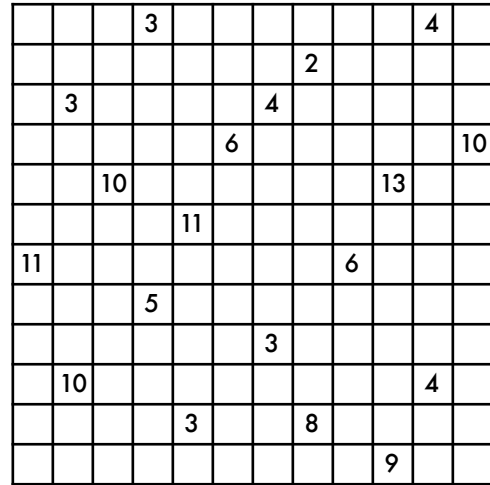
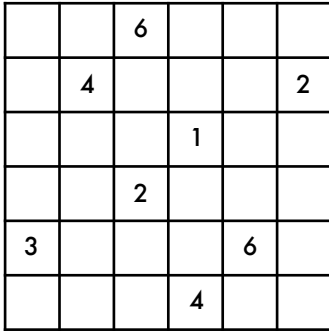
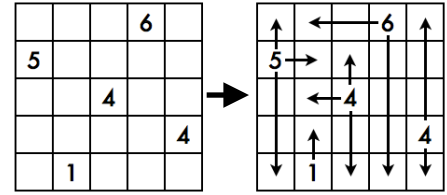
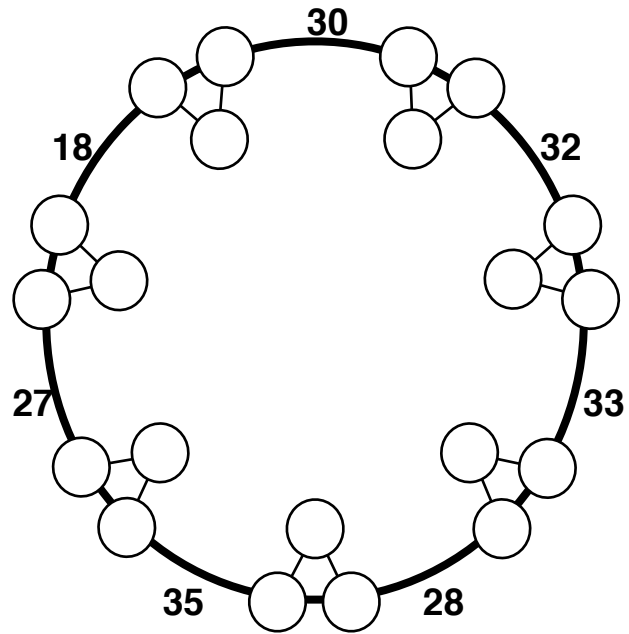
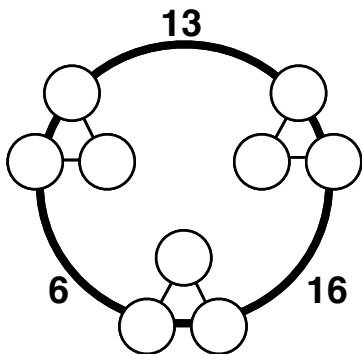


Lijnenspel aka Line Game aka Eminent Domain aka Four Winds Draw horizontal and/or vertical lines from each number so that the sum of the lengths of the lines equals the number, and no lines cross.



Numerical Wheel Enter the numbers 1-9 (1-21 in the larger puzzle) in the circles such that each group of three numbers has the same sum and the given values on the arcs are the sum of the two numbers on either end of the arc.
Data structures, backtracking

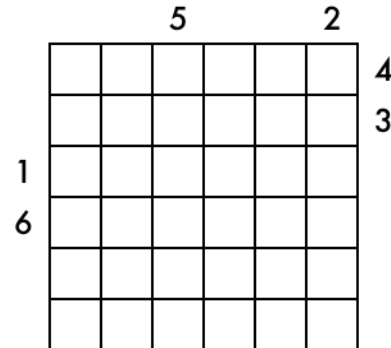
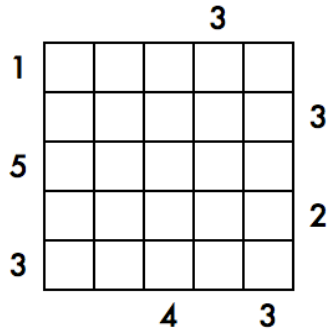
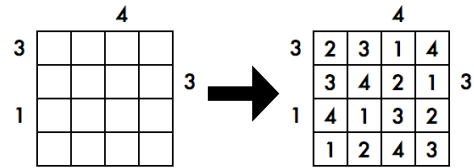


This one is really hard - might need to write some code to solve it! :-)

Skyscraper

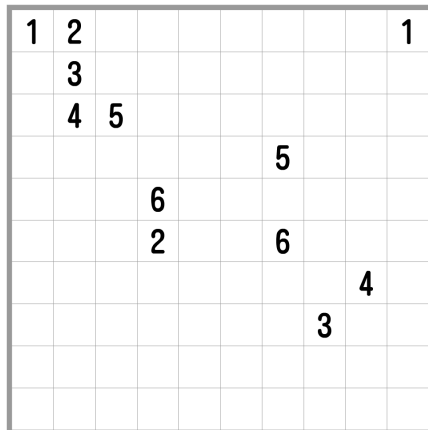
Enter the numbers 1 to N once each in each row and column. These numbers represent the heights of buildings. The numbers around the diagram denote how many skyscrapers are visible from that direction: higher skyscrapers block lower ones (so, for example, the 3 at the left of the example can see buildings 2, 3 and 4).

2-D arrays & loops, backtracking

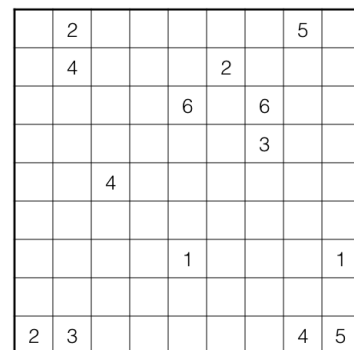
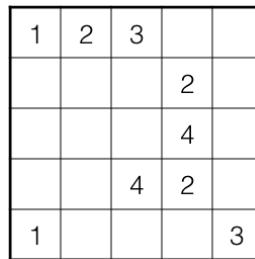


Number Link

Connect each pair of numbers with a line that goes through the centers of cells, and does not intersect itself any other line. *Graph search, GUIs*



In the variant below, there are more than two given endpoints for some of the numbers. Connect them with a possibly branching line that does not intersect other lines.



Credits *Puzzle concepts* (to the best of our knowledge, if not lost in the mists of time): Breinbrekers (Easy as ABC, Number Tree, Lijnenspel, Skyscraper), Nikoli (Slither Link, Number Link), Thomas Snyder (Pathfinder), Czech Puzzle Team (Numerical Wheel). *Puzzles written by*: Zack Butler except Yuichi Saito/Nikoli (second Slither Link), Thomas Snyder (Pathfinder), Scott Kim/USPC (Count Me In), Uncredited/WPC2001 (Numerical Wheel), Bram de Laat (second Skyscraper), Ogawa Minori/Nikoli (first Number Link)