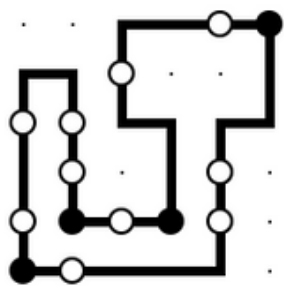
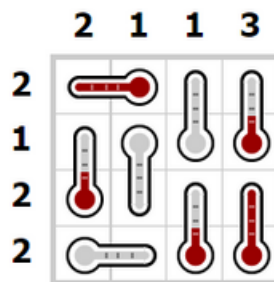


Týdenní rébusy

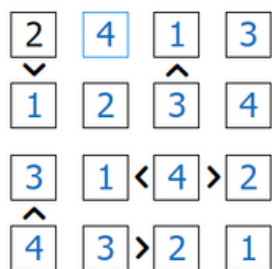
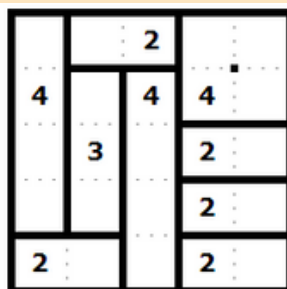


Thermometers



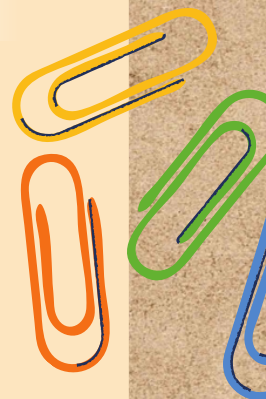
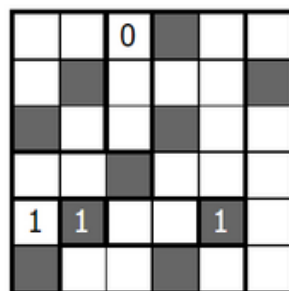
Masyu

Shikaku



Futoshiki

Heyawake



RÉBUS NA KAŽDÝ TÝDEN

Všechna zadání jsou z internetové stránky <https://cz.puzzle-shikaku.com/> Já si je vyřešila a uspořádala, aby se pouze namnožily.

Chtěla jsem vyplnit čas šestáků, kteří dokončili písemku a koukali kolem, proto jsem jim ukázala několik rébusů. Stejně jsem postupovala i u devátáků a i tam někteří s nadšením řešili. Proto jsem si na celý rok vytvořila zásobu, kterou s Vámi chci sdílet.

Obsah

- 5 typů rébusů, ke každému 8 zadání + velký SPECIÁL,
- ke každému strana A4 s pravidly řešení a několik vyřešených rébusů,
- celkem 45 rébusů,
- tabulka k evidenci řešitelů a vyřešených rébusů.

Způsoby práce

- na nástěnku, na konci hodiny, po písemce pro hotové žáky, do semináře, kdekoli kde najdete využití.
- Osvědčilo se mi v hodině s žáky (6. i 9. ročník) vyluštit několik úloh, kde jsme si postupně zdůvodňovali proč je jaké řešení možné a nemožné, k těmto účelům do listů s pravidly hry přikládám několik jednoduchých zadání s řešením.
- Nechávala jsem si je vytištěné u sebe, ale později jsem já i žáci ztráceli přehled kdo co vyřešil, proto doporučuji někam na nástěnku vyvěsit tabulku, kde si žáci sami evidují co vyřešili, (návrh nabízím na konci materiálu).
- Ideálně pokud na stejné místo s evidenčním listem můžete umístit i rébusy, postupně je přidávat a doplňovat chybějící.
- V jednotlivých typech se se zvyšujícím číslem zadání zvyšuje i obtížnost, SPECIÁL je třešničkou pro nadšence.



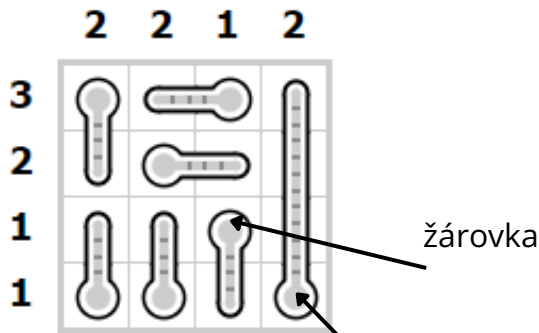
V případě, že naleznete jakoukoli chybu, kontaktujte mě prosím na e-mailu: sikova.kat@gmail.com. Ráda chybu opravím a ušetřím dalším učitelům případné opravy.

Děkuji.

THERMOMETERS - TEPLoměRY

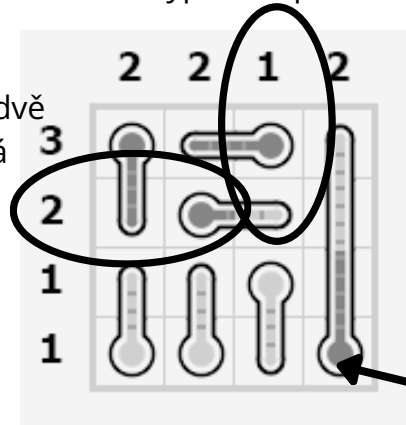
Pravidla hry:

1. Musíte naplnit teploměry rtutí, počínaje žárovkou a směrem ke konci bez mezer.
2. Čísla mimo mřížku ukazují počet vyplněných buněk vodorovně a svisle.
3. Zatočené teploměry mají stejná pravidla.



Zadání. Vždy začínáme vyplňovat směrem od žárovky.

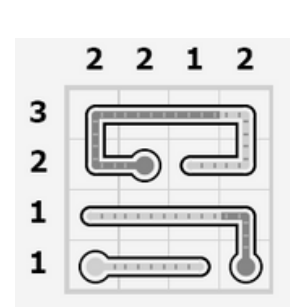
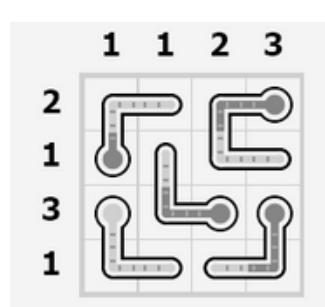
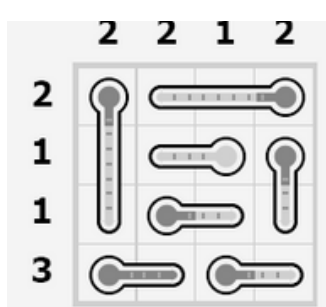
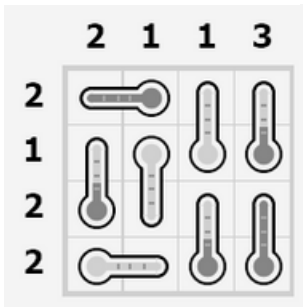
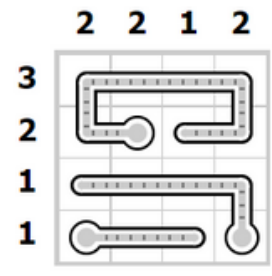
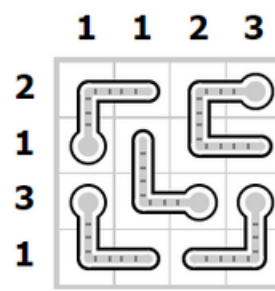
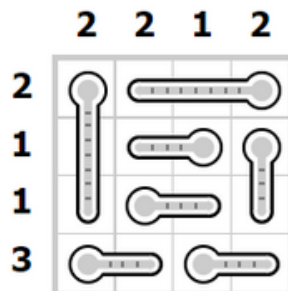
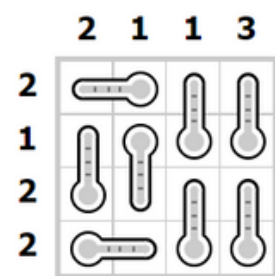
pouze jedno vyplněné políčko
Celkem dvě vyplněná políčka



Správné řešení.

vyplňuje me vždy od žárovky

NĚKOLIK SPRÁVNĚ VYŘEŠENÝCH RÉBUSŮ.



ŘEŠENÍ

teploměry 1

3 1 2 1

teploměry 2

2 1 2 4 3 5

teploměry 3

3 2 3 2 2 5

teploměry 4

1 1 3 5 3 4

teploměry 5

5 5 4 9 5 3 3 3 8 4

teploměry 6

5 2 4 3 6 5 3 8 4 9

teploměry 7

4 5 6 7 5 3 3 5 6 5

teploměry 8

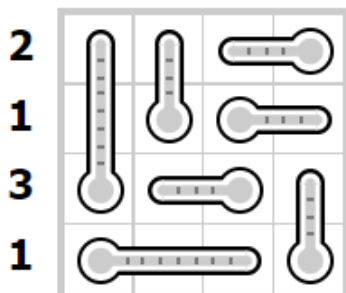
4 1 9 5 4 4 6 5 7 4

SPECIÁL

5 12 3 5 6 5 3 3 13 10 10 12 9 8 8

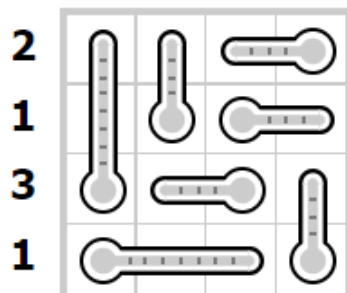
teploměry 1

3 1 2 1



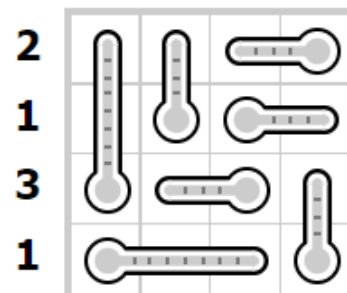
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3 1 2 1



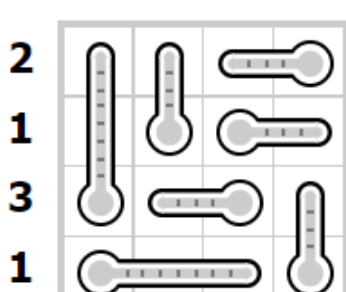
teploměry 1

3 1 2 1



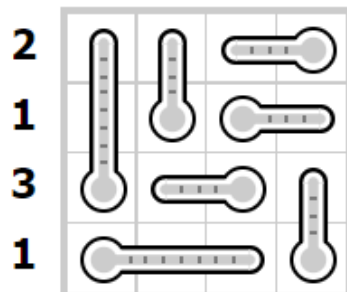
teploměry 1

3 1 2 1



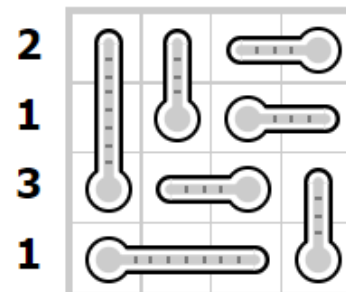
teploměry 1

3 1 2 1



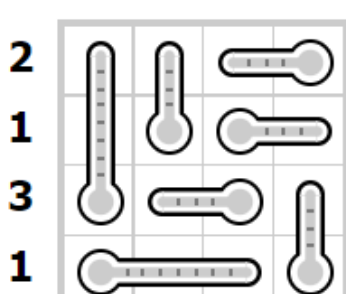
teploměry 1

3 1 2 1



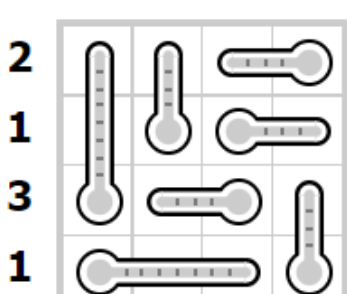
teploměry 1

3 1 2 1



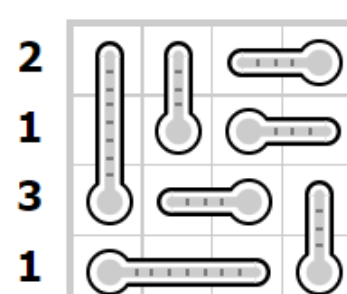
teploměry 1

3 1 2 1



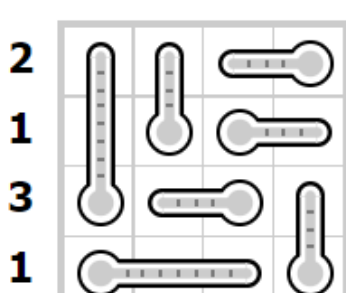
teploměry 1

3 1 2 1



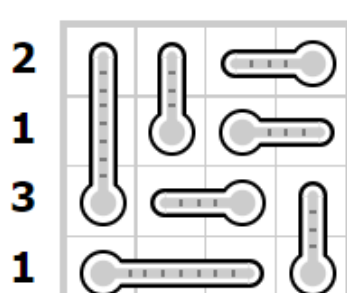
teploměry 1

3 1 2 1



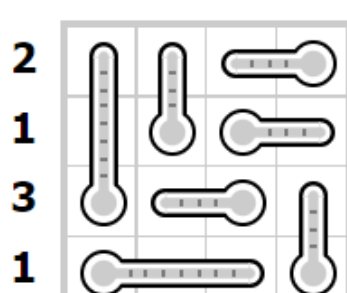
teploměry 1

3 1 2 1



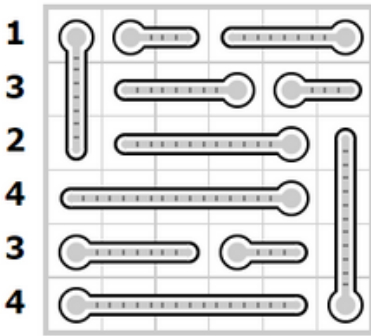
teploměry 1

3 1 2 1



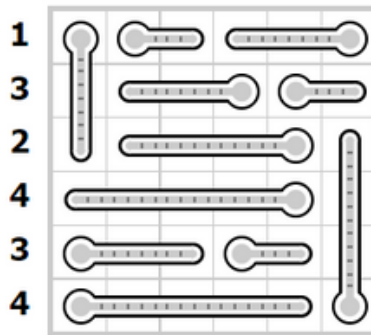
teploměry 2

2 1 2 4 3 5



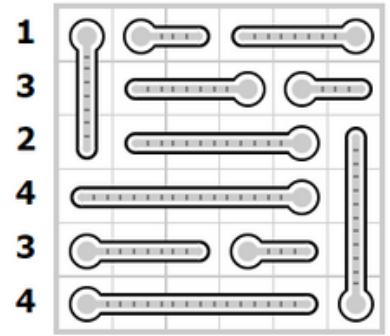
teploměry 2

2 1 2 4 3 5



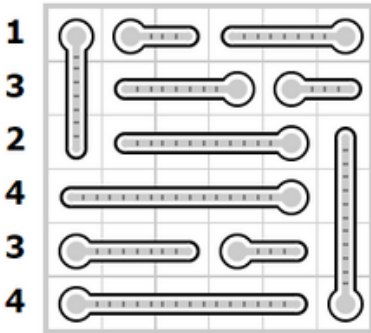
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2 1 2 4 3 5



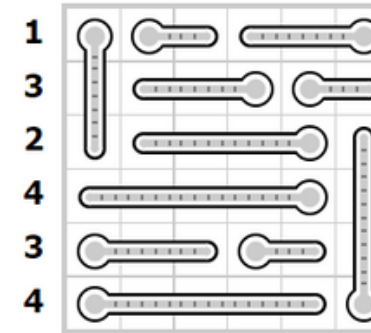
teploměry 2

2 1 2 4 3 5



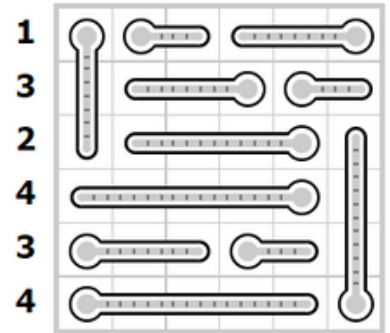
teploměry 2

2 1 2 4 3 5



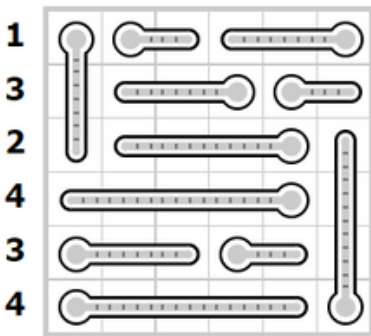
teploměry 2

2 1 2 4 3 5



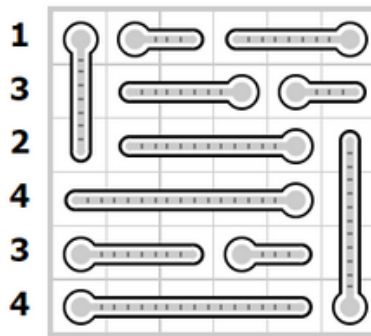
teploměry 2

2 1 2 4 3 5



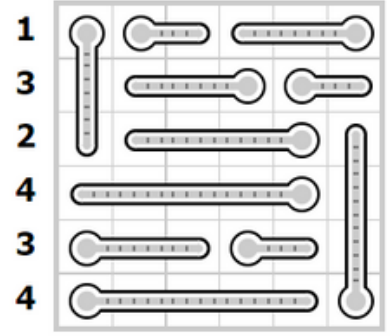
teploměry 2

2 1 2 4 3 5



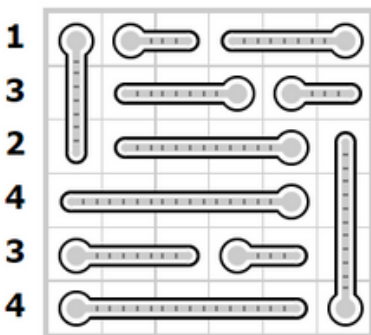
teploměry 2

2 1 2 4 3 5



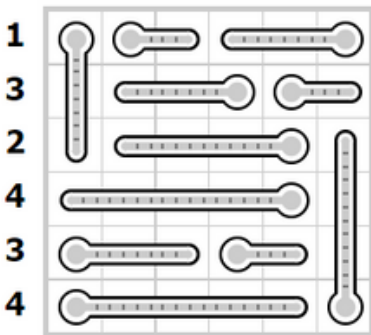
teploměry 2

2 1 2 4 3 5



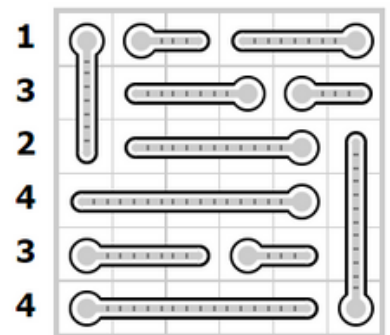
teploměry 2

2 1 2 4 3 5



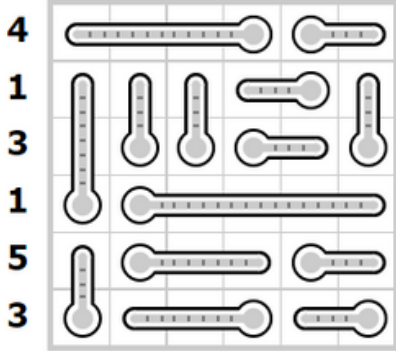
teploměry 2

2 1 2 4 3 5



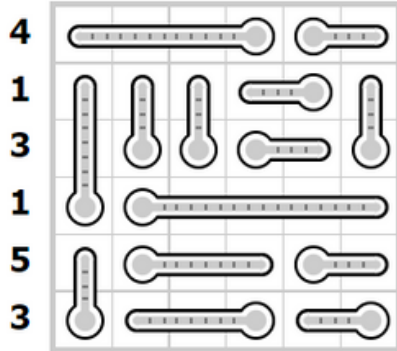
teploměry 3

3 2 3 2 2 5



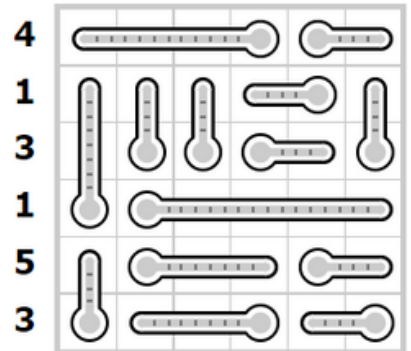
teploměry 3

3 2 3 2 2 5



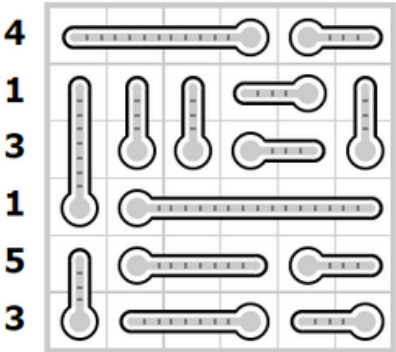
teploměry 3

3 2 3 2 2 5



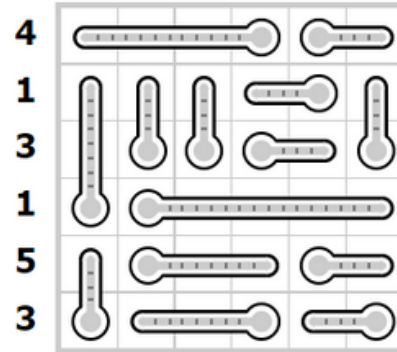
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3 2 3 2 2 5



