SUM CIRCLES

1 = 18
2 = 15
3 = 27
4 = 17
5 = 13

6 = 17
7 = 21
8 = 20
9 = 24

EXAMPLE

2 — 1 — 3   1 = 5

10000106 Sum Circles

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ADD UP

23

7   4   12

3

10000107 Add Up

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CONNECTIONS

6 LINES ALLOWED

1   9
8   4
         10
    3   6
2
         7
    5

10000103 Connections

MindGym

EVENS

2			7		59
4				13	46
		8			59
14					46
12		2			59
42	40	44	33	34	35	41

10000105 Evens

Mystifaze

THE MATRIX

9 — 3 — 8
6 — 1 — 5 — 10
4 — 7 — 2

10000105 The Matrix

MindGym

MICROKEN

6+   2/

1-   7+   2

         5+   3x

4

3-

10000107 Microken

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SUM CIRCLES

Using the digits 1 to 9, fill in the grid provided. Insert the numbers listed in white into the circles. Your task is to ensure that each number is connected to at least two other circles and that the digits contained within them add up to the value given in the list, (see the inset example).

Also, you must use two digits twice - 1 and 7.

ADD UP

The numbers in each circle above the lowest row, shows the total of the two digits below it. Enter the numbers in the empty circles to reach the peak and complete the puzzle.

CONNECTIONS

Your task is to connect all these numbered circles together using 6 lines that are all of the same length, (shown at the top of the diagram). The lines may cross as many times as necessary, but when finished you must be able to start at any circle, follow the path of lines through all the circles and end up back where you started. No more than two lines can connect a circle, and you can only pass one line through any particular circle to complete your task.

EVENS

Your task is to place the digits 1-14 into the grid provided, but note the rules for doing so:

1. You must use seven of these numbers in one row and the other seven numbers in the following row and repeat with the first seven numbers in the third row, and the numbers in the second row in the fourth row and so on.

2. Only even numbers can be placed in the shaded squares.

3. Each row and each column must add up to the values indicated on the outskirts of the grid.

4. No number can be used twice in any row or column

5. No number can be within one of its' neighhbour. ie, if you place 7, then 6 or 8 cannot be in any adjacent square, even diagonally.

MICROKEN

Use the digits 1 to 4 once in each row and column. Each container must have their numbers manipulated in any order to result in the value shown in the top left hand corner of each container using the operator specified. Numbers can be repeated in a container but not in any row or column.

THE MATRIX

Using the numbers 1 to 12, fill in the grid provided. No number you enter can be connected by a line to another number that is one above or below it. For example, you place 4, then it cannot be connected to 5 or 3. Two numbers have been placed for you.

If you've had a drink or two, you're in the right place to try the Matrix!

Put all the digits 1 to 10 into the grid provided. However, you are not allowed to have two numbers joined by a line in any direction that is one above or below it. So for example, if you place 4 then it cannot be connected to 3 or 5, you get the idea. Two digits have been placed for you.