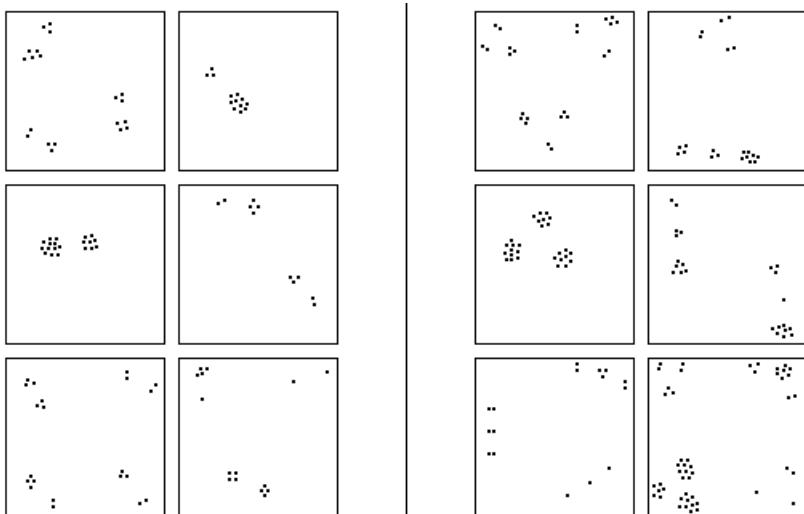
Solution: Line perpendicular to one side of the object vs. line parallel to one side of the object.

## BP165



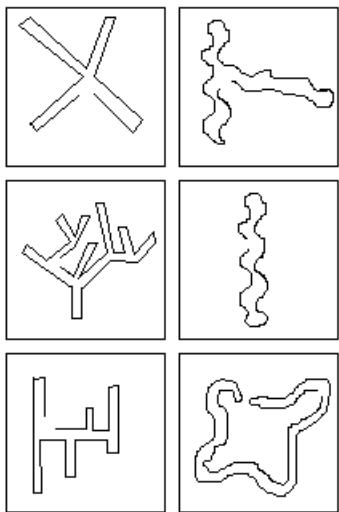
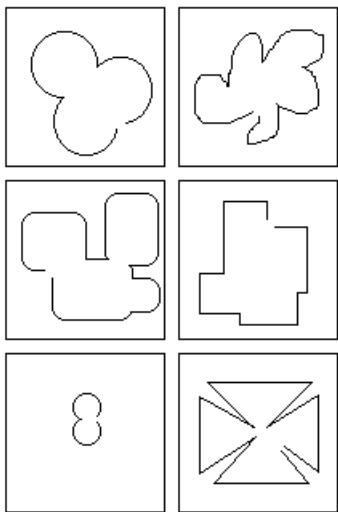
*Solution:* Two clusters vs. three clusters.

## BP166



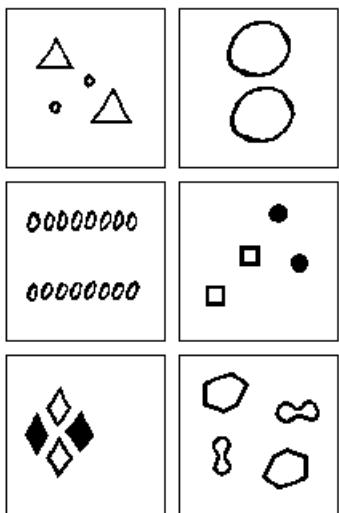
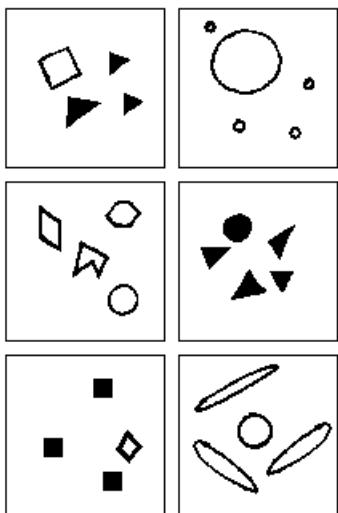
*Solution:* Every cluster has two clusters of dots vs. every cluster has three clusters of dots.

## BP167



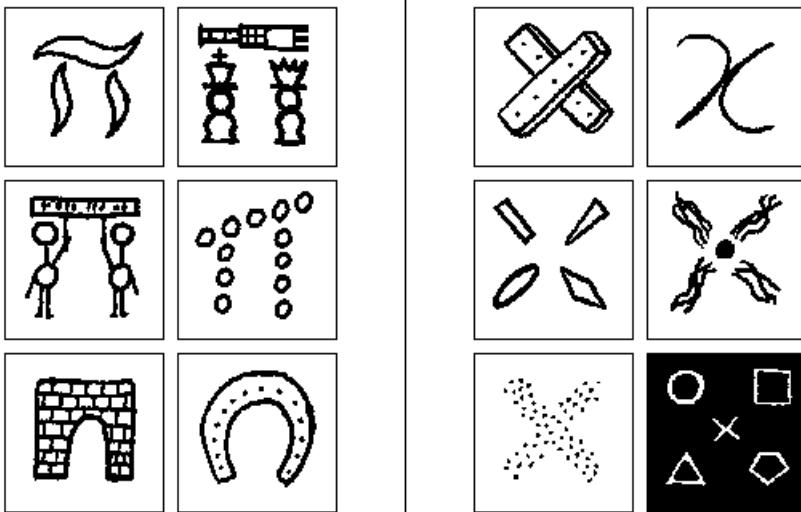
*Solution: Bulky interior, if closed vs. narrow interior, if closed*

## BP168



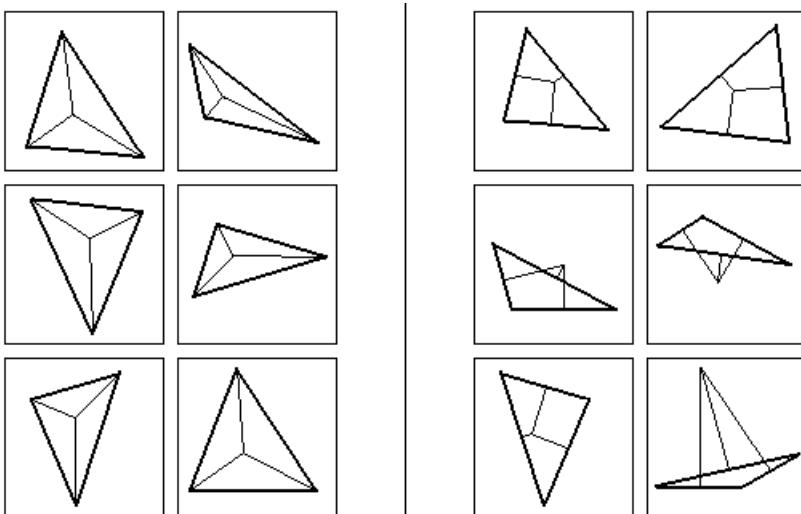
*Solution: Two clusters of different numbers of elements vs. two clusters of equal number of elements.*

## BP169



*Solution: Pi-like shape vs. X-like shape*

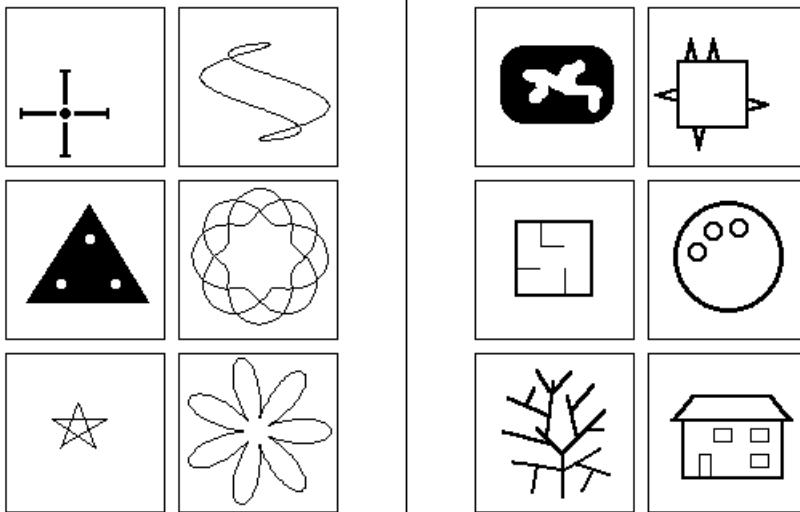
## BP170



*orthocenter:*

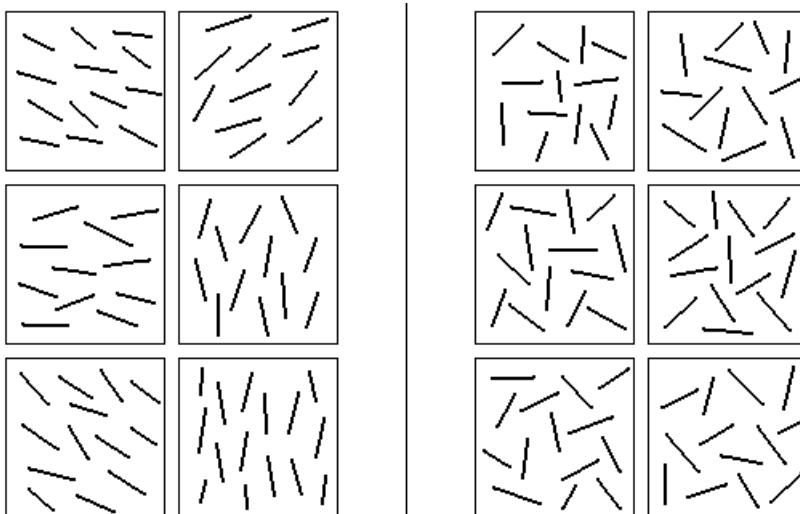
*Solution: Angle bisectors meet at the incenter vs. perpendicular bisectors meet at the orthocenter.*

## BP171



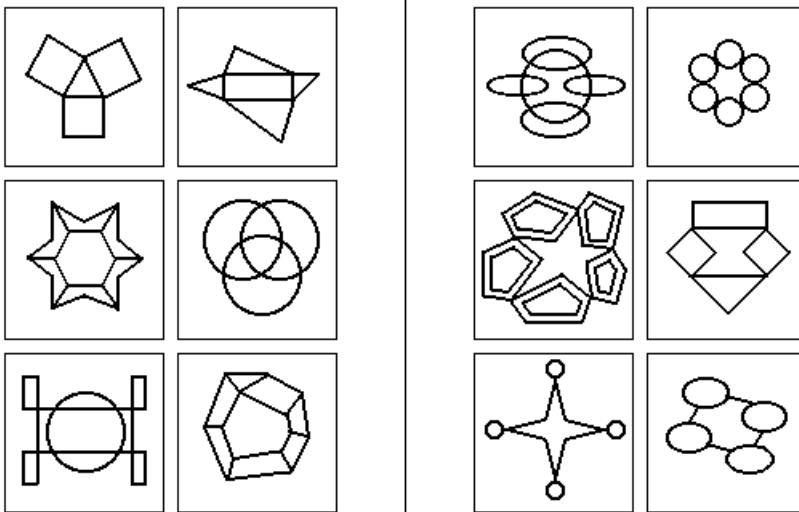
*Solution: Rotationally symmetric vs. not.*

## BP172



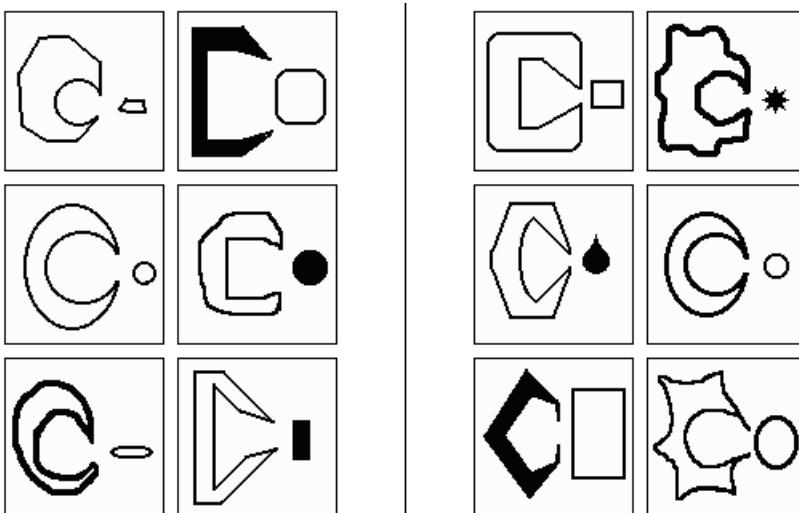
*Solution: Small variance of slopes vs. large variance of slopes.*

## BP173



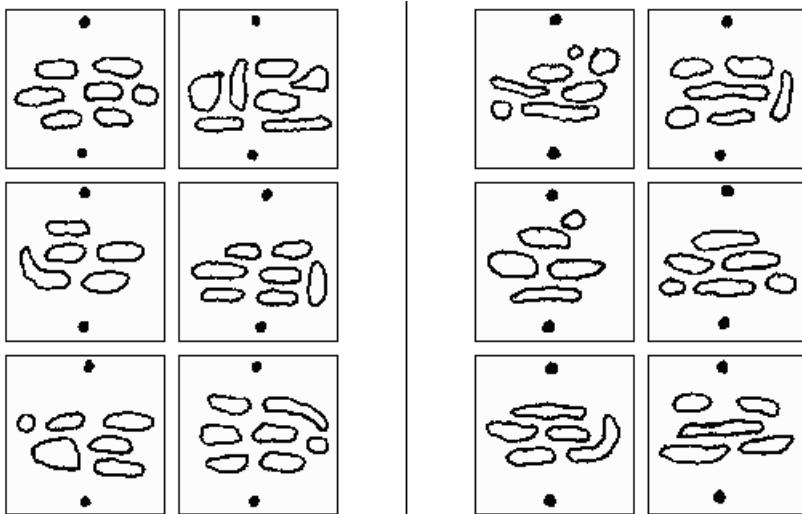
*Solution:* Convex central interior vs. concave central interior.

## BP174



*Solution:* Small object can glide in the bay vs. small object cannot glide in the bay.

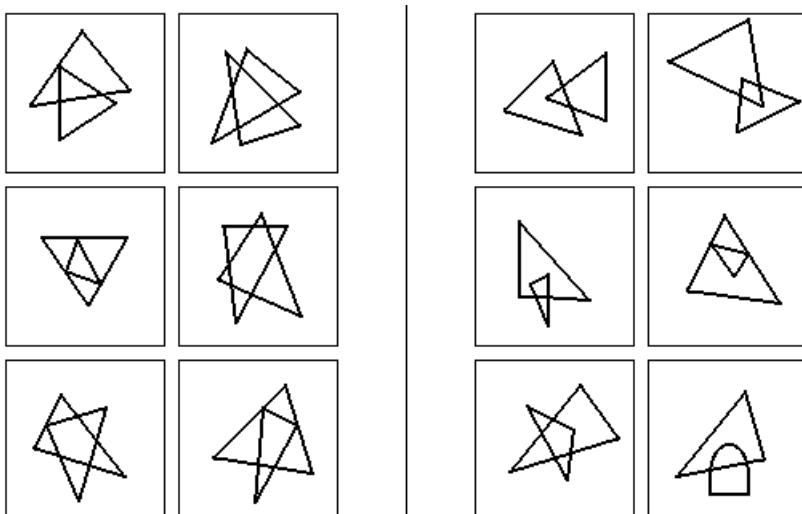
## BP175



avoiding obstacles is long.

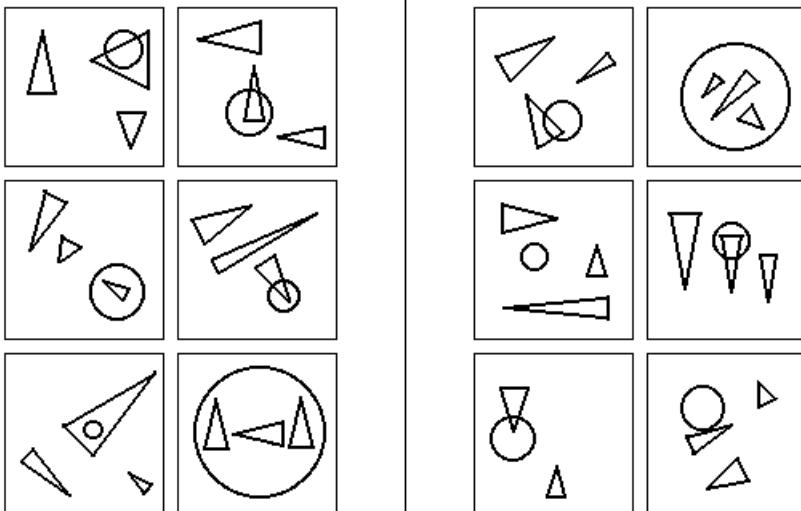
Solution: Line that connects dots avoiding obstacles is short vs. line that connects dots

## BP176



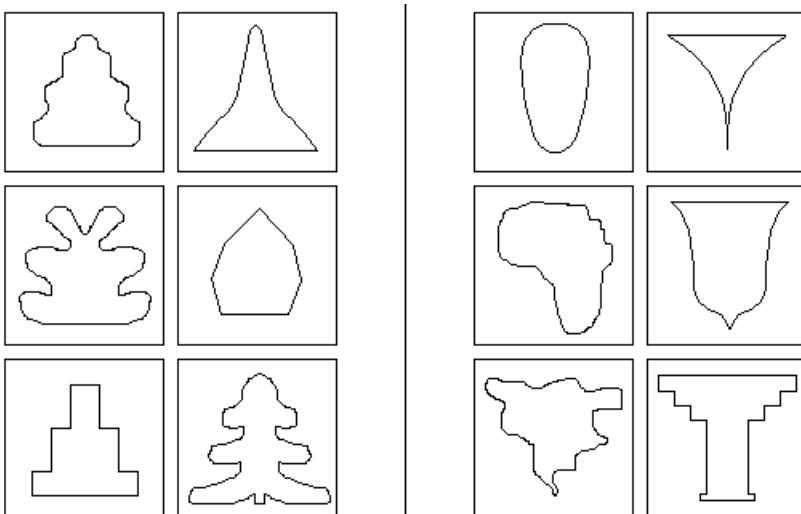
Solution: All interiors are convex vs. at least one concave interior.

## BP177



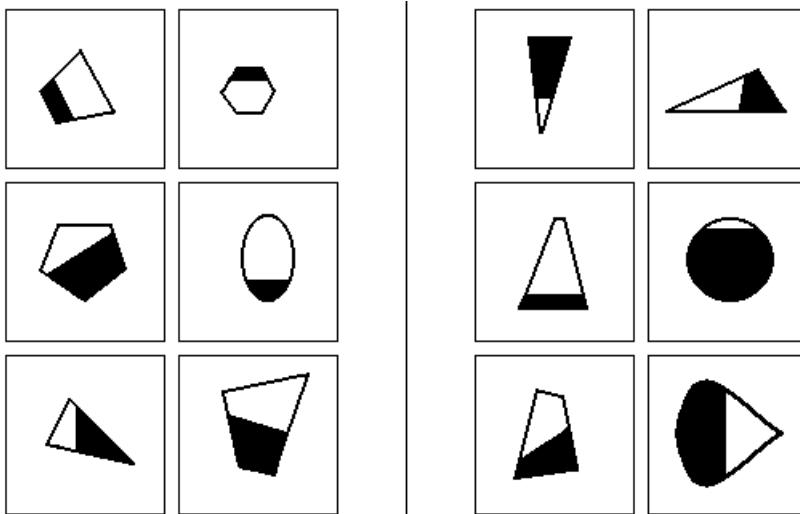
*Solution:* Center of circle in triangle perpendicular to the other two vs. not so.

## BP178



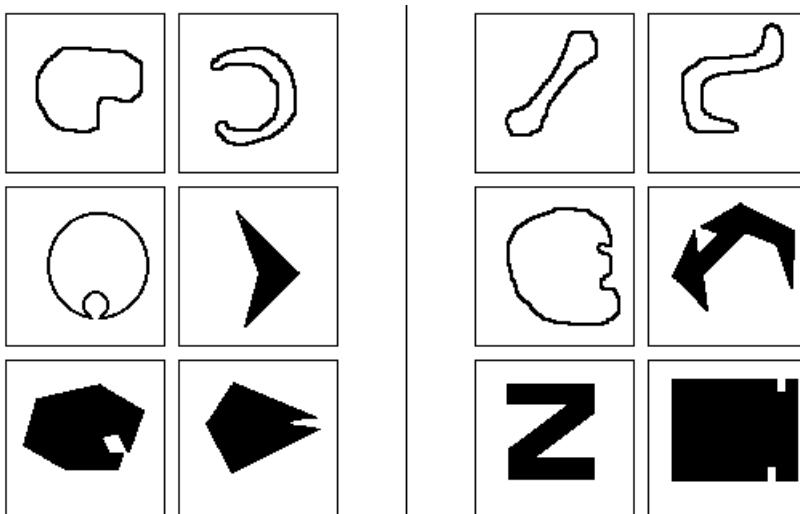
*Solution:* Object thinner at top vs. object thicker at top.

## BP179



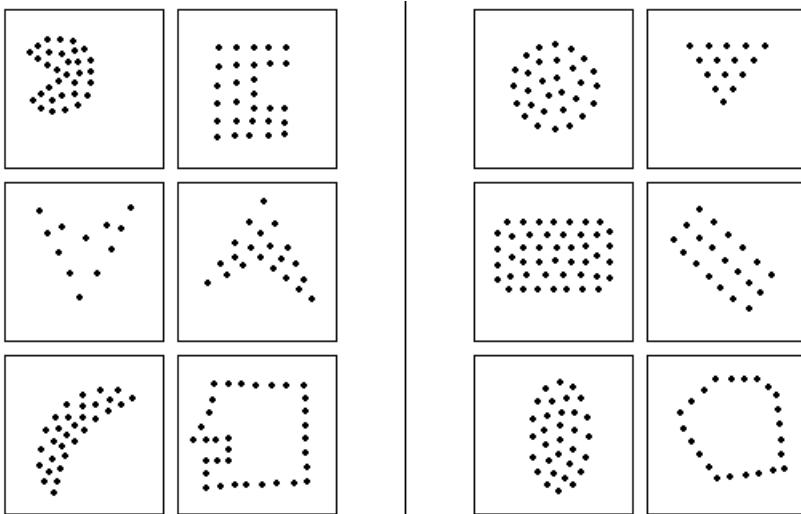
*Solution:* Black region narrows at the boundary of Black/white.

## BP180



*Solution:* One concavity vs. two concavities.

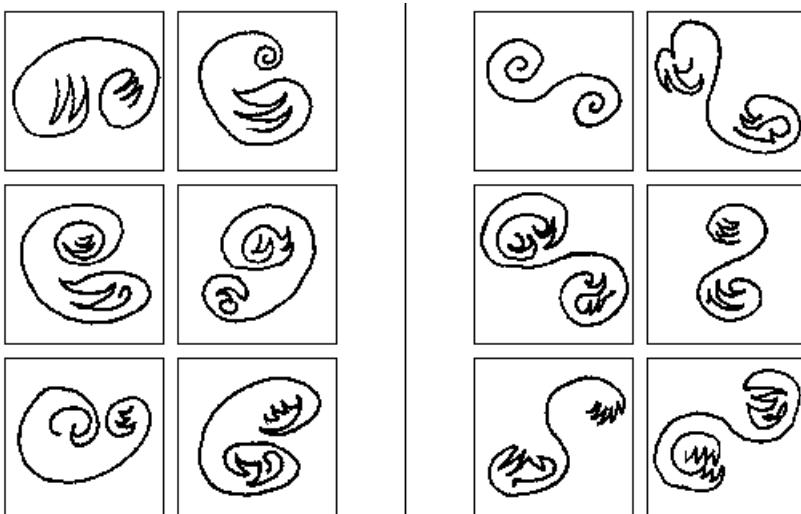
## BP181



*points are connected.*

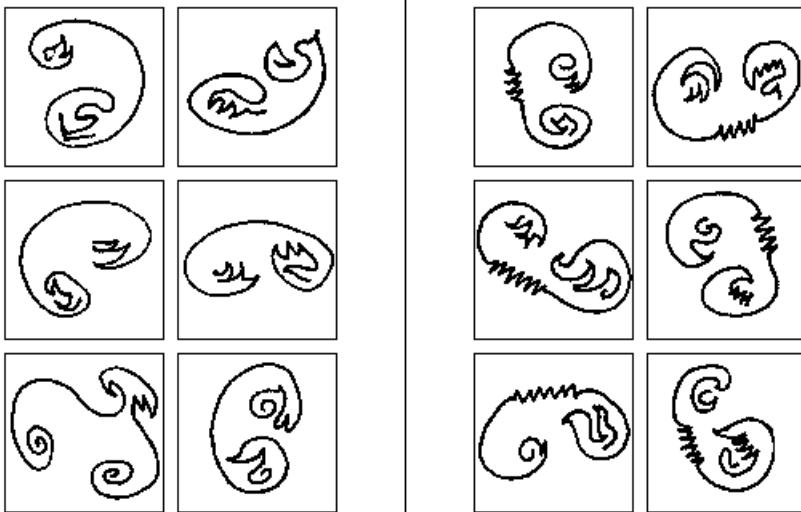
*Solution: Convex if proximal border points are connected vs. concave if proximal border*

## BP182



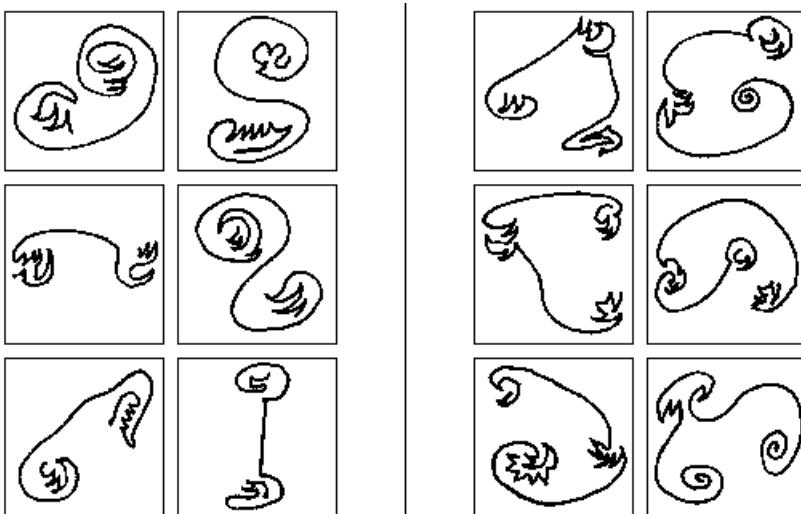
*Solution: Same curvature close to the middle vs. change of curvature close to the middle.*

## BP183



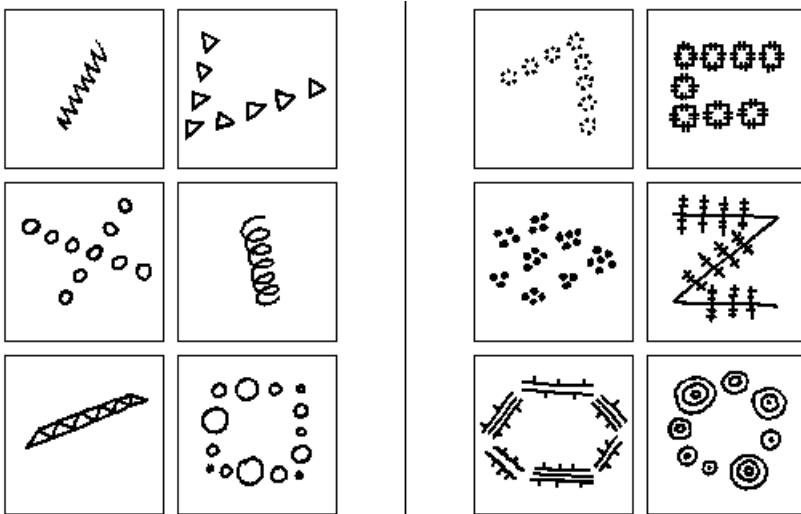
*Solution: Curve is smooth close to the middle vs. curve zigzags close to the middle.*

## BP184



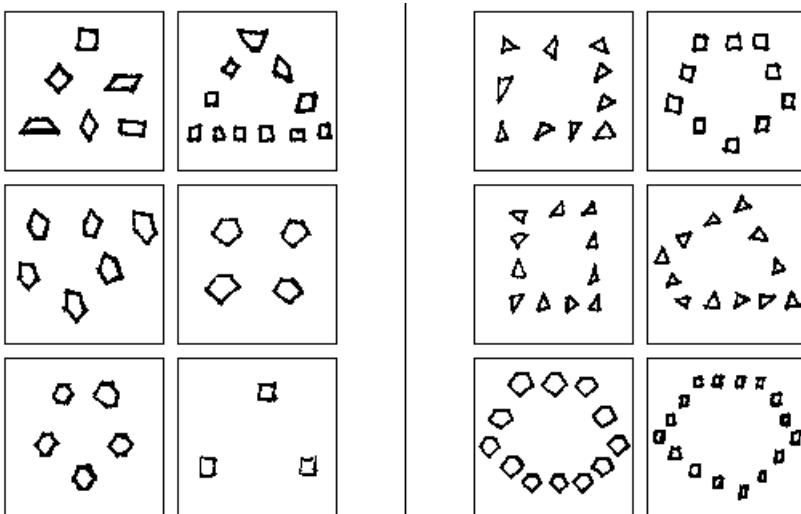
*Solution: Curve with two complex parts vs. curve with three complex parts.*

## BP185



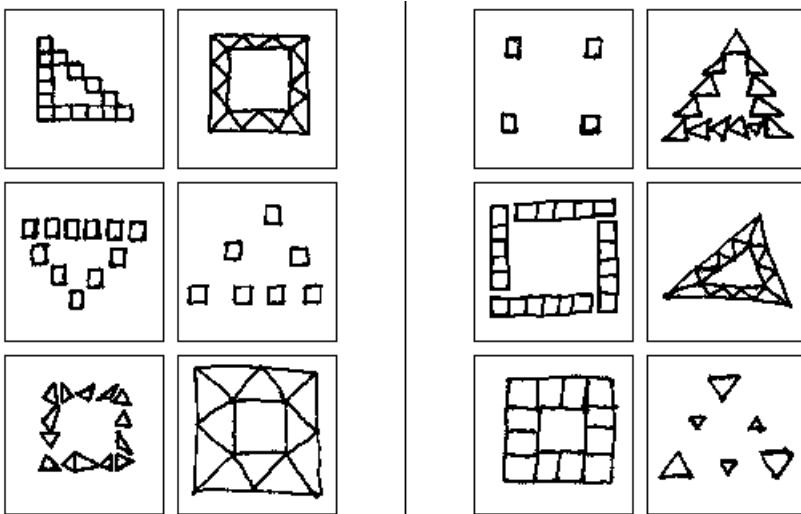
Solution: Object made of objects vs. object made of objects made of objects.

## BP186



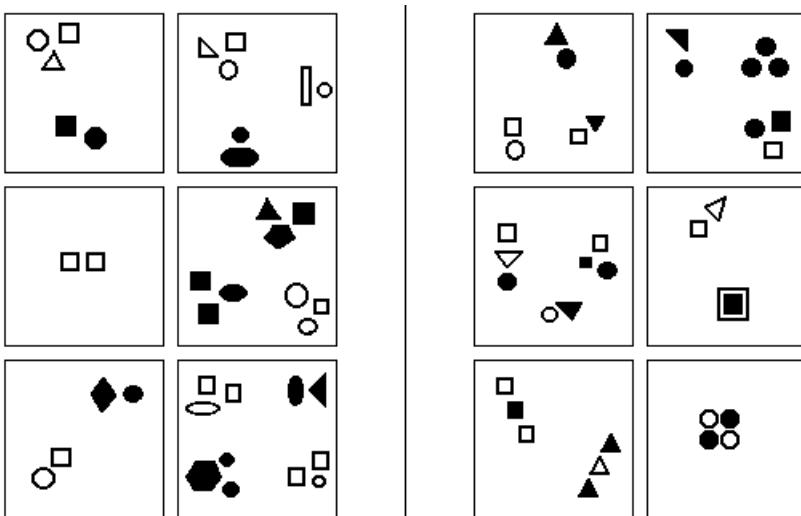
Solution: Sides of parts are one more than sides of whole vs. sides of parts are one less than sides of whole.

## BP187



*Solution:* Shape of whole different from shape of parts vs. shape of whole same as shape of parts.

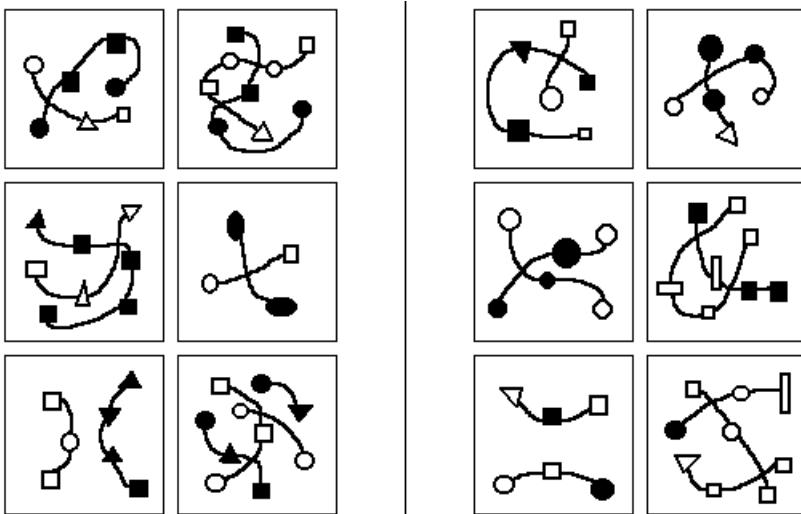
## BP188



*Solution:* Objects of the same texture.

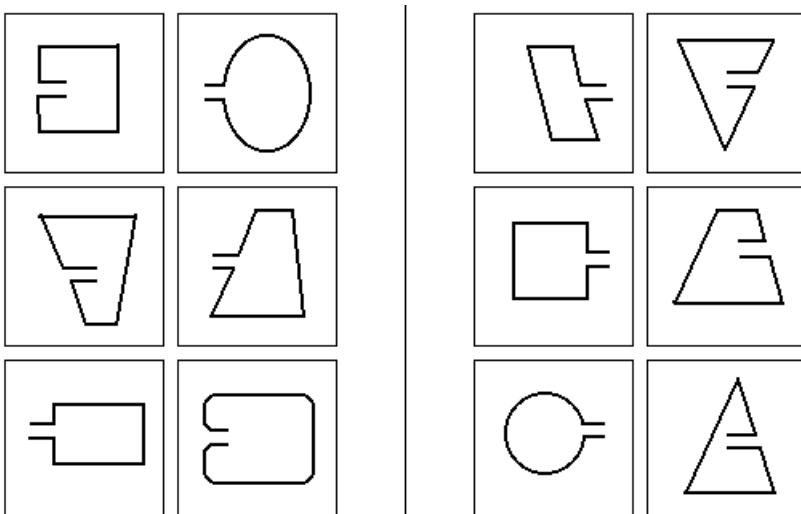
*Solution:* All clusters are made of objects of the same texture vs. not all clusters are made of objects of the same texture.

## BP189



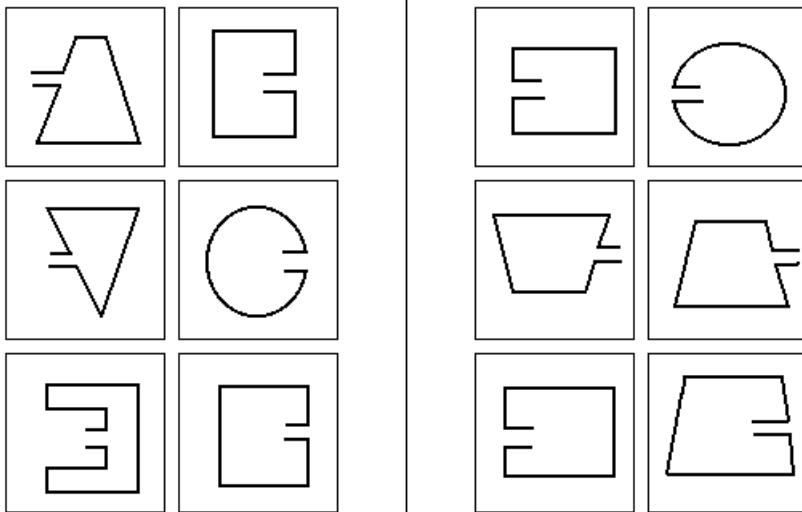
*Solution:* All connected objects have the same texture vs. some connected objects have different textures.

## BP190



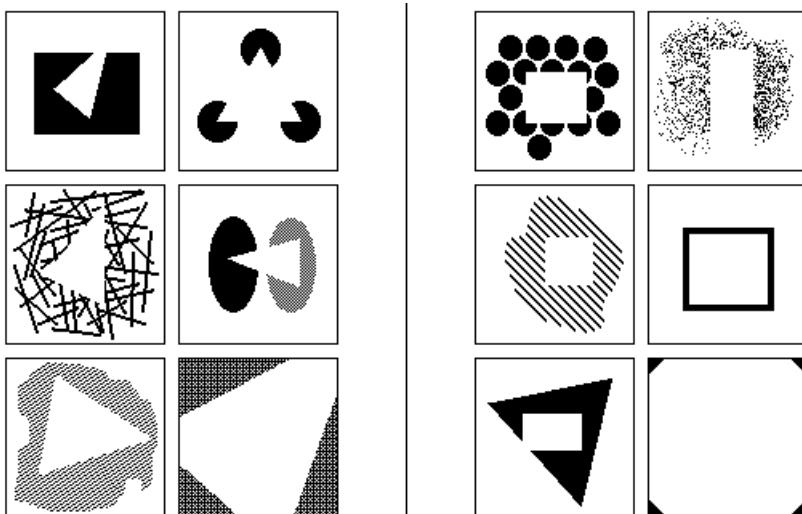
*Solution:* Office on the left vs. office on the right.

## BP191



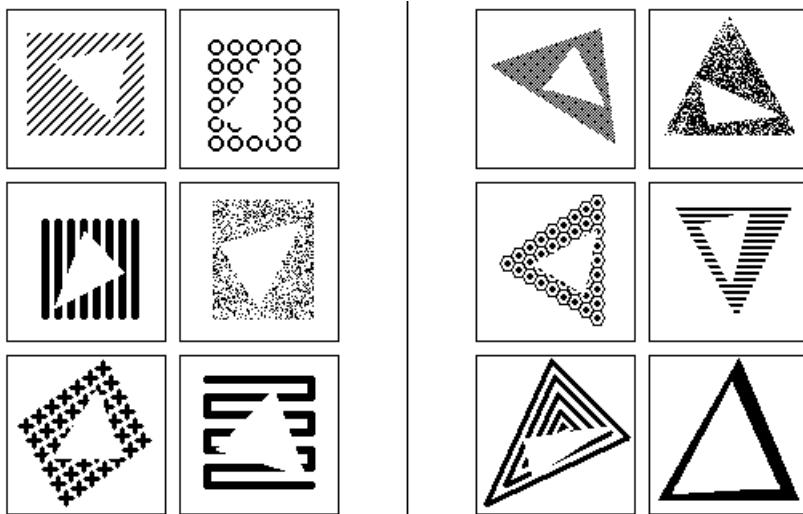
*Solution: Elongated vertically vs. elongated horizontally.*

## BP192



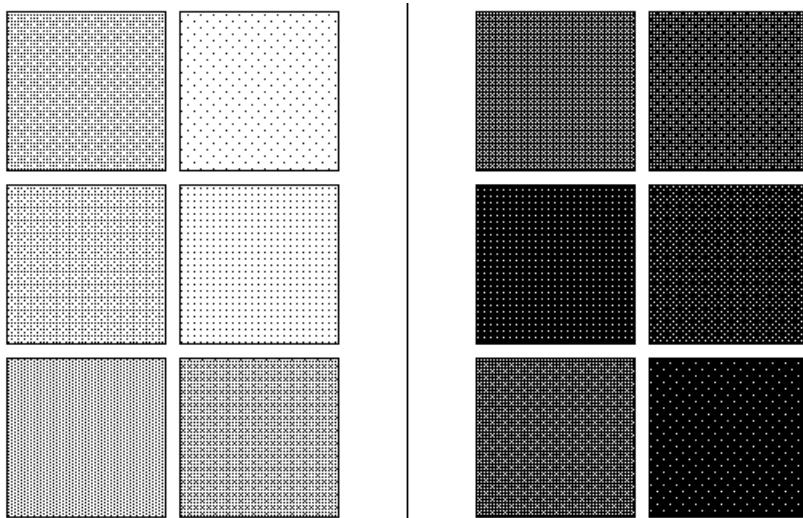
*Solution: Ghost triangle vs. Ghost rectangle.*

## BP193



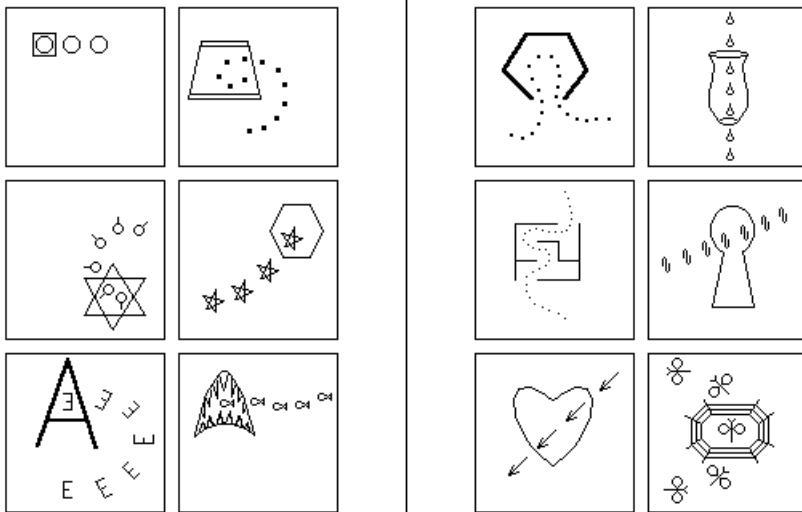
*Solution: Background is a parallelogram vs. background is a triangle.*

## BP194



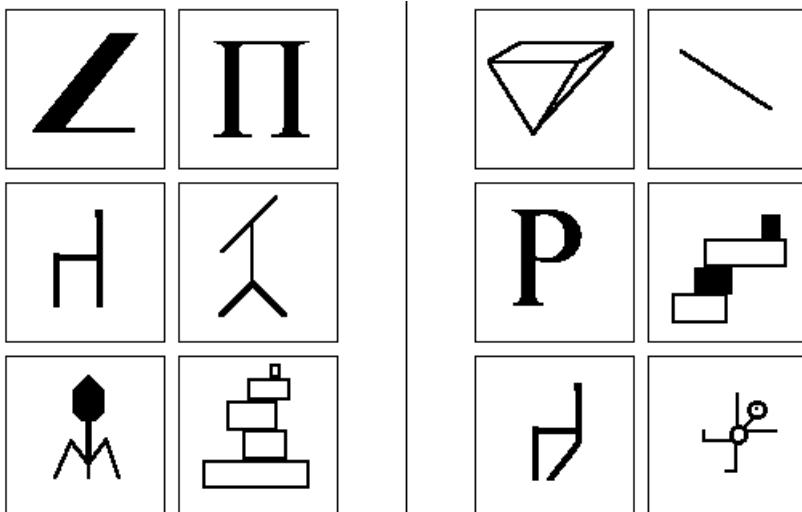
*Solution: Light-colored texture vs. dark-colored texture.*

## BP195



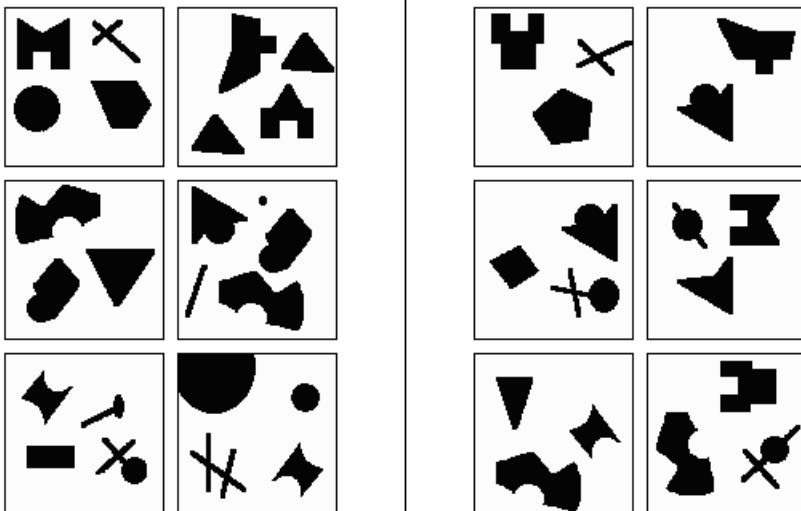
*Solution: Stays in vs. escapes.*

## BP196



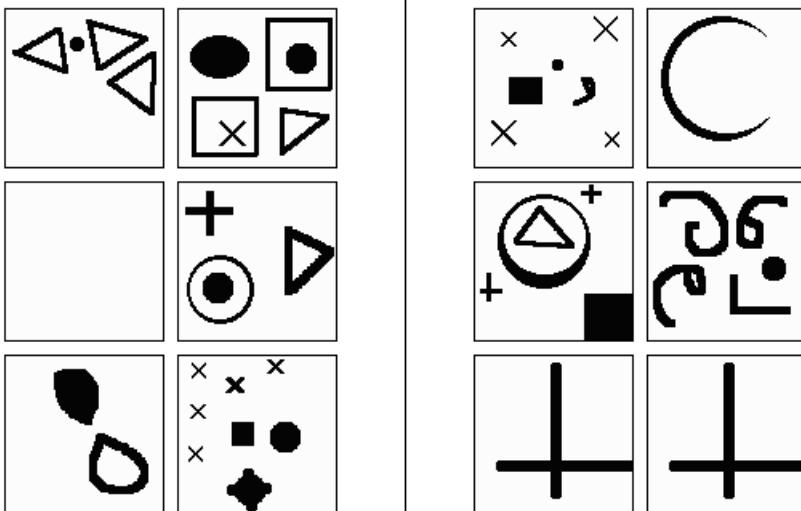
*Solution: Stays put vs. tumbles.*

## BP197



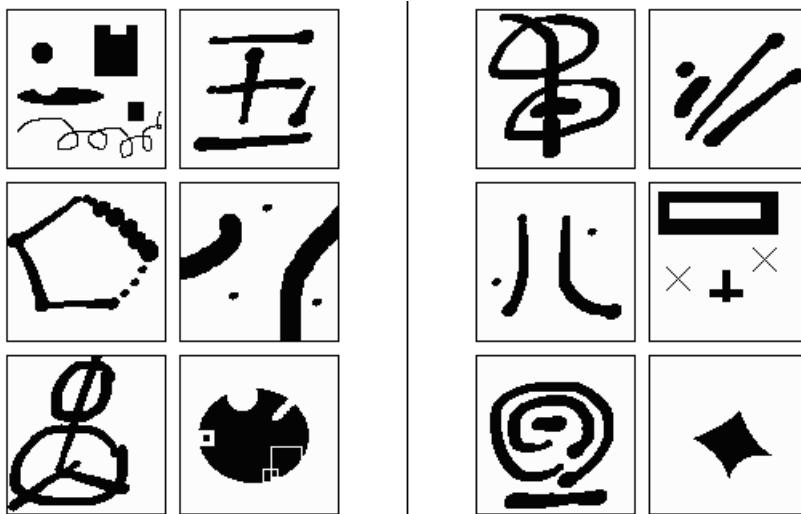
*Solution:* Two of the shapes make tiles along their border lines vs. not so.

## BP198



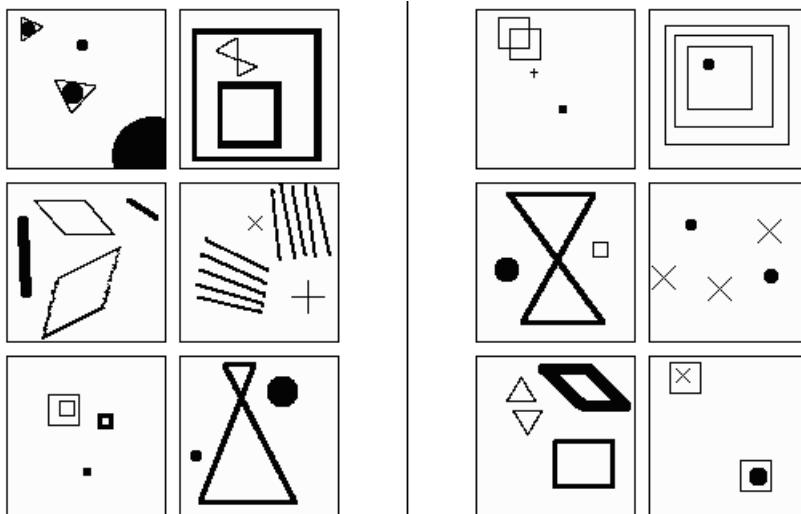
*Solution:* Even number vs. odd number.