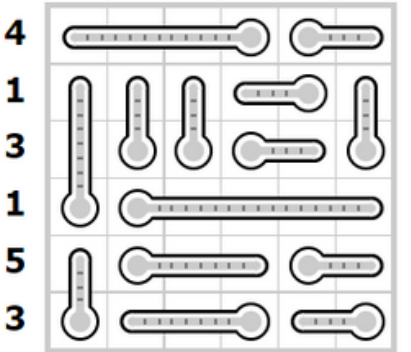
teploměry 3

3 2 3 2 2 5



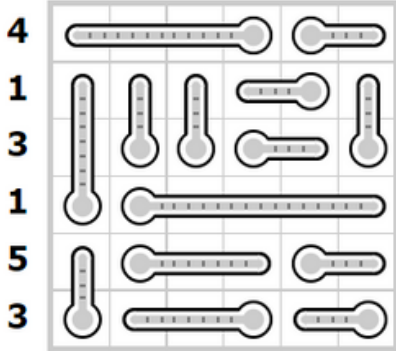
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3 2 3 2 2 5



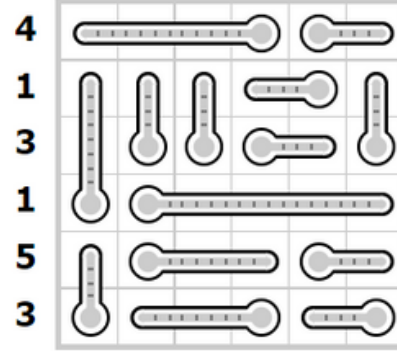
teploměry 3

3 2 3 2 2 5



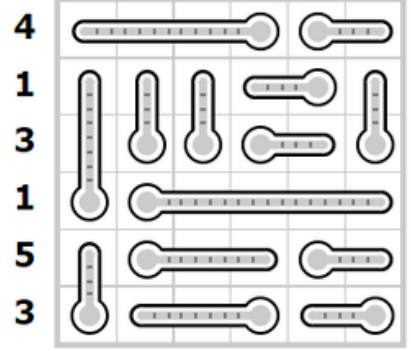
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3 2 3 2 2 5



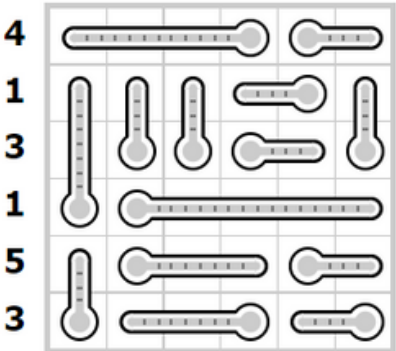
teploměry 3

3 2 3 2 2 5



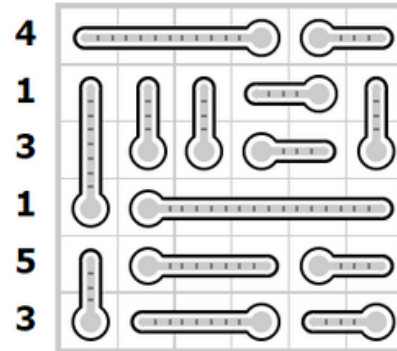
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3 2 3 2 2 5



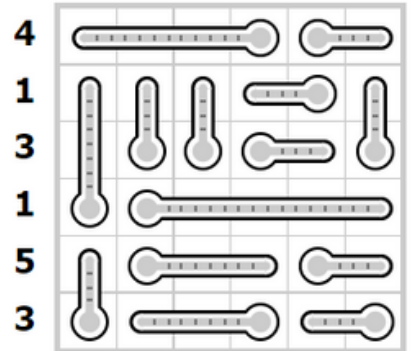
teploměry 3

3 2 3 2 2 5



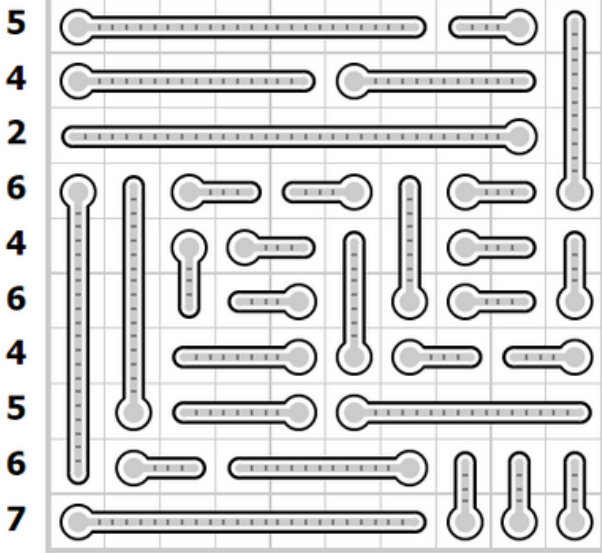
teploměry 3

3 2 3 2 2 5



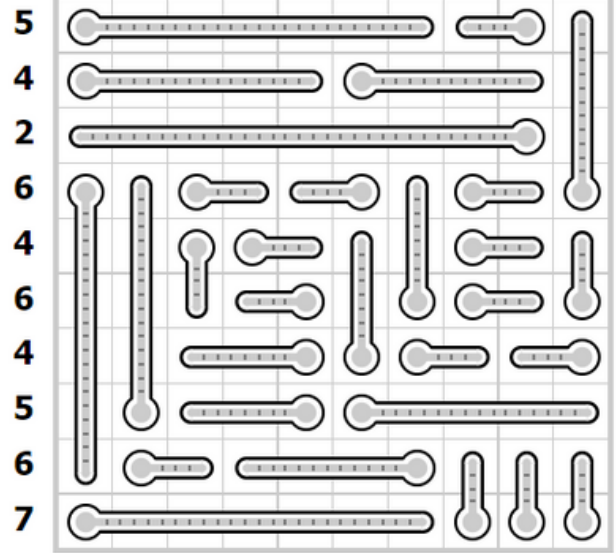
teploměry 5

5 5 4 9 5 3 3 3 8 4



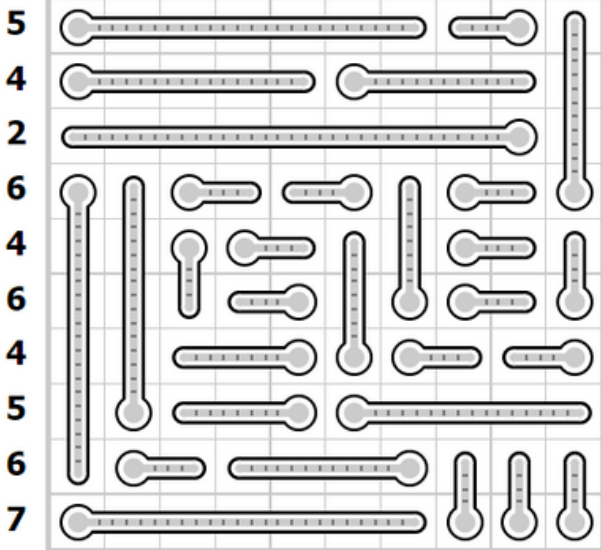
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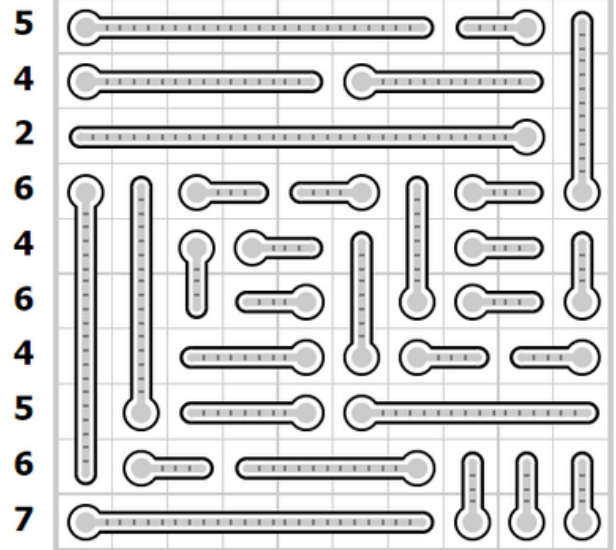
teploměry 5

5 5 4 9 5 3 3 3 8 4



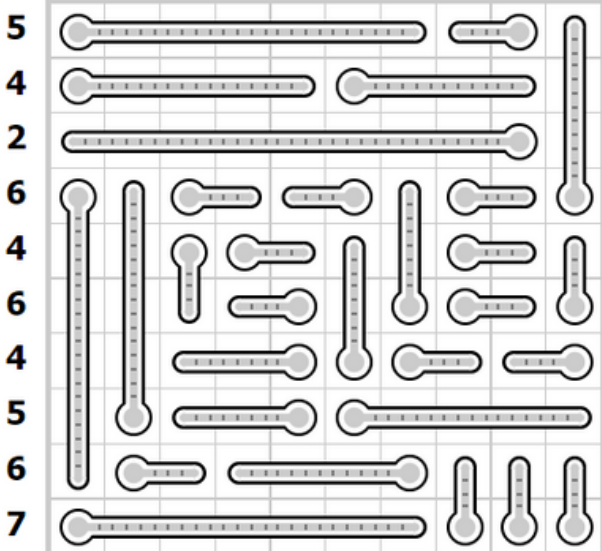
teploměry 5

5 5 4 9 5 3 3 3 8 4



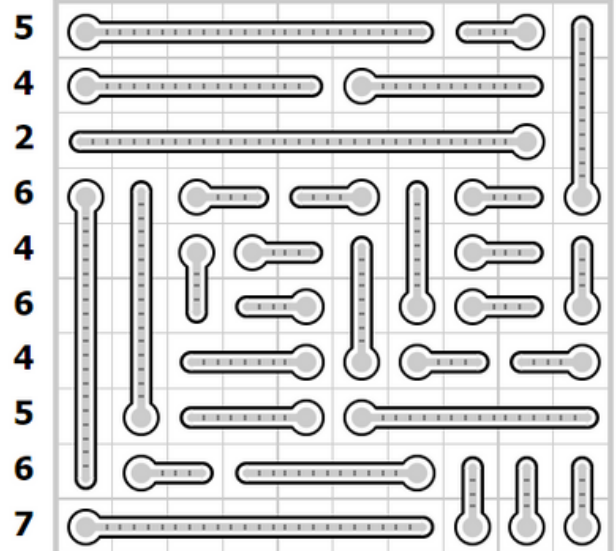
teploměry 5

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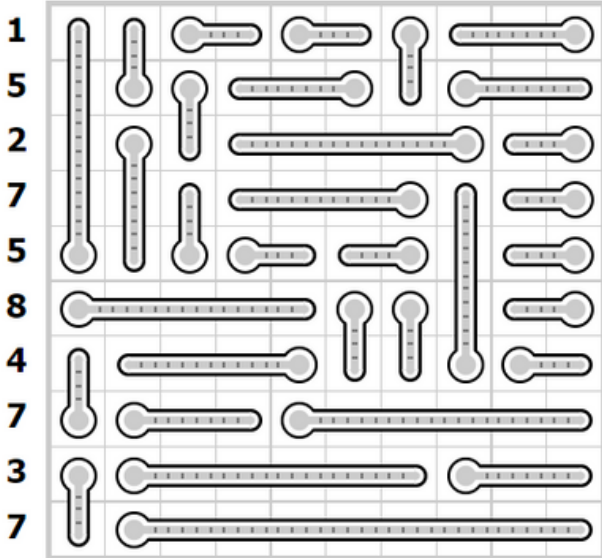
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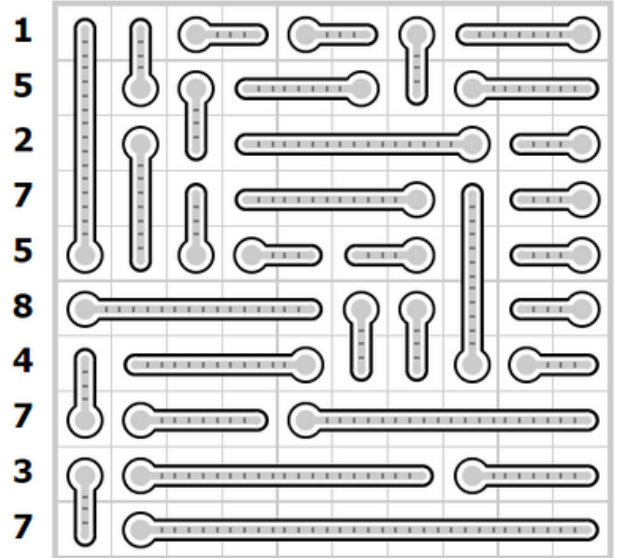
teploměry 6

5 2 4 3 6 5 3 8 4 9



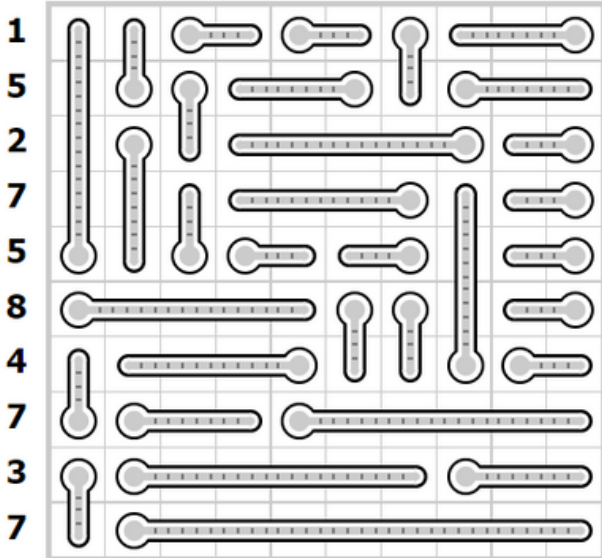
teploměry 6

5 2 4 3 6 5 3 8 4 9



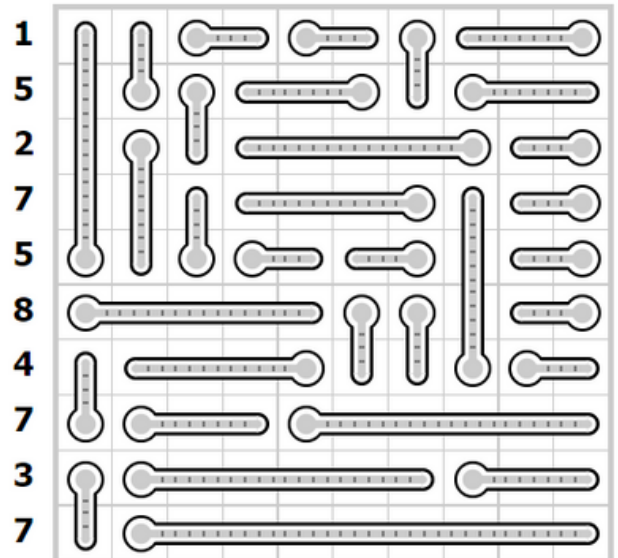
teploměry 6

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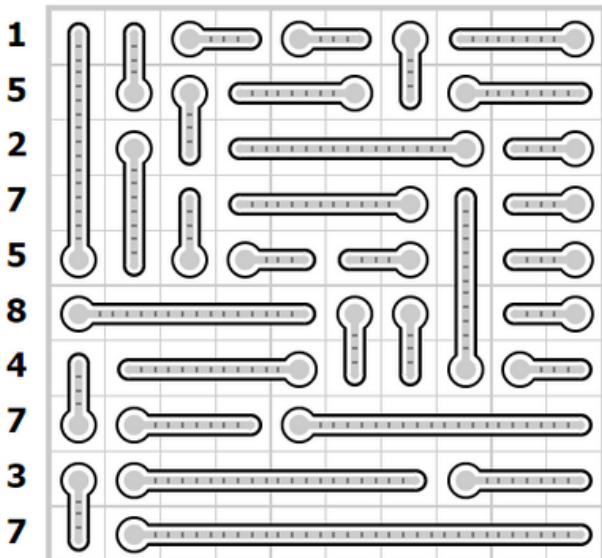
teploměry 6

