



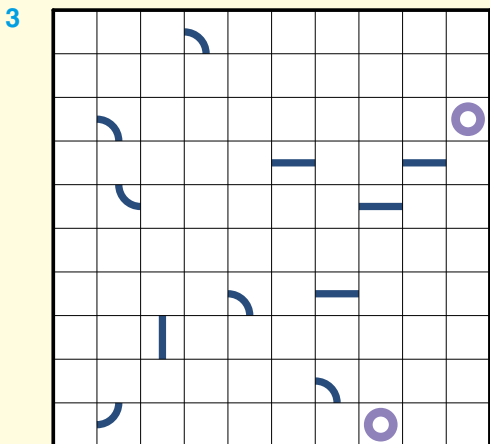
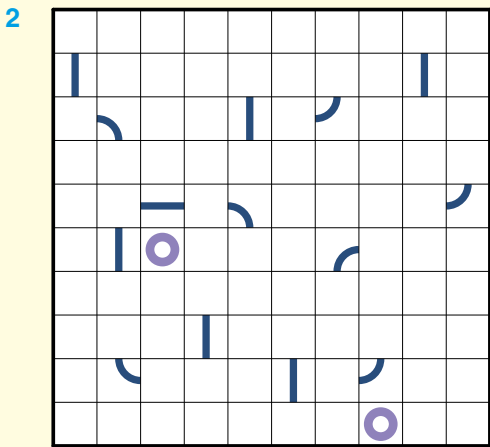
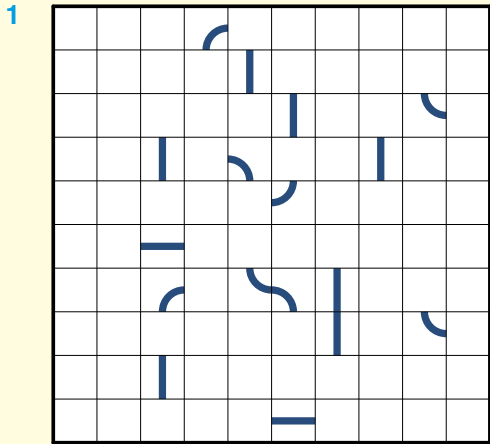
# BEYOND SUDOKU

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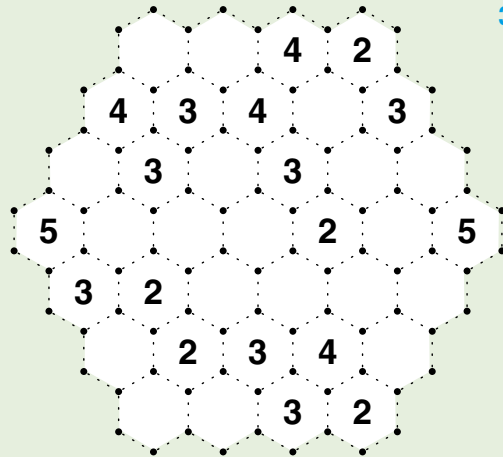
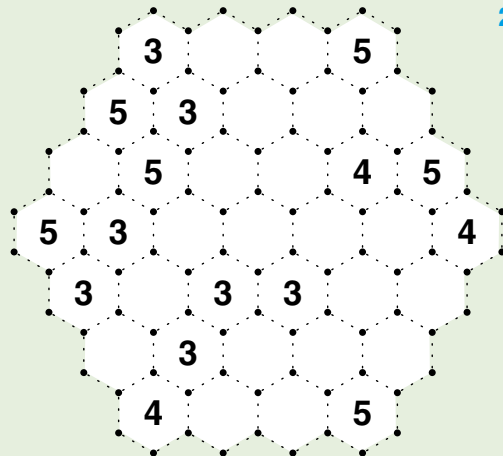
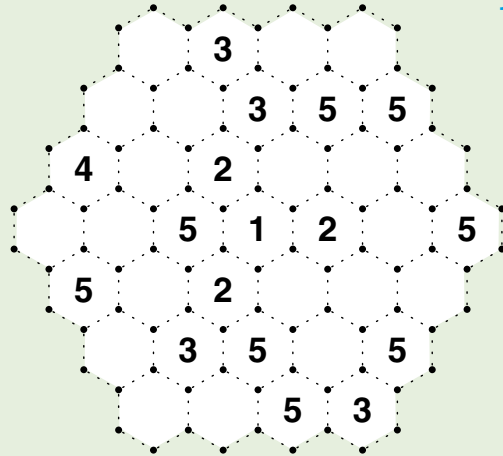
**LOOPY**

Form a single loop through all cells (except those containing circles) that connects all the given pieces. The path can move directly through a cell, or turn to the left or the right. Each cell can be visited once only.



