



PASSENGER'S  
ACTIVITY  
BOOK



44 PUZZLES  
TO SOLVE



# PASSENGER'S ACTIVITY BOOK



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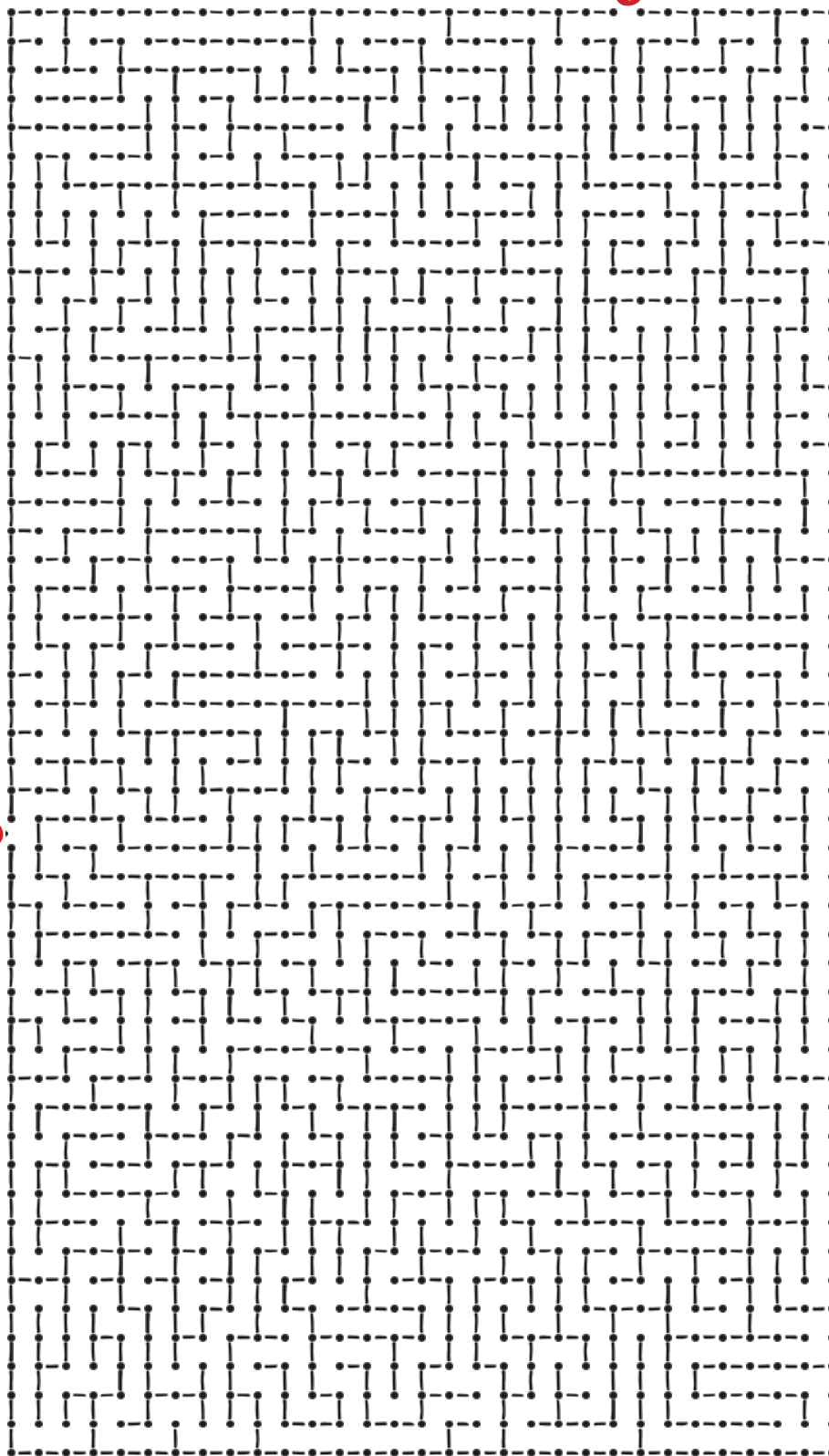
# 9 MAZES TO SOLVE

**MAZES** ARE A FASCINATING KIND OF PUZZLE. A MAZE IS A PATH OR COLLECTION OF PATHS, TYPICALLY FROM AN ENTRANCE TO AN EXIT. YOUR GOAL IS TO FIND THE ONLY ONE WAY OUT. TRY OUR TIME CHALLENGES FOR EACH MAZE WE PREPARED FOR YOU. **HAVE FUN!**