5 2 4 3 6 5 3 8 4 9



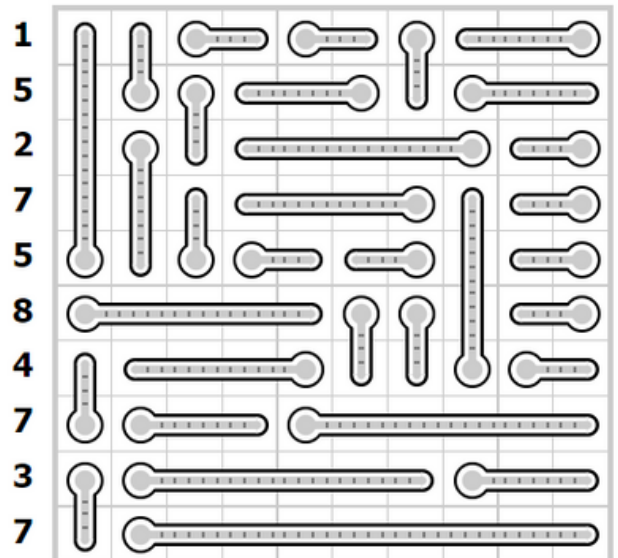
teploměry 6

5 2 4 3 6 5 3 8 4 9

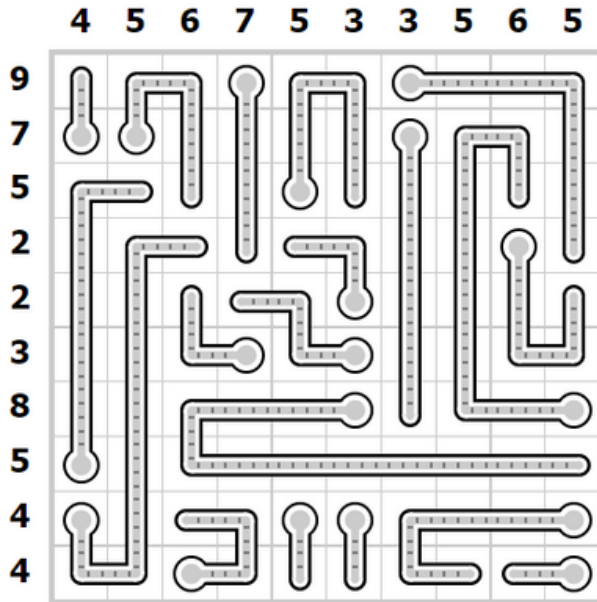


teploměry 6

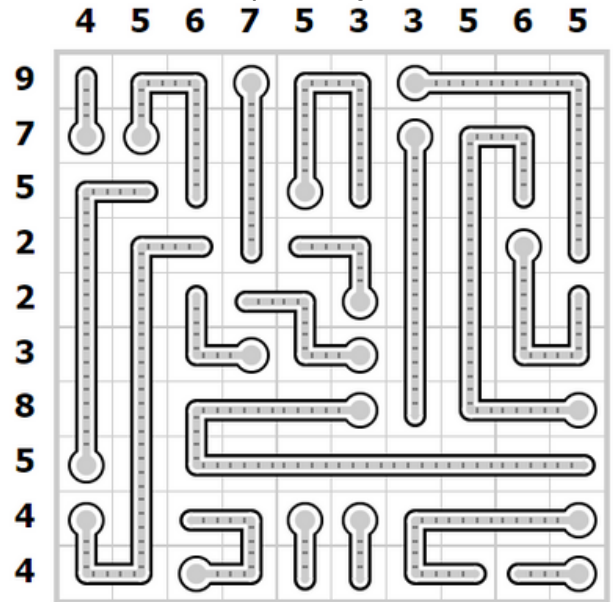
5 2 4 3 6 5 3 8 4 9



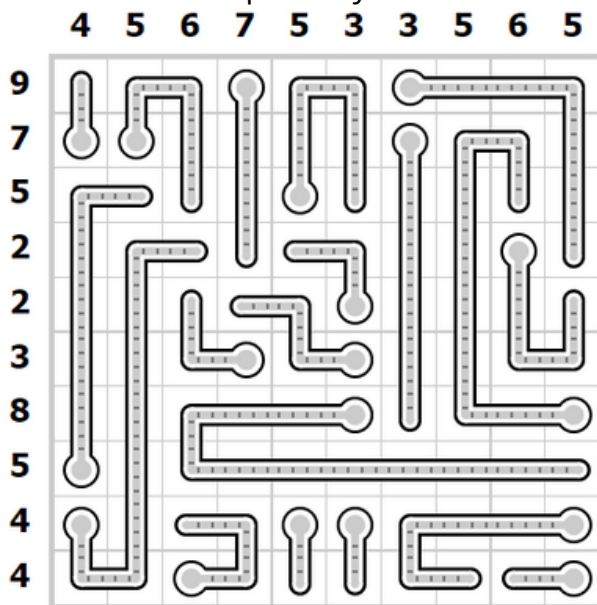
teploměry 7



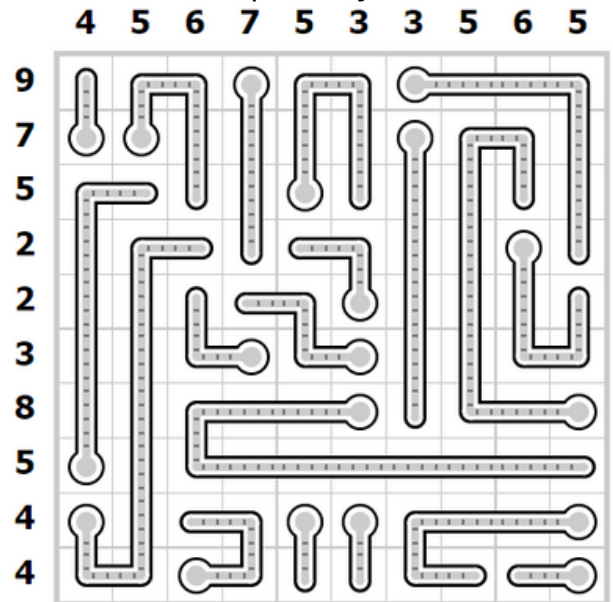
teploměry 7



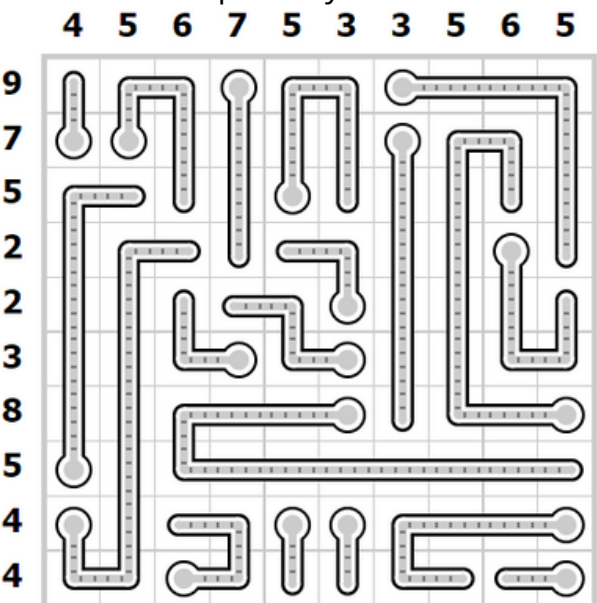
teploměry 7



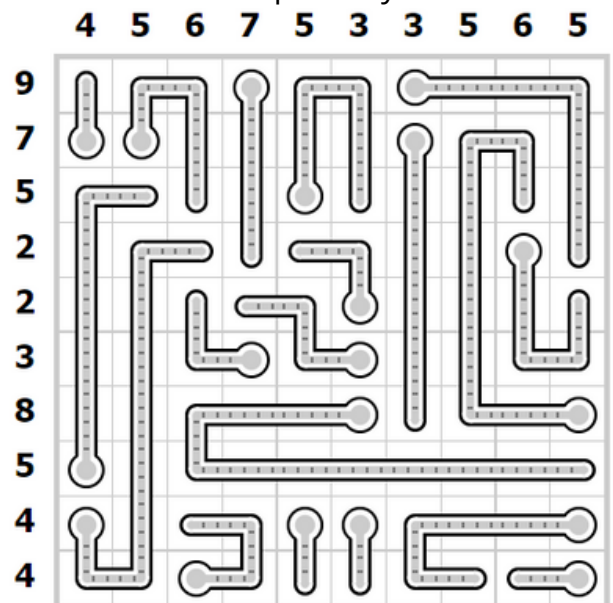
teploměry 7



teploměry 7

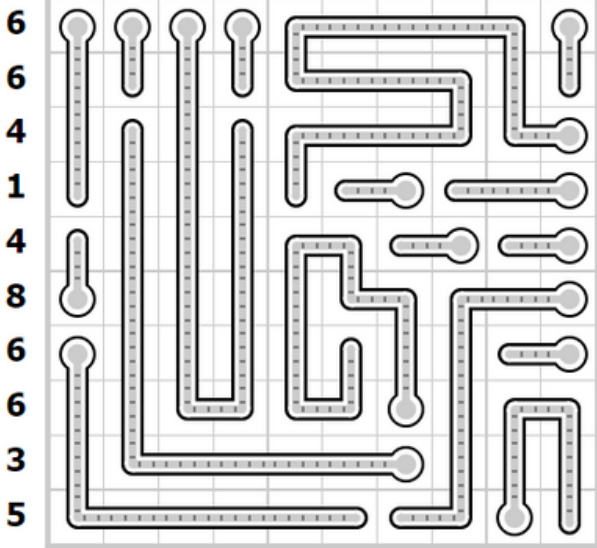


teploměry 7



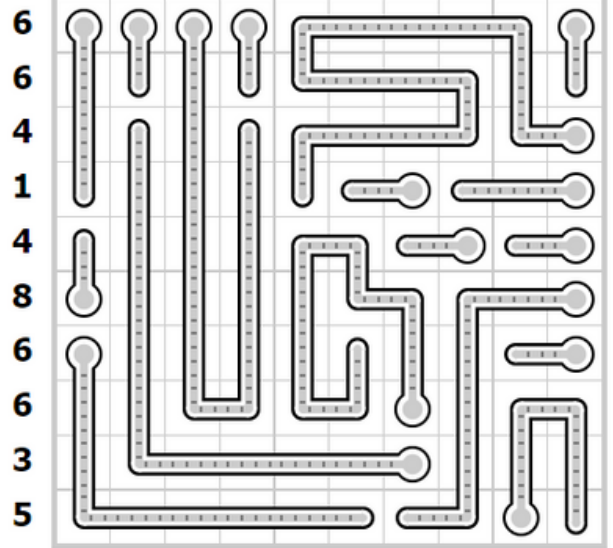
teploměry 8

4 1 9 5 4 4 6 5 7 4



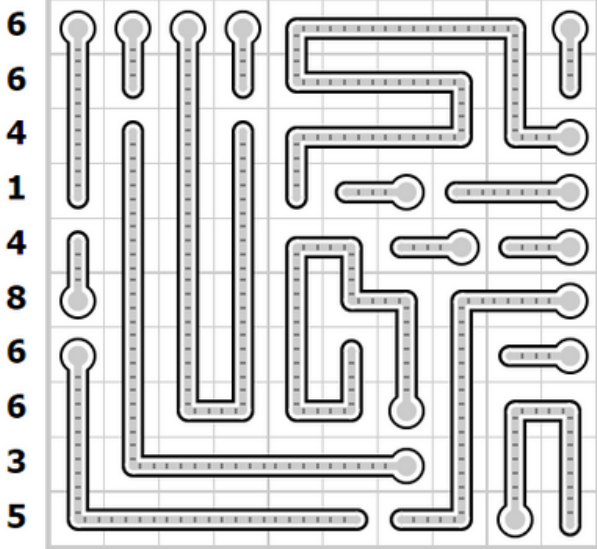
teploměry 8

4 1 9 5 4 4 6 5 7 4



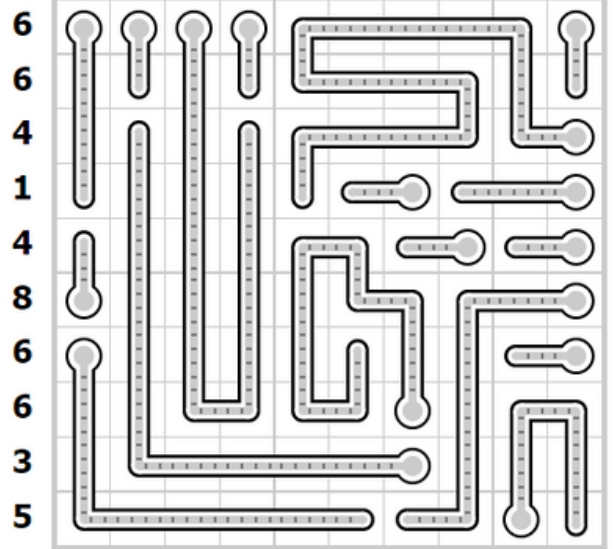
teploměry 8

4 1 9 5 4 4 6 5 7 4



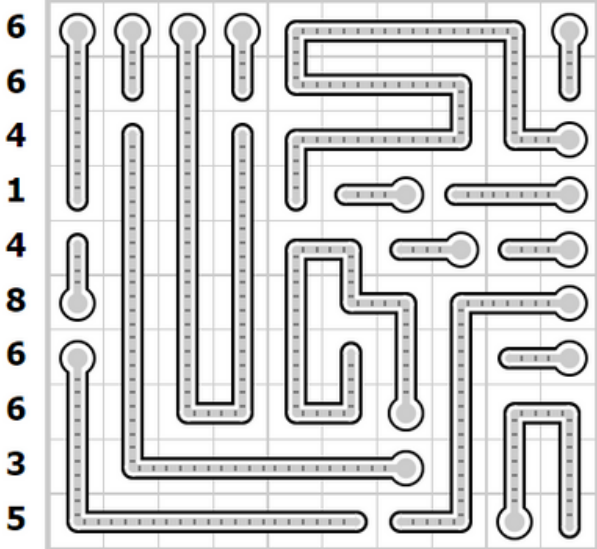
teploměry 8

4 1 9 5 4 4 6 5 7 4



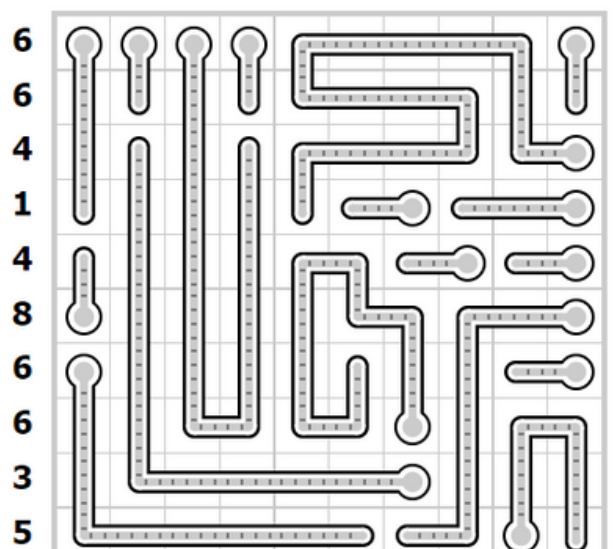
teploměry 8

4 1 9 5 4 4 6 5 7 4



teploměry 8

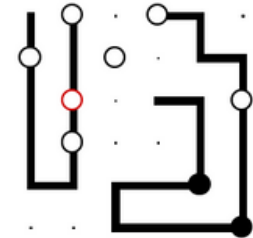
4 1 9 5 4 4 6 5 7 4



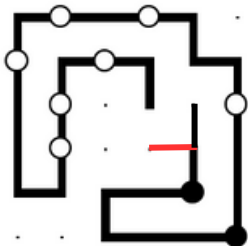
MASYU

Pravidla hry:

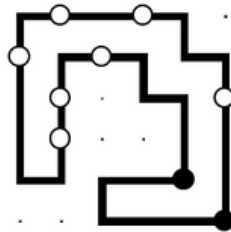
1. Musíte propojit všechny bílé a černé kruhy smyčkou bez křížení nebo větví takto:
2. Bílými kruhy musí projít smyčka rovně, ale musí se zalomit v jedné z předchozí a / nebo následující buňce.
3. V černých kruzích se smyčka lomí. Předchozí a následující buňkou musí smyčka pokračovat přímo.



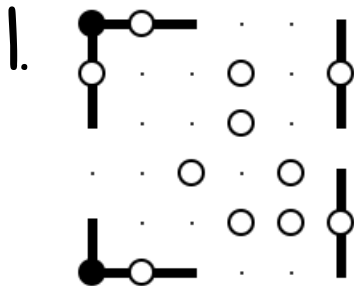
2. pravidlo, smyčka se v bílém kruhu musí v jedné z předchozí, nebo následující buňce zlomit. Pro zvýrazněnou červenou není zalomení nikde.



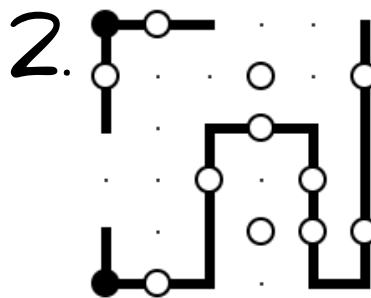
3. pravidlo, smyčka se v černém kruhu zlomí, ale dále musí pokračovat rovně.



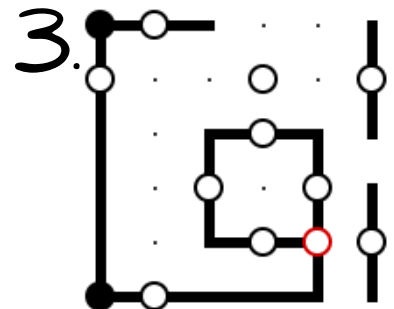
Správné řešení



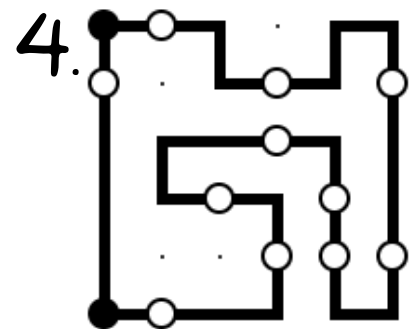
V černých kruzích se smyčka musí lámat, proto je lze projít jedním způsobem
V bílých kruzích se smyčka neláme, proto kruhy na straně vpravo lze projít jen jedním způsobem. Nyní už hledáme možné cesty řešení.



Ačkoli pravidla hry splňuji, vidím, že mi ve spodní části zůstal kruh, který jistě smyčkou už nespojím. Mám chybu, vrátím se k původnímu jistému začátku.

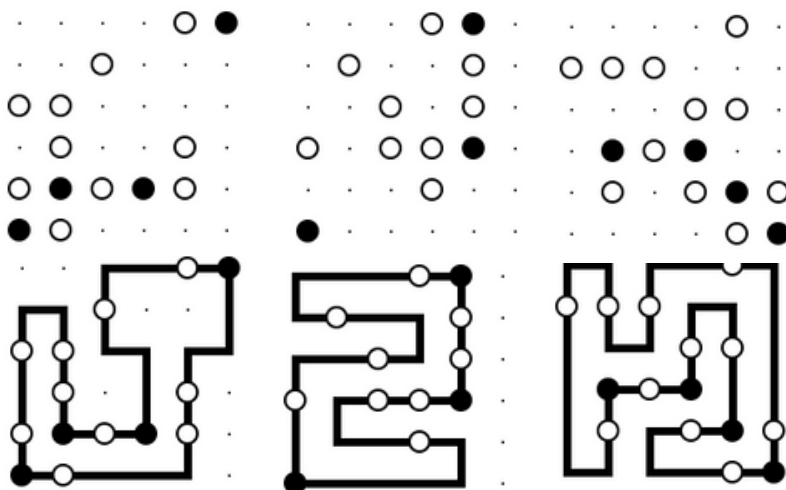


NE! Smyčka se nesmí křížit.

