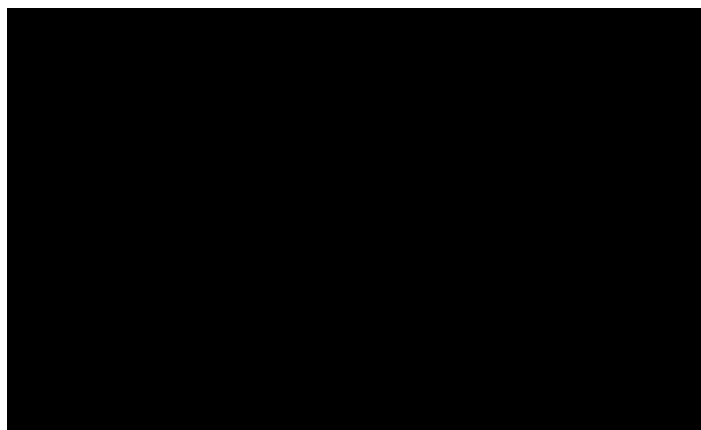




## **Relay Round Instructions**

### **Puzzles by Bram de Laat**

- 1. Kakuro**
- 2. Snake**
- 3. Nurikabe**
- 4. Yin Yang**
- 5. Hiroimono**
- 6. Doppelblock**
- 7. Country Road**
- 8. Magnets**
- 9. Battleships**



**Hiroimino**

**Battleships**

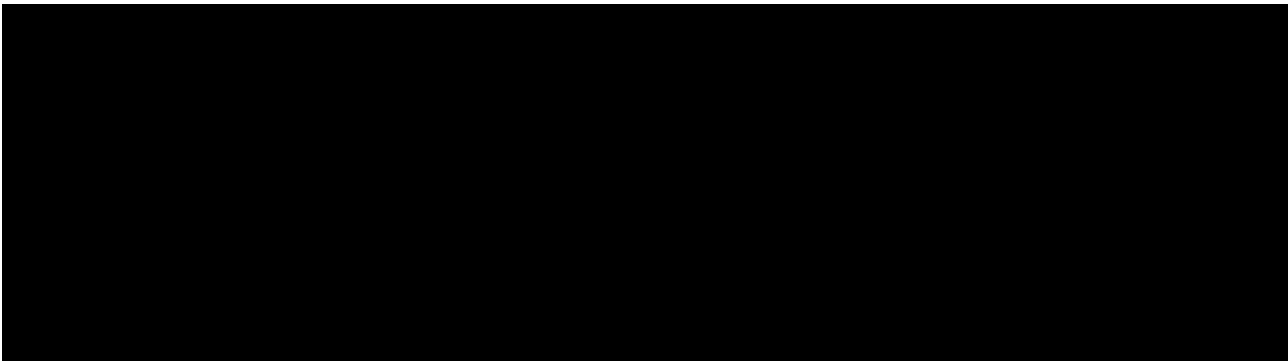
Place the given fleet in the grid, so that no two ships touch eachother, not even diagonally.  
Numbers on the outside indicate how many ship segments are in that row or column.



Yin Yang



Hiroimono



Doppelblock