LET'S PLAY GAMES

MAZE 1

ENTRANCE



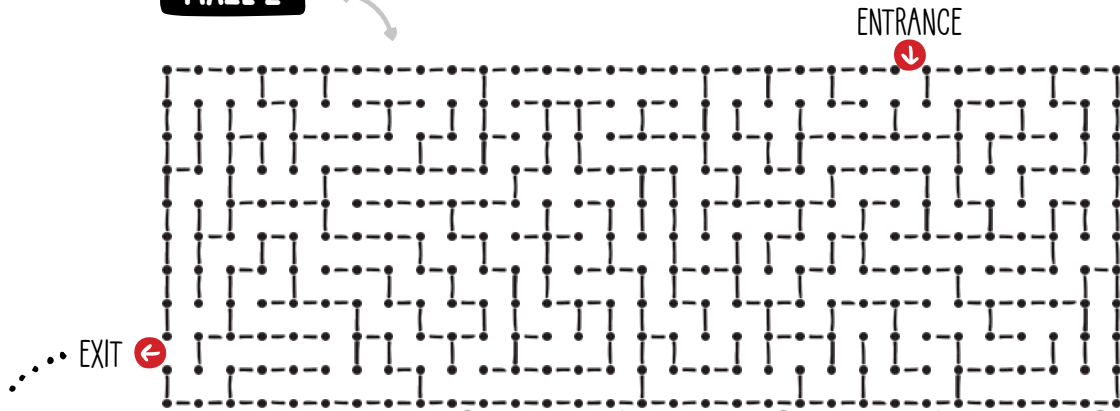
EXIT



8 MINUTES CHALLENGE

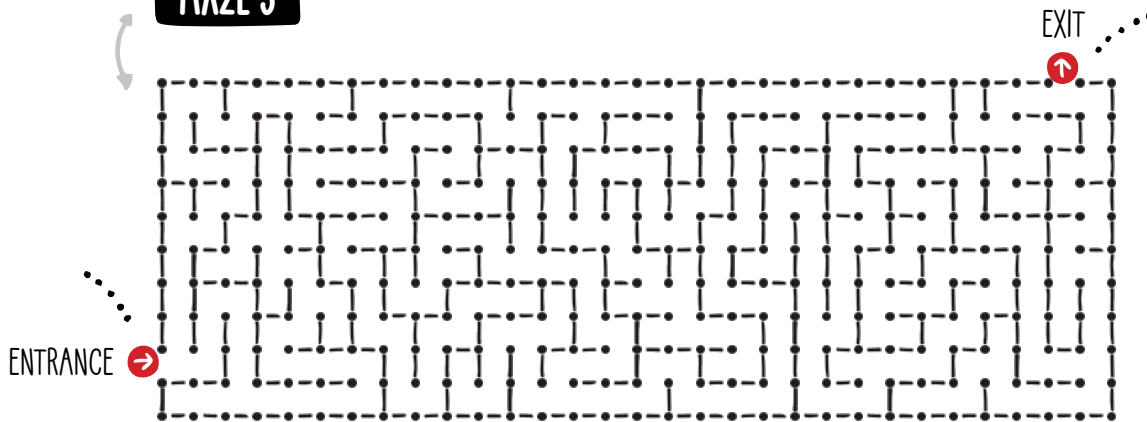
# LET'S PLAY GAMES

## MAZE 2



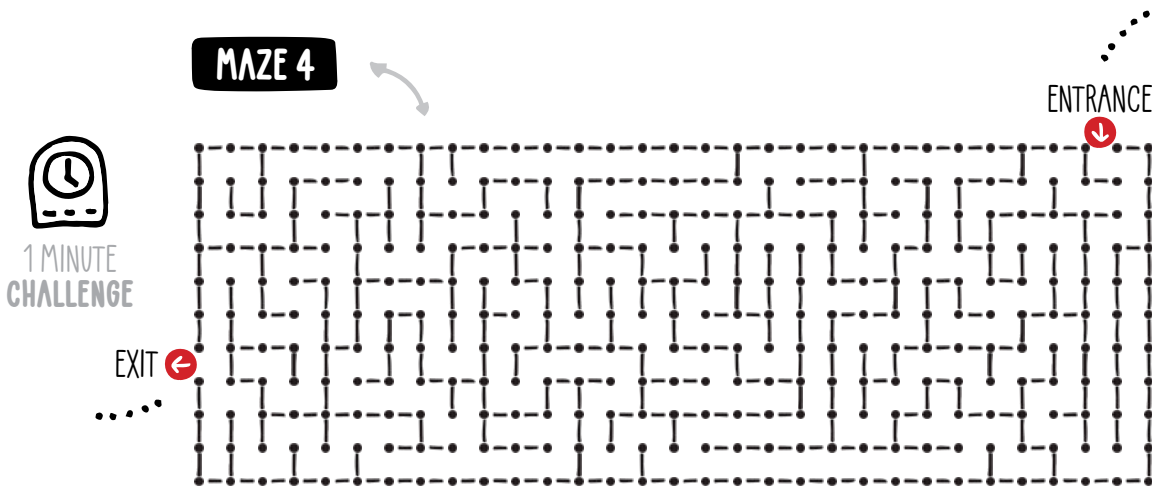
1 MINUTE CHALLENGE

## MAZE 3



1 MINUTE CHALLENGE

## MAZE 4



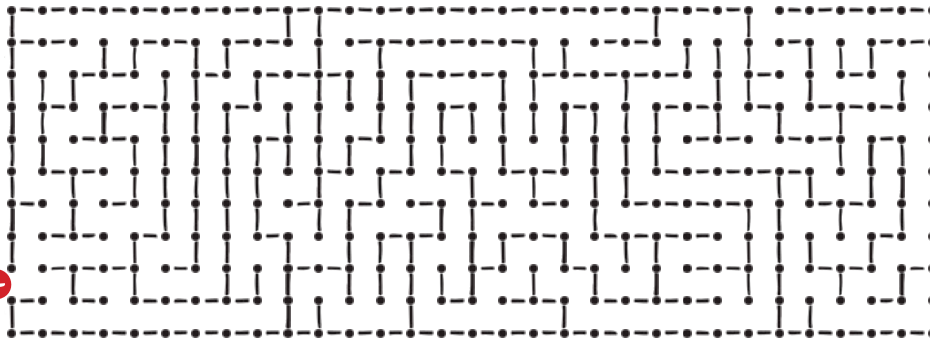
1 MINUTE CHALLENGE