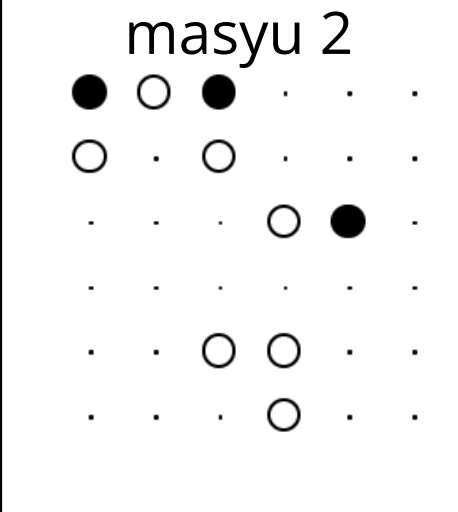


Správné řešení.

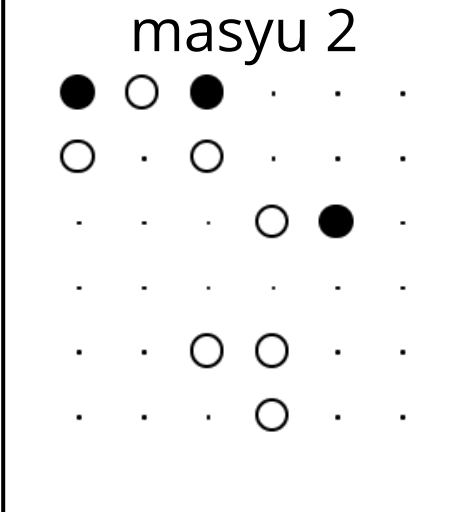
NĚKOLIK SPRÁVNĚ VYŘEŠENÝCH RÉBUSŮ.



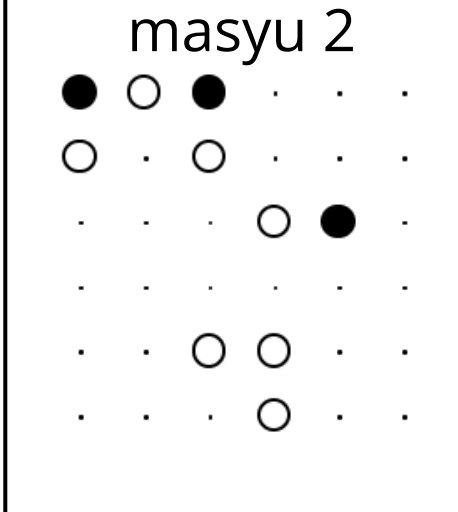
masyu 2



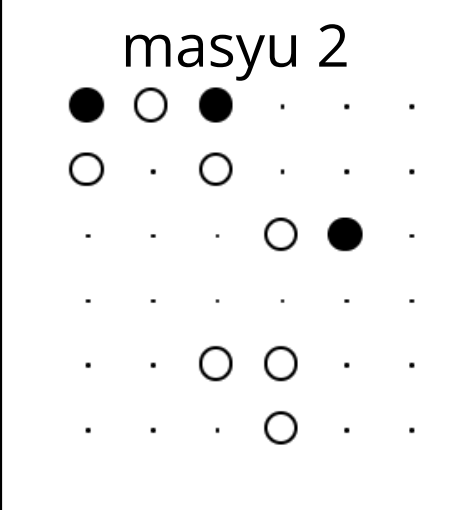
masyu 2



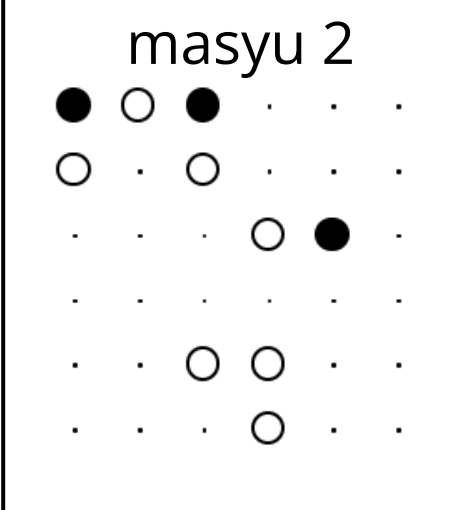
masyu 2



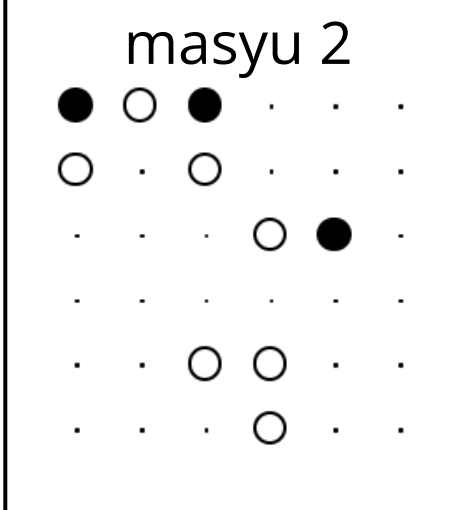
masyu 2



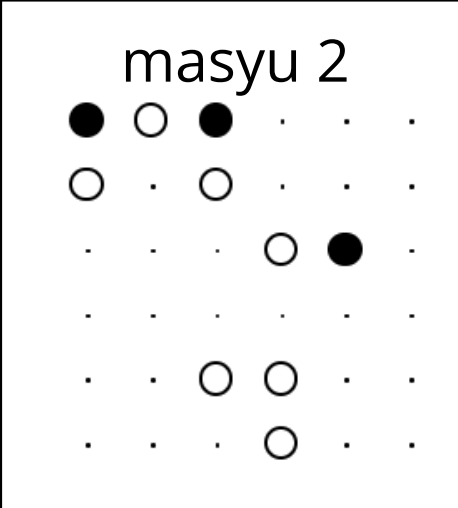
masyu 2



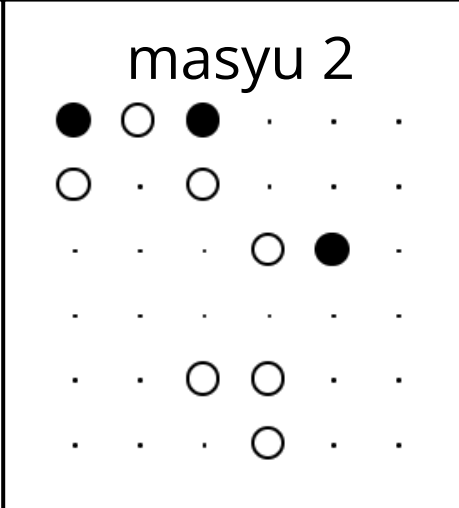
masyu 2



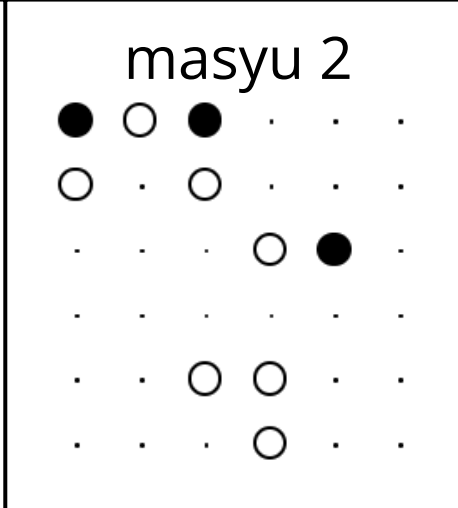
masyu 2



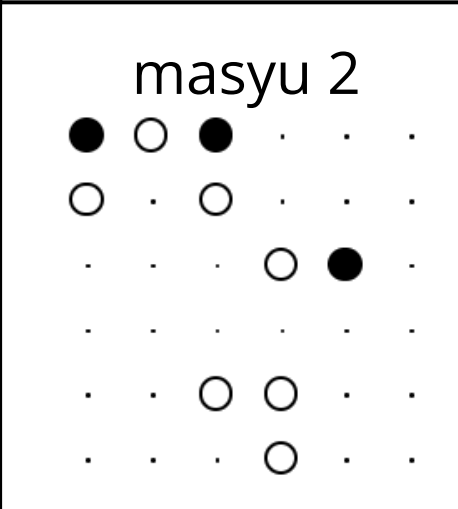
masyu 2



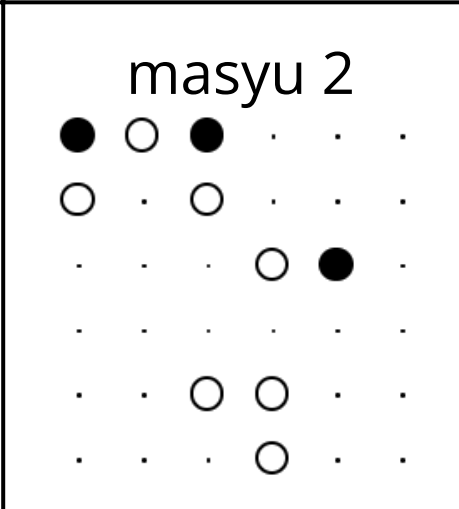
masyu 2



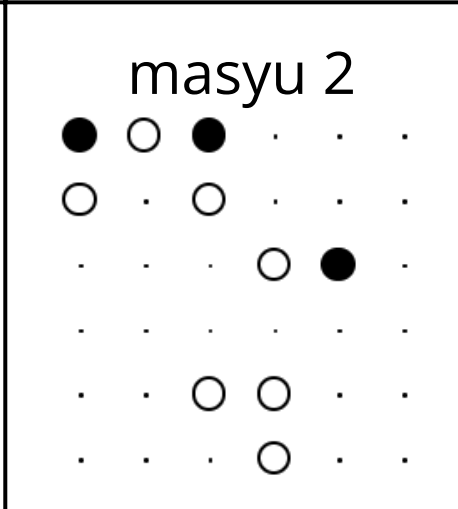
masyu 2



masyu 2

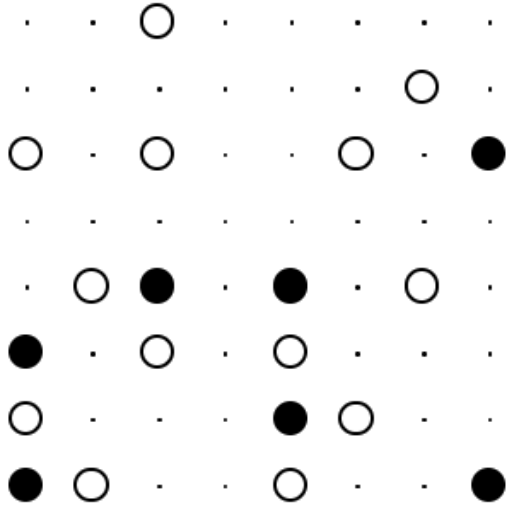


masyu 2

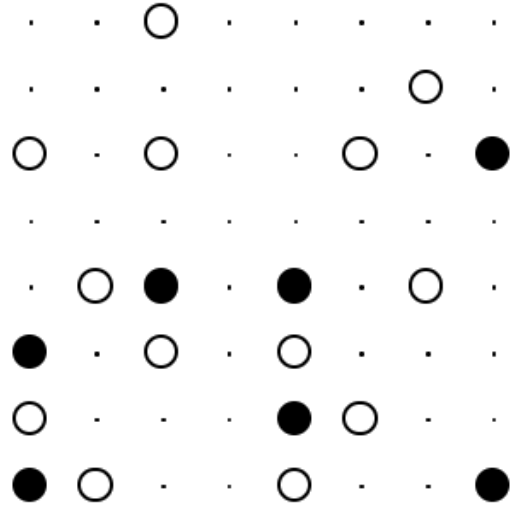


<p>masyu 3</p>	<p>masyu 3</p>	<p>masyu 3</p>
<p>masyu 3</p>	<p>masyu 3</p>	<p>masyu 3</p>
<p>masyu 3</p>	<p>masyu 3</p>	<p>masyu 3</p>
<p>masyu 3</p>	<p>masyu 3</p>	<p>masyu 3</p>

