Puzzle of the week 1/2010 (10/11/2010 - 10/17/2010)



Puzzle of the week 2/2010 (10/18/2010 - 10/24/2010)

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Puzzle of the week 3/2010 (10/25/2010 - 10/31/2010)

Skyscrapers with blanks



Puzzle of the week 4/2010 (11/1/2010 - 11/7/2010)



Puzzle of the week 5/2010 (11/8/2010 - 11/14/2010)



Puzzle of the week 6/2010 (11/15/2010 - 11/21/2010)

#### Skyscraper Sums



Puzzle of the week 7/2010 (11/22/2010 - 11/28/2010)



Puzzle of the week 8/2010 (11/29/2010 - 12/5/2010)



Puzzle of the week 9/2010 (12/6/2010 - 12/12/2010)

#### Skyscrapers with regions



Puzzle of the week 10/2010 (12/13/2010 - 12/19/2010)



Puzzle of the week 11/2010 (12/20/2010 - 12/26/2010)







#### Puzzle of the week 1/2011 (1/3/2011 - 1/9/2011)

#### Chaotic Skyscrapers

The clue numbers outside the grid are the usual skyscraper clues. In this puzzle, however, numbers from 1 to 9 must be entered. Numbers cannot repeat in any row or column; each number must occur exactly four times throughout the grid.



#### Puzzle of the week 2/2011 (1/10/2011 - 1/16/2011)

#### Skyscrapers with diagonals

In addition to the normal Skyscraper rules, every number from 1 to 6 must occur exactly once in each of the main diagonals.



#### Puzzle of the week 3/2011 (1/17/2011 - 1/23/2011)

#### A taste of Inception

The numbers from 1 to 8 must be entered such that every "row" contains each number exactly once. Any "row" passes through two sectors of the entire grid and consists of 8 cells. The numbers outside the grid are standard Skyscraper clues; they also apply to "rows" of 8 cells each.



#### Puzzle of the week 4/2011 (1/24/2011 - 1/30/2011)

#### Skyscraper sums

The clue numbers outside the grid do not indicate the number of visible buildings, but the sum of their heights.



#### Puzzle of the week 5/2011 (1/31/2011 - 2/6/2011)

#### Black box Skyscrapers

Each cell must either contain a building of size 1-9 or a mirror which is placed along one of the two diagonals of that cell. (Numbers may not repeat in any row or column.) The large numbers outside the grid indicate how many buildings can be seen from the respective position along the full light path. (The light path is reflected in each cell containing a mirror; the mirrors are assumed to be of infinite height.) Note: No two buildings of equal size are allowed to occur along the same light path! The small numbers outside the grid indicate how many mirrors appear along the respective light path.



## Puzzle of the week 6/2011 (2/7/2011 - 2/13/2011)

#### Skyscrapers with regions

Every outlined region must contain each number from 1 to 7 exactly once.



#### Puzzle of the week 7/2011 (2/14/2011 - 2/20/2011)

#### Skyscrapers with false clues

All clue numbers are off by one, the actual number of visible buildings is always 1 higher or 1 lower than the given number.



Puzzle of the week 8/2011 (2/21/2011 - 2/27/2011)



### Puzzle of the week 9/2011 (2/28/2011 - 3/6/2011)Hexagonal Skyscrapers with dominos

Numbers from 1 to 9 must be entered such that no number occurs more than once in any row. (The shorter rows do not contain all the numbers, but you are not told in advance what the missing numbers are.) The clue numbers outside the grid are standard Skyscraper clues for the given direction. The sum of the two numbers inside the dominos must always be the same.



#### Puzzle of the week 10/2011 (3/7/2011 - 3/13/2011)

#### Skyscrapers with black dots

Whenever a black dot is given between two adjacent cells, one of the two numbers must be exactly twice the other. All possible dots are given (i.e. if there is no dot shown between two cells, none of the numbers is exactly twice the other). The clue numbers outside the grid are normal Skyscraper clues.



#### Encoded Skyscrapers

All clue numbers have been replaced by letters; same letters represent same numbers, different letters represent different numbers.



