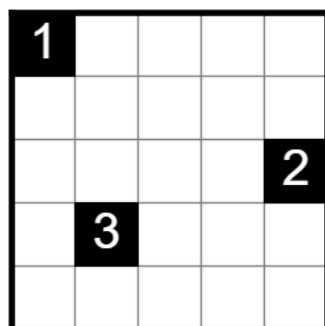


Puzzles made by our class! (Handout 2)

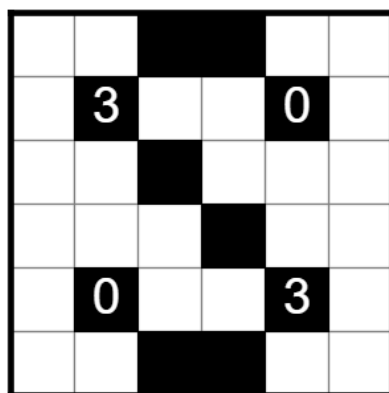
This handout has 17 puzzles! (The other 15 puzzles are on handout 1, which will be shared later tonight. Or you can partner up with someone who has handout 1.)

Akari

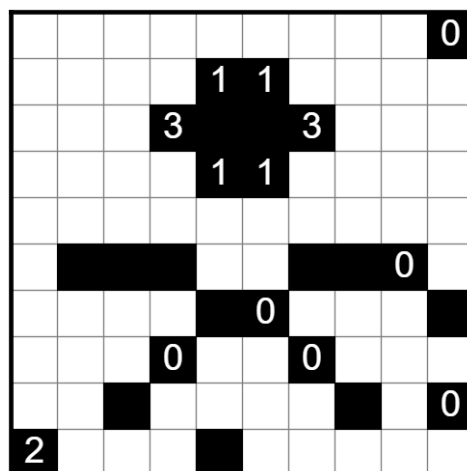
[Puzzle 1](#) (anon) 🌶️



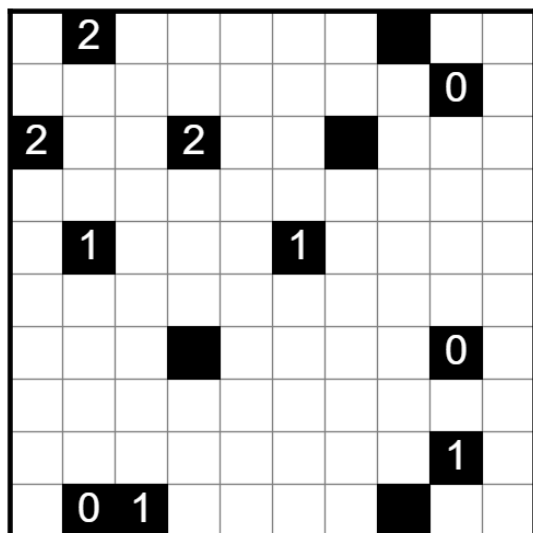
[Puzzle 2](#) (Sonya Simkin) 🌶️



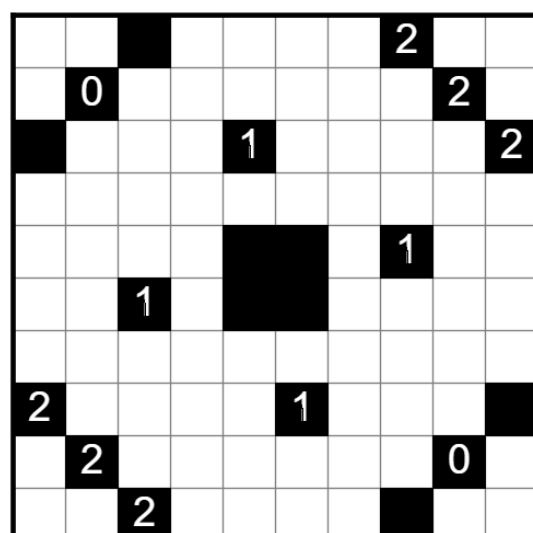
[Puzzle 3](#) (Nellie Tonev) 🌶️



[Puzzle 4](#) (anonymous) 🌶️🌶️

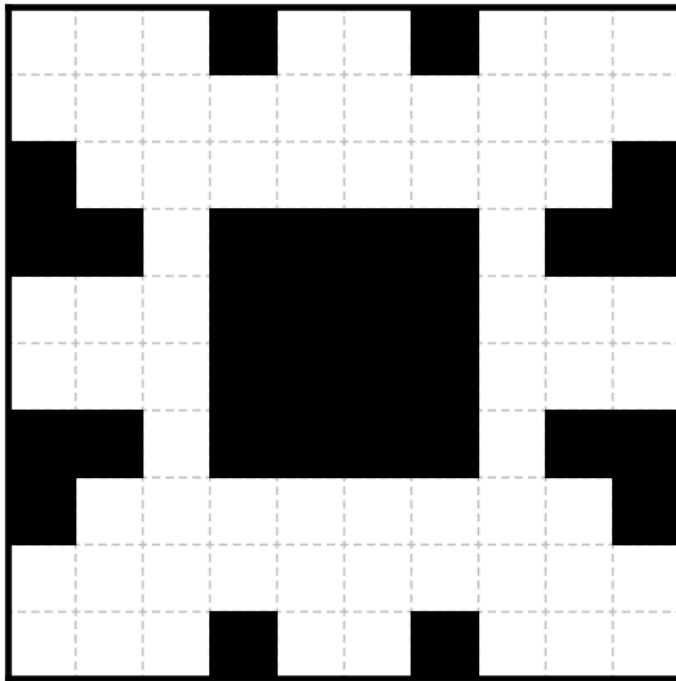


[Puzzle 5](#) (anonymous) 🌶️🌶️🌶️🌶️



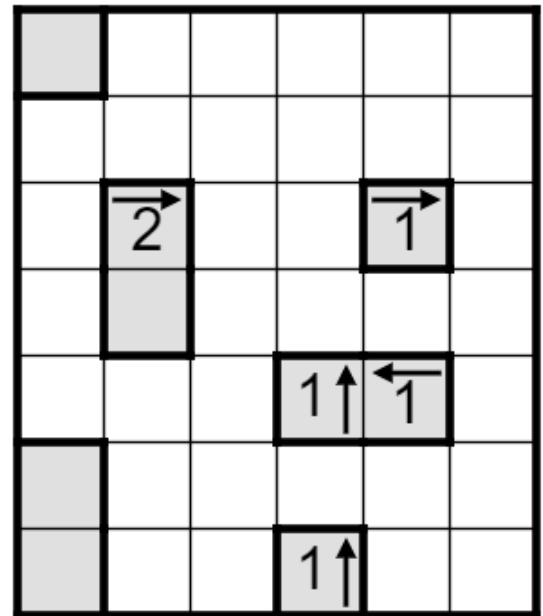
Puzzle 6 (by Korene Tu) 🌶️

This is a simple loop puzzle.

