



## King's Journey

A chess king visits every square on the grid exactly once, starting at 1 and ending at 49. For each grid, deduce the whole path of the king - some of which is already given - and thus complete the grid. The king moves one square in any direction at a time (including diagonally).

Example:

2	3	9	10	11	38	39
4	1	8	12	37	41	40
5	7	13	36	42	48	49
6	14	21	35	43	47	46
15	20	22	33	34	44	45
16	19	23	26	32	31	30
17	18	24	25	27	28	29

						26
19	49					
			15	1		
				37		
10						31
5			40			

Highlight  
40 → 49

14		19				23
		18		35		
		37	38			
		1				
9		7				27
				49		46
4		42				

Highlight  
36 → 44

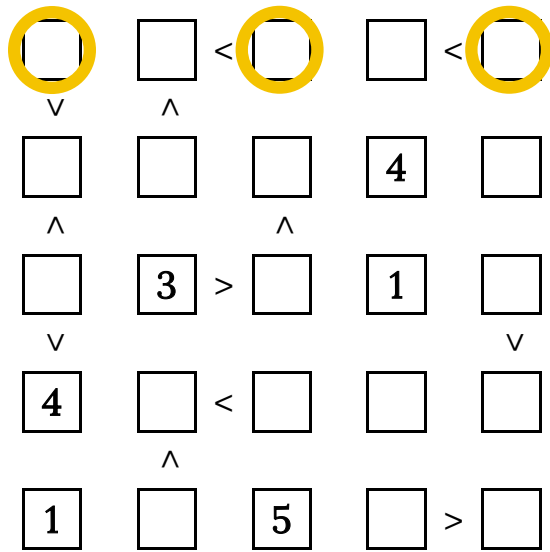
						9
	44		28		5	
31		43		27		
					3	
			1	19		
	23					15

Highlight  
20 → 30

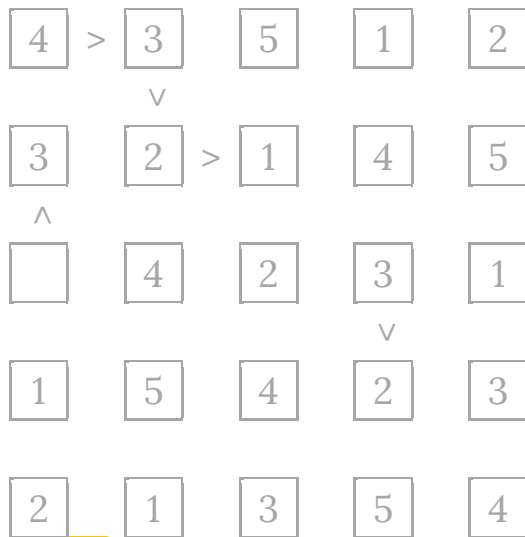


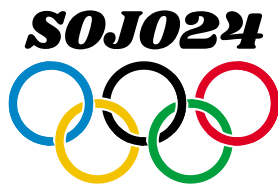
## Futoshiki

Place the numbers 1-5 once in each row and column. The '>' (greater than) and '<' (less than) signs indicate where one square is greater/lower in value than the adjacent square indicated.



Example:





## Number Square

Enter the remaining numbers from 1-9 in each of the empty squares to complete the computations correctly. Each number can only be used once. Perform calculations from left to right and top to bottom, not using order of operation rules.

○	-	○	x		1
+		x		-	
	+	7	+		16
-		+		-	
6	-		-		1
8		59		-5	

Example:

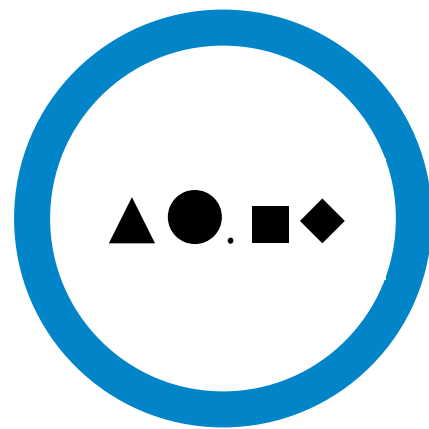
1	x	7	-	9	-2
+		x		-	
5	x	8	-	3	37
/		x		x	
2	+	4	+	6	12
3		224		36	



## Symbols of Value

Each shape represents a non-negative whole number. The sum total of the shapes in each row/column is displayed at the end of each row/column. Use this knowledge to deduce the numerical value of each shape.