## BP199



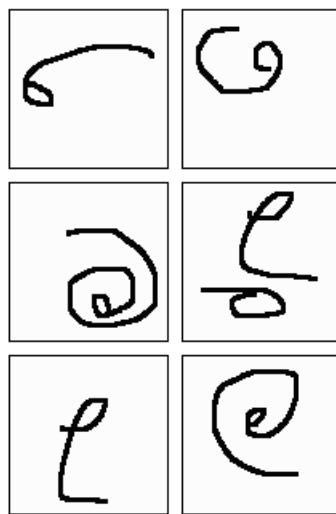
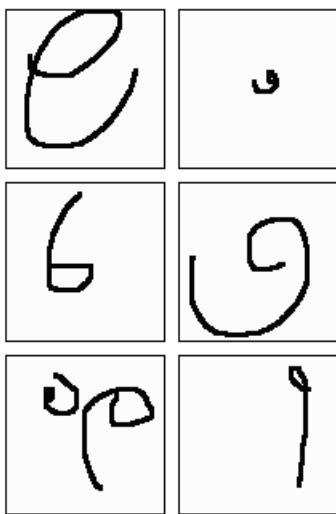
Solution: Five vs. four.

## BP200



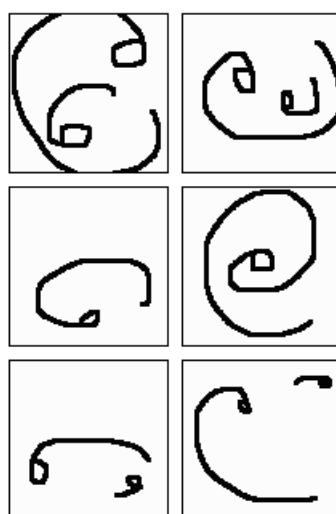
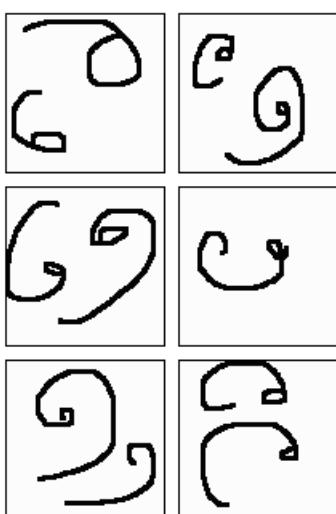
Solution: Two clusters of two elements each vs. not so.

## BP201



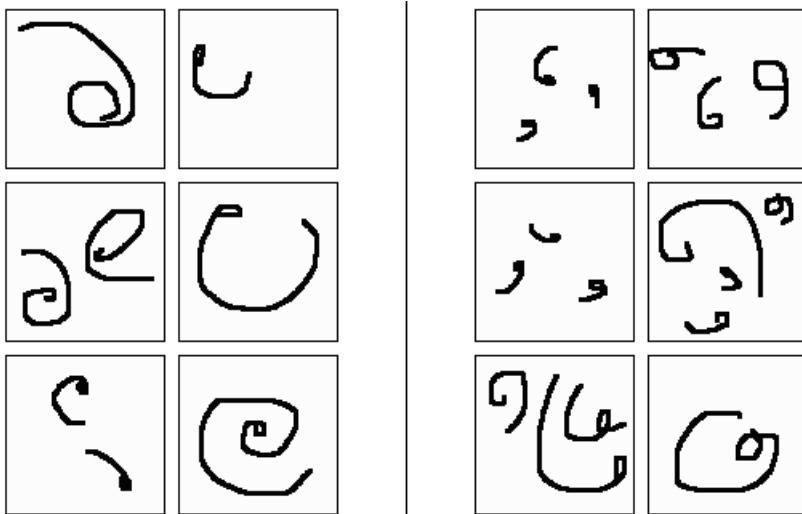
*right direction*  
Solution: Curve ends in a roughly up or down direction vs. curve ends in a roughly left or

## BP202



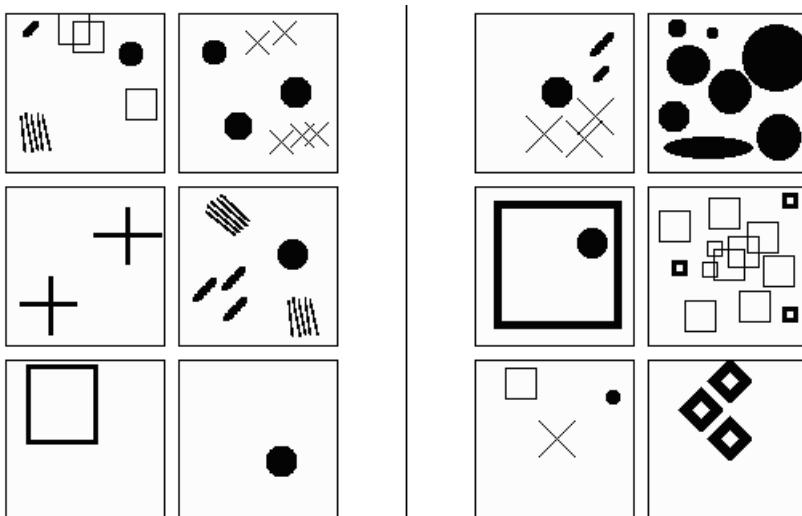
Solution: Curve ends on the left part of the box vs. curve ends on the right part of the box

## BP203



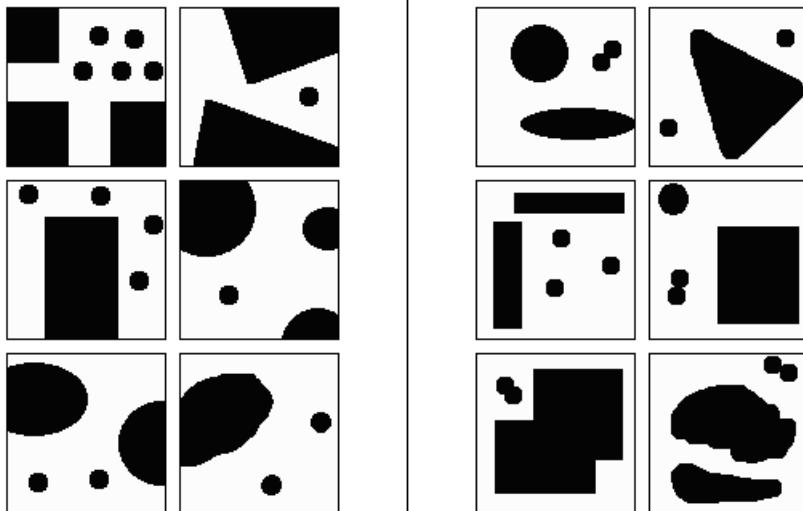
Solution: All curves spiral clockwise, starting from maximum curvature vs. all curves

## BP204



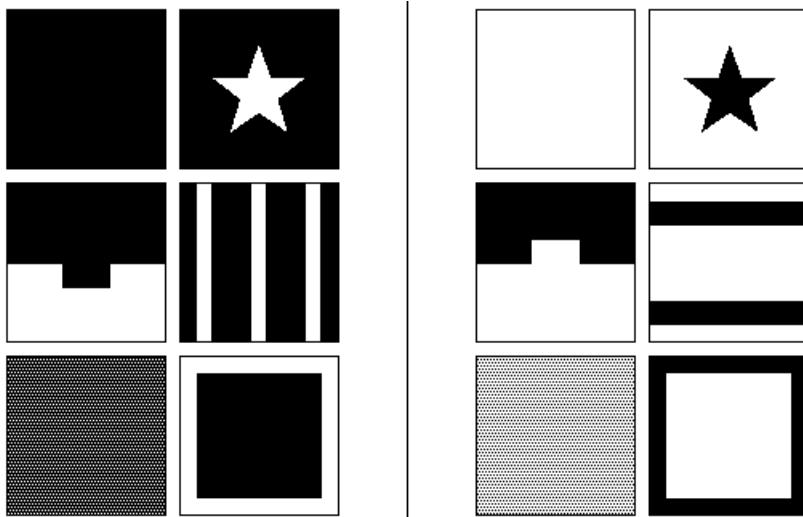
Solution: No objects are centred at the centre of the box vs. one object is centred at the center of the box

## BP205



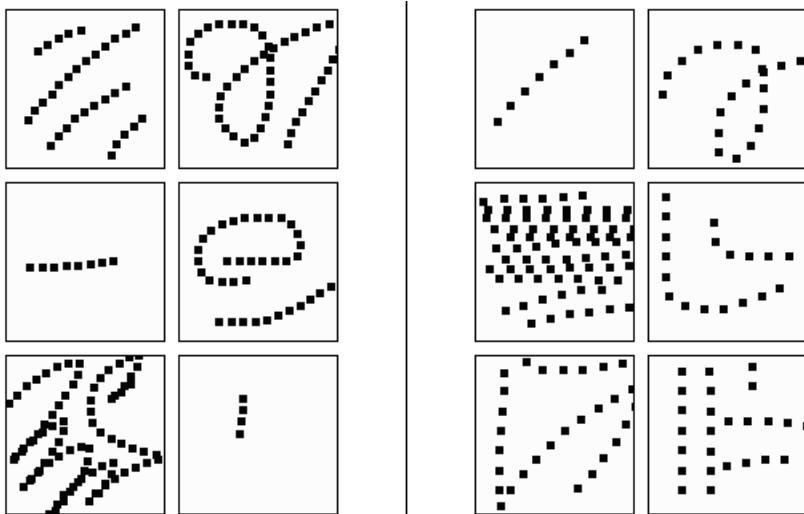
*Solution: Part of at least one object is out of box vs. all objects are within the box*

## BP206



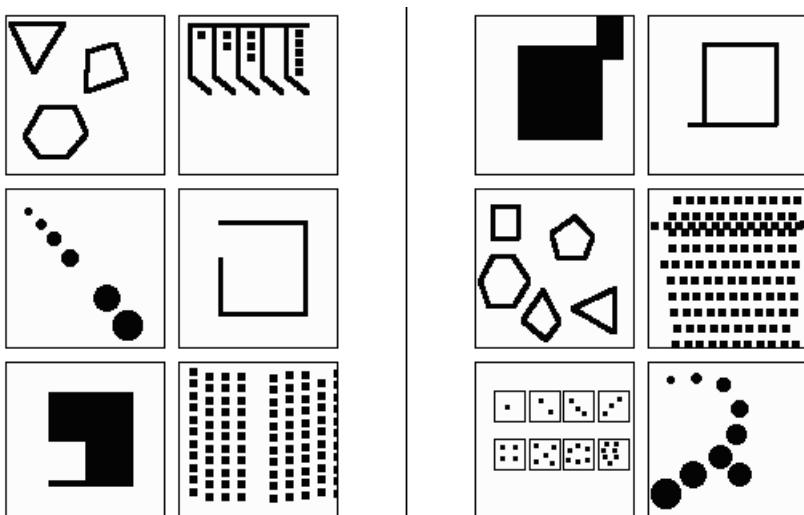
*Solution: More black than white vs. more white than black*

## BP207



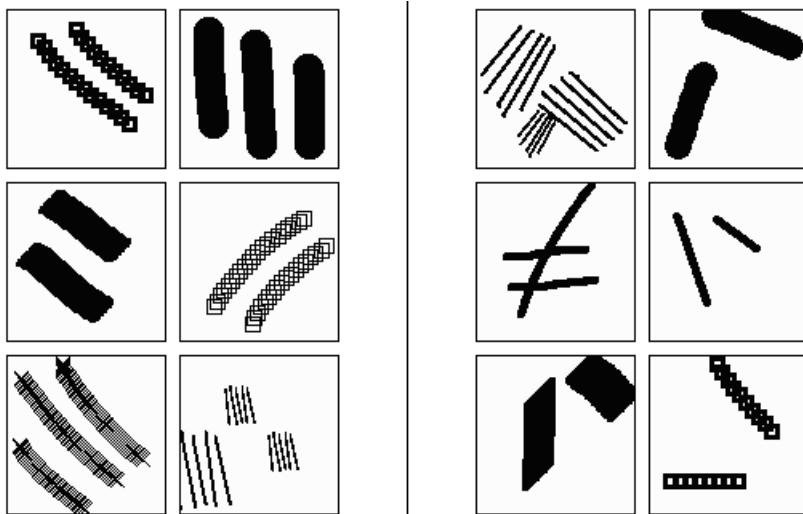
*Solution:* No dot is too far apart from another dot vs. at least one dot is far apart from all other dots.

## BP208



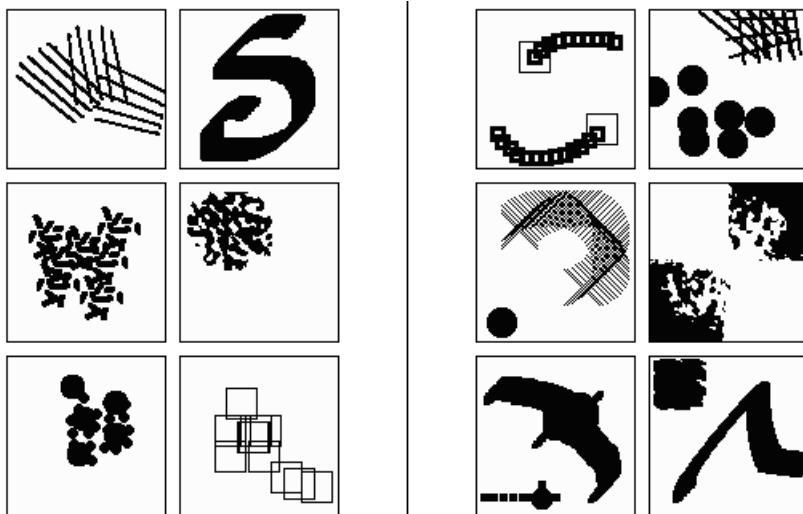
*Solution:* Something is missing vs. an extra copy of something is added

## BP209



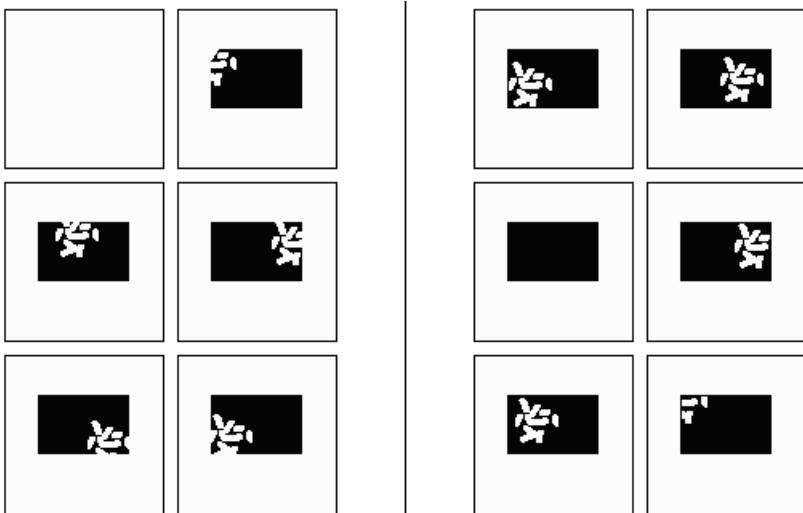
*Solution: Parallel curves vs. non-parallel curves.*

## BP210



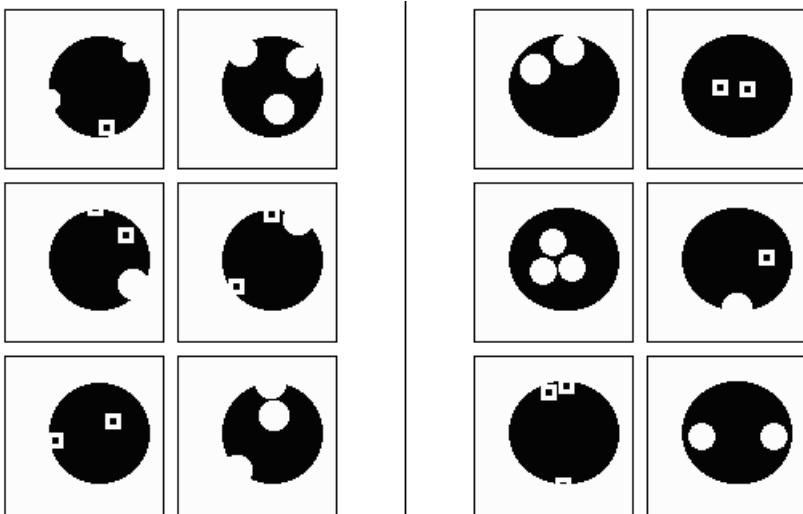
*Solution: One cluster vs. two clusters.*

## BP211



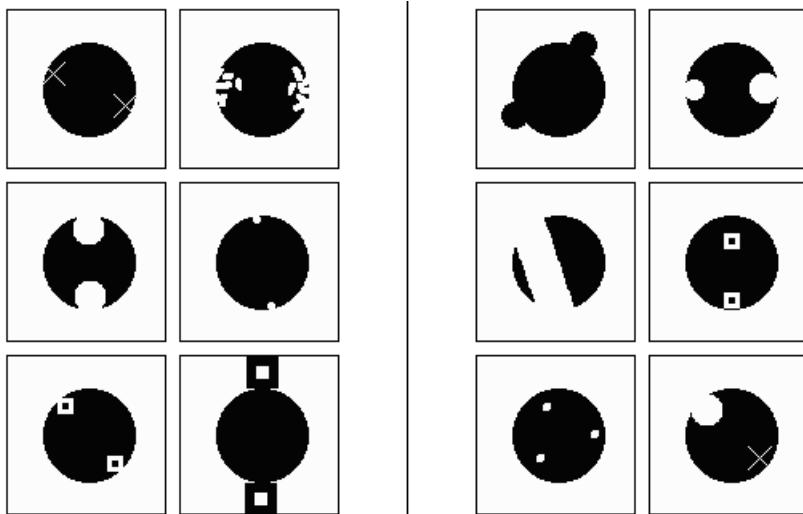
Solution: Border of black rectangle is incomplete vs. border of black rectangle is complete.

## BP212



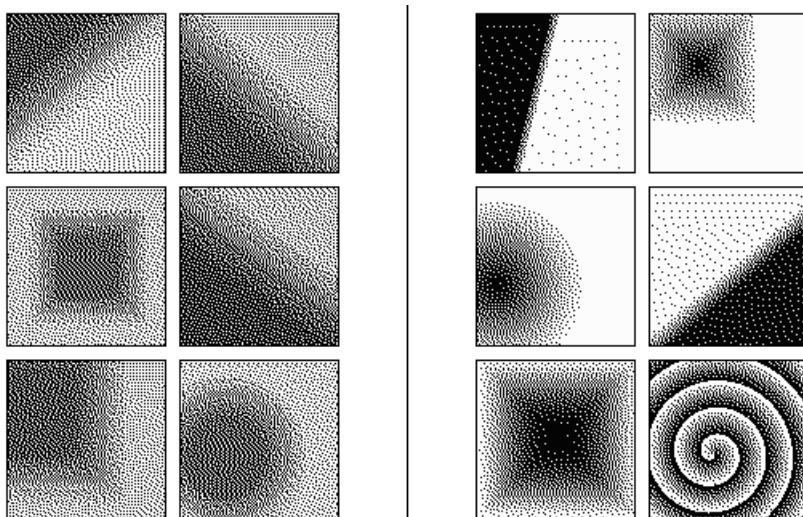
Solution: Large black region of completed is a circle vs. large black region of completed is an ellipse.

## BP213



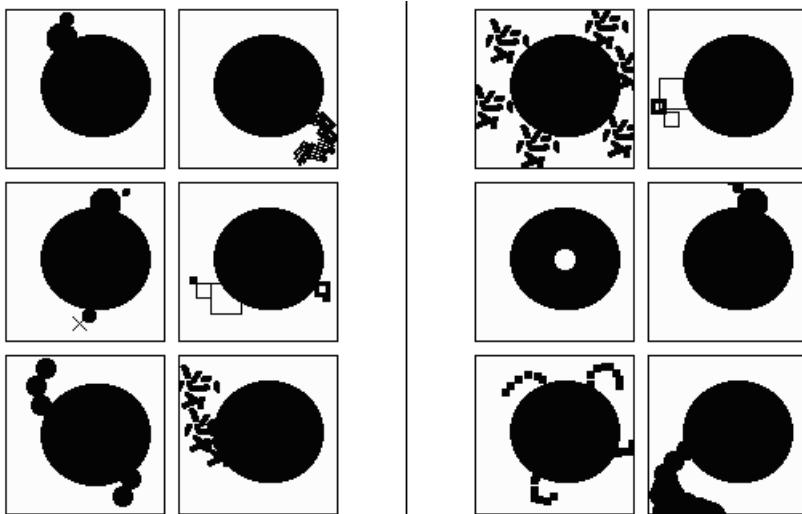
*Solution: Diametrically opposite objects affect similarly the large black circular region vs. not so.*

## BP214



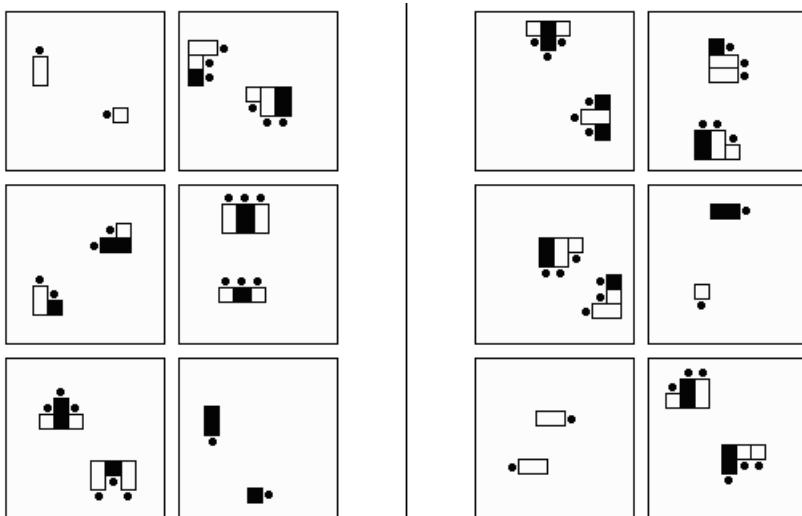
*Solution: Low contrast (no fully black region) vs. high contrast (at least one fully black region).*

## BP215



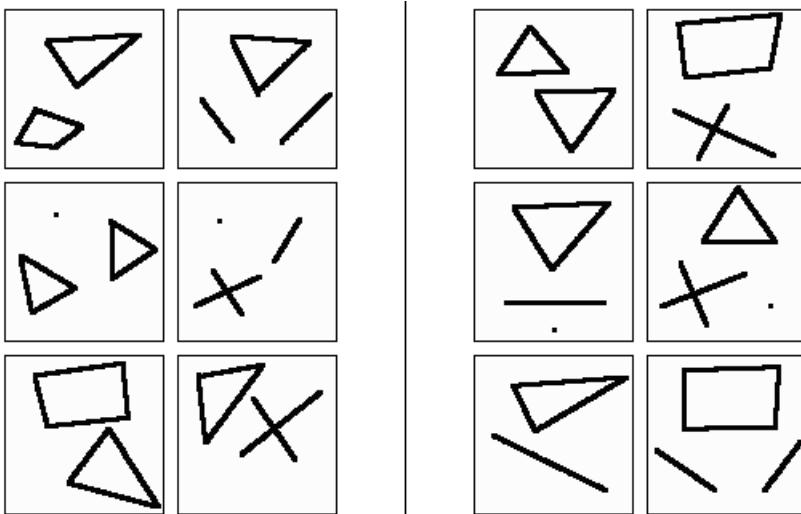
*Solution:* What comes out of black circle has a clockwise direction vs. not so.

## BP216



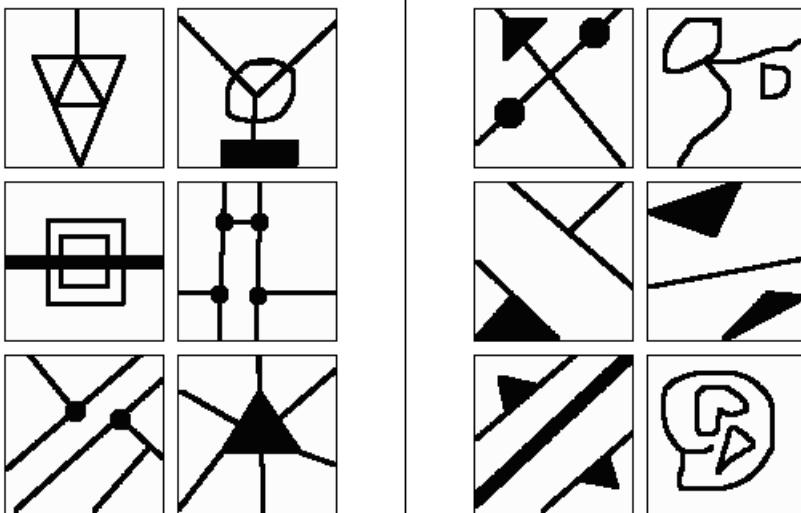
*Solution:* When the objects are rotated and their dots are overlapped and eliminated, they form three-square-tall structures with columns of the same color vs. not so.

## BP217



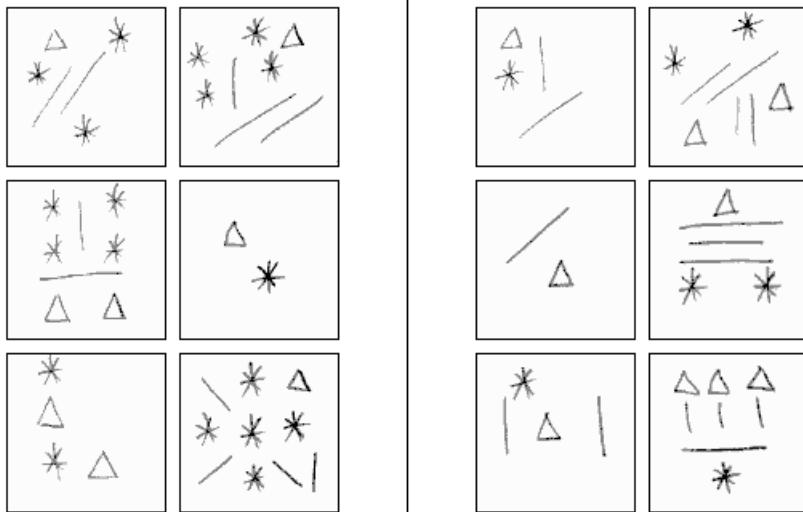
*Solution:* The sum of vertices, line ends, and dots is 7 vs. not so.

## BP218



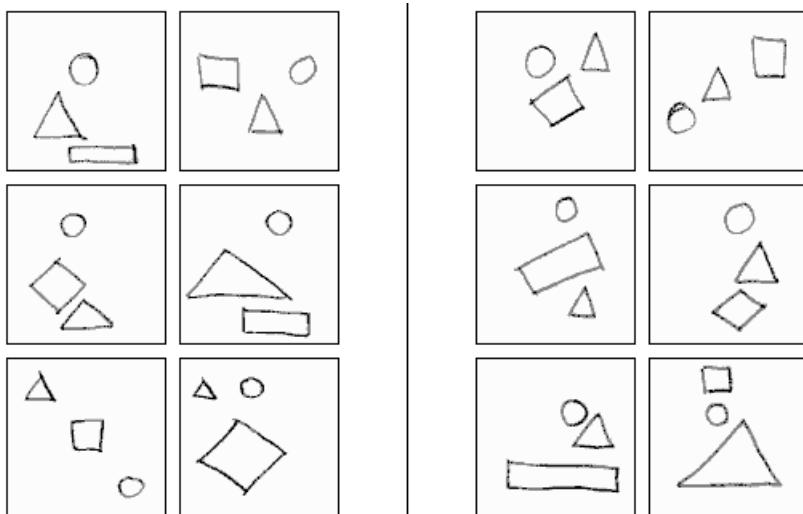
*Solution:* Box divided into six areas vs. box divided into four areas.

## BP219



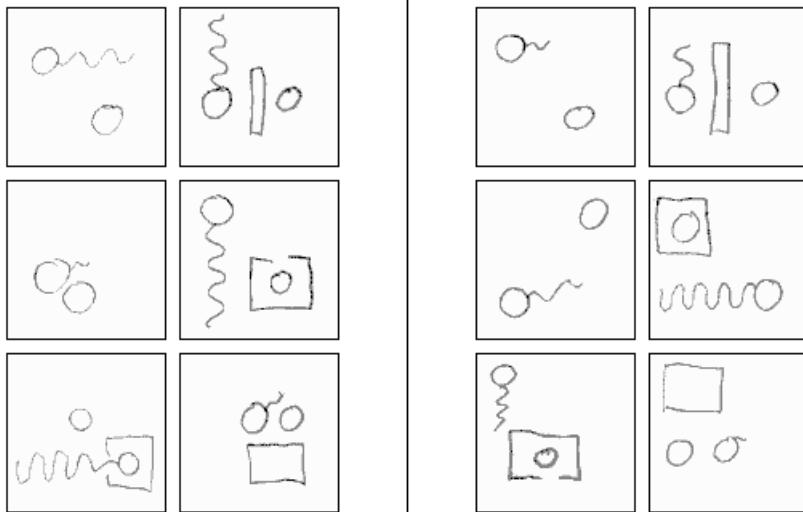
Solution: Lines plus triangles equal stars vs. lines minus triangles equal stars.

## BP220



Solution: Circle falls by gravity on the right of all other objects if let loose.  
Gravity on the left of all other objects if let loose.

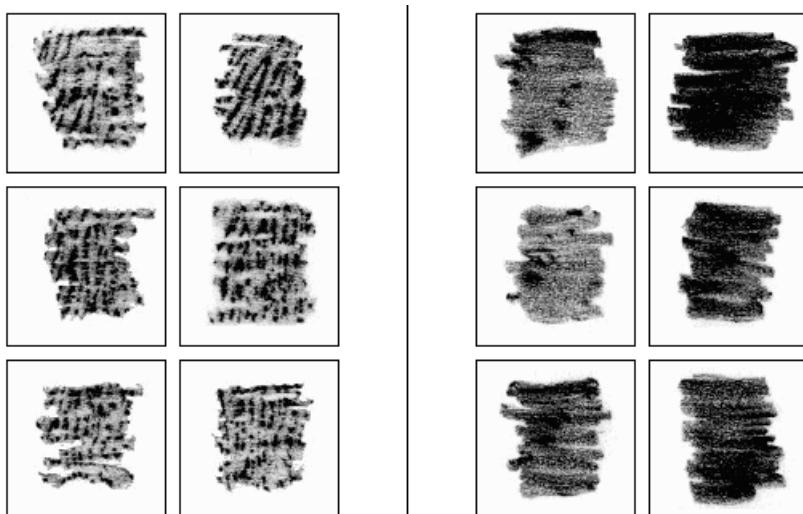
## BP221



*the other ball*

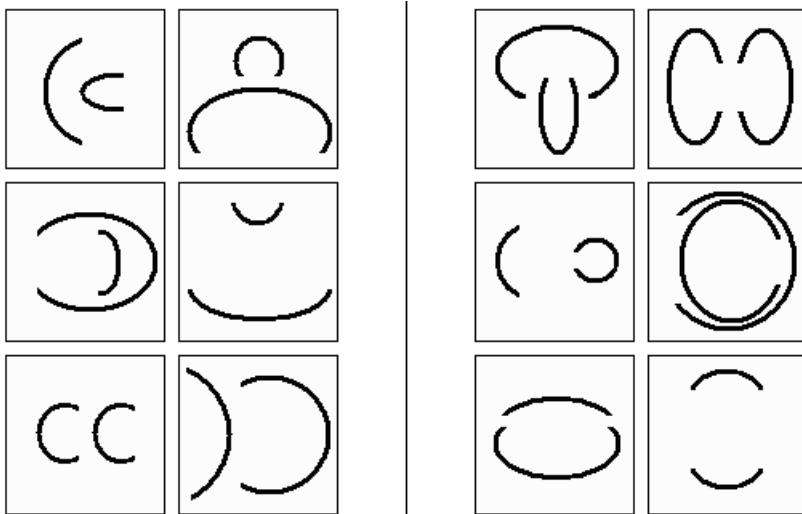
*Solution: The rope, if extended, reaches the other ball vs. the rope, if extended, does not reach*

## BP222



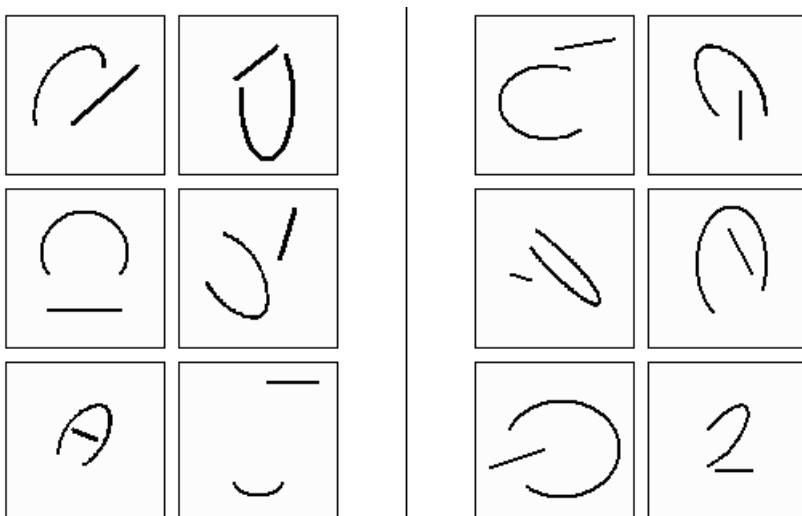
*texture with stripy squiggle vs. texture with blotchy squiggle.*

## BP223



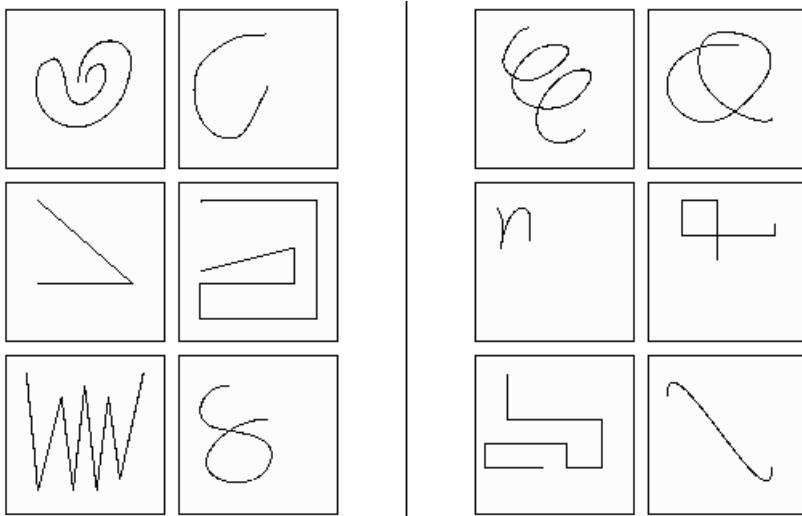
Solution: *c-like curves point to the same direction vs. g-like curves point to opposite directions.*

## BP224



Solution: Straight line parallel to line joining the ends of curve AND sliding the straight line suitably can make a closed area vs. straight line perpendicular to line joining the ends of curve.

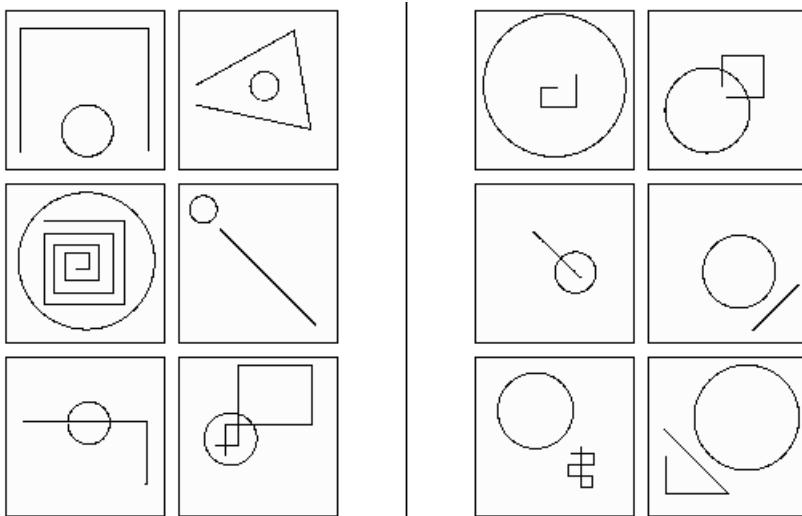
## BP225



*the curve ends intersects the curve.*

*Solution: Straight line joining the curve ends does not cut the curve vs. straight line joining*

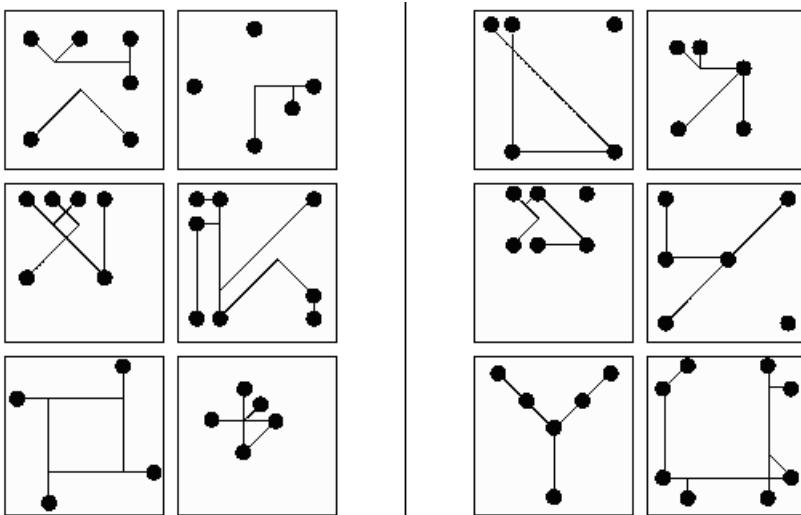
## BP226



*length of everything else*

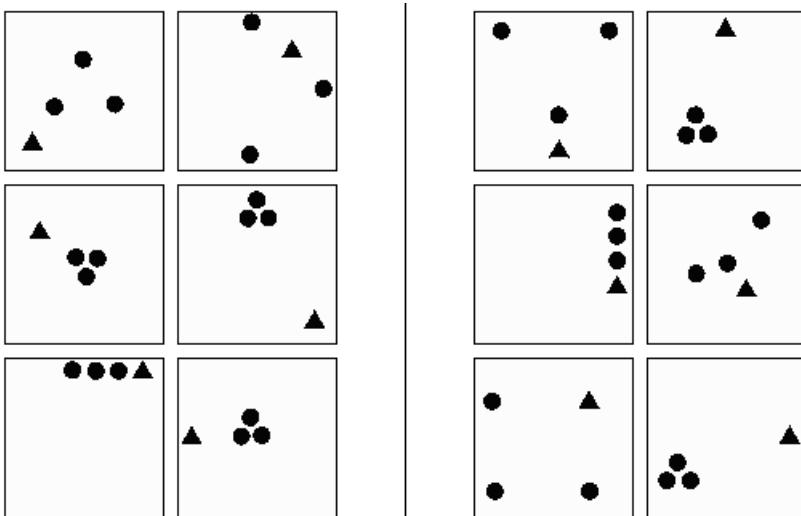
*Solution: Circumference shorter than length of everything else vs. circumference longer than*

## BP227



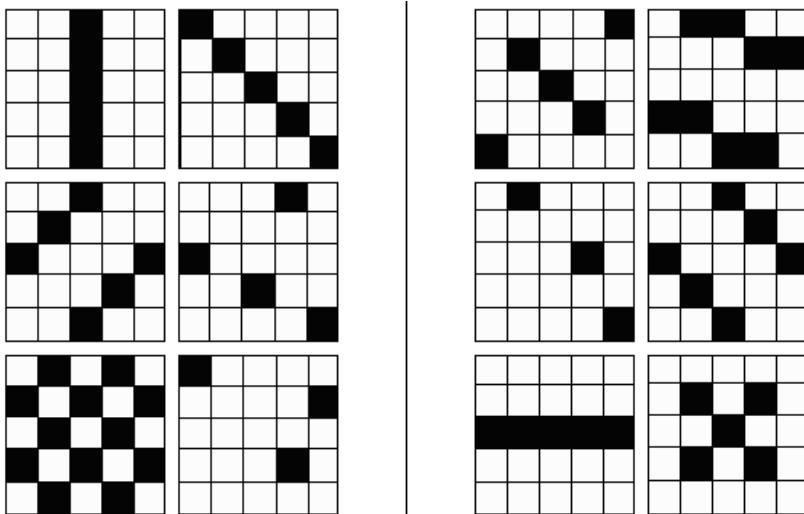
*Solution: Convex hull is a square vs. convex hull is not a square.*

## BP228



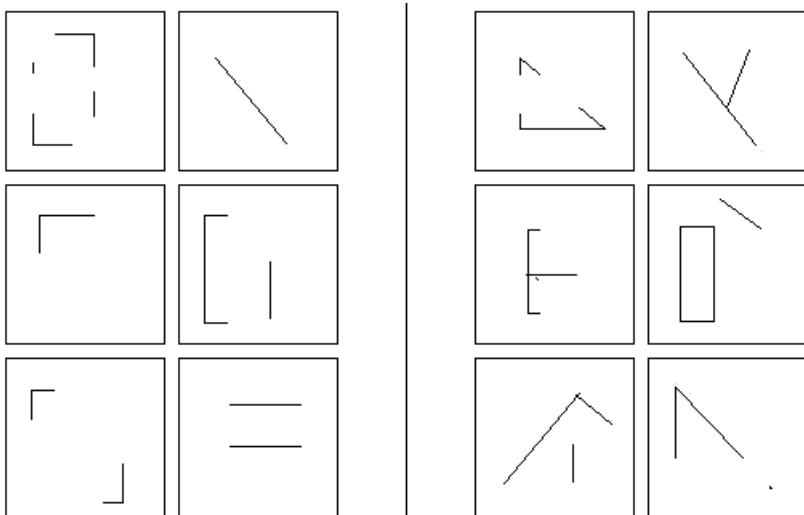
*Solution: Triangle closer to box corner than any of the circles vs. not so.*

## BP229



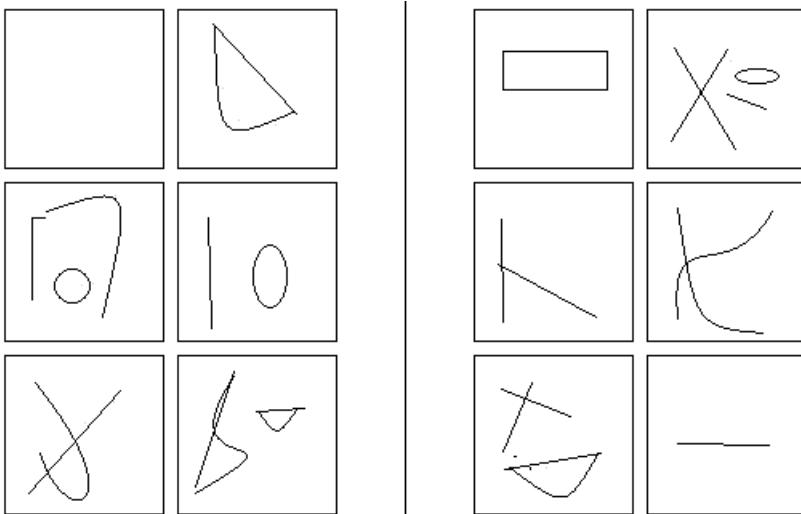
*Solution:* Scanning left-to-right, top-to-bottom, each filled box is separated from the next filled box by the same number of empty boxes vs. not so.

## BP230



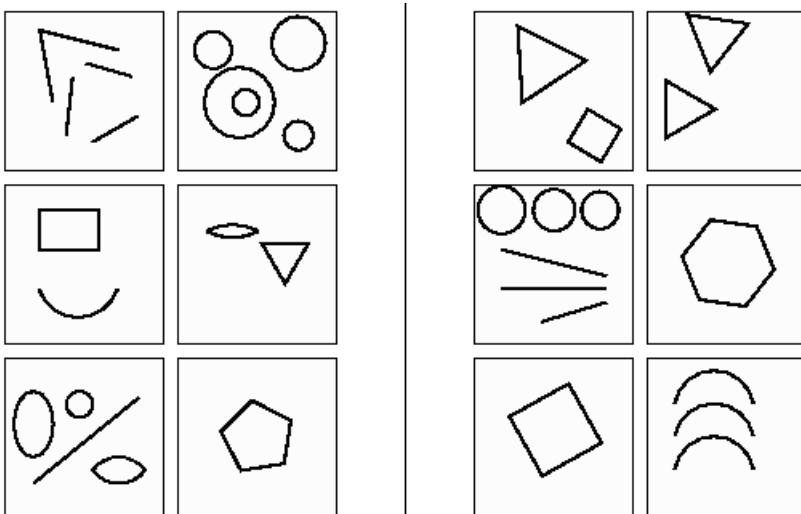
*Solution:* Can be completed to be made into a rectangle vs. cannot be completed to be made into a rectangle.

## BP231



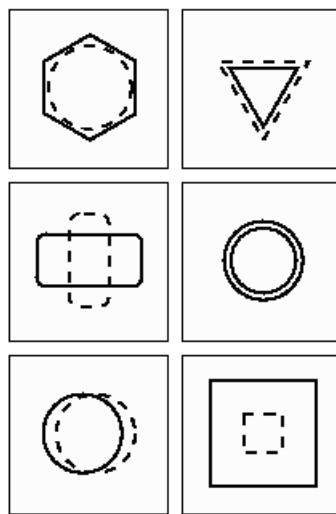
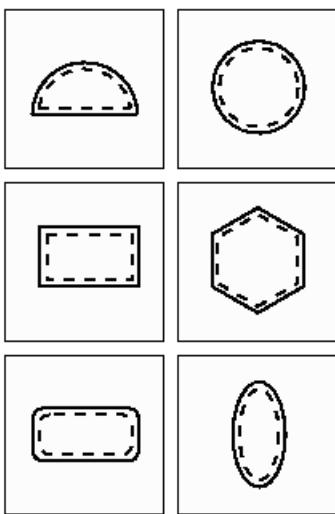
*Solution: Equal numbers of straight lines and continuous curves.*

## BP232



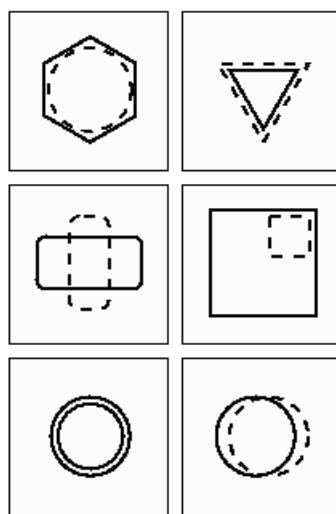
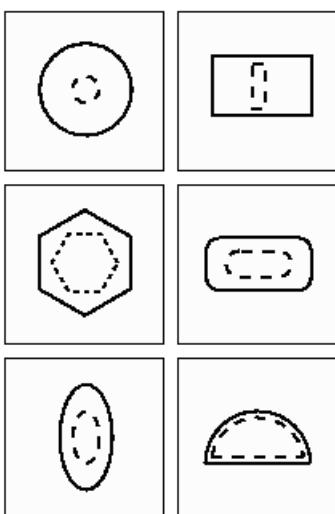
*Solution: Five straight or curved lines vs. not five straight or curved lines.*

## BP233



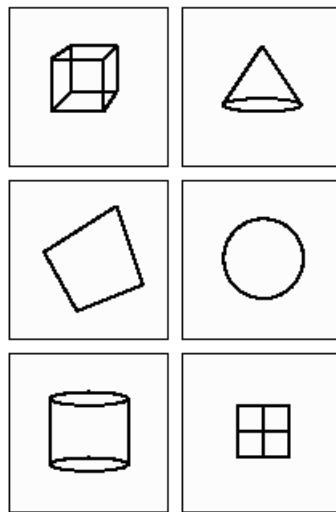
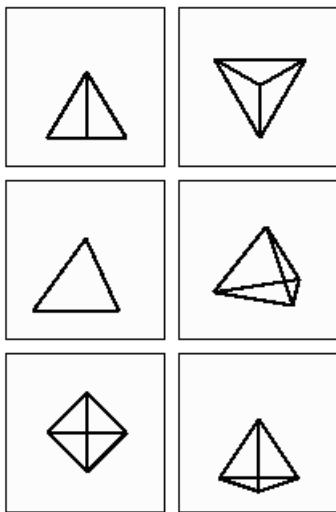
*Solution:* Dashed lines inside solid shape make an identical but slightly smaller shape, parallel to the one outside vs. not so.