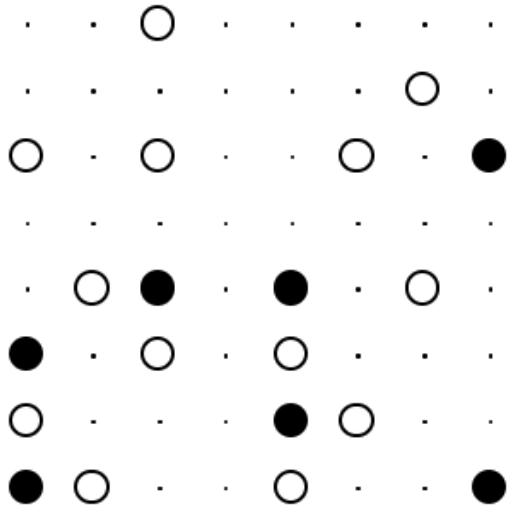
masyu 5



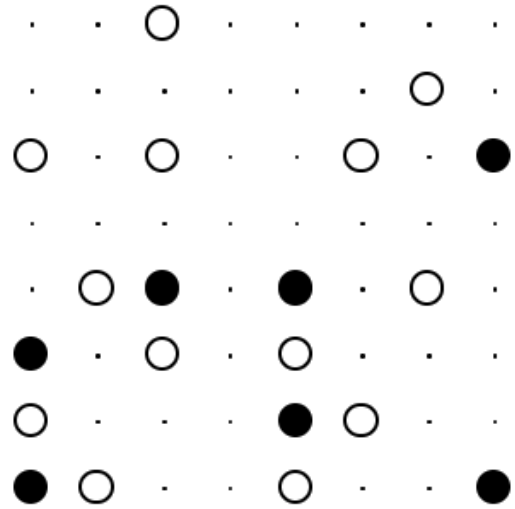
masyu 5



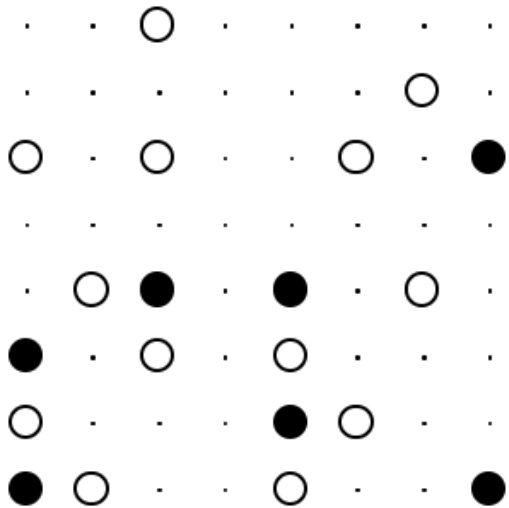
masyu 5



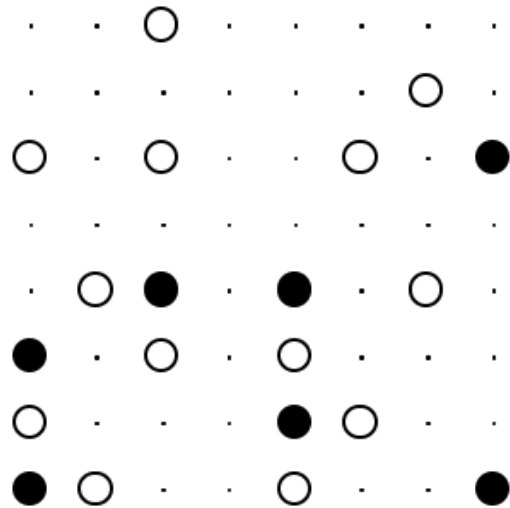
masyu 5



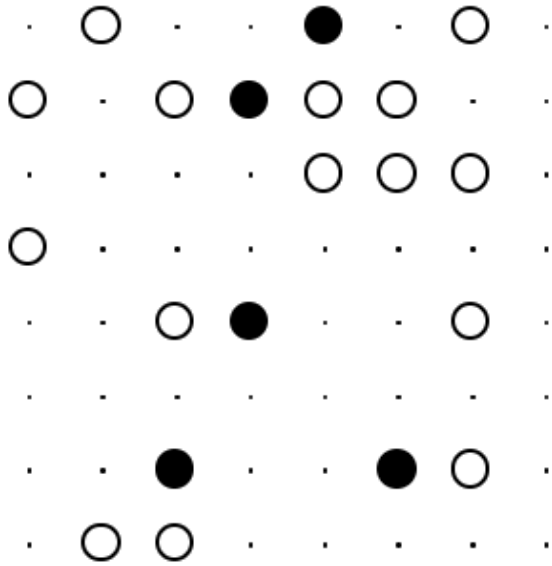
masyu 5



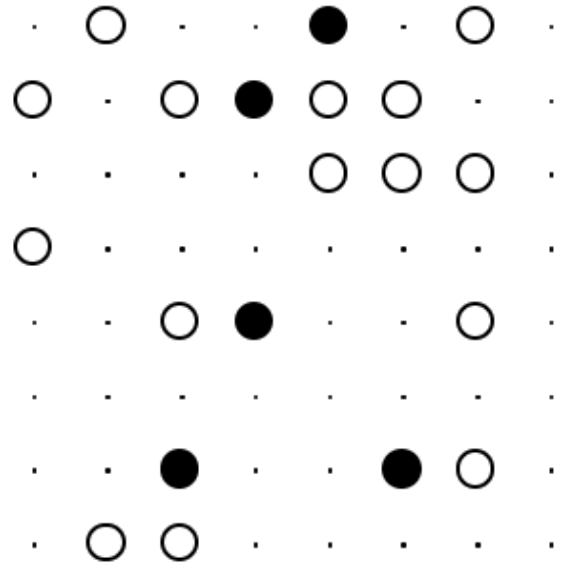
masyu 5



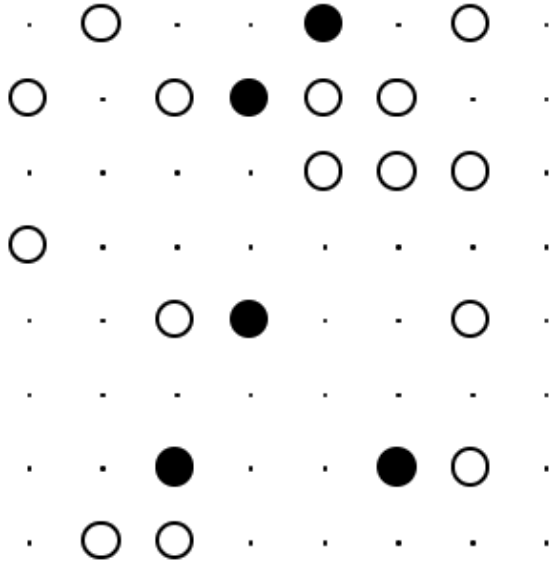
masyu 7



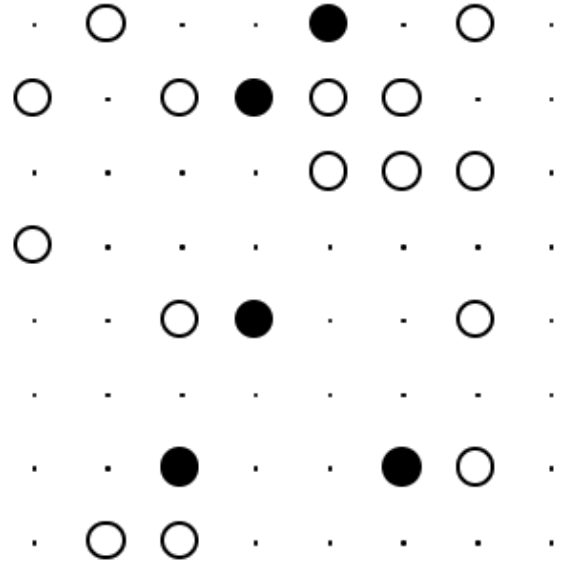
masyu 7



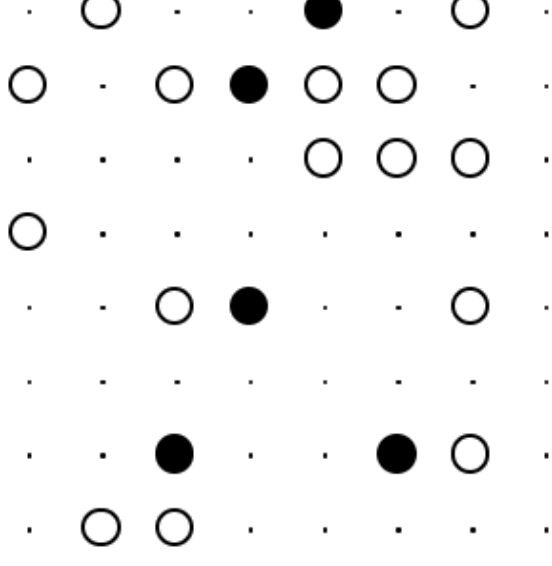
masyu 7



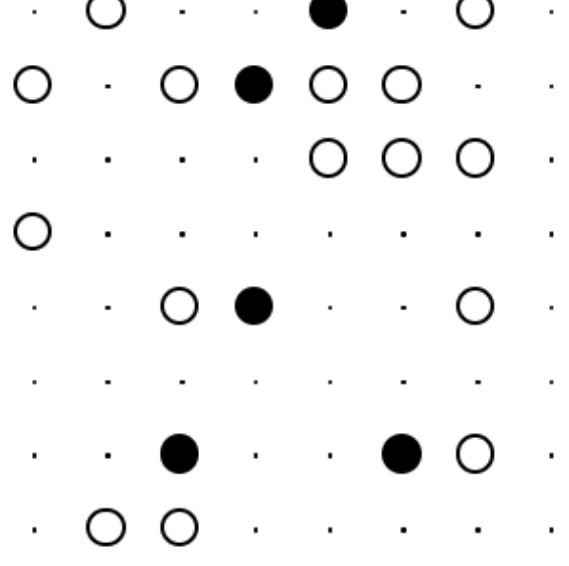
masyu 7



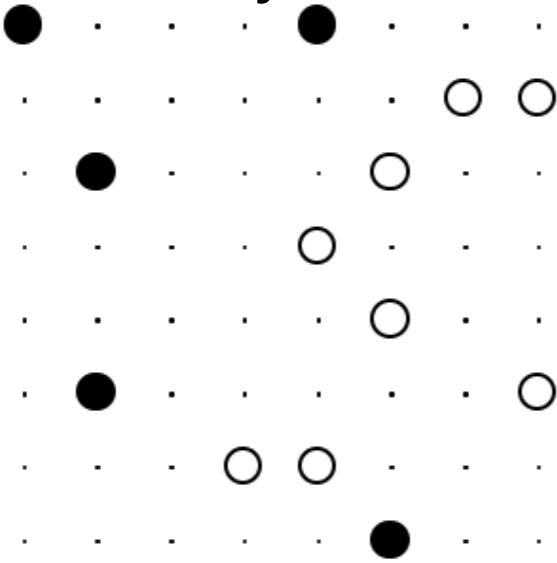
masyu 7



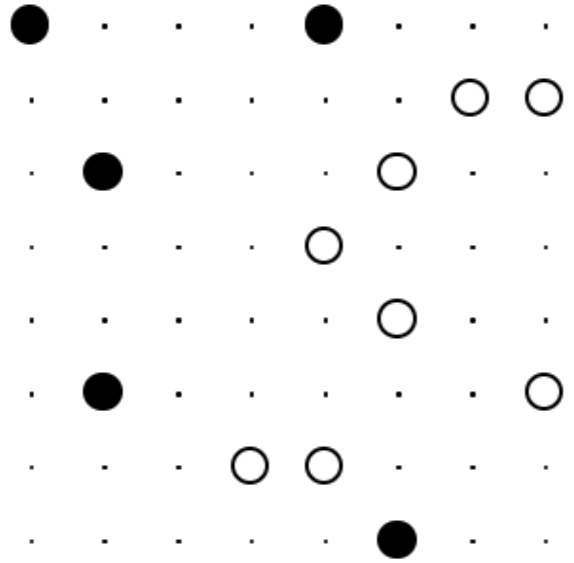
masyu 7



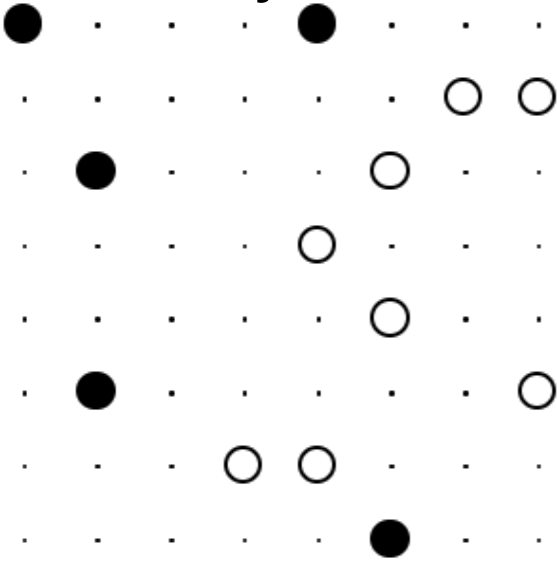
masyu 8



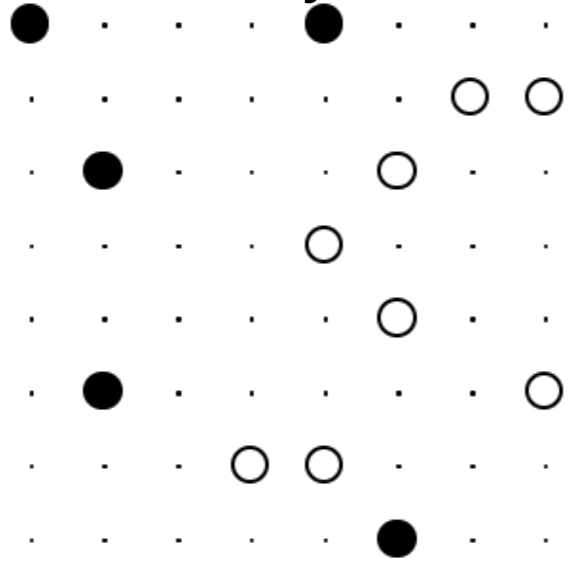
masyu 8



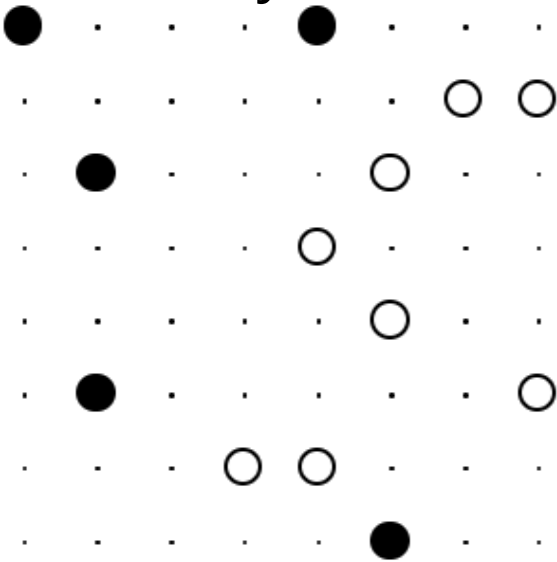
masyu 8



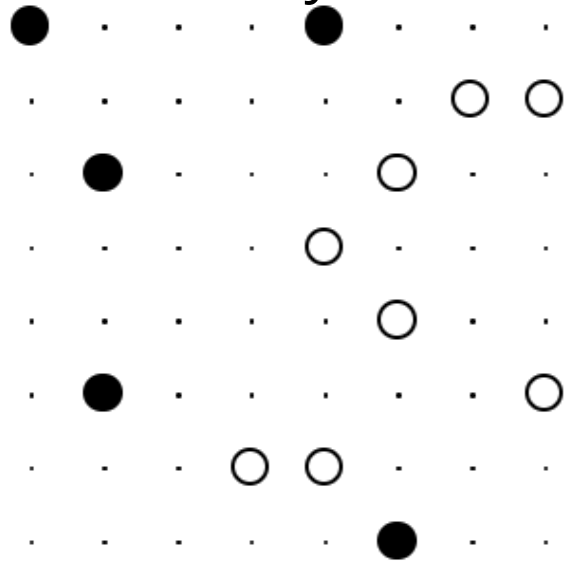
masyu 8



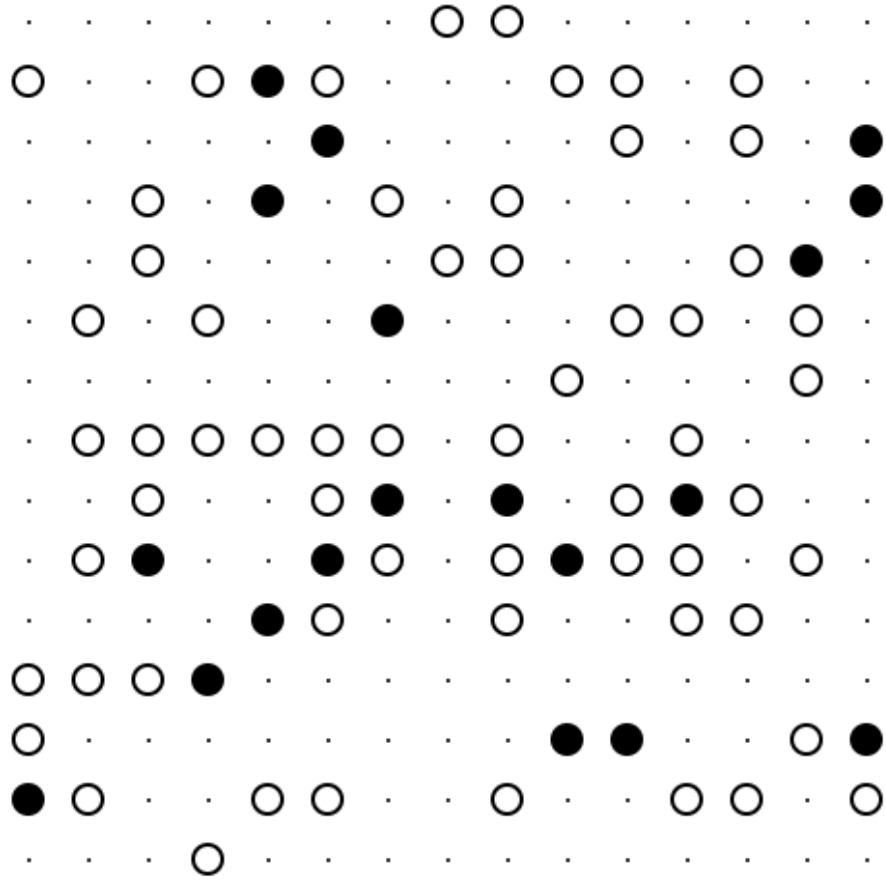
masyu 8



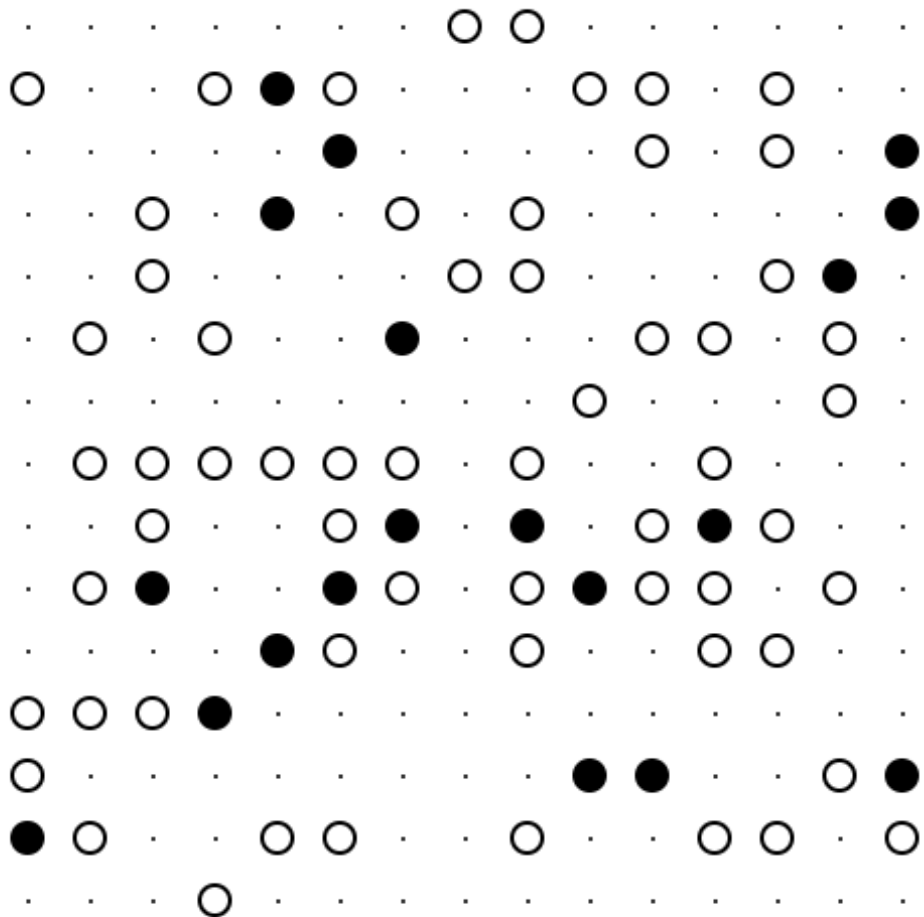
masyu 8



SPECIÁL



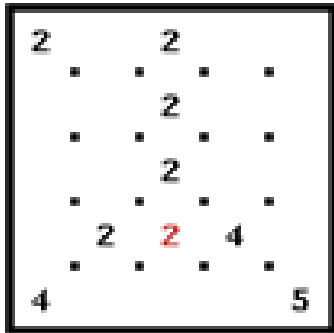
SPECIÁL



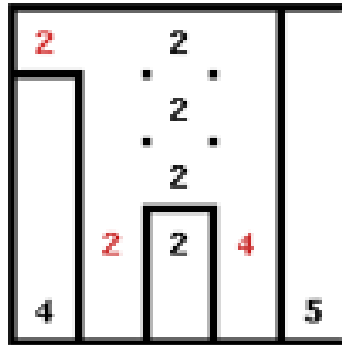
SHIKAKU

Pravidla hry

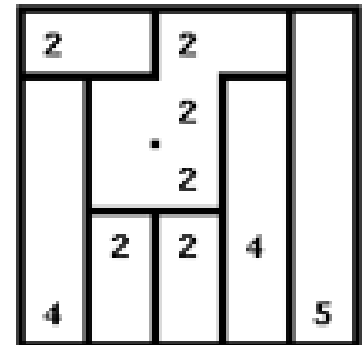
- v uvedeném poli (např. 5×5 čtverečků) vyznačte čtverce a obdélníky, kdy každý z nich obsahuje právě jedno ze zadaných čísel.
- Čísla přitom vyjadřují počet obsažených čtverečků ve vyznačené části. Jednotlivé útvary se nemohou překrývat.



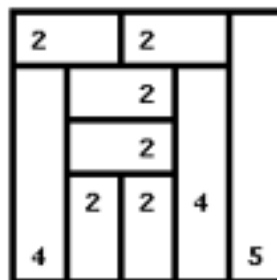
Nejprve si všimněme, která čísla mají jen jednu možnost umístění. Tím je číslo 2.



Potom můžeme vyznačit obdélník pro číslo 4, 5 a 2.

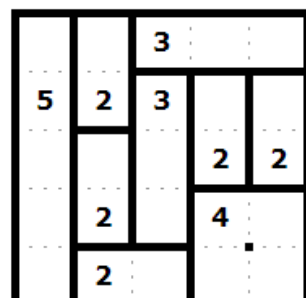
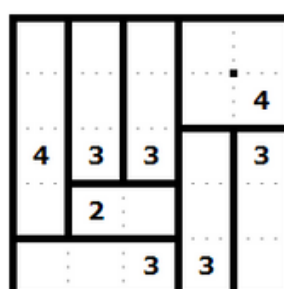
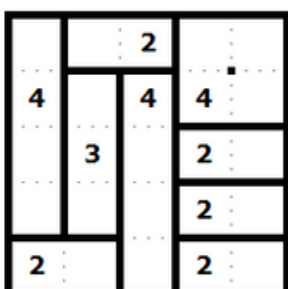
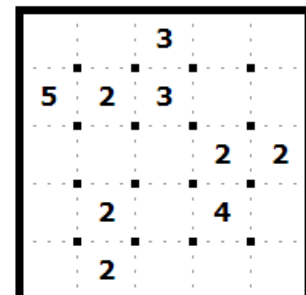
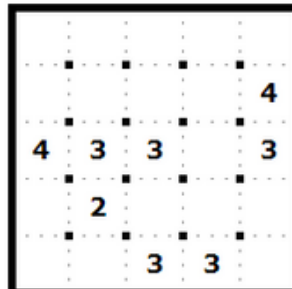
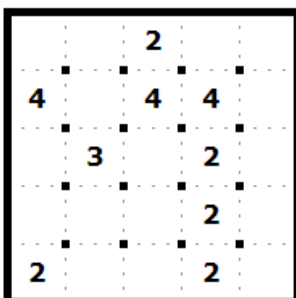


Potom už je lehké zjistit rozmístění zbylých obdélníků.

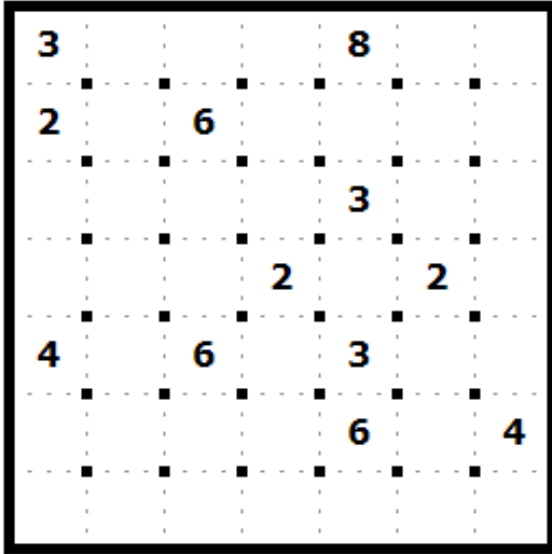


Správné řešení.

