

Back to School Puzzle Book

$$1 + 2 = 10$$

10 Types
of Puzzles
with Solutions



Must Not Be Played in Class

Back To School Puzzle Book

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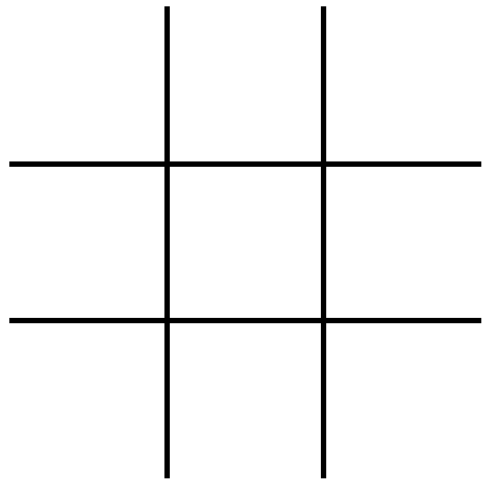
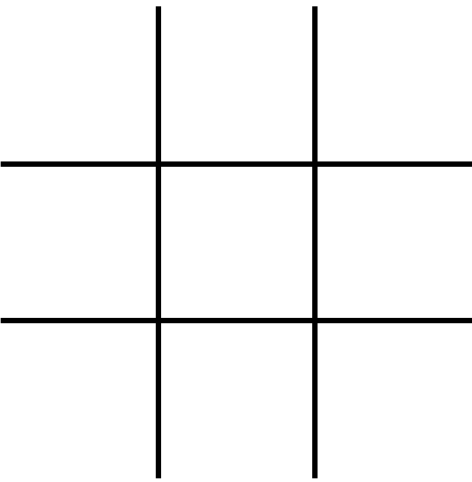
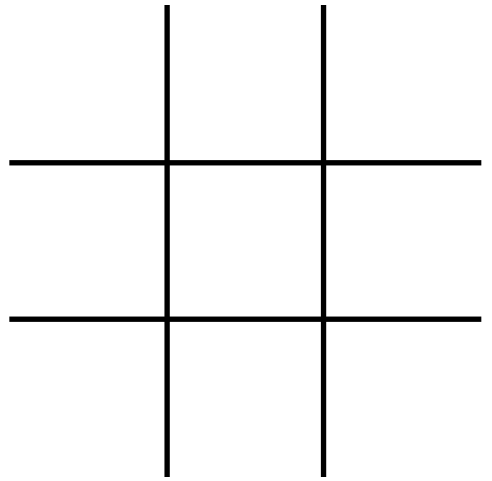
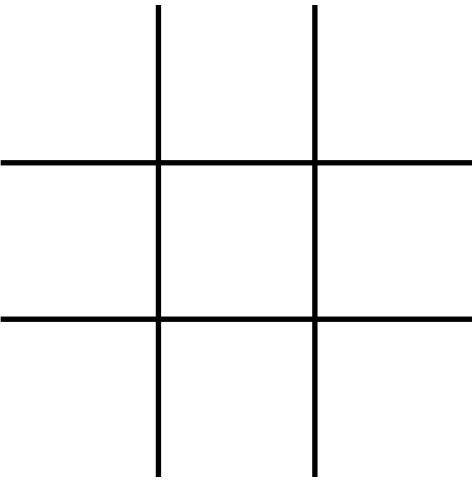
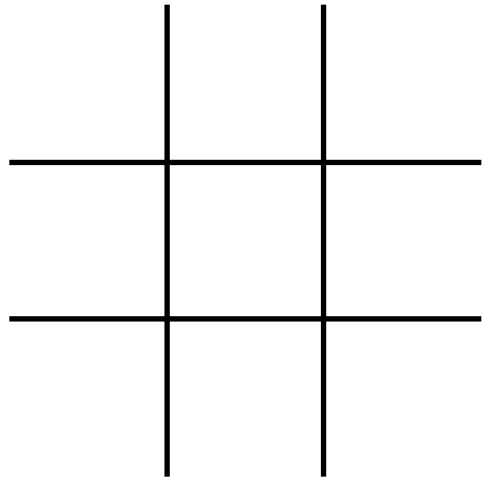
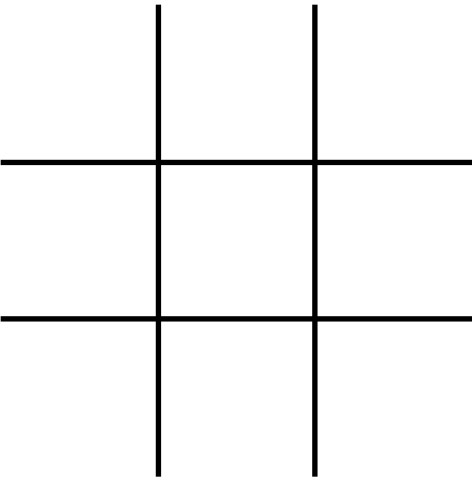
Puzzles in This Collection

