8DOODLES

LOGIC PUZZLE GAMES

CREATED & PUBLISHED BY 8DOODLES TEAM



PRINT & SOLVE PUZZLE

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SNOW CANYON
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WEEKLY CHALLENGE 002

MAZE • SUDOKU • HASHI • SHIKAKU • SEARCH WORDS • SEARCH NUMBERS

WEEKLY CHALLENGE

In our daily lives, we spend a great deal of time focused on work, responsibilities, news, social media, and a constant flow of information. We rarely take a moment to slow down, focus on a single task, and give our minds an opportunity to engage in calm, creative thinking.

That is why this puzzle edition was created. This collection of printable puzzles has been prepared for you to download, print, and enjoy at their own pace — whether alone, with family, or with friends.

Sudoku, **Hashi**, **Shikaku**, **Search Words**, **Search Numbers**, and **Mazes** are more than just entertainment. These types of puzzles help develop concentration, logical thinking, observation skills, and patience. They offer a simple way to spend a few active minutes away from screens and the demands of everyday life.

You do not need to be a puzzle expert to participate. The most important thing is to have fun, enjoy the satisfaction of solving each challenge, and take a moment for yourself.

We hope this small publication becomes part of your regular routine and provides many enjoyable moments of relaxation and mental stimulation.

GOOD LUCK,
AND HAVE FUN!



Artur J. Heller



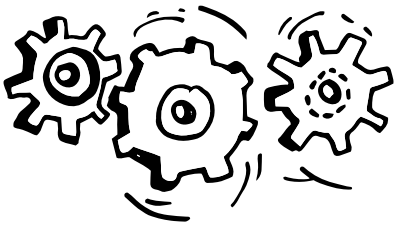
Anetta G. Heller

INSIDE

YOU WILL FIND THE FOLLOWING PUZZLES
TO SOLVE. ARE YOU READY?

08 MAZE
12 SUDOKU
16 HASHI
20 SHIKAKU
22 SEARCH WORDS
24 SEARCH NUMBERS

REAL CHALLENGES
NO ANSWERS
NO CHEATING





BEFORE YOU BEGIN

Before solving the puzzles, take a few moments to review the instructions for each challenge. We will explain the basic rules and objectives so you know how to get started.

Once you are ready, **print the puzzle** pages and **grab a pencil**, pen, marker, or your favorite writing tool. Find a comfortable place, take your time, and enjoy the challenge.

You will not find the solutions in this edition — and that is intentional. The real fun comes from thinking, trying, exploring different possibilities, and finding the answer on your own.

After all, where is the fun in having all the answers before the challenge even begins?

READY TO BEGIN?





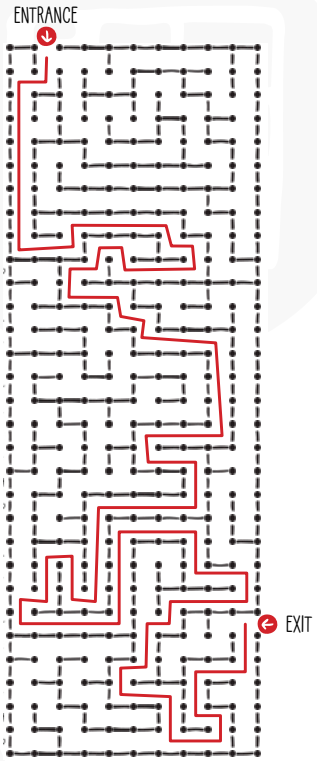
***FOR EXTRA FUN**, we included a suggested solving time for each puzzle. Use it as a friendly challenge — or simply solve at your own pace.*

MAZE

OBJECTIVE: Find the path from the ENTRANCE to the EXIT.

HOW TO PLAY: Carefully examine the maze and try to find the correct path leading from the entrance to the exit. You may trace your route directly on the printed page using a pencil or pen. Each maze has only one correct solution.

TIP: If you get stuck, try starting from the exit and working your way backward toward the entrance. Sometimes looking at the maze from the opposite direction can help you find the correct path more quickly.



SUDOKU

OBJECTIVE: Fill all empty cells with numbers from 1 to 9.

HOW TO PLAY: Each row, each column, and each 3x3 box must contain all numbers from 1 to 9. No number may be repeated in the same row, column, or 3x3 box.

TIP: Start with the areas that have the fewest missing numbers. This often helps you find the correct solution more quickly.

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

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

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

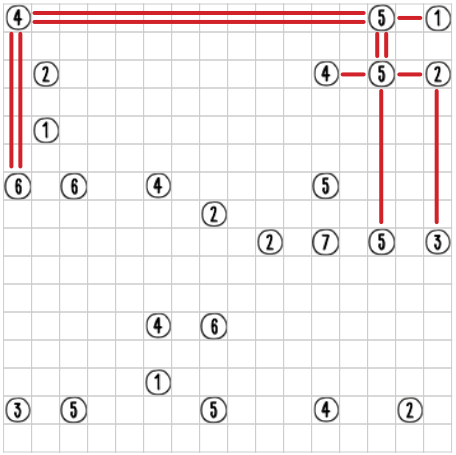
3	2	4	1
4	1	3	2
1	3	2	4
2	4	1	3

HASHI

OBJECTIVE: Connect all islands with bridges to create one continuous network.

HOW TO PLAY: The number on each island, shown as a circle, tells you how many bridges must be connected to that island. Bridges are drawn as horizontal or vertical lines. You may draw a maximum of two bridges between two islands. Bridges can only run horizontally or vertically, and they cannot cross each other. **When the puzzle is complete, all islands must be connected into one shared network.**

TIP: Start by looking at islands with higher numbers, as they usually have fewer possible bridge combinations.



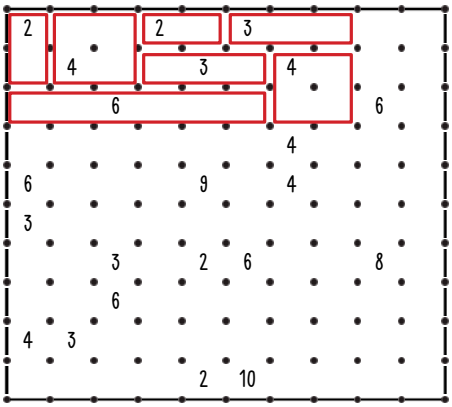
SHIKAKU

OBJECTIVE: Divide the grid into rectangles according to the numbers on the board.