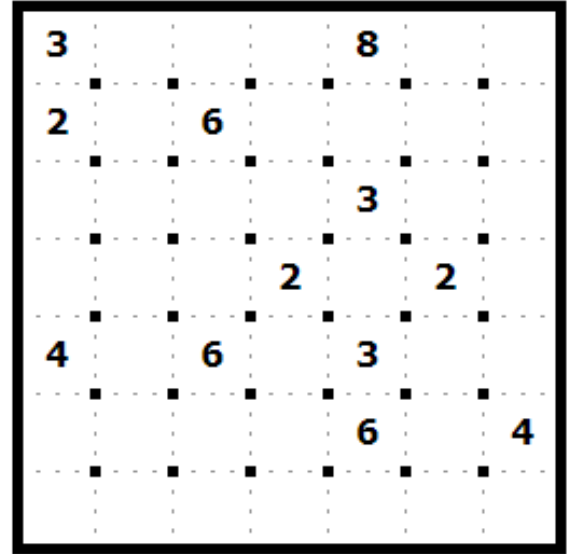
NĚKOLIK SPRÁVNĚ VYŘEŠENÝCH RÉBUSŮ.



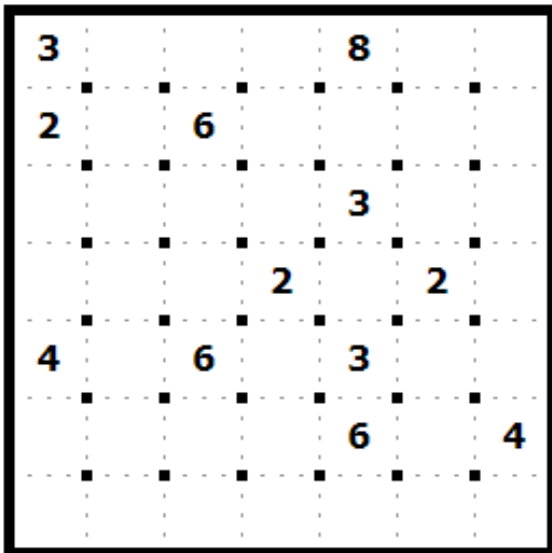
shikaku 2



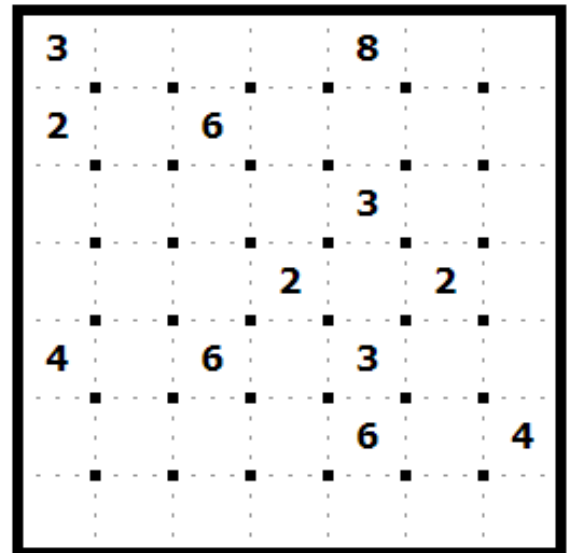
shikaku 2



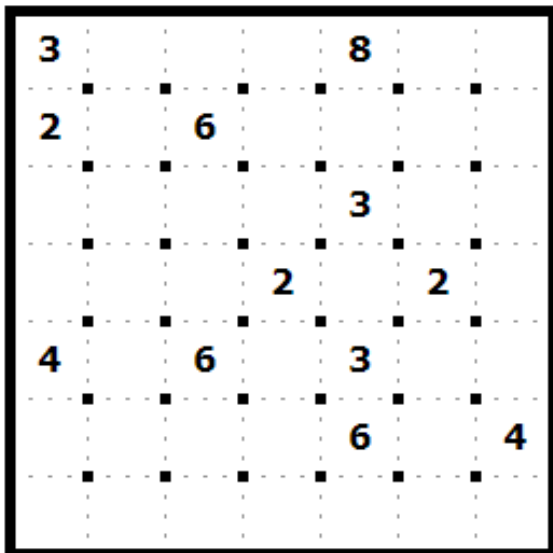
shikaku 2



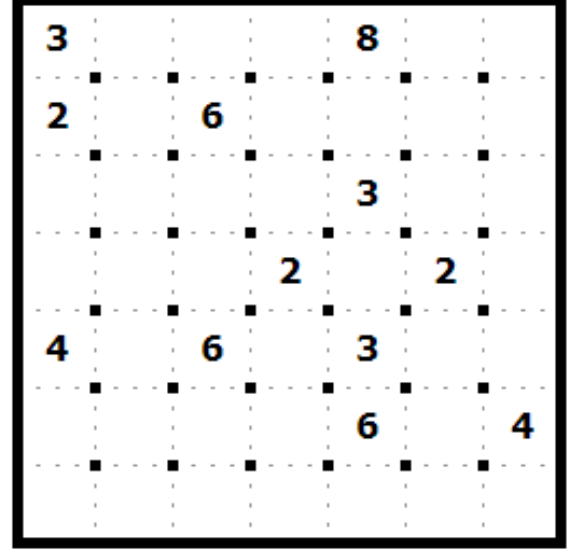
shikaku 2



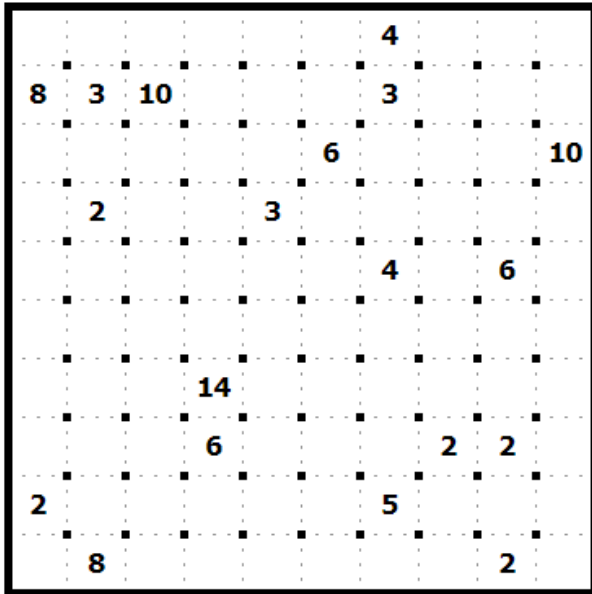
shikaku 2



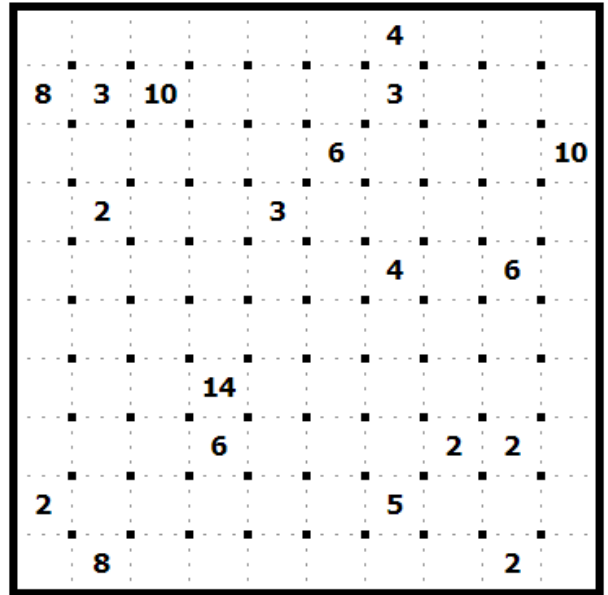
shikaku 2



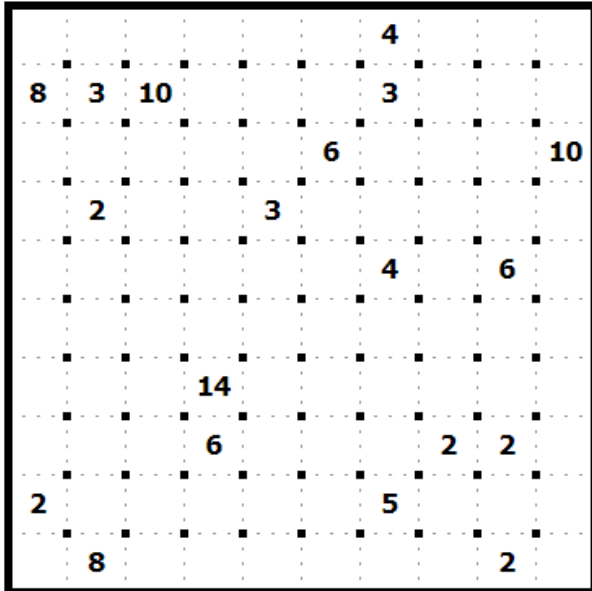
shikaku 3



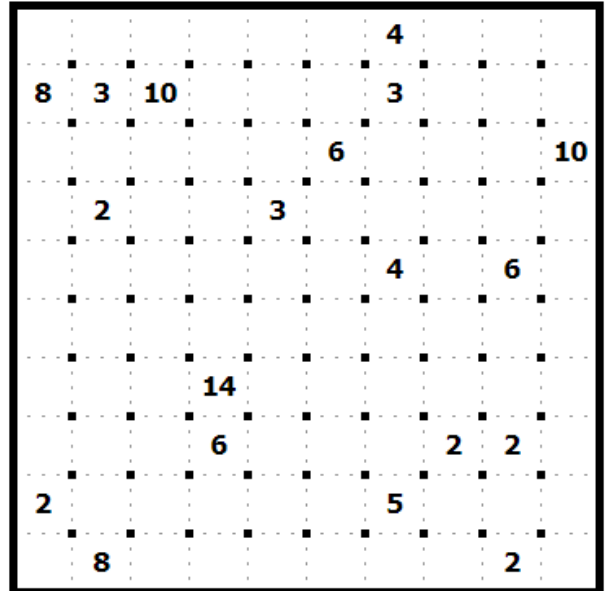
shikaku 3



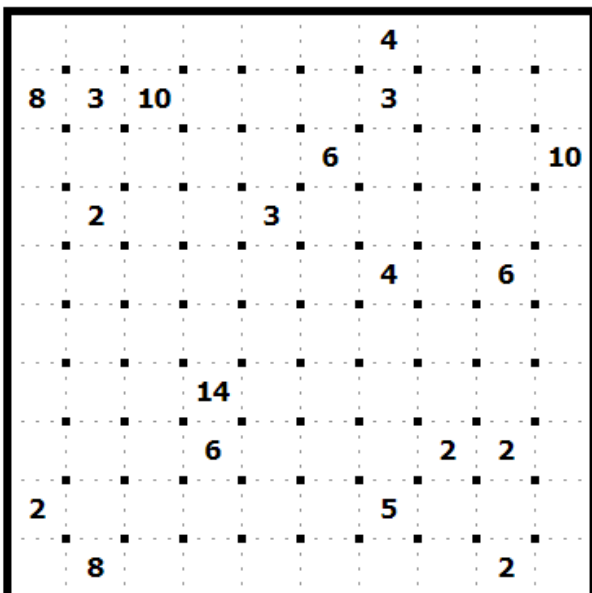
shikaku 3



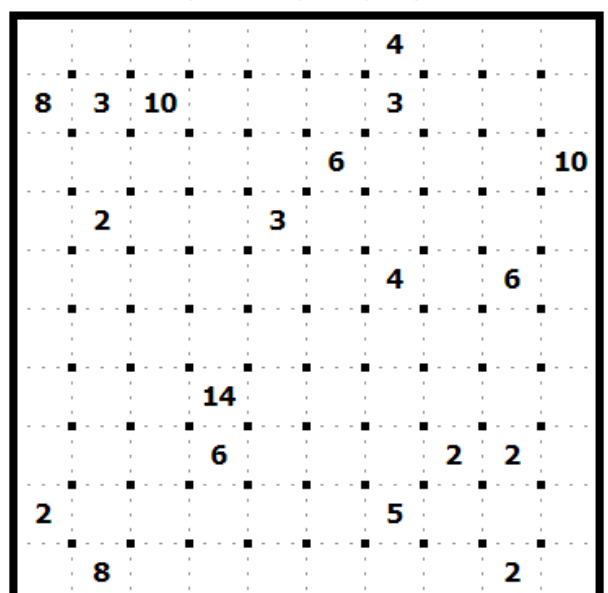
shikaku 3



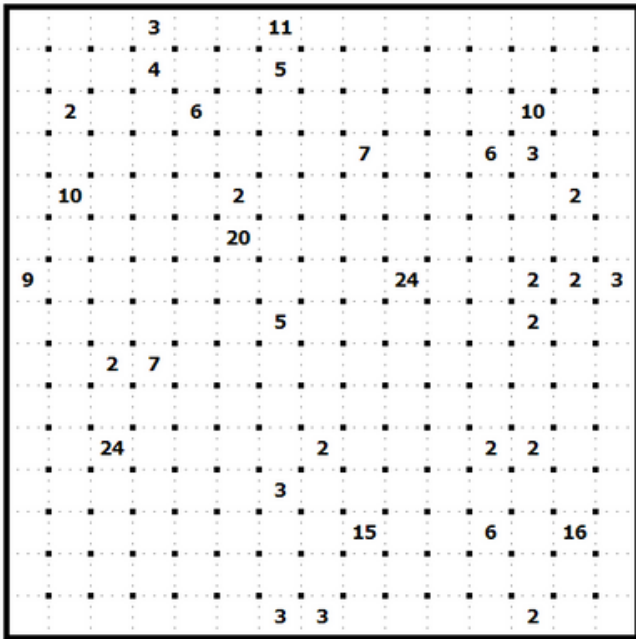
shikaku 3



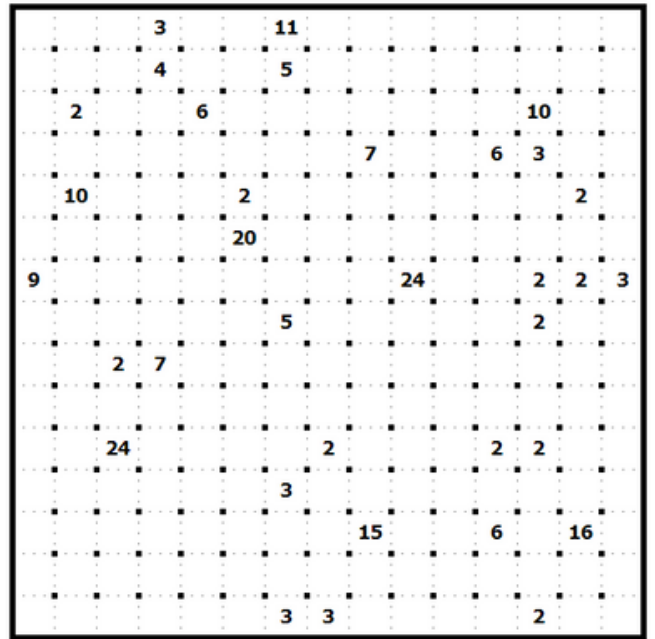
shikaku 3



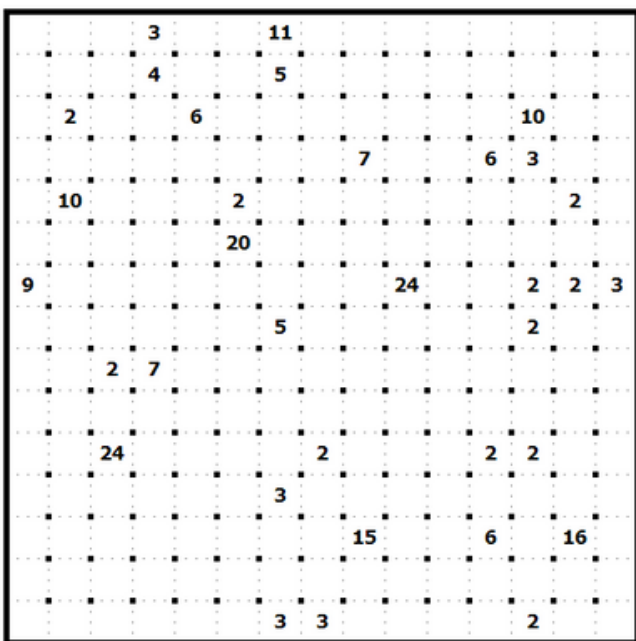
shikaku 4



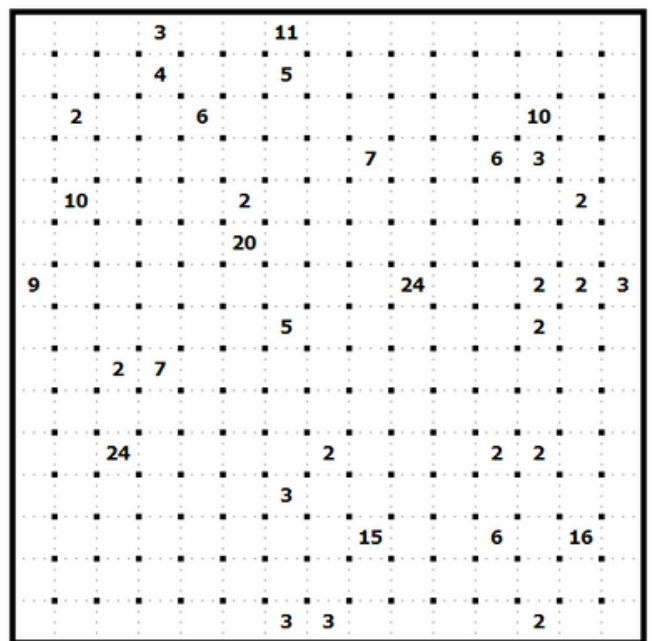
shikaku 4



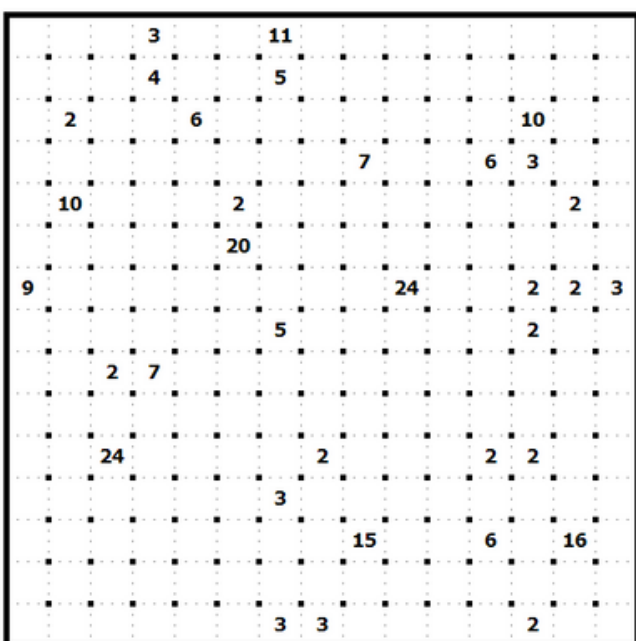
shikaku 4



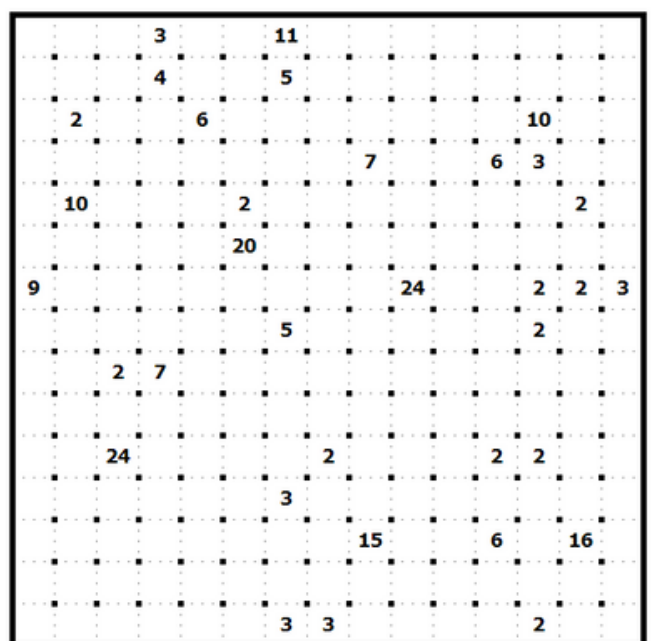
shikaku 4



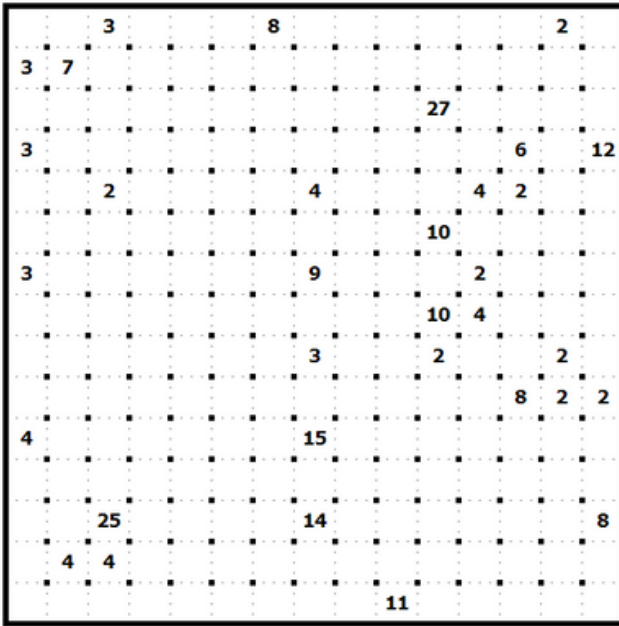
shikaku 4



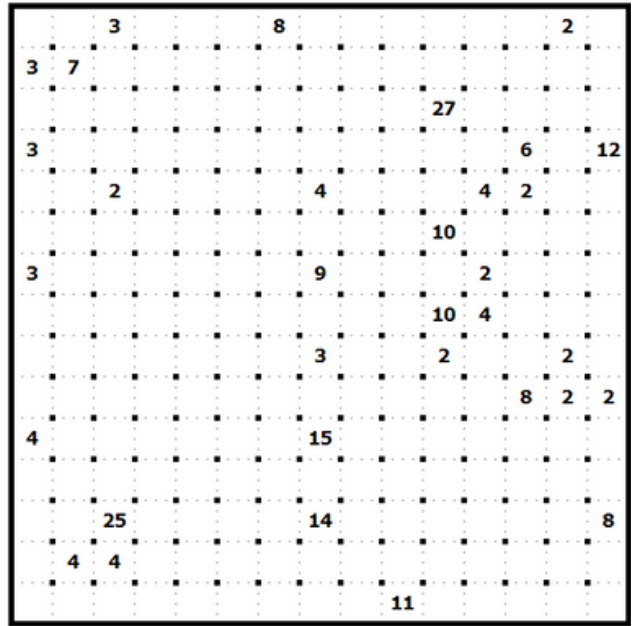
shikaku 4



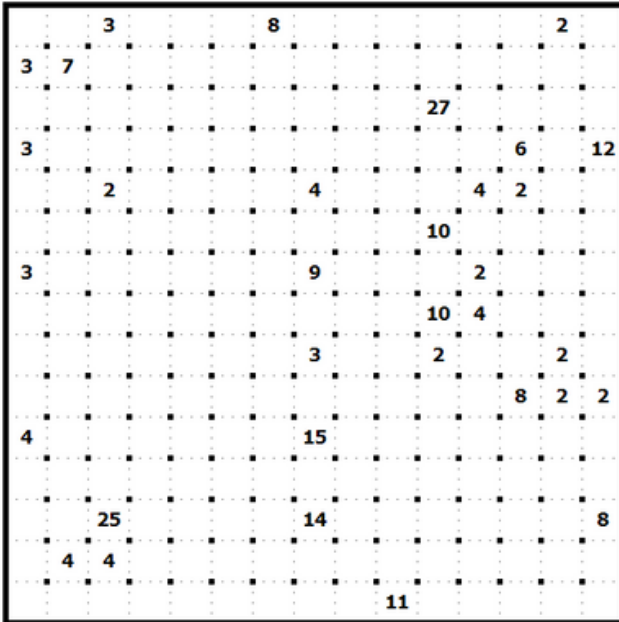
shikaku 5



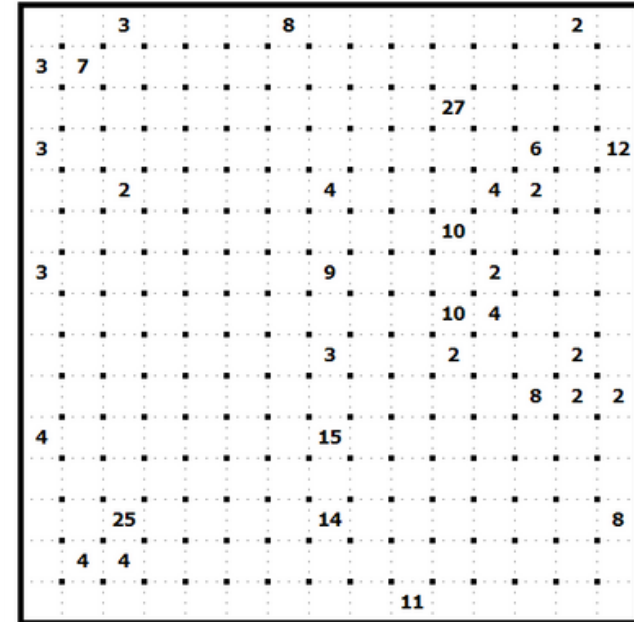
shikaku 5



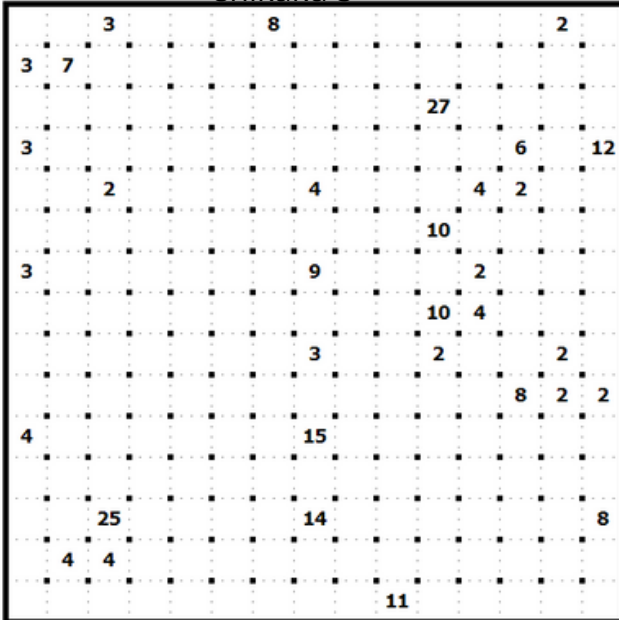
shikaku 5



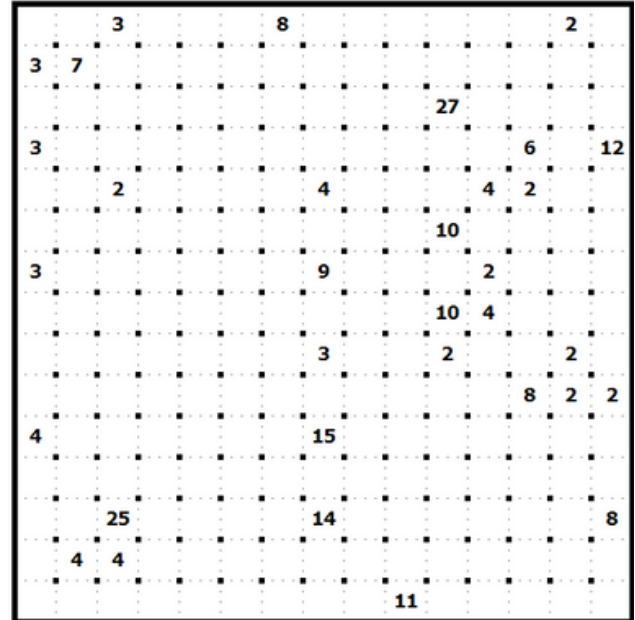
shikaku 5



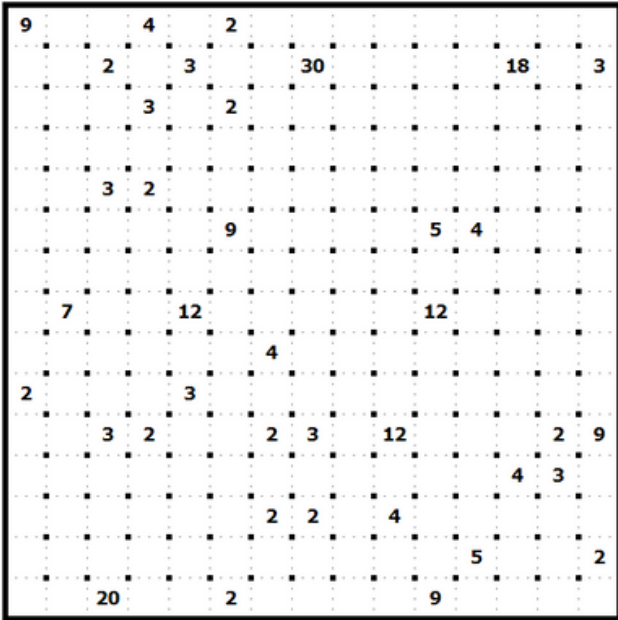
shikaku 5



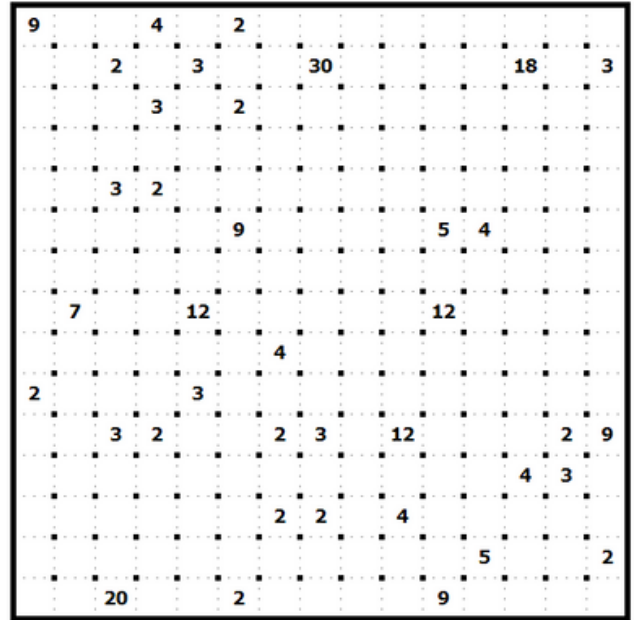
shikaku 5



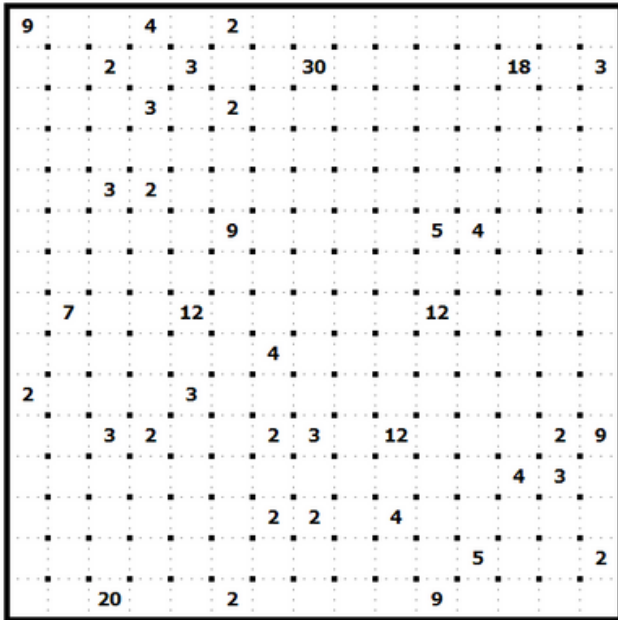
shikaku 6



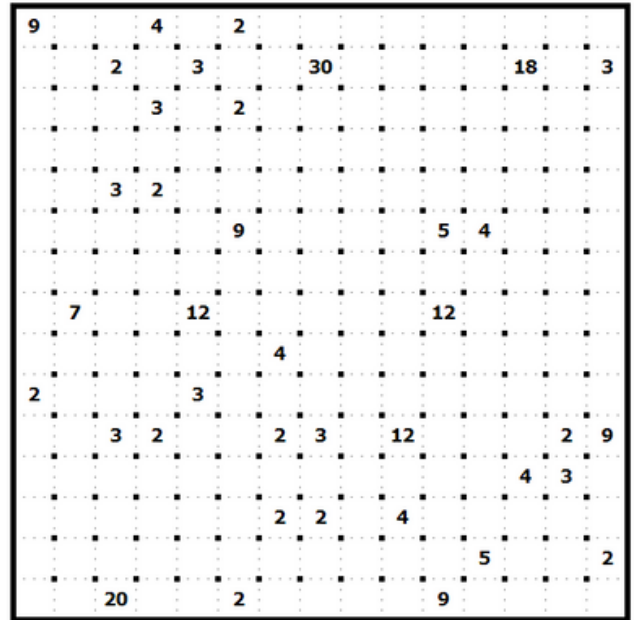
shikaku 6



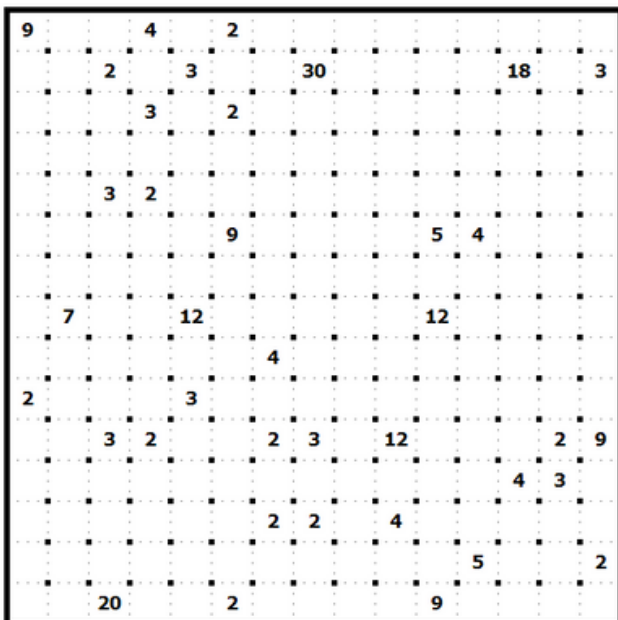
shikaku 6



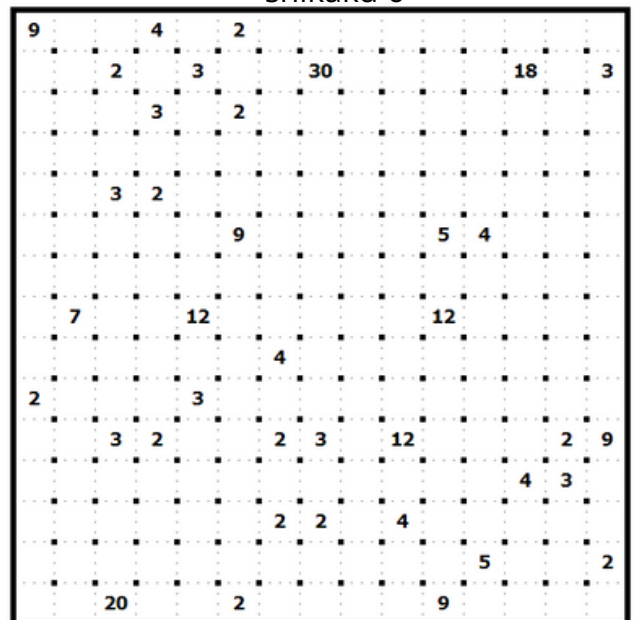
shikaku 6