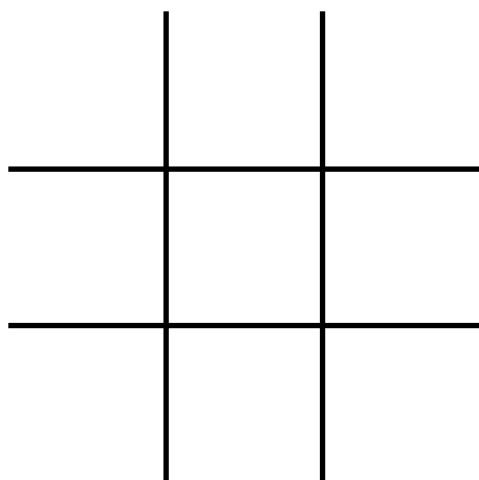
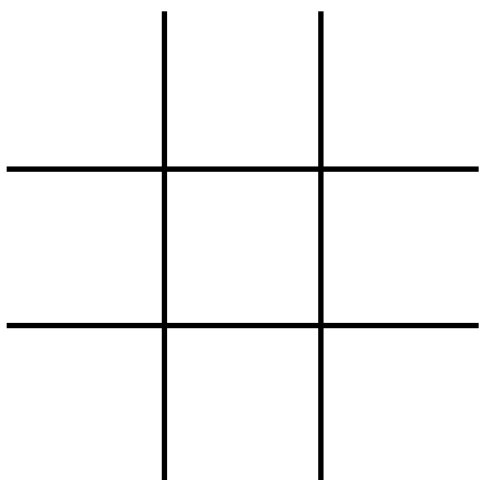
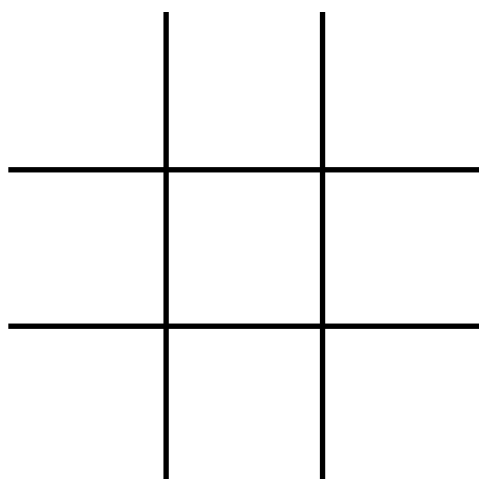
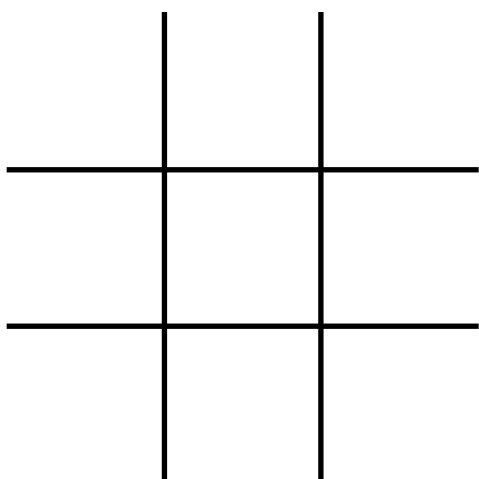
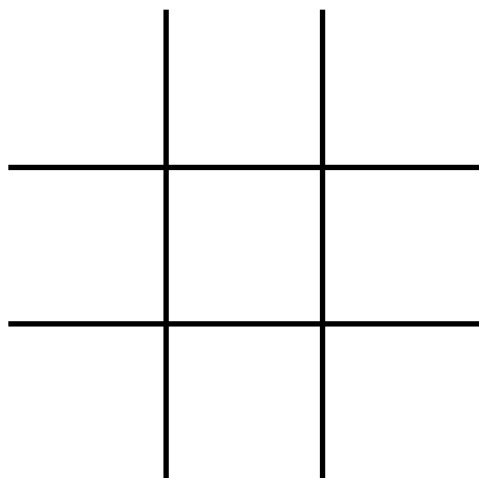
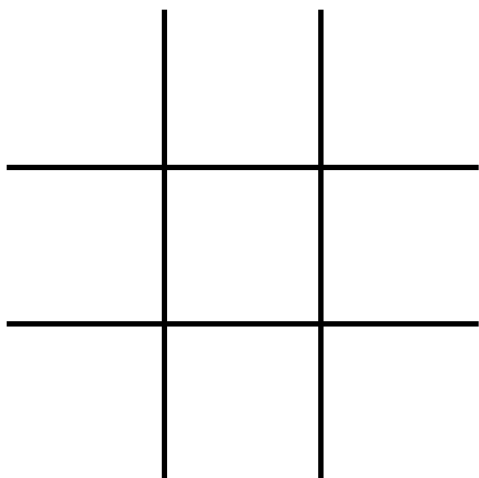
- **Tic Tac Toe**
 - **Battleships**
 - **Hangman**
 - **Tic Tac Logic**
 - **4 In a Row**
 - **Easy Mazes**
 - **Kids Sudoku**
 - **Mine Finder**
 - **ABC Path**
 - **Number Place**
-
- **Each Puzzle has**
 - **solutions at end of game**

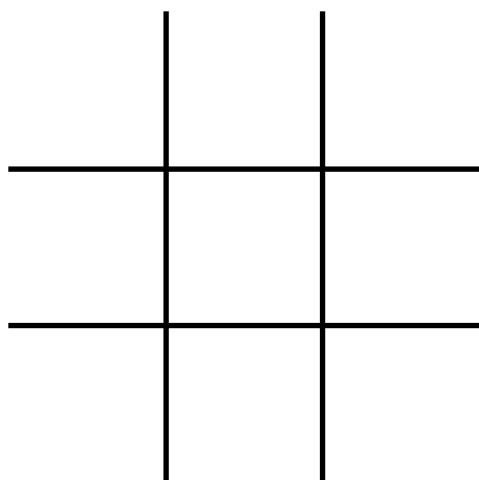
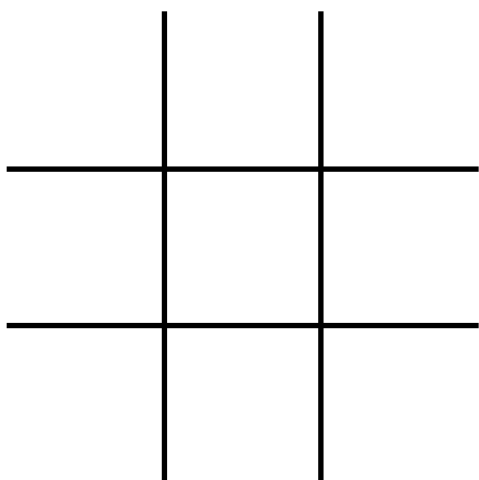
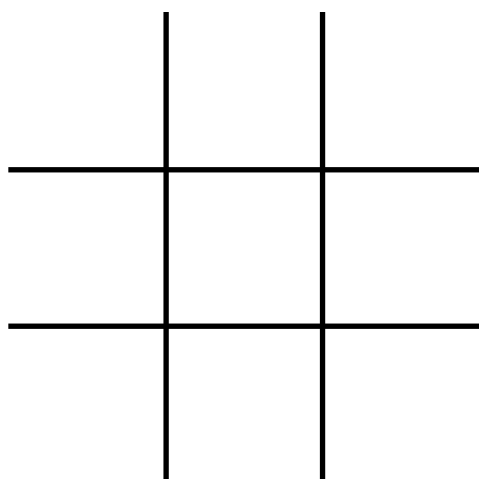
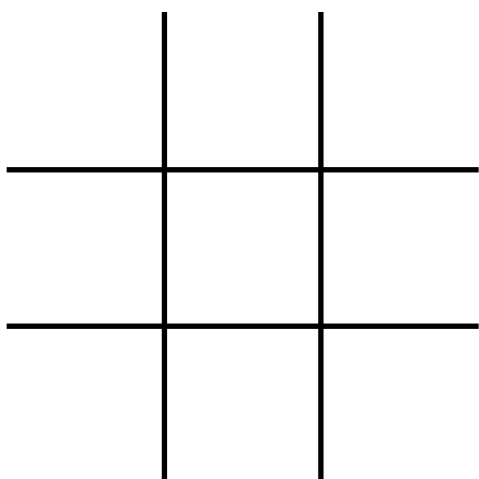
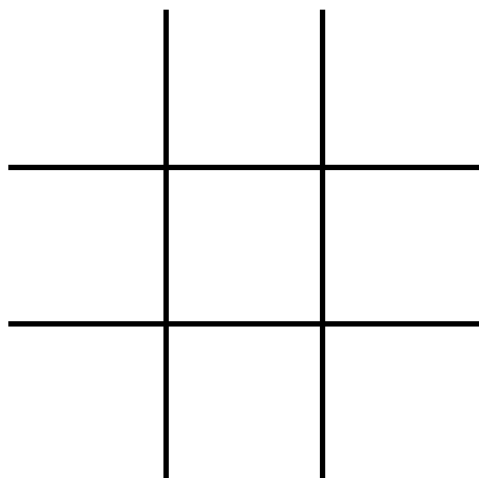
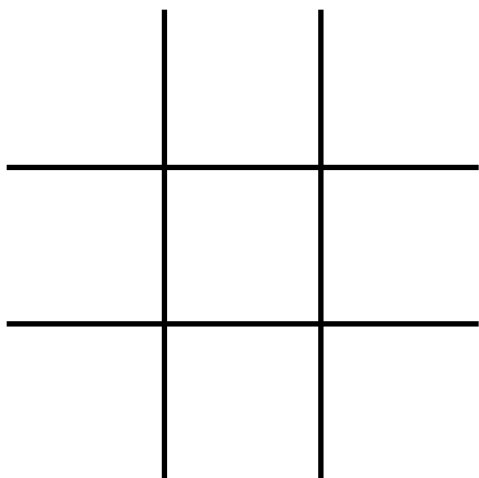
HOW TO PLAY