HOW TO PLAY: Each rectangle must contain exactly one number. That number shows how many grid squares the rectangle must include. For example, a rectangle with the number 6 must cover exactly 6 grid squares.

Rectangles may have different sizes and shapes, including square-shaped rectangles, but they cannot overlap. When the puzzle is complete, every grid square must belong to one rectangle.

TIP: Start with larger numbers first. They often have fewer possible shapes, which can help you solve the rest of the puzzle more easily.



 = 1 GRID SQUARE

SEARCH WORDS

OBJECTIVE: Find all the hidden words in the letter grid.

HOW TO PLAY: A list of words is provided next to or below the puzzle. Search for each word in the grid and mark it when found. Words may appear horizontally, vertically, diagonally, and sometimes backward.

The puzzle is complete when all words from the list have been found and marked.

TIP: Start with the longest words first. Their unique letter patterns often make it easier to find the remaining words.

C E R U T N E V D A W T B D Z B C Z N B
E O P N - E T B R O F B B T M R I Y D D
E T L M E A D E X P E D I T I O N F M I
O E T O U D E P A I N T I N G D B U B Y
C T S S R D R N N W N F L P T L I R I Z
B I E Y A I ? A I Y A G S G G D D B B I
T S W C D L N E G C F L F N A D C U D G
W ? I I O S L G G ? I B J T A N Y B P S
E N N F E P U A ? A R D S S O C I O I D
E O G N S G Y U B B B E E W O B K A J S
K I ? F N E M ? T F O R T M C S H R P H
E T M M G I V R M T C O A N E I A D S O
N C A Y R S Y I K A T P K G I U N ? S P
D U C J U K A C H Y C R F G L W D G N P
C R H I M U B F E C K H A U Y S Y A O I
J T I - S S O F A T R U I V E J M M S N
W S N B ? Z I Z J M S A I N E F A E A G
T N E G A L F U O M A C Z I E L N T E N
I O C Y T B T Y T M I N S E C T S L S ?
J C Z R U G S R G O W A T E R F A L L J

WORD: SOFA

SEARCH NUMBERS

OBJECTIVE: Find all the hidden numbers in the number grid.

HOW TO PLAY: A list of numbers is provided next to or below the puzzle. Search for each number in the grid and mark it when found. Numbers may appear horizontally, vertically, diagonally, and sometimes in reverse order.

The puzzle is complete when all numbers from the list have been found and marked.

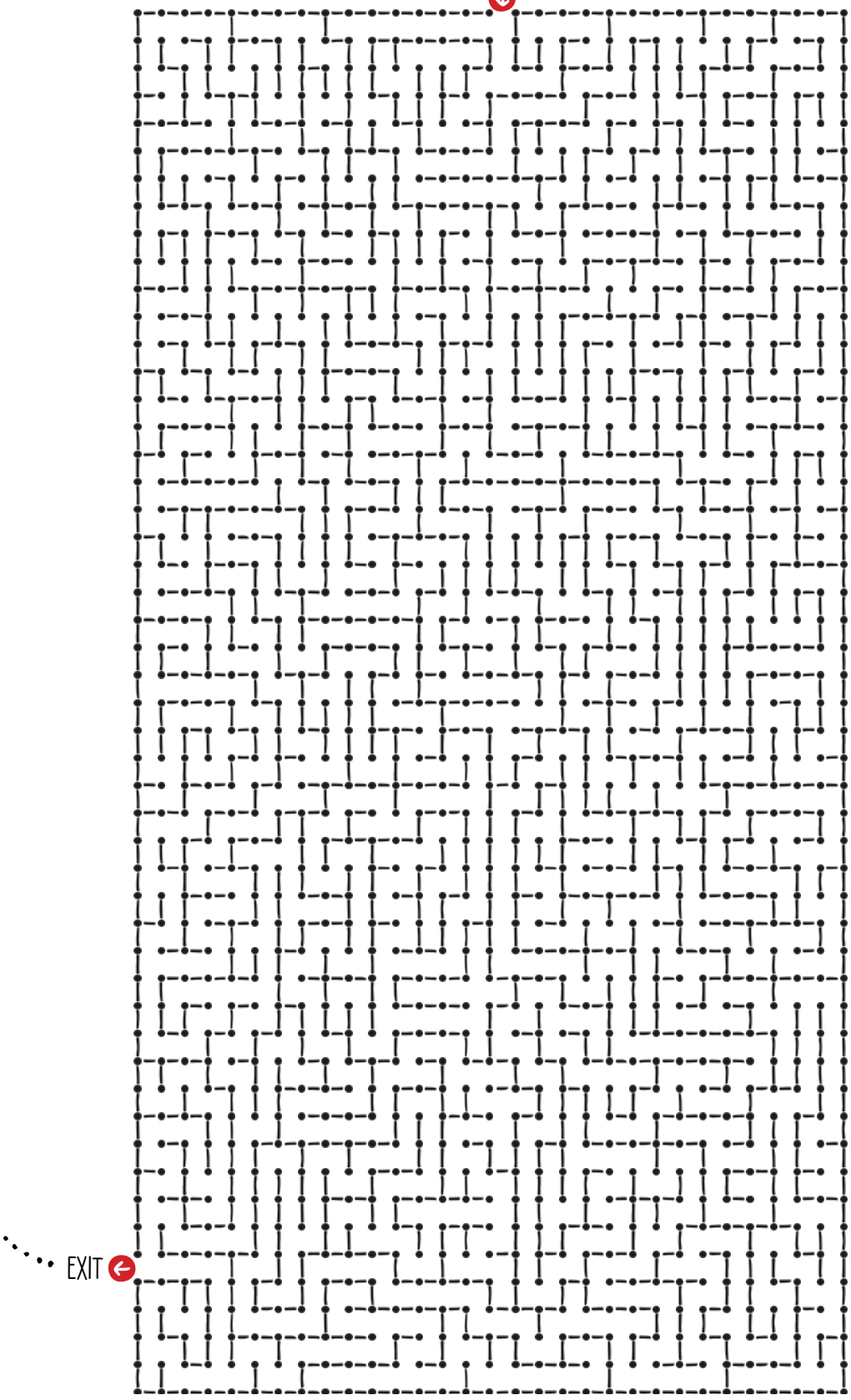
TIP: Look for numbers with distinctive digit patterns or uncommon starting digits. Finding these first can make it easier to locate the remaining numbers.