LET'S PLAY GAMES

MAZE 5

ENTRANCE

EXIT

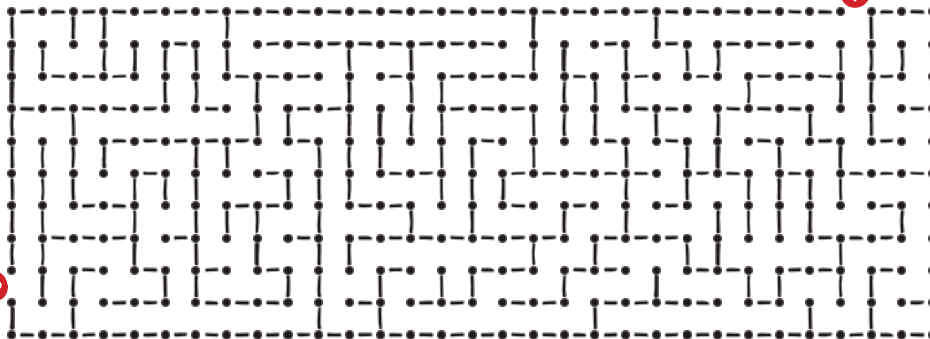


1 MINUTE CHALLENGE

MAZE 6

EXIT

ENTRANCE

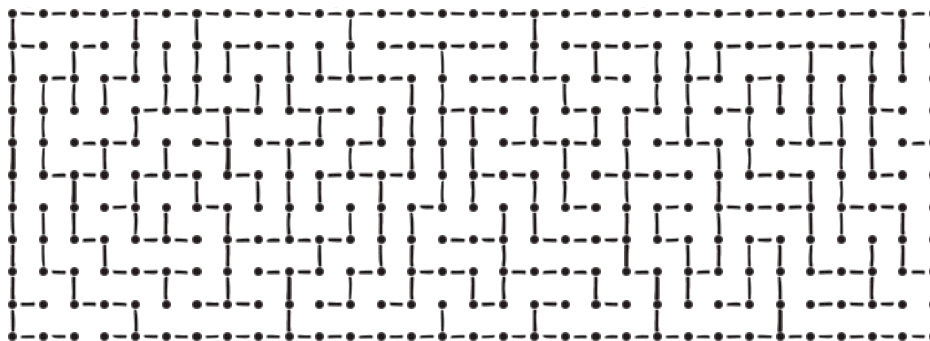


1 MINUTE CHALLENGE

MAZE 7

ENTRANCE

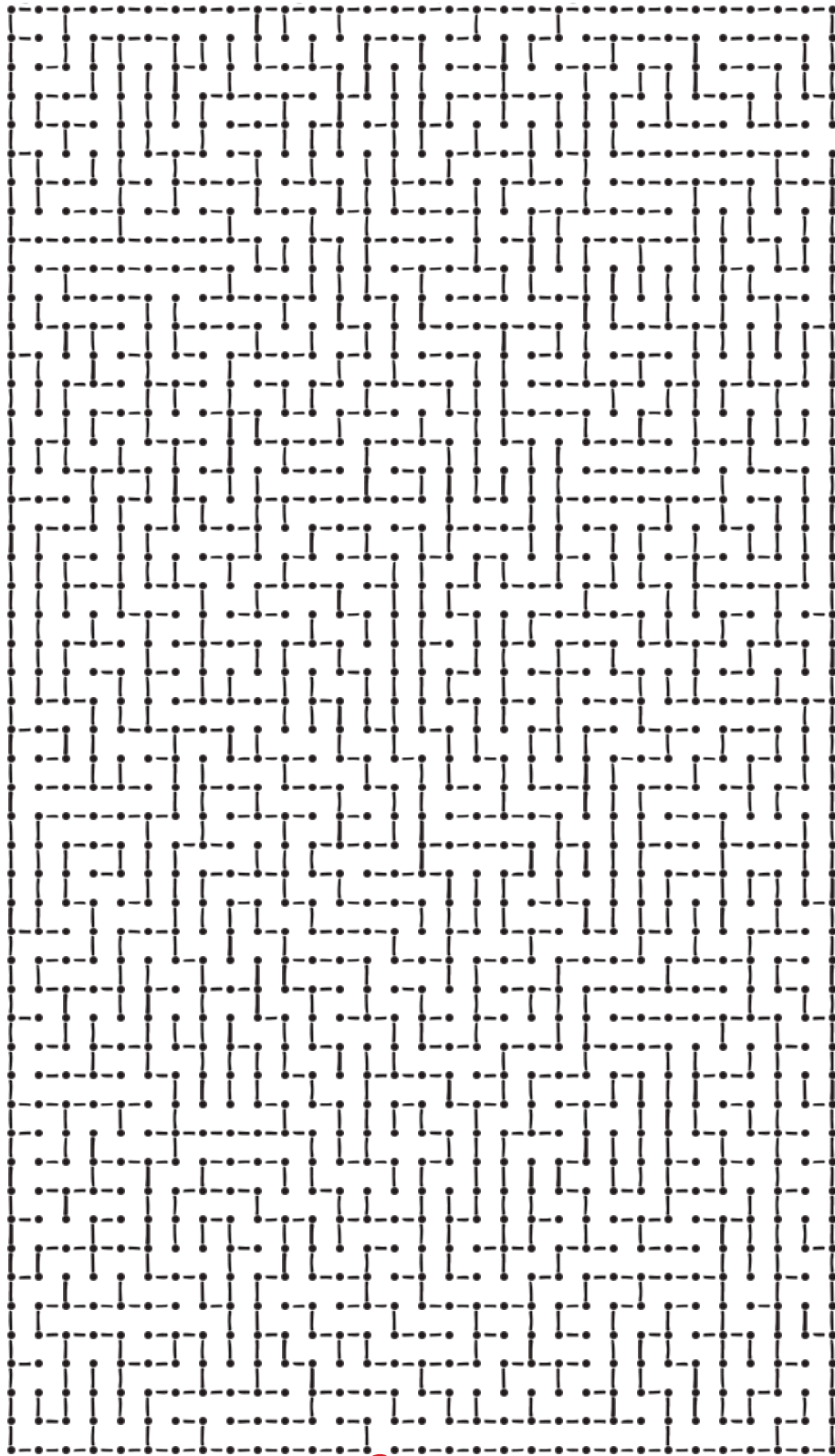
EXIT



1 MINUTE CHALLENGE

LET'S PLAY  
GAMES

MAZE 8



EXIT

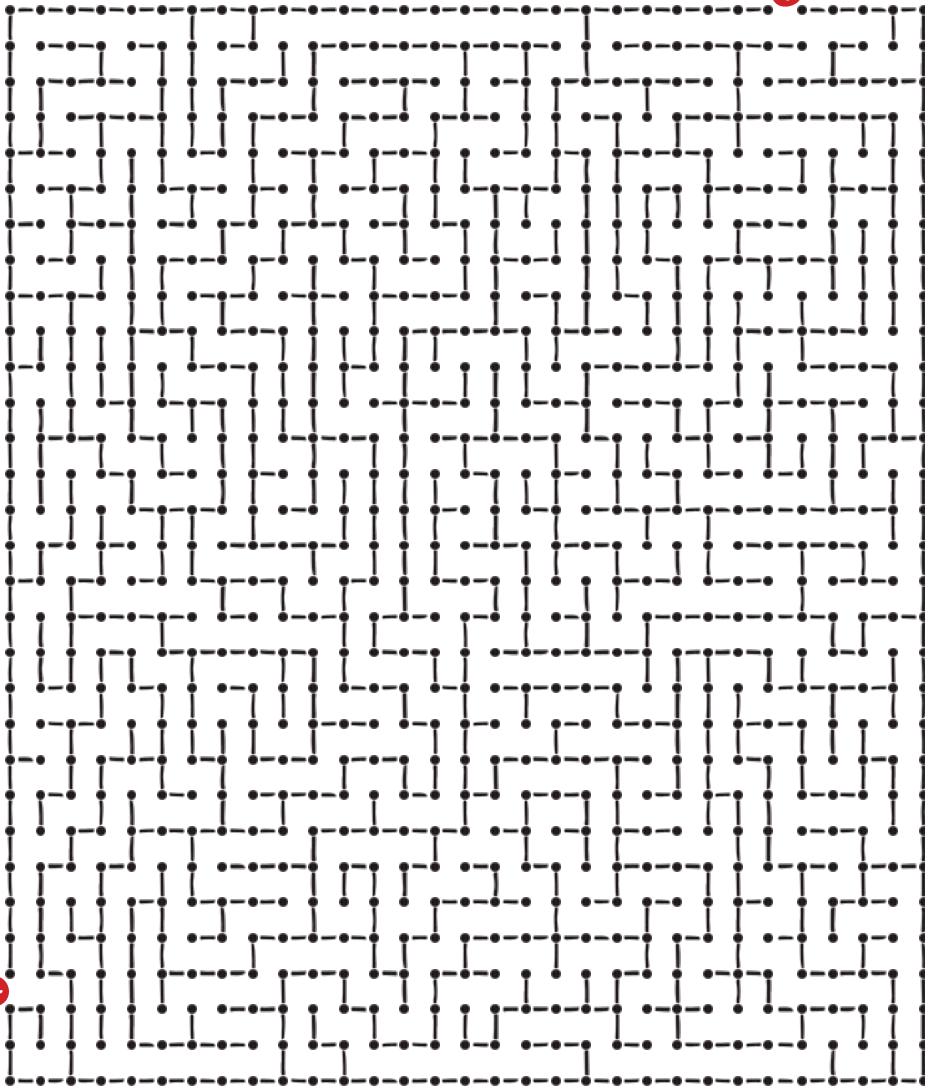