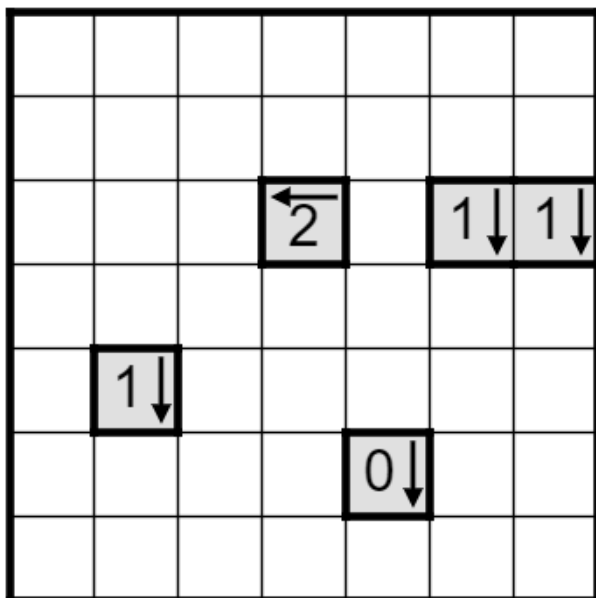


Puzzle 7 (by Gabriel Zaragoza) 🌶️

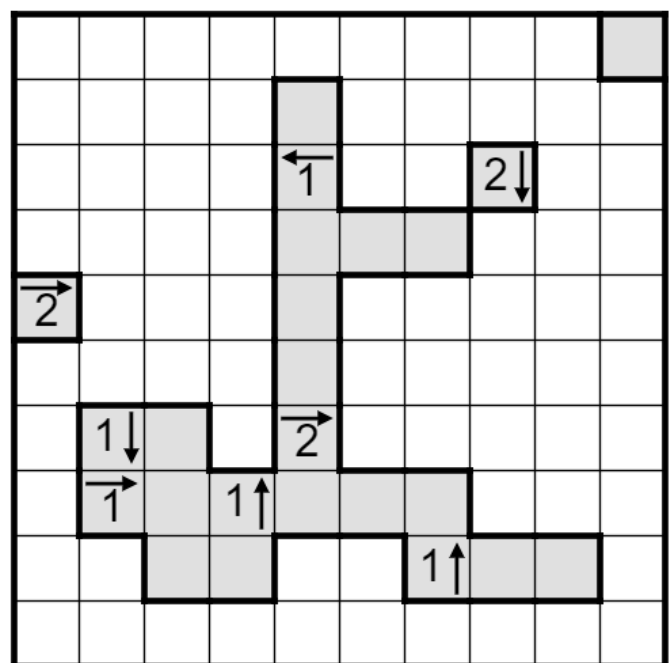
Puzzles 7-9 are Yajilins.