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

NUMBER: 544058

MAZE 1

ENTRANCE



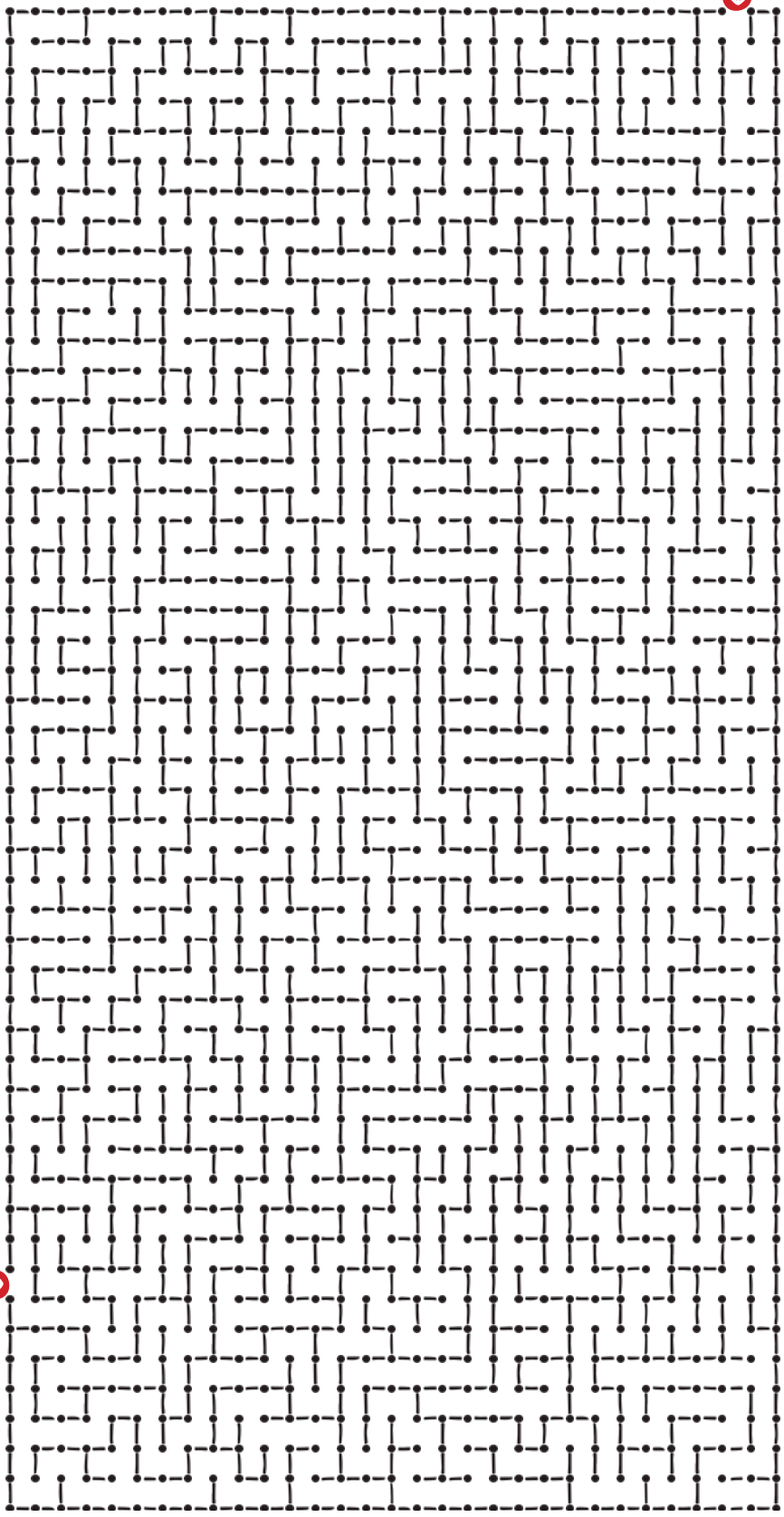
EXIT



8-MINUTE CHALLENGE

MAZE 2

ENTRANCE

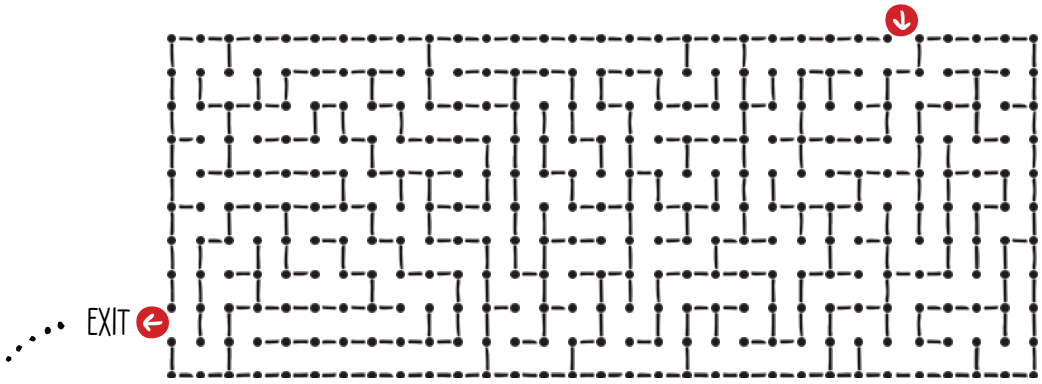


EXIT

8- MINUTE CHALLENGE

MAZE 3

ENTRANCE

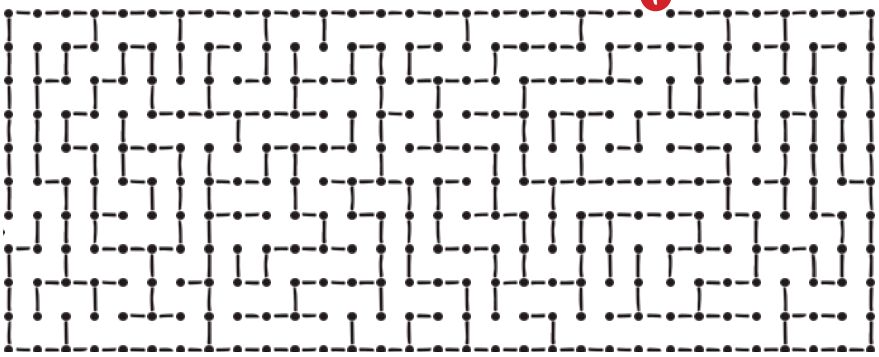


EXIT

2-MINUTE CHALLENGE

MAZE 4

EXIT

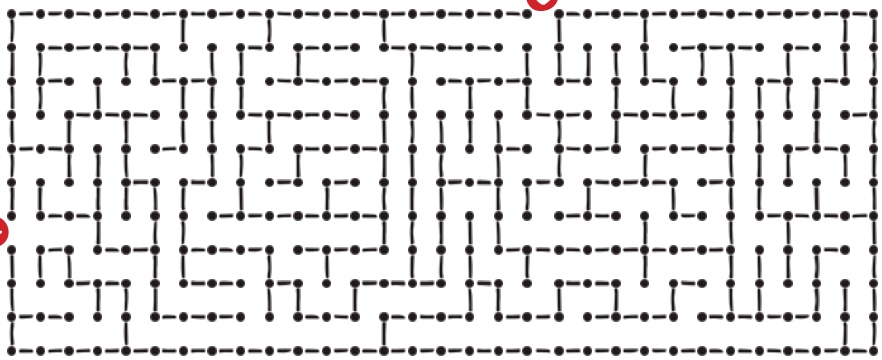


ENTRANCE

2-MINUTE CHALLENGE

MAZE 5

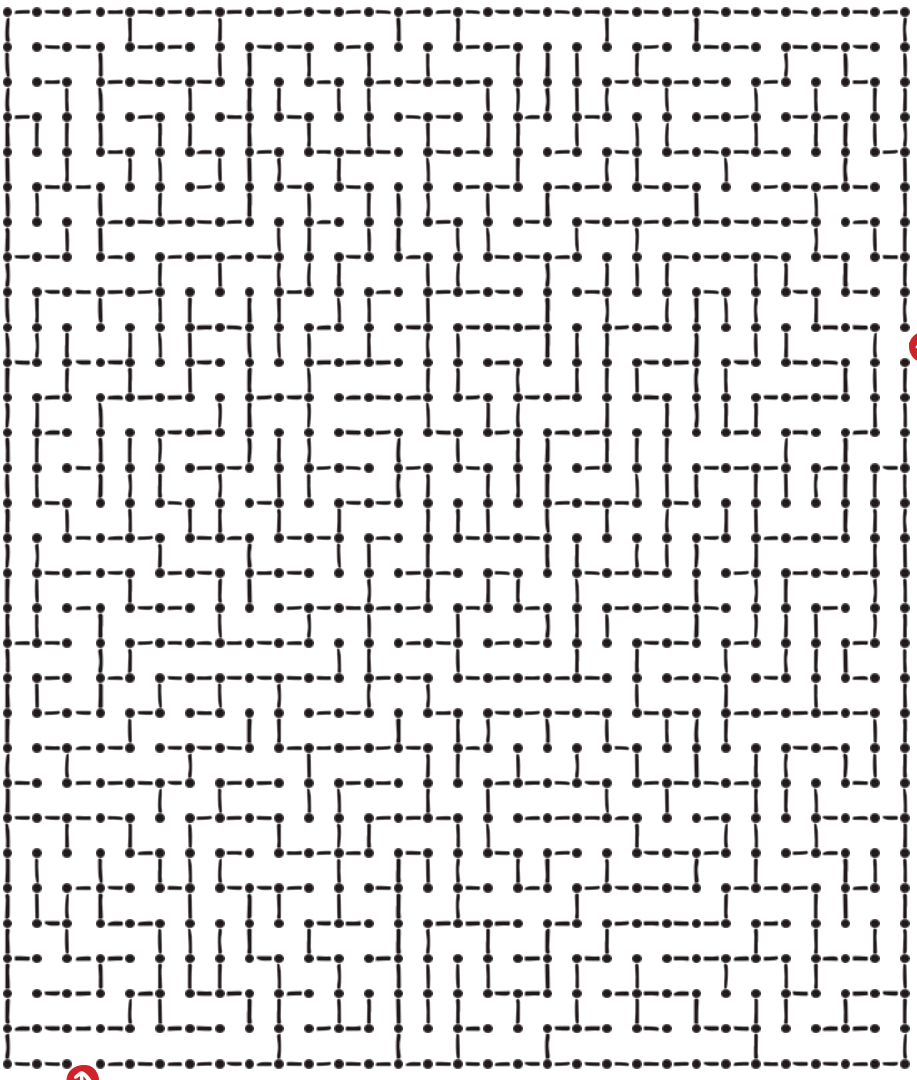
ENTRANCE



2-MINUTE CHALLENGE

EXIT

MAZE 6



2-MINUTE CHALLENGE

SUDOKU 1

2X2 BOARD **EASY**

	4		
	3		1
	1		
4	2	1	3

	2		
		2	
2	1		3
3		1	2

	1		
4		1	
1			4
2		3	1

			3
3	4		2
1	2		
	3		1



6-MINUTE
CHALLENGE

SUDOKU 2

2X2 BOARD **EASY**

4		1	2
1	2		3
2			4
		2	1

	1	2	
2	3		4
	2	4	1
	4	3	

1		3	4
	3	2	1
		1	
3		4	2

1	2		4
	3		
	4	1	2
2	1	4	



6-MINUTE
CHALLENGE

SUDOKU 3

3X3 BOARD **EASY**

