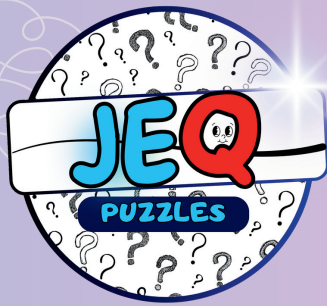
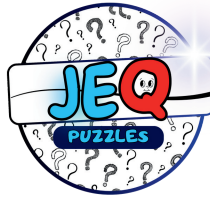




BONUS PUZZLES





We're happy to offer you these bonus grids to extend the fun a little longer!

Here you'll find a selection of 10 games to discover.
Each game includes 12 grids.

Enjoy playing, and see you soon for new challenges!



XO Logic

XO Logic is a puzzle where you fill a grid with X's and O's.

Here's how to play:

- No more than two of the same symbol (X or O) can appear in a row—horizontally or vertically.
- Each row and column must have an equal number of X's and O's (three of each).
- No two rows can be identical, and no two columns can be identical.

Your goal is to figure out where each symbol belongs!

Sample puzzle with solution

Puzzle

X	O		X		
		X			X
X		X	O	X	
		O	X	O	
		X	O		
X	O	O			O

Solution

X	O	O	X	O	X
O	X	X	O	O	X
X	O	X	O	X	O
O	X	O	X	O	X
O	X	X	O	X	O
X	O	O	X	X	O

XO#1

○	○	×	×		×
	○	○	×		
			○		○
○			○	×	
			×	○	
		○	○		

XO#2

					○
	○				
×	○	×	○	×	
○	○	×	○		×
×	×			○	○

XO#3

○	×			○	×
	×	○			
×		×	○		×
○	○				×
			○	×	
	○			×	

XO#4

○	○	×			
		×	○	×	
			×	○	
○		○		○	
×					○
			○	×	○

XO#5

				×	
○				×	×
○	○	×	×		×
		○			
	○			×	
	×	○		○	×

XO#6

		○	×	○	
○			○		
×	○	×	○		
○		×			
	×	○	○		○
		×			

XO#7

	O				X
O		X	X	O	X
		O	O	X	O
	X				X
				O	
	X	O			O

XO#8

	O	X			X
	O		X		X
		O			X
X	O		X		O
	X		X	O	O

XO#9

	O			O	
		X		X	O
	O	X	X		X
	O	O	X		O
		X			
X	X	O			

XO#10

	O	X	O		
O	O			O	
	X	O			O
	X		O		X
		X			O
X				O	O

XO#11

X					
		X			X
X			X	O	X
O		X			
O	O	X		O	X
			X	O	O

XO#12

O	O		O		
O		O	O		X
X		X		O	O
			X		X
		O		X	
X					O

MINESWEEPER

Minesweeper is a puzzle where you find all the hidden mines in the grid.

The grid contains blank squares and numbers.

Here's how to play:

- Each number tells you how many mines are in the neighboring squares (horizontally, vertically, or diagonally).
- Use these clues to figure out exactly where the mines are hiding.

Your goal is to locate every mine without making a mistake!

Sample puzzle with solution

Puzzle

	2		1		1
2		1	1	2	
	2			3	
2	3				2
		3		4	
1	1	1	2		2

Solution

●	2	●	1		1
2		1	1	2	●
●	2			3	●
2	3	●	●		2
●		3	●	4	●
1	1	1	2	●	2

MineSweeper#1

1		4		3	1
	3			5	
2			4		
		4		4	
3					2
1		2	1	2	

MineSweeper#2

	1	2		2	
1		2	1	2	
1	1	2	2		1
		2			1
2		4		4	2
2		3			1

MineSweeper#3

		2		2	
	2		3		2
1	2			2	
1		3		4	2
2	2				1
	1	2		3	1

MineSweeper#4

	1		1		1
2		2		2	
	4		3		2
		3			2
3		5		5	
	2				1

MineSweeper#5

		2		3	
	4	4			4
3		3			
	2		3		3
	2			2	
1		2			1

MineSweeper#6

	1		2		2
2	2	3		5	
		3			
	3		2	3	2
2				3	
	4				2

MineSweeper#7

		3	2	3	
4					
	5	3	3	2	
			2		1
	4	2			2
1	2		3		2

MineSweeper#8

	2			2	1
		2			1
1	2		2	2	2
	3		2	2	
3			2	4	
		3			

MineSweeper#9

	2			2	
1		3	2		2
1		2	1		
1	2		1	1	1
		2			1
1	2		1	1	

MineSweeper#10

	2		3		2
2		2			3
	2		2		
3	4	3		3	
		3			1
2	3		3		1

MineSweeper#11

1		2		2	1
	1		3		
	1				
2		2	2	3	2
			2	1	1
1	2		2		1

MineSweeper#12

	2		1		1
3	4		1	2	
		3		3	
3	4				2
2			4	2	
	3		2		1

AREA SPLIT

Area Split is a puzzle where you divide the grid into white regions and gray regions.

Here's how to play:

- A number in a white square belongs to a white region; a number in a gray square belongs to a gray region.
- Each region must contain exactly as many squares as the number shown in that region.
- Two regions of the same color can't touch along an edge—only at corners.

Your goal is to figure out how to divide the grid into the correct regions!

Sample puzzle with solution

Puzzle

			2		6
		3			
				2	
	8		2		
	4			9	

Solution

			2		6
		3			
				2	
	8		2		
	4			9	

AreaSplit#1

			10		
		5			
3					
	2		8		
					1
7					

AreaSplit#2

			8		
6		3			
			7		
		4			6
	2				

AreaSplit#3

	5			4	
4					
				5	
		2			4
		3		9	

AreaSplit#4

7			11		
					3
			2		
				9	
2		2			

AreaSplit#5

		2			
					3
11		6			
				3	
			4		7

AreaSplit#6

1			11		
	4				
6		2			6
			3		
		3			

AreaSplit#7

					7
			3		
		1			7
4					
	9				5

AreaSplit#8

	6			2	
			3		
	5				7
		7			
3				3	

AreaSplit#9

	9		7		3
	3		7		
3					
			1		3

AreaSplit#10

2		6			8
				3	
			3		
				2	
	12				

AreaSplit#11

		8			3
				5	
3					
			4		
	7			6	

AreaSplit#12

2			7		
					4
	8				
		4			6
4					
				1	

DIGIT TRAIL

Digit Trail is a puzzle where you fill the grid by connecting numbers in order. The grid has some numbers already placed to get you started.

Here's how to play:

- Create a continuous path of numbers in ascending order (1, 2, 3...).
- Consecutive numbers must touch horizontally or vertically—never diagonally.

The challenge is to find the right path without getting stuck!

Sample puzzle with solution

Puzzle

14	15			18	19
13			8		20
	11	6			
			4	3	
	35			2	
	30		28		

Solution

14	15	16	17	18	19
13	10	9	8	21	20
12	11	6	7	22	23
33	34	5	4	3	24
32	35	36	1	2	25
31	30	29	28	27	26

Digital Trail#1

34			25		23
	36	27			22
32					
	30		18	7	
14		16			
	12				2

Digital Trail#2

	7	34		28	27
9		33			
	5			30	25
		3			
		16		20	
		17			22

Digital Trail#3

1				7	
16			5		
		13			10
	19		27		31
		25		29	
22	23		35		

Digital Trail#4

	30				34
				24	
9			22	23	
8					
			14		16
6	5	4		2	1

Digital Trail#5

	6		4		36
8		16			35
11		15		1	
25		23			
26		28			31

Digital Trail#6

		23			36
				26	
		21			
	9		3		33
13		7			
12	11	6		30	31

Digital Trail#7

27				15	14
28					13
		19			
30	23		9	6	
		21			
32	33		35		1

Digital Trail#8

31	30				24
		28			
33		1			18
	3			16	
			6		14
		10		12	13

Digital Trail#9

27					32
	25		35	34	
22			17	16	
	8				12
6		4		2	1

Digital Trail#10

				2	3
	26		22	5	
34	27				
33		19			
	29				9
31		13			10

Digital Trail#11

15	14	11			4
16					3
	26		8		
18			29		1
		23			36
					35

Digital Trail#12

29		27			
	19		21	22	
31		15			
	17			10	
		1	12		6
34	35		3		

WOODLAND CAMPS

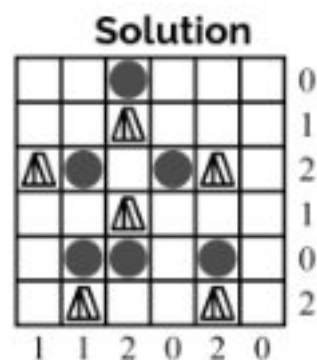
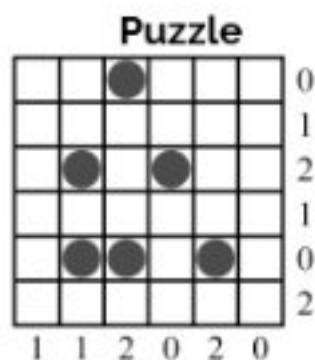
Woodland Camps is a puzzle where you place tents in a grid next to trees.

Here's how to play:

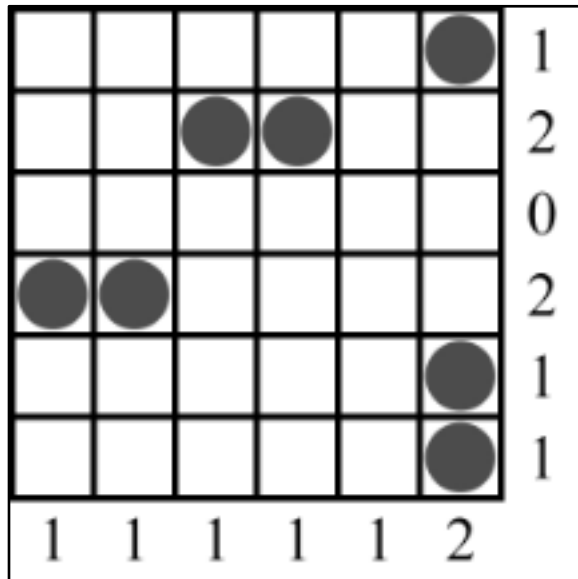
- Each tent must be placed next to a tree (●) horizontally or vertically.
- No two tents can touch each other—not even diagonally.
- The numbers along the edges tell you how many tents go in each row and column.

Your goal is to figure out where all the tents belong!