Puzzle 8 (by George Zhou) 🌶️🌶️

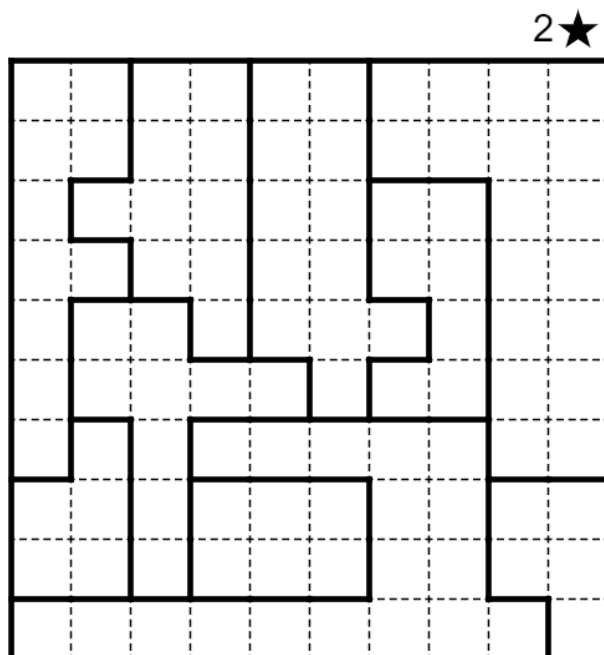


Puzzle 9 (by Zach Battleman) 🌶️🌶️🌶️

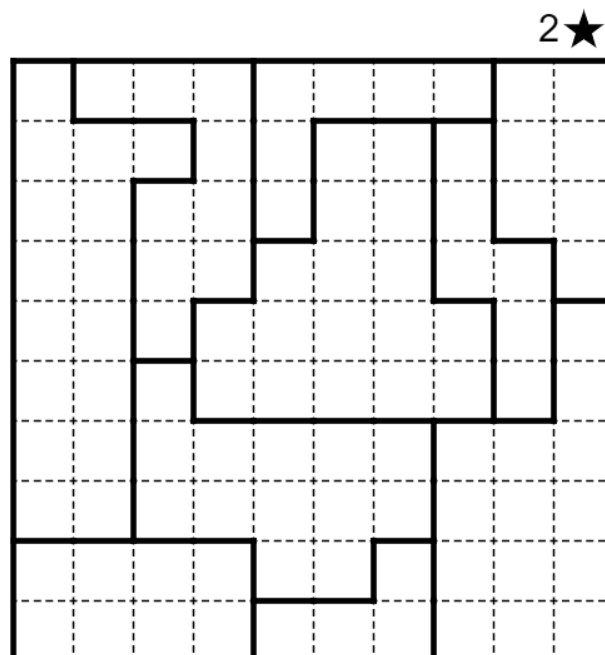


Star Battle

[Puzzle 10](#) (by Justin Rager) 🌶️🌶️🌶️🌶️



[Puzzle 11](#) (anonymous) 🌶️🌶️🌶️🌶️🌶️



[Puzzle 12](#) (anonymous) 🌶️🌶️

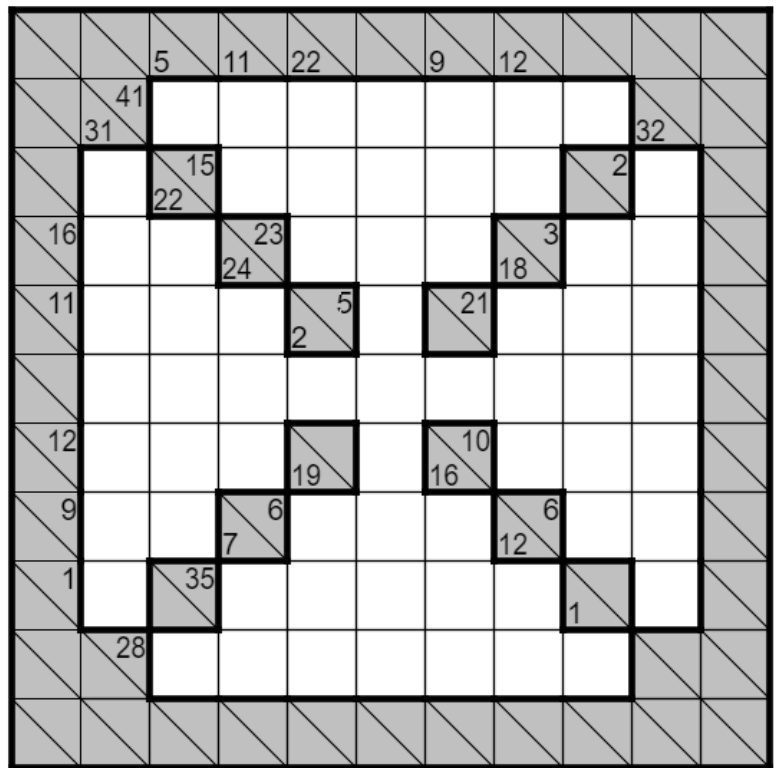
"Sudoku" rules: Place the digits from 1-9 exactly once in each row and 3x3 square.