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

SUDOKU 4

3X3 BOARD **EASY**

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

30-MINUTE
CHALLENGE

SUDOKU 5

3X3 BOARD **MEDIUM**

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

SUDOKU 6

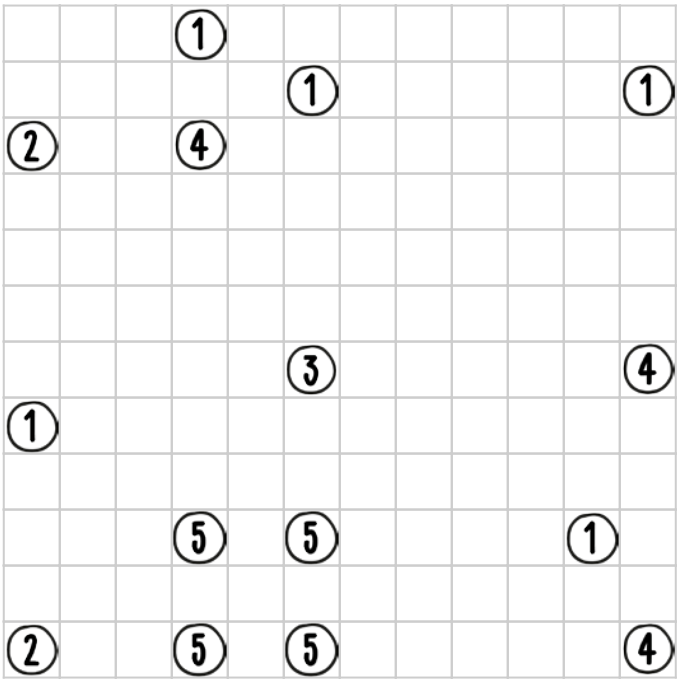
3X3 BOARD **HARD**

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

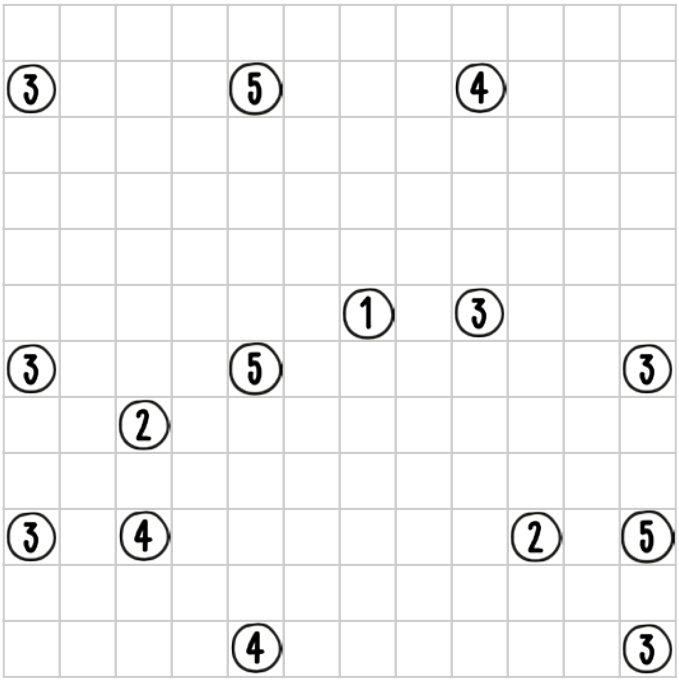


30-MINUTE **CHALLENGE**

HASHI 1

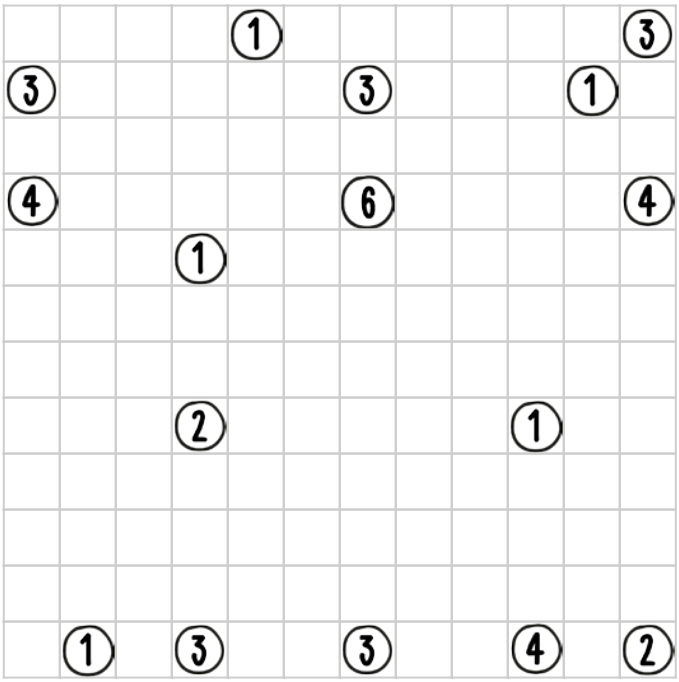


HASHI 2

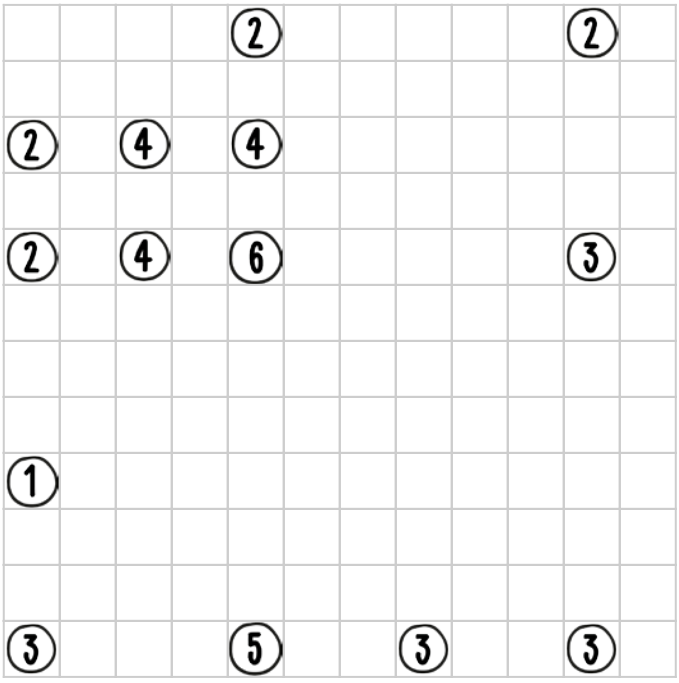


20-MINUTE CHALLENGE

HASHI 3

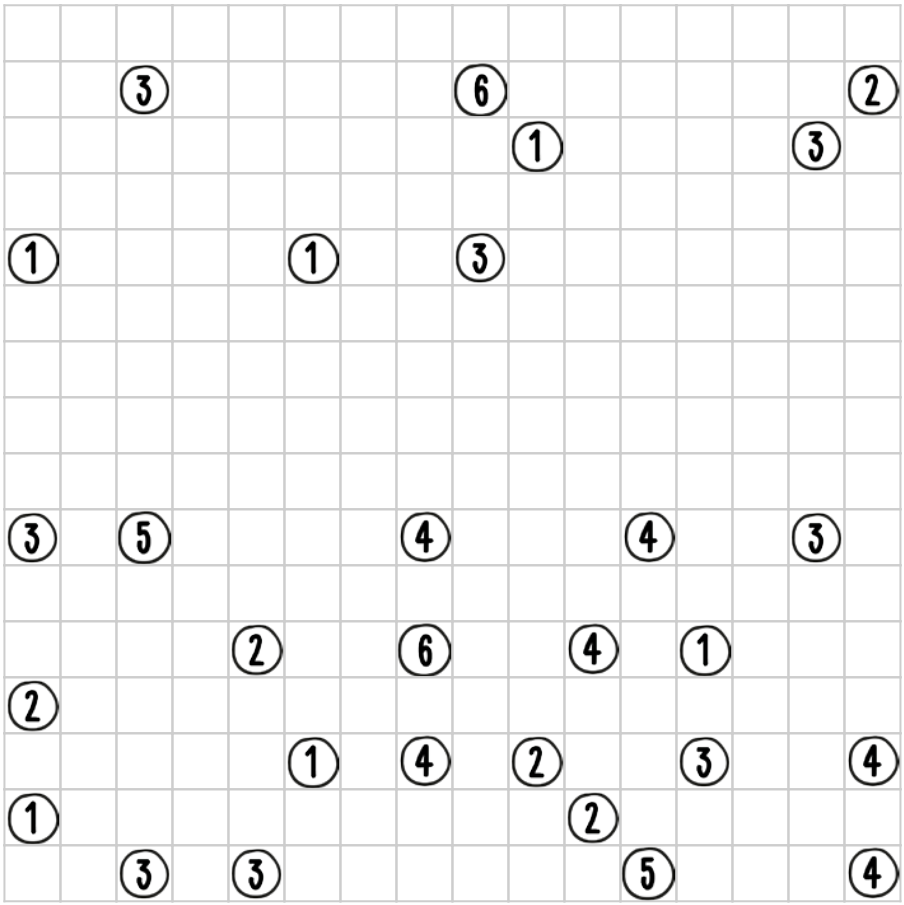


HASHI 4



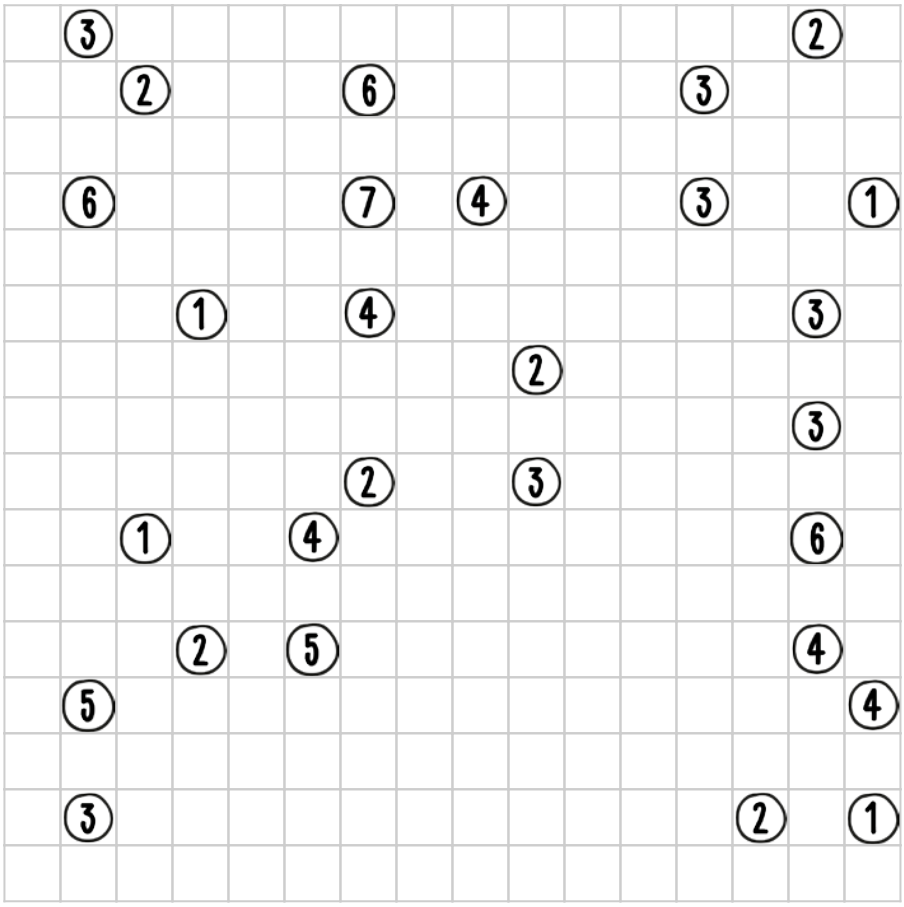
20-MINUTE CHALLENGE

HASHI 5



15-MINUTE CHALLENGE

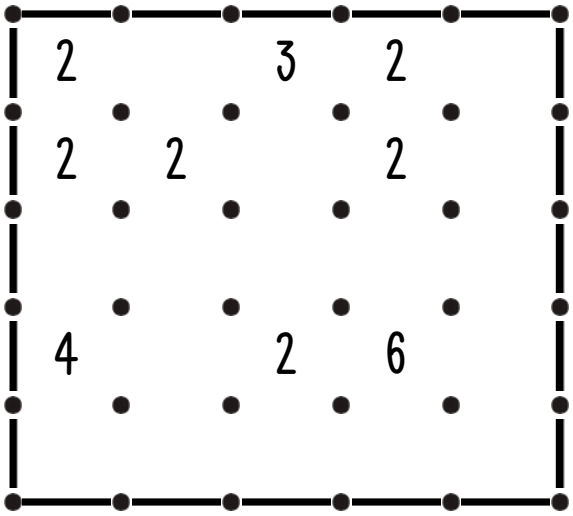
HASHI 6



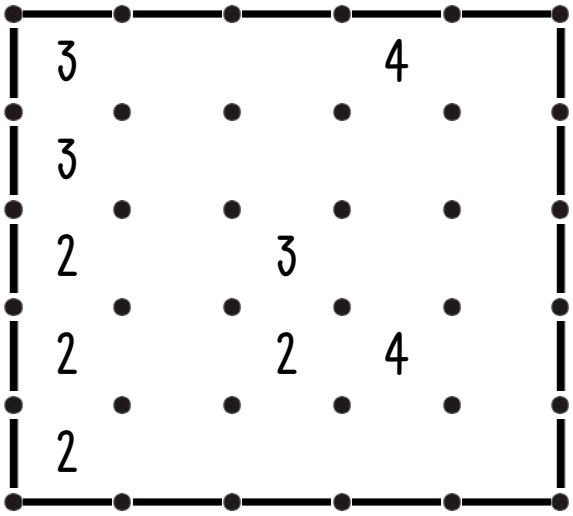
15-MINUTE CHALLENGE

20-MINUTE CHALLENGE

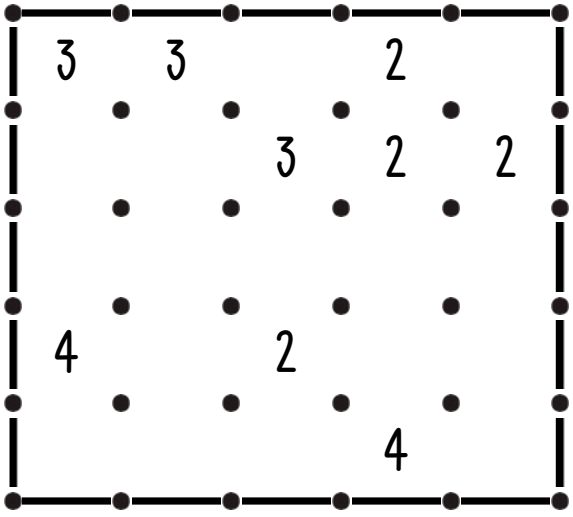