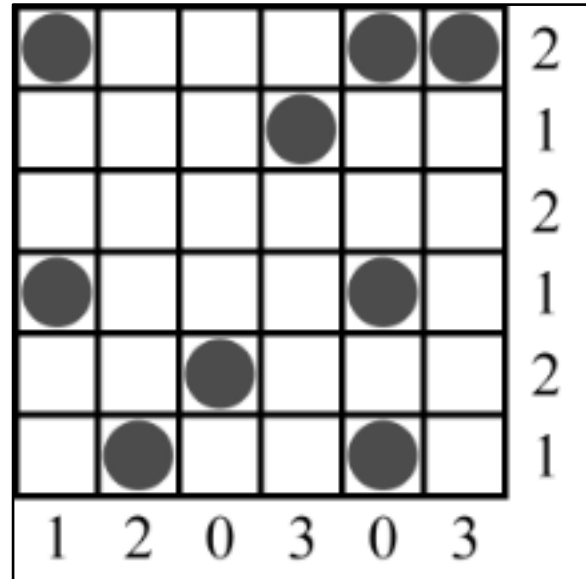
Sample puzzle with solution



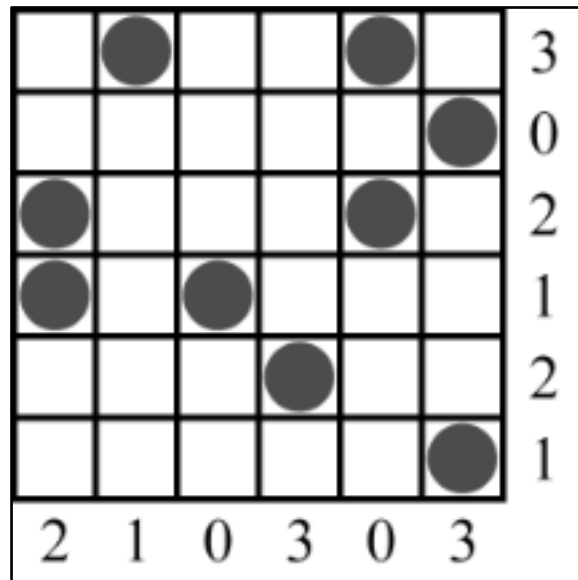
WoodlandCamps#1



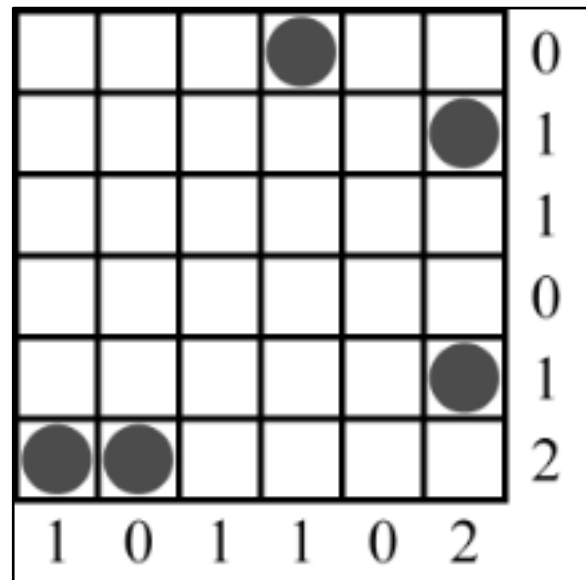
WoodlandCamps#2



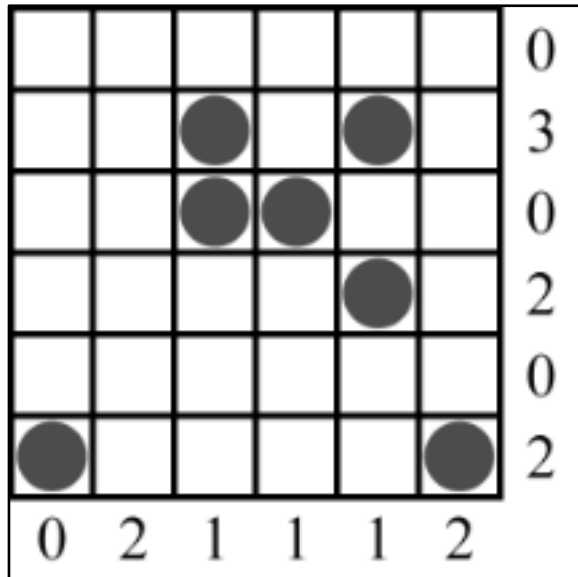
WoodlandCamps#3



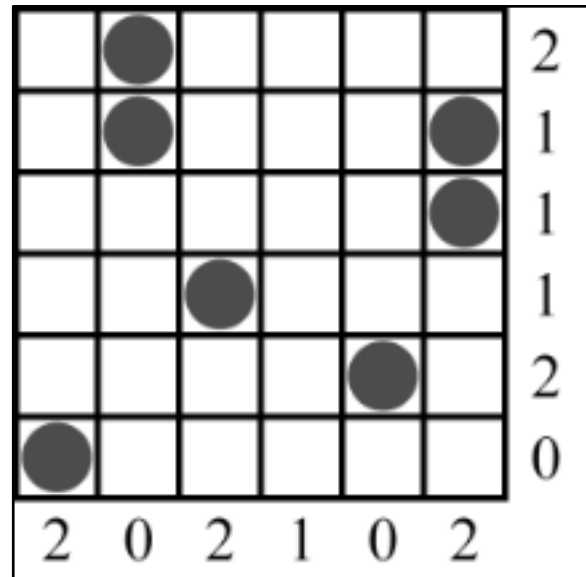
WoodlandCamps#4



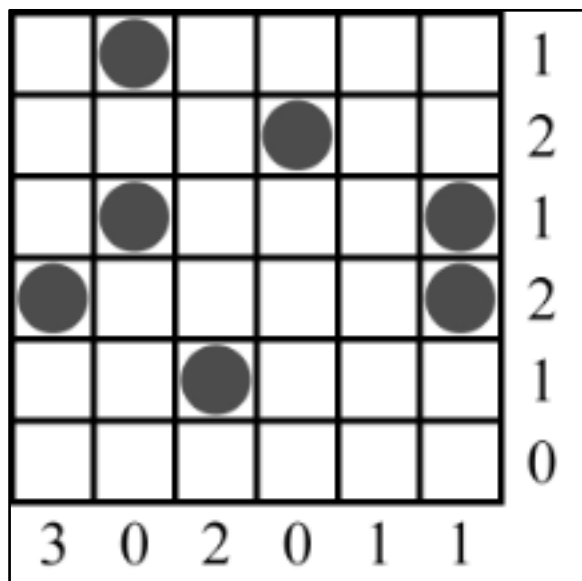
WoodlandCamps#5



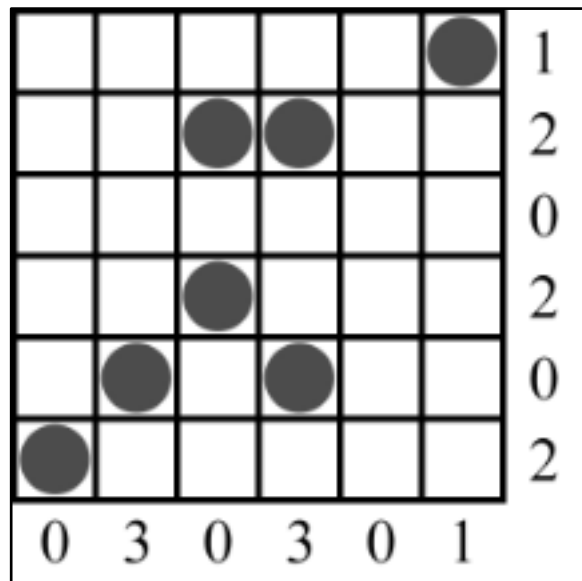
WoodlandCamps#6



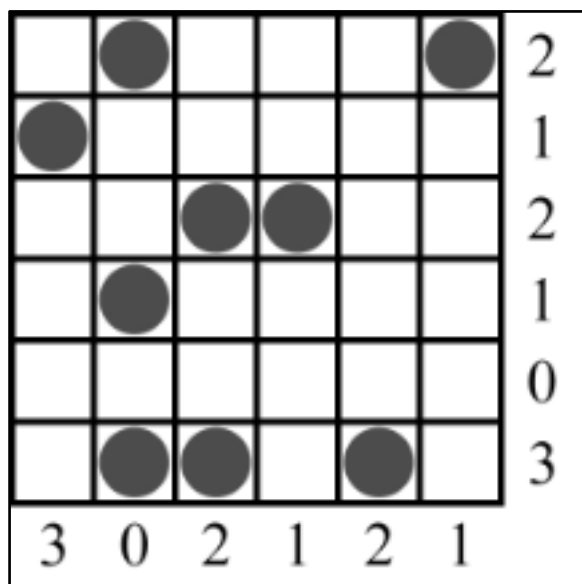
WoodlandCamps#7



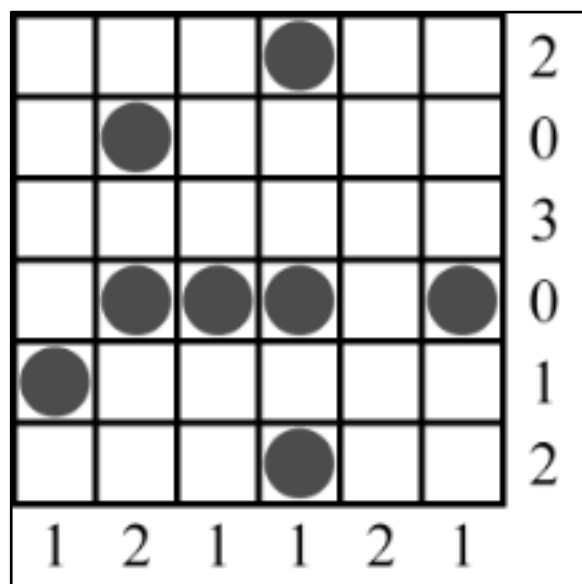
WoodlandCamps#8



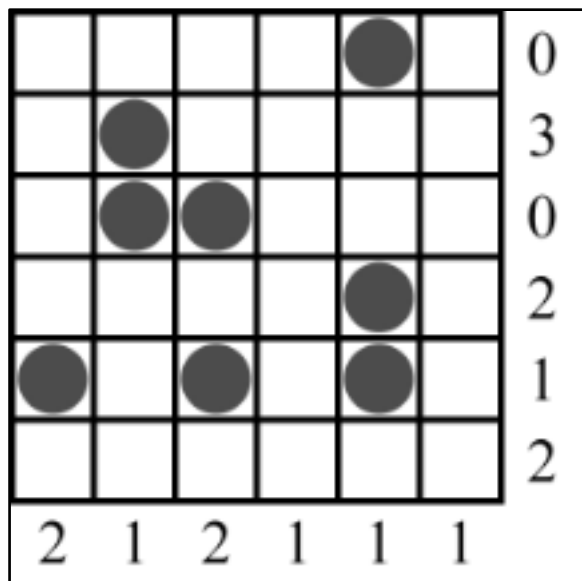
WoodlandCamps#9



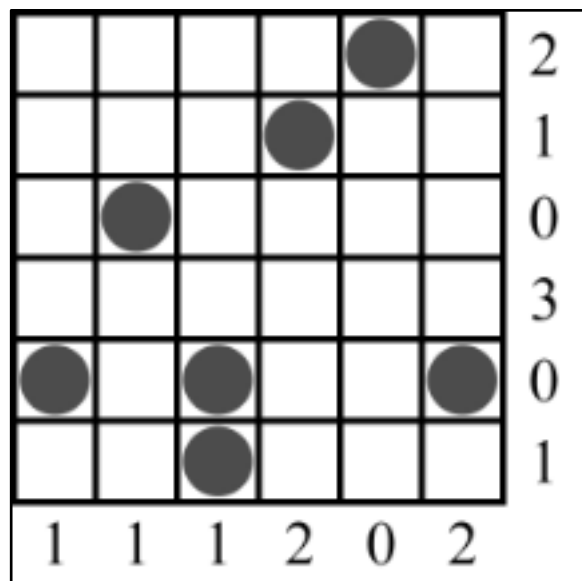
WoodlandCamps#10



WoodlandCamps#11



WoodlandCamps#12



REGION STITCH

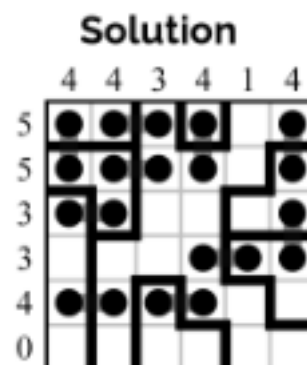
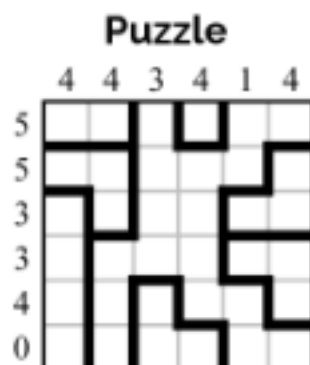
Region Stitch is a puzzle where you connect regions on a grid by placing stitches.

Here's how to play:

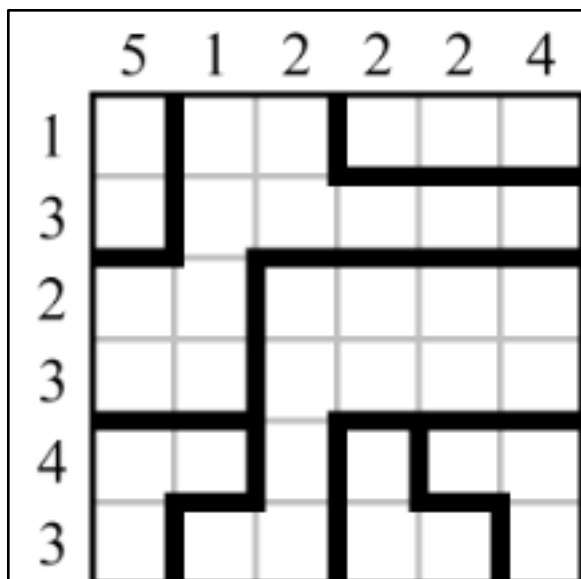
- Each region must be connected to every neighboring region (sharing an edge) by exactly one stitch.
- A stitch connects two adjacent squares (horizontally or vertically) that belong to different regions.
- No square can have more than one stitch connected to it.
- The numbers outside the grid tell you how many stitch endpoints appear in each row and column.

Your goal is to place all the stitches correctly!

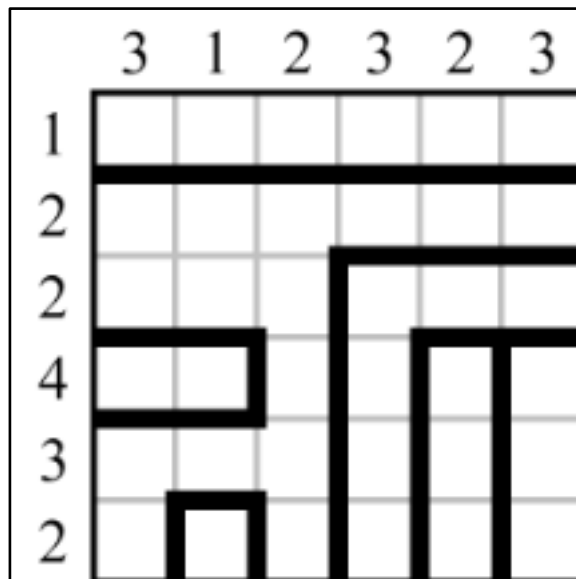
Sample puzzle with solution



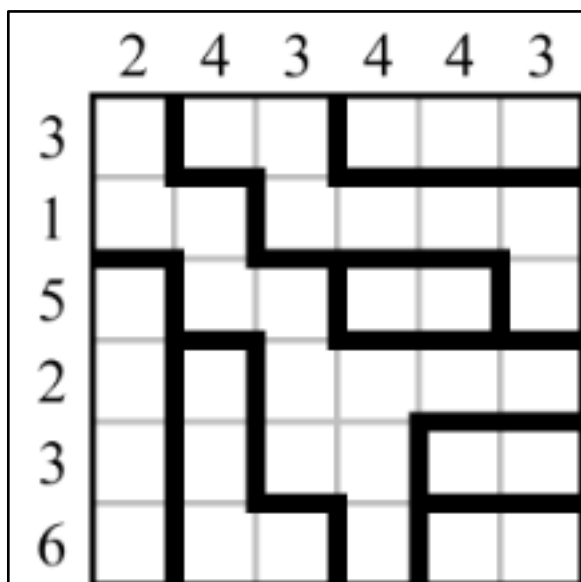
RegionStit#7



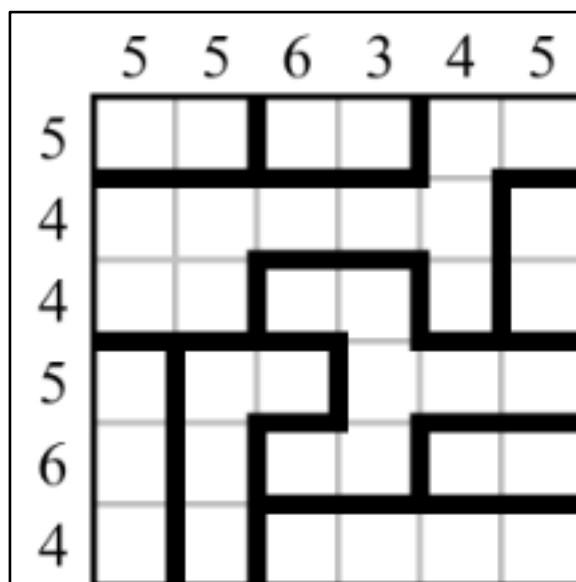
RegionStit#8



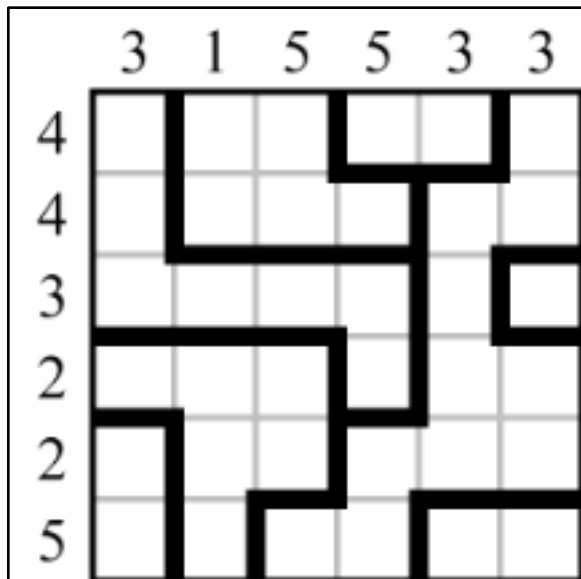
RegionStit#9



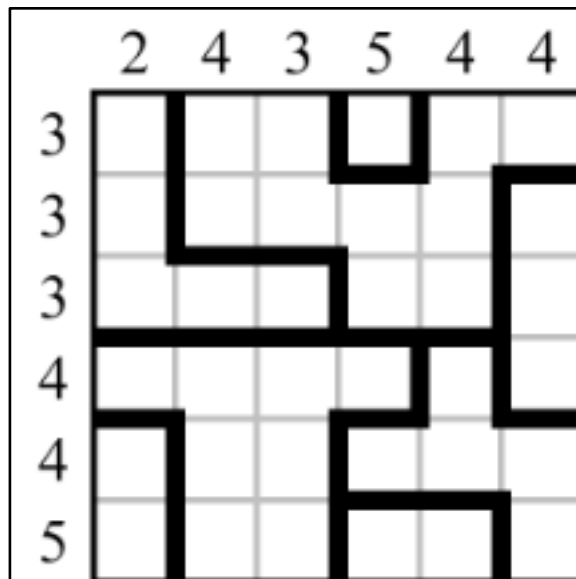
RegionStit#10



RegionStit#11



RegionStit#12



COSMIC STAR

Cosmic Star is a puzzle where you place stars in a grid.

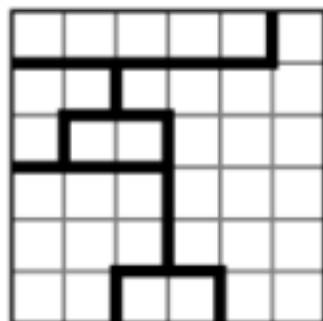
Here's how to play:

- Each row, column, and outlined region must contain exactly one star.
- No two stars can touch each other—not horizontally, vertically, or diagonally.

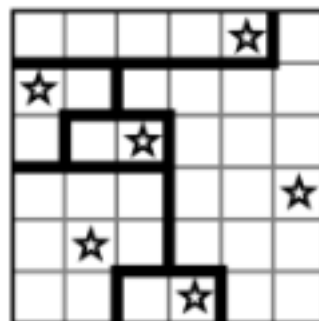
Your goal is to figure out where all the stars belong!