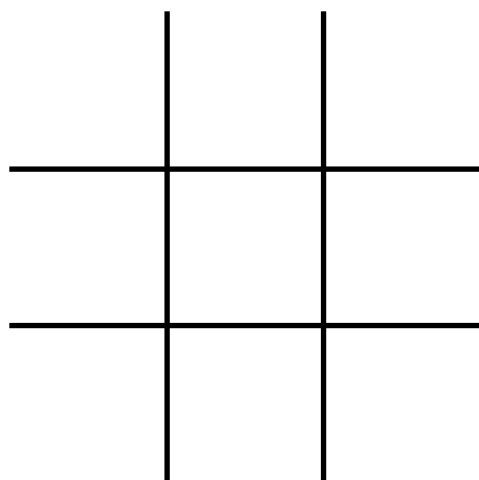
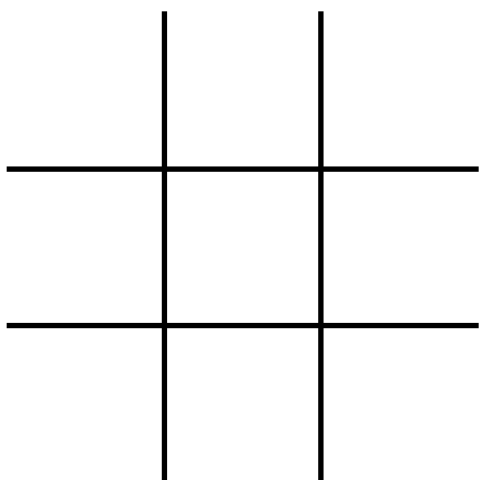
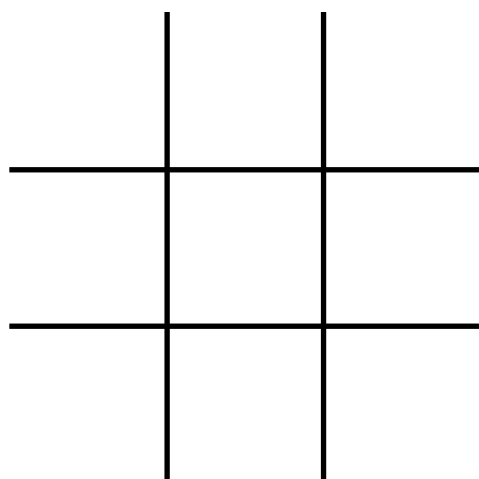
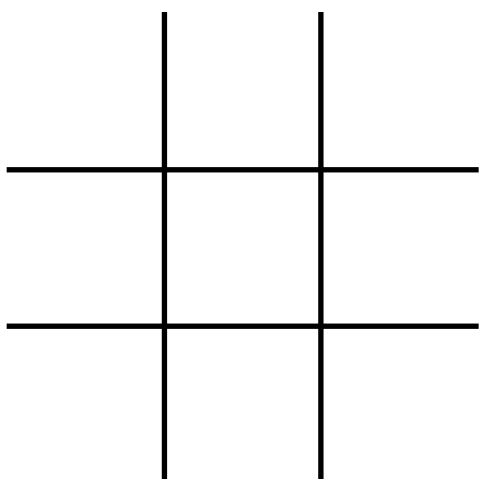
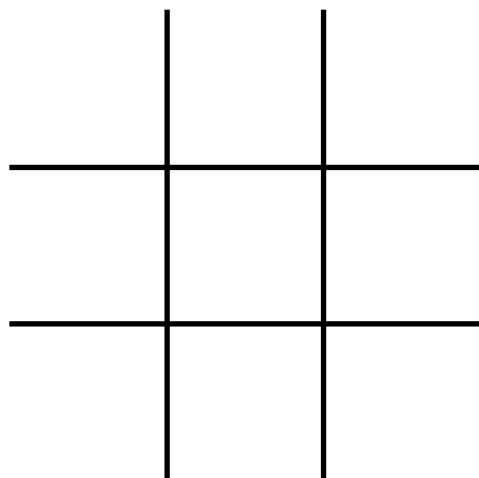
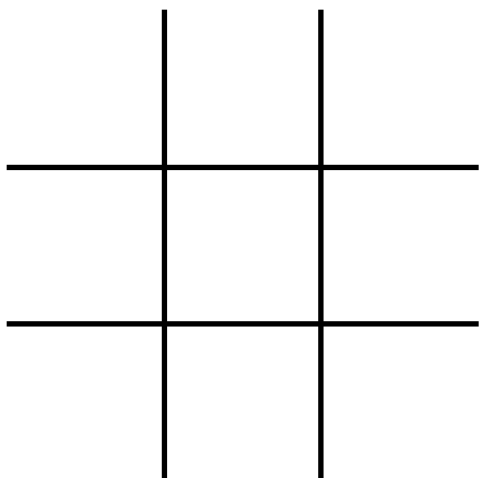
The game is played on a grid that's 9 squares

- You are X, the other player is O.**
- Players take turns putting their marks in empty squares.**
- The first player to get 3 of her marks in a row (up, down, across, or diagonally) is the winner.**
- When all 9 squares are full, the game is over.**









HOW TO PLAY

The only available information are numbers telling you how many ship segments are in each row and column, and some given ship segments in various places in the grid.