The numbers should respect the inequality signs.

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

Puzzle 13 (by Yoseph Mak)



This is a Kakuro puzzle.

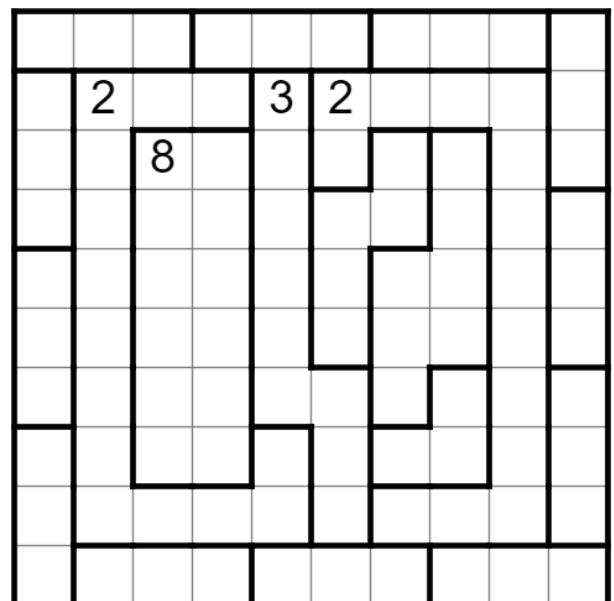
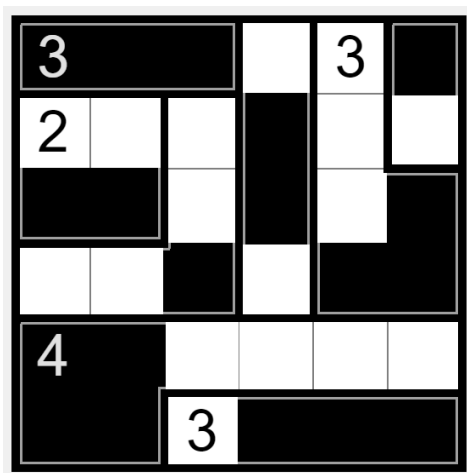


Puzzle 14 (by Farid Khuri-Makdisi)



This is an Islands puzzle (aka Shimaguni). An example is on the left.