Sample puzzle with solution

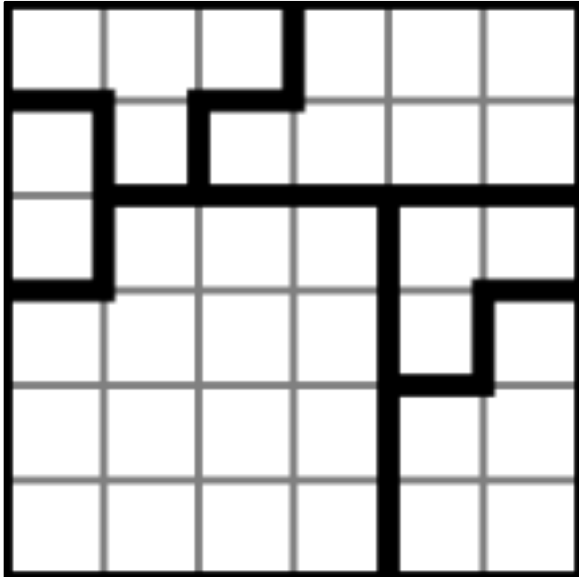
Puzzle



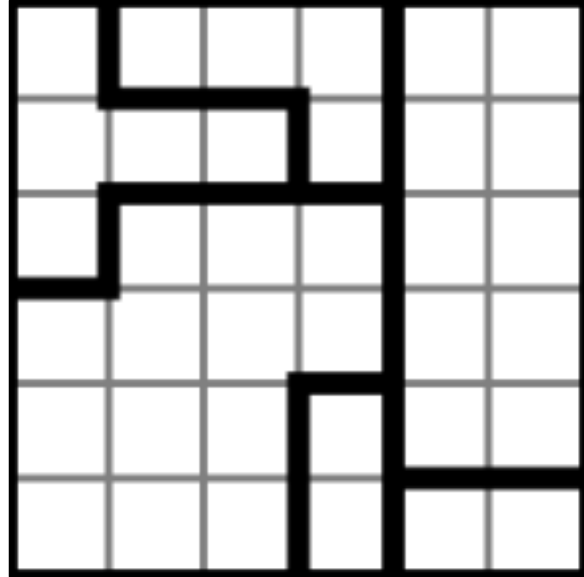
Solution



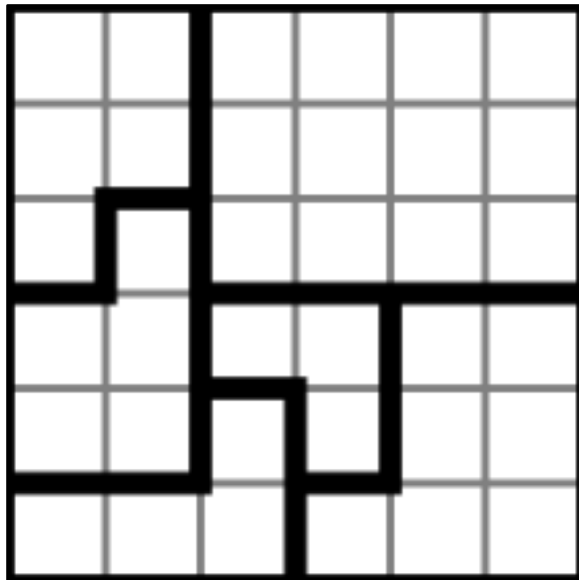
CosmicSta#1



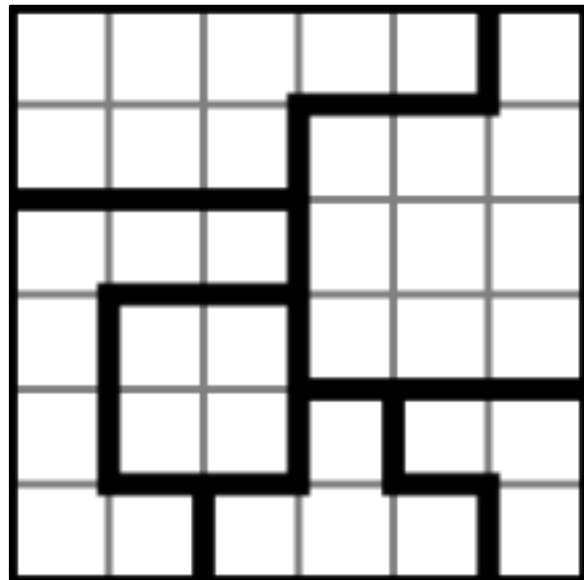
CosmicSta#2



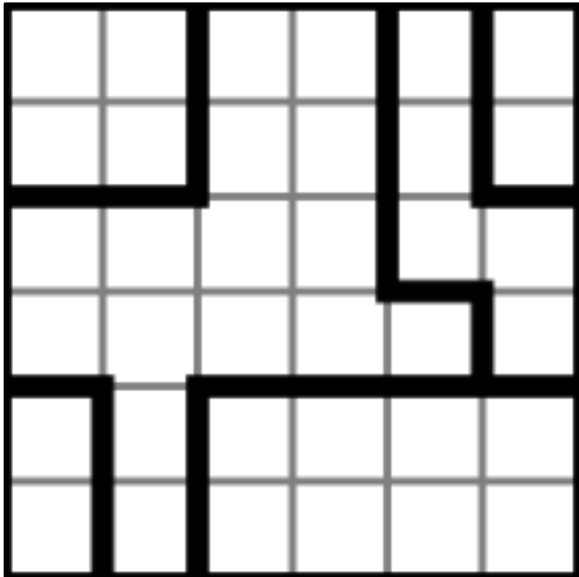
CosmicSta#3



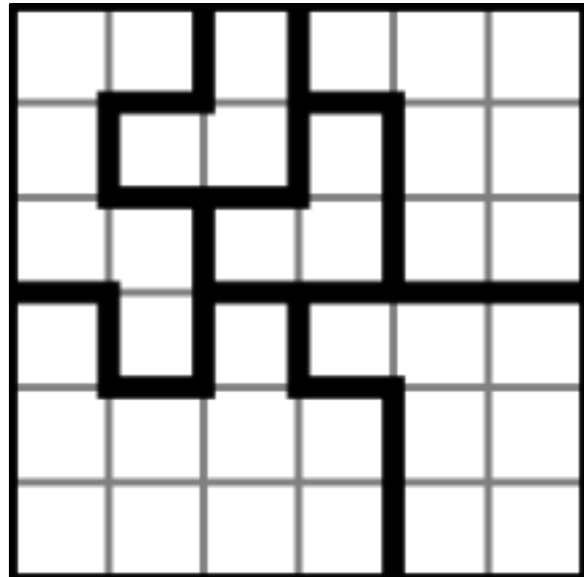
CosmicSta#4



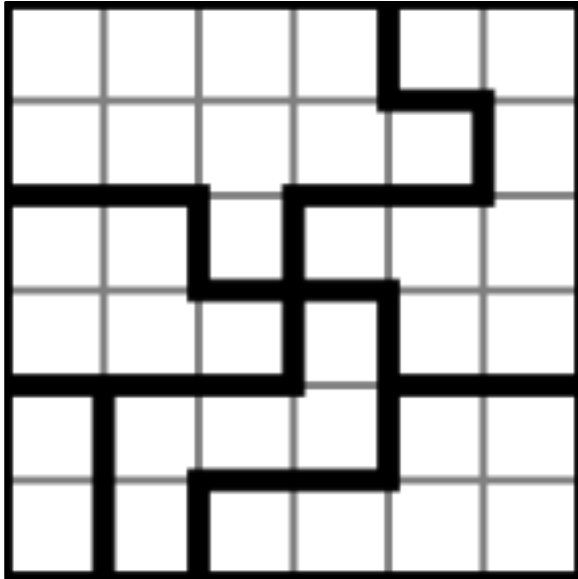
CosmicSta#5



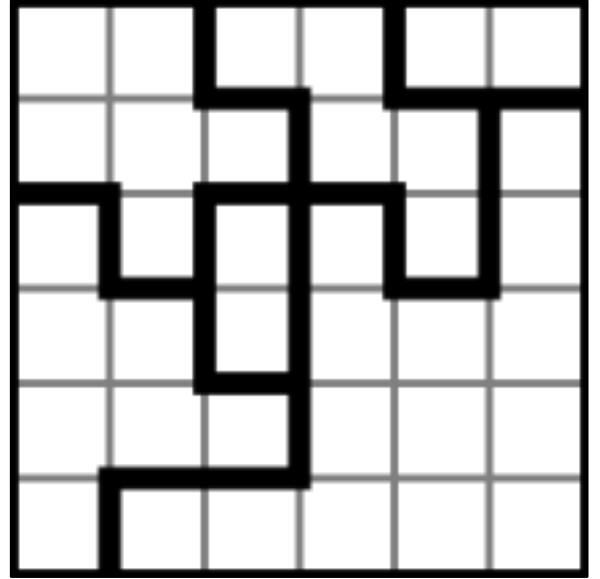
CosmicSta#6



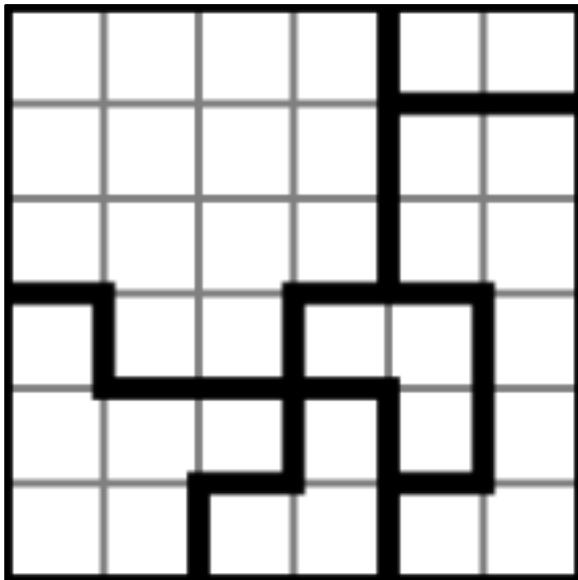
CosmicSta#7



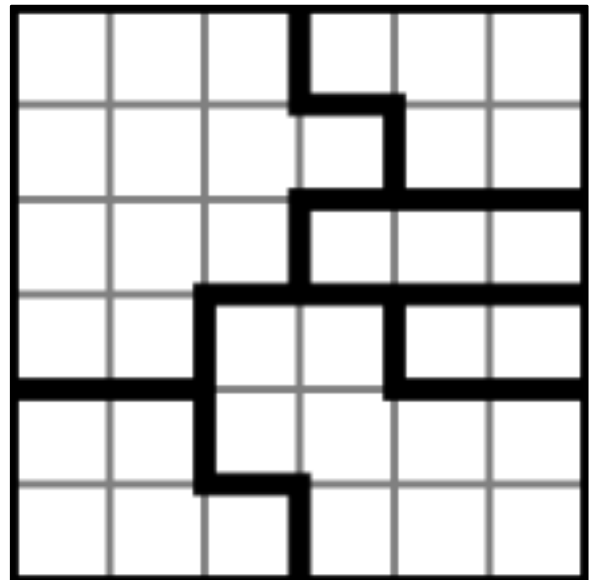
CosmicSta#8



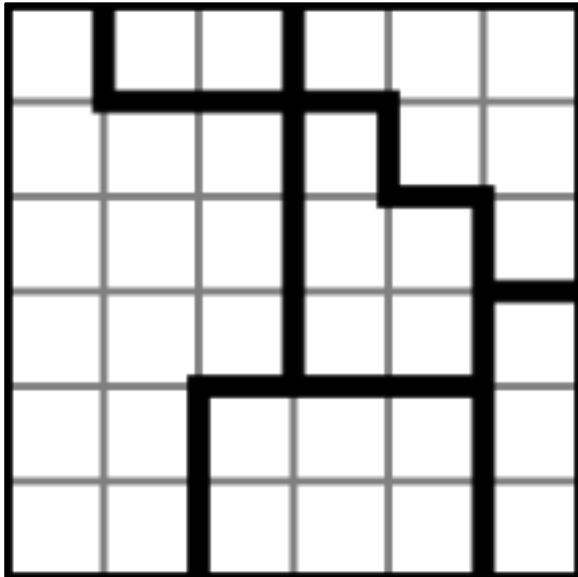
CosmicSta#9



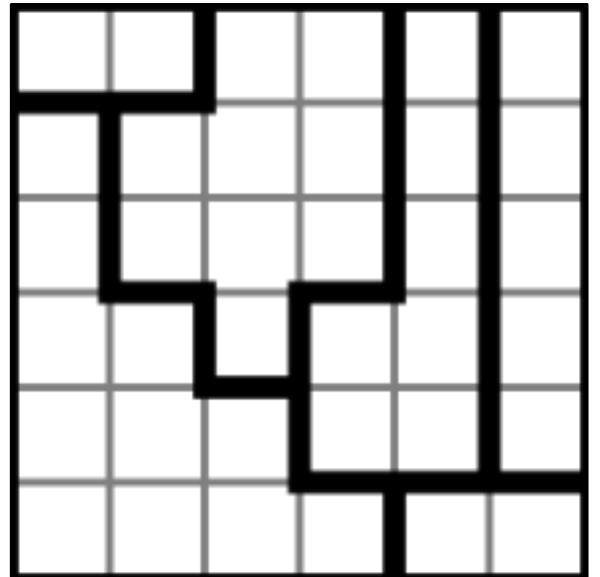
CosmicSta#10



CosmicSta#11



CosmicSta#12



REGION STITCH

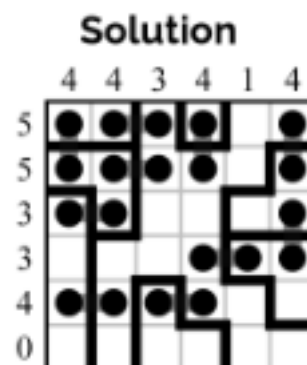
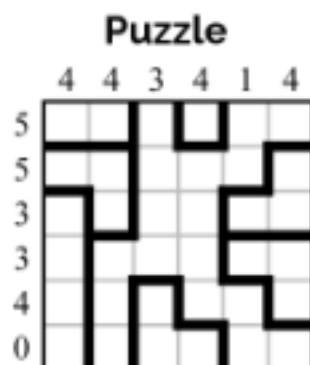
Region Stitch is a puzzle where you connect regions on a grid by placing stitches.

Here's how to play:

- Each region must be connected to every neighboring region (sharing an edge) by exactly one stitch.
- A stitch connects two adjacent squares (horizontally or vertically) that belong to different regions.
- No square can have more than one stitch connected to it.
- The numbers outside the grid tell you how many stitch endpoints appear in each row and column.

Your goal is to place all the stitches correctly!

Sample puzzle with solution



TactiBlock#1

					5	
3		1				
			9			3
8						2
	8	3	2			
8				8		8

TactiBlock#2

		3	2		8	
			6	3		
				3		
8			2		8	
						2
			9		4	

TactiBlock#3

8				4		
			4			
				6	8	
				6		
7	7	7				
		4		8		

TactiBlock#4

		6				
	4		6		4	
4						1
					3	
4			9	9		
	4					
			2			6

TactiBlock#5

			3			
3		4				
	2		9		2	
		9				
6		9				
			2			6
		2			4	

TactiBlock#6

			3			
		4		2		
2						3
2				9	9	
	6					2
		6	8		8	
						8

TactiBlock#7

		3				
			6			4
8				6		
		2		6		3
					4	
				4		2
	9					

TactiBlock#8

			4		3	
		5				1
	9				4	
						2
			8			
					2	
	4		3		2	

TactiBlock#9

2		2				2
			9		8	
3				4		
			3			
2		6		4		
			6			

TactiBlock#10

6		8			9	
	6		8	9		
4					3	
	4					6
6			1			
	6					4

TactiBlock#11

	6		2		3	
			9			2
		3				
		4		3		
6		6				
	6			3		1

TactiBlock#12

2		4	4		2	
	9			6		
4						
						8
	3					
4	1			6		
			4		4	

THERMOMETERS

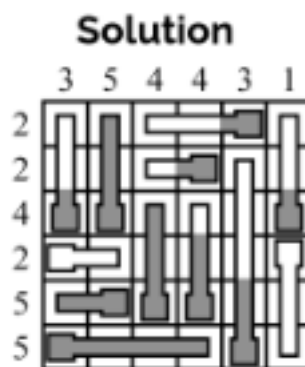
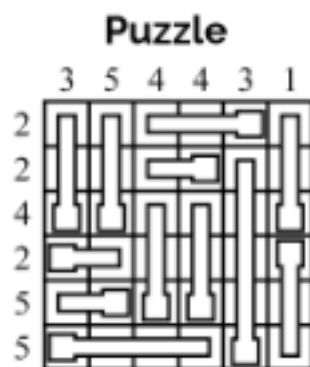
Thermometers is a puzzle where you fill in thermometer shapes drawn on a grid, following the number clues outside the grid.

Here's how to play:

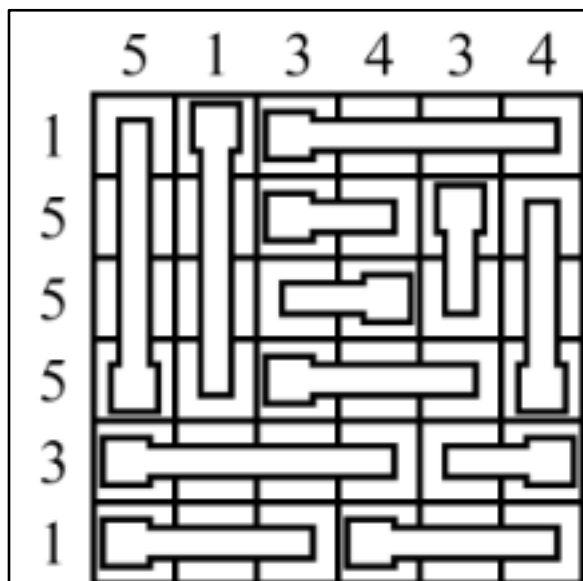
- Each thermometer can be completely empty, partially filled, or completely filled.
- Thermometers always fill from the bulb (the rounded end) toward the other end, regardless of which direction the thermometer is pointing.
- The numbers outside the grid tell you how many squares must be filled in each row and column.

Your goal is to figure out how much to fill each thermometer!