The object is to discover where all ten ships are located in the grid.

The fleet consists of

1. battleship (4 squares)
2. cruisers (3 squares)
3. destroyers (2 squares)
4. submarines (1 squares)

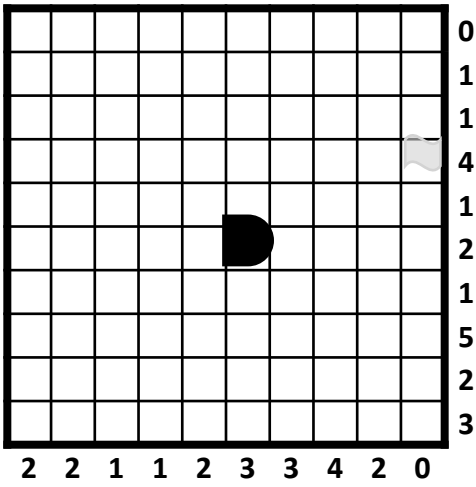
A solid block signifies a middle part of a ship.

A curved shape signifies the start or the end of a ship.

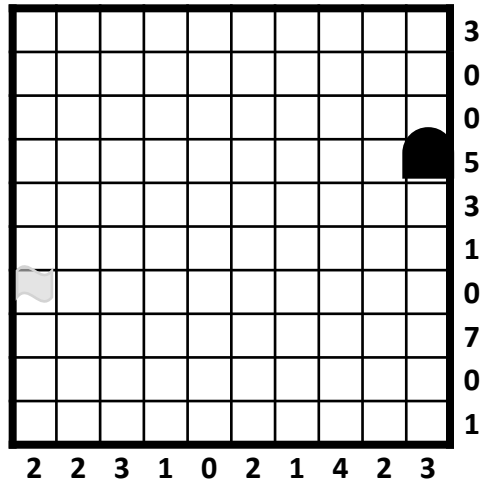
The ships may be oriented horizontally and/or vertically in the grid, but not diagonally.

Ships can not occupy adjacent grid squares, even diagonally.