SHIKAKU 1



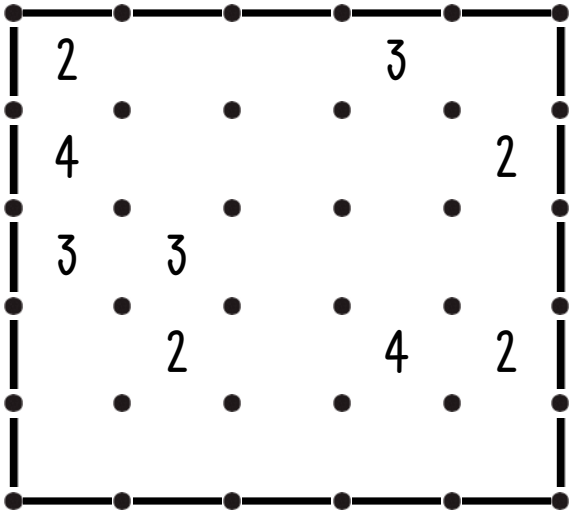
SHIKAKU 2



SHIKAKU 3

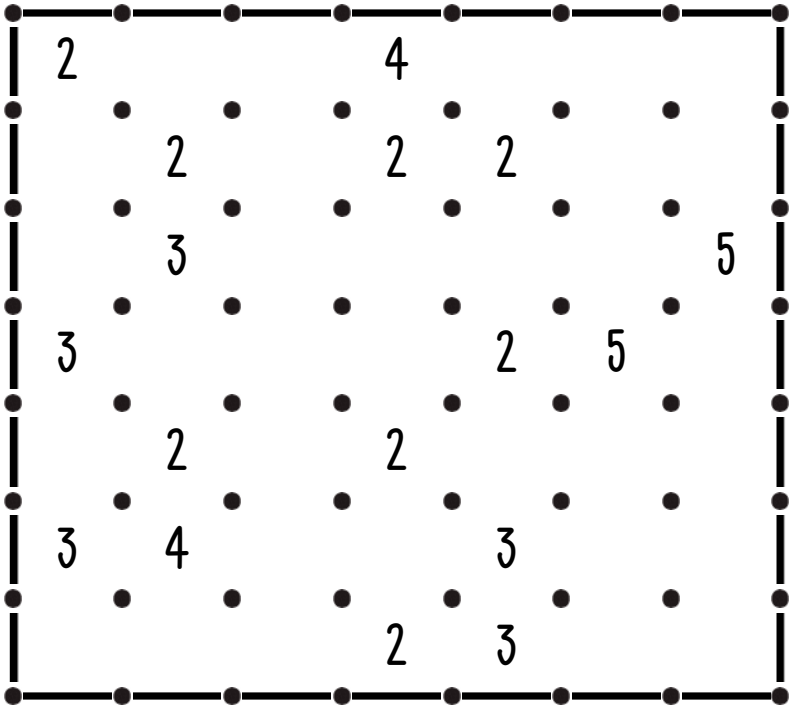


SHIKAKU 4

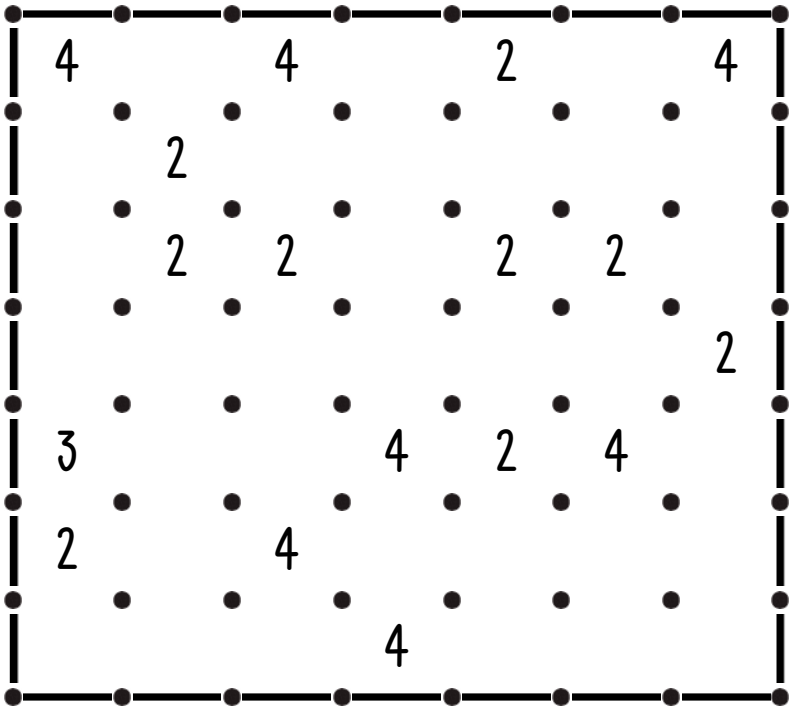


20-MINUTE CHALLENGE

SHIKAKU 5



SHIKAKU 6



SEARCH WORDS 1

G P B R E A T H T M D S E N İ L İ T Y O
R S U J D U P İ W S Y P M K Z Y Y T S O
W A T S S A N D F W B M W S P P R S İ A
Z B B J - R B B G N A Y Z T İ T N O M N
F A Y B G Z W C D L T R B R T F G Z P K
G W W L İ W E L O H W İ N L D A G G L W
L Y S O K T L N G F W J M İ U D C A İ J
E T E R ? T G İ İ R O E Y G N E R P F A
D F J L Y T T B N O L Z U J Y G O M İ U
K U İ J İ G E F K E P O F J T K C Y C E
C W F M U B F D G R L K T Z Z R K Y A F
W C E Y E B T Y B L E S S O N G E N T P
S N A İ L N P K J F F B W B İ K T R İ E
A J A U S T L D Y A İ T L P A İ S İ O W
A S O K W E A L T H A C A C L G N Z N U
S K R İ C Y D O A N İ Z E K A C T B F G