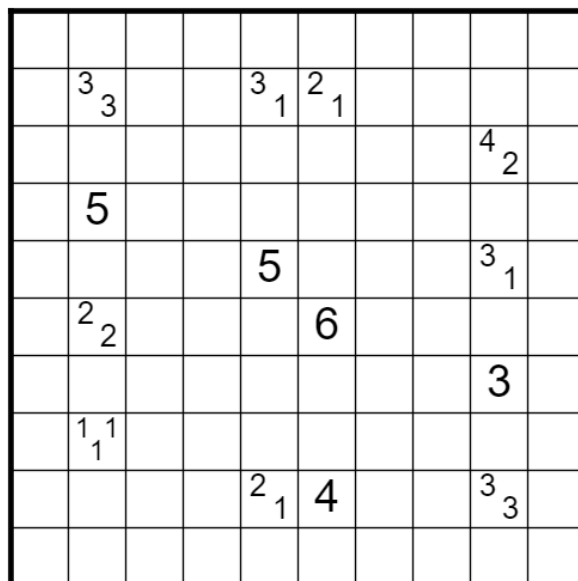
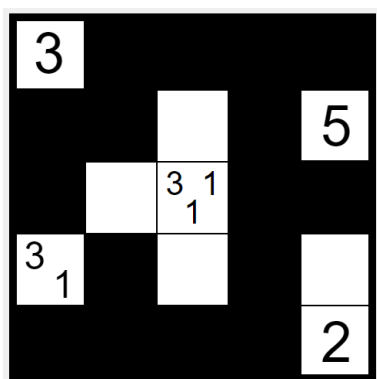
- Shade some cells on the board.
- Each region contains 1 island (a horizontally/vertically connected group of shaded cells).
- A number indicates the size of a region.
- Shaded cells cannot be adjacent across region borders.
- Two regions which share a border must have islands of different sizes.



Puzzle 15 (by Connor Gordon) 🌶️🌶️🌶️🌶️

This is a Tapa puzzle. An example is on the left.

- Shade some cells on the grid.
- Numbers are unshaded.
- Numbers represent the lengths of the blocks of consecutive shaded cells in the (up to) eight cells surrounding the clue. The numbers aren't necessarily in order.
- There can't be any 2x2 square of shaded cells.
- All the shaded cells form a horizontally/vertically connected area.



Puzzle 16 (by Russell Emerine) (Linguistics)

Tashlhit is a Berber language spoken by around 5 million people in Morocco. The "agentive noun" is made with the prefix "am-", with a caveat. You are given the following nouns and translations:

English	Tashlhit	English	Tashlhit
to ride	nj	rider	amnaj
to harvest	mgr	harvester	anmgar
to plow	krz	plowman	amkraz
to get tired	ṛmj	tired person	anṛmaj
to draw water	agm ¹	person who draws water	anagam
to help	aws	helper	amawas
to send a message	azn	messenger	amazon
to follow	ḍfur	follower	anḍfur
to hunt	g ^w mr	hunter	ang ^w mar
to be hungry	lluz	hungry person	amlluz

¹Actually ag^wm, but simplified for the problem

Fill in the numbered blanks.

to stand	1	standing person	anbdad
to be sick	2	sick person	amaḍan
to be injured	3	injured person	amagas
to wake up	4	person waking up	amnkar
to tie	5	tying person	ankraf
to tan	6	follower	andbağ
to regret	ndm	person who regrets	7
to rejoice	frḥ	person rejoicing	8
to pick [fruit]	kks	[fruit] picker	9
to make	skr	maker	10
to greet	sllm	greeter	11
to finish	kmml	finisher	12
to injure	jrḥ	injurer	13

Notes: Yes, those consonant rugby scrums are actually words. Vowels are pronounced as in Spanish. Consonants are mostly pronounced as in English. \dot{g} is a velar fricative, and a dot under a letter represents pharyngealization, neither of which are relevant for the problem.

Puzzle 17 (by :)) 🌶️🌶️🌶️🌶️🌶️🌶️

This is a Heyawake (liars).

- Shade some cells.
- No two shaded cells are orthogonally adjacent.
- All unshaded cells are orthogonally connected.
- A number in a region tells how many shaded cells are in the region.
- There can't be a horizontal or vertical line of unshaded cells that goes through 2+ region borders.

Every row and column has exactly one clue which should be 1 instead of the written value. When you're done, read the lying digits from left to right and append them to https://downforacross.com/beta/play/____ for another puzzle.

[illegible]