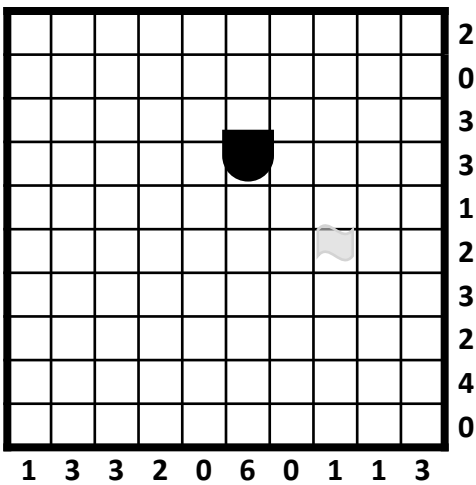
WARSHIPS - 8



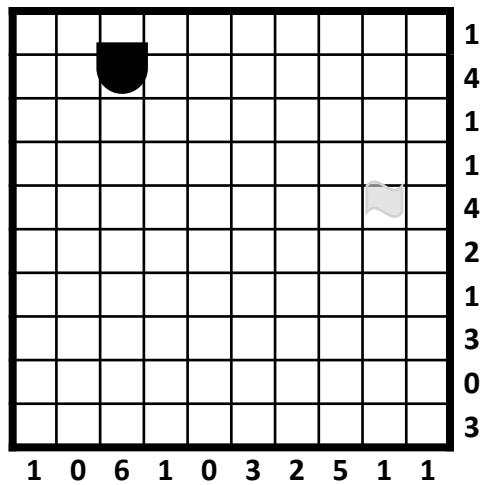
WARSHIPS - 9



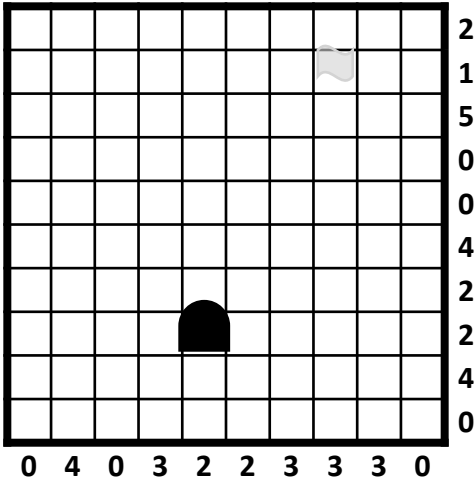
WARSHIPS - 10



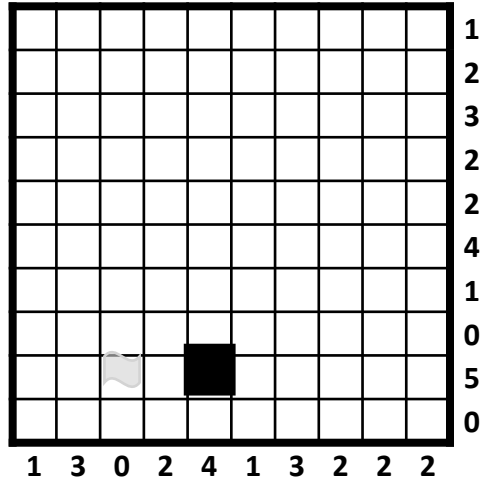
WARSHIPS - 11



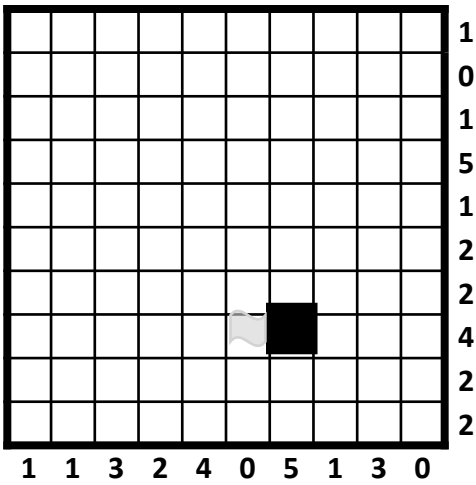
WARSHIPS - 12



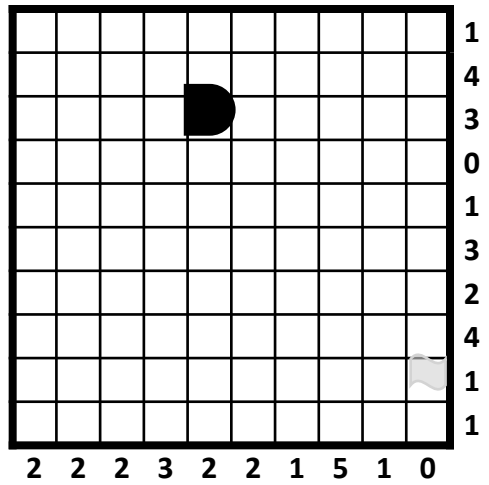
WARSHIPS - 13



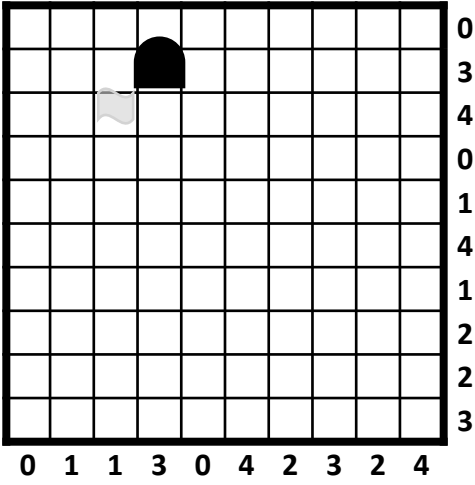
WARSHIPS - 14



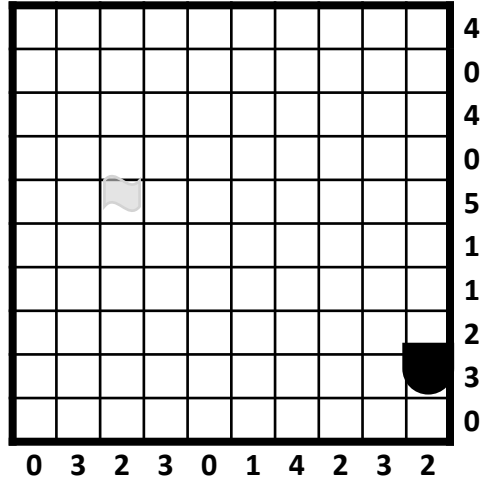
WARSHIPS - 15



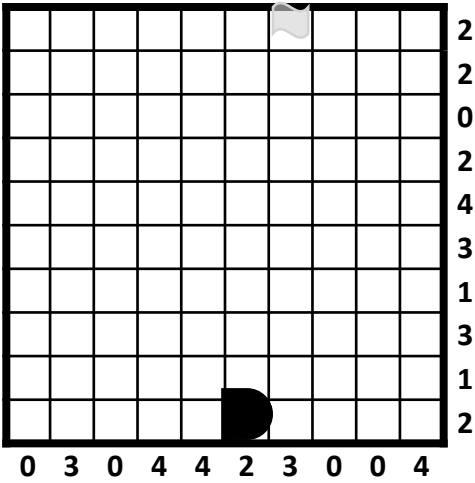
WARSHIPS - 16



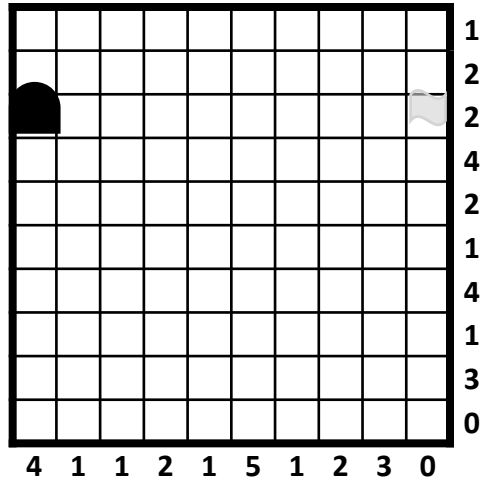
WARSHIPS - 17



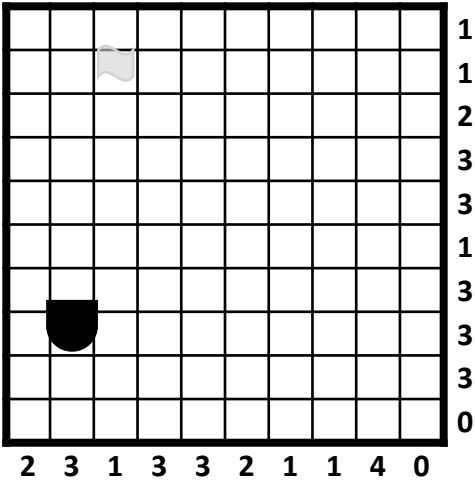
WARSHIPS - 18



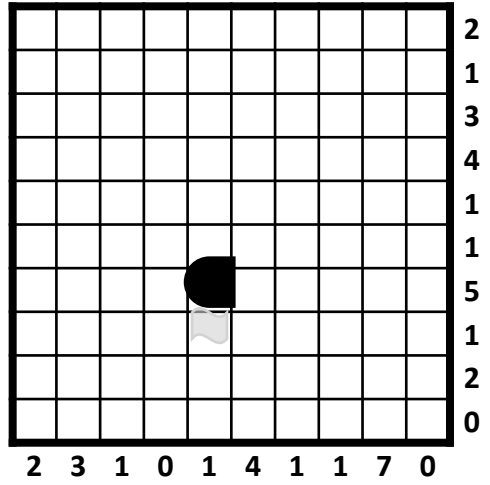
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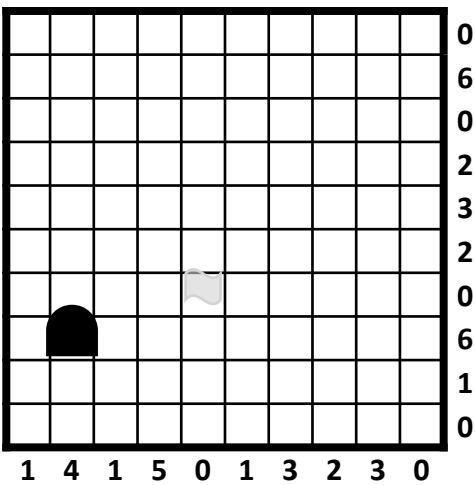
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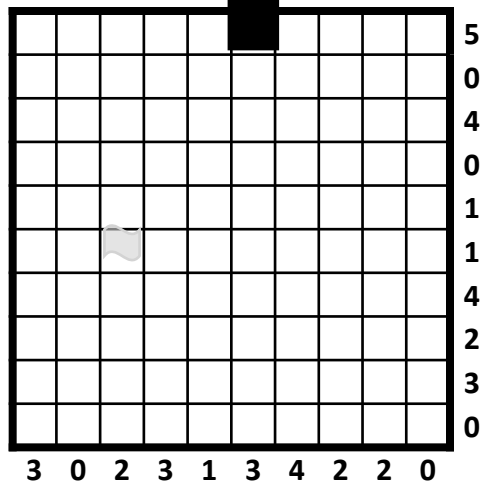
WARSHIPS - 21