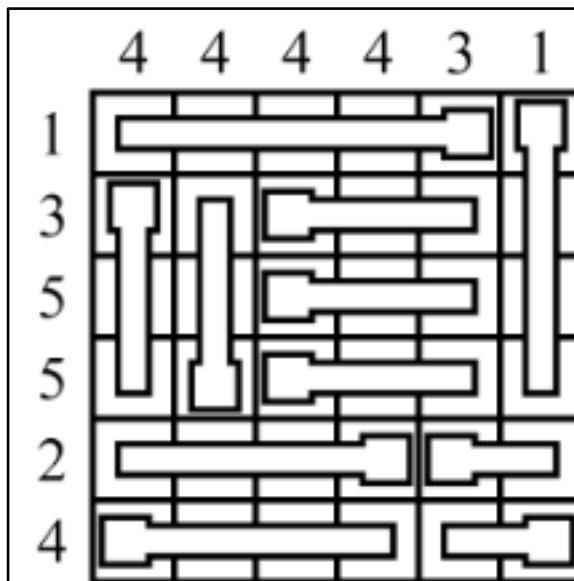
Sample puzzle with solution



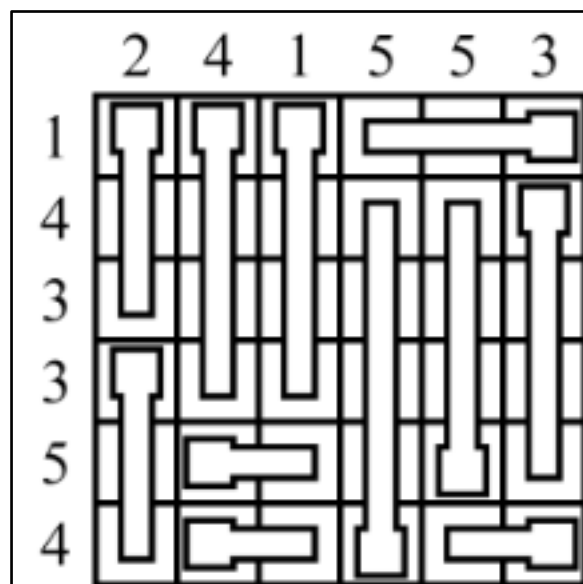
Thermometers#1



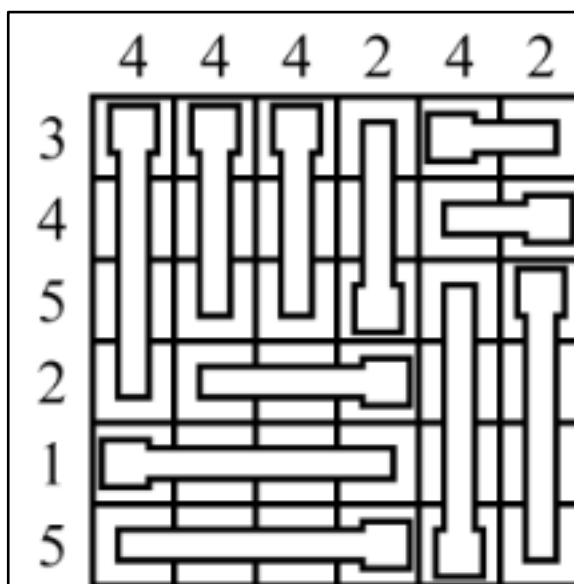
Thermometers#2



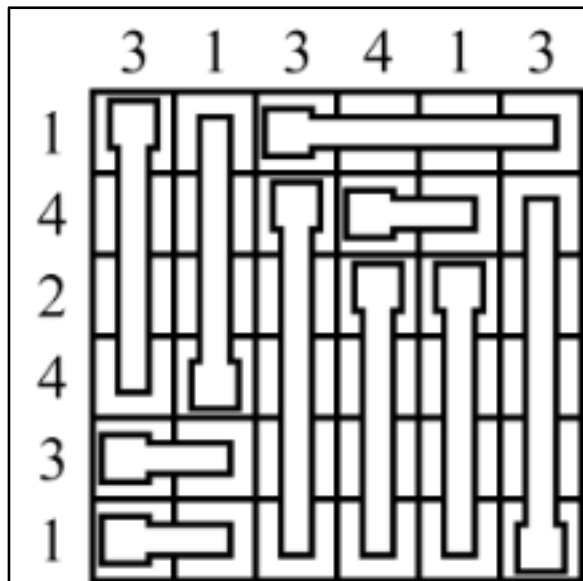
Thermometers#3



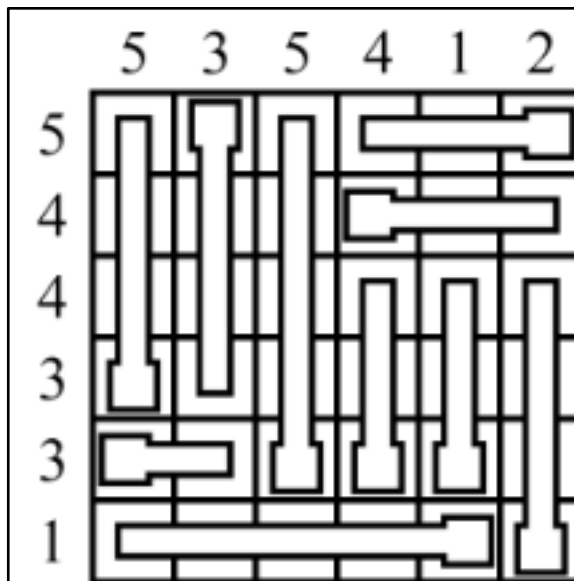
Thermometers#4



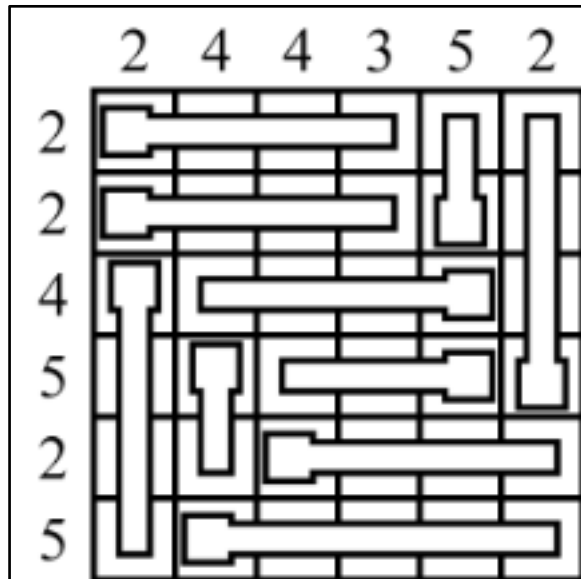
Thermometers#5



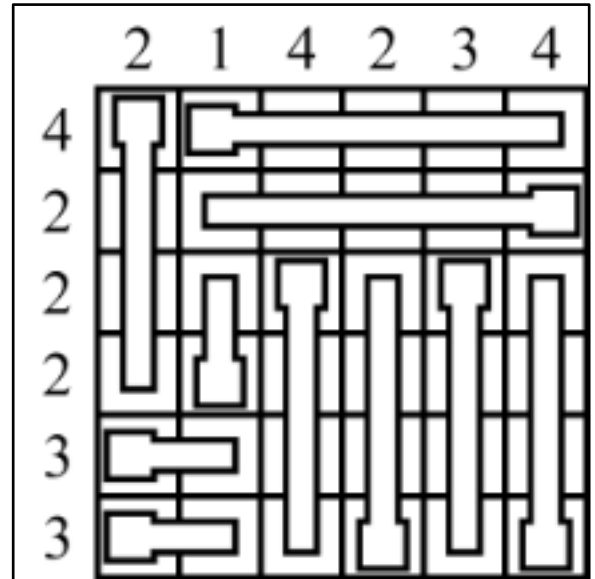
Thermometers#6



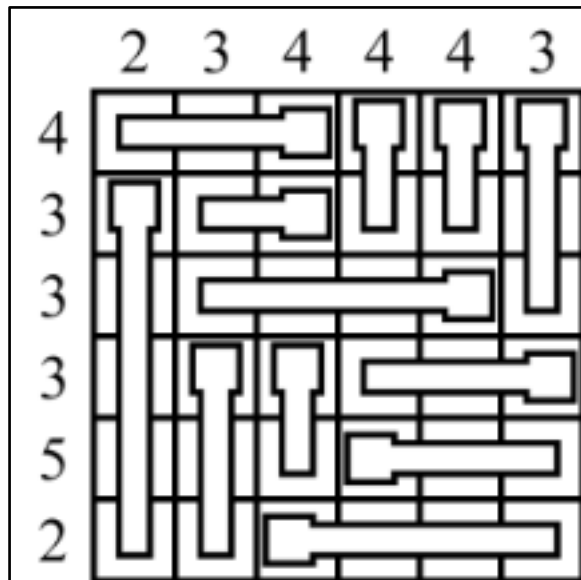
Thermometers#7



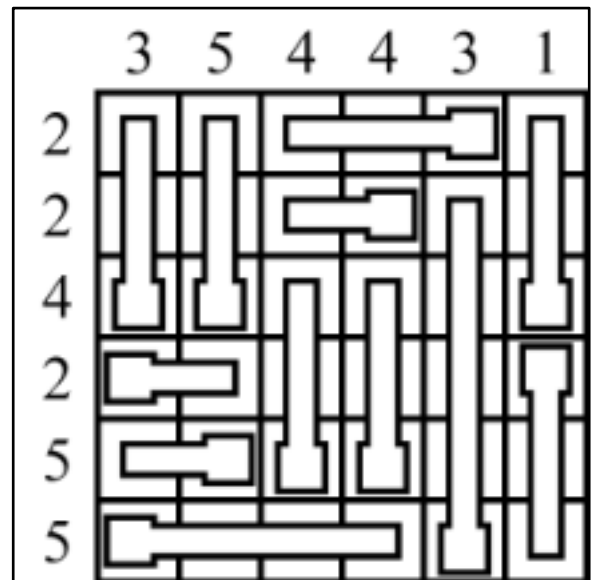
Thermometers#8



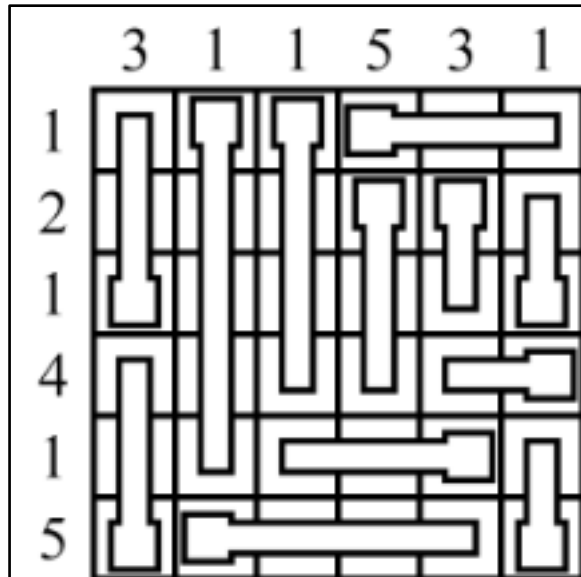
Thermometers#9



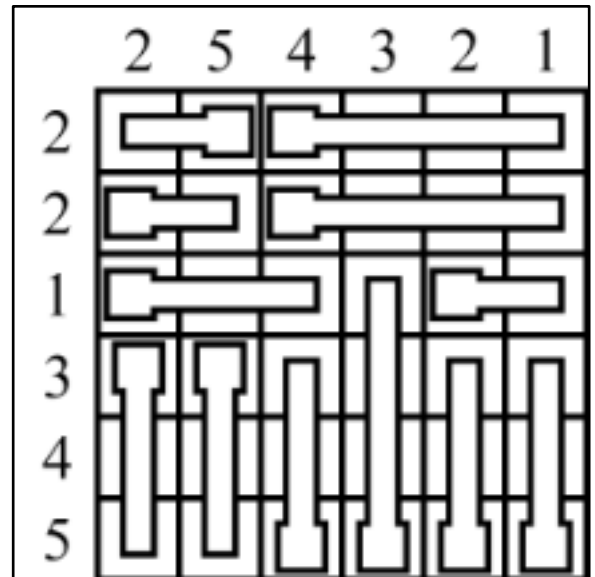
Thermometers#10



Thermometers#11



Thermometers#12



TRACK BUILDER

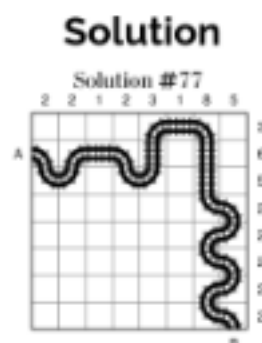
Track Builder is a puzzle where you complete a railroad track connecting point A to point B. The grid already has some track segments placed—your job is to add the rest.

Here's how to play:

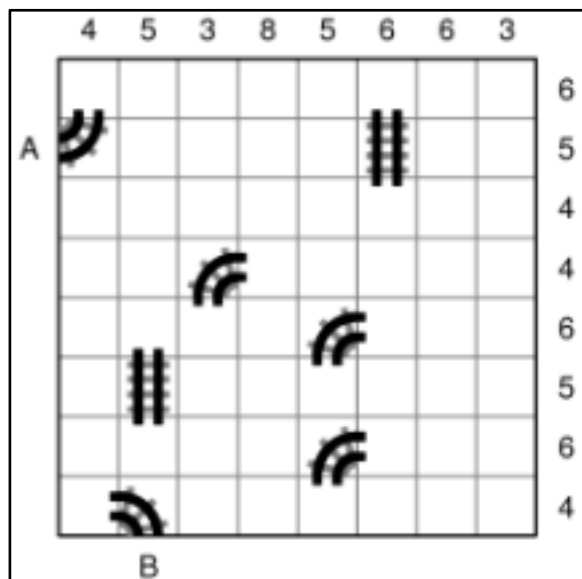
- The numbers along the edges tell you exactly how many track segments must appear in each row and column.
- The tracks must form a continuous path with no intersections or dead ends.

Your goal is to complete the railroad track following these rules!