**HEXILOOP**

Connect the dots so that a single loop is formed with no crossings or branches. Each digit indicates the number of lines that surround it, while empty cells may be surrounded by any number of lines.



9

1

4

2

7

3

6

8

9

## SAMURAI SUDOKU

The usual rules apply, with an additional or alternative constraint, where stated.  
For the central grid, relevant additional constraints apply at the overlapping corners.

**Top-left:**

the digits 1-9 also in the shaded diagonals.

**Bottom-left:**

the digits 1-9 also in each colour.

**Top-right:**

the digits 1-9 in each shaded region.

**Bottom-right:**

the digits 1-9 also in each coloured shape.

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

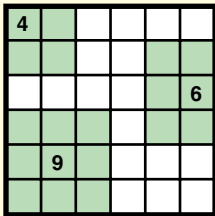




Reveal a hidden picture by shading certain cells. Each cell forms a unit with its direct neighbours, and each number indicates how many cells to shade in that unit.

A unit comprises four, six or nine neighbouring cells, so a cell may have three, five or eight direct neighbours, depending on its position in the grid.

Use a light pencil to shade squares, so the numbers remain visible. Mark empty squares with an X.



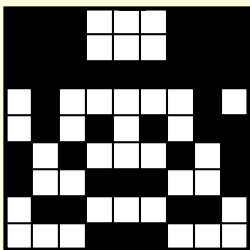
SWIMMER

0	1	0		0						5		0		
					0		6	8	7					
		0		1				9	8			1		
	1			0	1	3		6	6	5	3	1		
		1	0	0			6				4	4		
1	2	3			1	1	3		0	0	2	5	2	
		3	3	4	4		3		0	5				
	3			5	4	4	4	3		2	4			
		2		3	4	5			3	2	3	4		
3	2				5	4	4	5	6	6		2	4	3
			3	5	5				6	6	5			
1			6	4		4	4	7	7			2		
			5	6	6		4	3		5	3			0
	0		4	4		5		4		4	5	4		
			0					4			5	5	4	
	3	3		0			3		4	5	5		7	5
			3			3			3	4	5	6	6	
4	6	5		3	4	6	5	1	0		6			
4										0		5	7	3
		5	5		3	5	3			0	1	5		

PICKAXE

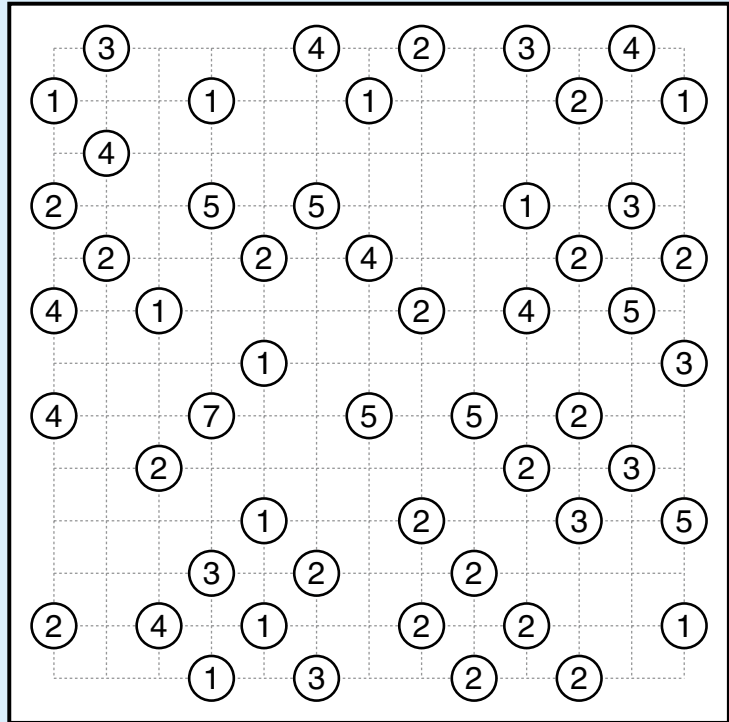
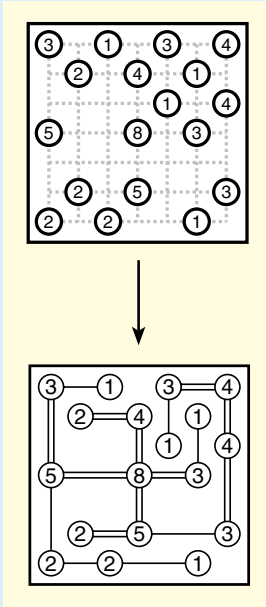
0	0			4	5			5	3	2			0	0	
					7		6	6							
	0	0			8	7			1		4				
				4	5	3			4	3		4	7	3	
	0	1				0	3	5	6	5		6	8	3	
			2			0			5	7		5	4	5	
									7	7	6		6	0	
	0			4			6	6				3	3	3	
					8	9	9	4	3		4	4	4	4	
0	2	4			5			7	4	4		4	5	3	0
			4	5				7		6	5		6	4	
				5	3			9			6		7	8	
4	6	6		4	3	5	8	7		8			5	5	4
	6	6		5				8		9	9	7		3	3
	5			4	5	3	5	5	6	6	7			0	
	6	7	7	6		4		4	6						0
			6	4					3		4				
						6	5			5	7		1		0
0		0			3	5	6			6	5				