F T L B R K K F K U C R N A O G A W K E
O R S Z D B J S N L E Z A G G P A S D C
D S S İ M P R O V E M E N T D T G D T G
- E N O G O S A İ F U T D G K B S K Y T

16

SENILITY
BLUE
IMPROVEMENT
TIGHT
LONGTIME
WARNING
BREATH
EGYPT
GOAL
ROCKET
LESSON
SNAIL
GAZE
RABBIT
SIMPLIFICATION
WEALTH

40-MINUTE CHALLENGE

SEARCH WORDS 2

Z O - N İ L M L Z Y İ U S L P D L S B Z
O L C L A L T P C P G J R S P J M R C S
E N D O Y D K S B T C N F A G P P P H O
? G A E N C F U U K O P O C G E O E J W
L L P N A A G P U P E O T L N T L İ M S
G S S A Y Z M G A Z P D N N E L P B B R
U D L ? İ - F D E İ F L Y D M B L D D E
K M O C A D K F N R S Y İ J O W D J A T
? O A U P F K N S A İ G O C L J R T L N
K P İ M F Z R R L U D Y B Y A P Y B A E
P G R Y T S G U D C E F K A N T O W A S
K R O E D İ S A P P O İ N T E D İ K İ E
A E İ Z S U O U İ S C W O S B Y G O P R
D B L Z K E P A R K - S L J - U N A N P