ENTRANCE



8 MINUTES  
CHALLENGE

MAZE 9

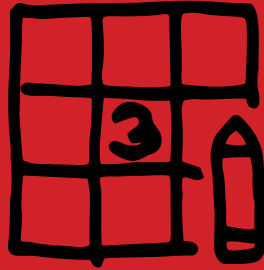
ENTRANCE  
↓



3 MINUTES  
CHALLENGE

EXIT ←





# 20 SUDOKU TO SOLVE

**SUDOKU** IS ONE OF THE MOST POPULAR LOGIC GAMES OF ALL TIME. THE RULES OF SUDOKU ARE EXTREMELY SIMPLE. YOUR TASK IS TO FILL ALL CELLS OF THE BOARD WITH NUMBERS. IN EACH ROW AND EACH COLUMN A GIVEN NUMBER MAY APPEAR ONLY ONCE. DEPENDING ON THE COMPLEXITY OF THE BOARD, THERE MAY BE A DIFFERENT NUMBER OF DIGITS. THE 2X2 BOARD WILL HAVE 1 TO 4, THE 3X3 BOARD FROM 1 TO 9. IF YOU PLAY SUDOKU EVERY DAY, YOU WILL SOON START NOTICING AN IMPROVEMENT IN YOUR CONCENTRATION AND OVERALL BRAIN PERFORMANCE. **LET'S SOLVE SUDOKU!**