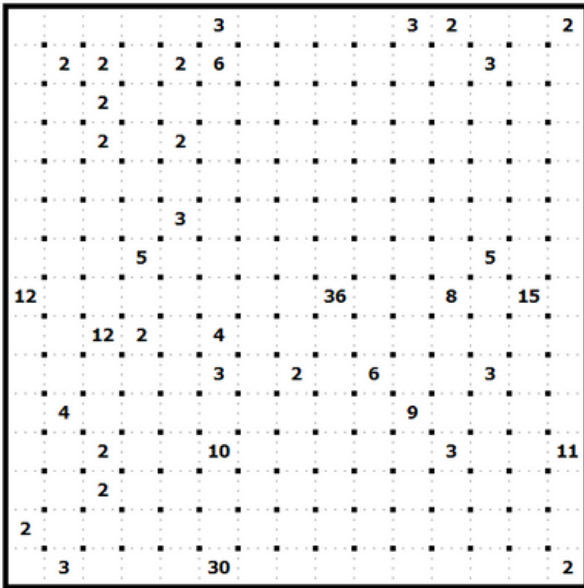
shikaku 6



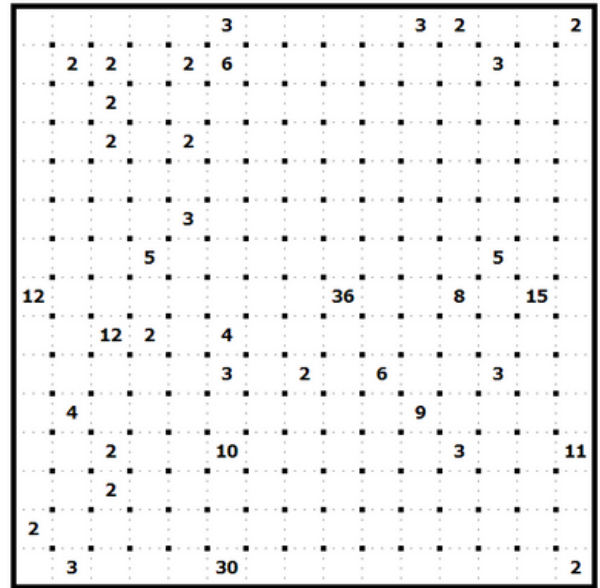
shikaku 6



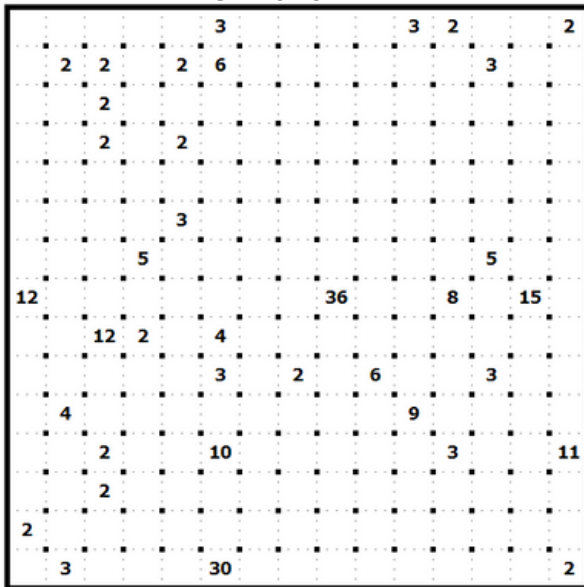
shikaku 7



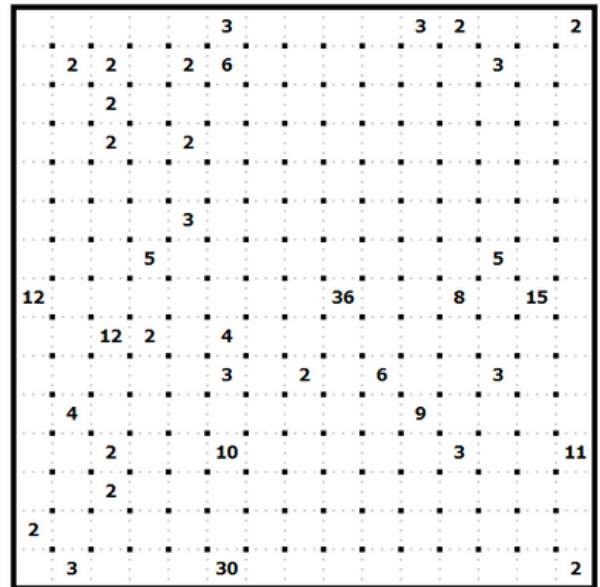
shikaku 7



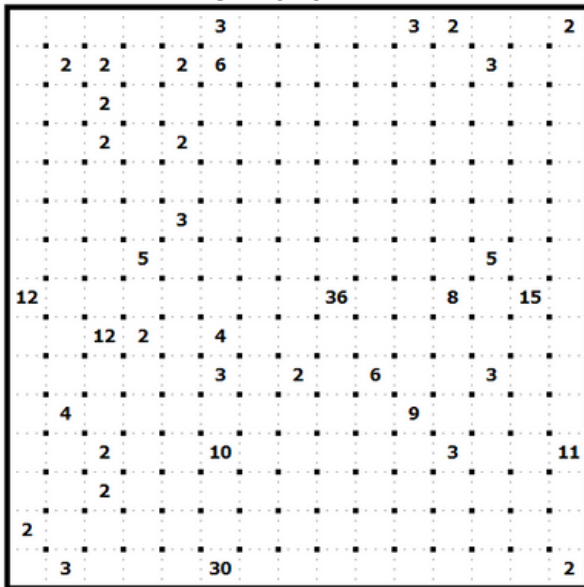
shikaku 7



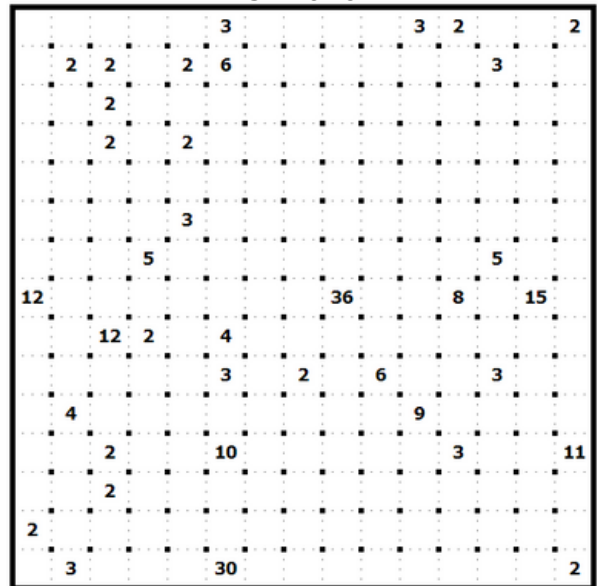
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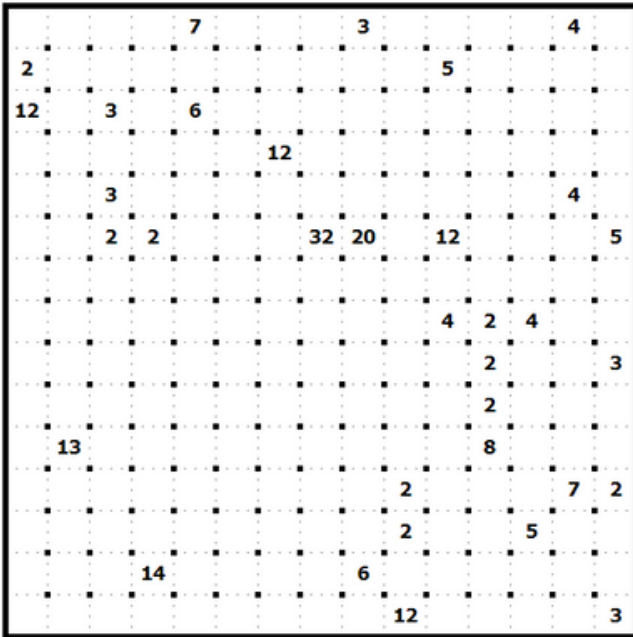
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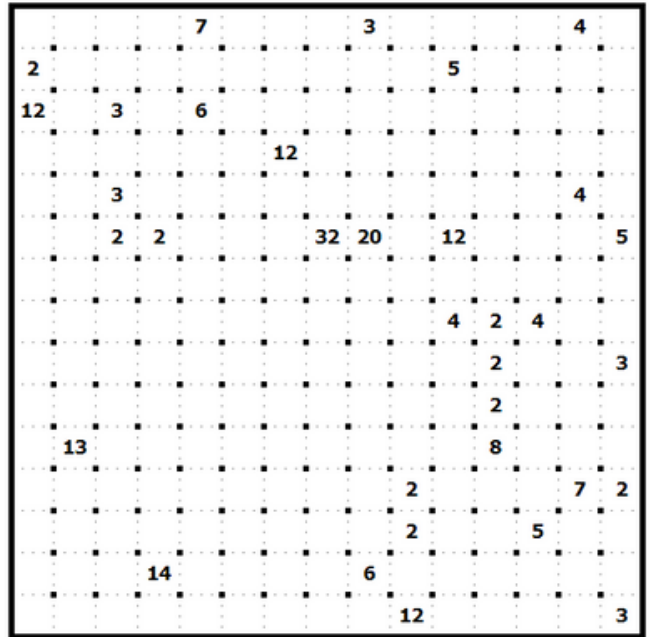
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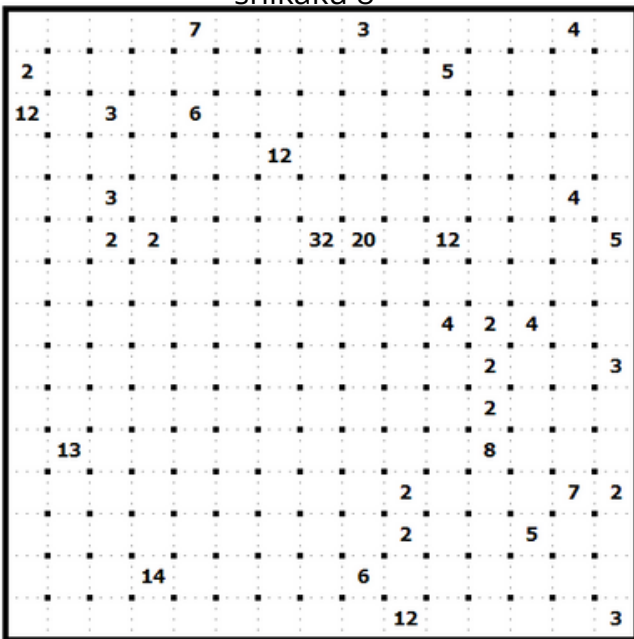
shikaku 8



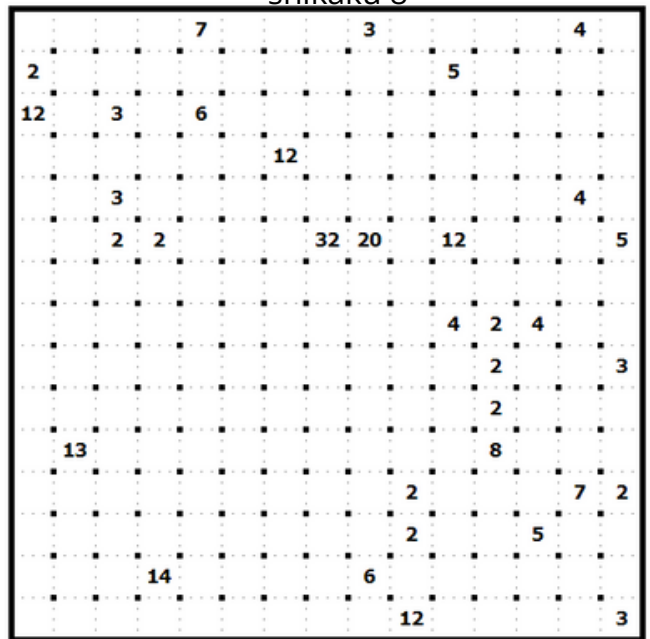
shikaku 8



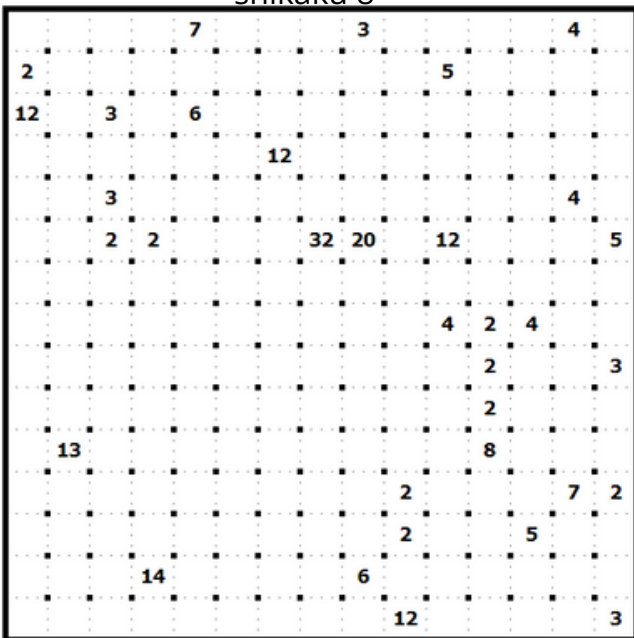
shikaku 8



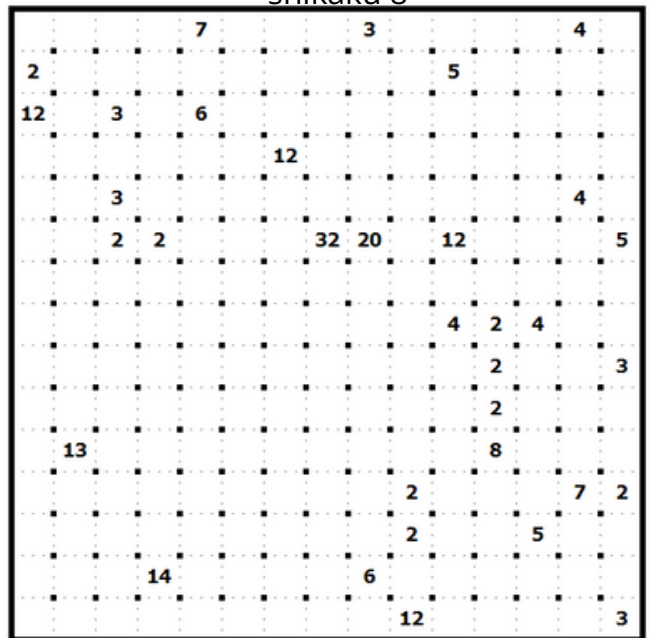
shikaku 8



shikaku 8



shikaku 8



FUTOSHIKI

Pravidla hry:

1. Na políčka umístíme čísla od 1 do velikosti tabulky. Tabulka o rozměru 4x4 bude obsahovat čísla od 1-4; tabulka o rozměru 6x6 čísla od 1-6; tabulka o rozměru 8x8 čísla od 1-8 atd...
2. Na každém řádku nebo sloupci musí být každá číslice zobrazena právě jednou, tedy se nesmí opakovat.
3. Navíc je mezi některými sousedními políčky (v řádku nebo sloupci) definována nerovnost. Vyplněná políčka pak musí splňovat tuto nerovnost.
4. Například takto by mohlo vypadat zadání takové hry:

1.

□	□	3	□
□	<	□	3
□	□	>	□
□	>	□	□

Příklad zadání

2.

□	□	3	□
1	<	4	□
□	3	>	2
3	>	2	1

Nejprve zkusím doplnit nerovnosti.

U nerovností nemusí být čísla hned za sebou jako například $2 < 3$, $3 < 4$, ale může být $1 < 4$.

3.

2	□	3	□
1	<	4	2
4	3	>	2
3	>	2	1