				0											
	9		5		5									6	
			4		4	6								5	
	5	6	4	5	4	6	6	5							
			2	2	2										
	4	4		5		4		4							
		4		3		4									
	3		5			4	3								

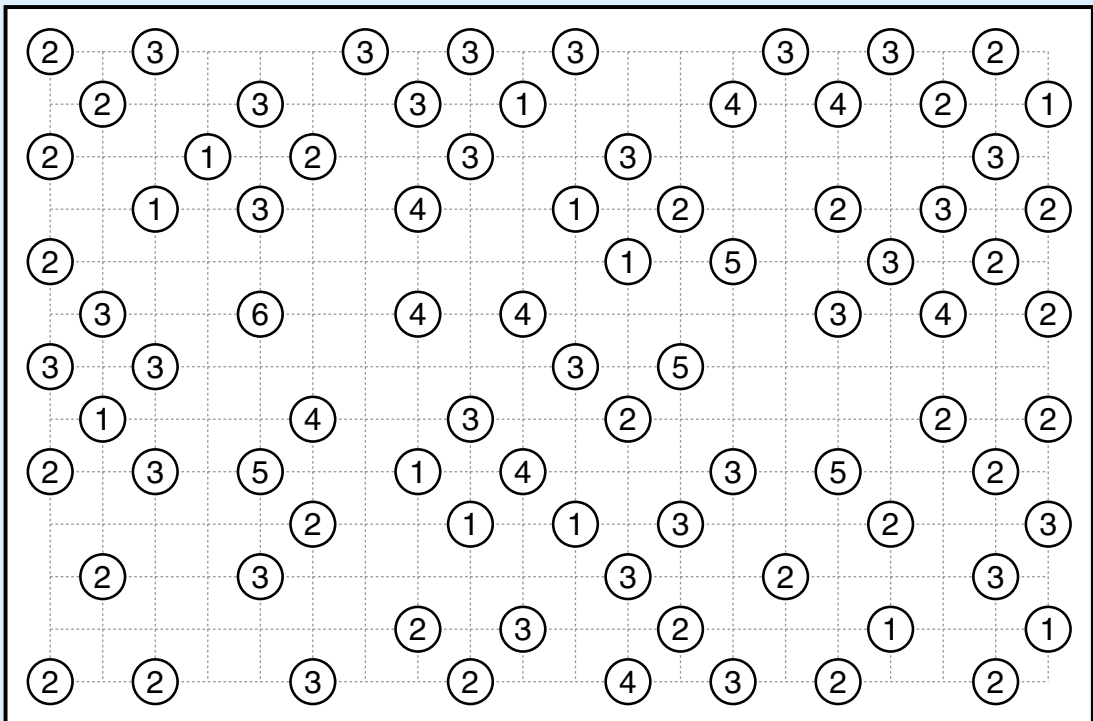


Each circle containing a number represents an island. The object is to connect each island with vertical or horizontal bridges so that the number of bridges from an island equals the number inside the island, and there is a continuous path connecting all the islands. There can be up to two bridges between two islands. Bridges cannot cross islands or other bridges.

1



2





Each row and column must contain all the digits 1-9. The given symbols tell you if the digit in a cell is larger (>) or smaller (<) than the digit next to it.