**SUDOKU SET 1**

2X2 BOARD EASY

3	1		4
		1	
4	2	3	1

	4		
	3	1	4
4			3
3			1

	2	3	
3	1		
	3		4
2			3

	2	4	1
			3
		1	
4	1		2

**SUDOKU SET 2**

2X2 BOARD EASY

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

1	2		4
4			2
	4	2	
		4	

2		1	3
1	3		2
			4
4			

	2	4	1
4	1		2
1	3		

LET'S PLAY  
GAMES

**SUDOKU 3**

3X3 BOARD EASY

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

**SUDOKU 4**

3X3 BOARD EASY

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

LET'S PLAY  
GAMES

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

**SUDOKU 5**

3X3 BOARD EASY

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

**SUDOKU 6**

3X3 BOARD EASY

**SUDOKU 7**

3X3 BOARD  
MODERATE

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

**SUDOKU 8**

3X3 BOARD  
MODERATE

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

LET'S PLAY  
GAMES

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

**SUDOKU 9**

3X3 BOARD  
HARD

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

**SUDOKU 10**

3X3 BOARD  
HARD

### SUDOKU SET 3

2X2 BOARD EASY

4	3		1
			3
		1	
1	2		4

3			
1		3	2
4	1	2	
		1	

		2	
		4	1
2	3		
1		3	2

			3
	3		2
3	4	2	1
	2		

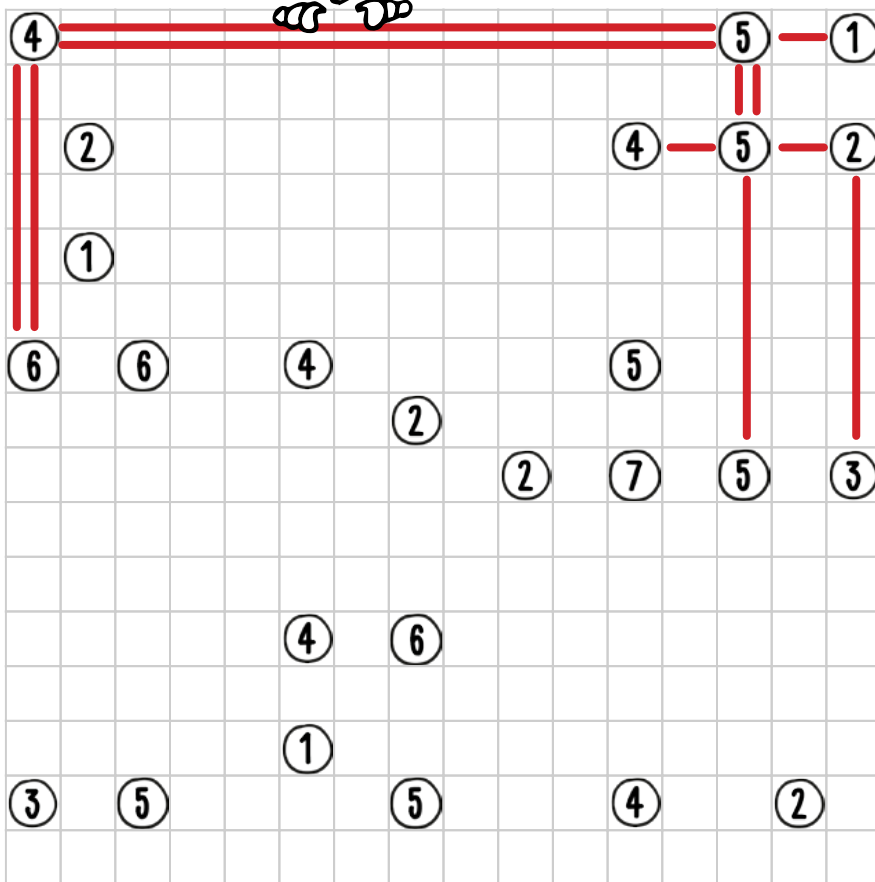




# 15 HASHI TO SOLVE

**HASHI** IS A BRIDGE-CONNECTING PUZZLE. UNLIKE OTHER LOGIC PUZZLES, HASHI ARE SOLVED BY CONNECTING ISLANDS WITH BRIDGES ACCORDING TO THE RULES SO ALL BRIDGES ARE INTERCONNECTED ENABLING PASSAGE FROM ANY ISLAND TO ANOTHER. EACH PUZZLE IS BASED ON A RECTANGULAR ARRANGEMENT OF ISLANDS WHERE THE NUMBER IN EACH ISLAND TELLS HOW MANY BRIDGES ARE CONNECTED TO IT. THE OBJECT IS TO CONNECT ALL ISLANDS ACCORDING TO THE NUMBER OF BRIDGES SO: **(A)** THERE ARE NO MORE THAN TWO BRIDGES IN THE SAME DIRECTION. **(B)** BRIDGES CAN ONLY BE VERTICAL OR HORIZONTAL AND ARE NOT ALLOWED TO CROSS ISLANDS OR OTHER BRIDGES. **(C)** WHEN COMPLETED, ALL BRIDGES ARE INTERCONNECTED ENABLING PASSAGE FROM ANY ISLAND TO ANOTHER. **HAVE FUN CONNECTING THE ISLANDS!**

HASHI 1





### HASHI 2



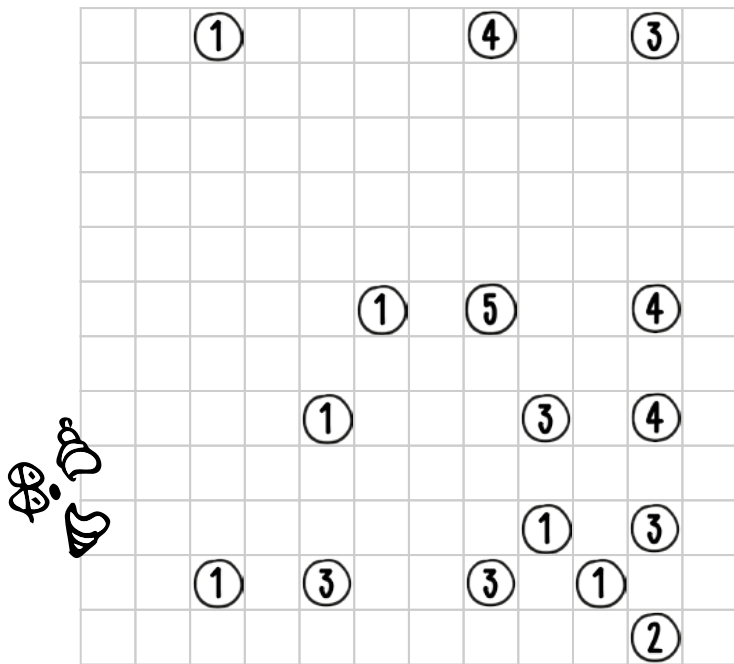
	4	4		1		1
	4	5		4		5
		3				2
			1		2	
	3					
		3			2	
	2					