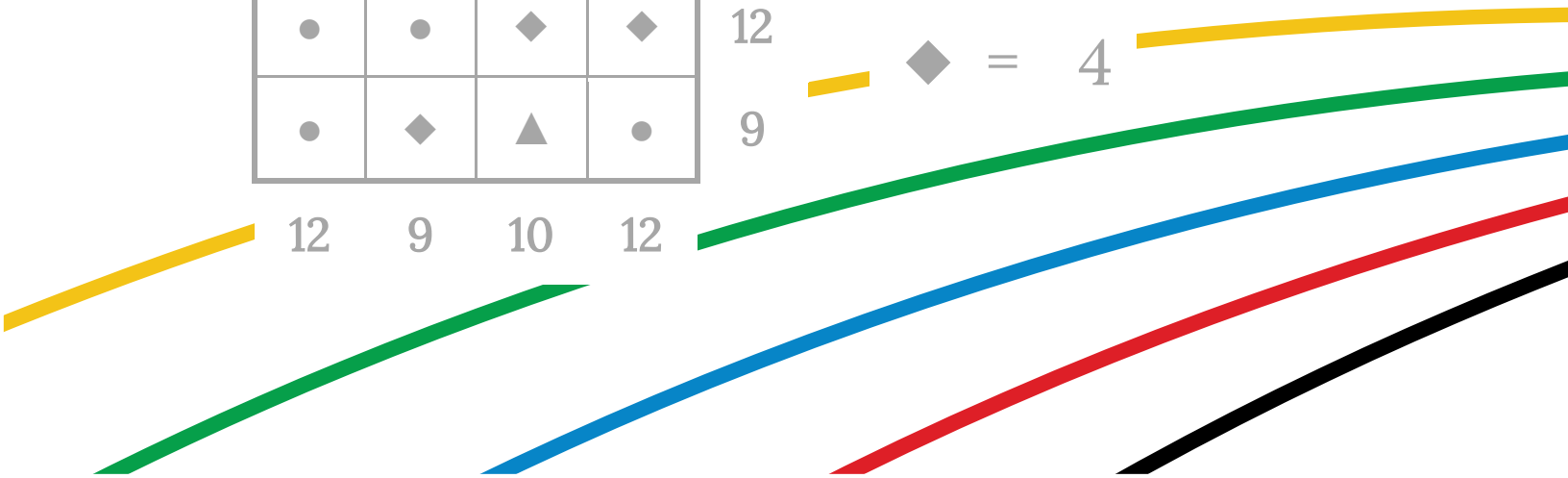
▲	●	▲	▲	12
●	◆	▲	▲	14
■	■	◆	◆	22
■	●	●	●	5
14	11	14	14	



Example:

◆	●	◆	■	13
◆	▲	▲	◆	10
●	●	◆	◆	12
●	◆	▲	●	9
12	9	10	12	




▲	=	1
●	=	2
■	=	3
◆	=	4





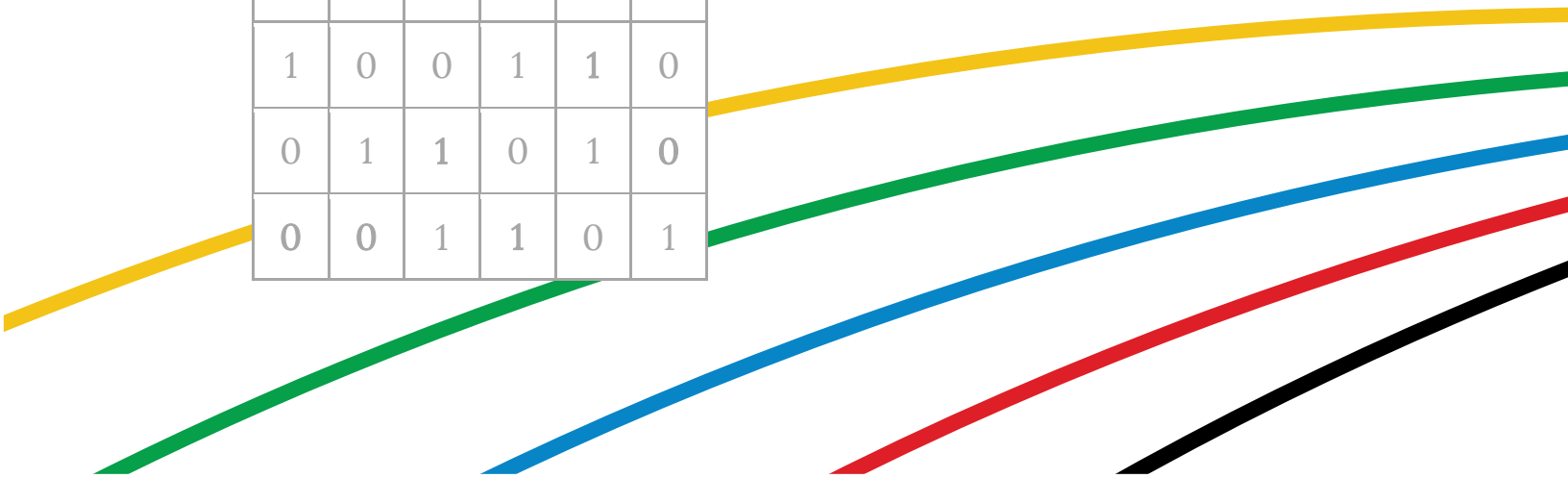
## Binary Puzzle

Complete the grid so that each row and column contains three 0s and three 1s. The same number cannot appear in more than two consecutive squares in any row or column. In the finished puzzle, each row must have a different sequence of 0s and 1s to any other row, and likewise for each column.

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

Example:

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





***SOJ024***