In addition, the digits in each inner shape (marked by bold lines) must add up to the number in the top corner of that box. No digit is repeated in an inner shape.

1

15			4		9	22		
7		10	>	13		19	>	
17	15				5		10	
		18	18		10		8	8
12	18			13	15			
					13	7	4	>
9			13	>				24
		23			10			
17			3	>	16			

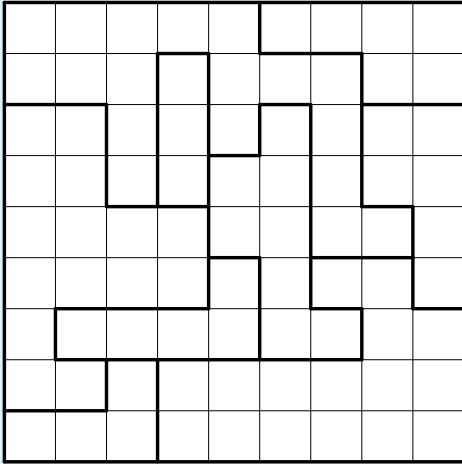
2

8		13	14		10	>	9	
24	14		12	>	>	13	>	
		6	>		26		24	
	>	10		13		12	13	
9	14	19	10					>
						22	5	
			12	18	9			
10	11				13			5
		16				11		

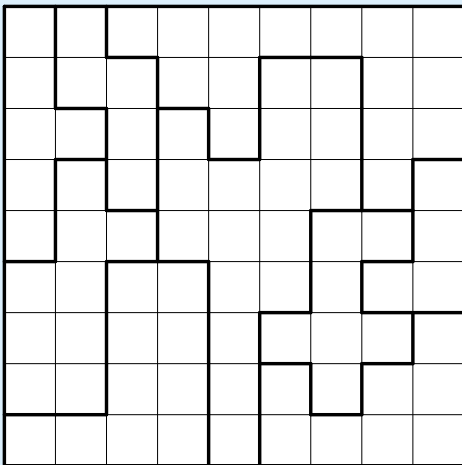
**STARS**

Each row, column and region must contain two stars. Star cells cannot touch, even diagonally.

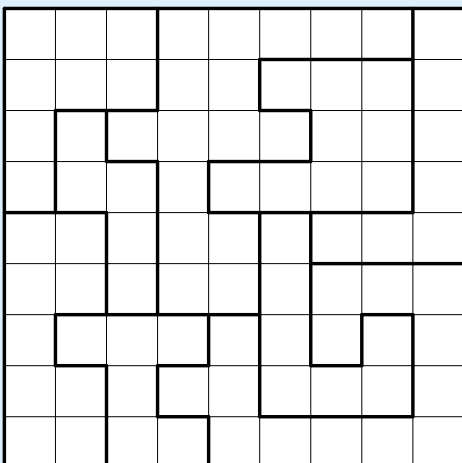
1



2

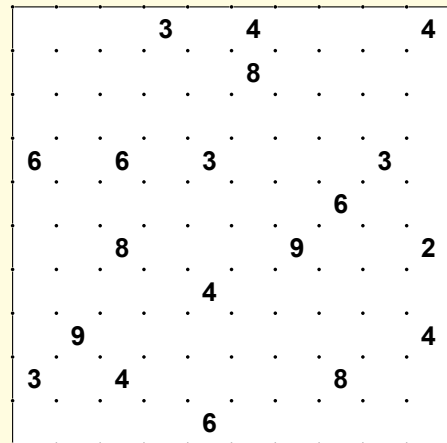


3

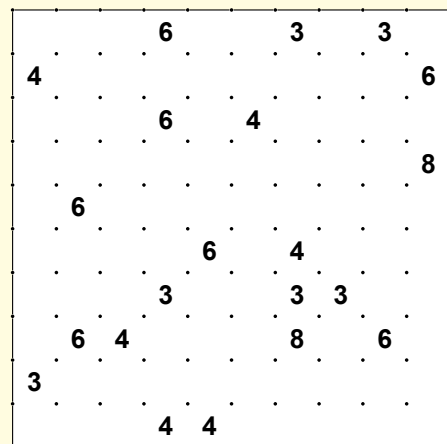
**SHIKAKU**

Divide the grid into blocks that are either square or rectangular. Each block must frame a single number, and each block must contain the same number of cells as the number it frames.

1



2



3