## BP234



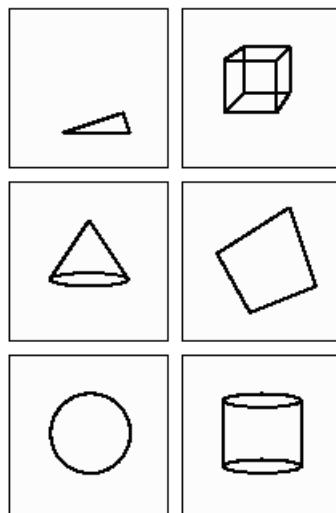
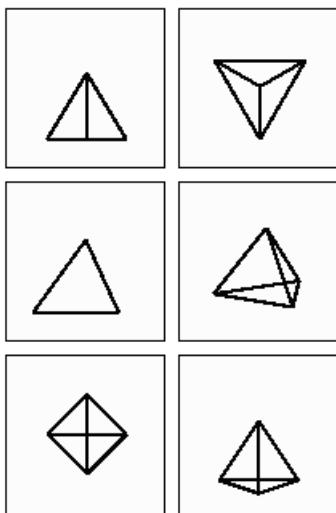
*Solution:* Dashed lines form the same shape centred inside vs. not so.

## BP235



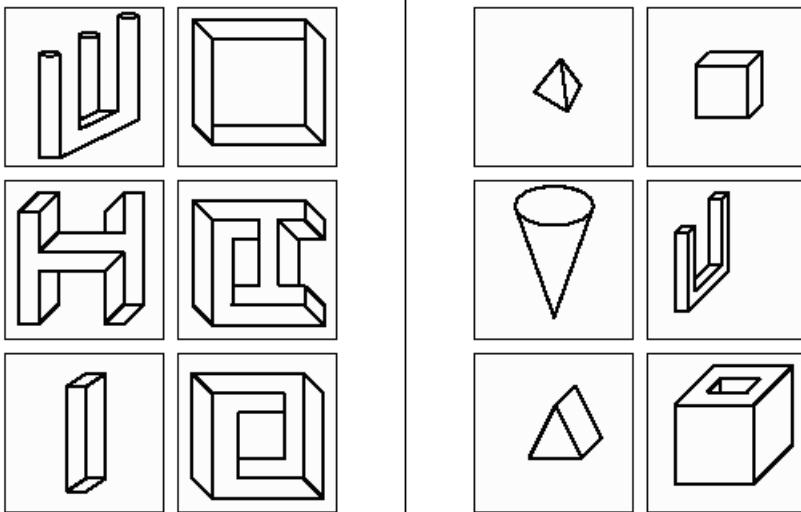
*Solution: Tetrahedron projected on the box plane vs. not so.*

## BP236



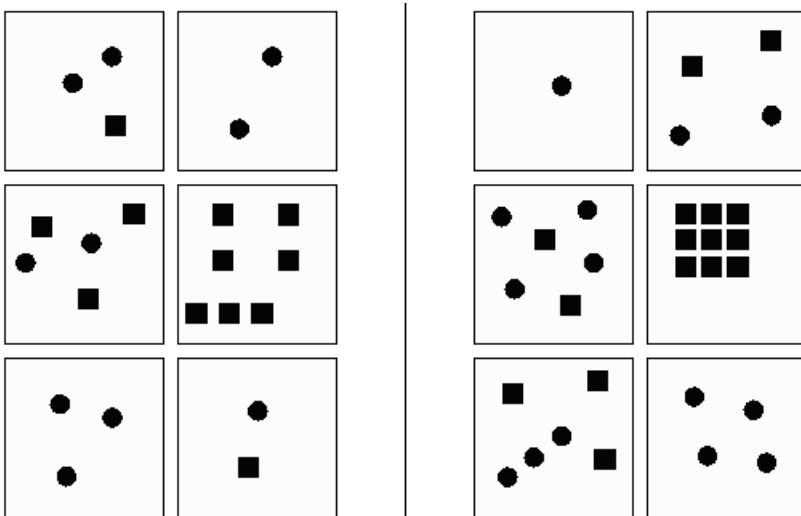
*Solution: Tetrahedron projected on the box plane vs. not so.*

## BP237



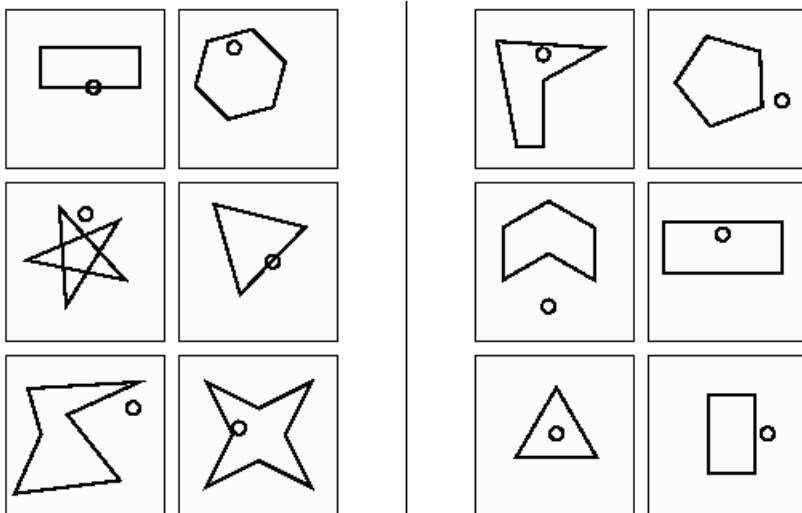
*Solution: Impossibly solid in 3-D vs. possible solid in 3-D*

## BP238



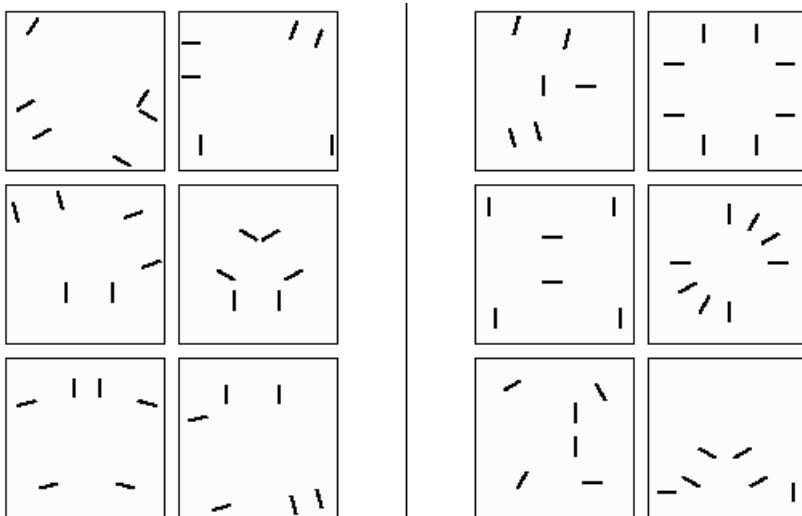
*Solution: Prime number vs. composite number*

## BP239



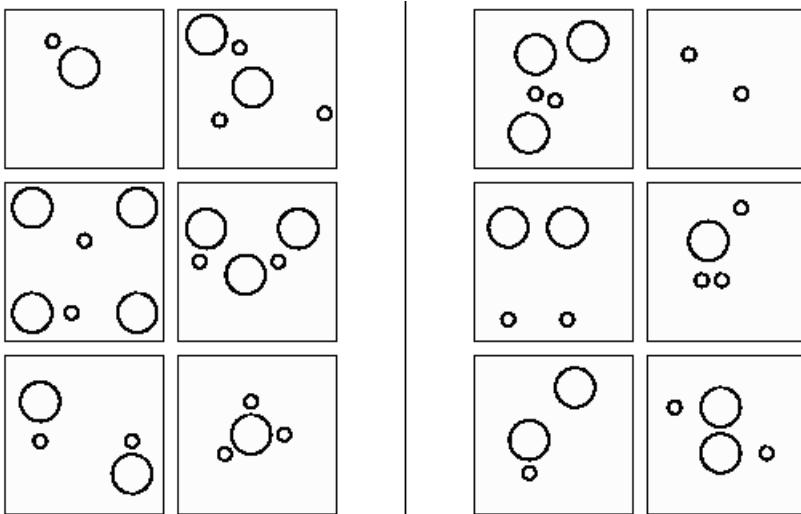
Solution: Circle and two vertices are collinear vs. no two vertices and the circle are collinear.

## BP240



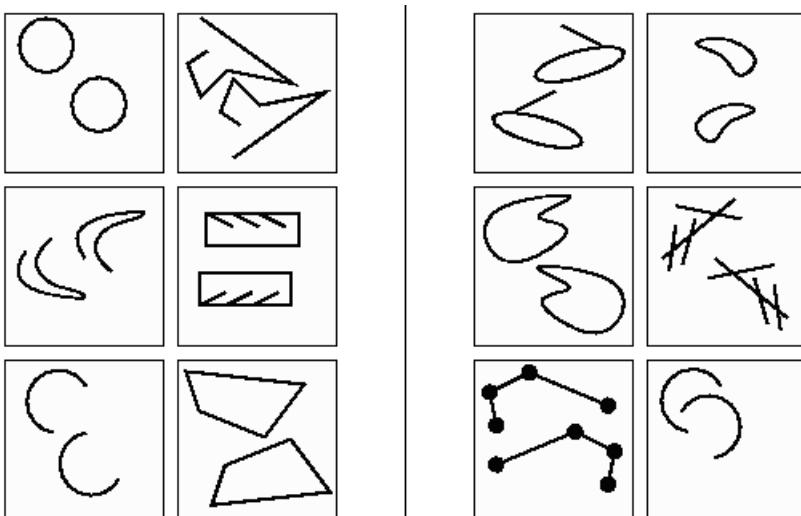
Solution: Three pairs of parallel and non-collinear pieces of straight lines, each pair with a different slope vs. not so.

## BP241



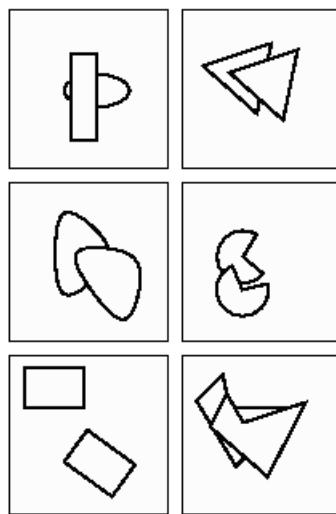
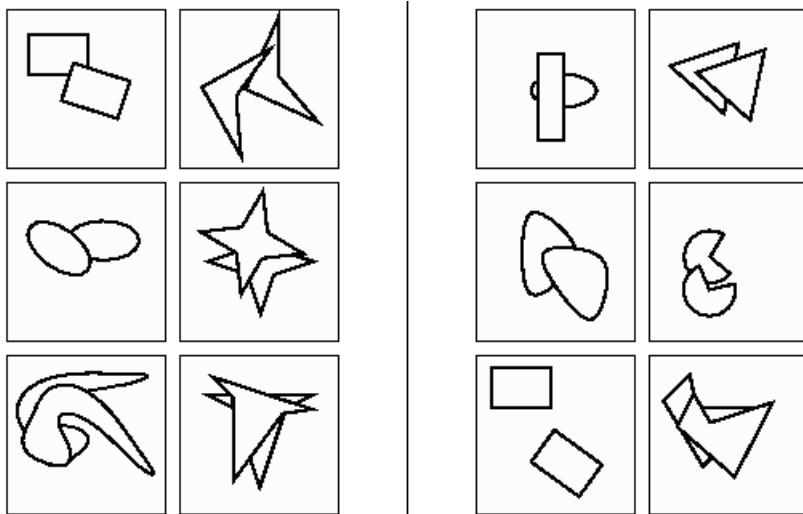
Solution: Each large circle closer to a small circle than a large one vs. not so.

## BP242



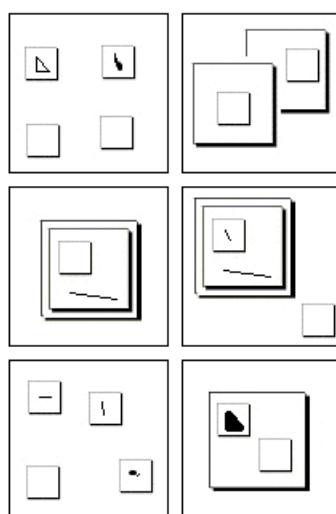
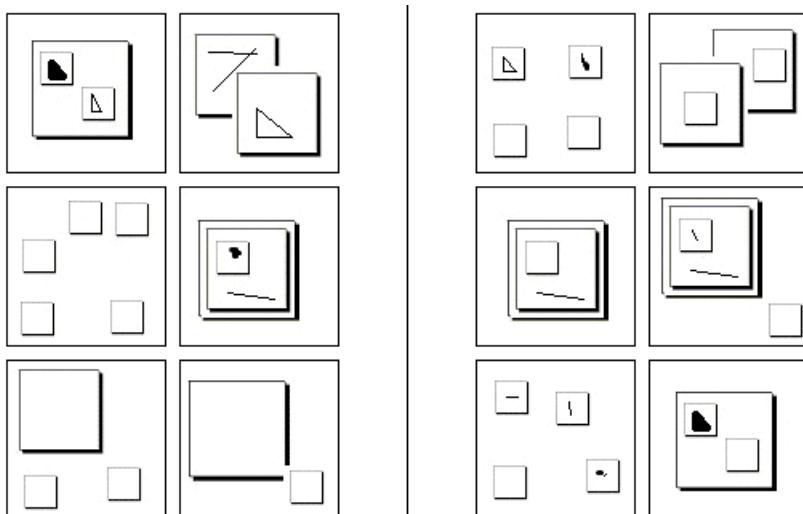
Solution: Objects identical after mirroring horizontally vs. objects identical after mirroring vertically.

## BP243



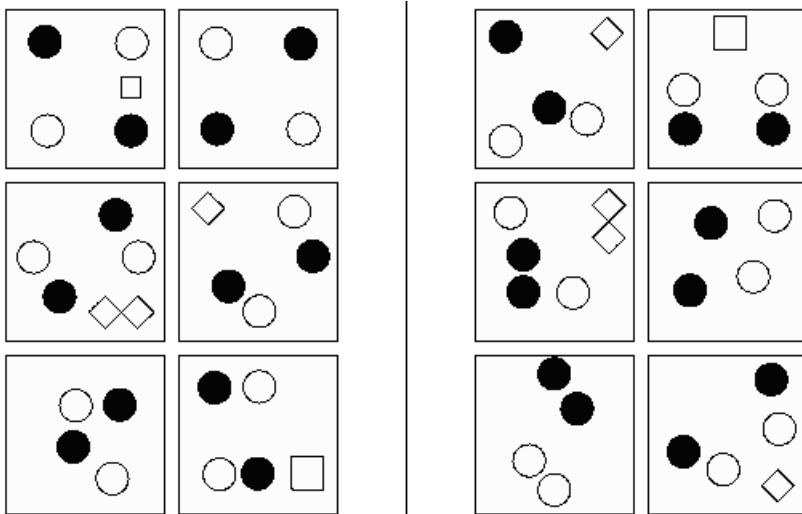
*Solution:* Two identical overlapping objects of which the top is rotated slightly clockwise vs. not so.

## BP244



*Solution:* Squares are either all empty or all contain something vs. not so.

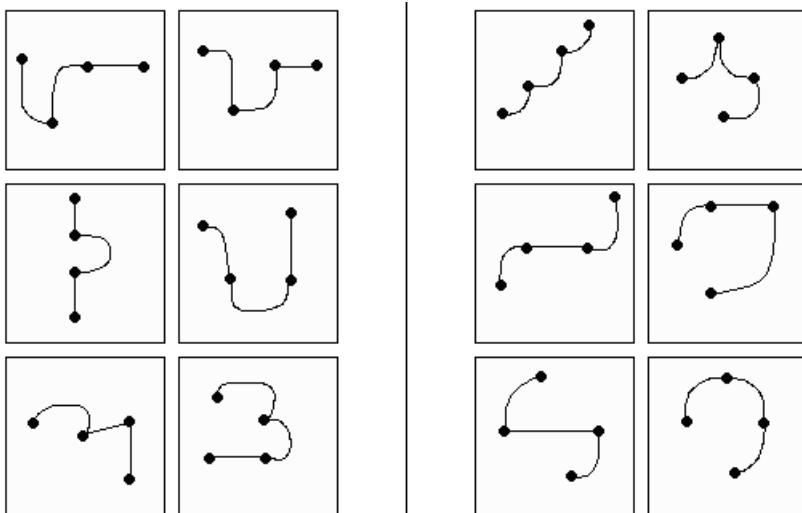
## BP245



*join filled and outlined circles do not intersect.*

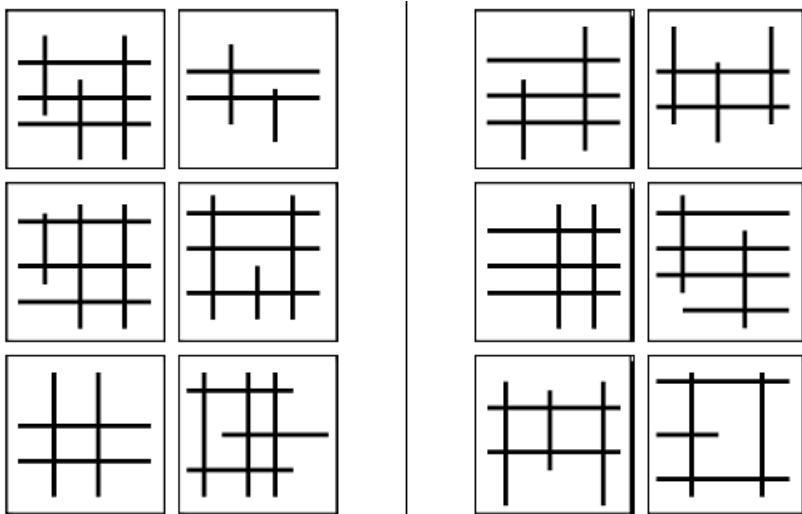
*Solution: Straight lines that join filled and outlined circles intersect vs. straight lines that*

## BP246



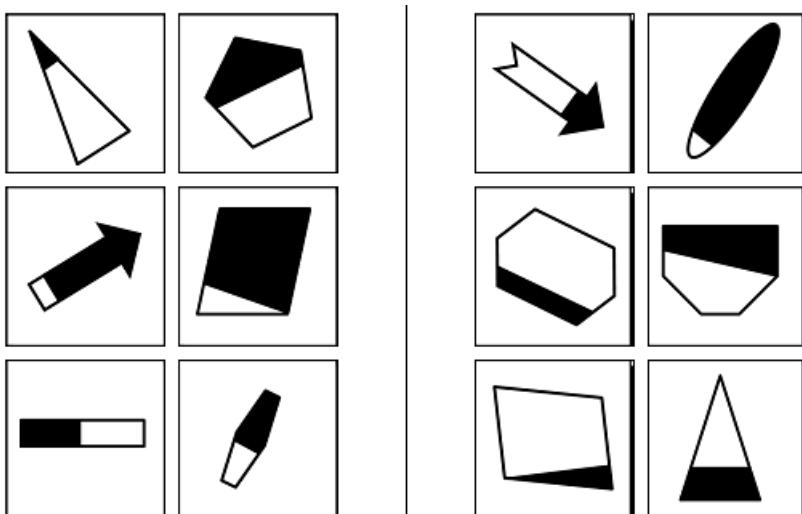
*Solution: At least one ending edge is straight vs. all ending edges are curved*

## BP247



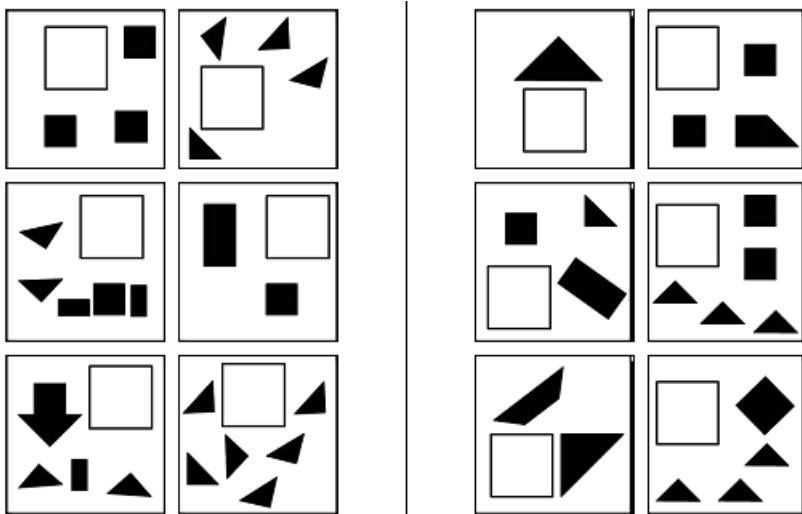
*solution:* Equal number of horizontal and vertical lines vs. unequal number of horizontal and vertical lines.

## BP248



*solution:* Shape of black region has as many sides as overall object vs. shape of black region has different number of sides than overall object.

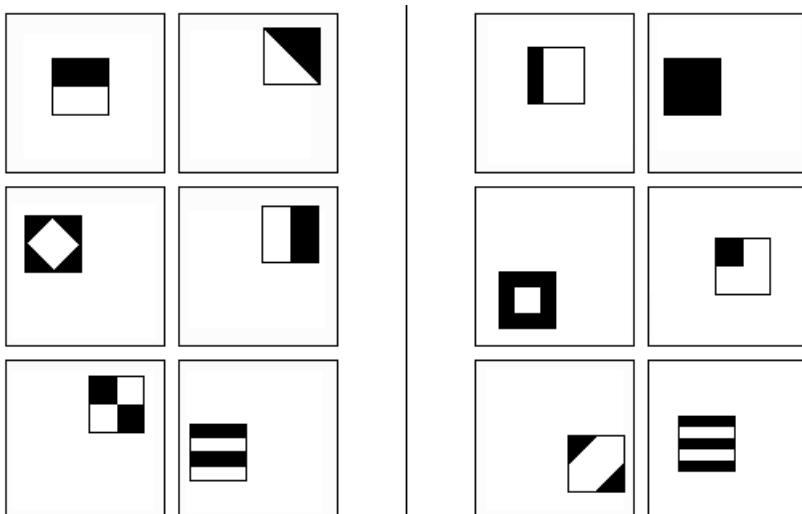
## BP249



tiling all black shapes into empty square

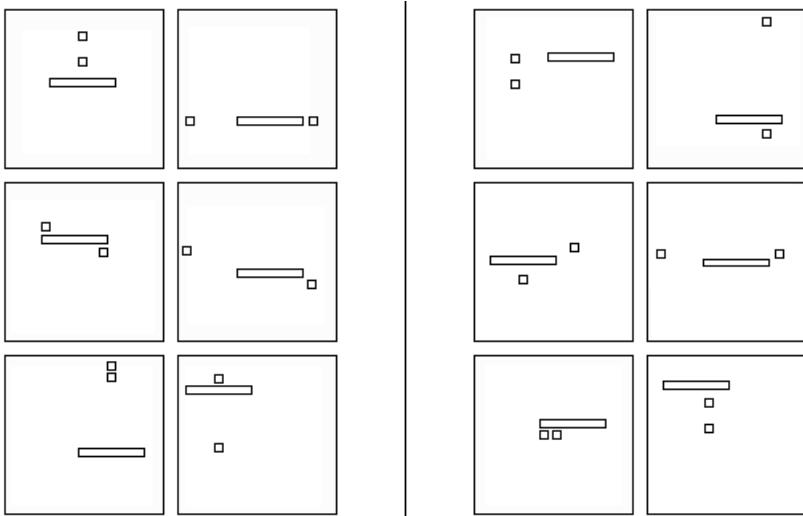
Solution: Rectangle left after tiling all black shapes into empty square vs. triangle left after

## BP250



Solution: Half of the square is filled vs. either more or less than half of the square is filled

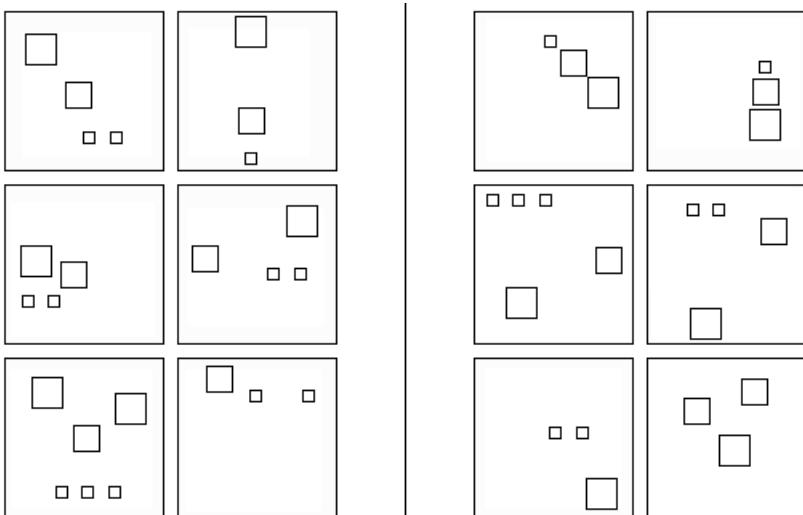
## BP251



of the objects are not collinear.

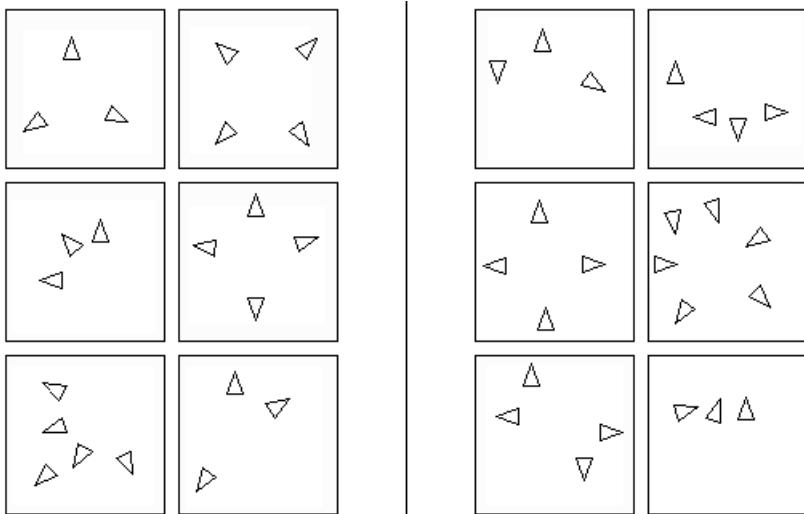
Solution: The centers (barycentres) of the objects are collinear vs. the centers (barycentres)

## BP252



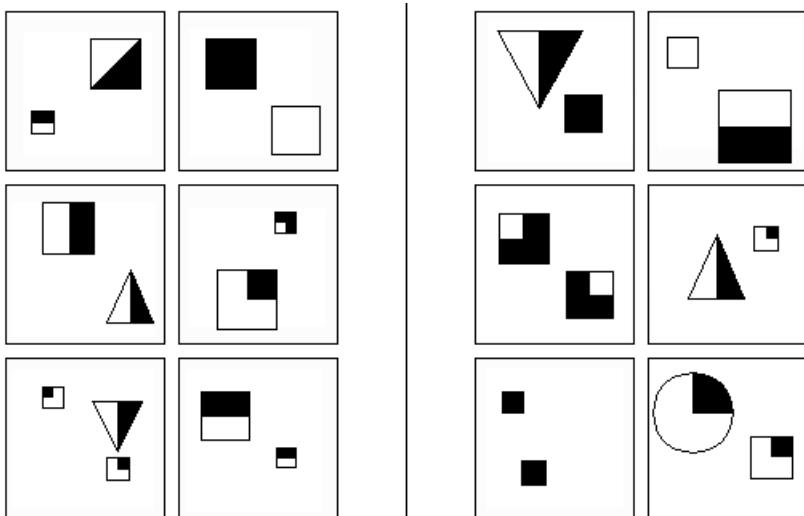
Solution: Decreasing in size from top to bottom vs. increasing in size from top to bottom.

## BP253



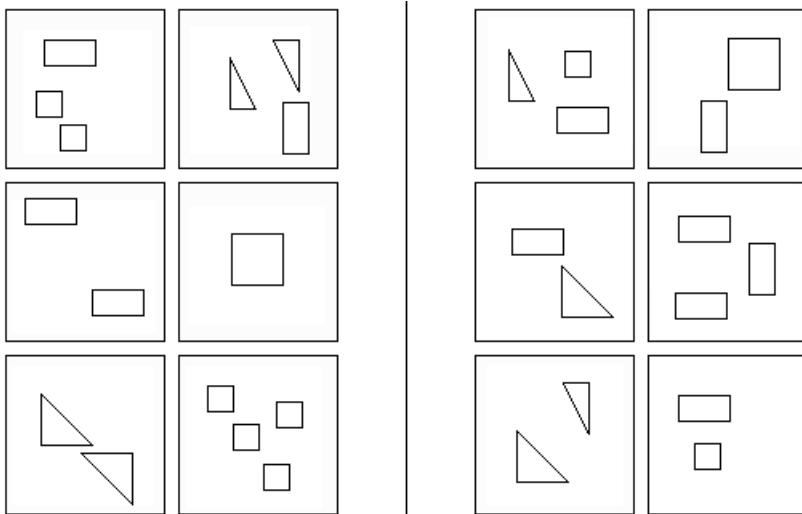
*Solution: Rays emanating from a central point vs. not so*

## BP254



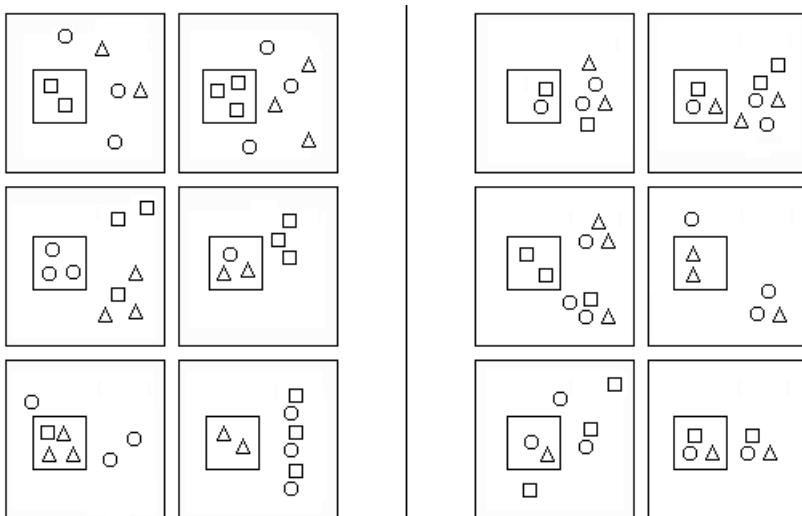
*Solution: The sum of the ratios of the filled areas is 1 vs. the sum of the ratios of the filled areas is other than 1.*

## BP255



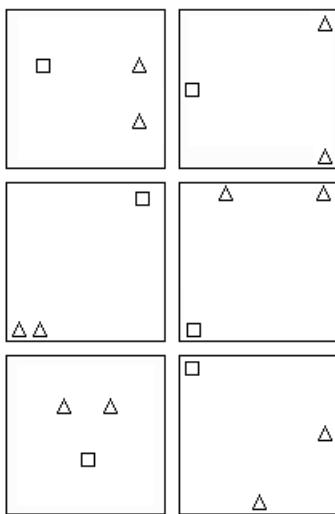
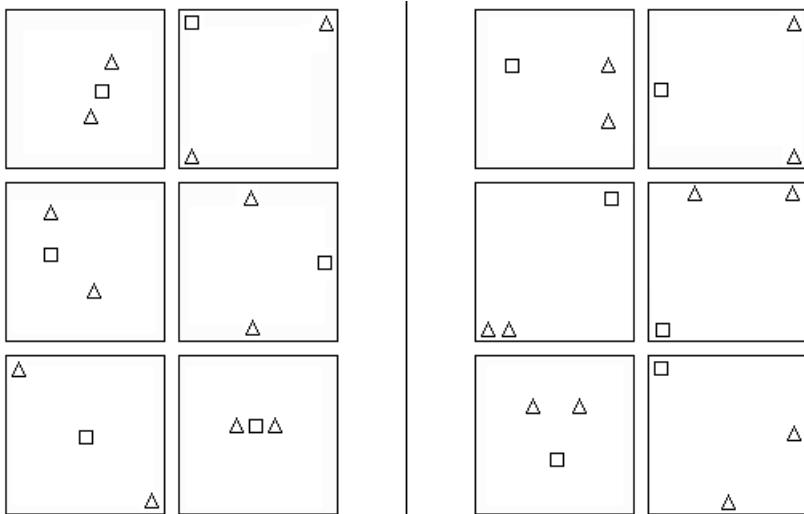
Solution: Shapes, if tiled up properly, form a square vs. shapes cannot form a square no matter how they are tiled

## BP256



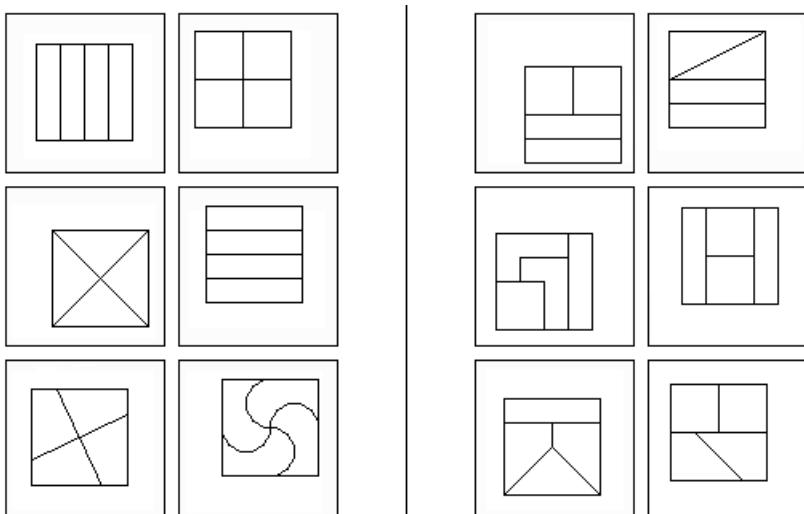
Solution: The shapes in the large square never appear outside of it vs. at least one shape in the large square appears outside of it.

## BP257



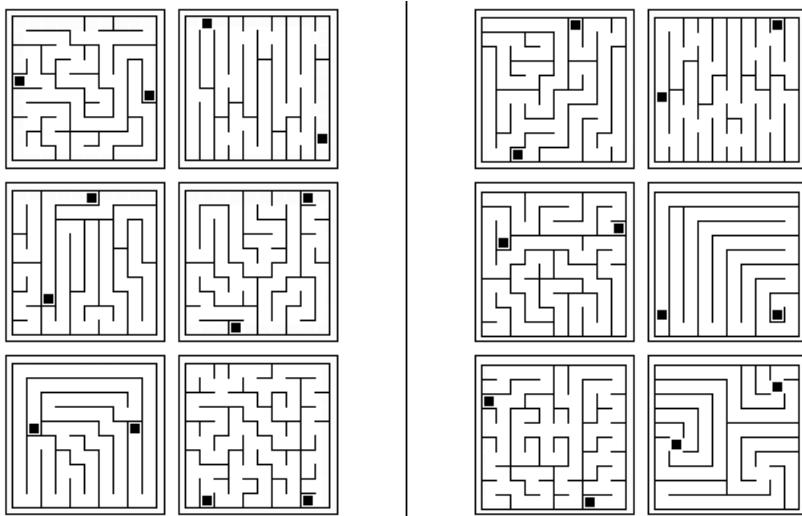
*Solution:* Angle made by shapes with vertex at square is not acute.

## BP258



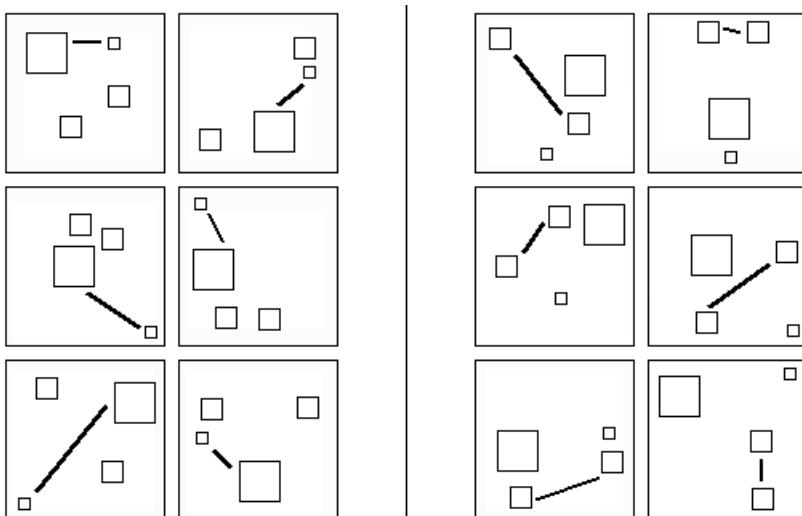
*Solution:* Square divided into four areas of the same size and shape vs. not so.

## BP259



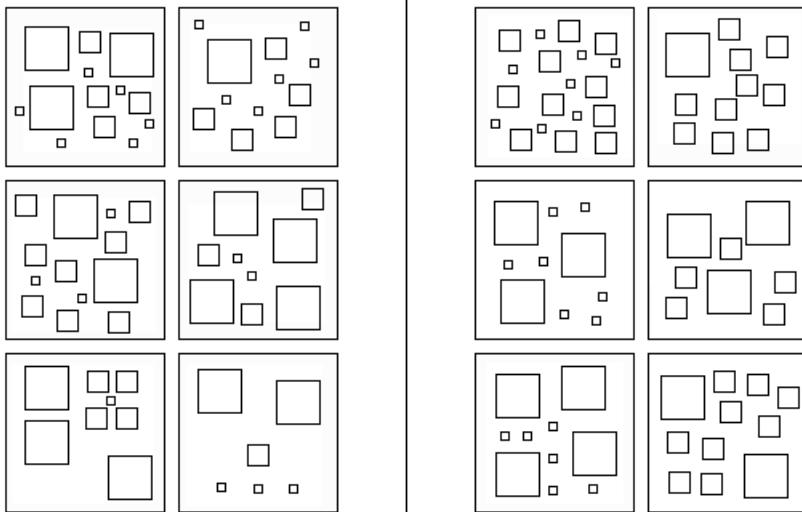
*Solution: The two points are reachable through a path vs. the two points are unreachable by any path.*

## BP260



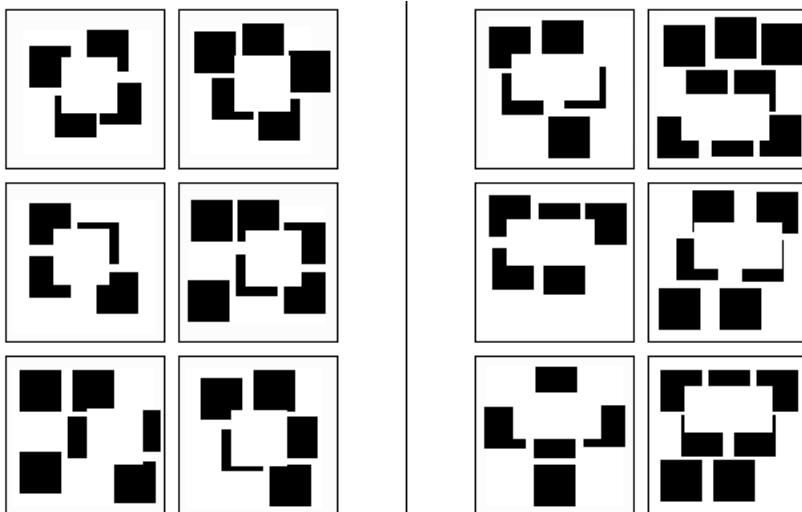
*Solution: Line joins large and small squares vs. line joins the two middle-sized squares.*

## BP261



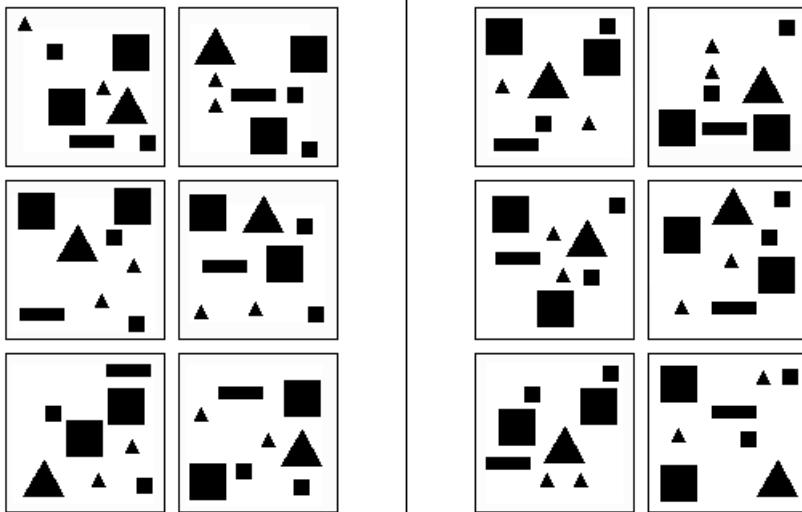
*Solution:* All three sizes are present vs. only two of the three sizes present.

## BP262



*Solution:* Ghost shape is square vs. Ghost shape is rectangular.

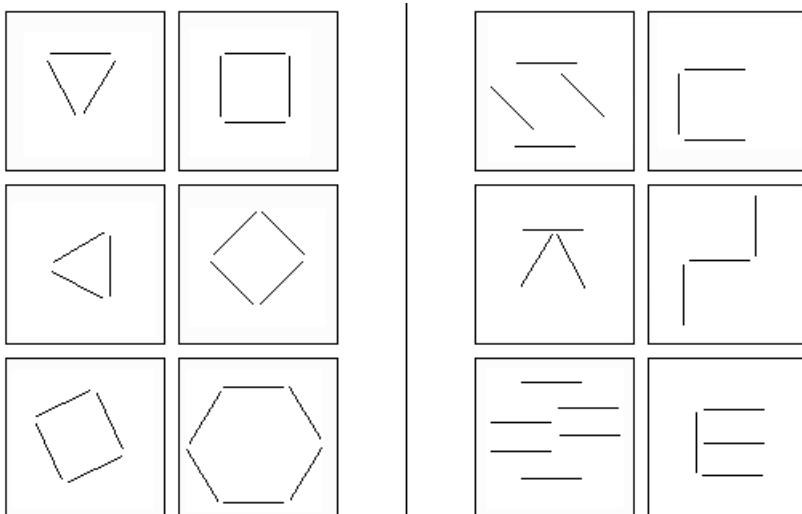
## BP263



*squares is near the upper-right corner;*

*Solution: One of the two small squares is near the lower-right corner vs. one of the two small*

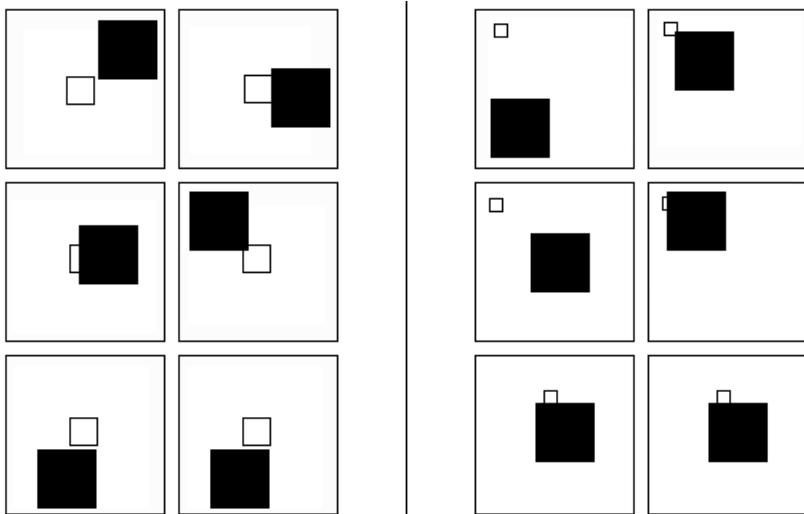
## BP264



*cannot make up a regular polygon.*

*Solution: Lines if slightly extended make up a regular polygon vs. lines if slightly extended*

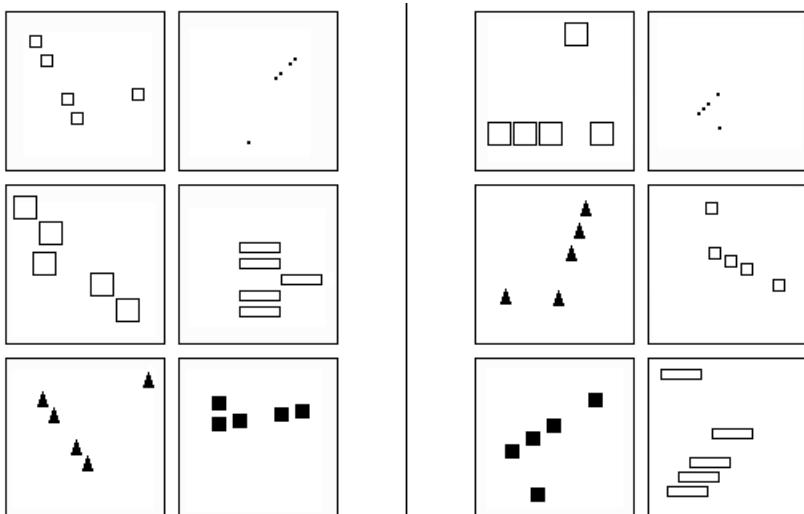
## BP265



square, the latter can be hidden

solution: Large and medium-sized square, the latter can be hidden vs. large and small-sized

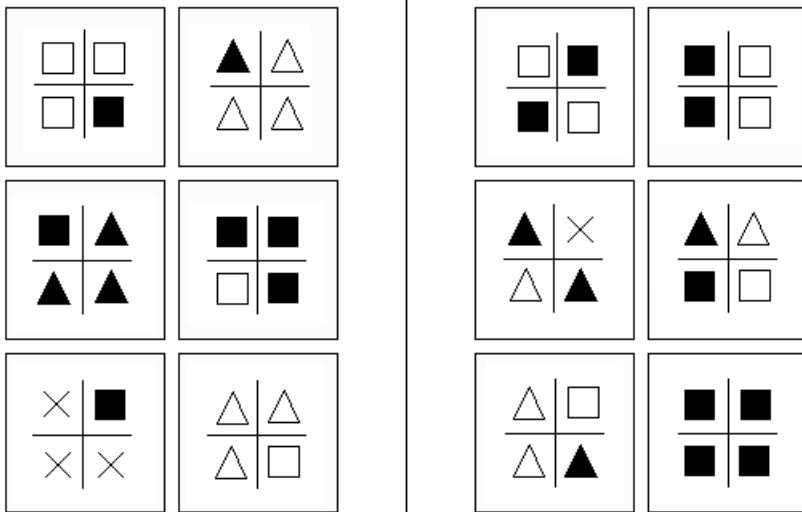
## BP266



which the 2nd/4th is moved elsewhere.