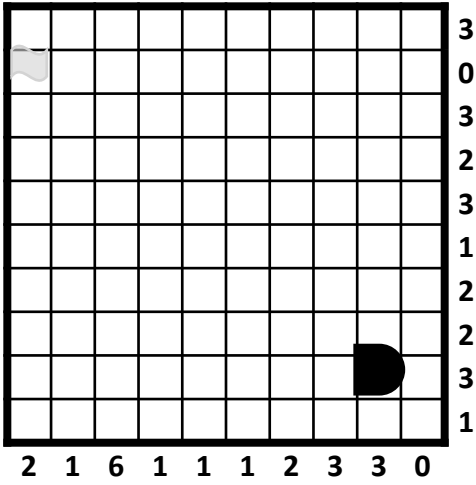
WARSHIPS - 22



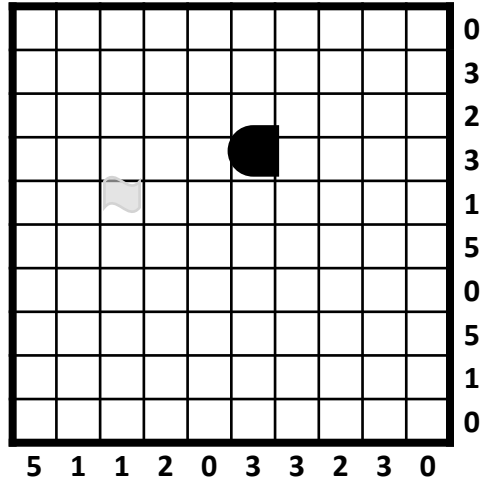
WARSHIPS - 23



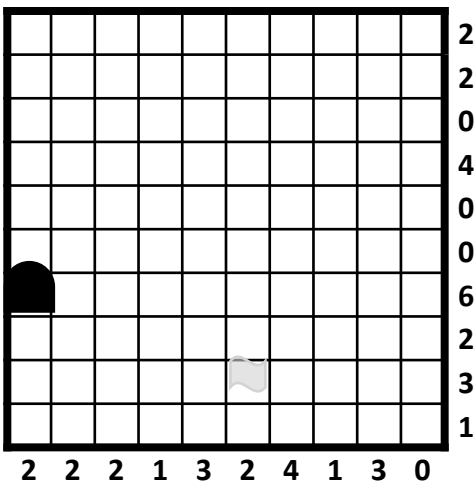
WARSHIPS - 24



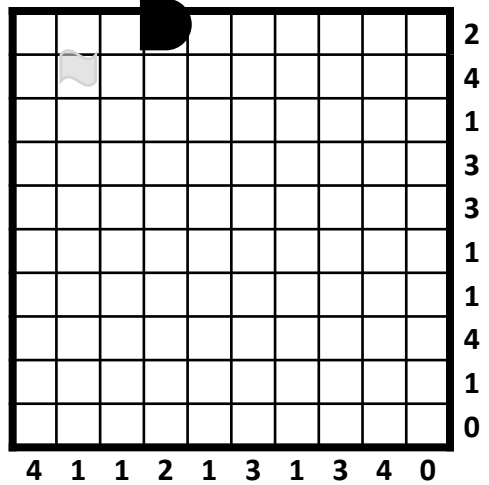
WARSHIPS - 25



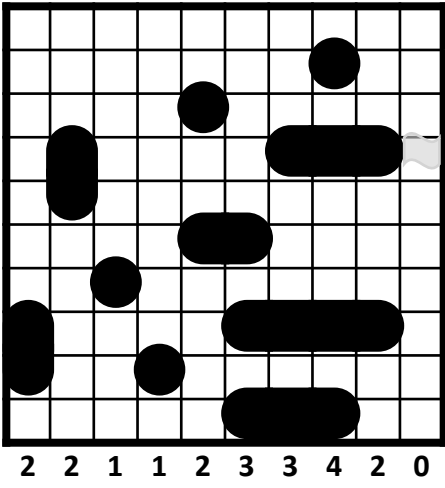
WARSHIPS - 26



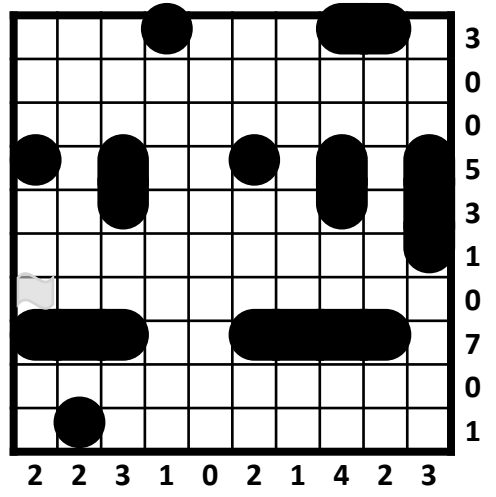
WARSHIPS - 27



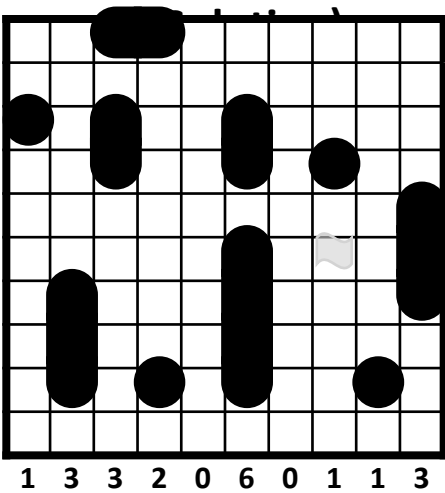
WARSHIPS - 8 (Solution)



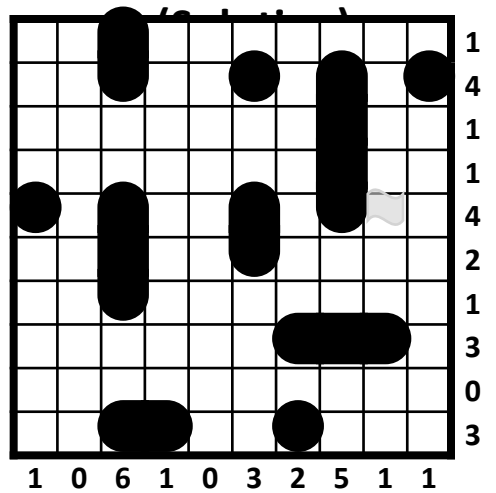
WARSHIPS - 9 (Solution)