R N P K E İ N O G S K E G ? A A S Z P Z
B U İ O T N İ T D F D A O S L F M N A İ
C O Z G B N C N E U T F K A S G M L G W
M K B Z - İ W F N R Y P L Z W P İ O L N
Y E D E J J G Z A M Z Y Z N M W K E R P
E W S Y T P M E T T A E G G S O B S İ S

SHELL
PRESENTER
PRİZE
BELONG
DISAPPOINTED
ATTEMPT
SUPPLICATION
PRESENTER

8

40-MINUTE
CHALLENGE

SEARCH NUMBERS 1

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

572813
153928
447243
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361995
871340
798597
794192



40-MINUTE
CHALLENGE

SEARCH NUMBERS 2

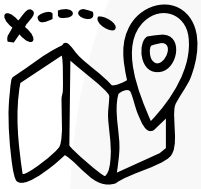
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354728
151105

606327
917903
806153
860688
324662
351159
835637
995174

16

40-MINUTE CHALLENGE



THANK YOU FOR JOINING THIS WEEK'S CHALLENGE!

We hope the puzzles featured in this edition provided an enjoyable experience and gave you the opportunity to spend a few moments exercising your mind through creative and engaging challenges.

This puzzle edition is designed for readers who enjoy logical thinking, brain teasers, puzzles, and active ways to spend their free time. We invite you to explore future editions and share them with family and friends.

All puzzles and materials included in this publication were created by the team behind 8doodles.com — a creative platform dedicated to brain games, puzzles, board games, creative challenges, and interactive online experiences.

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Thank you for spending this time with us. We hope to see you again in a future puzzle edition.





MORE GAMES, MORE PUZZLES, MORE FUN!



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8 WEEKLY CHALLENGE



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