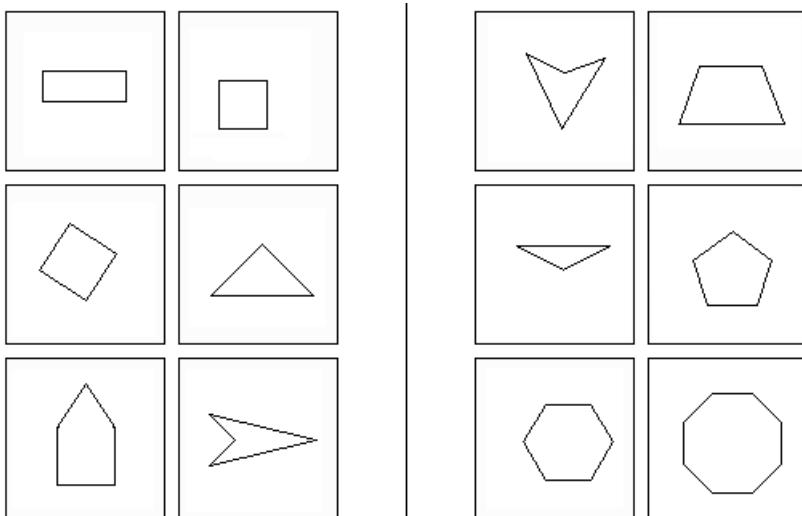
solution: 5 collinear objects, of which the 3rd is moved elsewhere vs. 5 collinear objects, of

## BP267



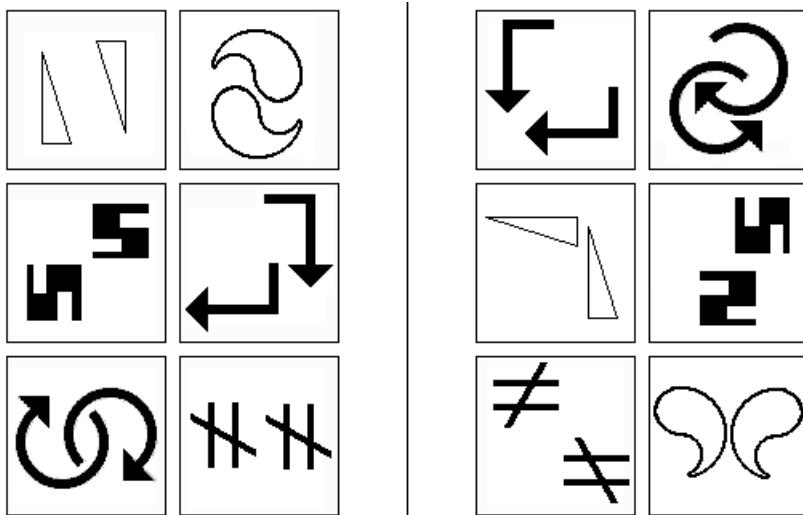
*Solution: Three objects are identical, the fourth differs vs. not so.*

## BP268



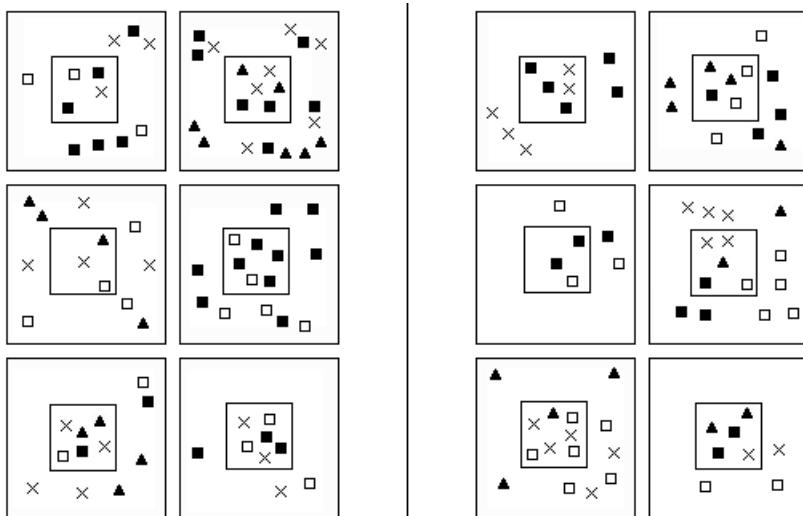
*Solution: At least one (interior or exterior) right angle vs. no right angle (either interior or exterior).*

## BP269



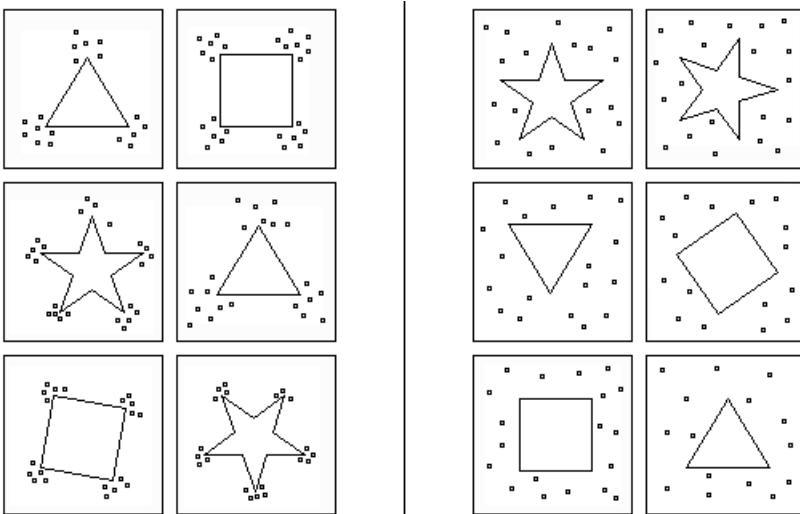
*Solution: Shapes identical after rotation vs. shapes identical after rotation and mirroring.*

## BP270



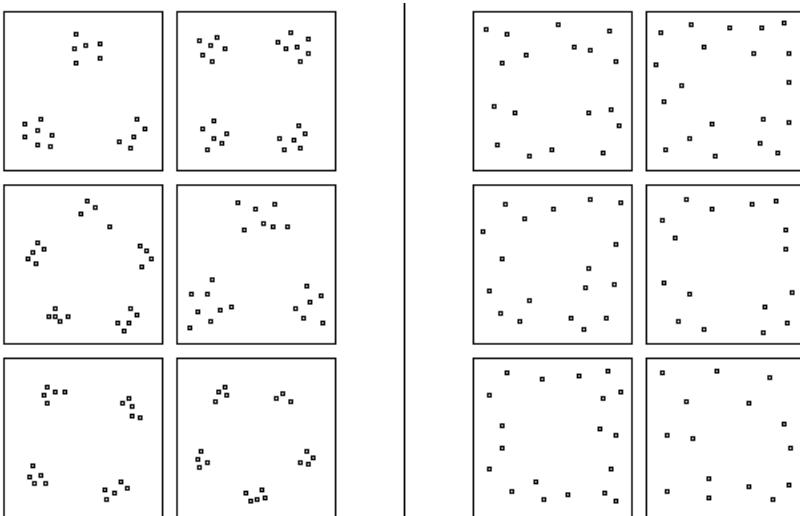
*Solution: Ratio of inside to outside identical shapes is constant vs. not so.*

## BP271



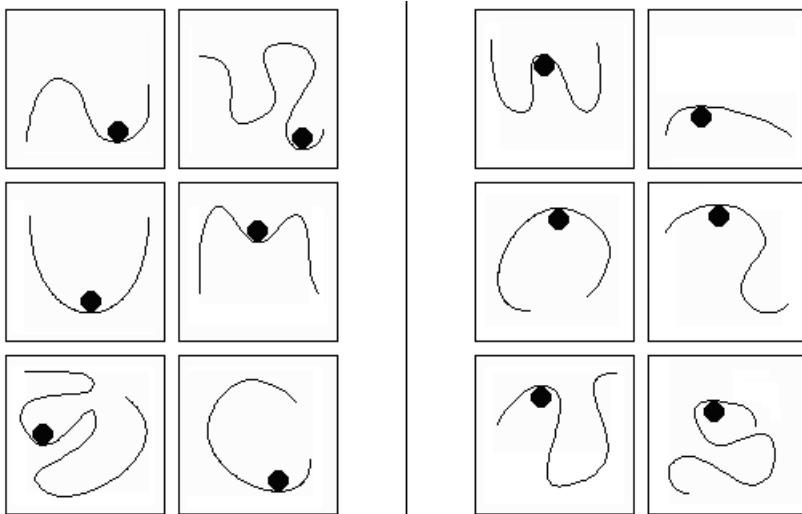
*Solution:* Dots are in tight clusters around convex vertices vs. dots are spread around concave vertices.

## BP272



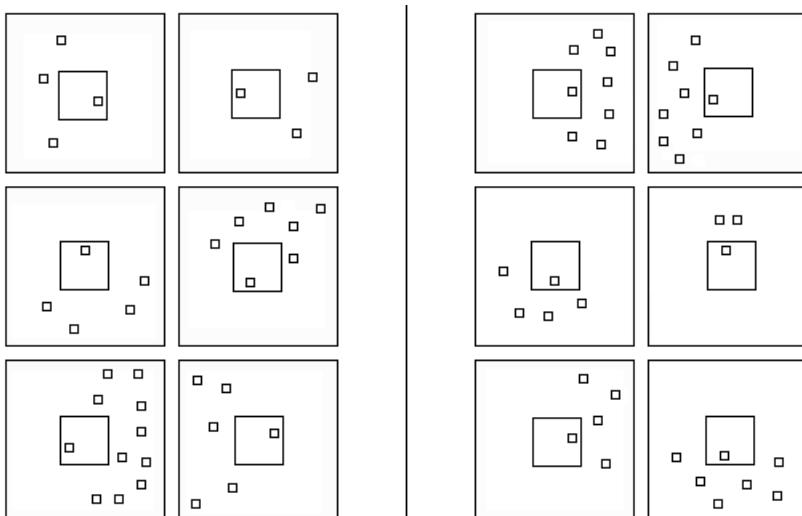
*Solution:* Three or more small clusters of dots vs. not so.

## BP273



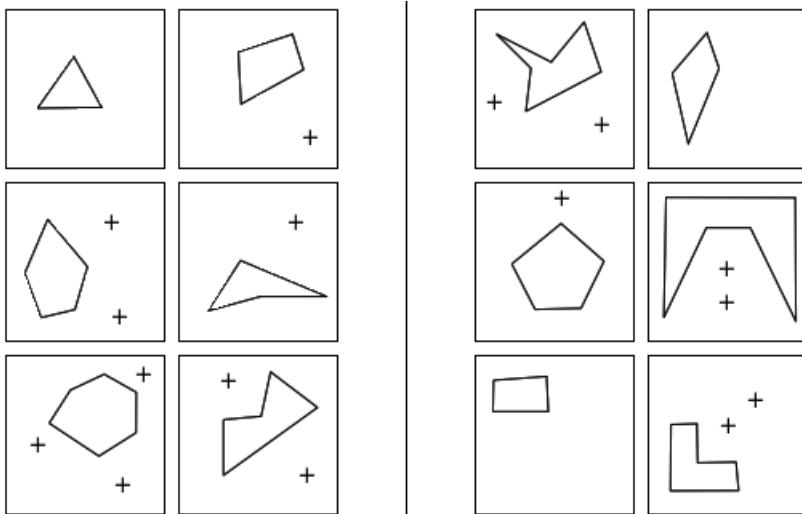
*Solution:* Ball touches curve at a point of local minimum downwards vs. Ball touches curve at a point of local maximum upwards.

## BP274



*Solution:* Enclosed square repelled by the outside squares, closest to the side of the enclosing square that's furthest from the common center of the outside squares. Attracted by the outside squares, closest to the side of the enclosing square that's closest to the common center of the outside squares, vs. enclosed square that's attracted by the outside squares, closest to the side of the enclosing square that's furthest from the common center of the outside squares.

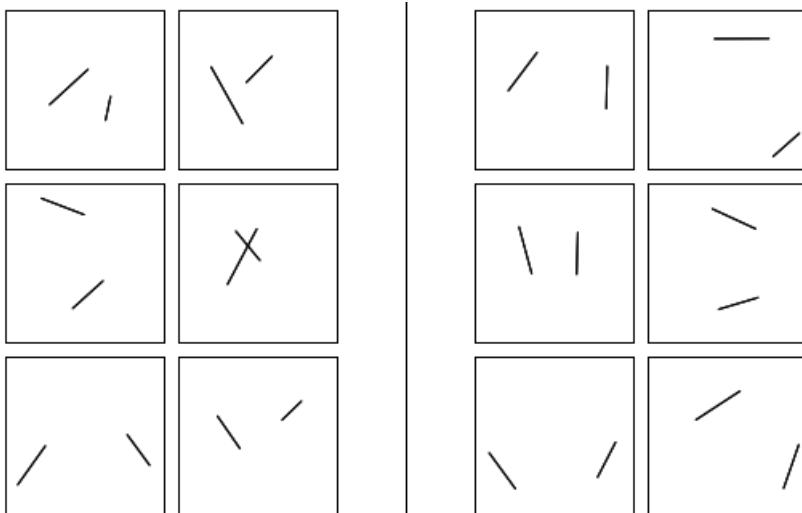
## BP275



plies = 4.

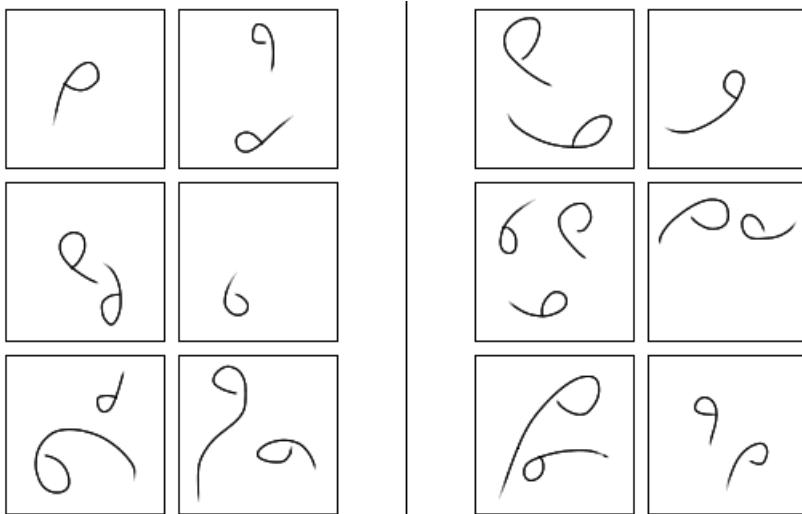
Solution: Number of sides minus number of pluses = 3 vs. number of sides minus number of

## BP276



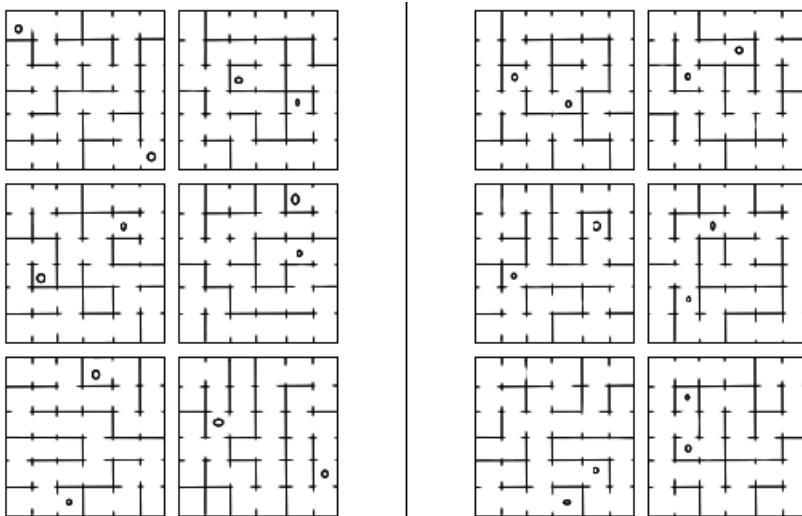
Solution: Lines intersect within the box vs. lines intersect out of the box

## BP277



Solution: Closed curves clockwise, open curves counterclockwise vs. closed curves  
counterclockwise, open curves clockwise

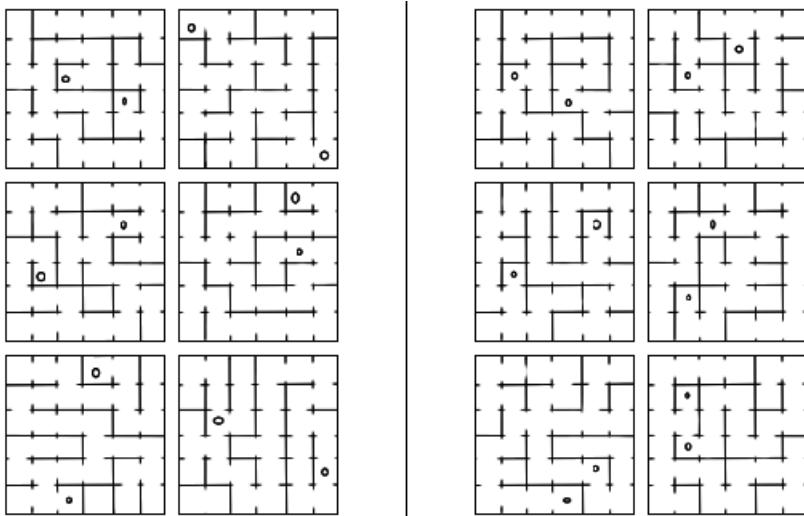
## BP278



long distance between the marked locations.

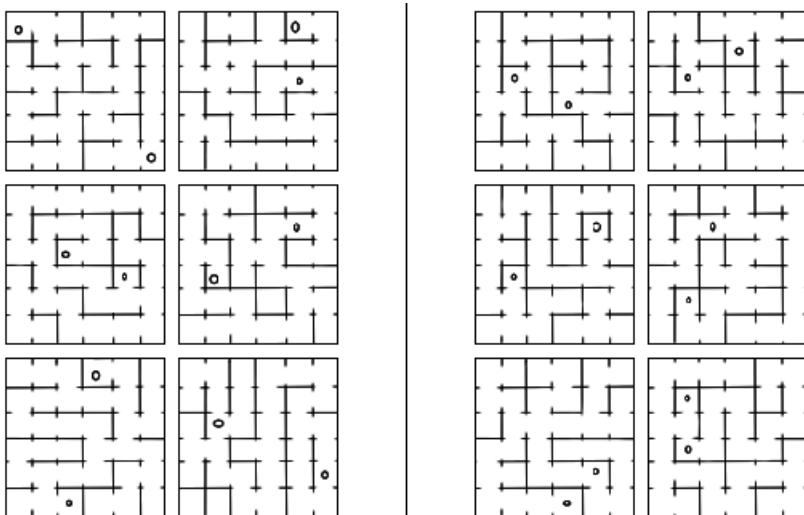
Solution: Long distance between the marked locations vs. short distance between the marked locations.

## BP279



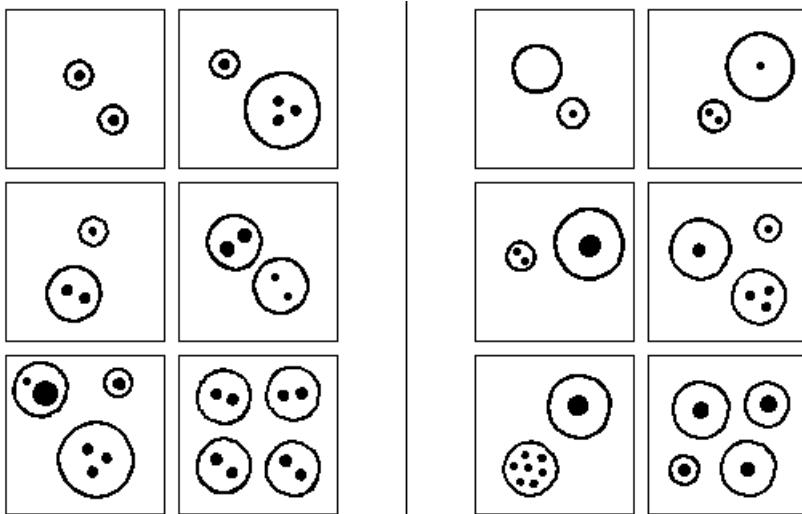
*Solution:* One area unreachable by the marked locations vs. all areas reachable by the marked locations.

## BP280



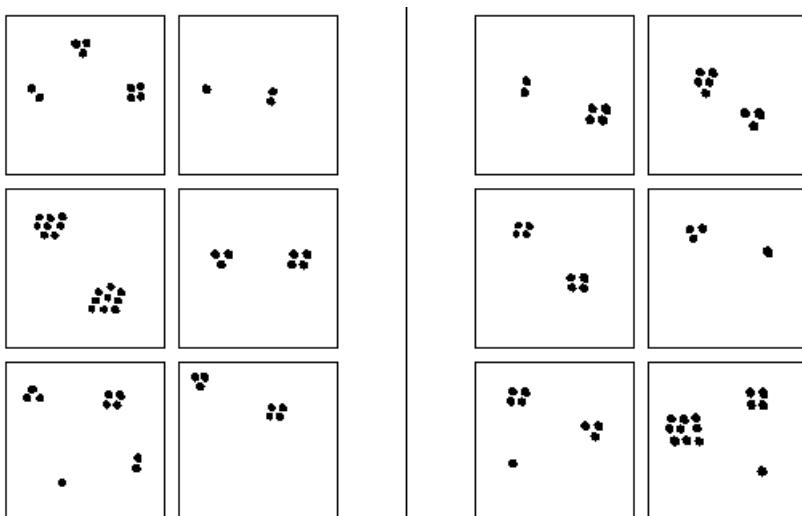
*Solution:* At least one path is a cycle vs. no path is a cycle.

## BP281



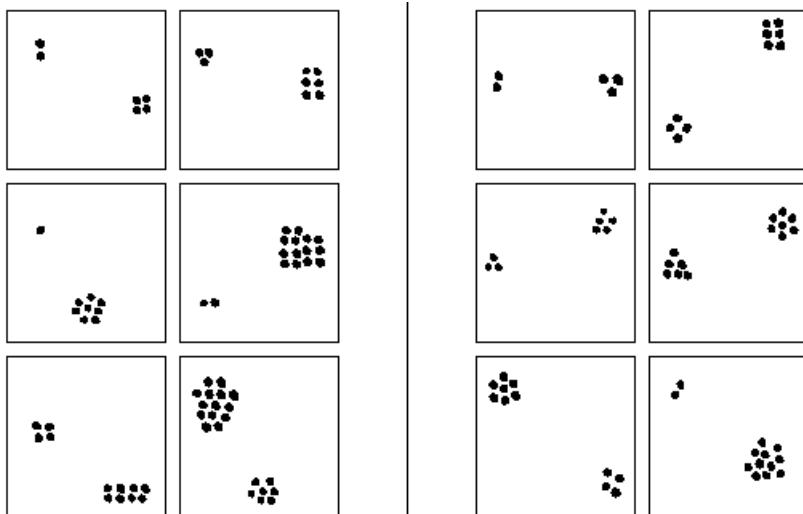
*Solution: Number of enclosed black circles varies in correlation with enclosing circle outline size vs. not so.*

## BP282



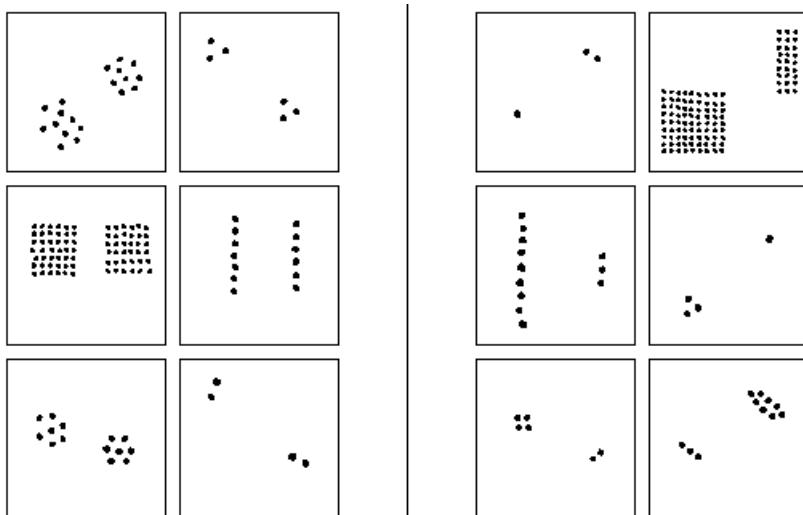
*Solution: The numbers of dots can be put into a sequence of consecutive numbers vs. not so.*

## BP283



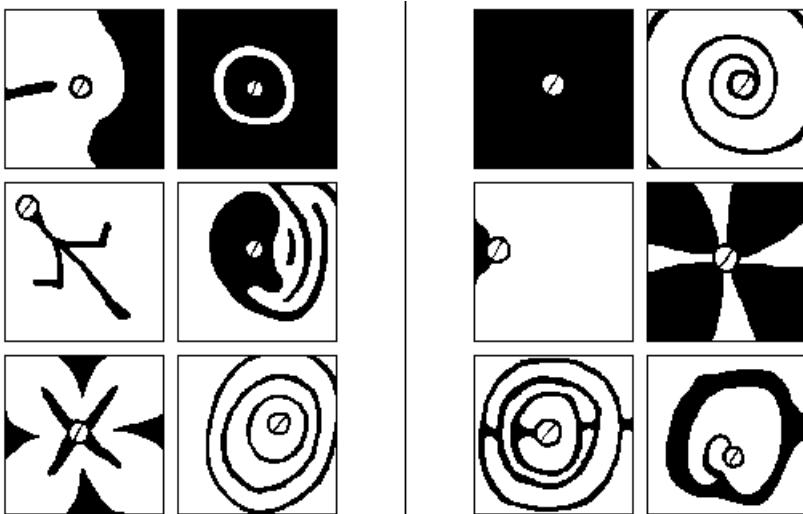
*Solution:* The number of dots in one cluster is a multiple of the other vs. not so.

## BP284



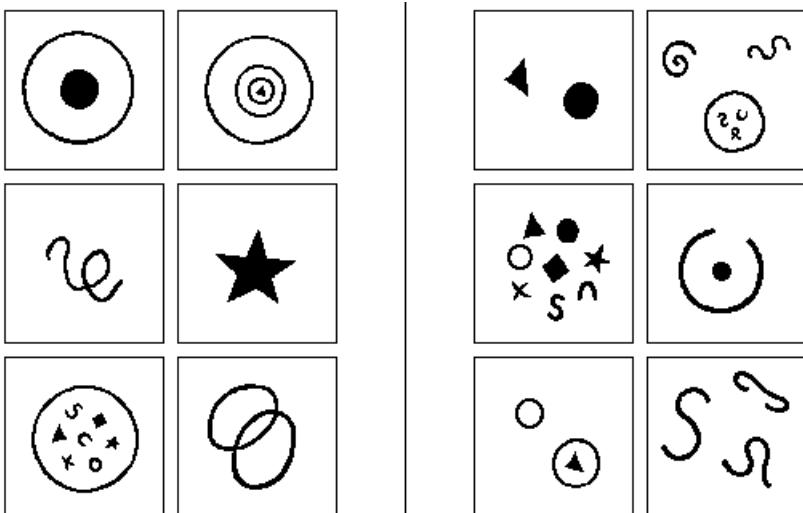
*Solution:* The numbers of dots in the two clusters are approximately equal (log scale) vs. the numbers of dots in the two clusters differ a lot.

## BP285



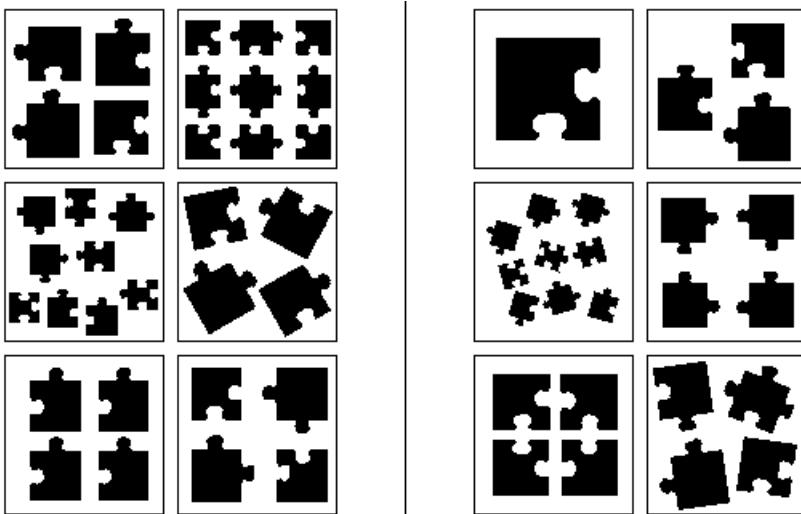
Solution: Small round object unremovable from the border of the box  
vs. small round object removable from the border of the box

## BP286



Solution: One outer outline vs. more than one outer outline.

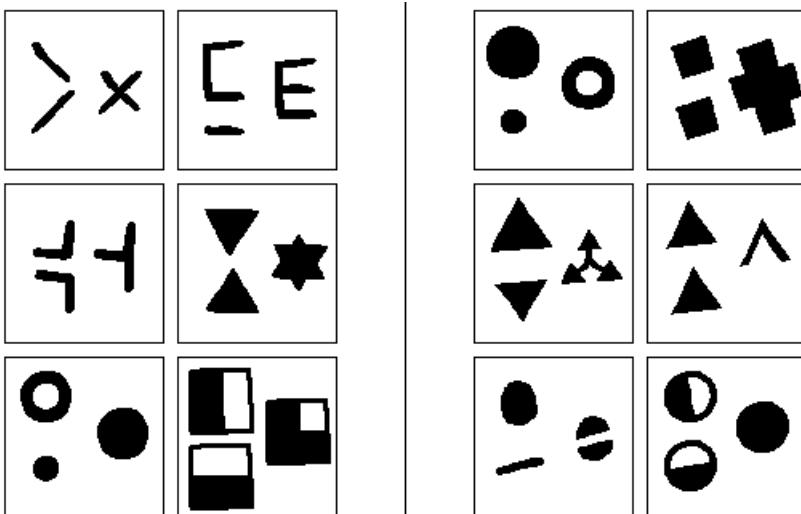
## BP287



be assembled into a square.

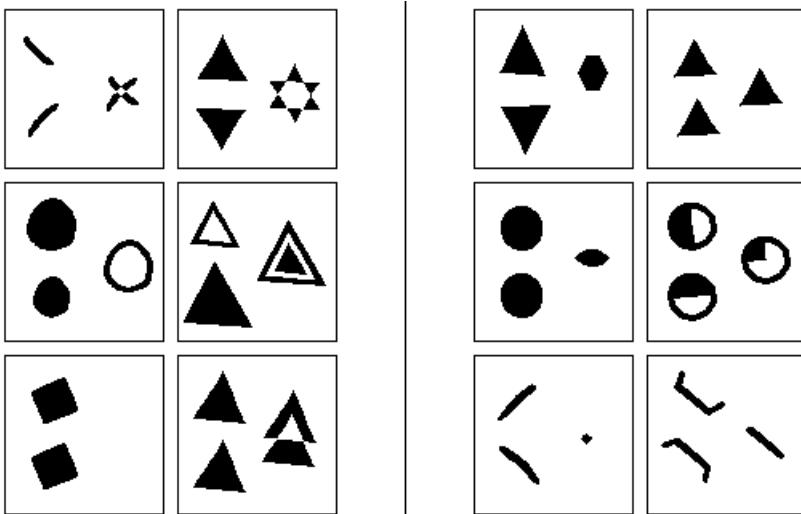
Solution: Jigsaw puzzle pieces can be assembled into a square vs. jigsaw puzzle pieces cannot

## BP288



Solution: Left shapes can be placed on top of each other to make right shape vs. not so.

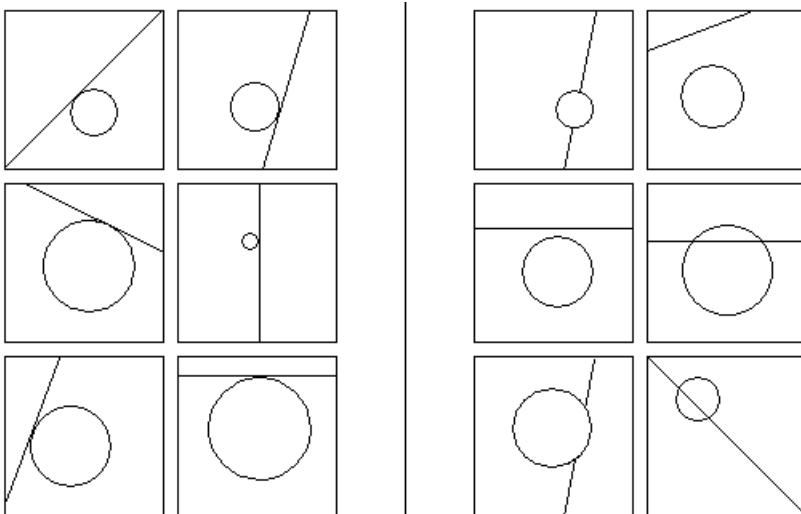
## BP289



shape.

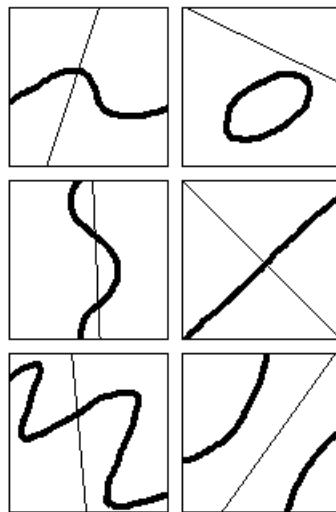
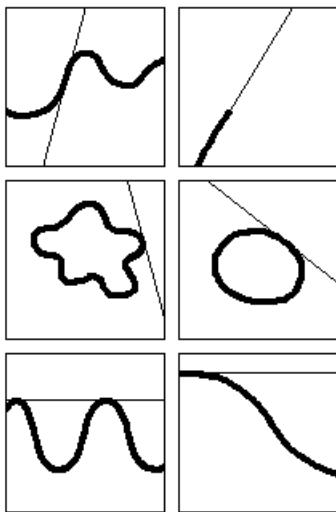
Solution: Left shapes can combine by intersection (AND logical operator) to make right shapes vs. Left shapes can combine by symmetric difference (XOR logical operator) to make right shapes vs.

## BP290



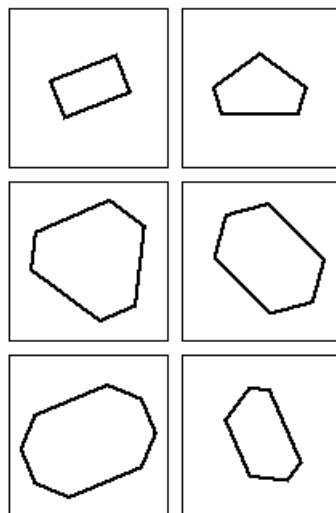
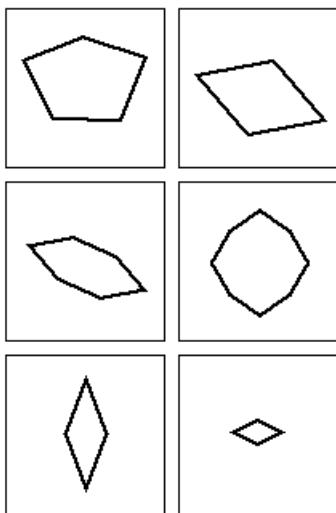
Solution: Straight line tangent to circle vs. straight line not tangent to circle.

## BP291



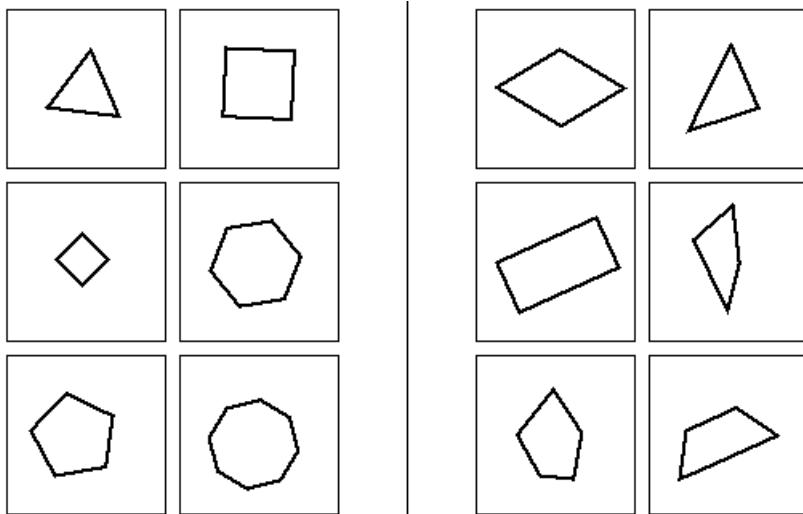
Solution: Straight line tangent to curve vs. straight line not tangent to curve.

## BP292



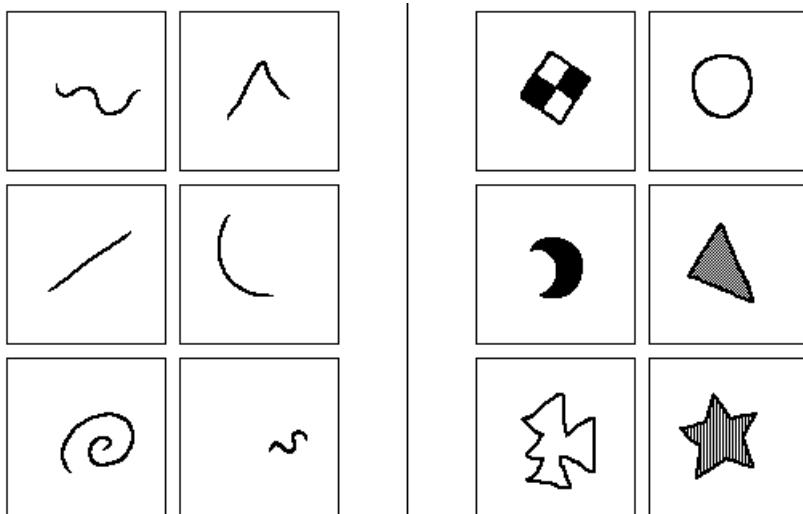
Solution: All sides are equal vs. all angles are equal

## BP293



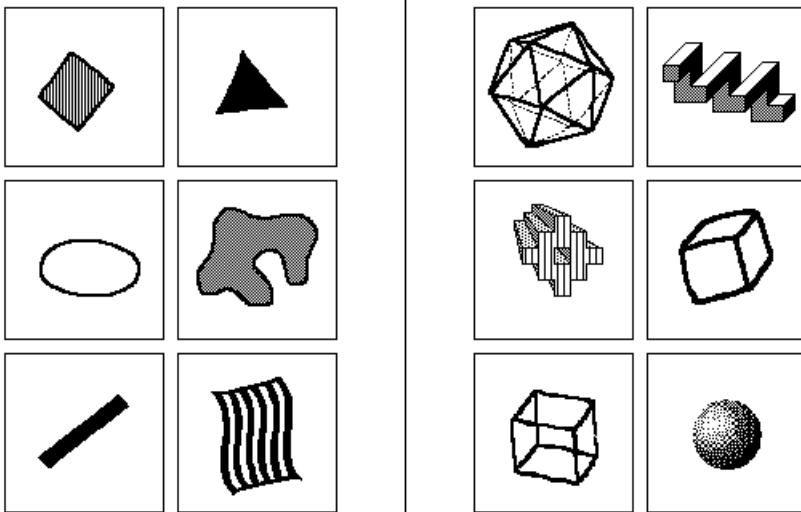
*Solution: Regular polygon vs. not regular polygon.*

## BP294



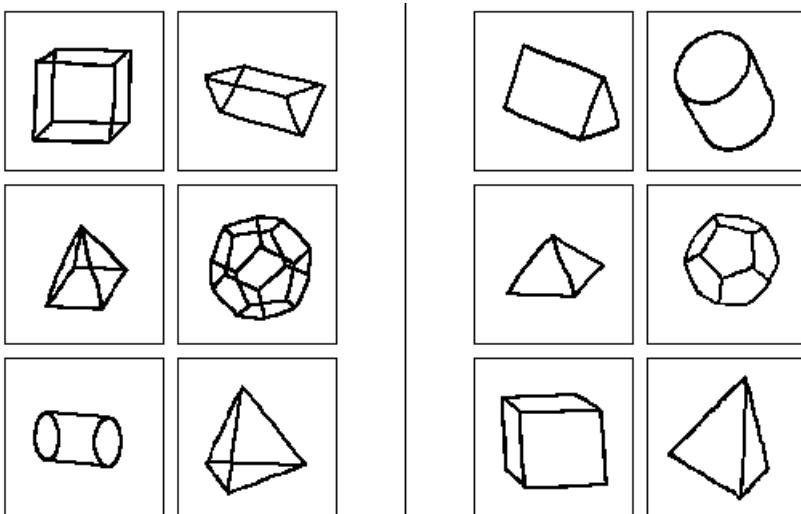
*Solution: 1-D curve vs. 2-D shape.*

## BP295



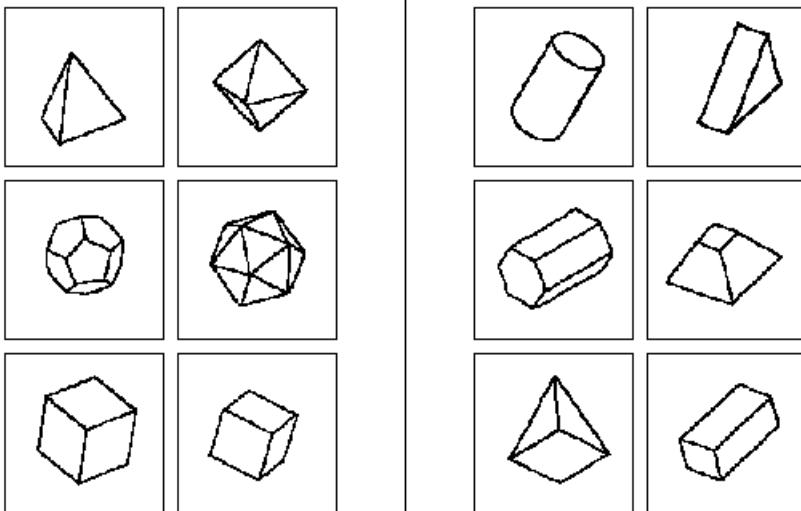
*Solution: Image of something 2-D vs. image of something 3-D*

## BP296



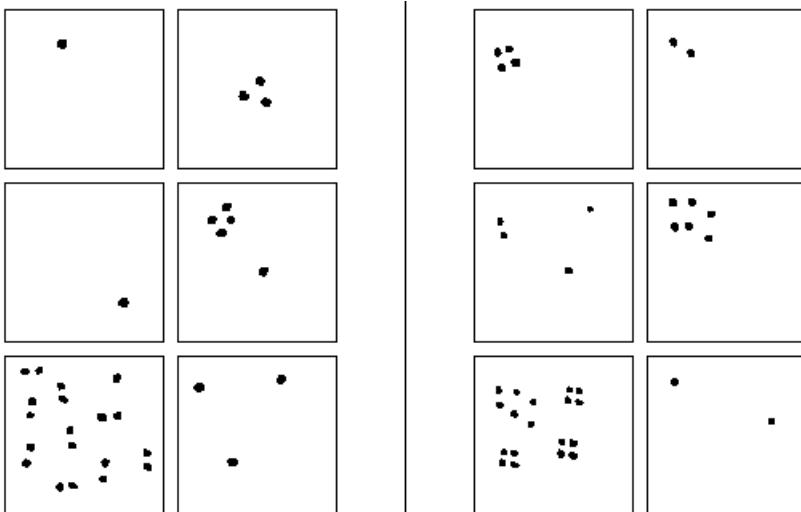
*Solution: Wireframe drawing of solid vs. drawing of opaque solid*

## BP297



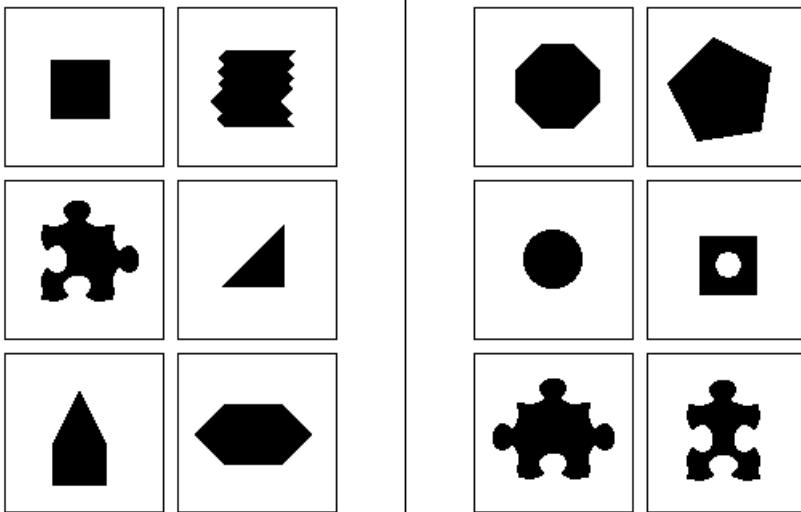
*Solution:* Drawing of platonic solid (regular polyhedron) vs. drawing of non-platonic solid

## BP298



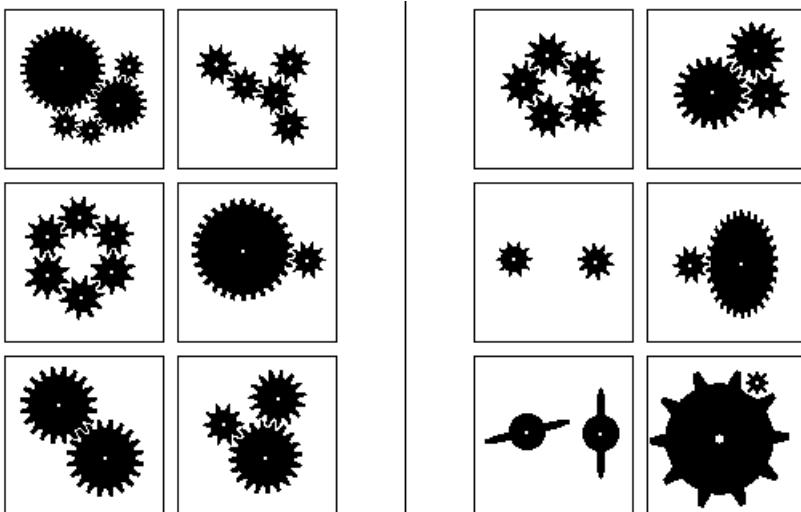
*Solution:* Odd number of dots vs. even number of dots.

## BP299



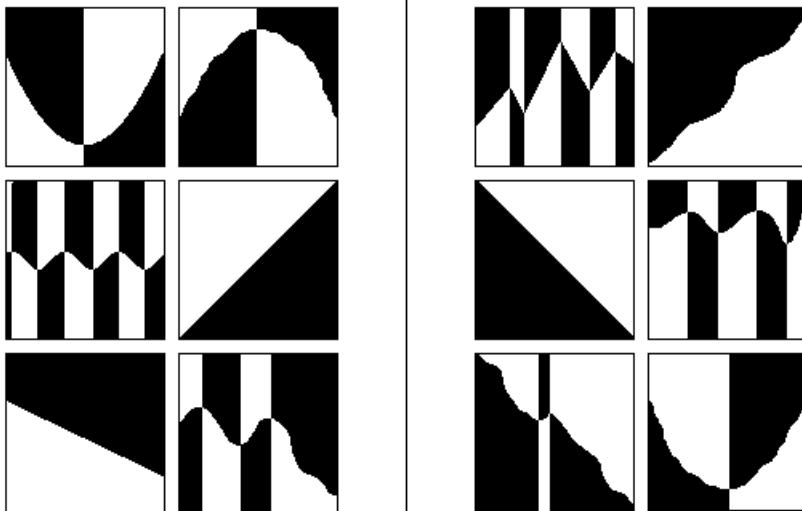
*Solution: Tessellates the plane vs. does not tessellate the plane.*

## BP300



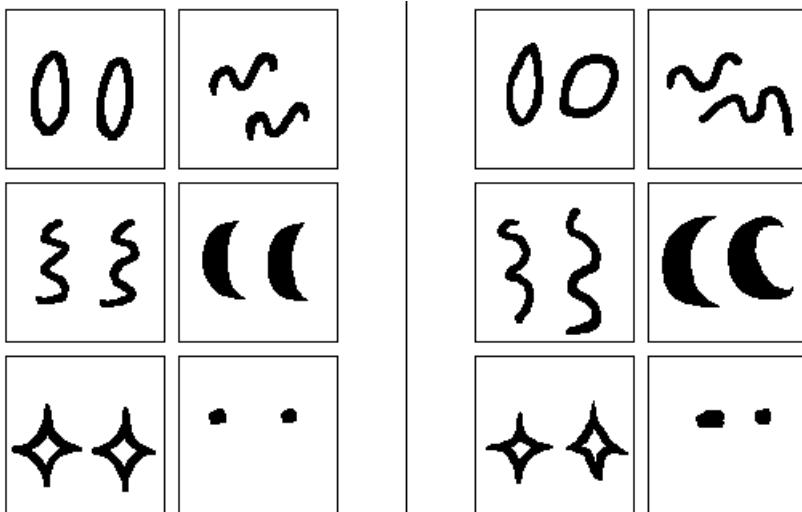
*Solution: One gear turns all vs. no gear turns all*

## BP301



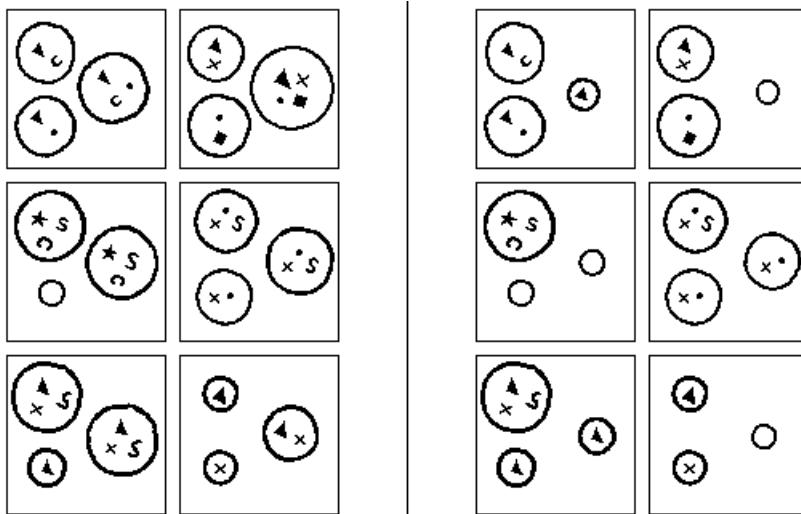
Solution: Black is below upward slopes vs. Black is below downward slopes.

## BP302



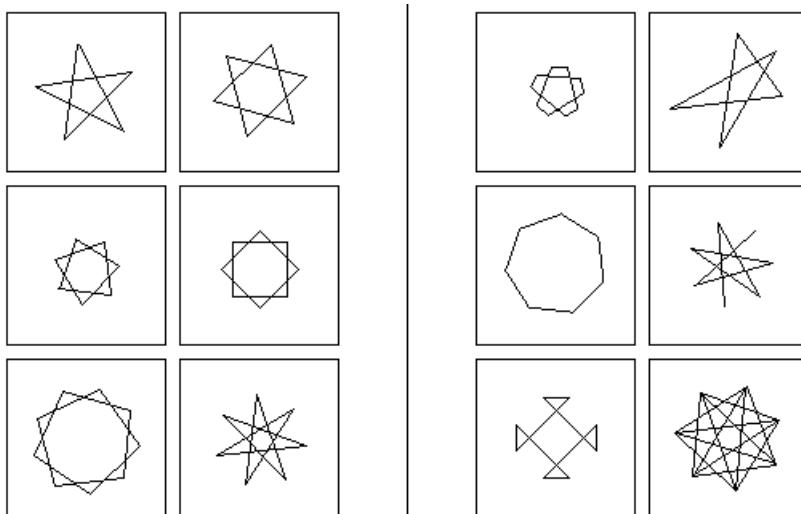
Solution: High approximate similarity vs. lower approximate similarity.