## Puzzle of the week 12/2011 (3/21/2011 - 3/27/2011)Skyscrapers with quadrant constraints

At the marked grid points, the four adjacent cells must contain exactly the four given numbers.



# Puzzle of the week 13/2011 (3/28/2011 - 4/3/2011)

Skyscrapers with relations

The numbers must be entered in such a way that all given relations are satisfied.



## Puzzle of the week 14/2011 (4/4/2011 - 4/10/2011)Why so serious?

Each grid represents a standard Skyscraper puzzle. The four individual puzzles are linked in the following way: In the two top grids, the 2's must be placed in exactly the same positions; the same holds for the two bottom grids. In the two grids to the left, the 4's must be placed in exactly the same positions; the same holds for the two grids to the right.



#### Puzzle of the week 15/2011 (4/11/2011 - 4/17/2011)

#### Skyscrapers in a stairway grid

Numbers from 1 to 5 must be entered such that each number occurs exactly once in every row and every column, the other cells remain empty. The numbers outside the grid are Skyscraper clues. Note that some of the clues are adjacent to both a row and a column; each such clue is the sum of the two individual clues.



#### Puzzle of the week 16/2011 (4/18/2011 - 4/24/2011)

#### Skyscrapers with combined clues

Each clue number refers to two neighboring rows or columns, the given number is always the sum of the two individual clues.



## Puzzle of the week 17/2011 (4/25/2011 - 5/1/2011)

#### Skyscrapers with mixed information

Each clue number gives you the number of visible buildings or the height of the first building in that row/column. (Those two numbers may coincide.)



#### Puzzle of the week 18/2011 (5/2/2011 - 5/8/2011)

#### Glass houses

In every row and every column there is exactly one building which consists entirely of glass; plus, there is exactly one glass building for every possible height. The glass houses are invisible (i.e. they are not counted for the clue numbers), but they do not cover any buildings behind them.



## Puzzle of the week 19/2011 (5/9/2011 - 5/15/2011)Skyscrapers with regions

Each number from 1 to 9 must occur exactly once in every outlined region.



# Puzzle of the week 20/2011 (5/16/2011 - 5/22/2011)

#### Skyscraper products with false clues and towers

Every row and every column of the grid must contain either the numbers from 1 to 7 or from 1 to 6 (with one empty cell) or from 1 to 5 (with two empty cells). The numbers outside the grid are product clues, i.e. they indicate the product of the visible numbers, but watch out: all the clues are off by one!



## Puzzle of the week 21/2011 (5/23/2011 - 5/29/2011) Skyscrapers with Even/Odd constraints

Cells with a letter must contain an even (E) or an odd (O) number.



#### Puzzle of the week 22/2011 (5/30/2011 - 6/5/2011)

#### **Overlapping Skyscrapers**

A Standard Skyscraper puzzle must be solved on each grid such that the solutions for the two individual puzzles coincide on the overlapping region.



#### Puzzle of the week 23/2011 (6/6/2011 - 6/12/2011)

#### **Double block Skyscrapers**

Blacken two cells in every row and every column; in addition, numbers from 1 to 6 have to be entered such that each number occurs exactly once in every row/column. The numbers outside the grid are Skyscraper clues, but they do not apply for the edge position as in Standard Skyscrapers; each clue indicates how many buildings can be seen in the respective row/column if one stands on the first black cell and looks in the direction of the second black cell. (Any buildings that are placed behind the second black cell are considered invisible.) Remark: Horizontally or vertically adjacent cells may be blackened. In such a case, the correct clue would be a 0. There is no 0 given in the POTW, but in rows/columns without a clue, black cells may touch each other nonetheless.



#### Puzzle of the week 24/2011 (6/13/2011 - 6/19/2011)

#### Skyscrapers with blanks

Only numbers from 1 to 6 must be entered; one cell remains empty in each row and each column. Empty cells are ignored by the clue numbers outside the grid, and they do not block the sight to any building behind them.


## Puzzle of the week 25/2011 (6/20/2011 - 6/26/2011)

#### Non-touching Skyscrapers

Cells which contain the same number must not touch each other, not even diagonally.