### HASHI 3



3		3			1	
4		3				
3		6			2	
	3	7		3		2
1						
	1	2				

**HASHI 4**

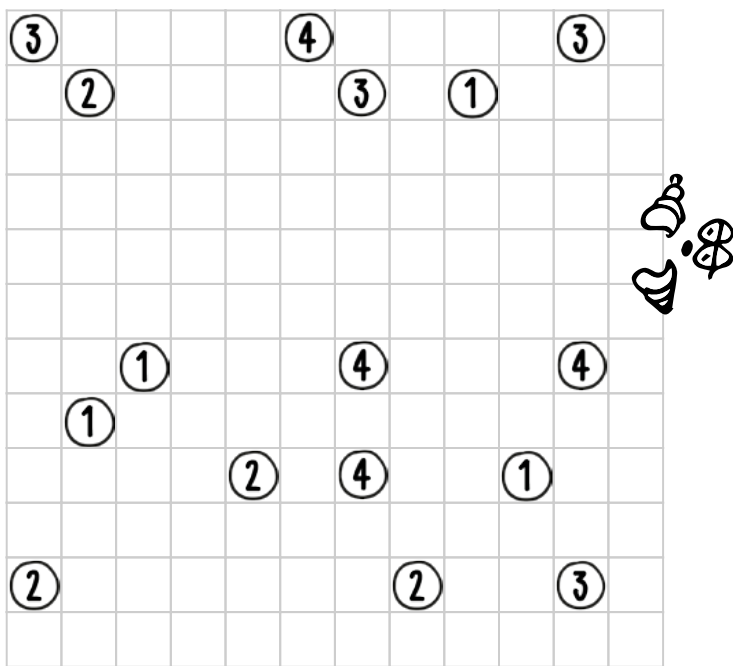


A 10x10 grid for the Hashi 4 game. The numbers in the grid are as follows:

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

A drawing of a girl with a crown and a bow is positioned to the left of the grid.

**HASHI 5**



A 10x10 grid for the Hashi 5 game. The numbers in the grid are as follows:

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

A drawing of a girl with a crown and a bow is positioned to the right of the grid.