## BP303



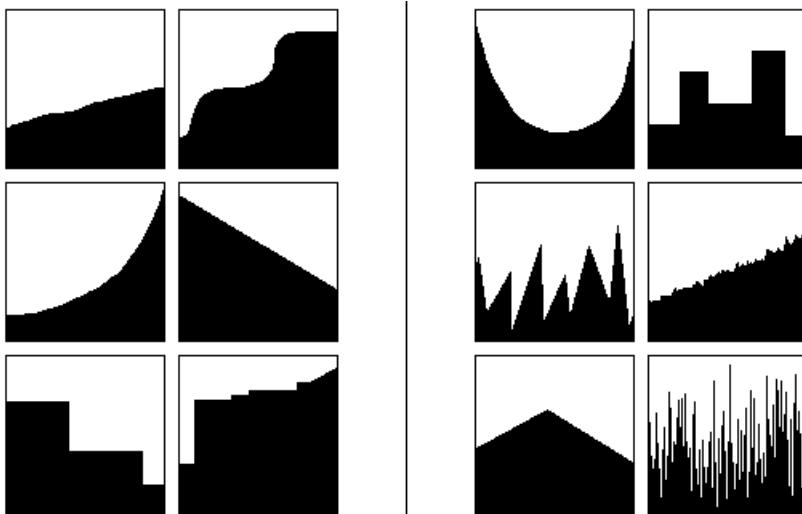
*Solution: Union of left sets is right set vs. intersection of left sets is right set.*

## BP304



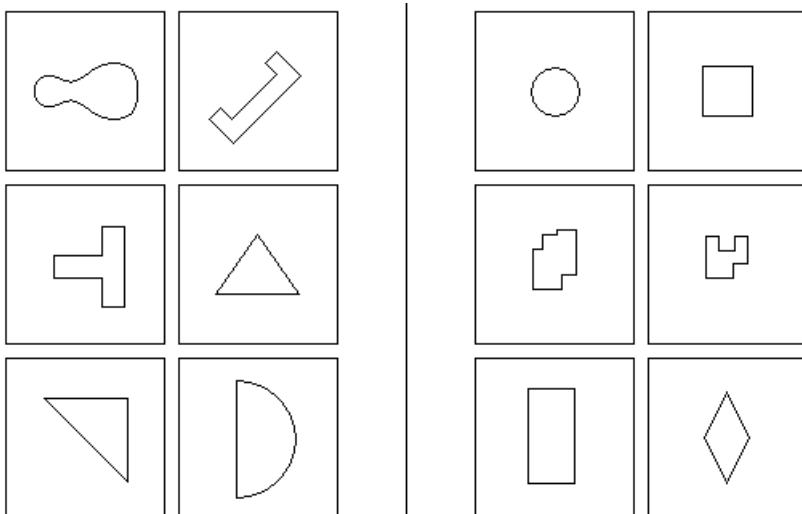
*Solution: Regular star polygon vs. not so.*

## BP305



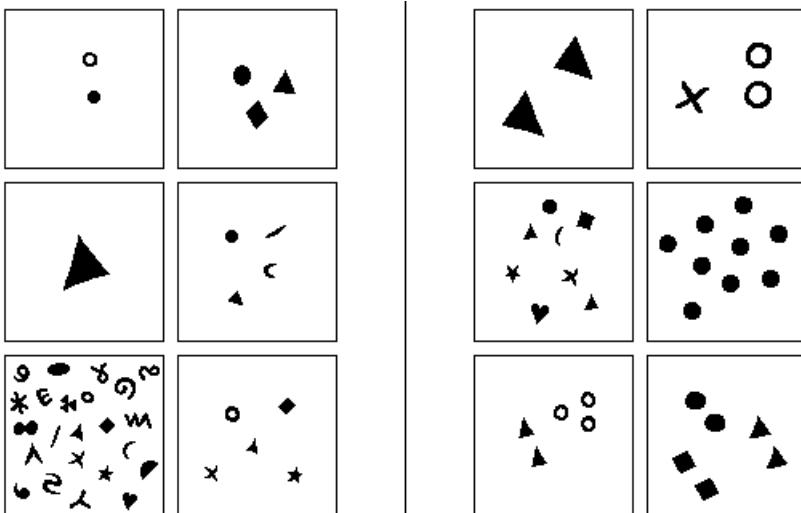
*Solution: Strictly increasing or strictly decreasing border line vs. both increasing and decreasing border line*

## BP306



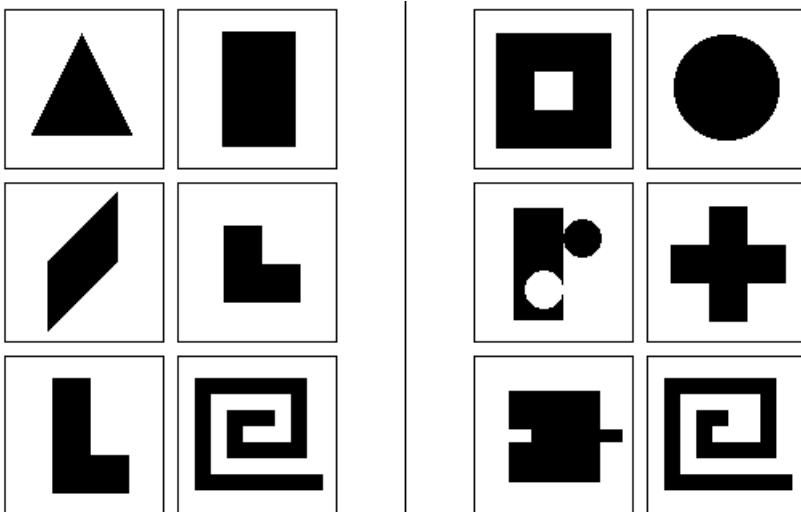
*Solution: Exactly one axis of symmetry vs. either zero or more than one axis of symmetry*

## BP307



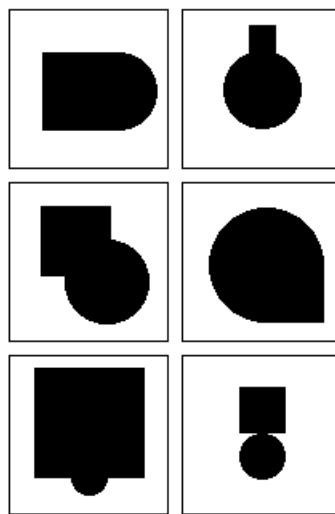
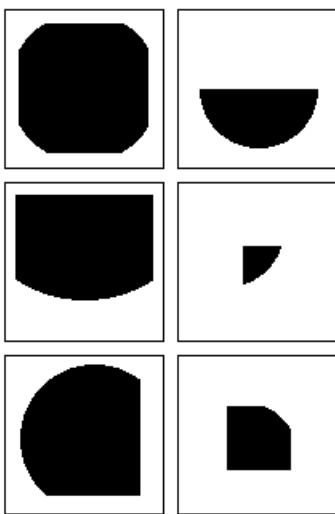
*Solution:* No two shapes are the same vs. at least two shapes are the same.

## BP308



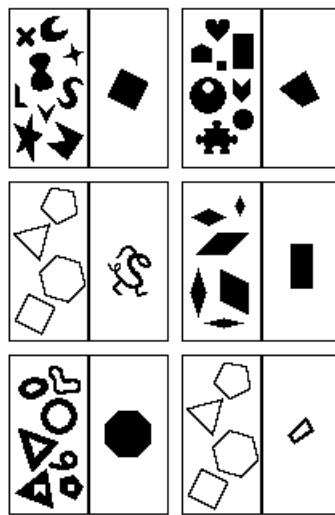
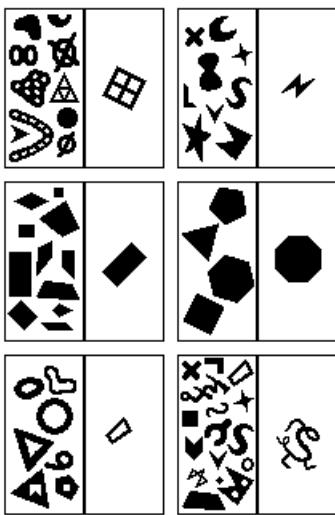
*Solution:* Shape can tile itself vs. shape cannot tile itself.

## BP309



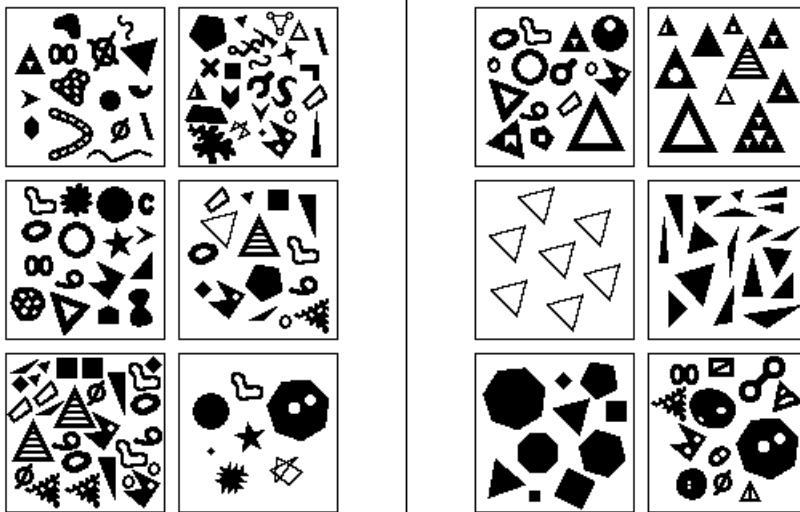
*Solution: Intersection of circle and square vs. union of circle and square*

## BP310



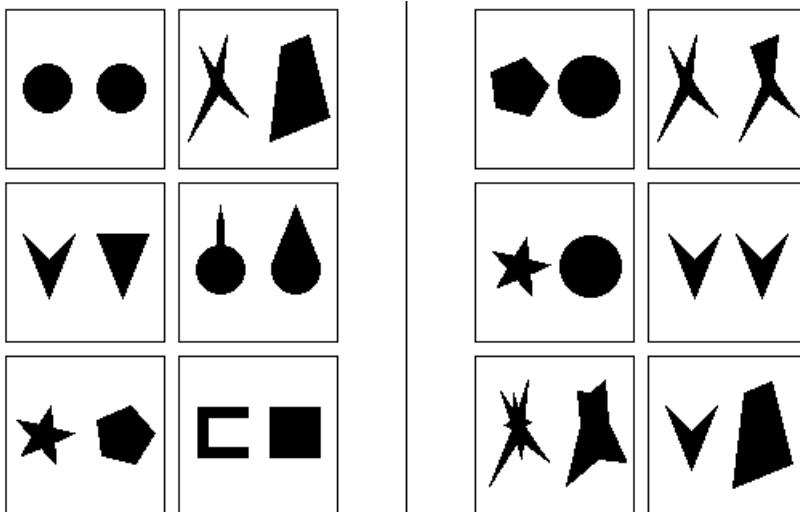
*Solution: Object on the right fits in pattern on the left vs. object on the right does not fit in pattern on the left.*

## BP311



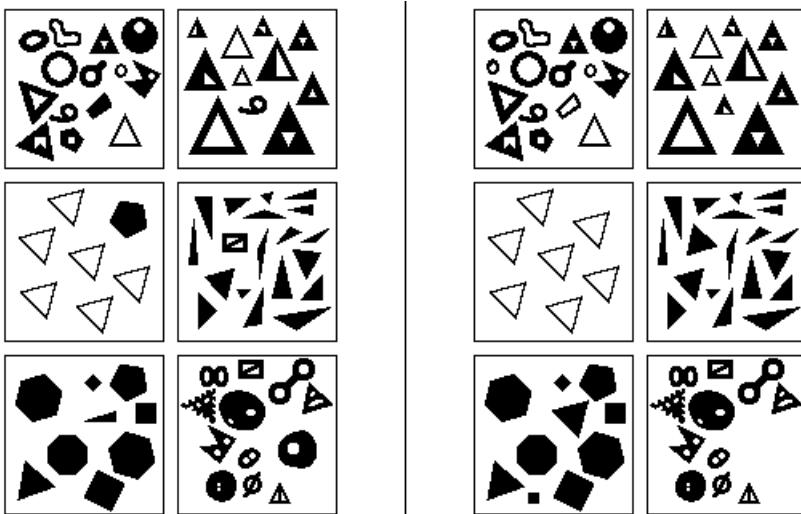
Solution: No pattern (variety of shapes) vs. all shapes have something in common.

## BP312



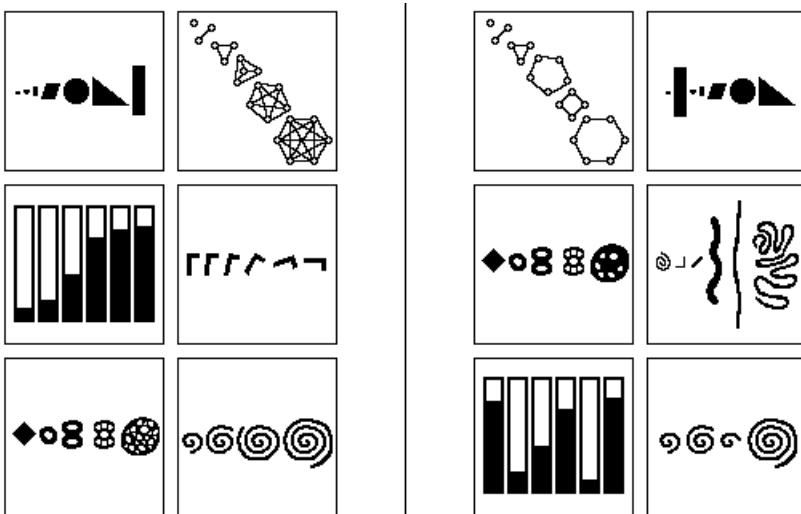
Solution: Shape on the right is the convex hull of shape on the left vs. not so.

## BP313



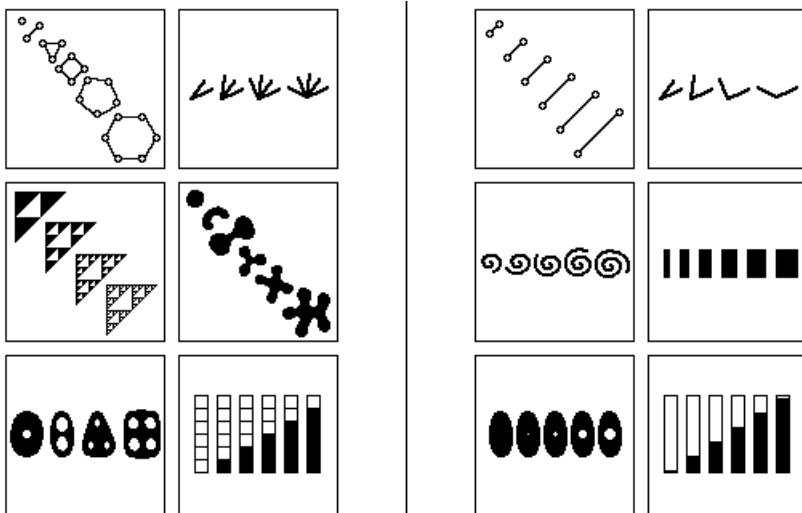
*Solution: One object does not belong to the pattern of the rest vs. all objects form one pattern.*

## BP314



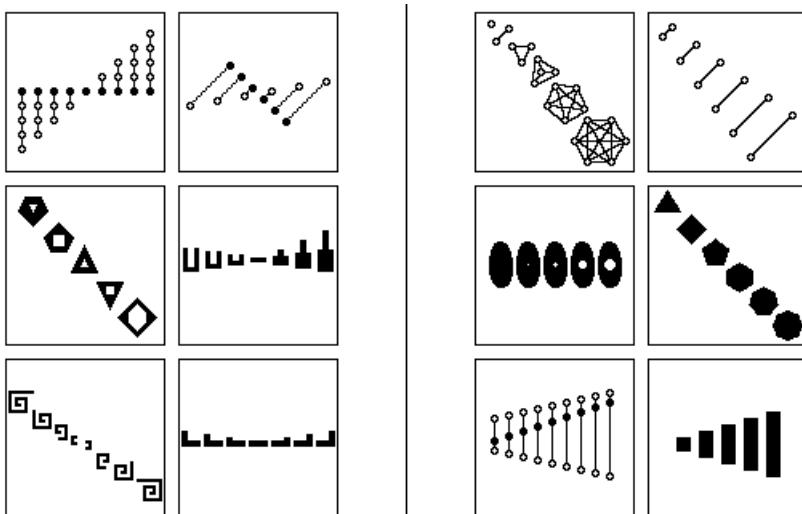
*Solution: Some quantity keeps increasing from left to right vs. not so.*

## BP315



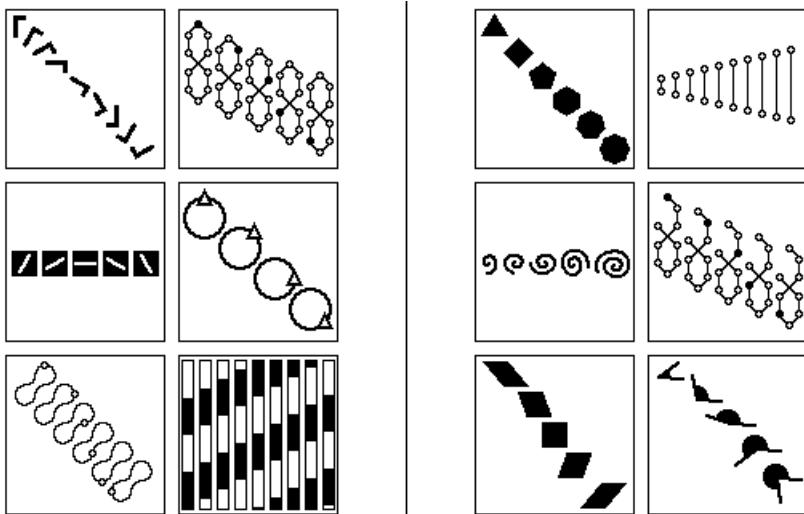
*Solution: Discrete quantity vs. continuous quantity.*

## BP316



*Solution: Increasing quantity has no lower (or upper) bound (and gives a representation of negative numbers) vs. increasing quantity has lower (and/or upper) bound*

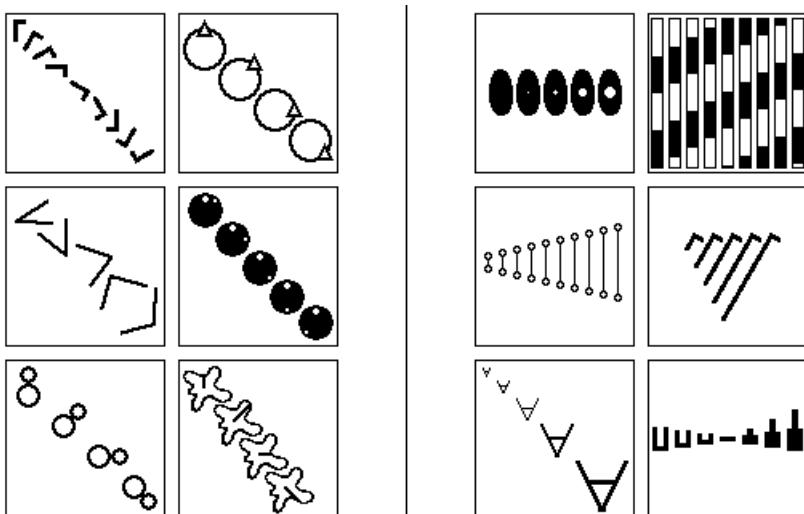
## BP317



loop back to starting value

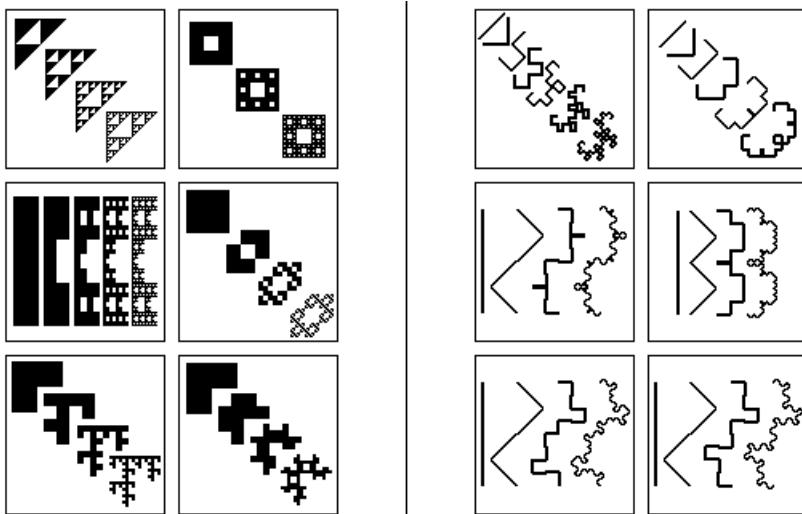
Solution: Increasing quantity loops back to starting value vs. increasing quantity cannot

## BP318



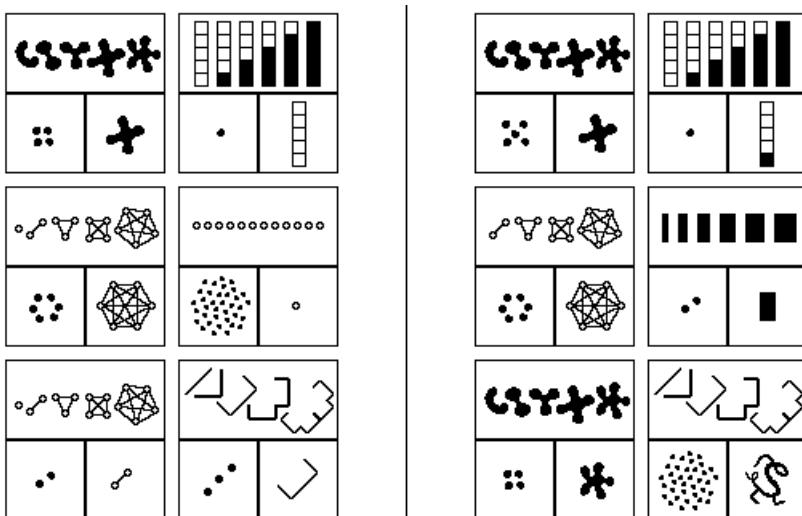
Solution: Increasing quantity is angular vs. not so.

## BP319



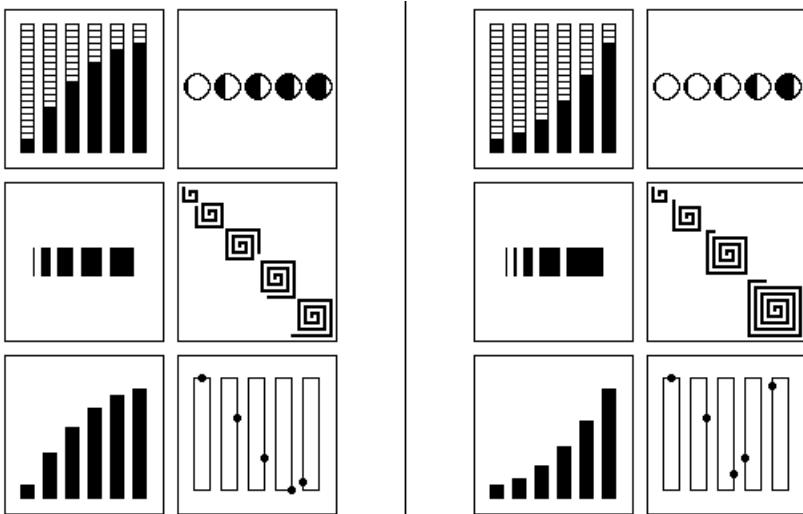
*Solution: Fractal iteration based on 2-D (shapes) vs. fractal iteration based on 1-D (line segments).*

## BP320



*Solution: Object at lower-right fits as  $n$ -th item in the top row of objects, where  $n$  is the number of dots at lower-left vs. not so.*

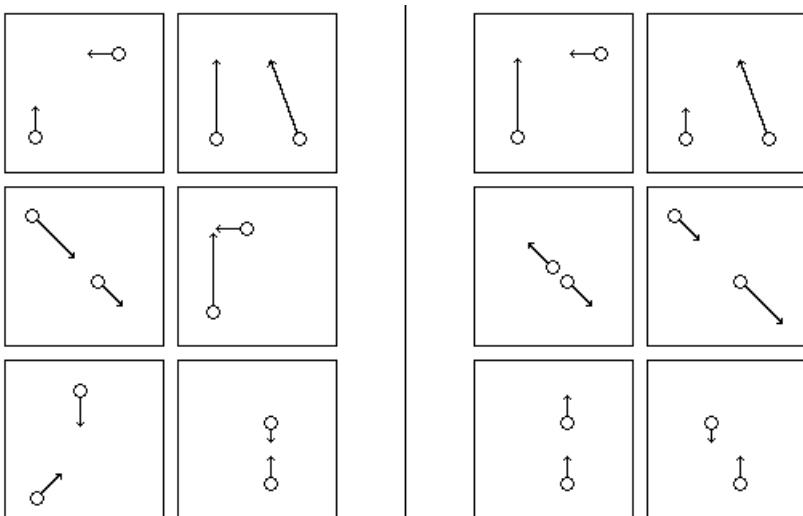
## BP321



left-to-right

Solution: Decelerating change in quantity, left-to-right vs. accelerating change in quantity

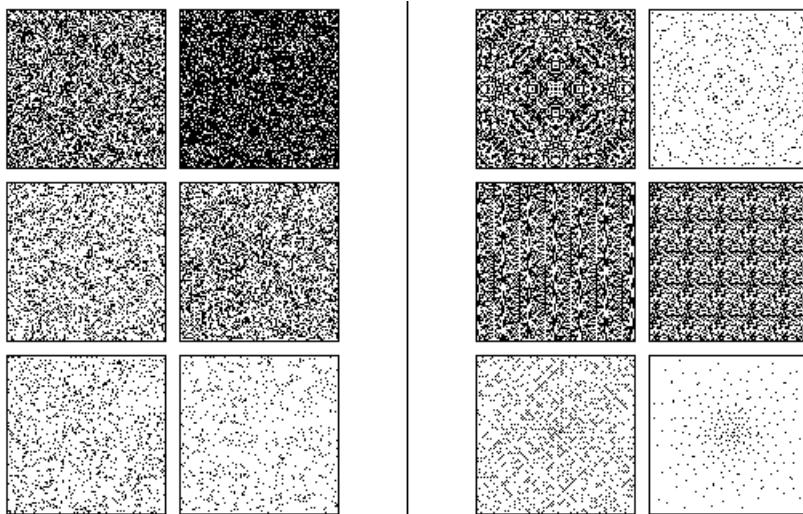
## BP322



if the arrows are their velocities.

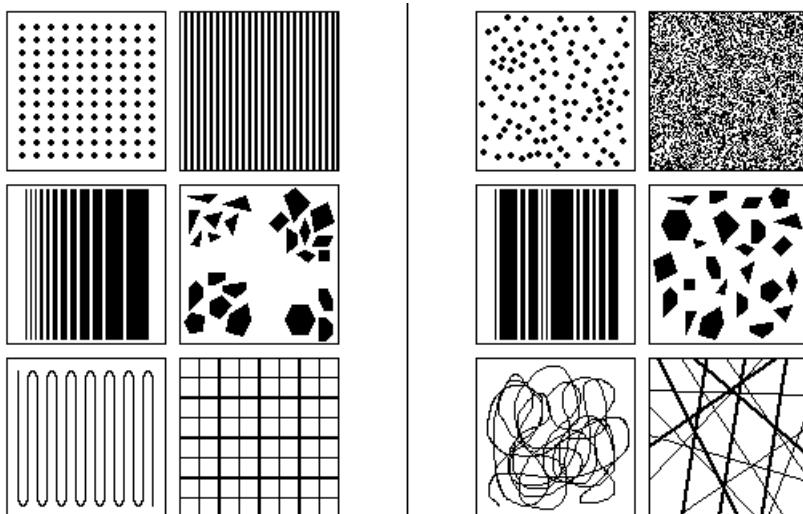
Solution: The circles will collide if the arrows are their velocities vs. the circles will not collide

## BP323



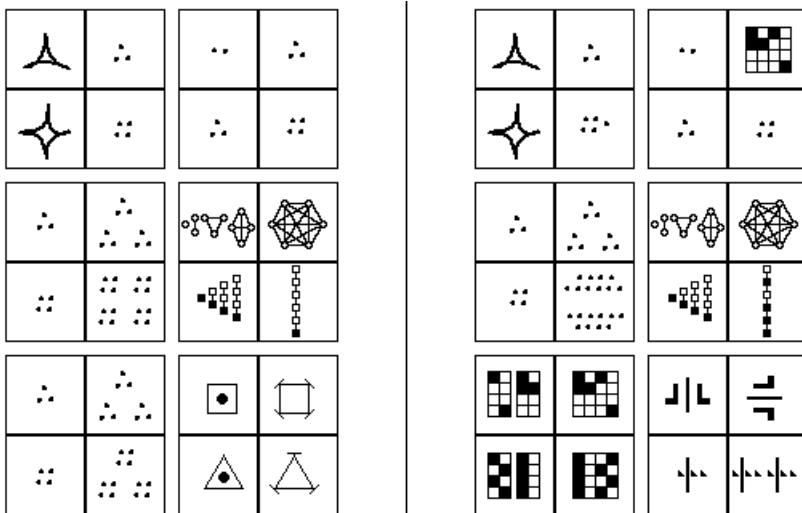
*Solution: Random arrangement of pixels vs. not so.*

## BP324



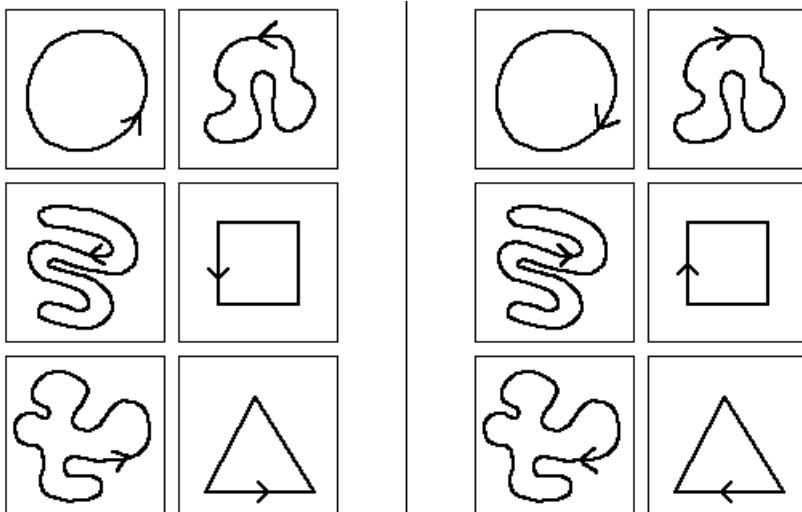
*Solution: Order is high (low entropy) vs. order is low (high entropy).*

## BP325



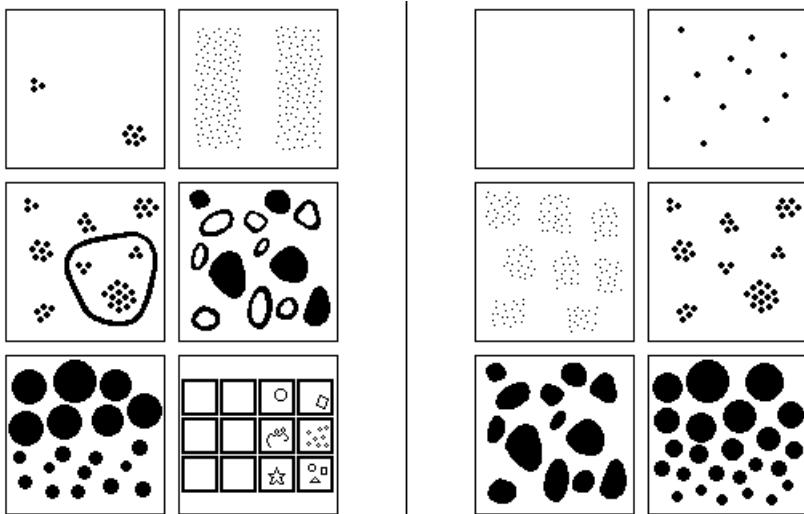
*Solution: Analogy makes sense vs. analogy does not make sense.*

## BP326



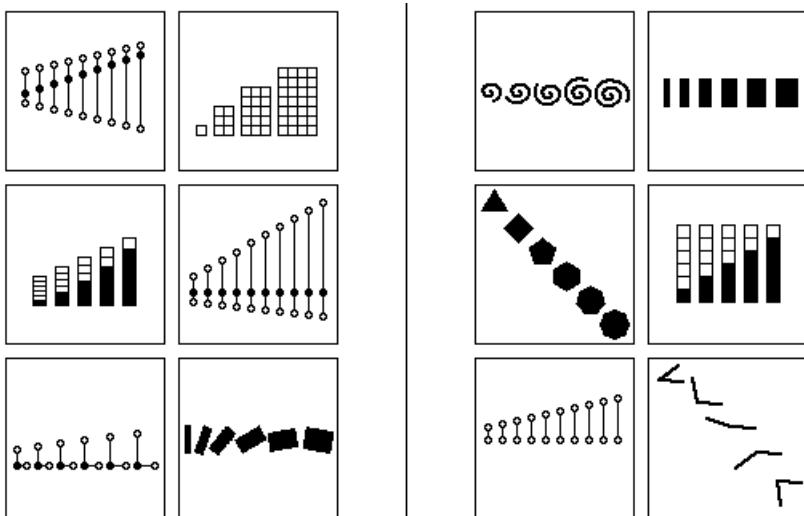
*Solution: Counter-clockwise along the curve following the arrow vs. clockwise along the curve following the arrow.*

## BP327



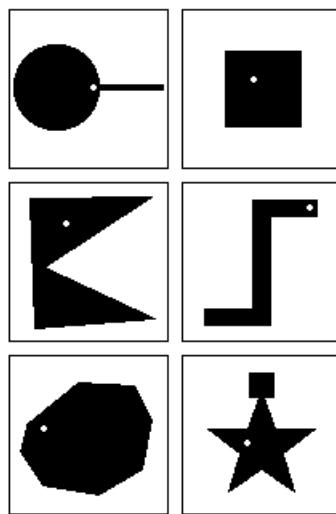
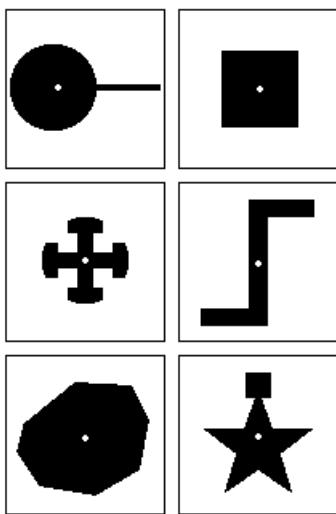
*Solution: Two clearly separable groups vs. not so*

## BP328



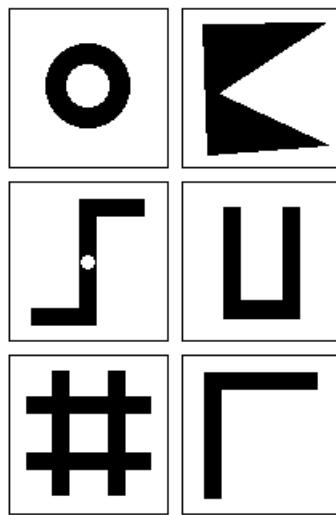
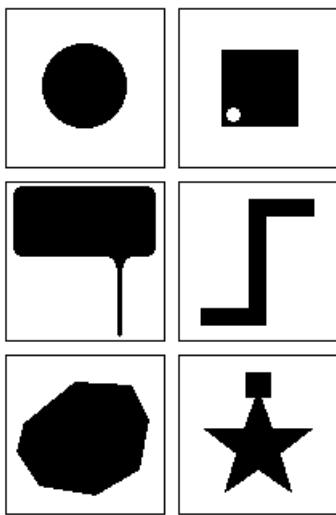
*Solution: Two independent quantities changing simultaneously vs. a single quantity is changing*

## BP329



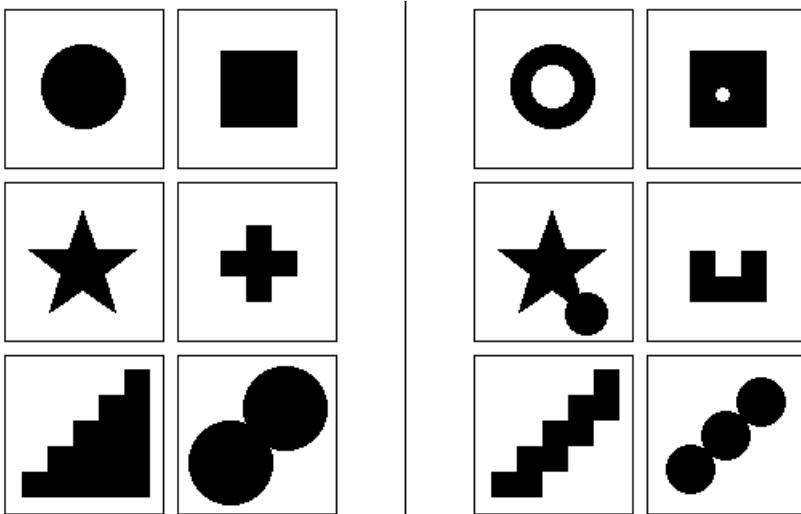
*Solution:* White dot is at center of mass vs. white dot is not at center of mass.

## BP330



*Solution:* Center of mass within the black area of the shape vs. center of mass out of the black area of the shape.

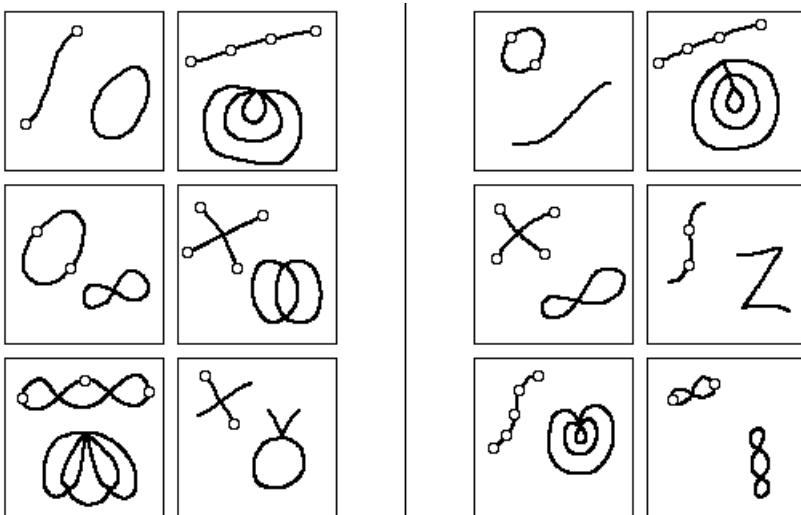
## BP331



can see (in straight lines) all points.

Solution: There is a point that can see (in straight lines) all points vs. there is no point that

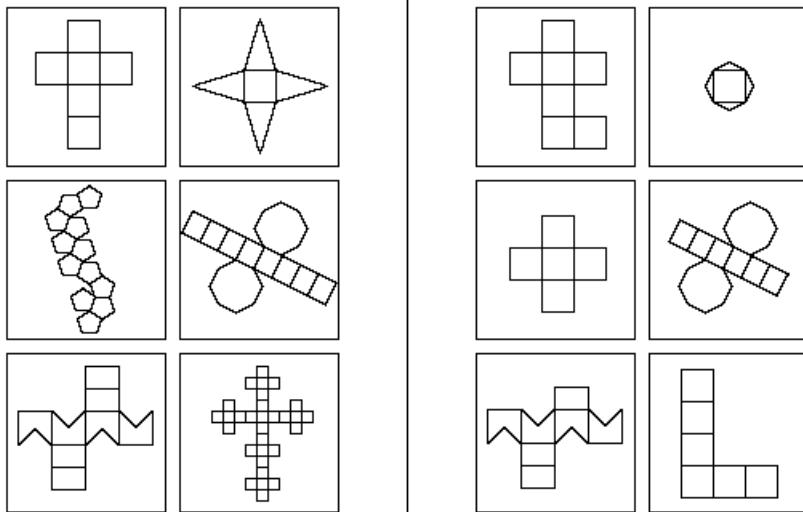
## BP332



other figure vs. not so.

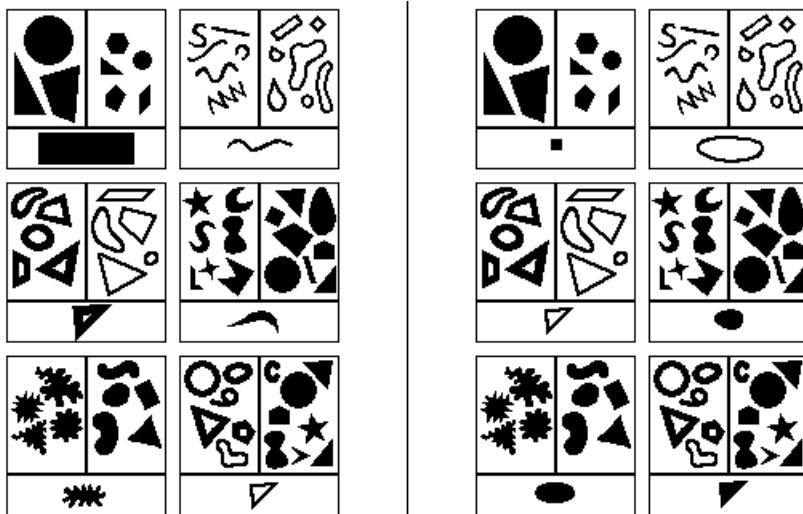
Solution: All points (small white circles) on one figure can be glued together to make the

## BP33



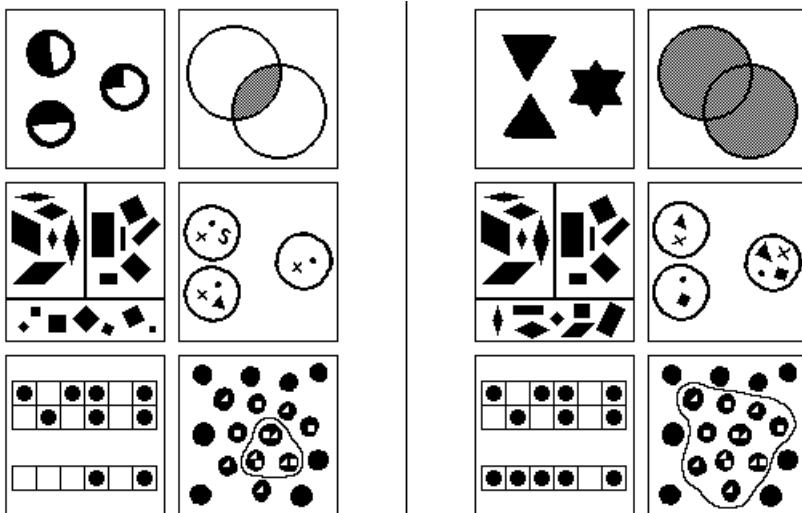
Solution: Net (folding along edges can make a 3D solid) vs. not a net

## BP34



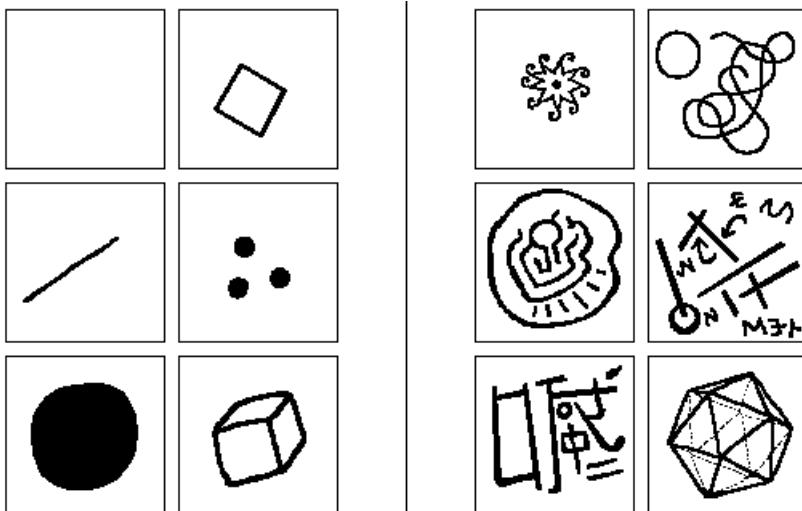
Solution: Shape below fits on the left vs. shape below fits on the right.

## BP335



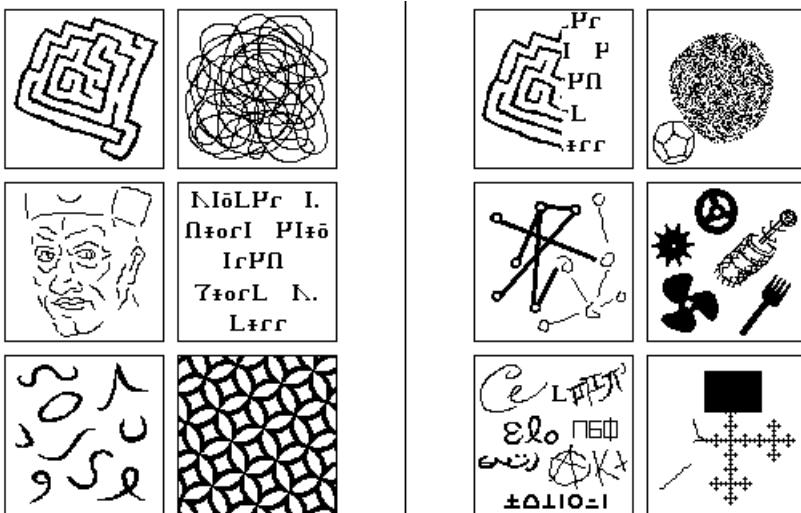
*Solution: Intersection (logical conjunction) vs. union (logical disjunction)*

## BP336



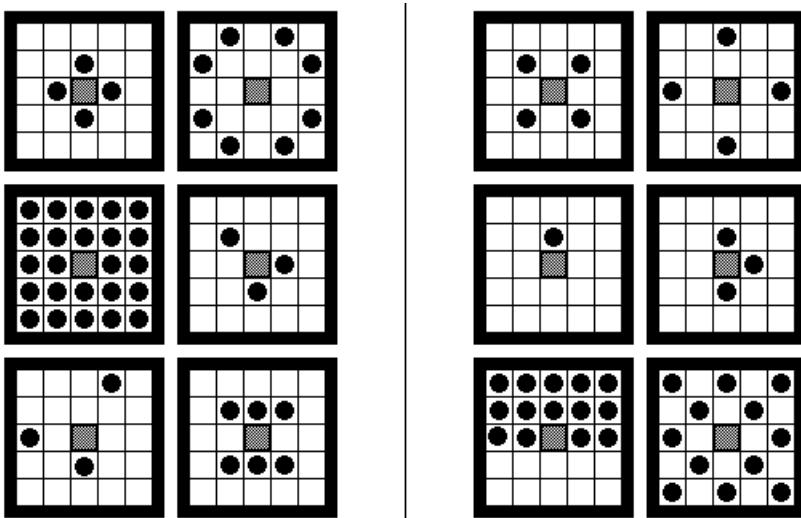
*Solution: Simple object vs. complex object*

## BP337



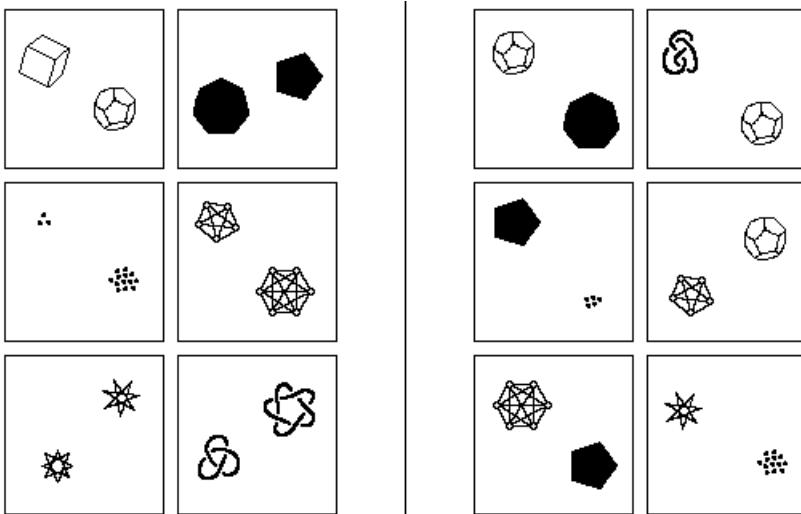
*Solution:* Represent uniformly uniform vs. represent non-uniform.