Puzzle of the week 26/2011 (6/27/2011 - 7/3/2011)



## Puzzle of the week 27/2011 (7/11/2011 - 7/17/2011)



Puzzle of the week 28/2011 (7/18/2011 - 7/24/2011)



## Puzzle of the week 29/2011 (7/25/2011 - 7/31/2011)



## Puzzle of the week 30/2011 (8/1/2011 - 8/7/2011)



## Puzzle of the week 31/2011 (8/8/2011 - 8/14/2011)



## Puzzle of the week 32/2011 (8/15/2011 - 8/21/2011)



Puzzle of the week 33/2011 (8/22/2011 - 8/28/2011)



Puzzle of the week 34/2011 (8/29/2011 - 9/4/2011)



## Puzzle of the week 35/2011 (9/5/2011 - 9/11/2011)



## Puzzle of the week 36/2011 (9/12/2011 - 9/18/2011)



## Puzzle of the week 37/2011 (9/19/2011 - 9/25/2011)



## Puzzle of the week 38/2011 (9/26/2011 - 10/2/2011)



## Puzzle of the week 39/2011 (10/3/2011 - 10/9/2011)



#### Puzzle of the week 40/2011 (10/10/2011 - 10/16/2011)



Puzzle of the week 41/2011 (10/17/2011 - 10/23/2011)



## Puzzle of the week 42/2011 (10/24/2011 - 10/30/2011)



#### Puzzle of the week 43/2011 (10/31/2011 - 11/6/2011)



#### Puzzle of the week 44/2011 (11/14/2011 - 11/20/2011)



## Puzzle of the week 45/2011 (11/21/2011 - 11/27/2011)



## Puzzle of the week 46/2011 (11/28/2011 - 12/4/2011)



## Puzzle of the week 47/2011 (12/5/2011 - 12/11/2011)



## Puzzle of the week 48/2011 (12/12/2011 - 12/18/2011)



## Puzzle of the week 49/2011 (12/19/2011 - 12/25/2011)



#### Puzzle of the week 1/2012 (1/2/2012 - 1/8/2012)

#### Skyscrapers with blanks

Only numbers from 1 to 6 must be entered; one cell remains empty in each row and each column. Empty cells are ignored by the clue numbers outside the grid, and they do not block the sight to any building behind them.



#### Puzzle of the week 2/2012 (1/9/2012 - 1/15/2012)

#### **Overlapping Skyscrapers**

A 6x6 Skyscraper puzzle has to be solved on each of the individual grids such that the numbers entered on the overlapping regions coincide for all the grids.



# Puzzle of the week 3/2012 (1/16/2012 - 1/22/2012)

#### Skyscrapers with regions

Each number from 1 to 9 must occur exactly once in every outlined region.



## Puzzle of the week 4/2012 (1/23/2012 - 1/29/2012)

#### Chaotic Skyscrapers

Numbers from 1 to 9 must be entered, but no number can occur in a row or column more than once.



## Puzzle of the week 5/2012 (1/30/2012 - 2/5/2012)Hexagonal Skyscrapers with mixed information

Numbers from 1 to 7 must be entered such that no number occurs more than once in any row. Each clue number gives you the number of visible buildings or the height of the first building in that row. The clues only apply for the given direction.



#### Puzzle of the week 6/2012 (2/6/2012 - 2/12/2012)

#### Skyscrapers with false clues

All clue numbers are off by one, the actual number of visible buildings is always 1 higher or 1 lower than the given number.



#### Puzzle of the week 7/2012 (2/13/2012 - 2/19/2012)

#### Skyscrapers with false clues

The clues outside the grid are product clues, i.e. they indicate the product of the visible numbers. However, all the digits in those clues have been replaced by letters; same letters represent same digits, different letters represent different digits. (The clues must thus be read as multi-digit numbers.)



#### Puzzle of the week 8/2012 (2/20/2012 - 2/26/2012)

#### Skyscrapers with black dots

Whenever a black dot is given between two adjacent cells, one of the two numbers must be exactly twice the other. All possible dots are given (i.e. if there is no dot shown between two cells, none of the numbers is exactly twice the other). The clue numbers outside the grid are normal Skyscraper clues.