**HASHI 6**

①		③		③	
①		③		④	
			①		
②				④	

**HASHI 7**

②	①		②		
④	⑤		⑥	①	
	①		②		

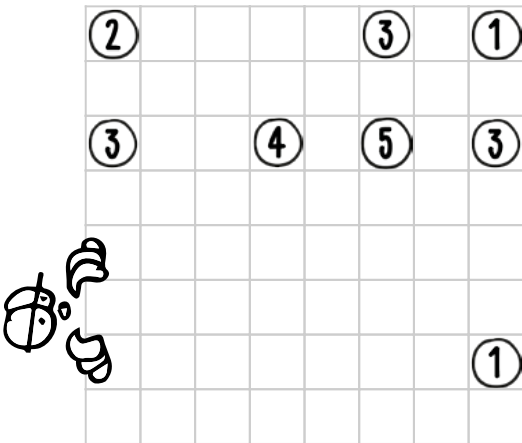
**HASHI 8**

③			⑥		③
			②		
	①				③
③					③

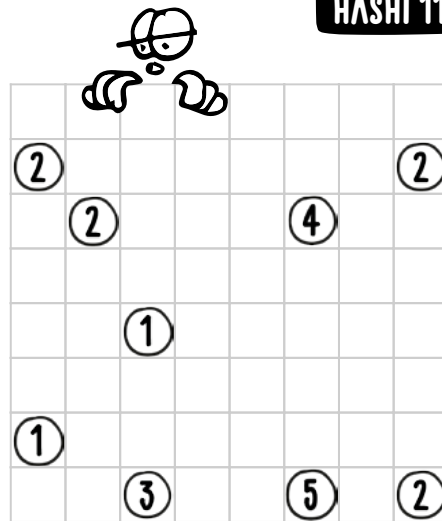
**HASHI 9**

		①			
②		②		④	
		④		①	
③	④			③	

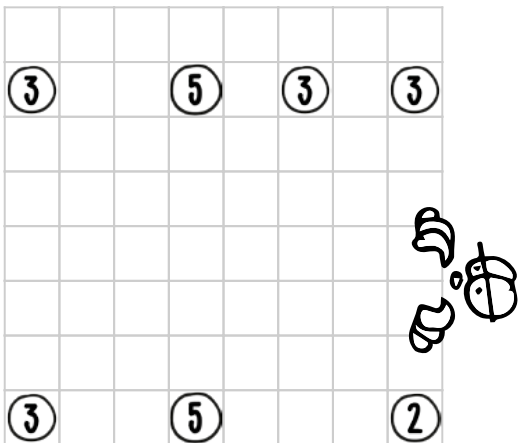
HASHI 10



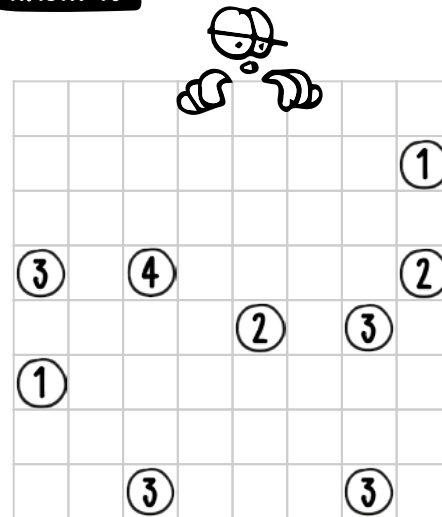
HASHI 11



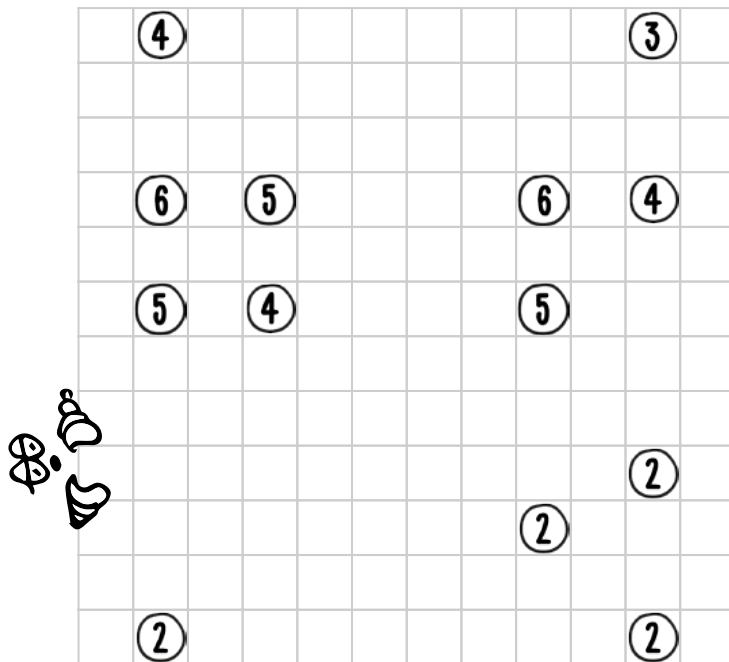
HASHI 12



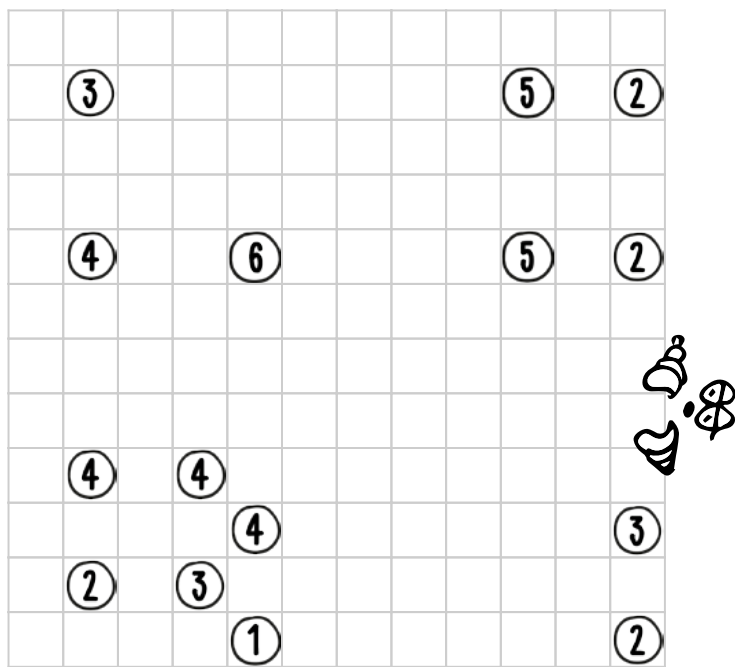
HASHI 13



HASHI 14



HASHI 15





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