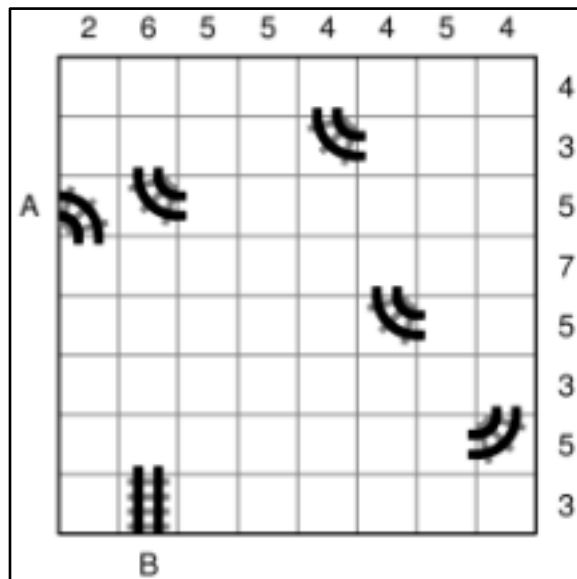
Sample puzzle with solution



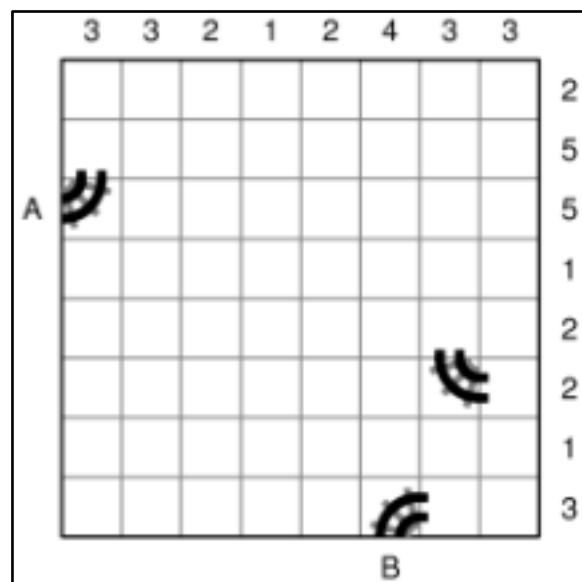
TrackBuilder#1



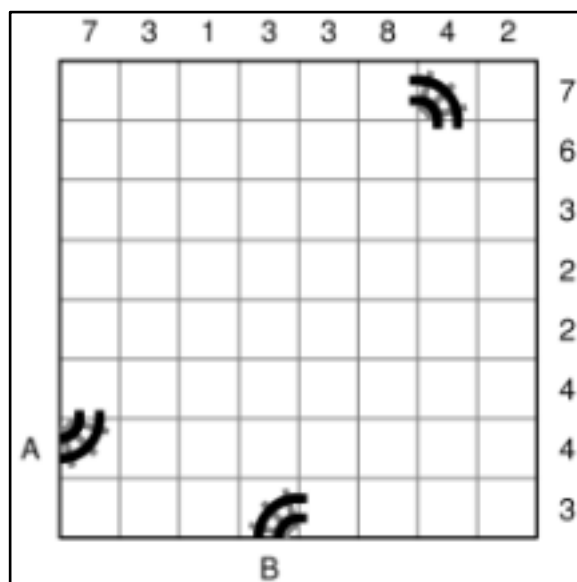
TrackBuilder#2



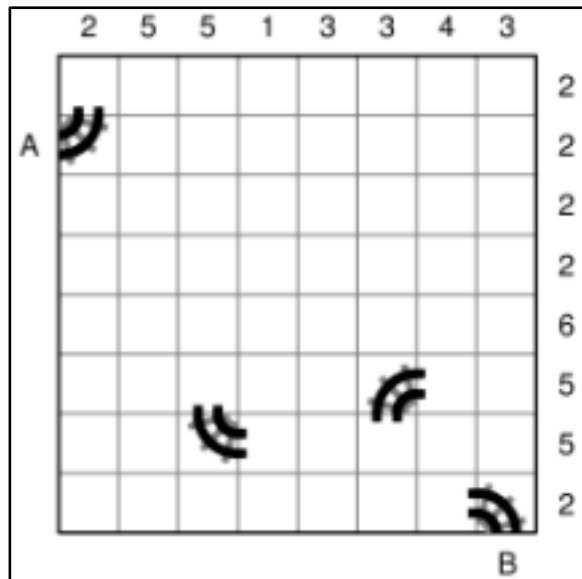
TrackBuilder#3



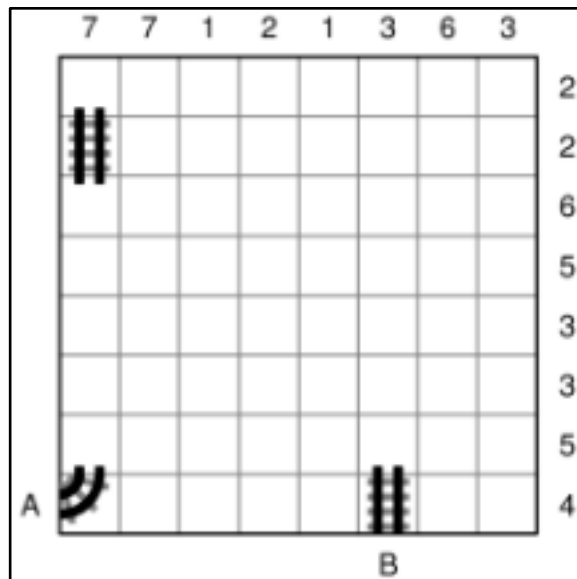
TrackBuilder#4



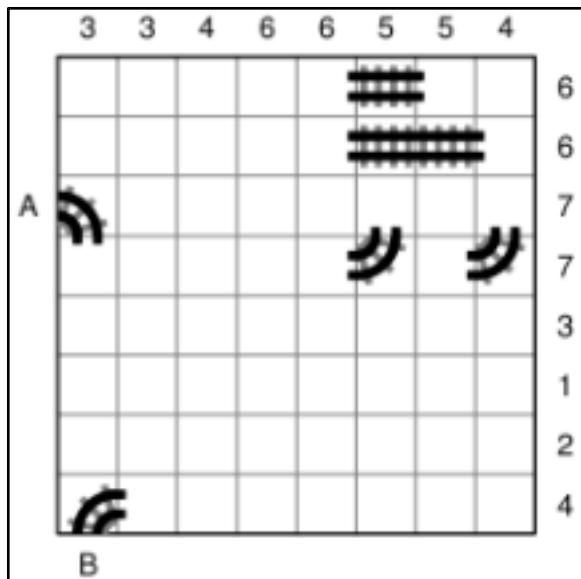
TrackBuilder#5



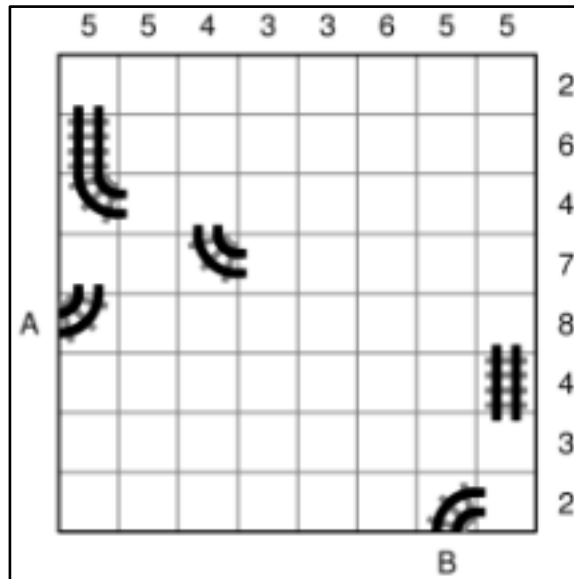
TrackBuilder#6



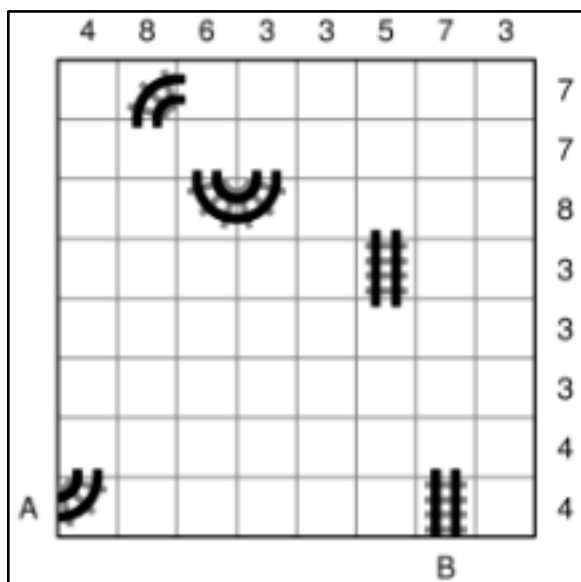
TrackBuilder#7



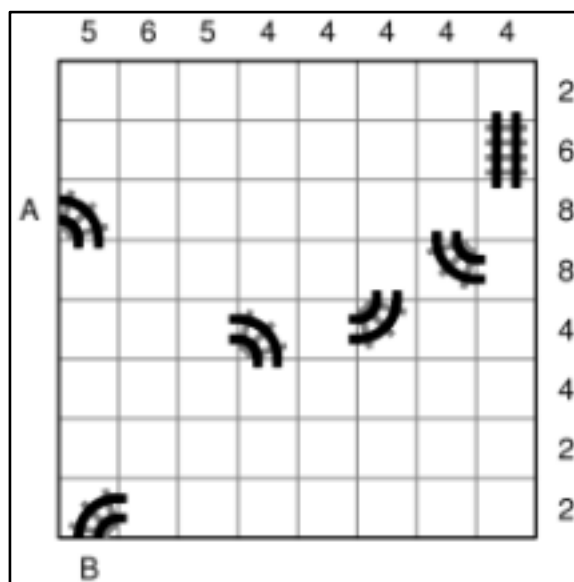
TrackBuilder#8



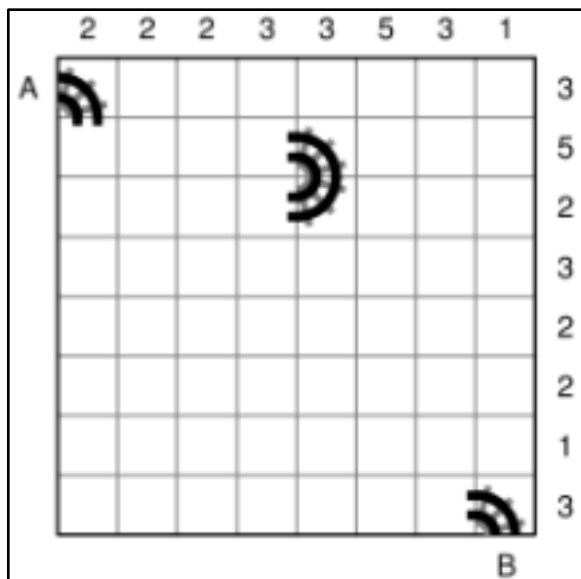
TrackBuilder#9



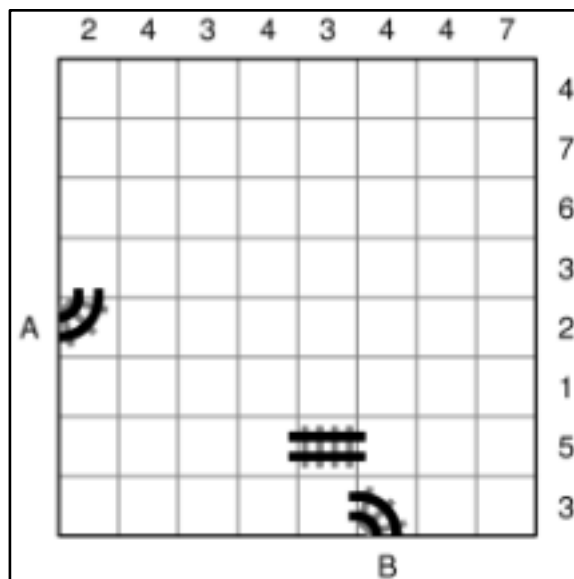
TrackBuilder#10



TrackBuilder#11



TrackBuilder#12



PUZZLE SOLUTIONS

XO#1

○	○	×	×	○	×
×	○	○	×	○	×
○	×	×	○	×	○
○	○	×	○	×	×
×	×	○	×	○	○
×	×	○	○	×	○

XO#2

×	×	○	○	×	○
○	○	×	×	○	×
×	○	×	○	×	○
○	×	○	×	○	×
○	○	×	○	×	×
×	×	○	×	○	○

XO#3

○	×	○	×	○	×
○	×	○	×	×	○
×	○	×	○	○	×
○	○	×	×	○	×
×	×	○	○	×	○
×	○	×	○	×	○

XO#4

○	○	×	×	○	×
○	○	×	○	×	×
×	×	○	×	○	○
○	×	○	×	○	×
×	○	×	○	×	○
×	×	○	○	×	○

XO#5

×	×	○	○	×	○
○	○	×	○	×	×
○	○	×	×	○	×
×	×	○	×	○	○
×	○	×	○	×	○
○	×	○	×	○	×

XO#6

○	×	○	×	○	×
○	×	○	○	×	×
×	○	×	○	×	○
○	○	×	×	○	×
×	×	○	○	×	○
×	○	×	×	○	○

XO#7

○	○	×	○	×	×
○	○	×	×	○	×
×	×	○	○	×	○
○	×	○	○	×	×
×	○	×	×	○	○
×	×	○	×	○	○

XO#8

○	○	×	○	×	×
○	○	×	×	○	×
×	×	○	○	×	○
○	×	○	○	×	×
×	○	×	×	○	○
×	×	○	×	○	○

XO#9

×	○	○	×	○	×
○	×	×	○	×	○
○	○	×	×	○	×
×	○	○	×	×	○
○	×	×	○	○	×
×	×	○	○	×	○

XO#10

○	○	×	○	×	×
○	○	×	×	○	×
×	×	○	○	×	○
○	×	○	○	×	×
×	○	×	×	○	○
×	×	○	×	○	○

XO#11

×	×	○	○	×	○
○	○	×	○	×	×
×	○	○	×	○	×
○	×	×	○	×	○
○	○	×	×	○	×
×	×	○	×	○	○

XO#12

○	○	×	○	×	×
○	×	○	○	×	×
×	○	×	×	○	○
○	○	×	×	○	×
×	×	○	○	×	○
×	×	○	×	○	○

MineSweeper#1

1	●	4	●	3	1
	3	●	●	5	●
2		●	4	●	●
●	●	4		4	●
3	●		●		2
1		2	1	2	●

MineSweeper#2

	1	2	●	2	●
1	●	2	1	2	
1	1	2	2		1
		2	●	●	1
2	●	4		4	2
2	●	3	●	●	1

MineSweeper#3

●		2	●	2	●
	2	●	3		2
1	2		●	2	●
1	●	3		4	2
2	2		●	●	1
●	1	2	●	3	1

MineSweeper#4

	1		1		1
2	●	2	●	2	●
●	4		3		2
●	●	3	●	●	2
3		5	●	5	●
●	2	●	●		1

MineSweeper#5

●	●	2		3	●
●	4	4	●	●	4
3	●	3	●	●	●
●	2		3		3
	2		●	2	●
1	●	2			1

MineSweeper#6

●	1		2	●	2
2	2	3	●	5	●
	●	3	●		●
	3		2	3	2
2	●	●		3	●
●	4	●	●	●	2

MineSweeper#7

●	●	3	2	3	●
4	●	●		●	●
●	5	3	3	2	
●		●	2		1
●	4	2		●	2
1	2	●	3	●	2

MineSweeper#8

●	2		●	2	1
●		2		●	1
1	2	●	2	2	2
	3		2	2	●
3	●	●	2	4	●
●	●	3		●	●

MineSweeper#9

	2	●	●	2	●
1	●	3	2		2
1		2	1		●
1	2	●	1	1	1
●		2			1
1	2	●	1	1	●

MineSweeper#10

●	2	●	3	●	2
2		2		●	3
●	2	●	2		●
3	4	3		3	
●	●	3	●	●	1
2	3	●	3		1

MineSweeper#11

1	●	2	●	2	1
	1		3		●
	1		●	●	●
2	●	2	2	3	2
●			2	1	1
1	2	●	2	●	1

MineSweeper#12

●	2		1		1
3	4	●	1	2	●
●	●	3		3	●
3	4	●		●	2
2	●		4	2	
●	3	●	2	●	1

AreaSplit#1

			10		
		5			
3					
	2		8		
					1
7					

AreaSplit#2

			8		
6		3			
			7		
		4			6
	2				

AreaSplit#3

	5			4	
4					
				5	
		2			4
		3		9	

AreaSplit#4

7			11		
					3
			2		
				9	
2		2			

AreaSplit#5

		2			
					3
11		6			
				3	
			4		7

AreaSplit#6

1			11		
	4				
6		2			6
			3		
		3			

AreaSplit#7

					7
			3		
		1			7
4					
	9				5

AreaSplit#8

	6			2	
			3		
	5				7
		7			
3				3	

AreaSplit#9

	9		7		3
	3		7		
3					
			1		3

AreaSplit#10

2		6			8
				3	
			3		
				2	
	12				

AreaSplit#11

		8			3
				5	
3					
			4		
	7			6	

AreaSplit#12

2			7		
					4
	8				
		4			6
4					
				1	

DigitalTrail#1

34	35	26	25	24	23
33	36	27	20	21	22
32	29	28	19	6	5
31	30	17	18	7	4
14	15	16	9	8	3
13	12	11	10	1	2

DigitalTrail#2

8	7	34	35	28	27
9	6	33	36	29	26
10	5	32	31	30	25
11	4	3	2	1	24
12	15	16	19	20	23
13	14	17	18	21	22

DigitalTrail#3

1	2	3	4	7	8
16	15	14	5	6	9
17	18	13	12	11	10
20	19	26	27	30	31
21	24	25	28	29	32
22	23	36	35	34	33

DigitalTrail#4

29	30	31	32	33	34
28	27	26	25	24	35
9	10	21	22	23	36
8	11	20	19	18	17
7	12	13	14	15	16
6	5	4	3	2	1

DigitalTrail#5

7	6	5	4	3	36
8	9	16	17	2	35
11	10	15	18	1	34
12	13	14	19	20	33
25	24	23	22	21	32
26	27	28	29	30	31

DigitalTrail#6

17	18	23	24	25	36
16	19	22	1	26	35
15	20	21	2	27	34
14	9	8	3	28	33
13	10	7	4	29	32
12	11	6	5	30	31

DigitalTrail#7

27	26	17	16	15	14
28	25	18	11	12	13
29	24	19	10	5	4
30	23	20	9	6	3
31	22	21	8	7	2
32	33	34	35	36	1

DigitalTrail#8

31	30	27	26	25	24
32	29	28	21	22	23
33	2	1	20	19	18
34	3	4	5	16	17
35	8	7	6	15	14
36	9	10	11	12	13

DigitalTrail#9

27	28	29	30	31	32
26	25	36	35	34	33
23	24	19	18	15	14
22	21	20	17	16	13
7	8	9	10	11	12
6	5	4	3	2	1

DigitalTrail#10

36	25	24	1	2	3
35	26	23	22	5	4
34	27	20	21	6	7
33	28	19	18	17	8
32	29	14	15	16	9
31	30	13	12	11	10

DigitalTrail#11

15	14	11	10	5	4
16	13	12	9	6	3
17	26	27	8	7	2
18	25	28	29	30	1
19	24	23	32	31	36
20	21	22	33	34	35

DigitalTrail#12

29	28	27	26	25	24
30	19	20	21	22	23
31	18	15	14	9	8
32	17	16	13	10	7
33	36	1	12	11	6
34	35	2	3	4	5