## BP338



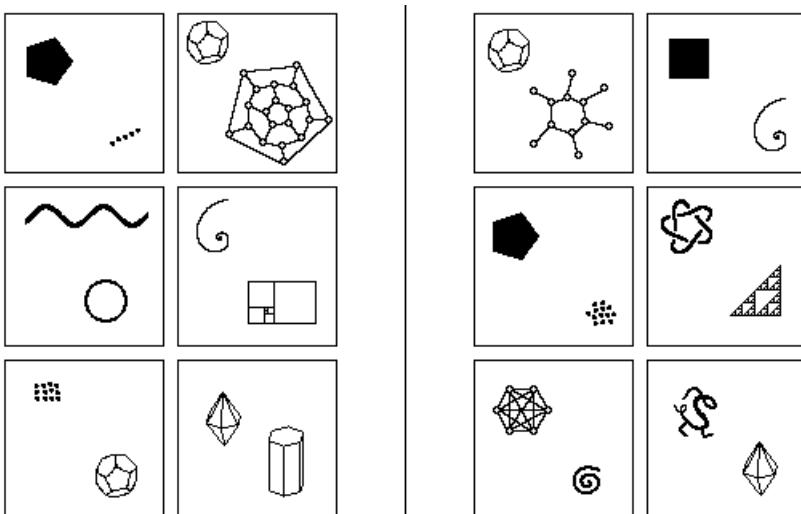
*Solution:* A "chess piece" that moves as shown may reach every square vs. not so.

## BP339



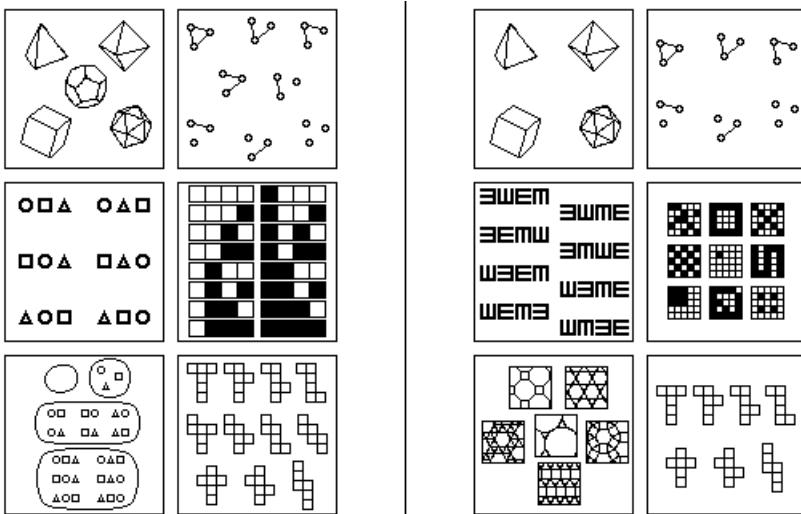
*Solution:* The two objects have similar representations vs. the two objects have dissimilar representations.

## BP340



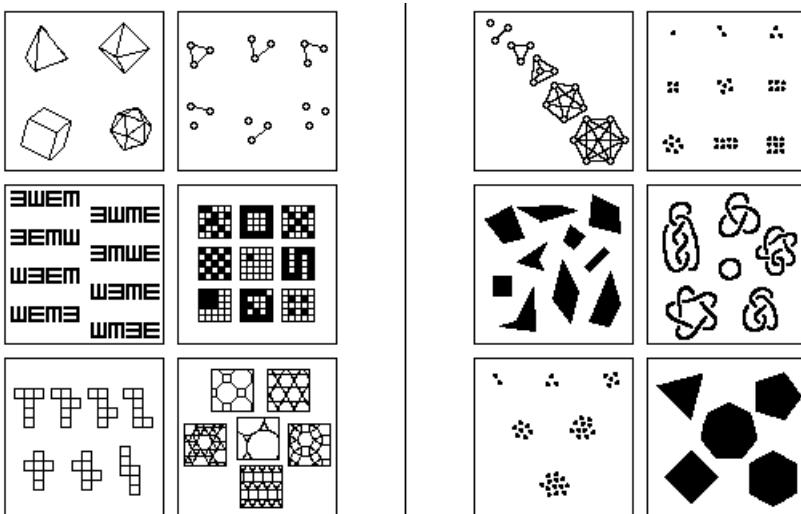
*Solution:* The two objects are conceptually related vs. the two objects are conceptually unrelated.

## BP341



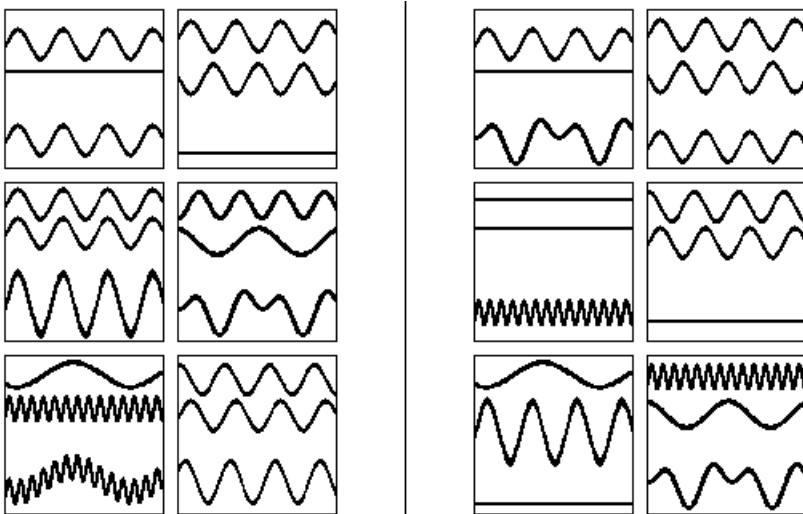
*Solution:* Complete finite collection vs. incomplete finite collection.

## BP342



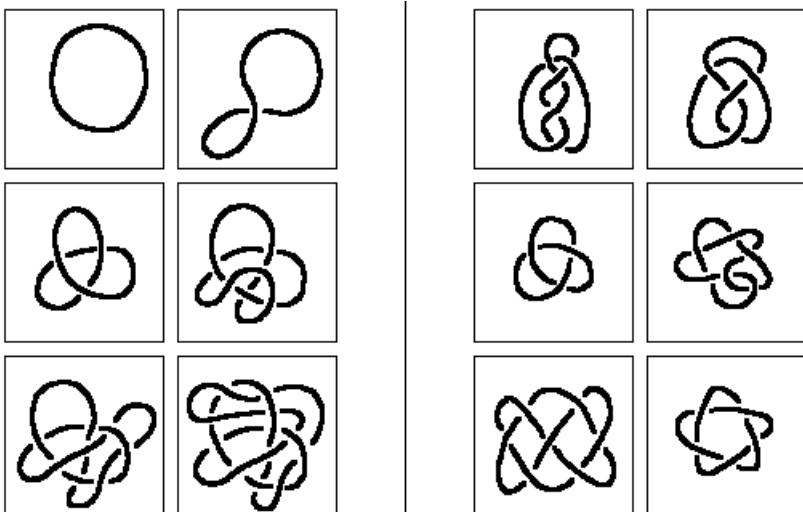
*Solution:* The completed version of the collection indicated by the objects is finite vs. the completed version of the collection indicated by the objects is infinite.

## BP343



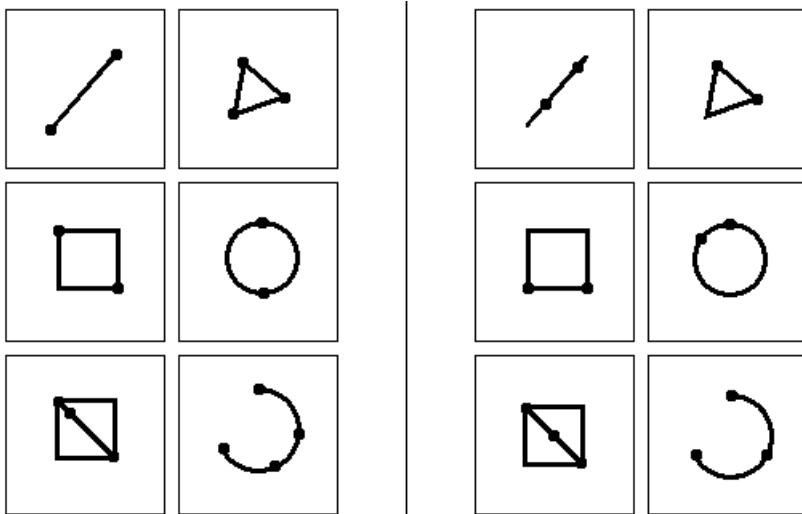
*Solution:* Adding the top two waves yields the bottom wave vs. not so.

## BP344



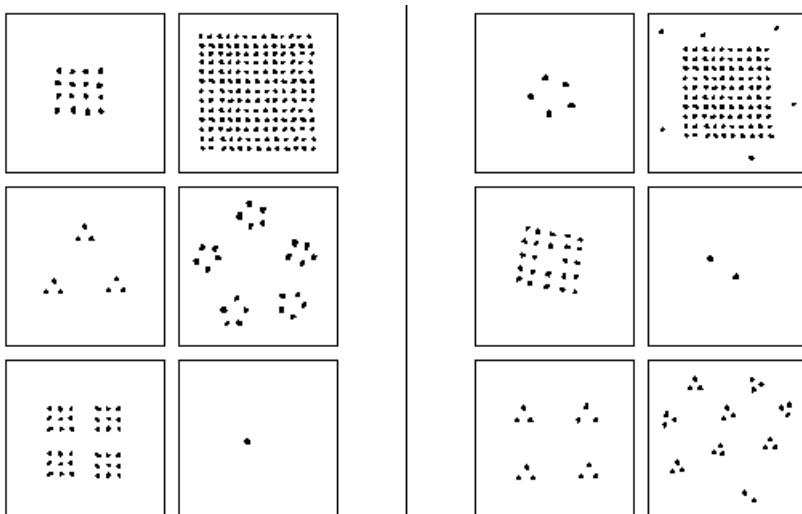
*Solution:* No knot (unknot) vs. knot.

## BP345



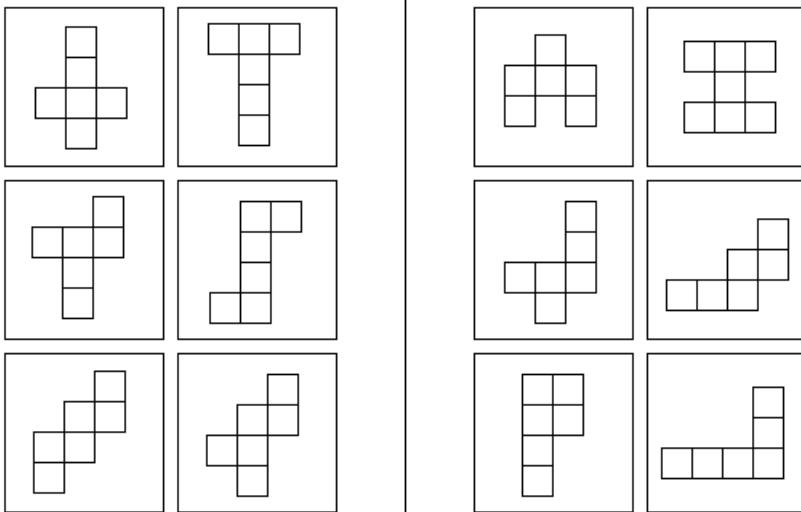
*solution:* When the shape is removed from the dots, the dots give enough information to place the shape back where it was vs. not so.

## BP346



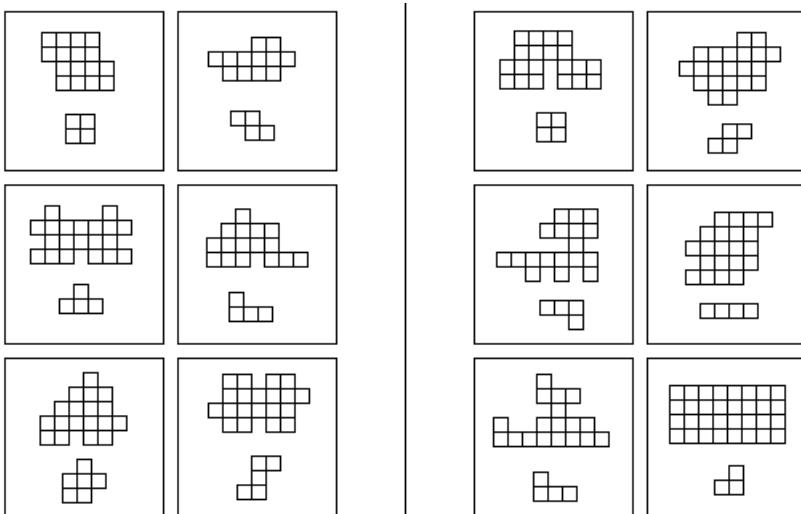
*solution:* Square number of dots vs. non-square number of dots.

## BP347



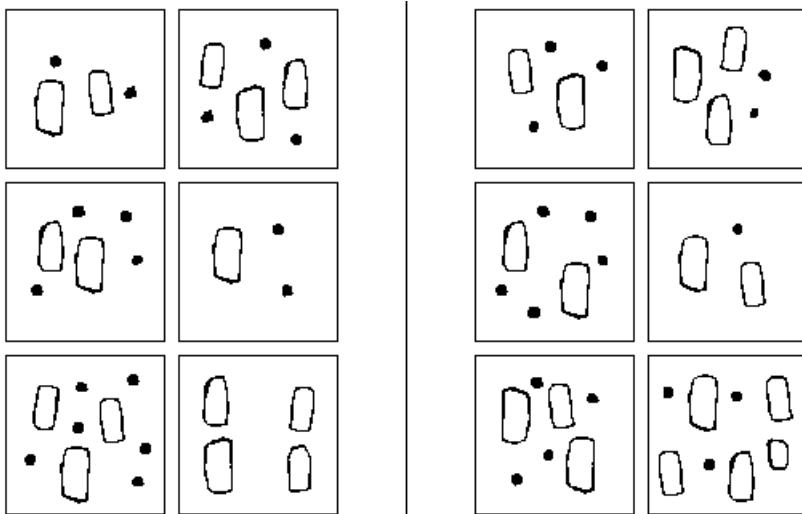
*Solution: Nets of cubes vs. not nets of cubes.*

## BP348



*Solution: Lower shape can be used as a tile to build the upper one vs. not so.*

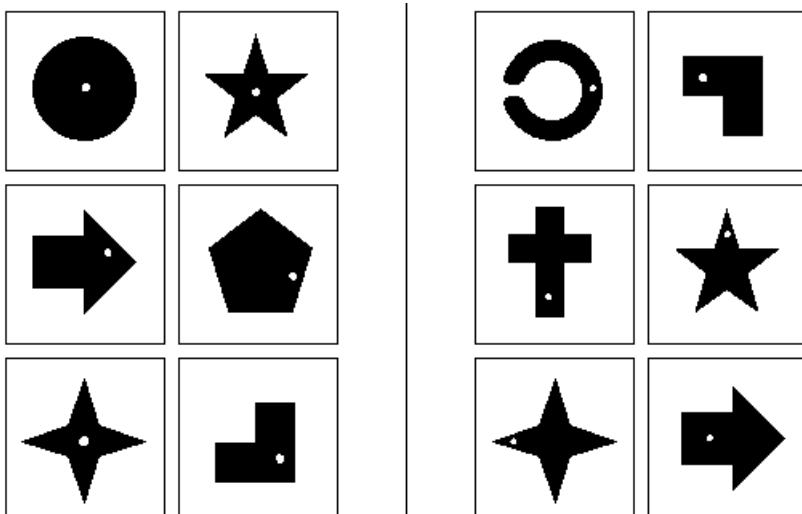
## BP349



*between figures.*

*Solution:* Dots can be shared equally between figures vs. dots cannot be shared equally

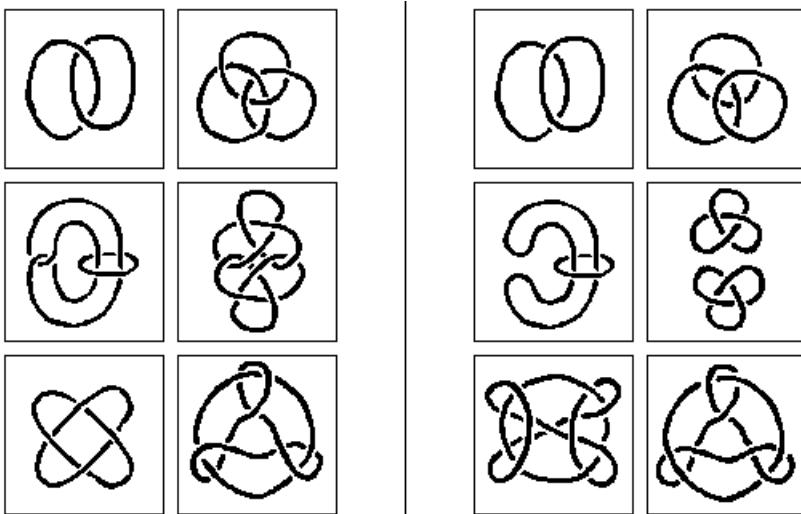
## BP350



*straight lines) all black points.*

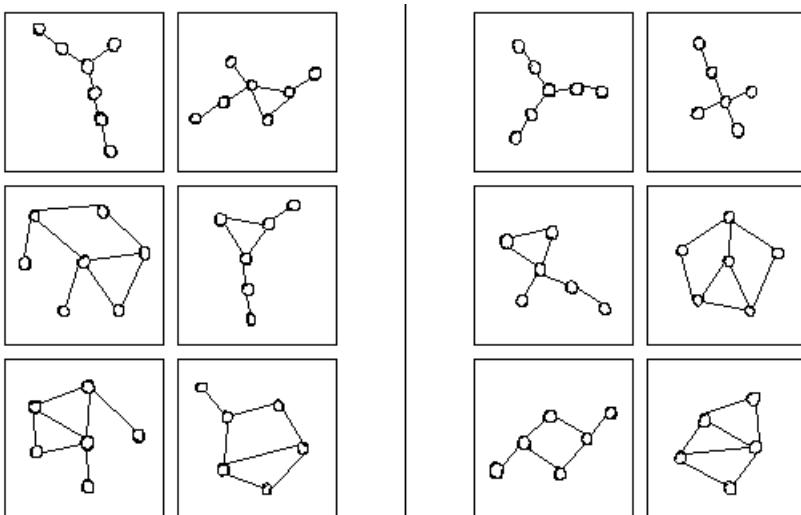
*Solution:* White dot can see (in straight lines) all black points vs. white dot cannot see (in

## BP351



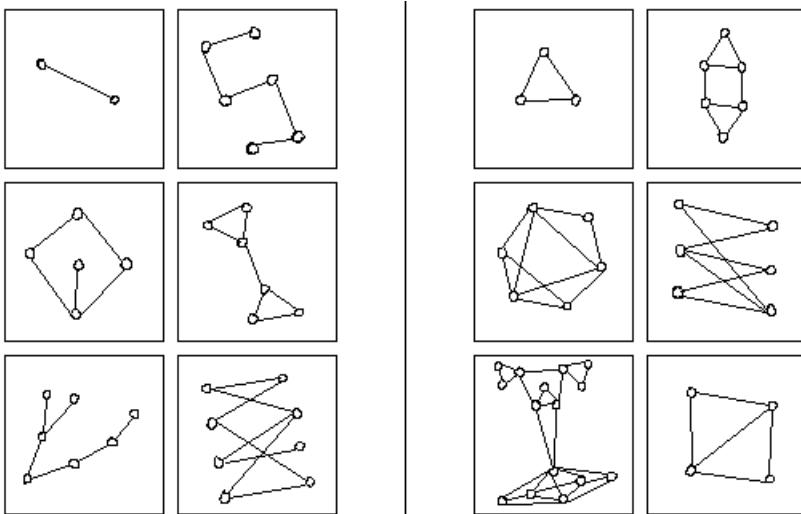
*Solution:* Loops are entangled (in 3-D) vs. loops can be separated (in 3-D).

## BP352



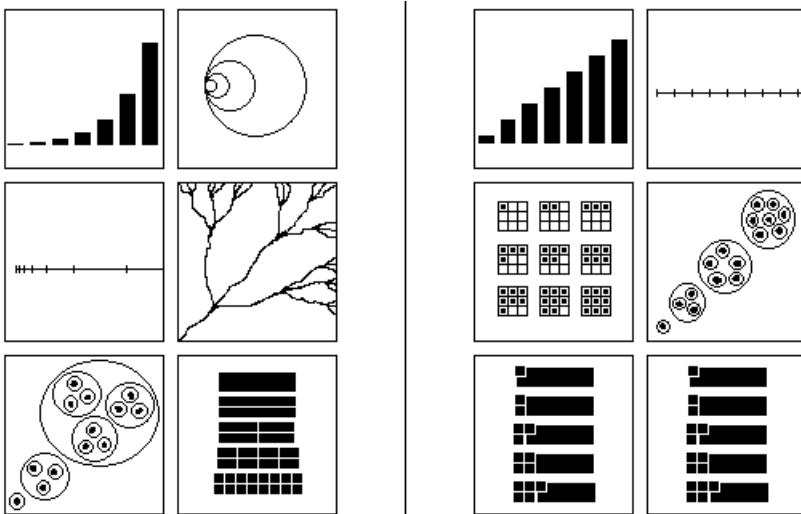
*Solution:* Each graph vertex is uniquely defined by its connections (the graph does not admit nontrivial automorphisms) vs. the graph admits nontrivial automorphisms.

## BP353



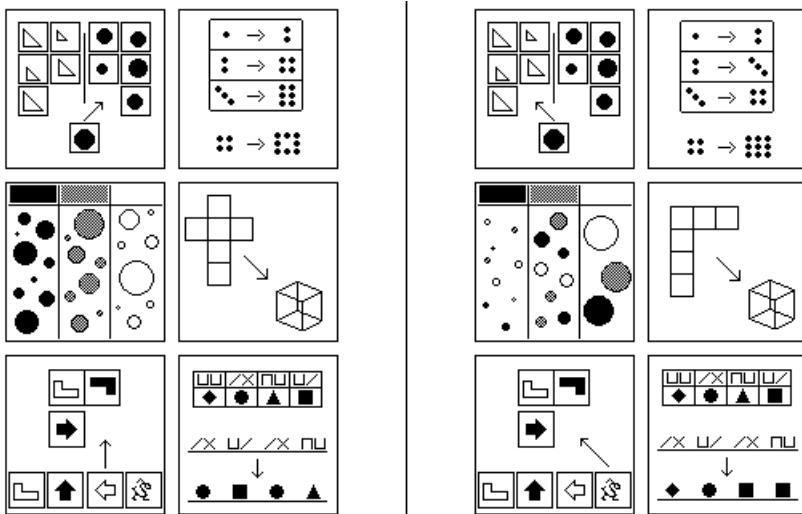
*Solution:* There exists an edge such that removing it yields two disconnected graphs (i.e., the minimum number of edges whose removal results in two disconnected graphs is 2).  
 The minimum number of edges whose removal results in two disconnected graphs is 1 vs. the minimum number of edges whose removal results in two disconnected graphs is 2.

## BP354



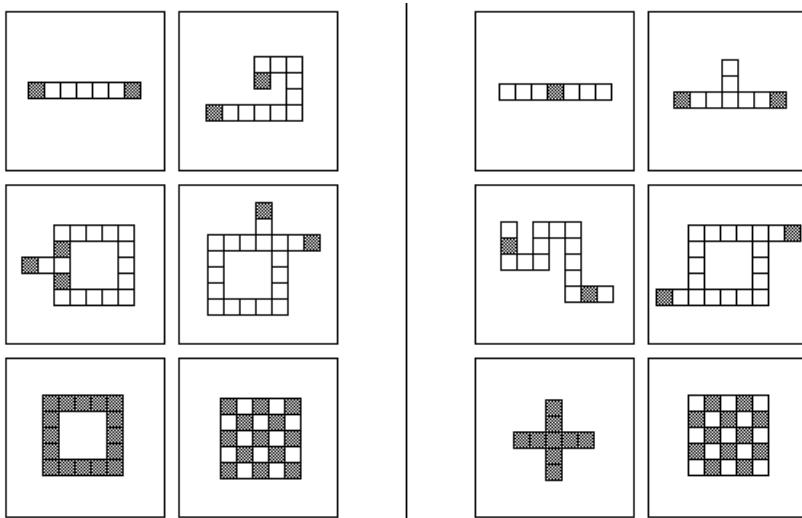
*Solution:* Exponential increase vs. linear increase.

## BP355



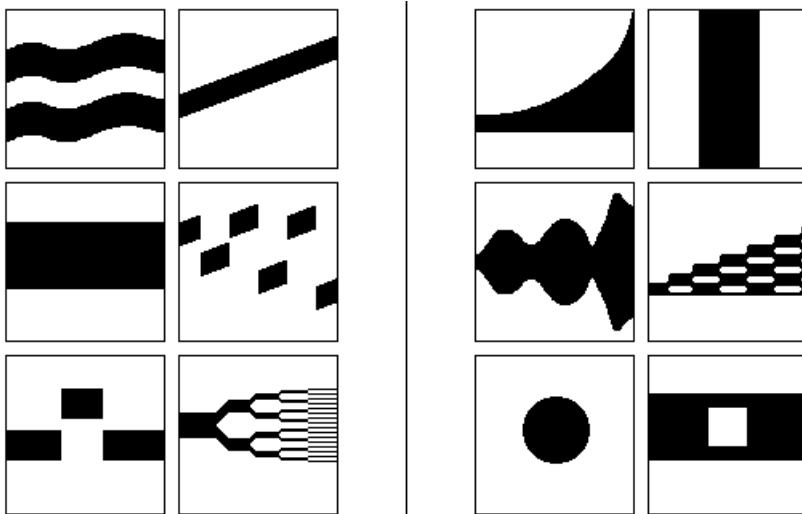
*Solution: Correct vs. incorrect.*

## BP356



*Solution: For each colored square only, there exists a path starting on it that covers each square of the figure exactly once vs. there exists no path that starts on a colored square and covers each square of the figure exactly once.*

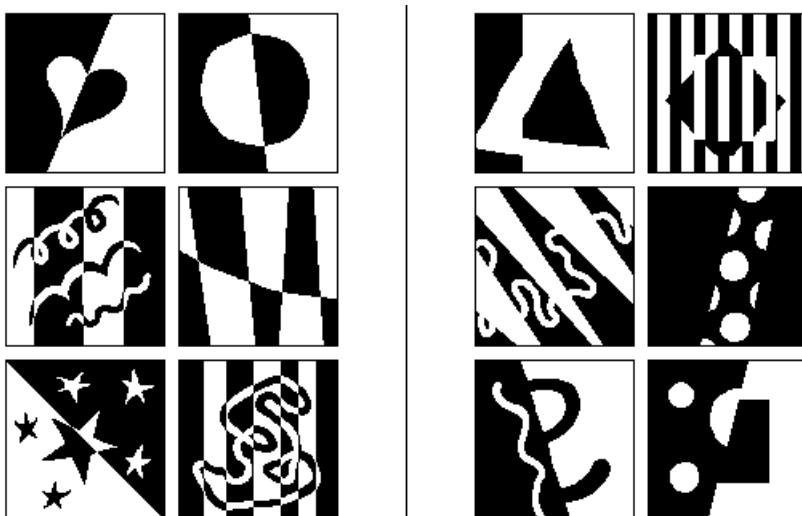
## BP357



slices.

Solution: Same amount of black in any vertical slice vs. varying amounts of black in vertical

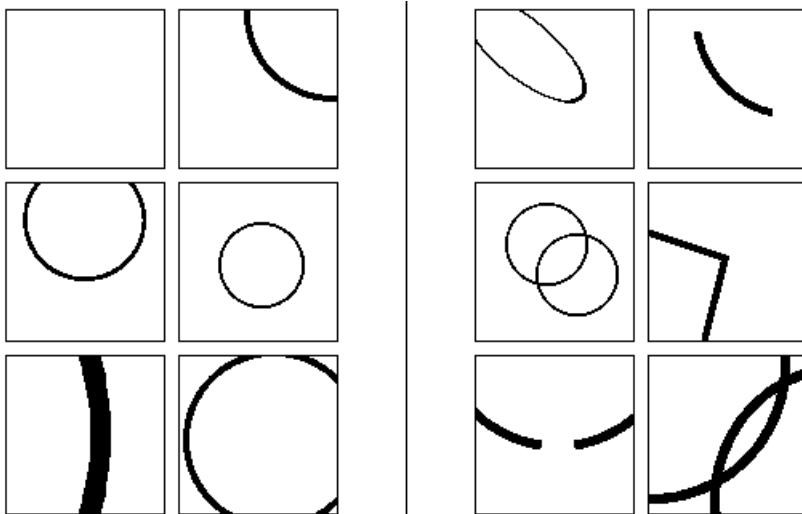
## BP358



aligned

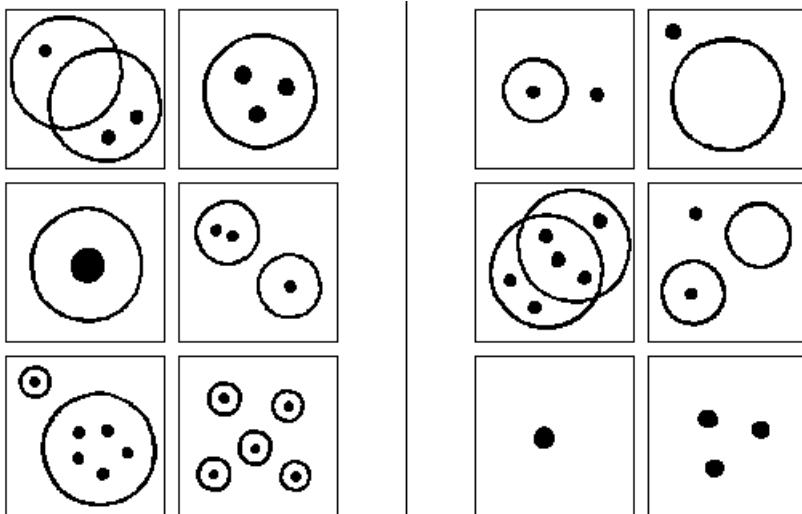
Solution: Same objects are shown lined up in both "universes" vs. the two "universes" are not

## BP359



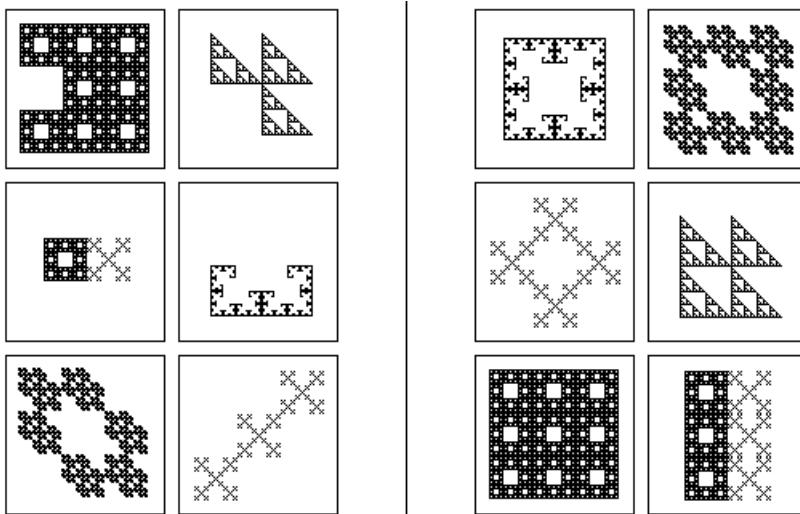
*Solution: Some zoomed-in (cropped) version of an image of a hollow circle vs. not so.*

## BP360



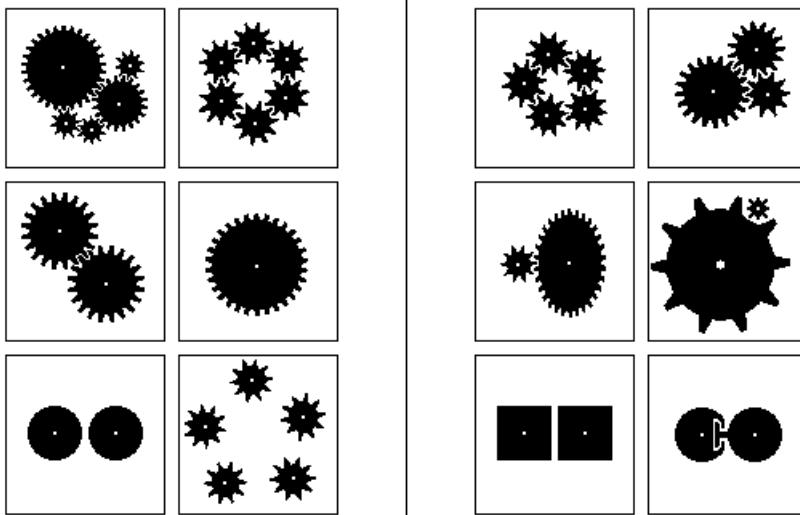
*Solution: Each black filled circle belongs to exactly one large circle outline vs. not so.*

## BP361



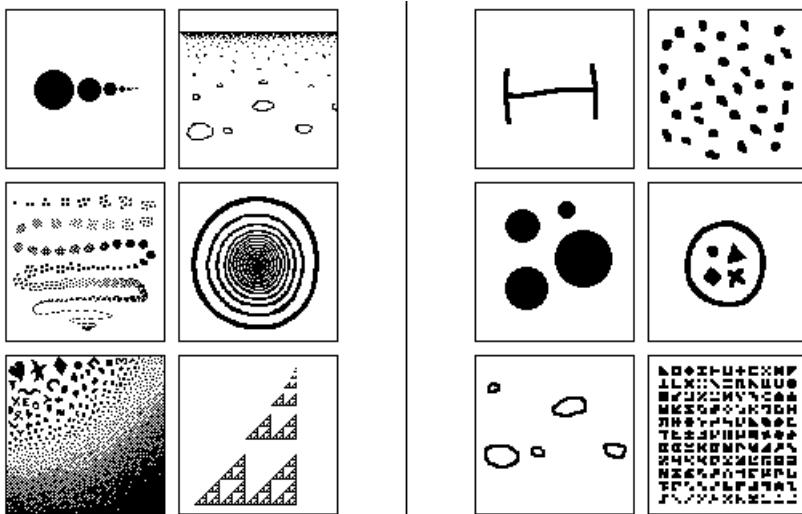
*Solution: Contains smaller copy of itself vs. doesn't.*

## BP362



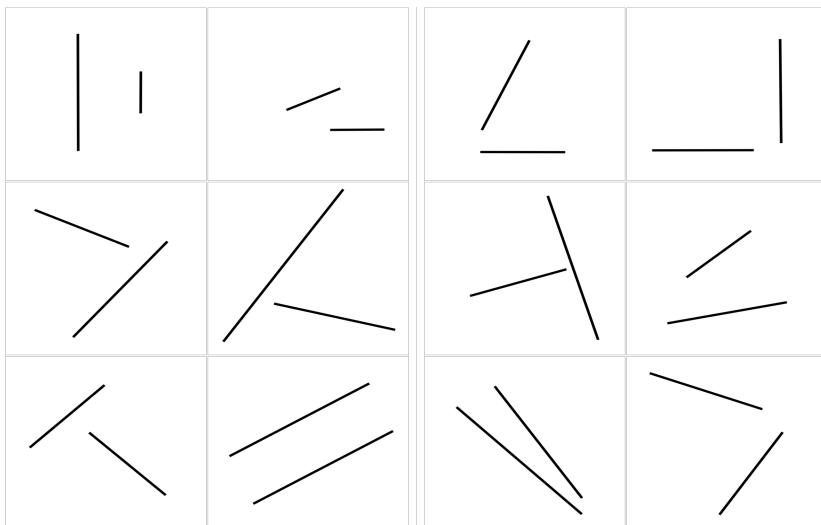
*Solution: All gears can make complete turns vs. not so.*

## BP363



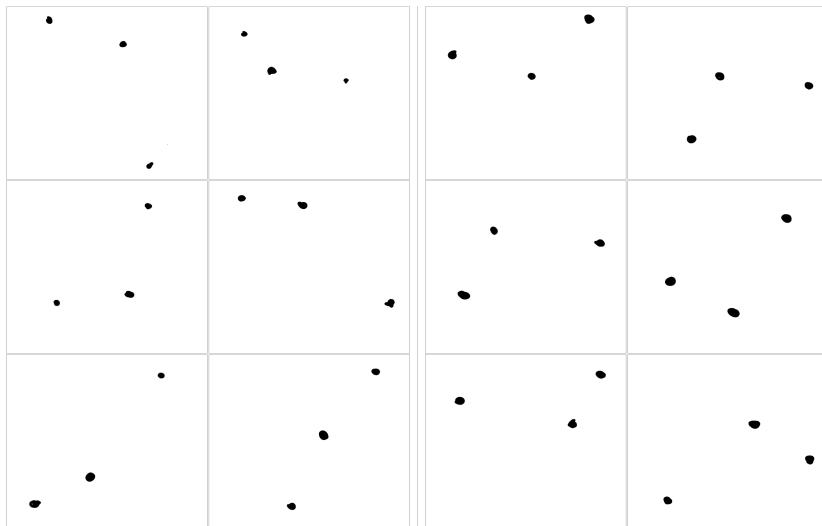
*Solution: Image depicting infinitely many objects vs. image depicting finitely many objects.*

## BP364



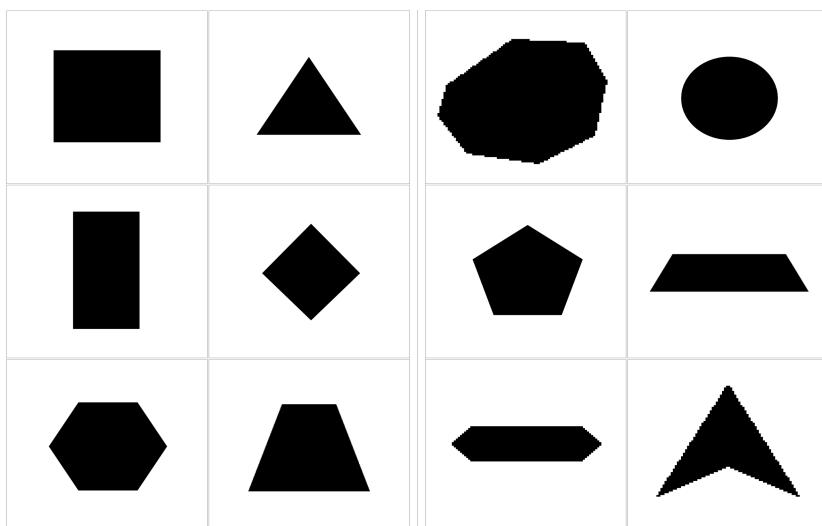
*Solution: Equal horizontal length vs. not*

## BP365



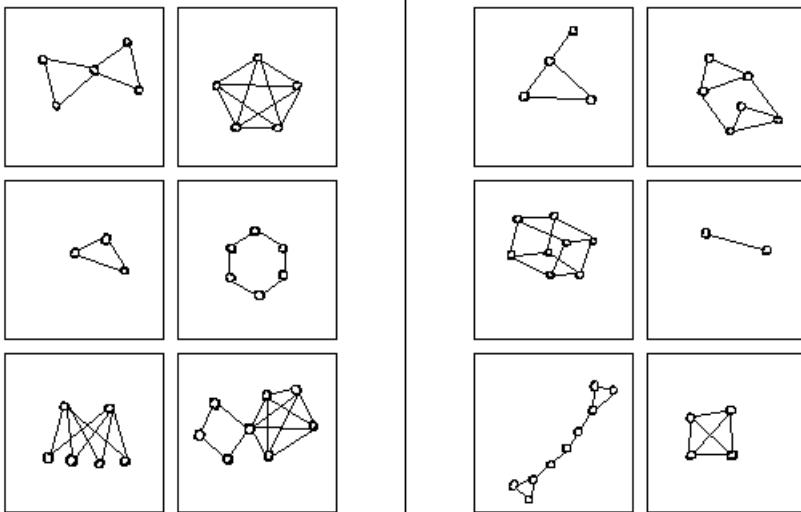
*Solution:* Point sequence that is increasing or decreasing in height vs. point sequence that alternates in height

## BP366



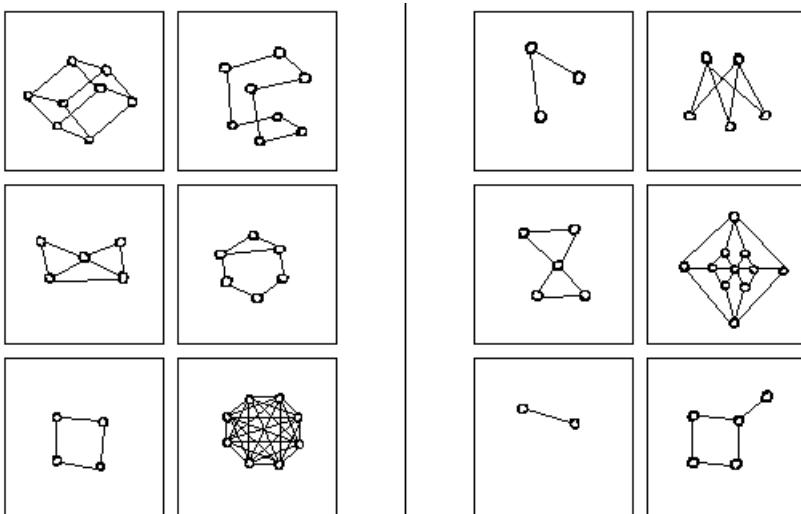
*Solution:* Cross section of a cube vs. not cross section of a cube

## BP367



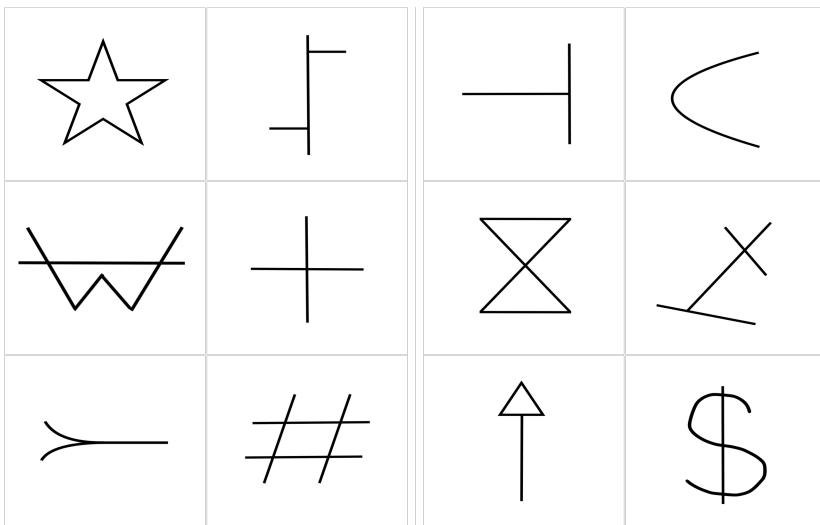
*Solution:* There exists a closed trail that hits each edge exactly once vs. not so.

## BP368



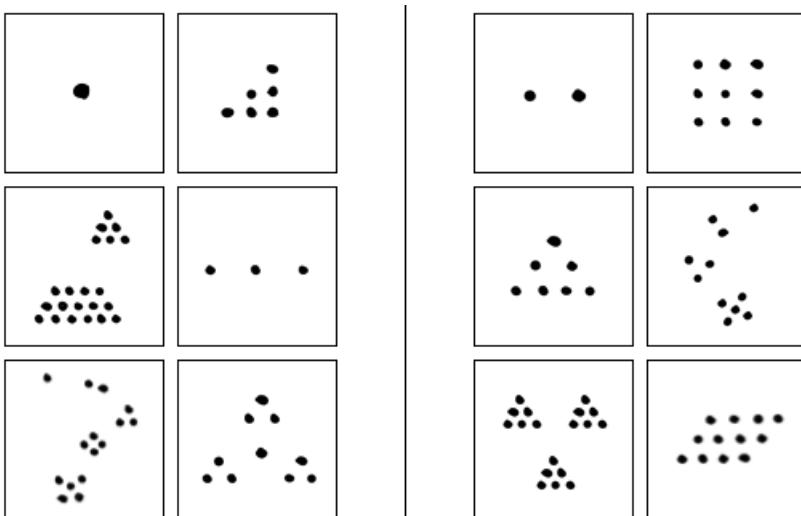
*Solution:* There exists a closed trail that hits each vertex exactly once vs. not so.

## BP369



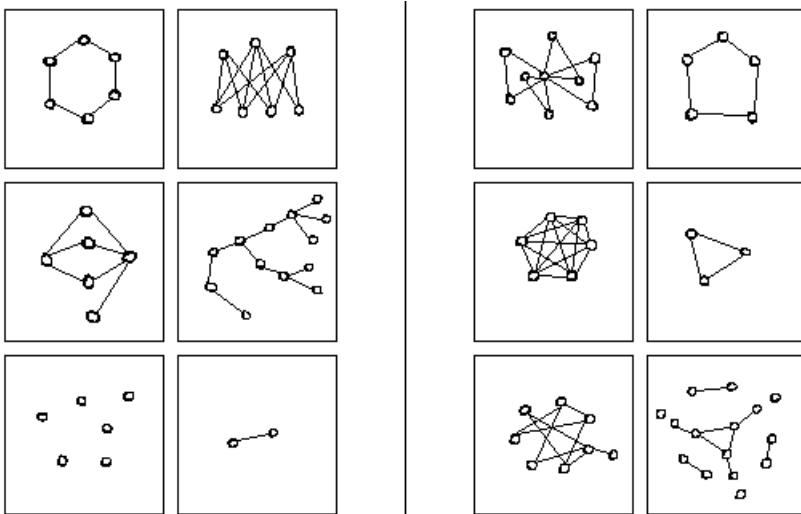
*Solution:* Discrete points intersecting boundary of convex hull vs. connected segment intersecting boundary of convex hull

## BP370



*Solution:* Triangular number of dots vs. non-triangular number of dots

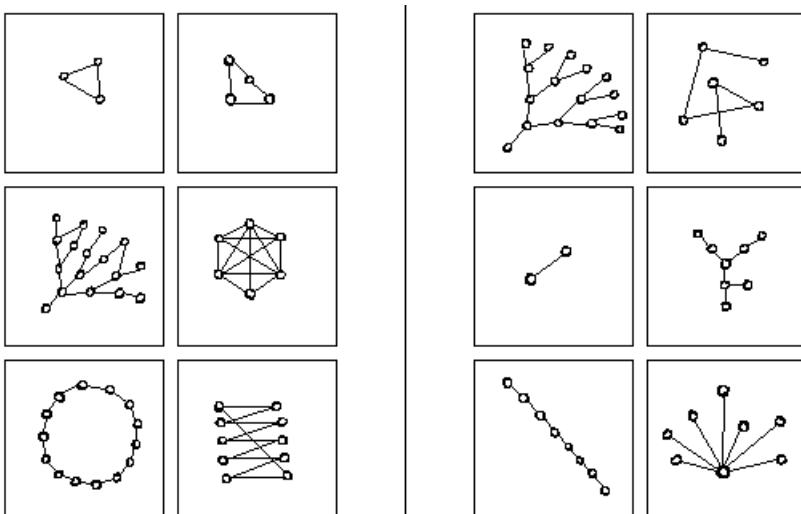
## BP371



*are connected versus not so.*

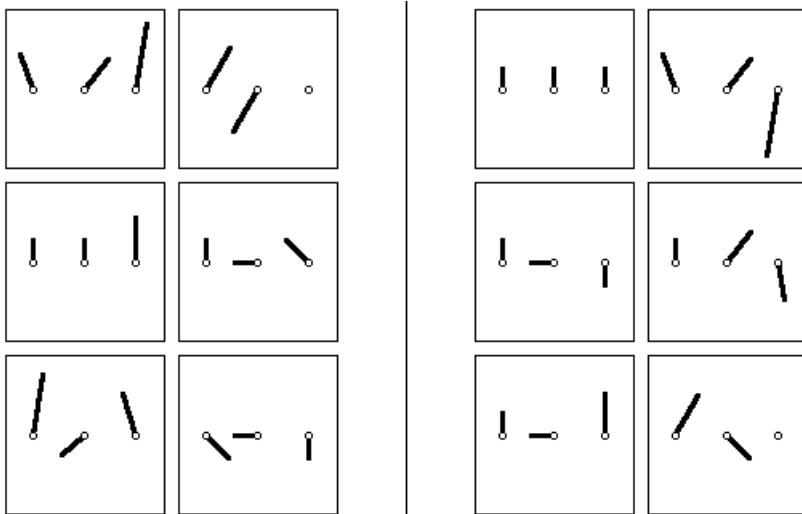
*Solution:* Vertices may be partitioned into two sets such that no two vertices in the same set

## BP372



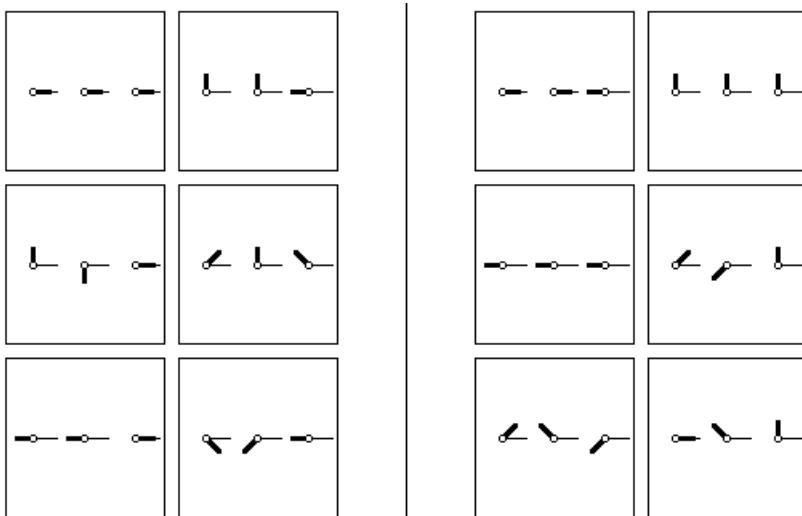
*Solution:* Graph contains a "loop" aka. cycle (cycle) versus graph is acyclic.