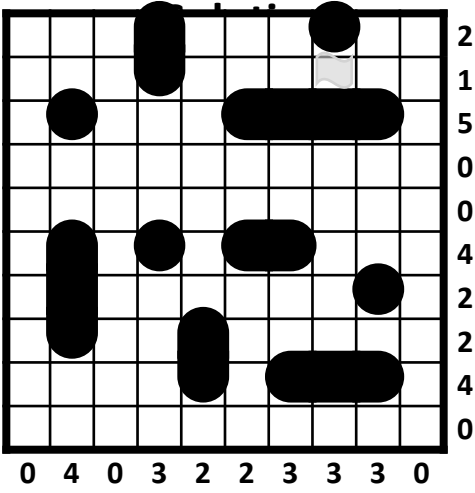
WARSHIPS - 10



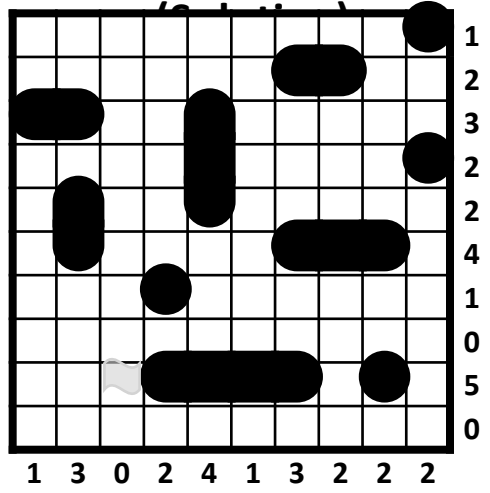
WARSHIPS - 11



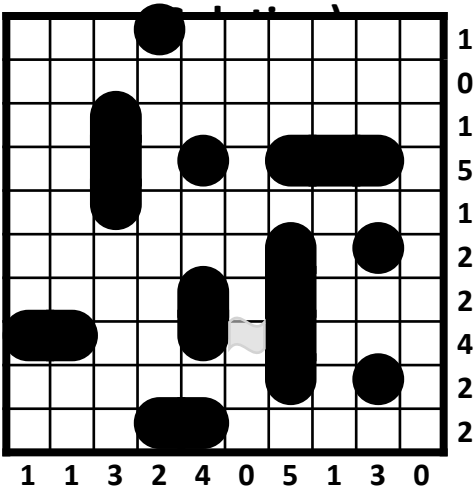
WARSHIPS - 12



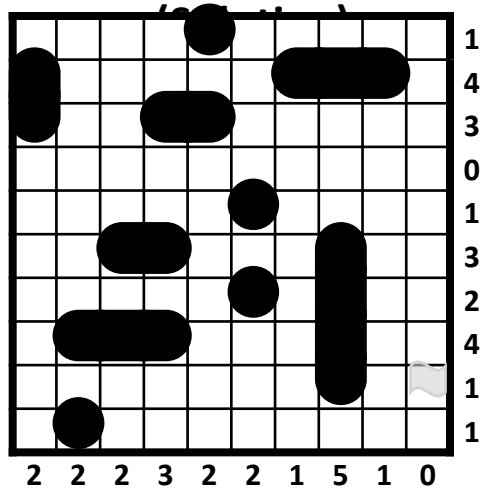
WARSHIPS - 13



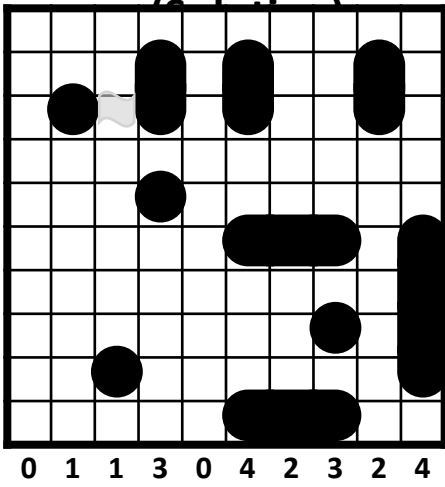
WARSHIPS - 14



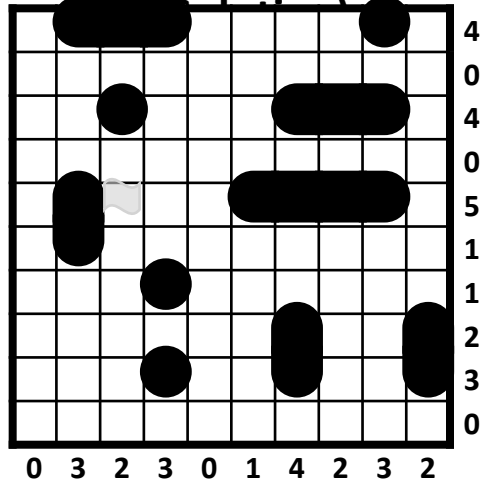
WARSHIPS - 15



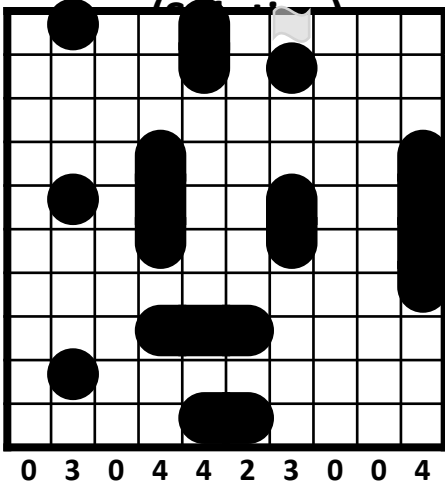
WARSHIPS - 16



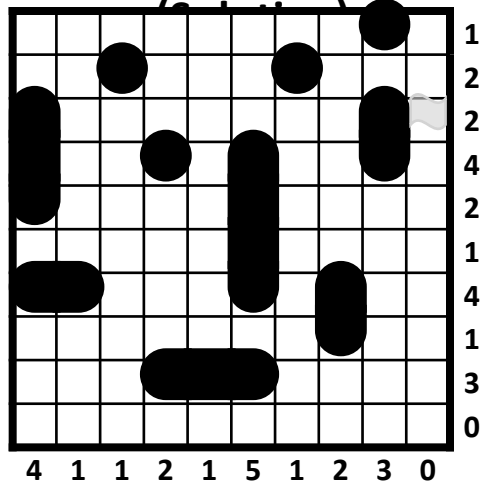
WARSHIPS - 17



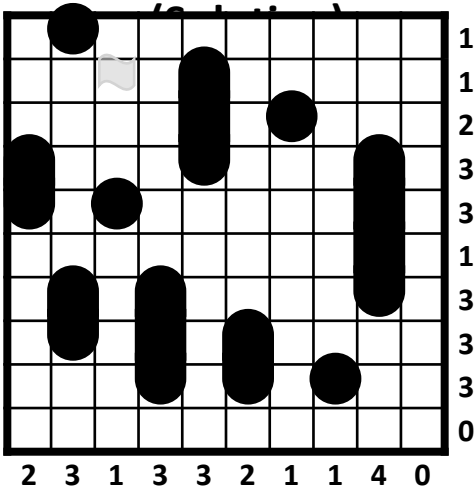
WARSHIPS - 18



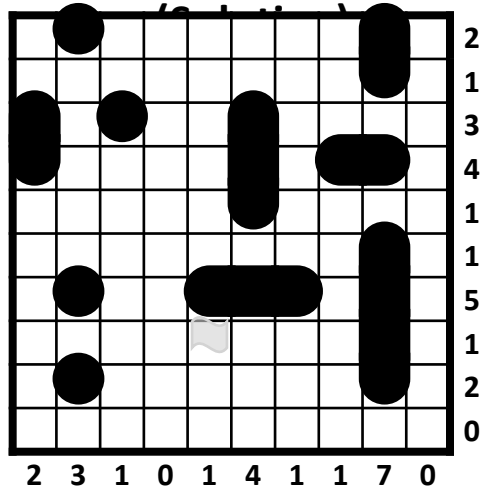
WARSHIPS - 19



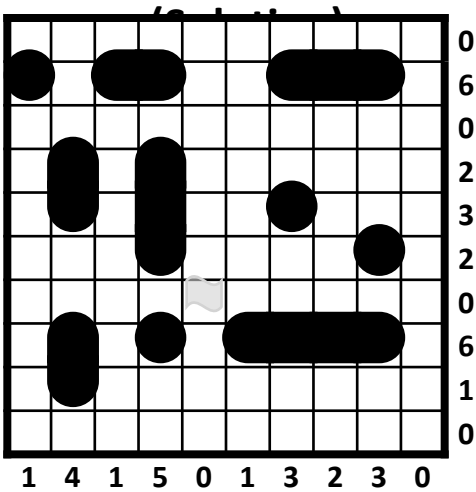
WARSHIPS - 20



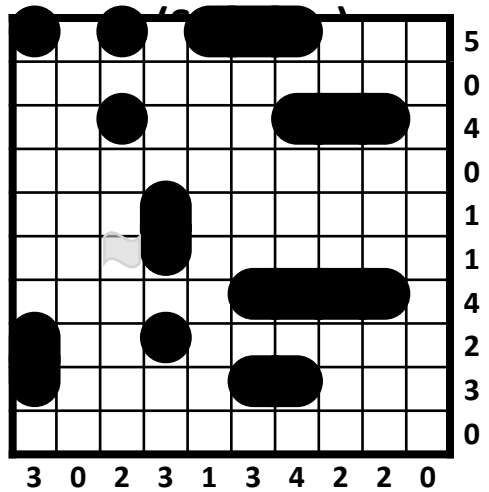
WARSHIPS - 21



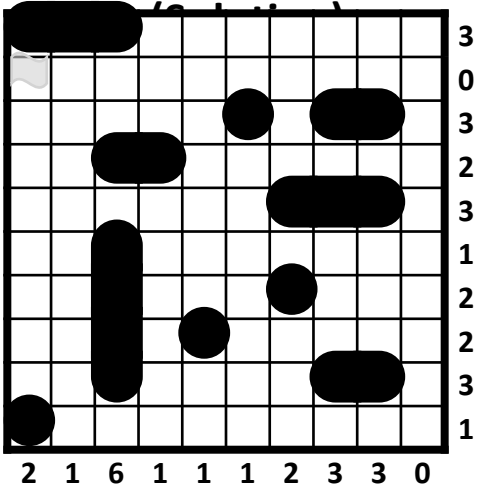
WARSHIPS - 22



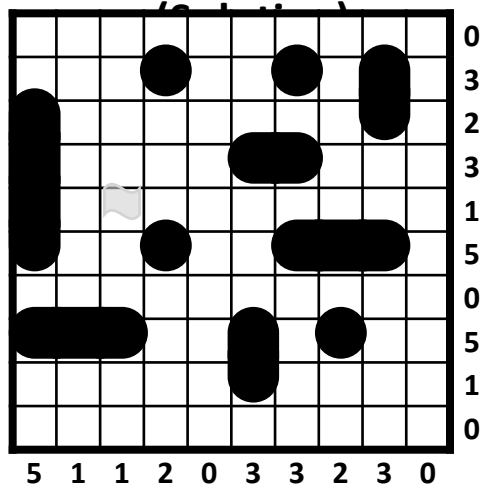