WoodlandCamps#1

			▲		●	1
	▲	●	●		▲	2
						0
●	●	▲			▲	2
▲					●	1
				▲	●	1
1	1	1	1	1	2	

WoodlandCamps#2

●	▲		▲	●	●	2
			●		▲	1
▲			▲			2
●				●	▲	1
	▲	●	▲			2
	●			●	▲	1
1	2	0	3	0	3	

WoodlandCamps#3

▲	●		▲	●	▲	3
					●	0
●	▲			●	▲	2
●		●	▲			1
▲			●		▲	2
			▲		●	1
2	1	0	3	0	3	

WoodlandCamps#4

			●			0
			▲		●	1
					▲	1
						0
▲					●	1
●	●	▲			▲	2
1	0	1	1	0	2	

WoodlandCamps#5

						0
	▲	●	▲	●	▲	3
		●	●			0
		▲		●	▲	2
						0
●	▲			▲	●	2
0	2	1	1	1	2	

WoodlandCamps#6

	●	▲			▲	2
▲	●				●	1
		▲			●	1
		●			▲	1
▲			▲	●		2
●						0
2	0	2	1	0	2	

WoodlandCamps#7

						1
						2
						1
						2
						1
						0
3	0	2	0	1	1	

WoodlandCamps#8

						1
						2
						0
						2
						0
						2
0	3	0	3	0	1	

WoodlandCamps#9

						2
						1
						2
						1
						0
						3
3	0	2	1	2	1	

WoodlandCamps#10

						2
						0
						3
						0
						1
						2
1	2	1	1	2	1	

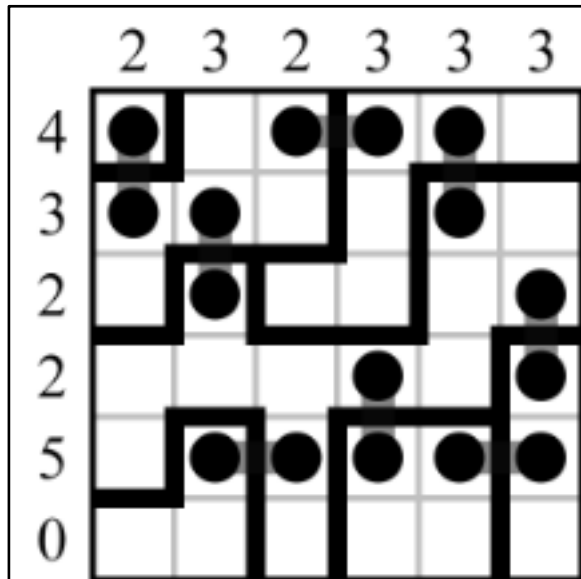
WoodlandCamps#11

						0
						3
						0
						2
						1
						2
2	1	2	1	1	1	

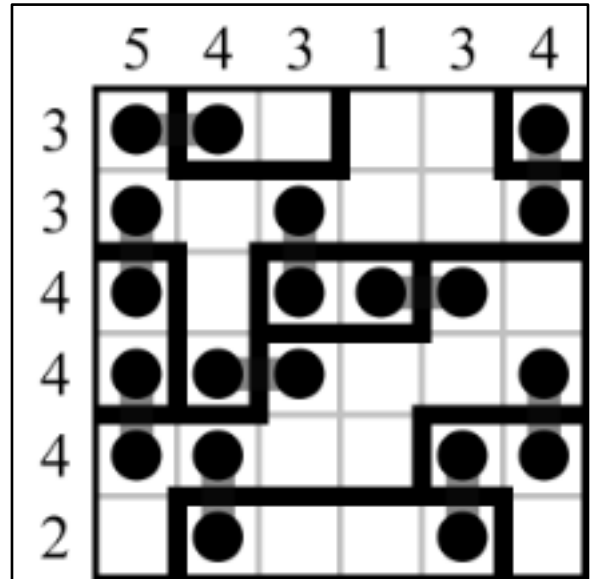
WoodlandCamps#12

						2
						1
						0
						3
						0
						1
1	1	1	2	0	2	

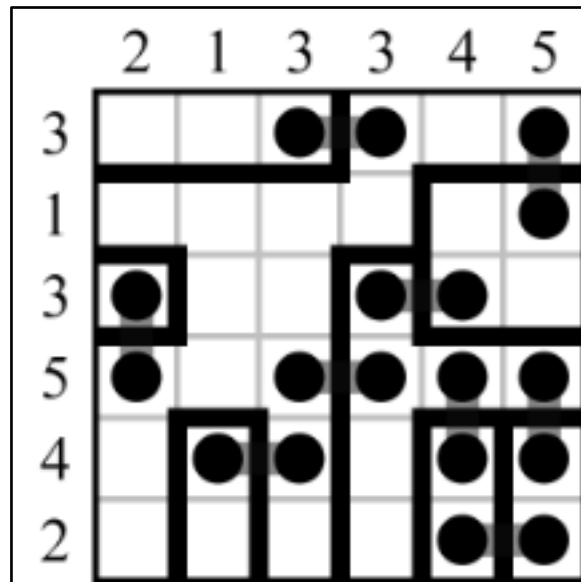
RegionStit#1



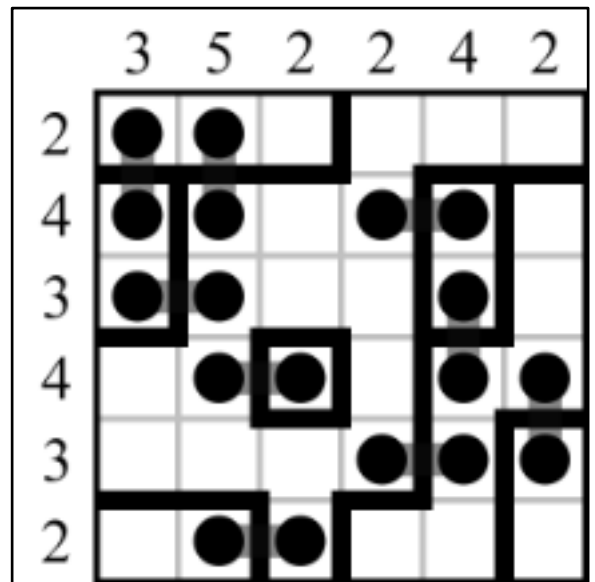
RegionStit#2



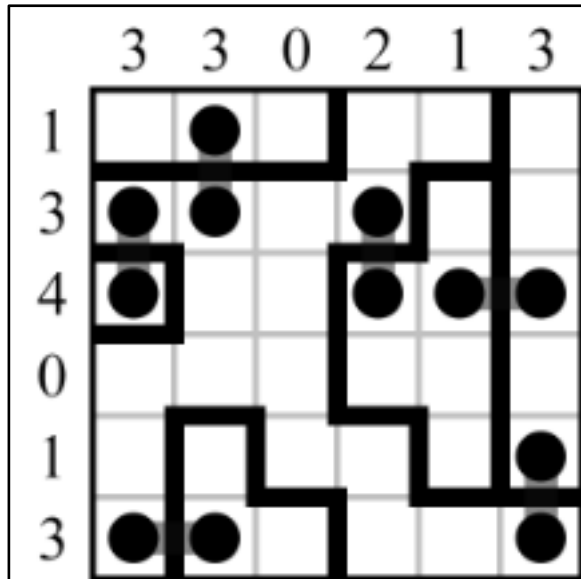
RegionStit#3



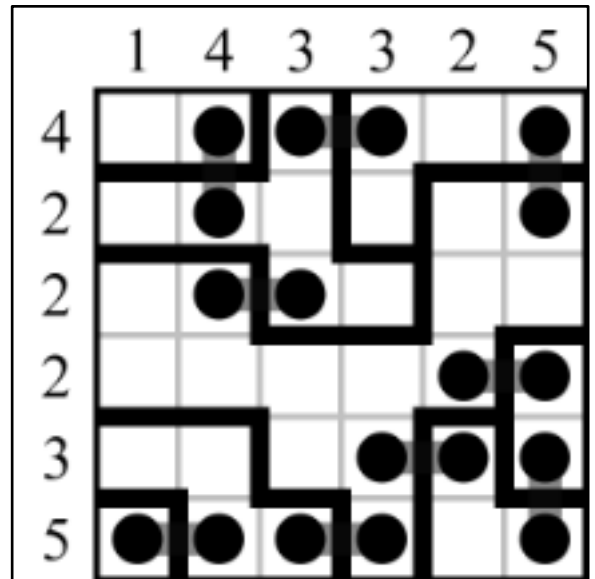
RegionStit#4



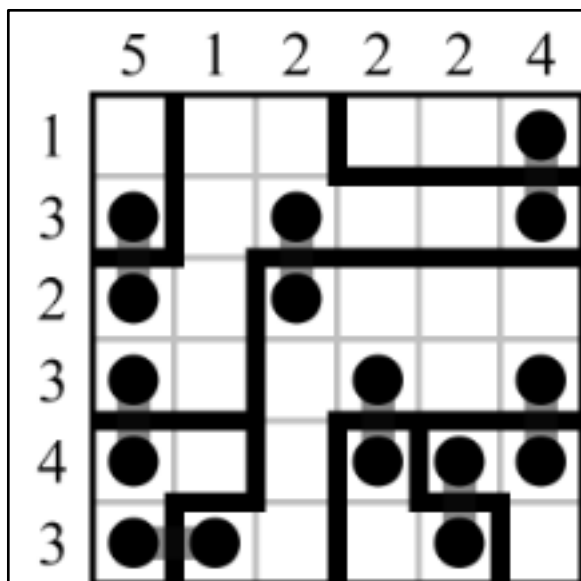
RegionStit#5



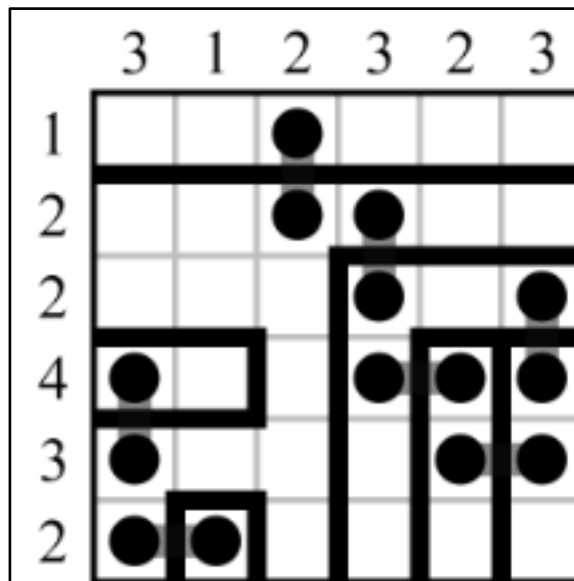
RegionStit#6



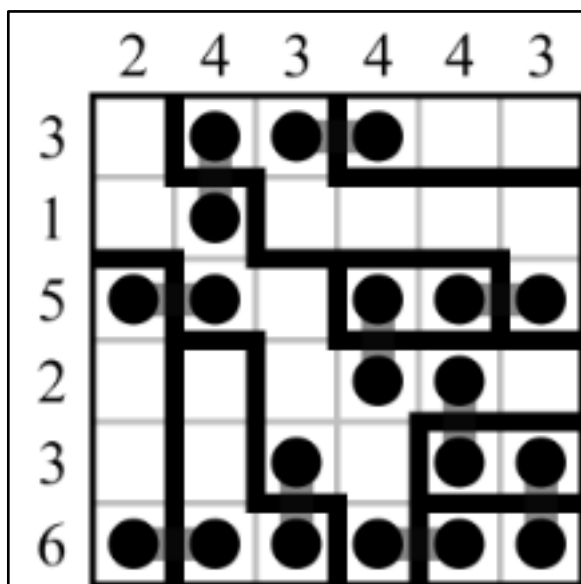
RegionStit#7



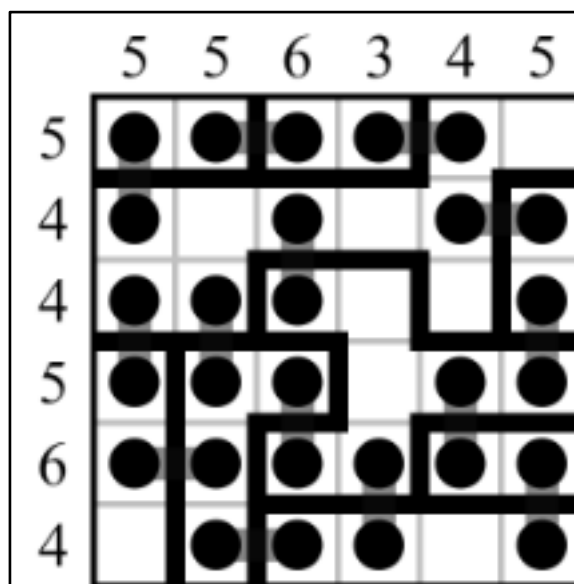
RegionStit#8



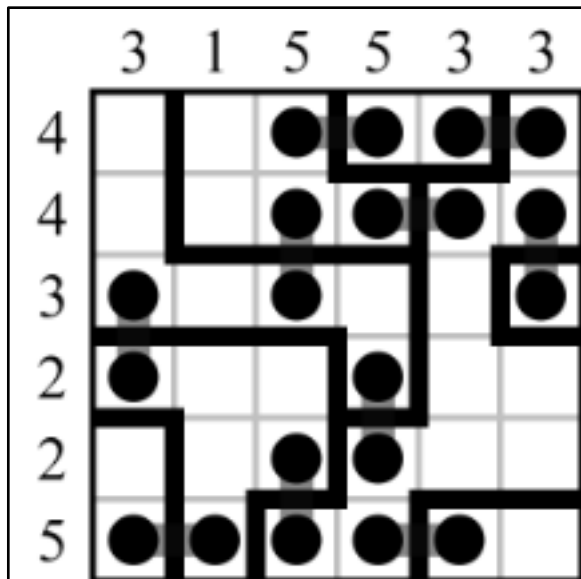
RegionStit#9



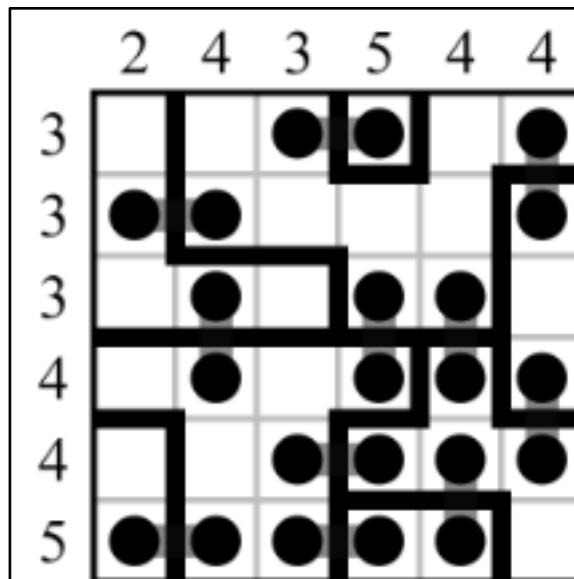
RegionStit#10



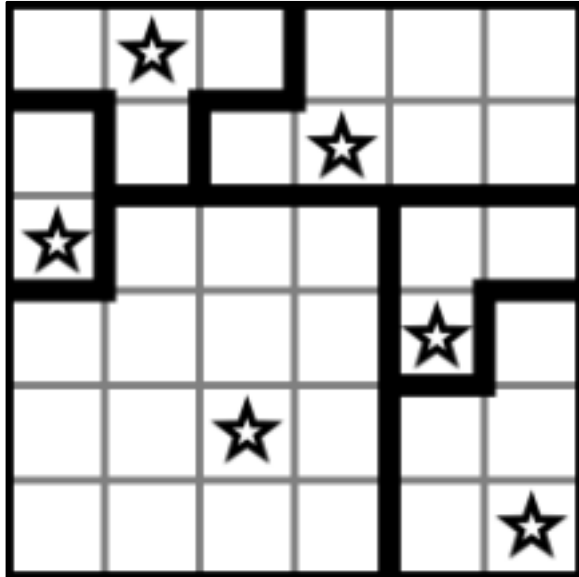
RegionStit#11



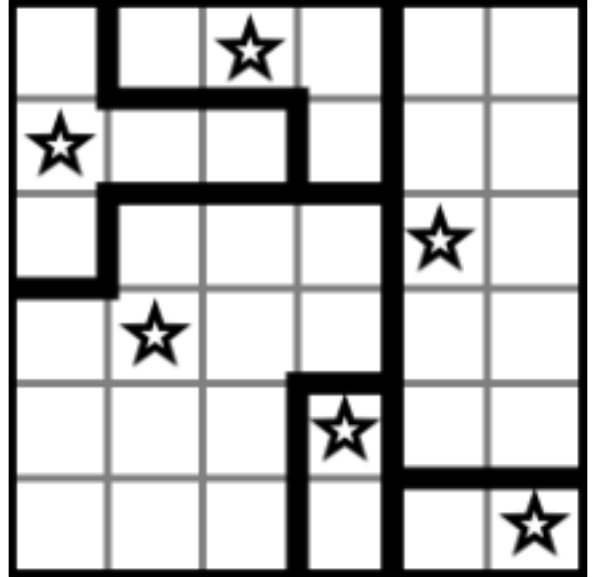
RegionStit#12



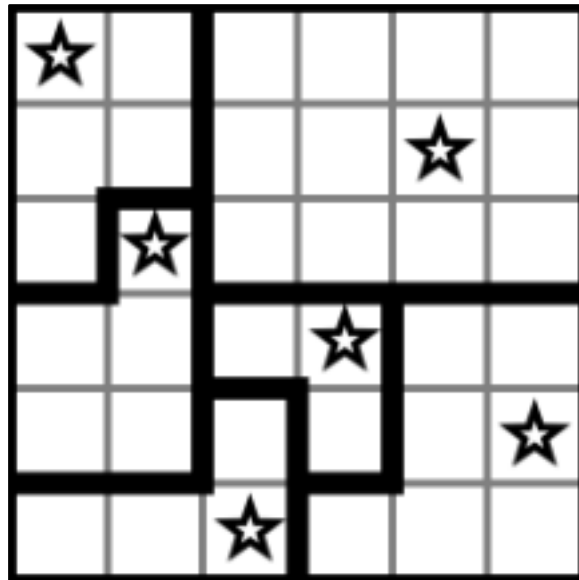
CosmicSta#1



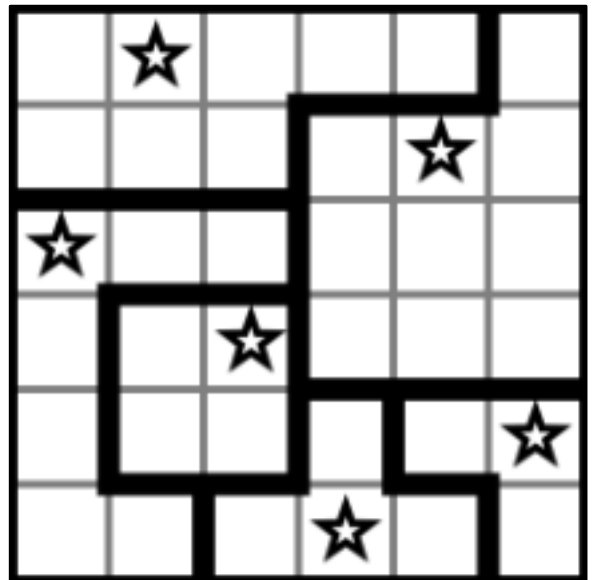
CosmicSta#2