## BP373



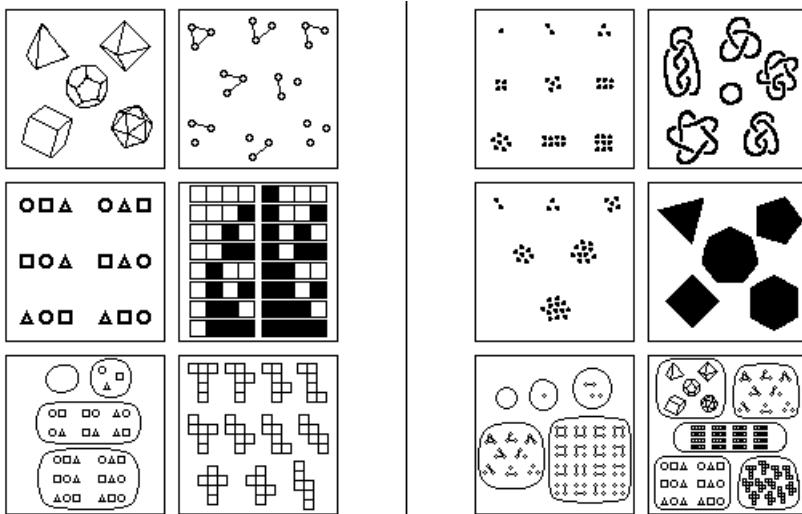
*Solution:* The leftmost two add (as vectors) to the right versus no two add to a third

## BP374



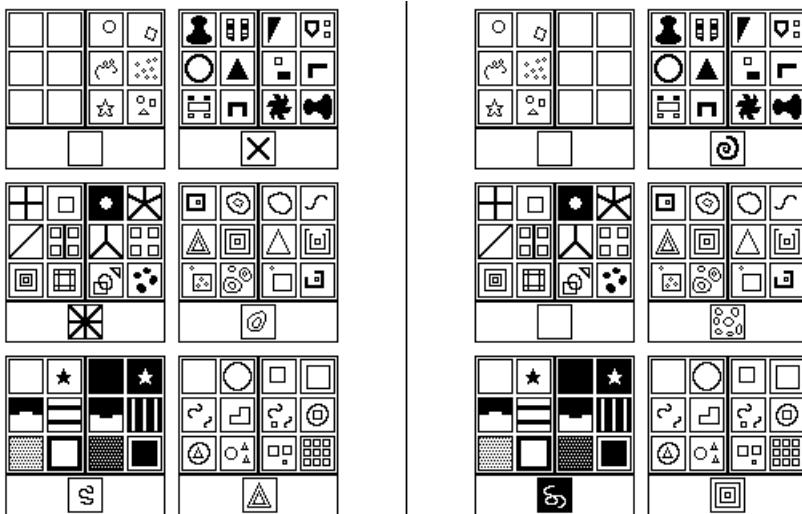
*Solution:* The leftmost two angles measured from thin line add to the rightmost versus no two angles add to a third

## BP375



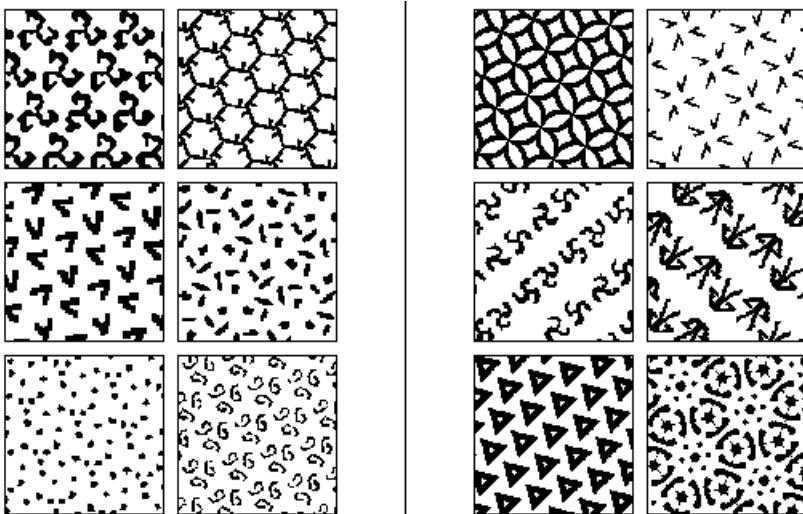
*Solution:* Complete finite collections versus incomplete infinite collections.

## BP376



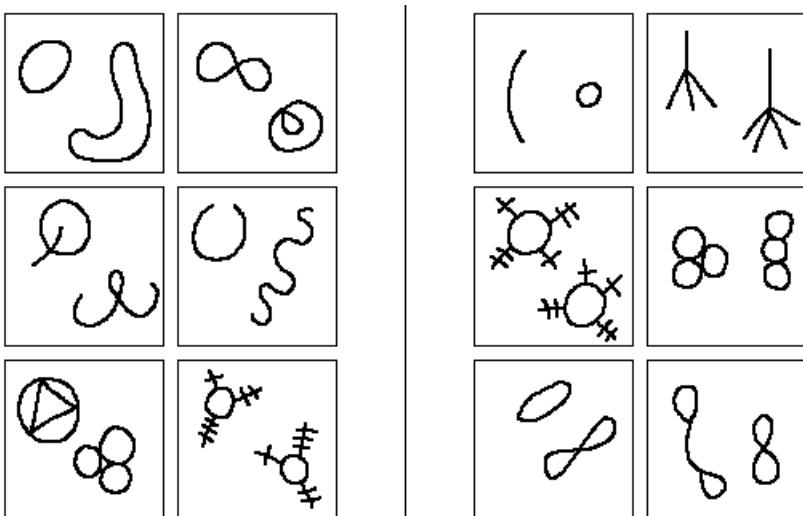
*Solution:* Bongard Problem sorts example below on the left versus Bongard Problem sorts example below on the right.

## BP377



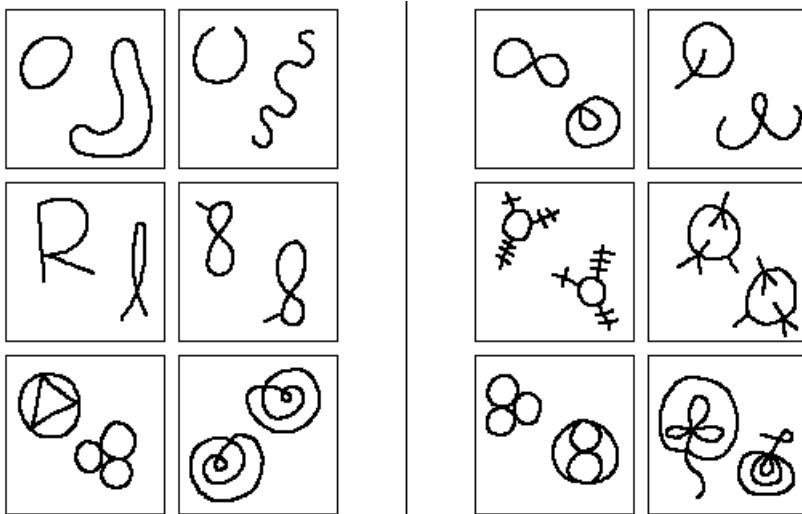
Solution: Image of repeating wallpaper with only 3-fold rotational symmetries.

## BP378



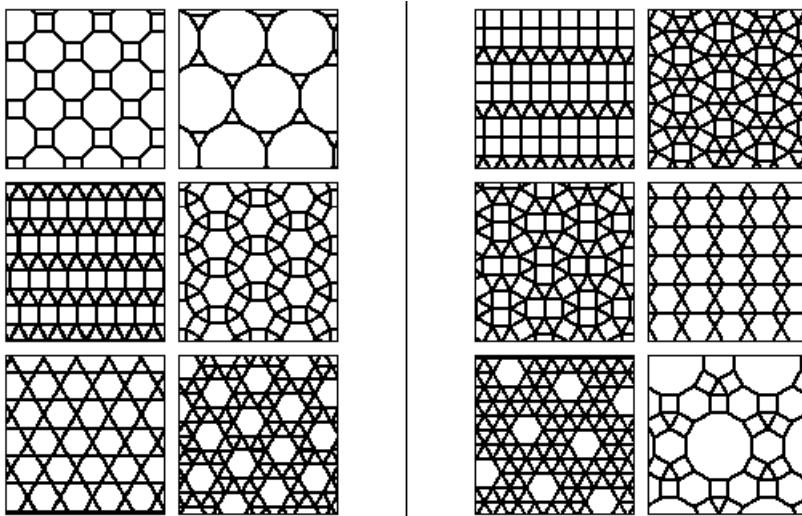
Solution: Figures can be transformed into one another by smooth stretching (before and after there are the same crossroad-points; there is a curve connecting points before if and only if there is a curve connecting those points after) vs. not so.

## BP379



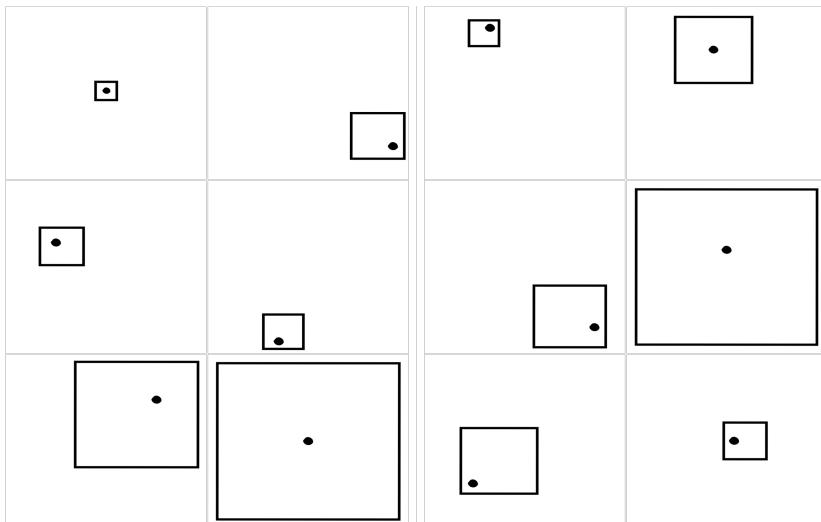
*Solution: Figures can be transformed into one another by smooth stretching (intersection points stay constant), parts connecting those points remain, while remaining within the 2d plane vs. movement out of the plane required*

## BP380



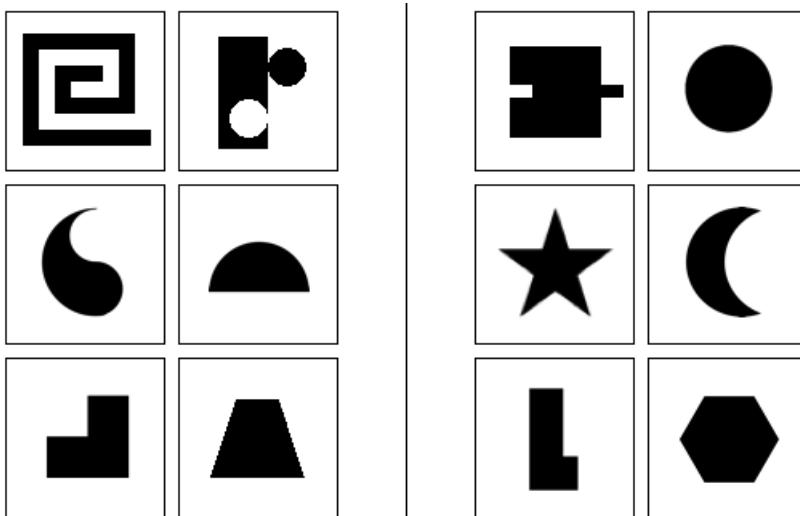
*Solution: Archimedean tiling (regular polygons, all vertices look the same) versus two-uniform tiling (regular polygons, two different kinds of vertex).*

## BP381



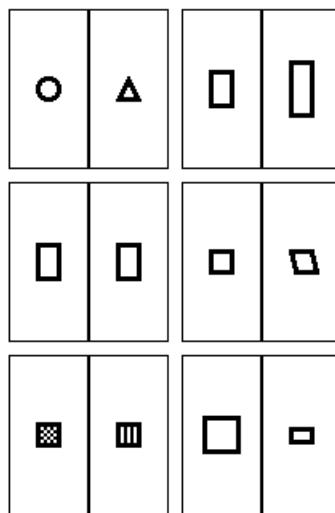
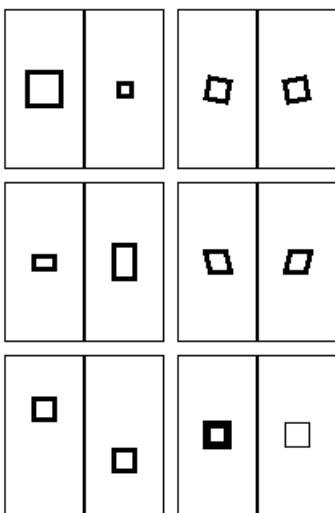
*Solution: Dot's position within square is center of square's position within panel vs. not so.*

## BP382



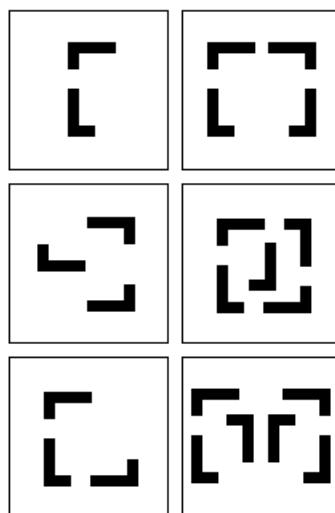
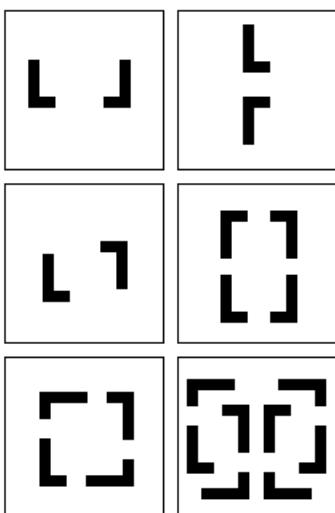
*Solution: Shape can be combined with a copy of itself to form a convex shape vs. not so.*

## BP383



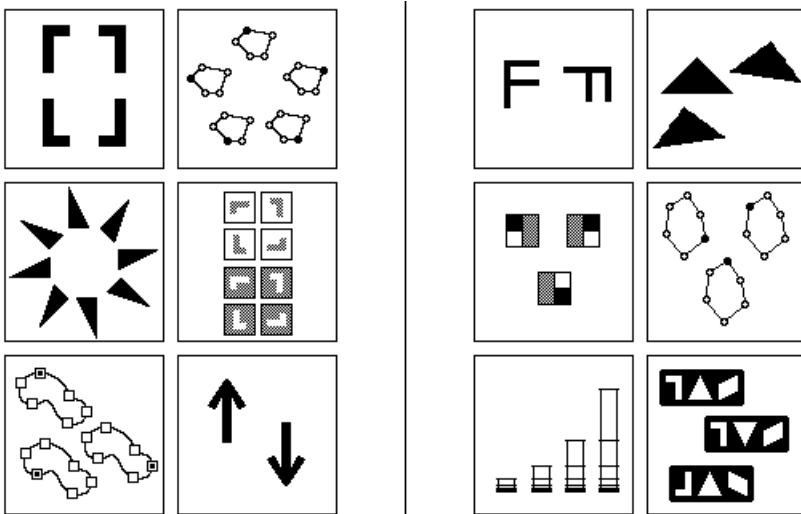
*Solution:* Opposite (inverse) transformations have been applied to the same specific small square on opposite sides of the dividing line versus not so.

## BP384



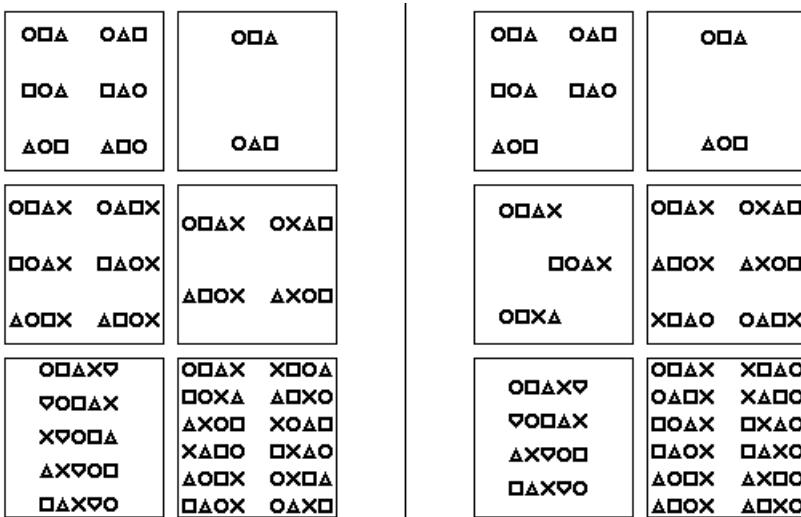
*Solution:* Any transformation (rotation or flip) that sends one L to another L sends each L to some other L versus not so.

## BP385



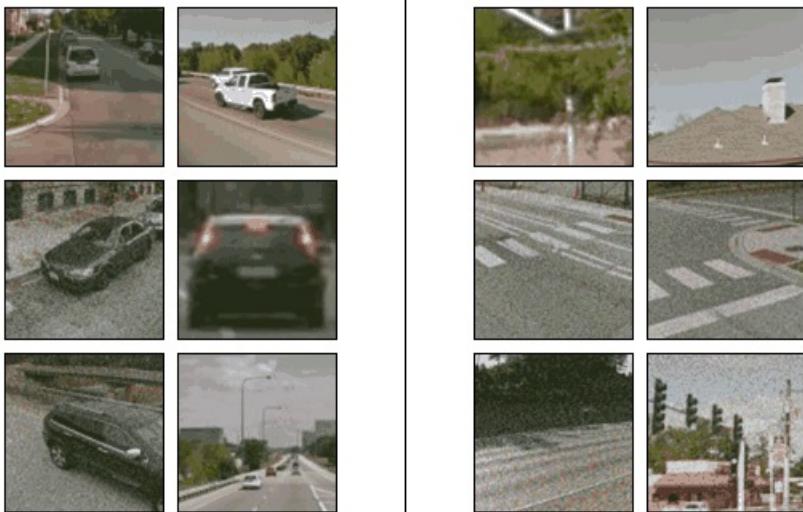
*Solution:* Any relationship that exists between one object and another exists between each object and some other versus not so.

## BP386



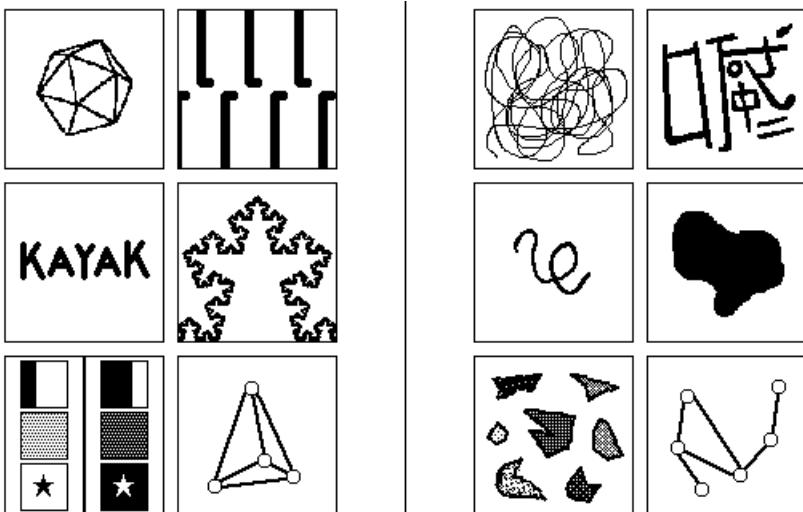
*Solution:* Any permutation of positions that sends one string of symbols to another sends each string of symbols to some other versus not so.

## BP387



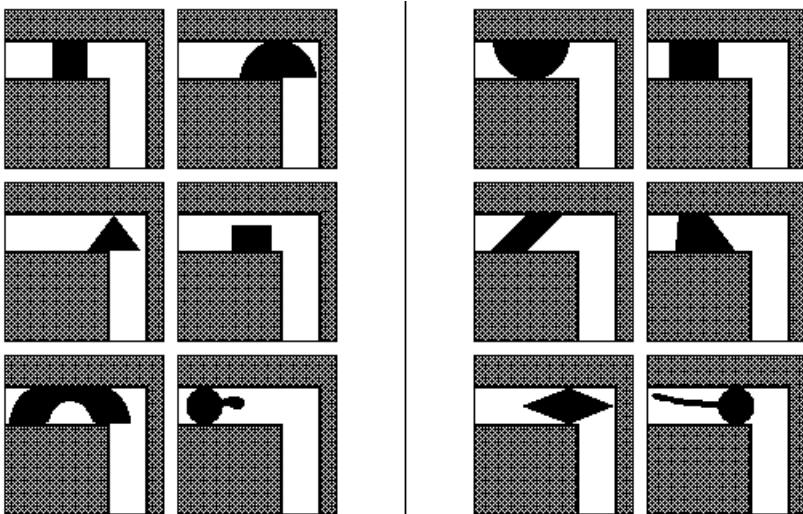
*Solution: Cars vs. no cars*

## BP388



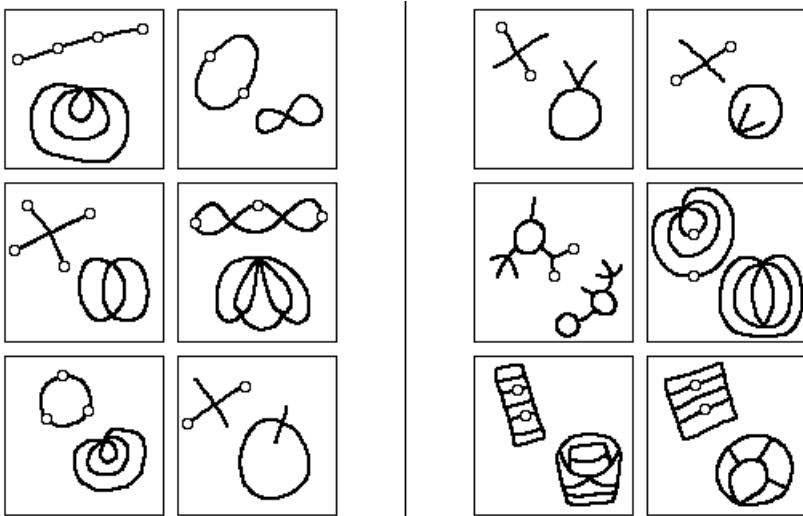
*Solution: Evokes the idea of symmetry vs. not so.*

## BP389



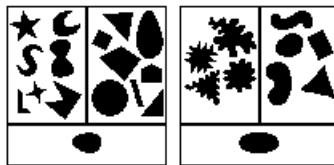
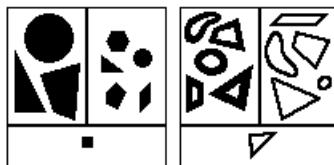
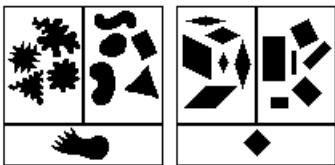
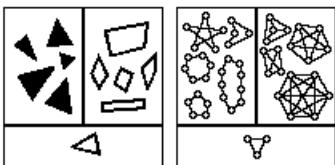
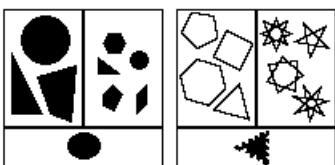
*Solution:* Shape can be manoeuvred around the corner vs. not so.

## BP390



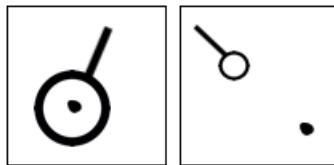
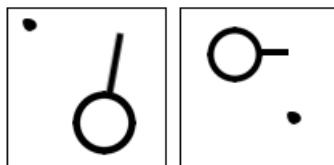
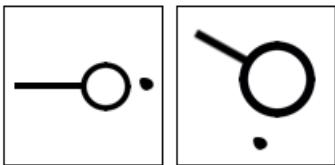
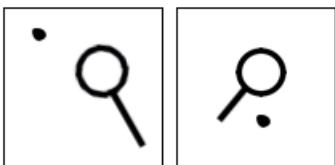
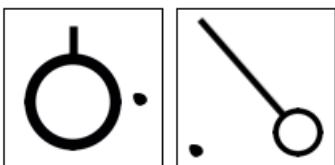
*Solution:* Figure with points (small white circles) can be smoothly deformed within the 2D plane without passing through itself so that all points touch to make the other figure vs. not so (movement out of the plane required).

## BP391



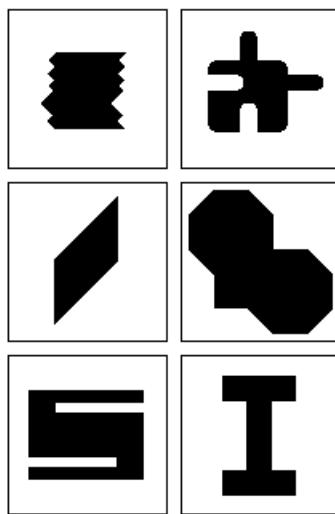
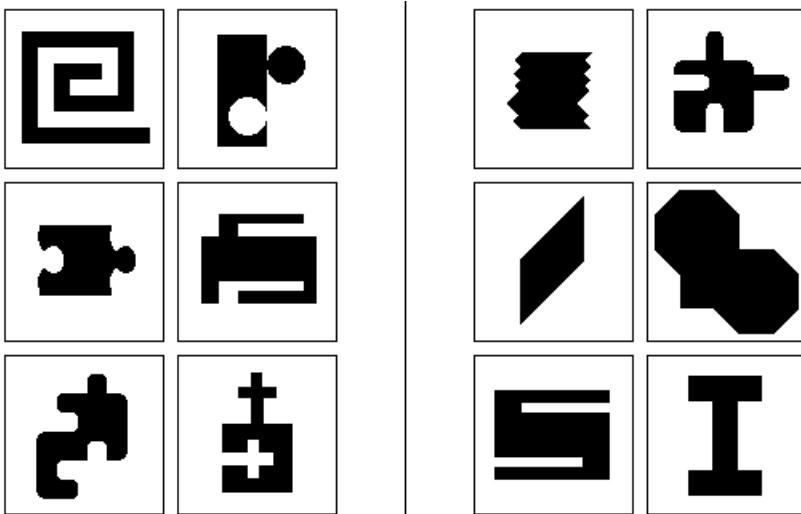
Solution: Object below ambiguously sorted (not clearly left or right) by Bondyard Problem image above vs. object below clearly sorted by Bondyard Problem image above

## BP392



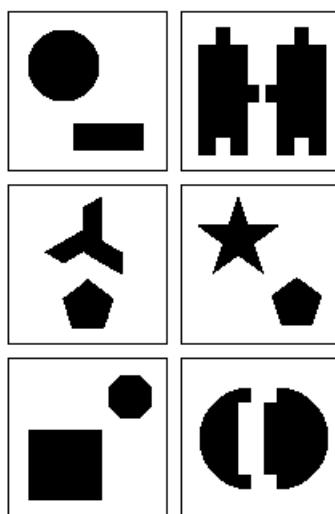
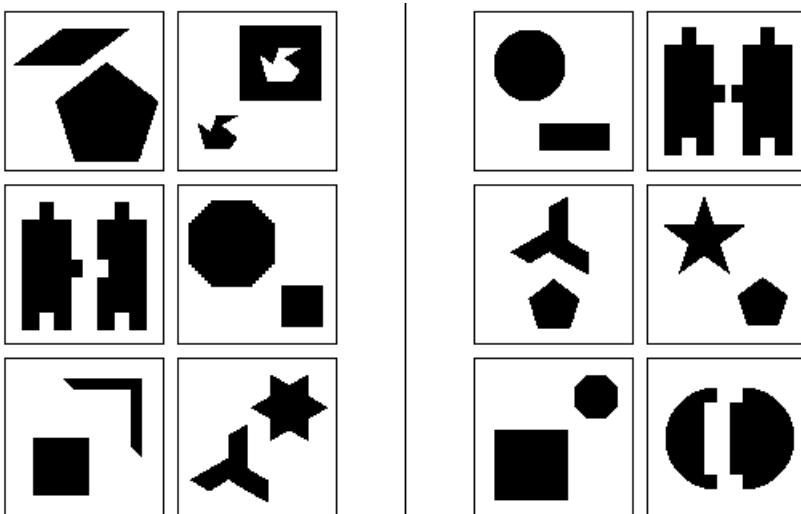
Solution: Compound shape would hit the dot if rotated vs. not so.

## BP393



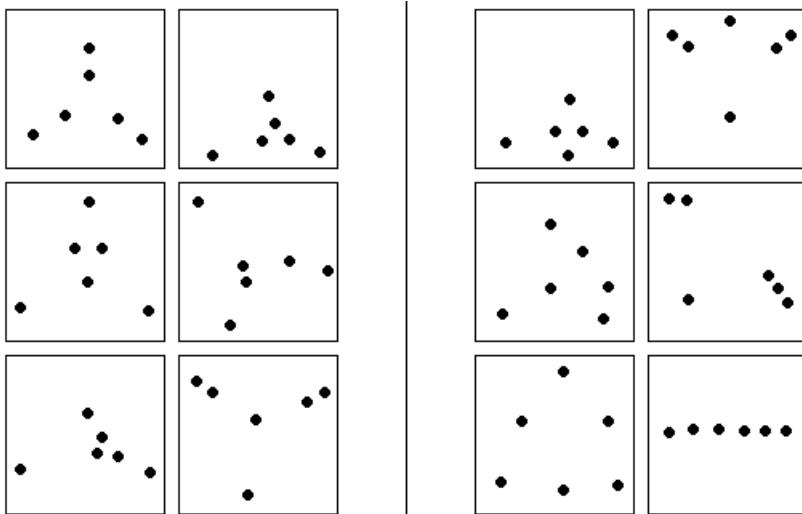
*Solution: Shape can be combined with a copy of itself such that they are locked together vs. not so.*

## BP394



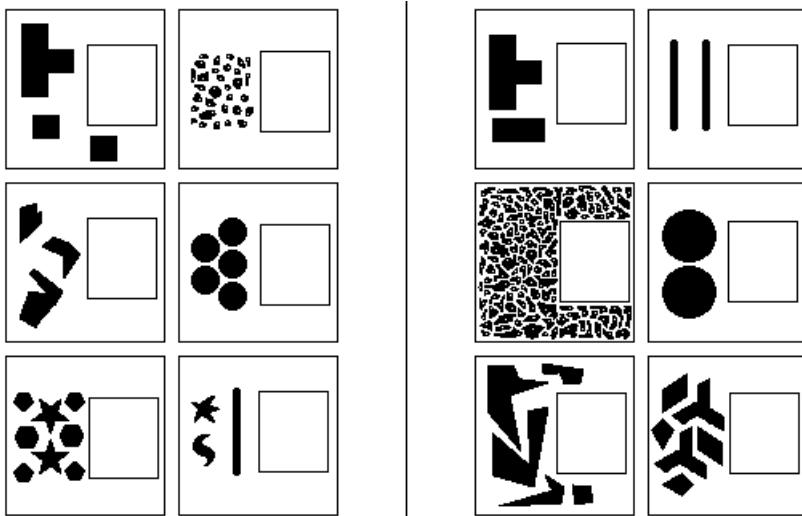
*Solution: Two shapes can tessellate the plane together vs. not so.*

## BP395



*Solution: Dots can be connected to create one triangle within another vs. not so.*

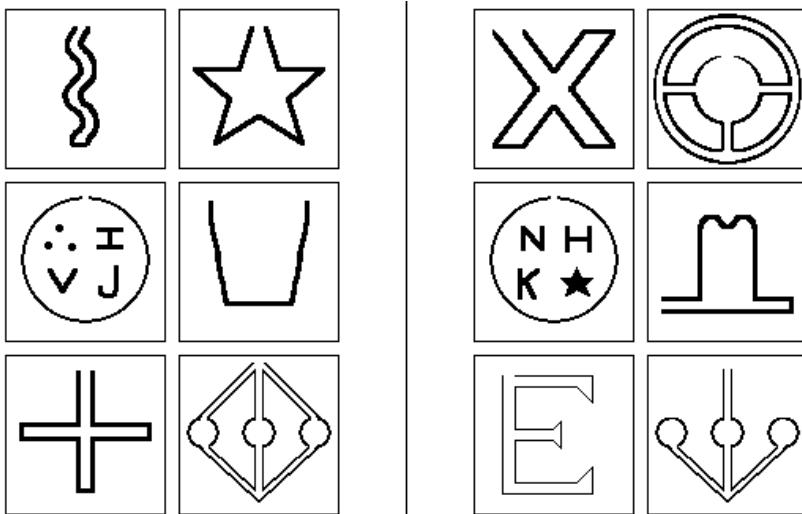
## BP396



*so.*

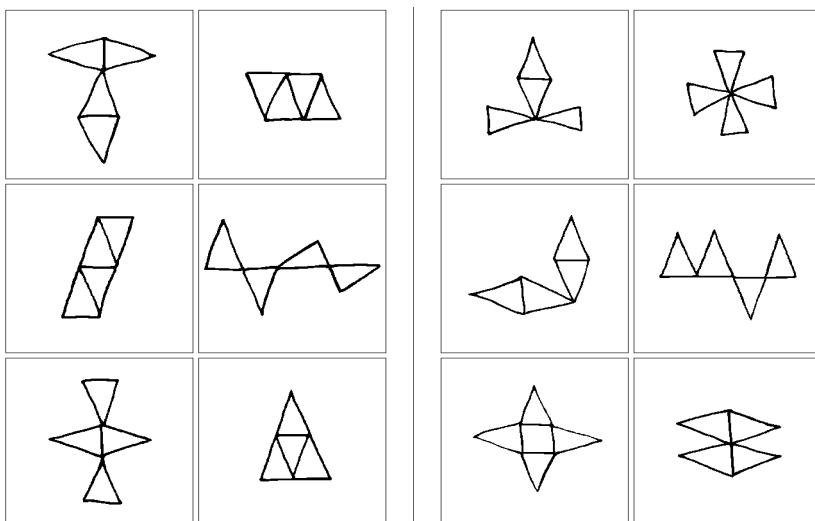
*Solution: Black shapes can be arranged such that they fit inside rectangular outline vs. not*

## BP397



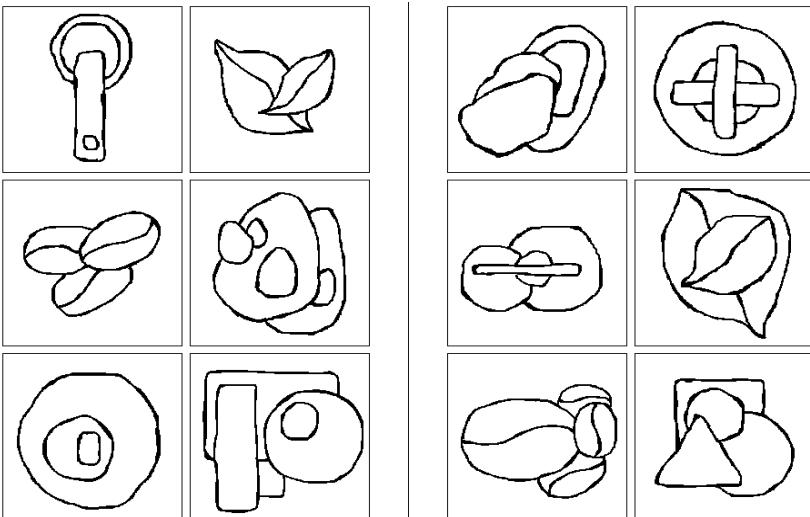
*Solution: Filled completely by fluid poured into gap (assuming there is already air) vs. not so.*

## BP398



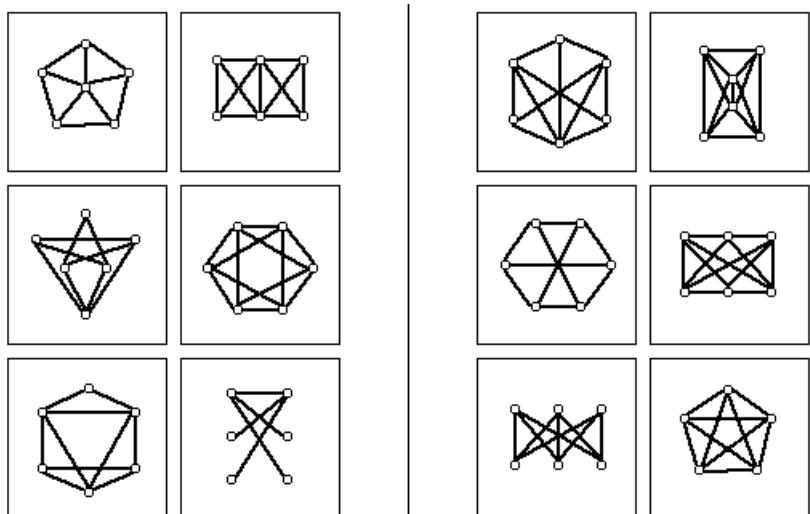
*Solution: Wide angles connected to narrow angles vs. not so.*

## BP399



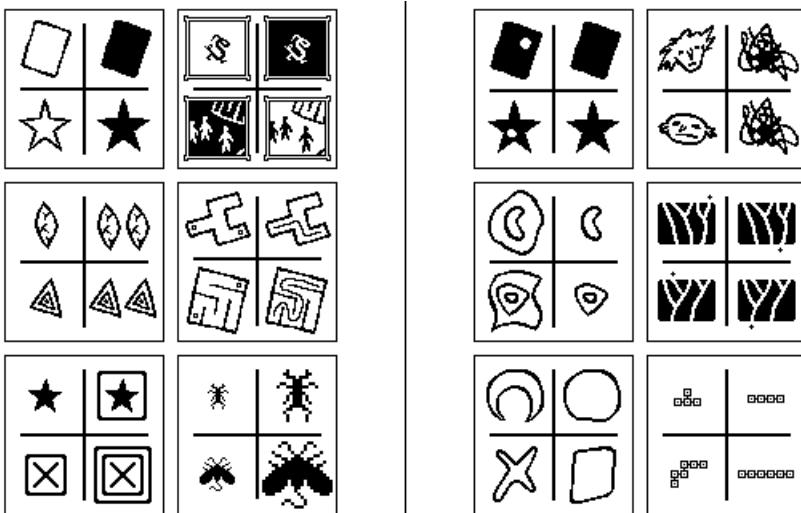
Solution: Regions in drawing (ignore background) can be coloured using three or fewer colours such that no adjacent regions are coloured the same colour vs. four colours are required.

## BP400



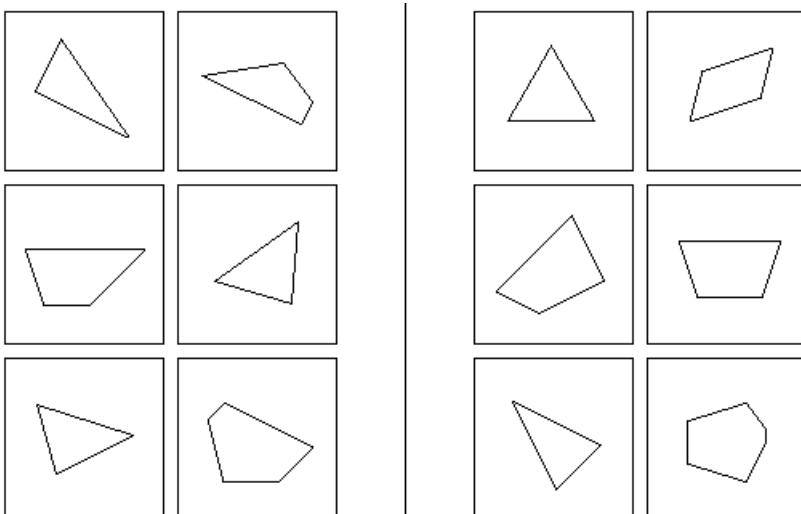
Solution: Graph can be redrawn such that no edges intersect vs. not so.

## BP401



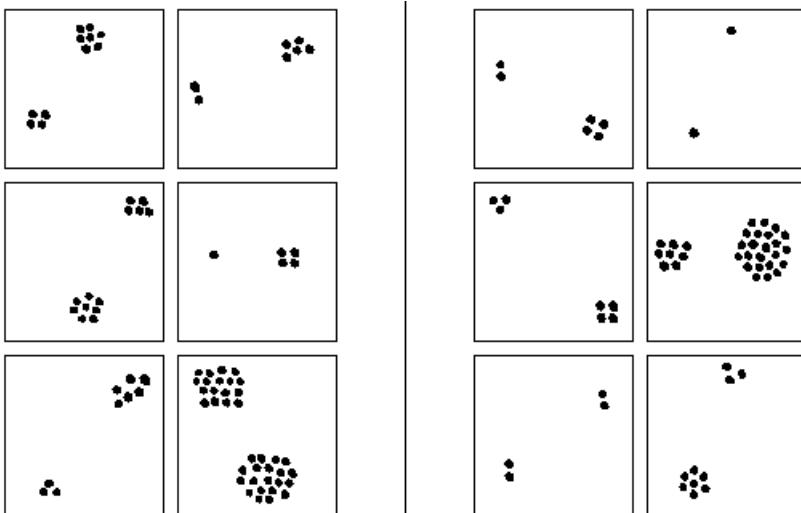
*Solution:* Reversible transformations vs. non-reversible transformations.

## BP402



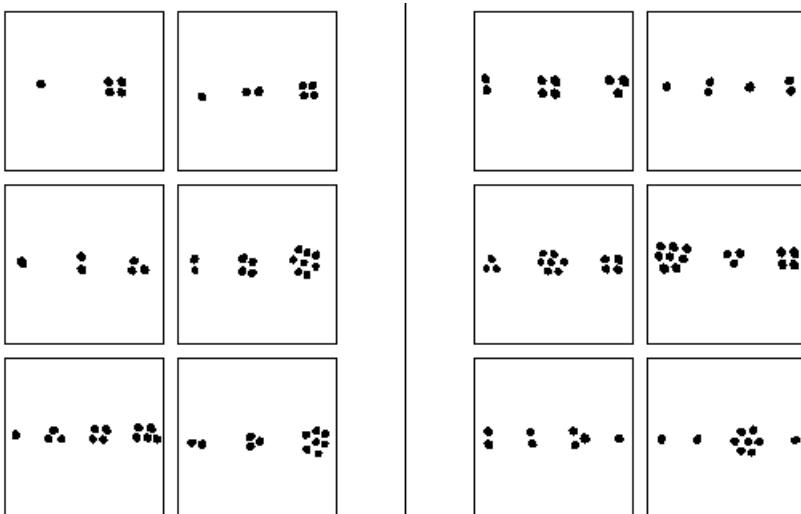
*Solution:* Polygons where all sides are different lengths vs. Polygons where not all sides are different lengths.

## BP403



*Solution: The numbers of dots differ by three vs. not so.*

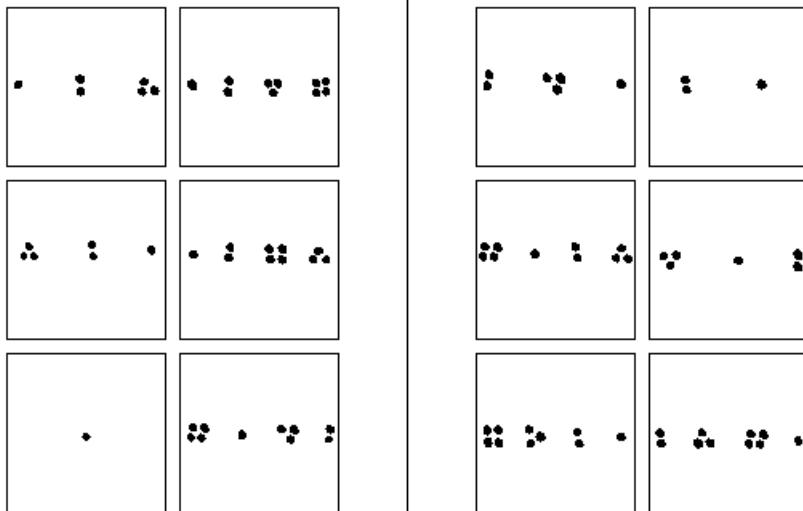
## BP404



*in ascending nor descending order from left to right.*

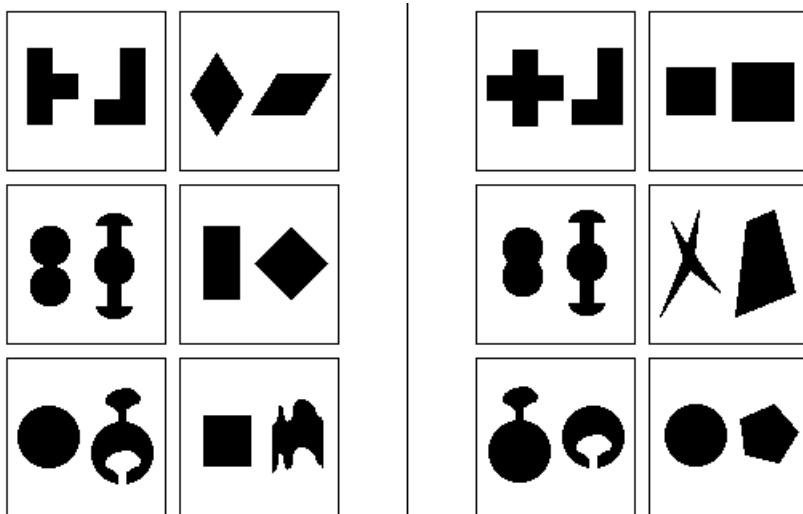
*Solution: Numbers of dots in ascending order from left to right vs. numbers of dots neither*

## BP405



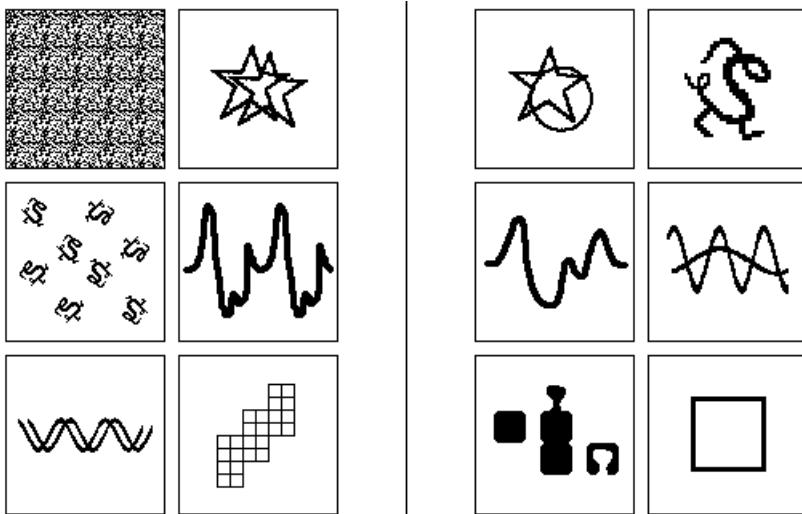
*Solution: Some number labels its own position in the sequence from left to right vs. not so.*

## BP406



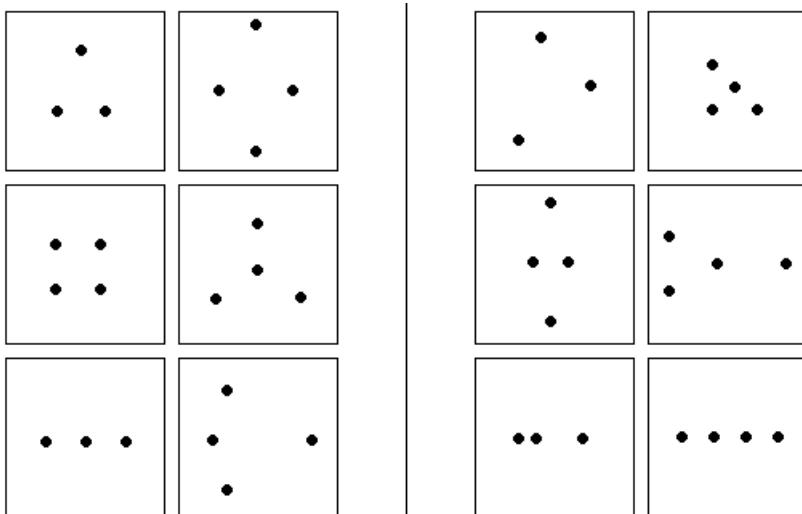
*Solution: Shapes have equal area vs. not so.*

## BP407



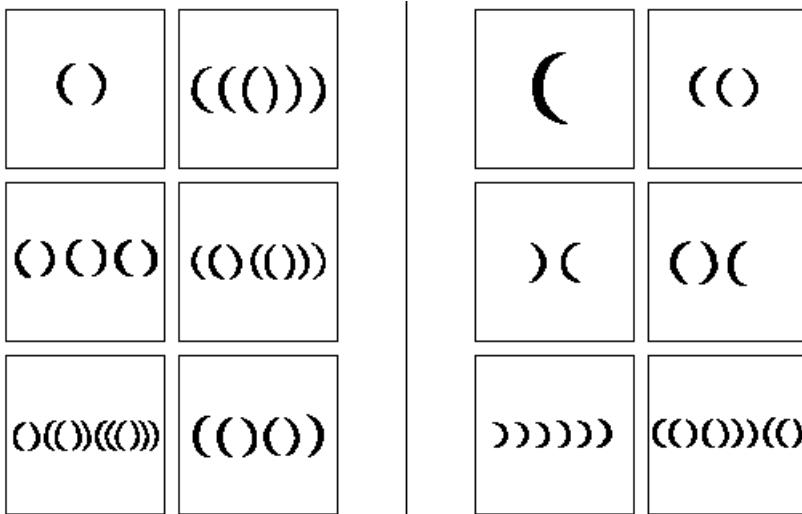
*Solution:* Can be constructed using 2 identical copies of an image (full overlapping not allowed) vs. not so.