## Puzzle of the week 9/2012 (2/27/2012 - 3/4/2012)

#### Double block Skyscraper sums

Blacken two cells in every row and every column; in addition, numbers from 1 to 6 have to be entered such that each number occurs exactly once in every row/column. The numbers outside the grid are Skyscraper sum clues, but they do not apply for the edge position as in Standard Skyscrapers; each clue indicates the sum of the buildings that can be seen in the respective row/column if one stands on the first black cell and looks in the direction of the second black cell. (Any buildings that are placed behind the second black cell are considered invisible.)



## Puzzle of the week 10/2012 (3/5/2012 - 3/11/2012)

#### **Disjoint Skyscrapers**

A Standard Skyscraper puzzle must be solved in each of the individual grids such that the two solutions contain two different numbers in every single position in the grid.



## Puzzle of the week 11/2012 (3/12/2012 - 3/18/2012)Skyscrapers with diagonals

Every number from 1 to 7 must occur exactly once in each of the main diagonals.


#### Puzzle of the week 12/2012 (3/19/2012 - 3/25/2012)

#### Skyscrapers with hedgehogs

Only numbers from 1 to 6 must be entered. There is one cell in every row and every row without a building; each of those cells must contain a hedgehog. Naturally, hedgehogs are smaller than all buildings and they cannot block the sight to a building, but because hedgehogs are so cute, they count as two visible buildings if they are in the front position!



#### Puzzle of the week 13/2012 (3/26/2012 - 4/1/2012)

#### Skyscrapers with area sums

The sum of the numbers in each of the small regions must coincide with the given clue. Please note: Numbers may repeat within such a region.



## Puzzle of the week 14/2012 (4/2/2012 - 4/8/2012)Skyscrapers on a three-dimensional grid

A standard Skyscraper puzzle must be solved on each of the five grids in the middle such that no number occurs twice in the same grid position. Therefore, if one visualizes the five grids put on top of one another, each of the 25 "pillars" also contains each number exactly once; the top grid and the bottom grid contain standard Skyscraper clues which apply to these "pillars".



# Puzzle of the week 15/2012 (4/9/2012 - 4/15/2012)Skyscrapers with quadrant constraints

At the marked grid points, the four adjacent cells must contain exactly the four given numbers.



# Puzzle of the week 16/2012 (4/16/2012 – 4/22/2012) Haido

The clue numbers always give one of the visible buildings in the respective row or column.



# Puzzle of the week 17/2012 (4/30/2012 - 5/6/2012)Matching Skyscrapers

The two puzzles are to be solved simultaneously such that all the buildings of height 1 can be found in exactly the same positions in both grids.



#### Puzzle of the week 18/2012 (8/27/2012 - 9/2/2012)

#### **Overlapping Skyscrapers**

A Standard Skyscraper puzzle must be solved on each of the three grids such that the solutions for the individual puzzles coincide on the overlapping regions. Any clue number which borders two grids is the sum of the two individual clues.



## Puzzle of the week 19/2012 (9/3/2012 - 9/9/2012)

#### Incomplete Skyscrapers

Numbers from 1 to 6 must be entered such that each number occurs exactly once in every row. No number can occur more than once in any column, but there are no restrictions on which numbers are missing in which column. The numbers outside the grid are normal Skyscraper clues.



# Puzzle of the week 20/2012 (9/10/2012 - 9/16/2012) Skyscrapers with small regions

None of the outlined regions can contain a number more than once.



## Puzzle of the week 21/2012 (9/17/2012 - 9/23/2012)

#### Skyscraper sums

The clue numbers outside the grid do not indicate the number of visible buildings, but the sum of their heights.



### Puzzle of the week 22/2012 (10/1/2012 - 10/14/2012)

#### Greetings to Kraljevica

A number from 1 to 9 must be entered into each cell of the grid such that each row and column, each outlined region and each of the two main diagonals contains six different numbers which always add up to 30.

3		1			
	6				
			5	2	9
	8	4			
7					