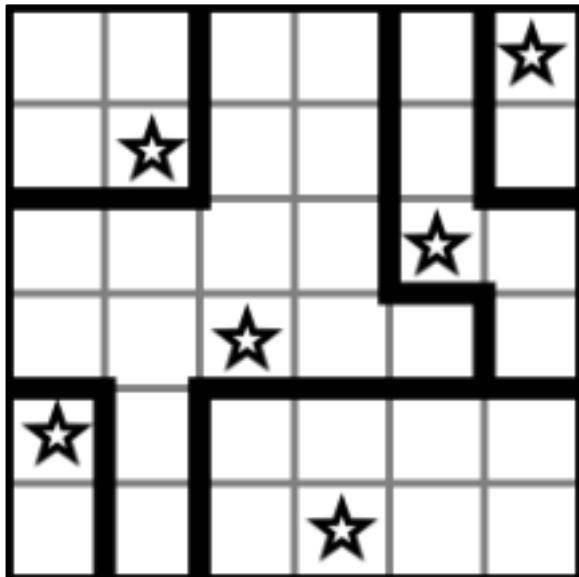
CosmicSta#3



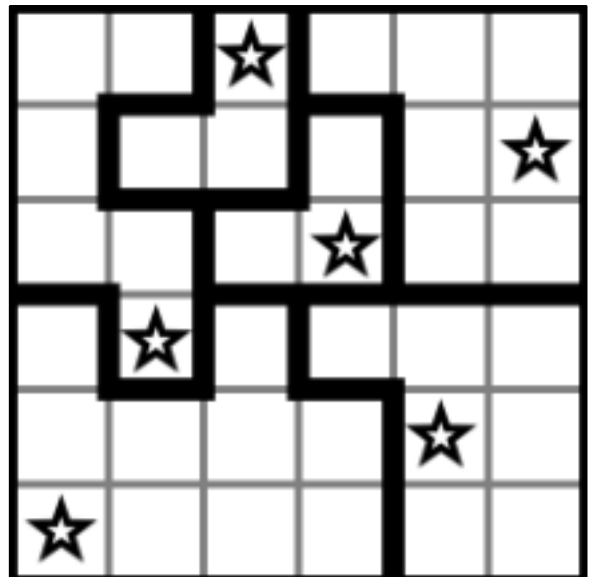
CosmicSta#4



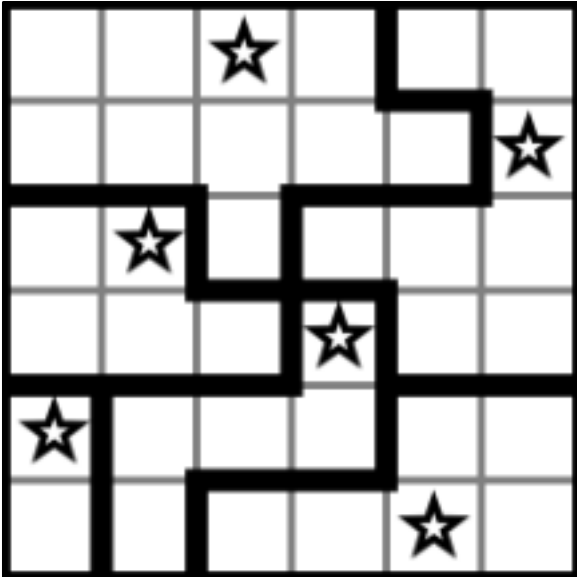
CosmicSta#5



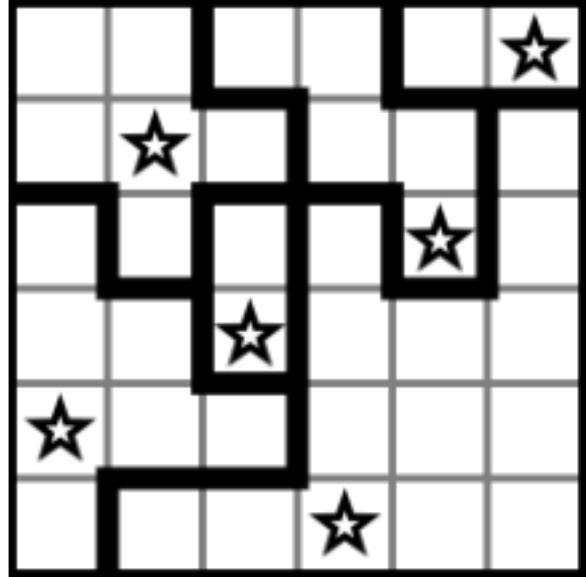
CosmicSta#6



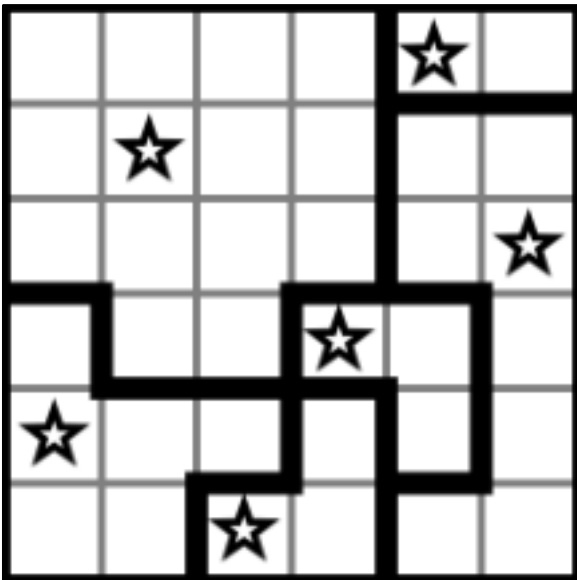
CosmicSta#7



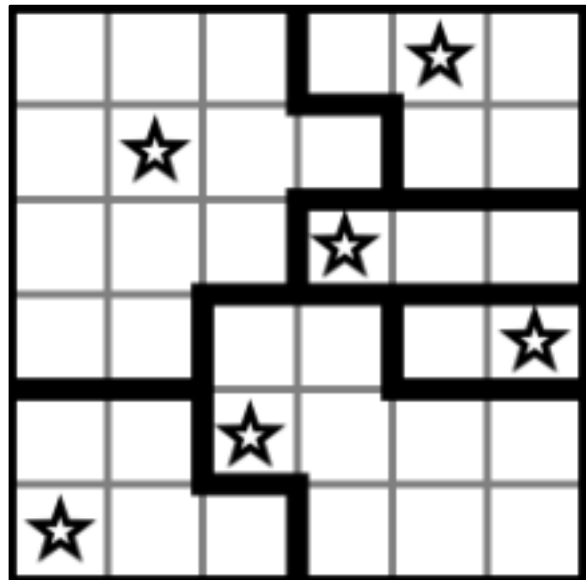
CosmicSta#8



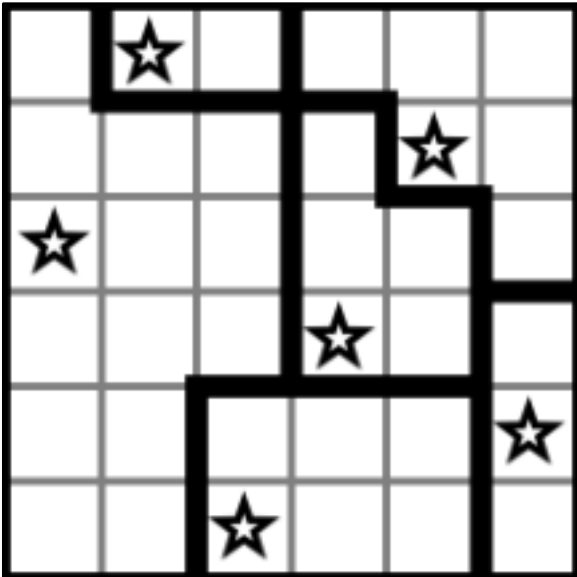
CosmicSta#9



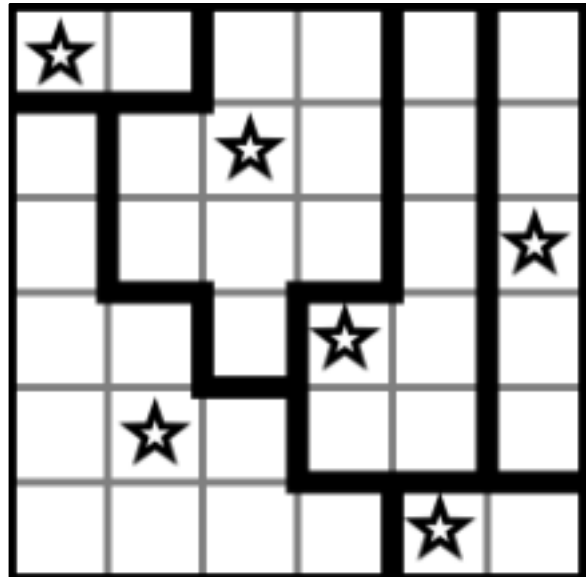
CosmicSta#10



CosmicSta#11



CosmicSta#12



TactiBlock#1

3	5	5	5	5	5	3
3	2	1	9	9	9	3
3	2	3	9	9	9	3
8	8	3	9	9	9	2
8	8	3	2	2	1	2
8	8	2	8	8	8	8
8	8	2	8	8	8	8

TactiBlock#2

3	3	3	2	2	8	8
2	6	6	6	3	8	8
2	6	6	6	3	8	8
8	8	2	2	3	8	8
8	8	9	9	9	2	2
8	8	9	9	9	4	4
8	8	9	9	9	4	4

TactiBlock#3

8	8	2	4	4	8	8
8	8	2	4	4	8	8
8	8	6	6	6	8	8
8	8	6	6	6	8	8
7	7	7	7	7	7	7
2	4	4	8	8	8	8
2	4	4	8	8	8	8

TactiBlock#4

2	2	6	6	6	4	4
4	4	6	6	6	4	4
4	4	9	9	9	3	1
2	2	9	9	9	3	2
4	4	9	9	9	3	2
4	4	1	2	6	6	6
3	3	3	2	6	6	6

TactiBlock#5

3	1	3	3	3	2	2
3	2	4	4	4	4	1
3	2	9	9	9	2	2
6	6	9	9	9	6	6
6	6	9	9	9	6	6
6	6	1	2	2	6	6
1	2	2	4	4	4	4

TactiBlock#6

2	2	3	3	3	1	3
1	4	4	1	2	2	3
2	4	4	9	9	9	3
2	6	6	9	9	9	2
3	6	6	9	9	9	2
3	6	6	8	8	8	8
3	2	2	8	8	8	8

TactiBlock#7

8	8	3	3	3	4	4
8	8	1	6	6	4	4
8	8	2	6	6	2	3
8	8	2	6	6	2	3
9	9	9	2	4	4	3
9	9	9	2	4	4	2
9	9	9	3	3	3	2

TactiBlock#8

4	4	4	4	3	3	3
5	5	5	5	5	4	1
9	9	9	8	8	4	2
9	9	9	8	8	4	2
9	9	9	8	8	4	3
4	4	1	8	8	2	3
4	4	3	3	3	2	3

TactiBlock#9

2	1	2	2	4	2	2
2	9	9	9	4	8	8
3	9	9	9	4	8	8
3	9	9	9	4	8	8
3	1	3	3	3	8	8
2	6	6	6	4	4	2
2	6	6	6	4	4	2

TactiBlock#10

6	6	8	8	9	9	9
6	6	8	8	9	9	9
6	6	8	8	9	9	9
4	4	8	8	3	3	3
4	4	2	2	6	6	6
6	6	6	1	6	6	6
6	6	6	4	4	4	4

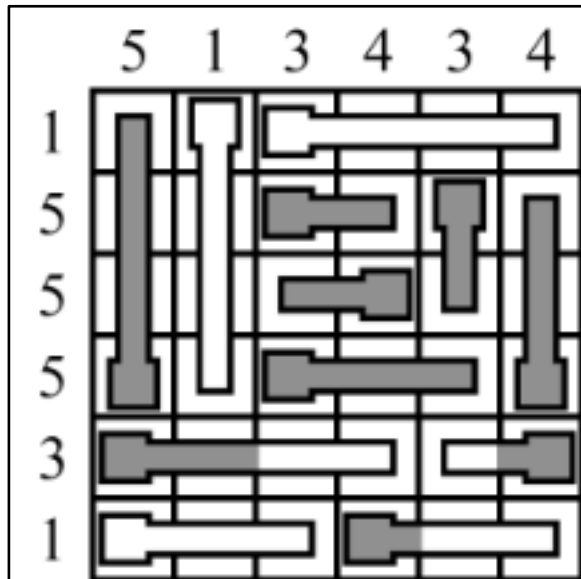
TactiBlock#11

6	6	2	2	3	3	3
6	6	3	9	9	9	2
6	6	3	9	9	9	2
2	2	3	9	9	9	3
4	4	4	4	3	1	3
6	6	6	2	3	2	3
6	6	6	2	3	2	1

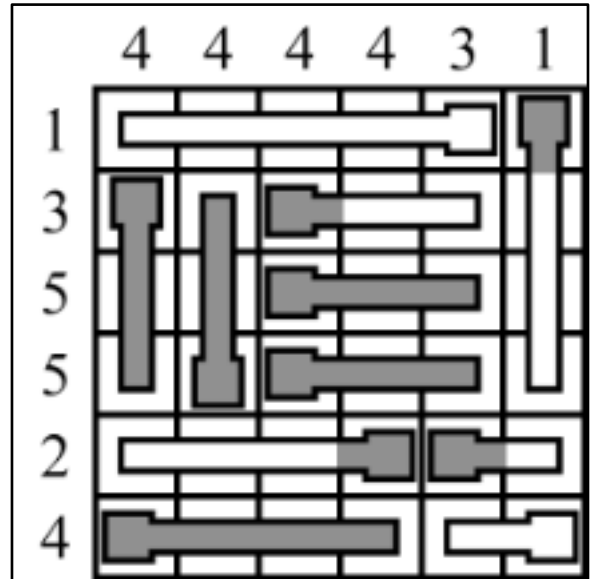
TactiBlock#12

2	4	4	4	4	2	2
2	9	9	9	6	8	8
4	9	9	9	6	8	8
4	9	9	9	6	8	8
4	3	3	3	6	8	8
4	1	4	4	6	4	4
2	2	4	4	6	4	4