## BP408



*Solution:* Two unique distances between points vs. three unique distances between points.

## BP409



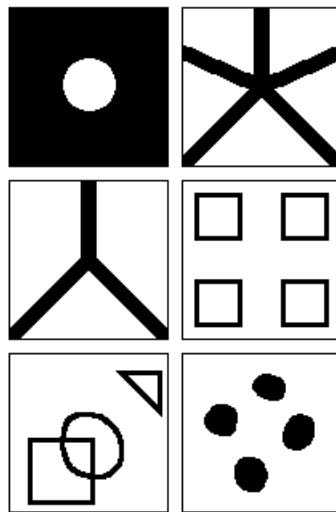
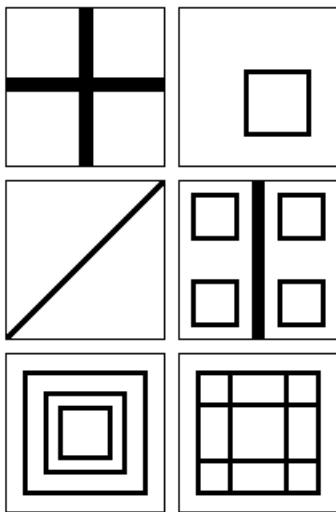
*Solution:* Nested pairs of brackets vs. other arrangement of brackets (some open brackets are not closed or there are extra closing brackets).

## BP410



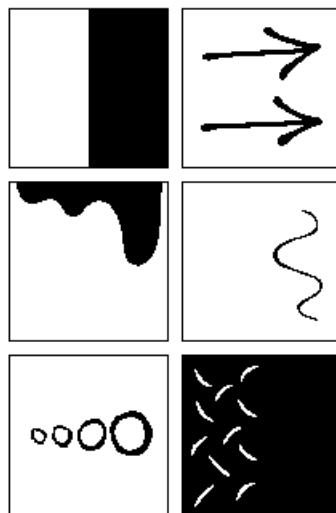
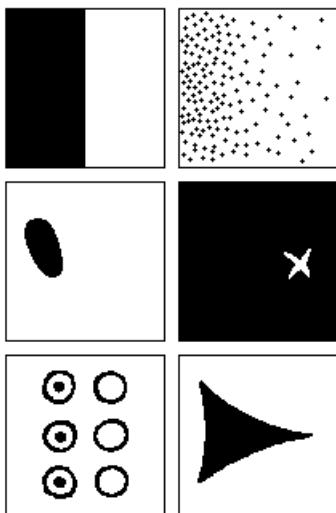
*Solution:* Includes itself on the left vs. includes itself on the right.

## BP411



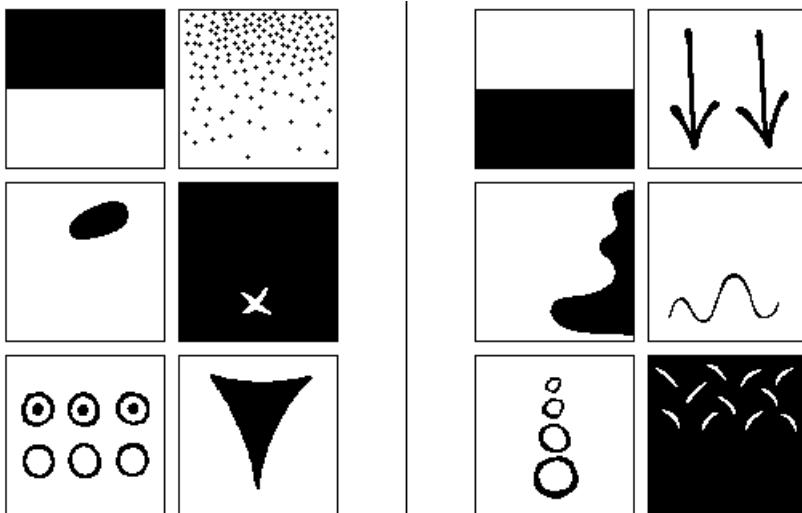
*Solution:* Even number of white regions vs. odd number of white regions.

## BP412



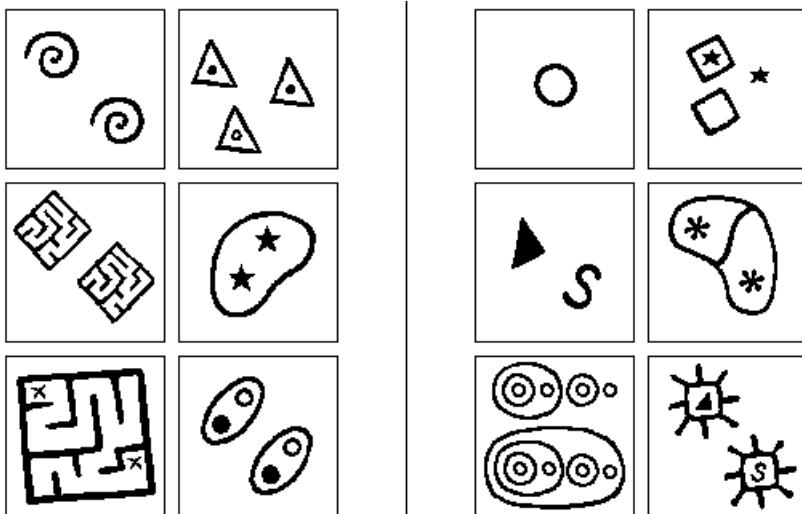
*Solution:* Left half has more black (less white) than right half versus vice versa.

## BP413



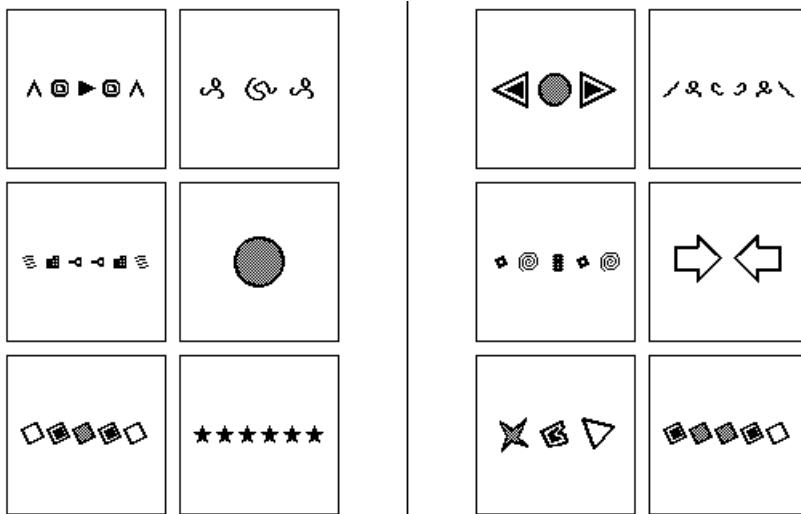
Solution: Top half has more black (less white) than bottom half versus vice versa.

## BP414



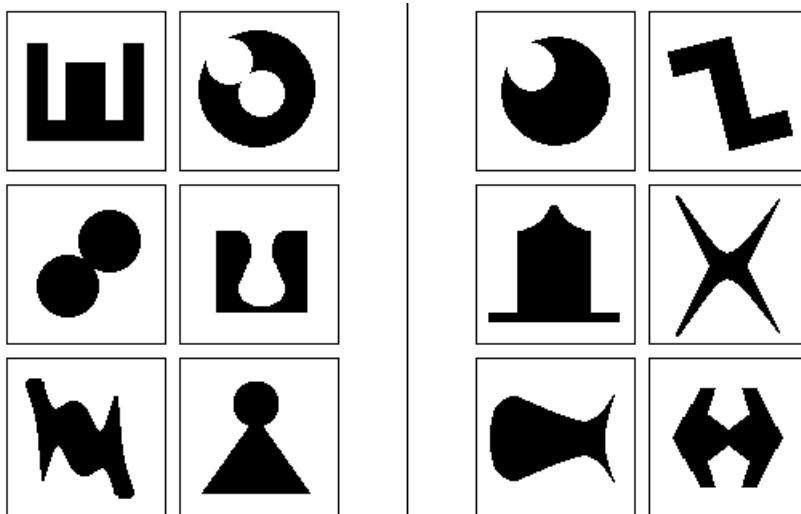
Solution: Two of the same object are enclosed in the same space (there is a path between them) vs. not so.

## BP415



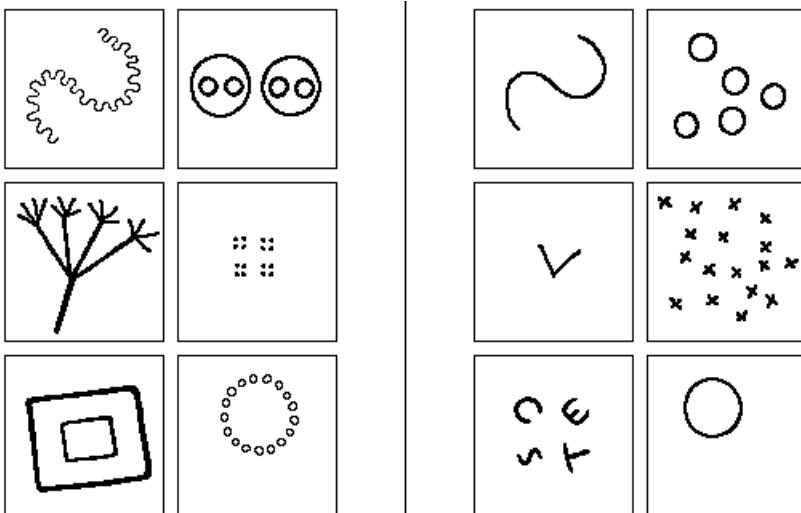
*Solution: Palindromes vs. not palindromes.*

## BP416



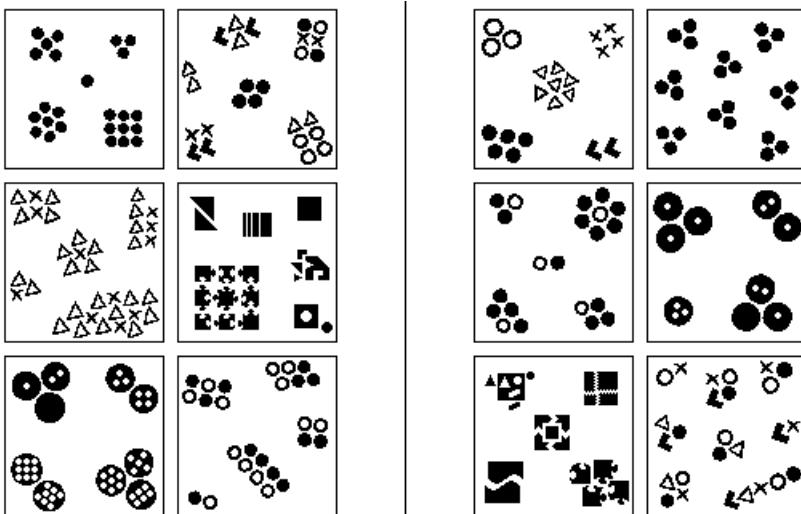
*Solution: Concave shapes with concave cavities vs. convex cavities*

## BP417



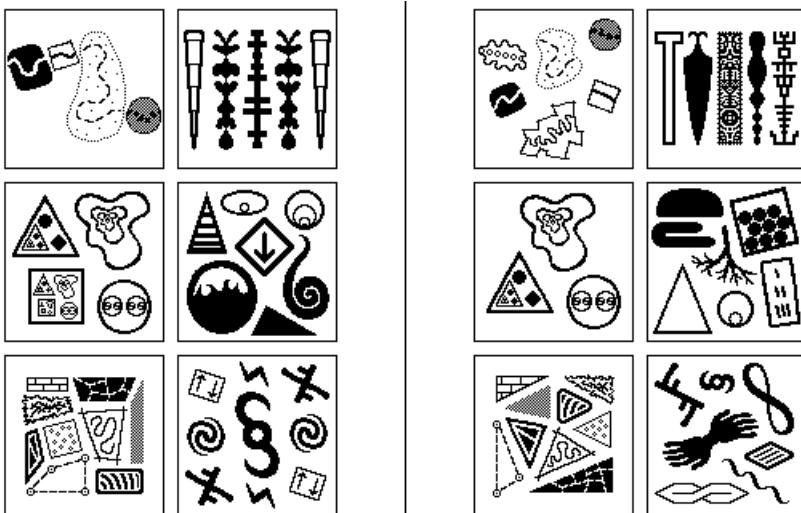
Solution: Vaguely self-similar (looks like self-similar fractal after one iteration) vs. not so.

## BP418



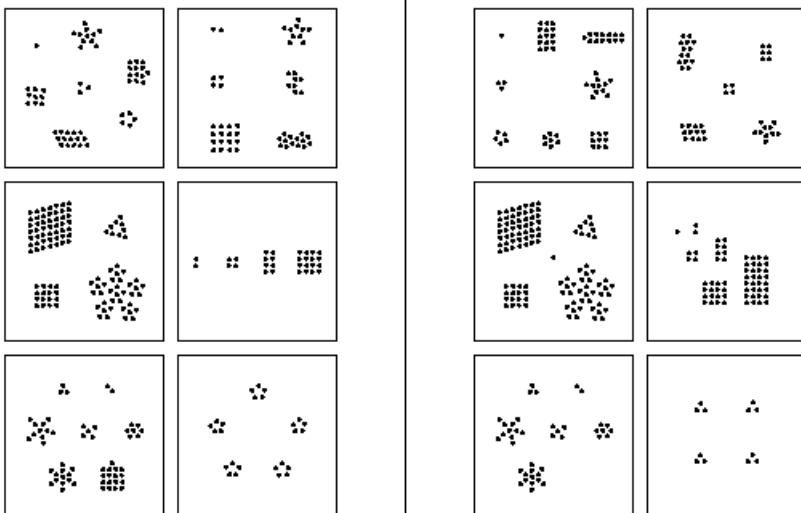
Solution: The combined collection fits the same rule as the sub-collections vs. not so.

## BP419



*Solution:* The whole satisfies the same rule as its parts vs. not so.

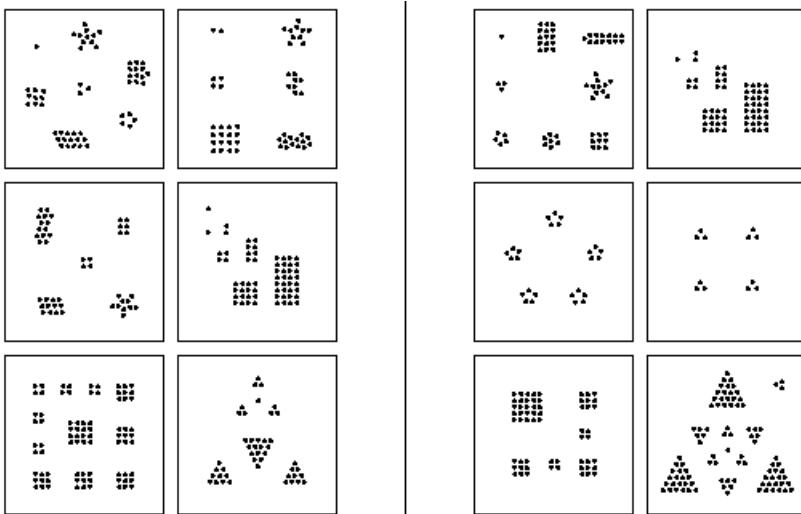
## BP420



*clumps vs. not so.*

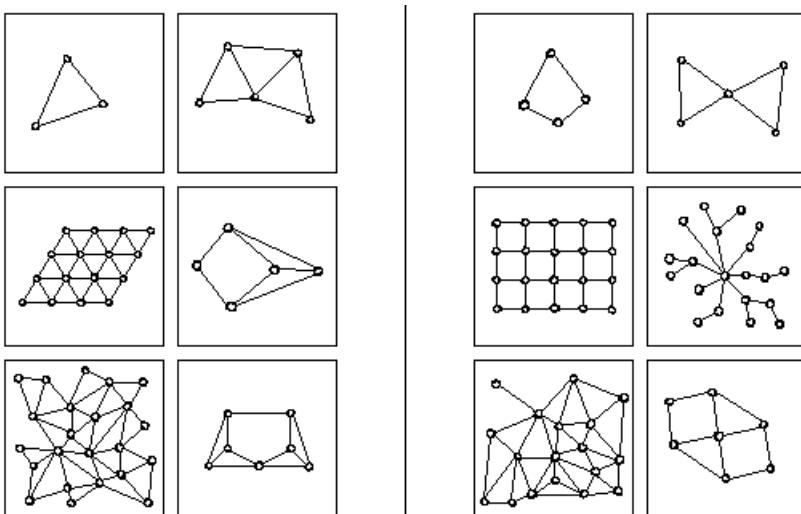
*Solution:* The collection of dot clumps has the same numerical property as each of the dot

## BP421



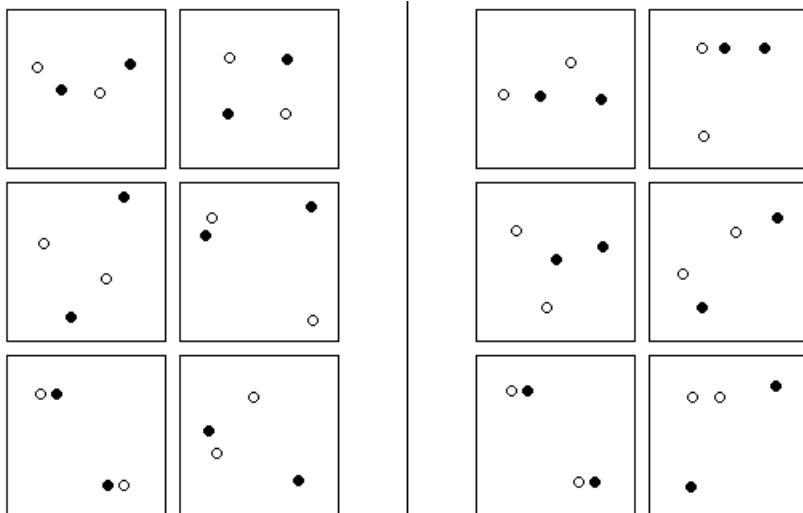
*Solution:* The sum of all dot columns has the same numerical property as each of the dot columns vs. not so.

## BP422



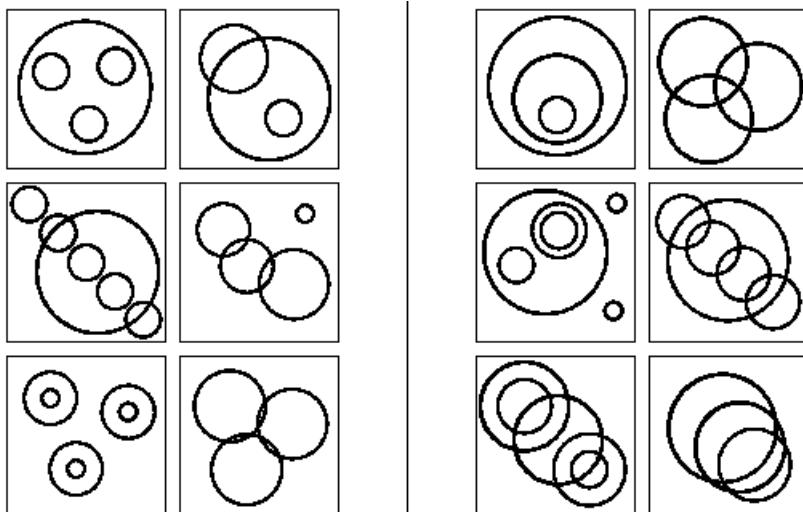
*Solution:* Rigid vs. not rigid

## BP423



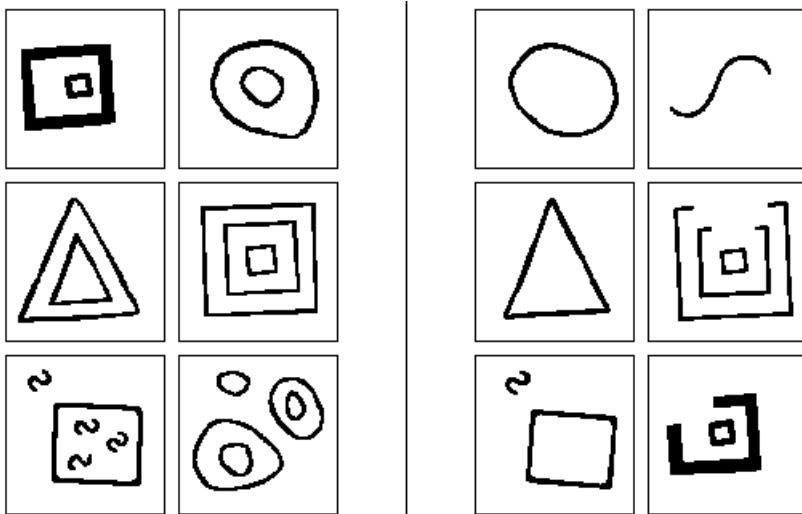
*Solution: Line segments linking same-coloured dots would intersect vs. not so.*

## BP424



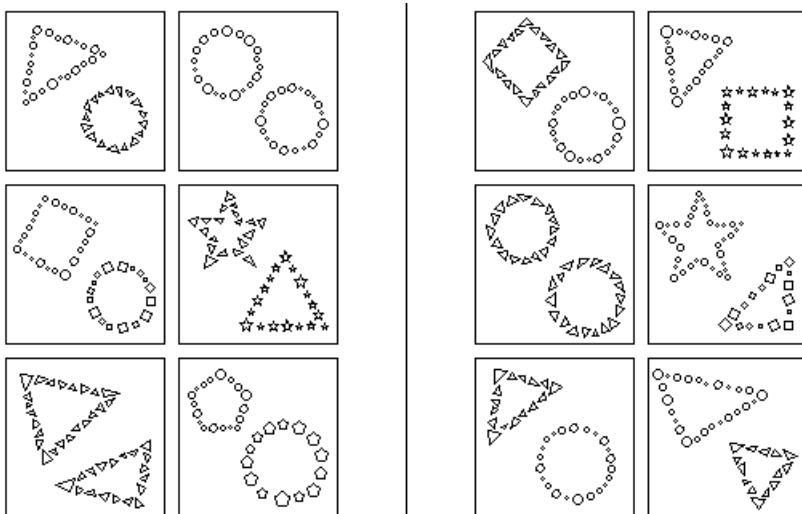
*Solution: White space in two circles maximum vs. white space in three circles maximum.*

## BP425



*Solution: Nesting vs. no nesting.*

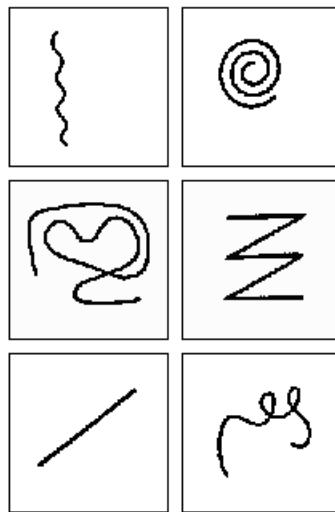
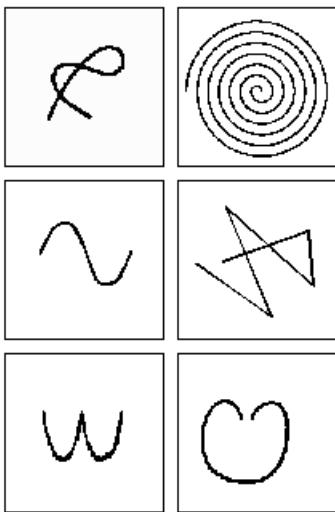
## BP426



*large shape vs. not so*

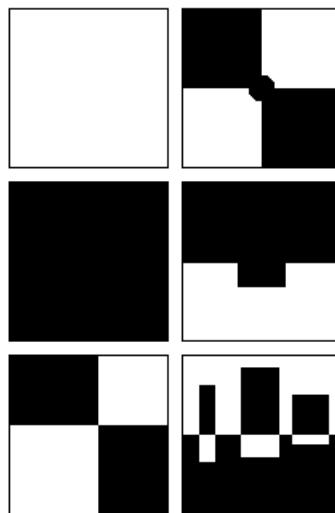
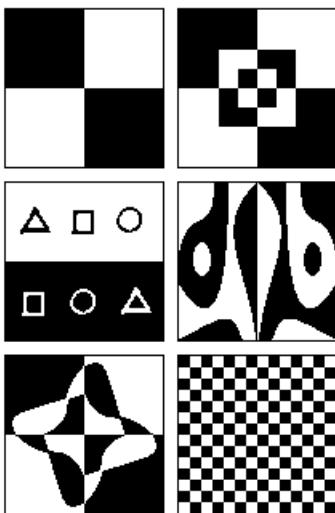
*Solution: Each large shape is made up of small shapes which are the same shape as the other*

## BP427



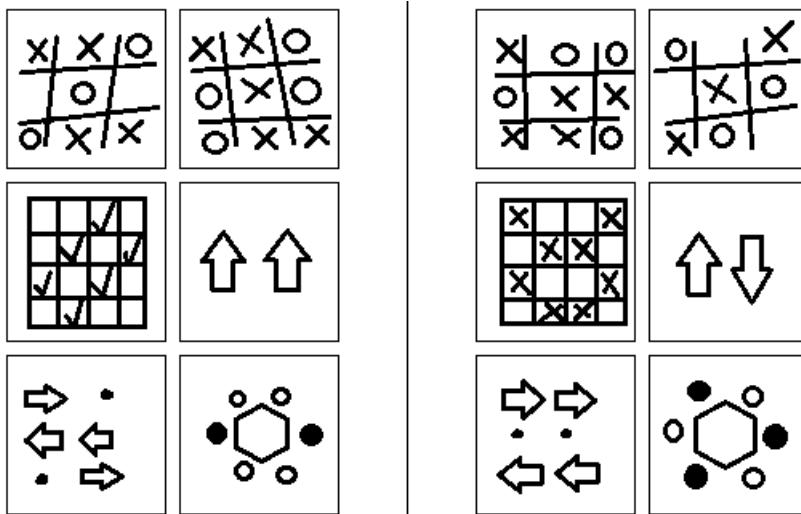
*Solution: Endpoints of curve have the same height vs. not so.*

## BP428



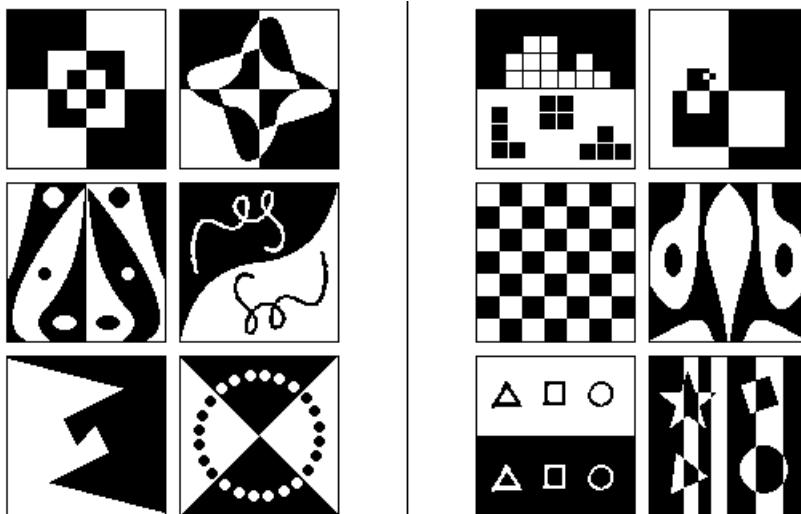
*Solution: Equal number of black and white pixels vs. not*

## BP429



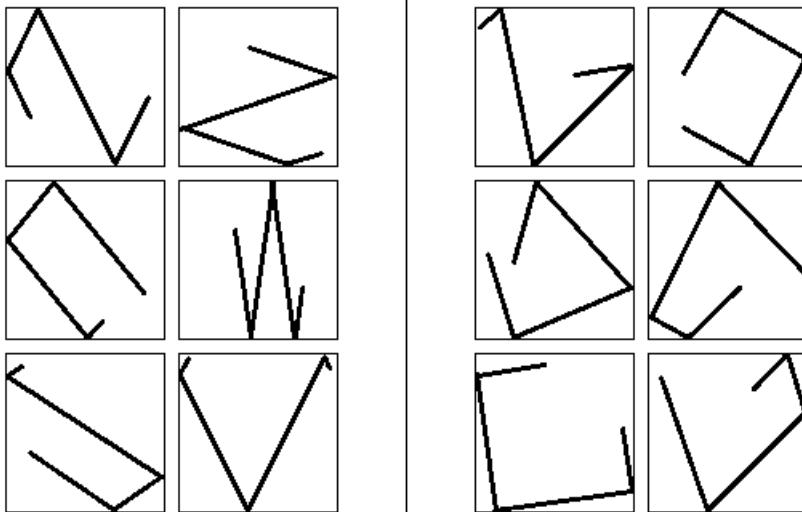
*Solution:* Has element-wise 180 degree rotational symmetry vs. does not.

## BP430



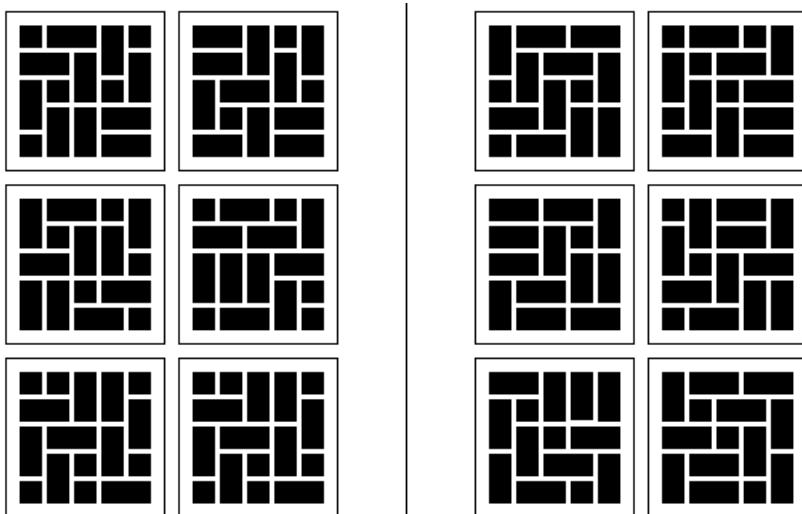
*Solution:* "Inverted symmetry" present vs. not

## BP431



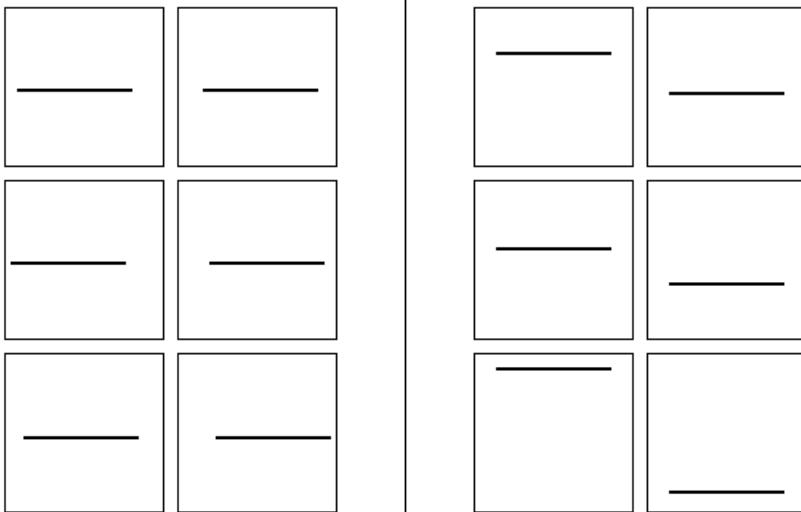
*Solution:* Angle of incidence equals angle of reflection vs. not

## BP432



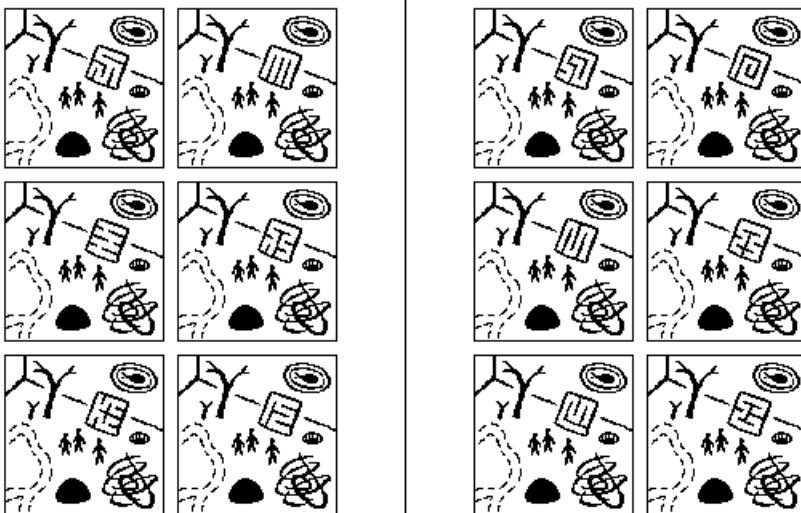
*Solution:* "Fault line" present vs. not

## BP433



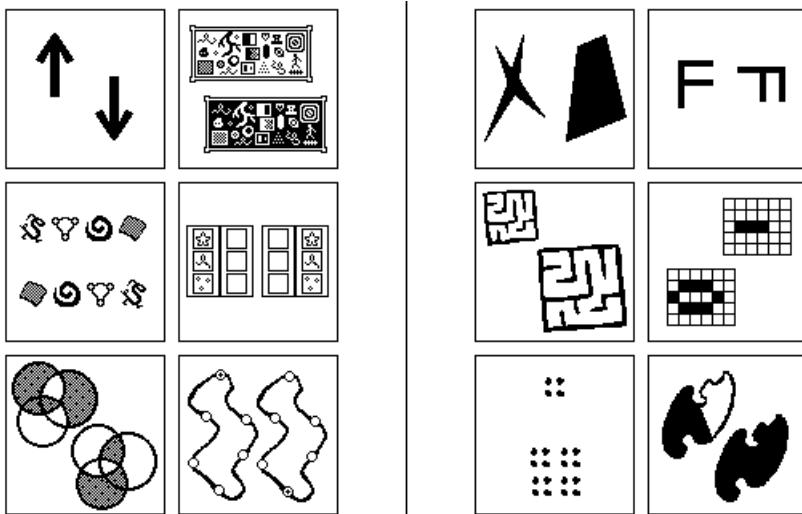
*Solution: Vertically centred versus horizontally centred*

## BP434



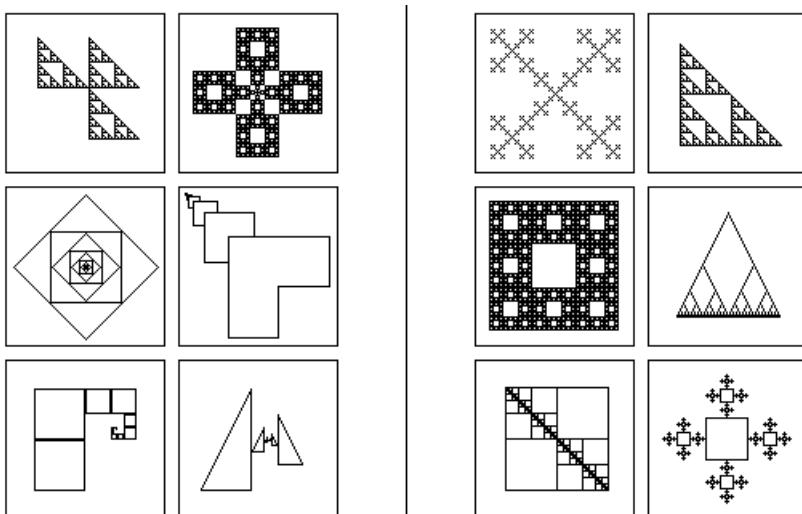
*Solution: Maze object features multiple branching paths vs. one path in maze object.*

## BP435



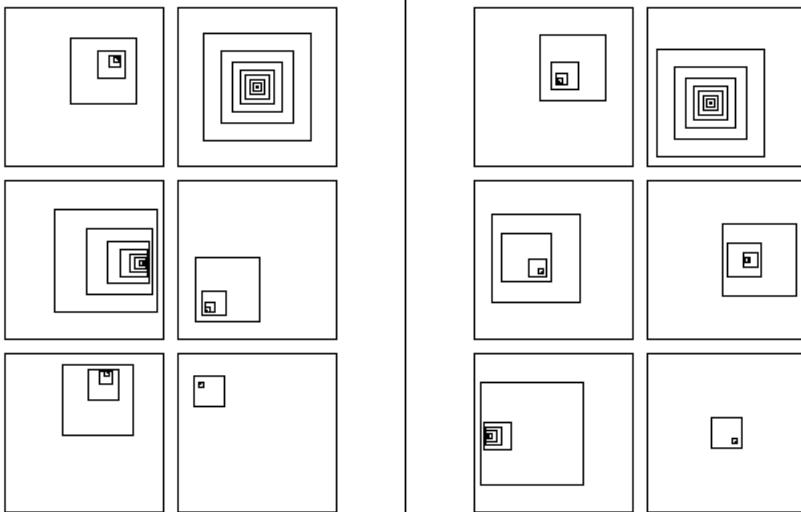
*Solution:* The process changes depending on which object is chosen as the starting point. Both ways vs. the process that turns one object into the other is the same.

## BP436



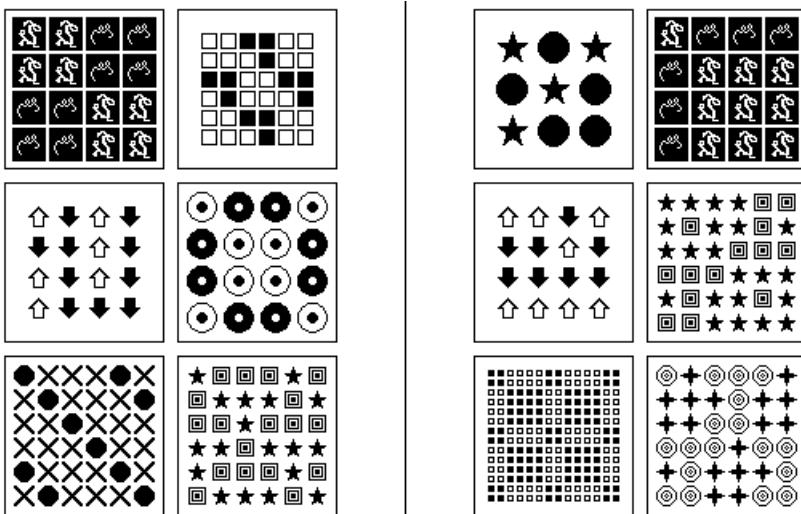
*Solution:* Self-similar only scaled about one point vs. multiple centers of self-similarity.

## BP437



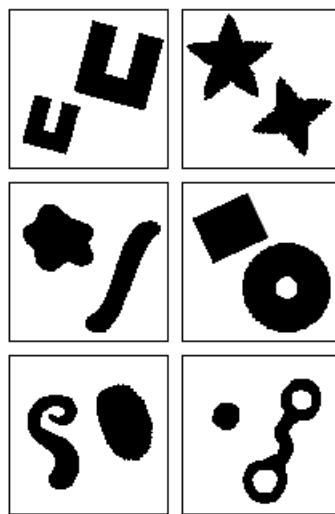
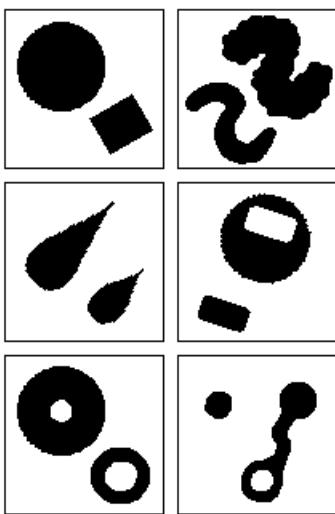
Solution: Content of any square is an image of the whole panel vs. not so.

## BP438



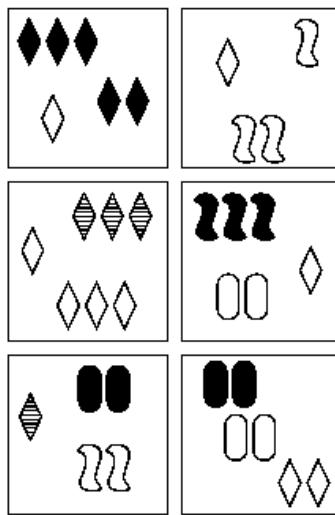
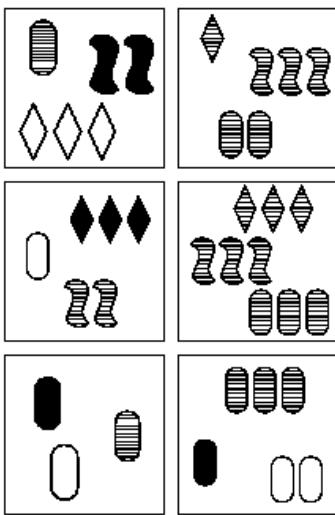
Solution: Can be cut into tiles forming a checkerboard pattern vs. not so.

## BP439



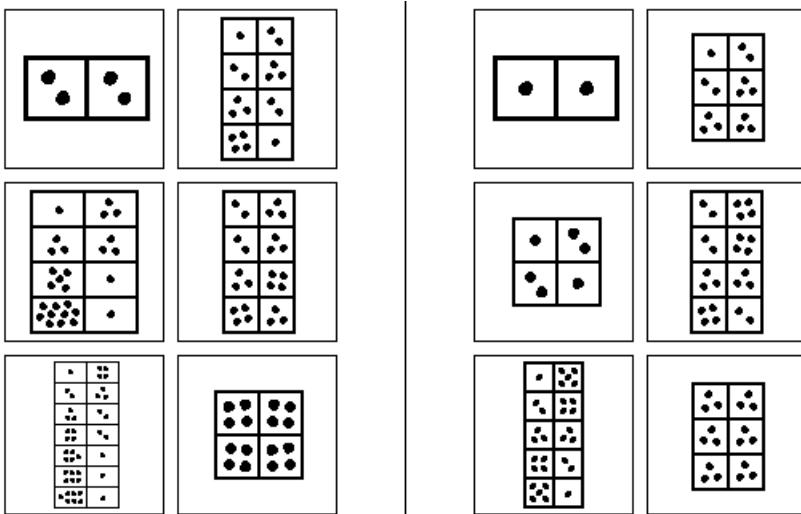
*Solution:* One shape can be totally obscured by the other vs. neither shape can be obscured

## BP440



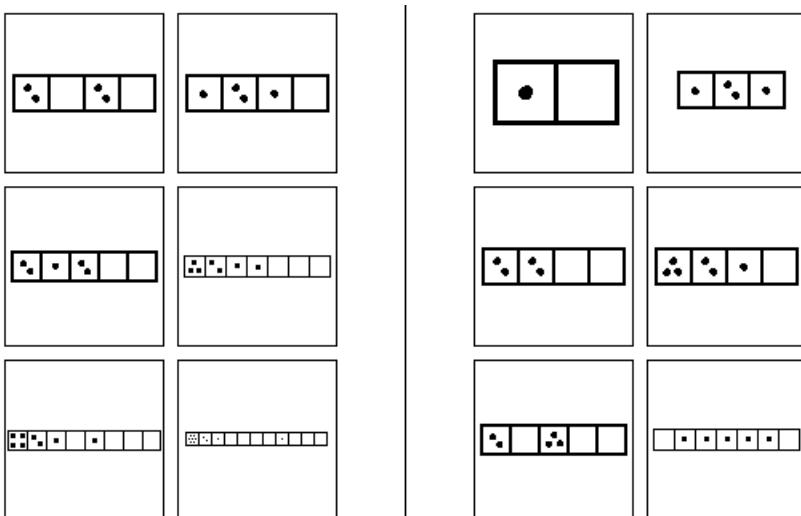
*Solution:* Each attribute is shared by every group or none vs. some attribute is shared by exactly two groups

## BP441



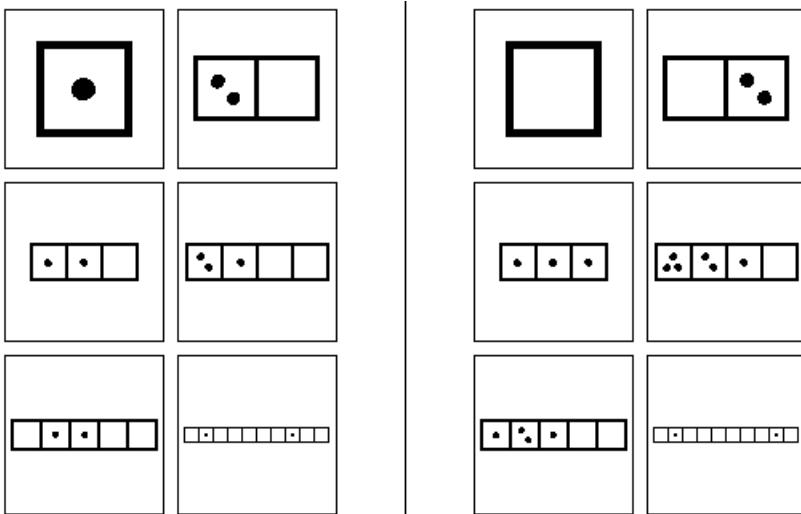
*Solution:* Columns of the table could be respectively labeled "Number" and "Number of times number appears in this table" vs. not so.

## BP442



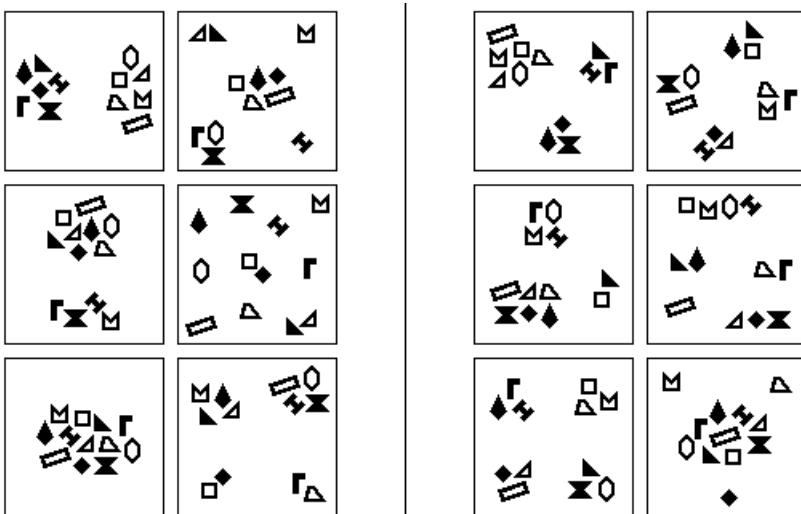
*Solution:* Number of dots in the  $N$ th box (from the left) is how many times the number ( $N$  - 1) appears in the whole diagram vs. not so.

## BP443



*Solution:* Number in the  $N$ th box (from the left) is how many numbers appear  $N$  times vs. *not* so.

## BP444



*Solution:* Shapes are sorted according to a simple rule that uniquely determines where everything goes vs. shapes are sorted according to some other rule (or lack thereof).