WARSHIPS - 23



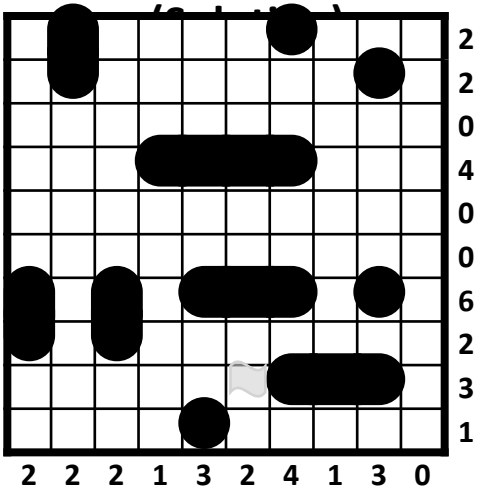
WARSHIPS - 24



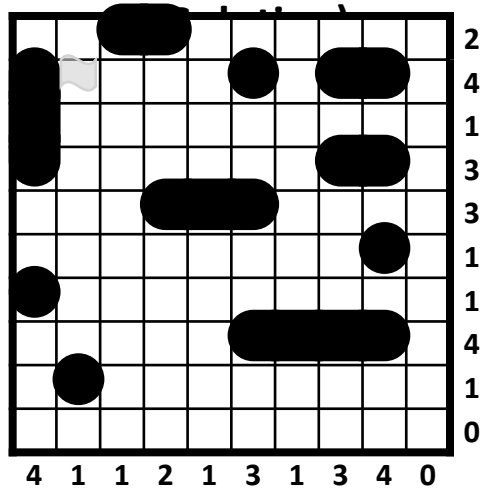
WARSHIPS - 25



WARSHIPS - 26



WARSHIPS - 27



HOW TO PLAY

The game is typically played between two people.

- One person, the 'host' chooses a word and marks the length of the word on the grid.
- The other player has to guess the letters in this word/phrase before all the parts of the hangman are drawn,
- If the player guesses correctly the letter is marked in the correct place, if the player guesses incorrectly the host draws another part of the hangman,
- The game continues until
- the word/phrase is guessed (all letters are revealed) in this case the second person has won
- all the parts of the hangman are displayed in which case the second person has lost.