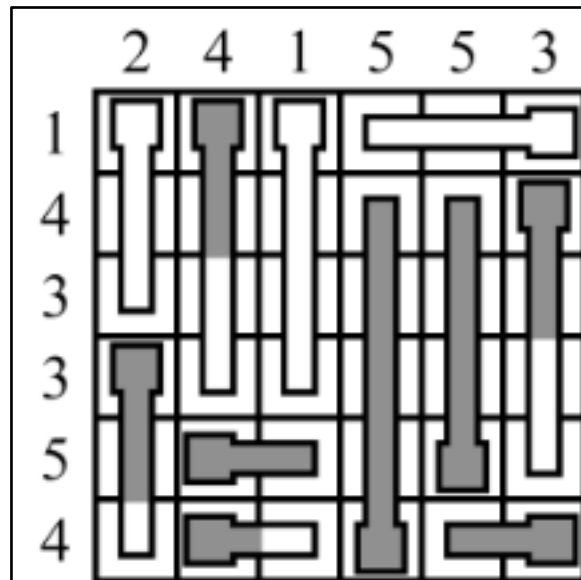
Thermometers#1



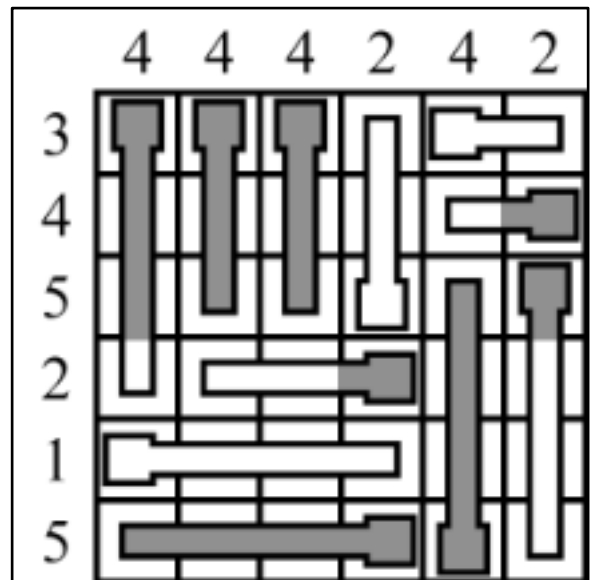
Thermometers#2



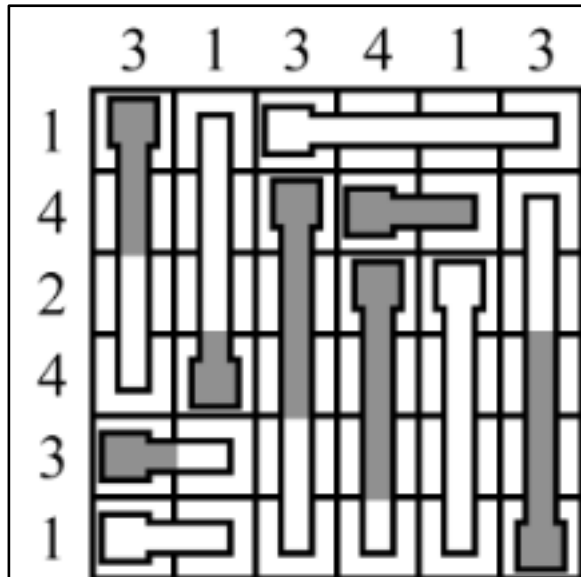
Thermometers#3



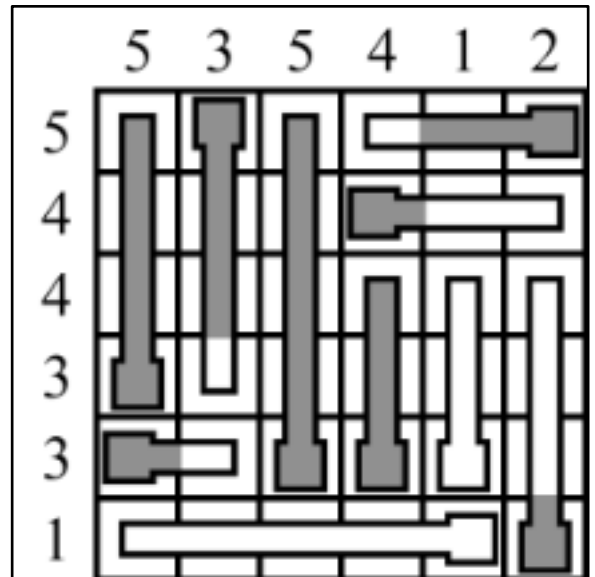
Thermometers#4



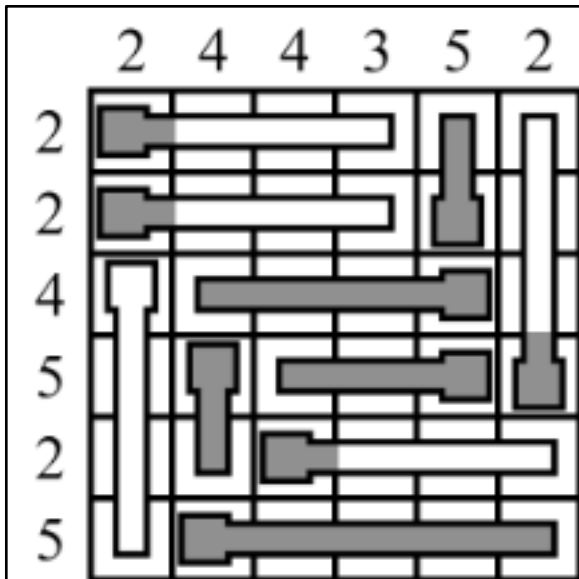
Thermometers#5



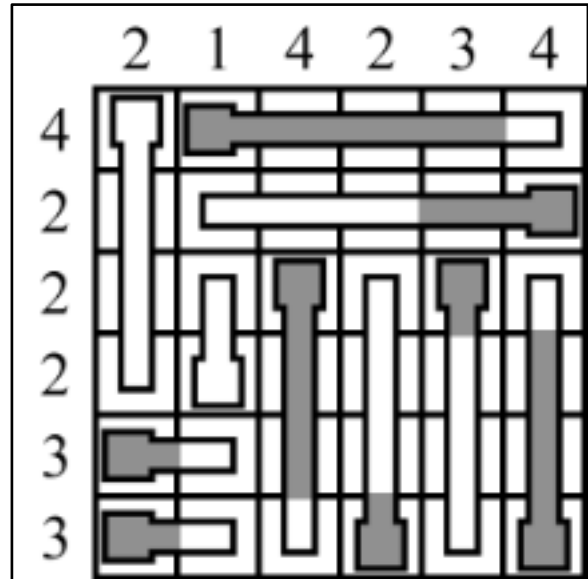
Thermometers#6



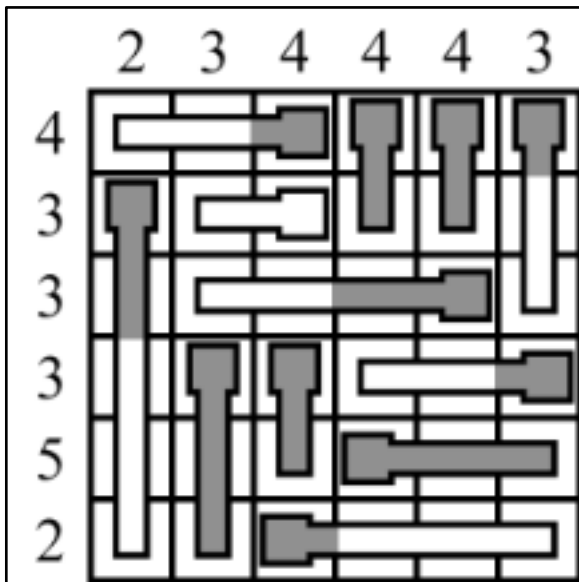
Thermometers#7



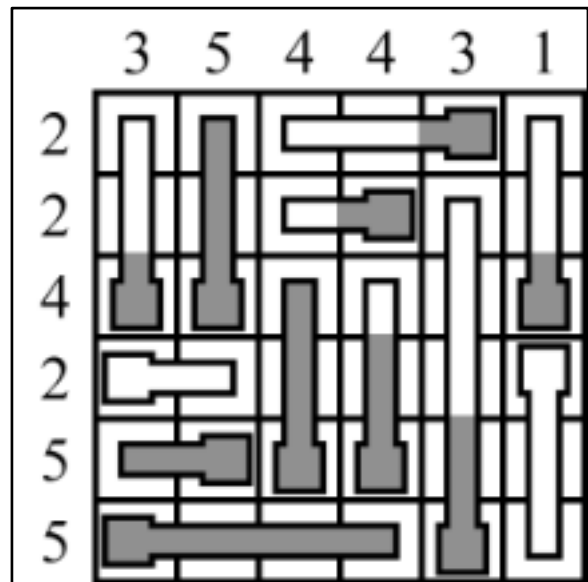
Thermometers#8



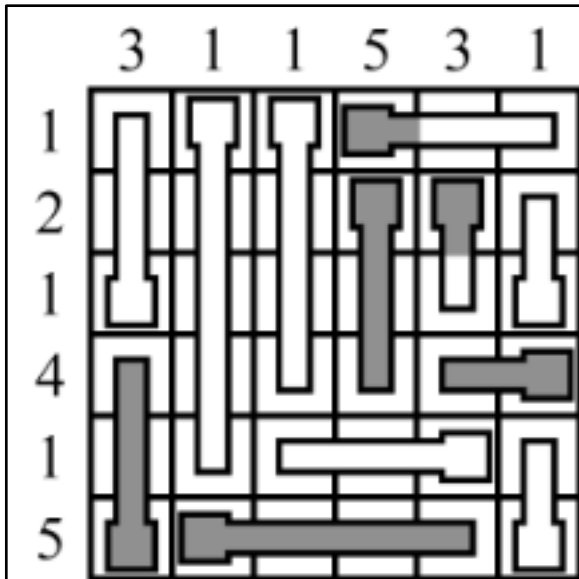
Thermometers#9



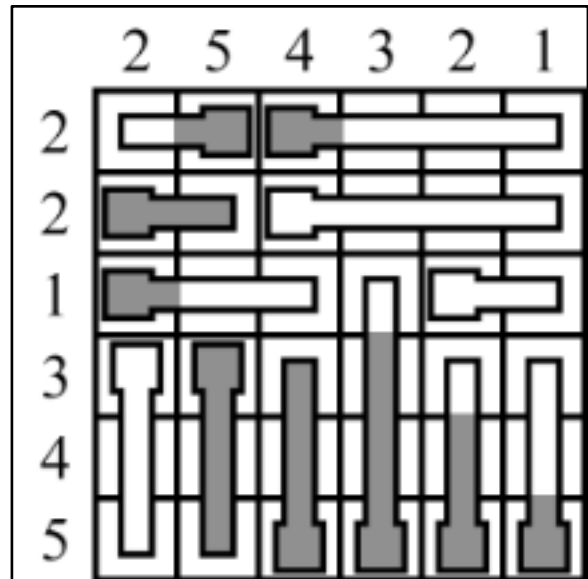
Thermometers#10



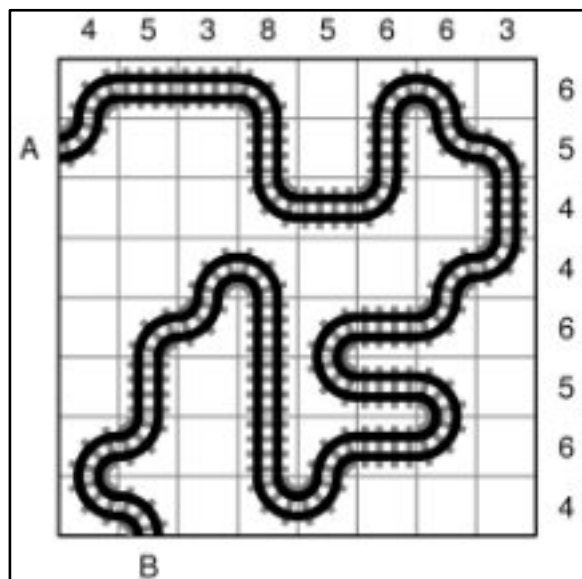
Thermometers#11



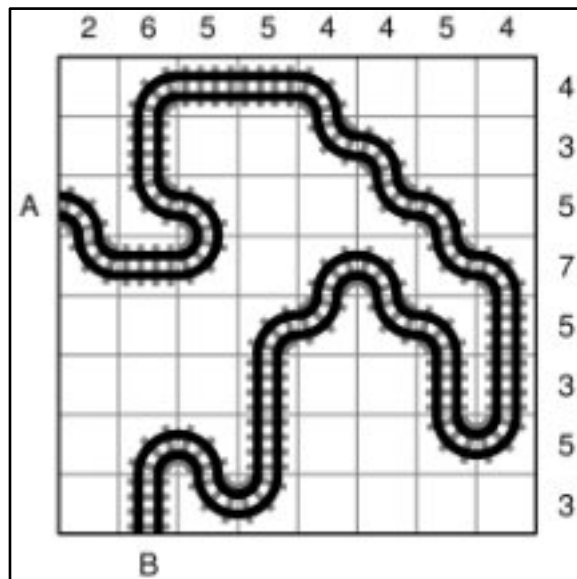
Thermometers#12



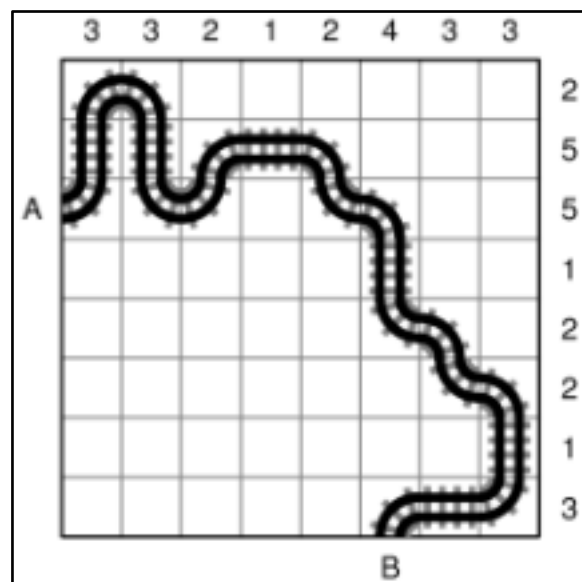
TrackBuilder#1



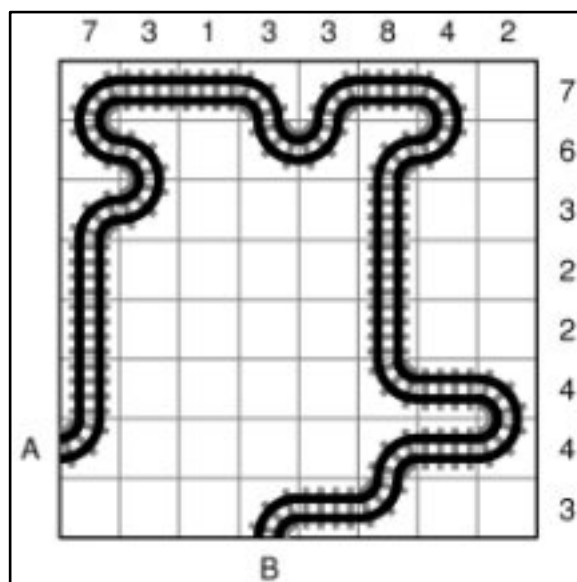
TrackBuilder#2



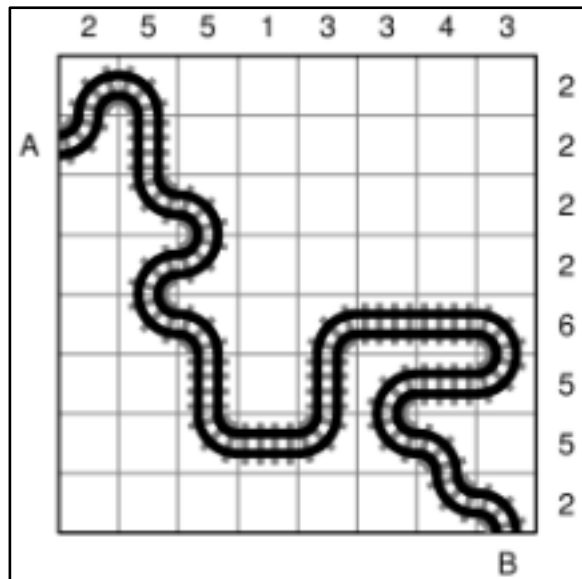
TrackBuilder#3



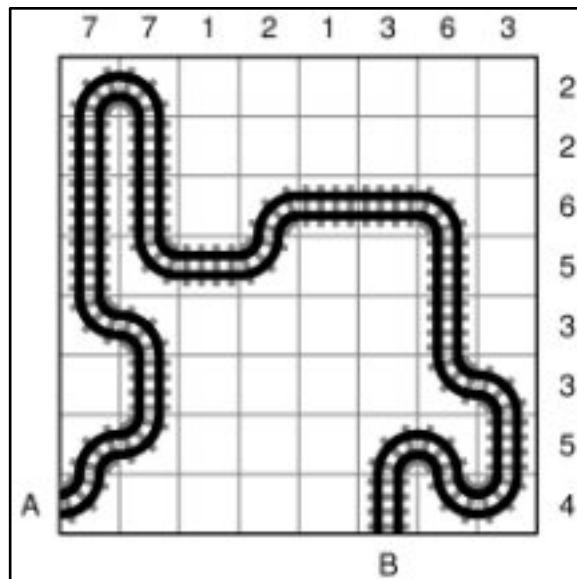
TrackBuilder#4



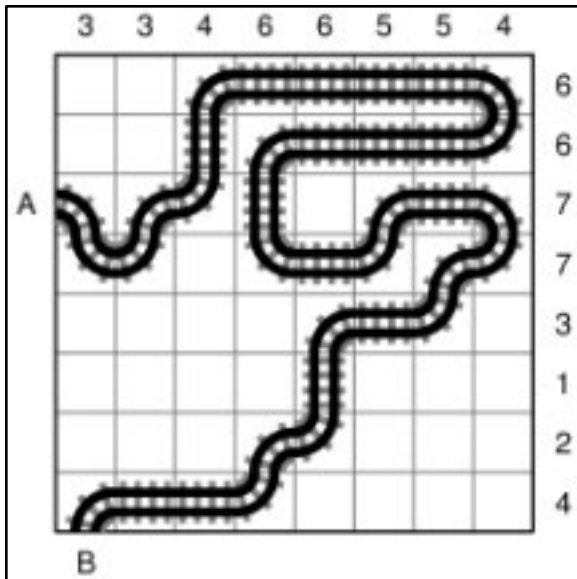
TrackBuilder#5



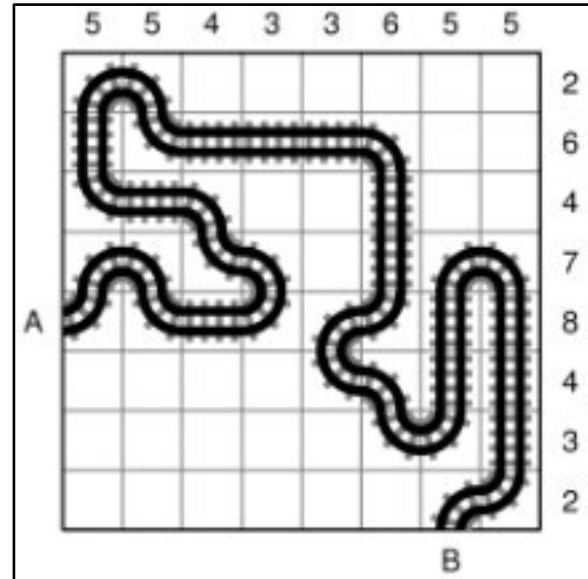
TrackBuilder#6



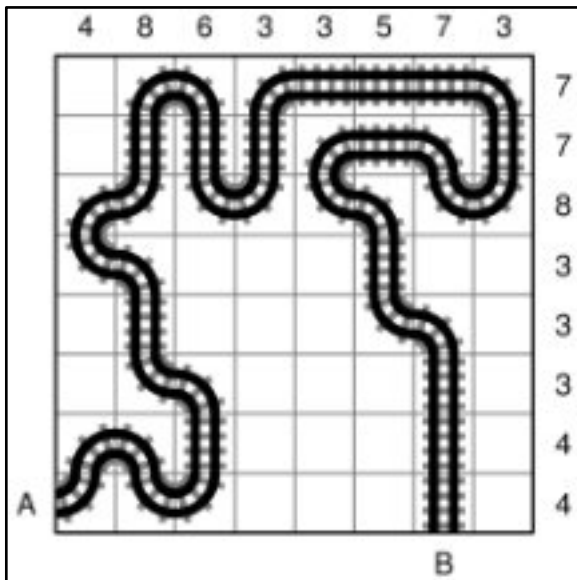
TrackBuilder#7



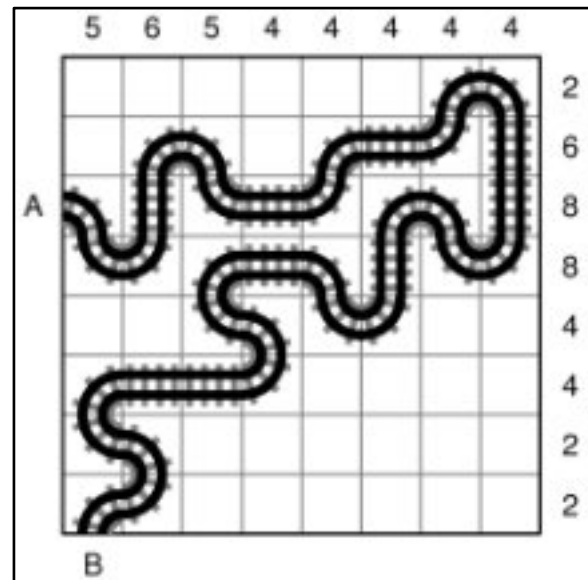
TrackBuilder#8



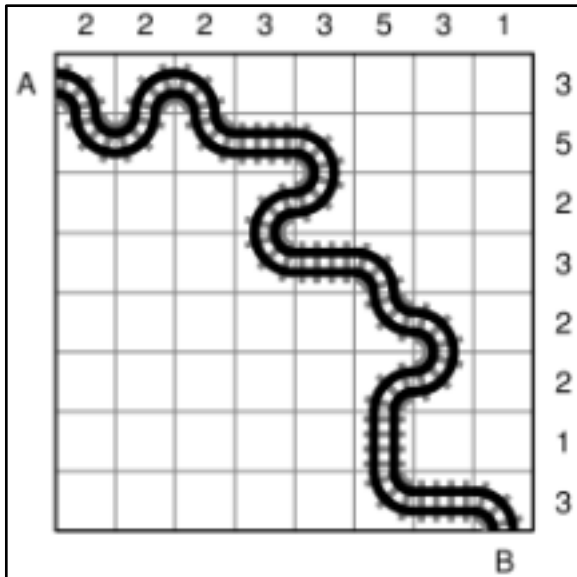
TrackBuilder#9



TrackBuilder#10



TrackBuilder#11



TrackBuilder#12