Zkouším doplňovat dál. Vidím, že ve druhém řádku můžu doplnit chybějící dvojku, ale ta už je doplněna v řádku pod tím = mám tam chybu!!

4.

□	□	3	□
1	<	2	□
□	4	>	2
4	>	3	1

Čísla v nerovnosti pozměnit a doplňuji dál.

5.

2	1	3	4
1	<	2	4
3	4	>	2
4	>	3	1

Čísla se v řádku, nebo ve sloupci neopakují. Nerovnosti souhlasí = **správné řešení.**

NĚKOLIK SPRÁVNĚ VYŘEŠENÝCH RÉBUSŮ.

2	□	□	□
↓		↑	
□	□	□	□
□	<	□	>
↑		>	

2	4	1	3
↓		↑	
1	2	3	4
3	1	<	4
↑		>	
4	3	>	2

2	>	□	□
□	□	□	□
↓			
□	□	□	□
3	>	□	□

2	>	1	3
4	3	1	2
↓			
1	4	2	3
3	>	2	4

□	□	□	□
↓	↑		
□	□	□	□
□	>	□	□
↓			↑
□	□	□	<

2	3	4	1
↓	↑		
1	4	3	2
3	>	2	1
↓			↑
4	1	2	<

ŘEŠENÍ

Futoshiki 1

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

Futoshiki 2

2	1	3	<	4	
1	4	>	2	3	
4	3	>	1	<	2
3	2	4	1		

Futoshiki 3

5	1	2	<	3	<	4
4	3	5	2	>	1	
3	2	>	1	4	5	
2	5	4	1	3		
1	4	3	5	>	2	

Futoshiki 4

5	2	4	1	3		
4	3	2	5	1		
2	>	1	3	4	<	5
1	4	5	>	3	2	
3	5	1	<	2	<	4

Futoshiki 5

3	2	4	5	1	
5	>	3	1	4	2
2	4	5	1	3	
1	5	3	2	4	
4	1	2	3	<	5

Futoshiki 6

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

Futoshiki 7

2	>	1	5	>	4	3
5	4	1	<	3	>	2
3	5	2	1	4		
1	3	4	2	5		
4	2	<	3	5	>	1

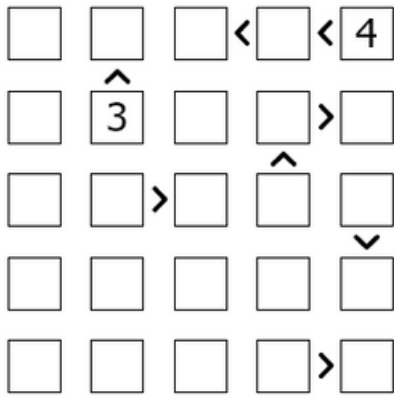
Futoshiki 8

5	1	4	<	7	2	3	6		
2	<	4	3	6	5	7	1		
7	3	6	1	<	4	5	2		
4	7	2	5	<	6	1	3		
1	6	>	5	4	3	>	2	7	
3	<	5	1	<	2	7	>	6	4
6	2	7	3	1	4	5			

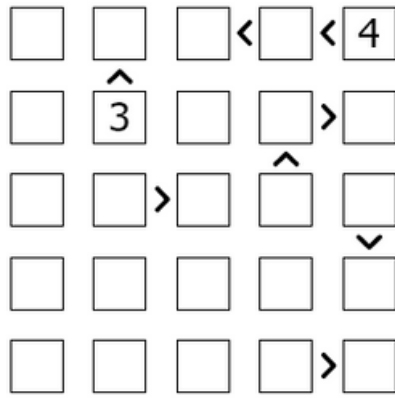
SPECIÁL

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

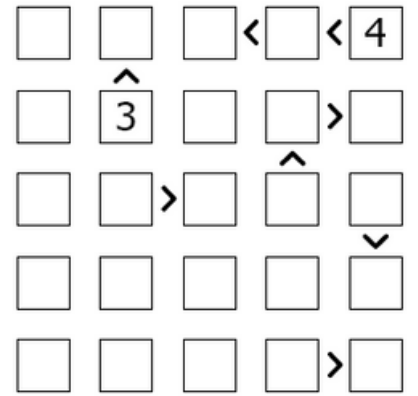
Futoshiki 3



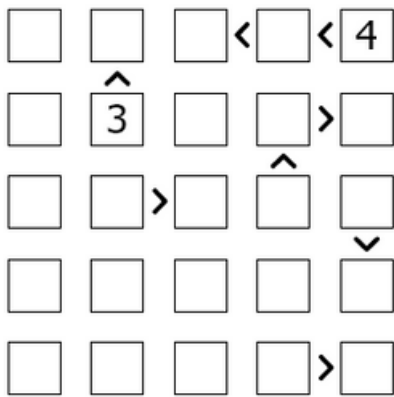
Futoshiki 3



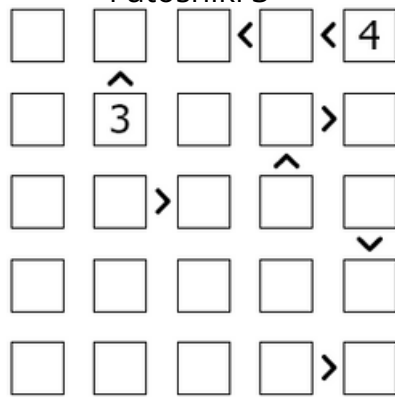
Futoshiki 3



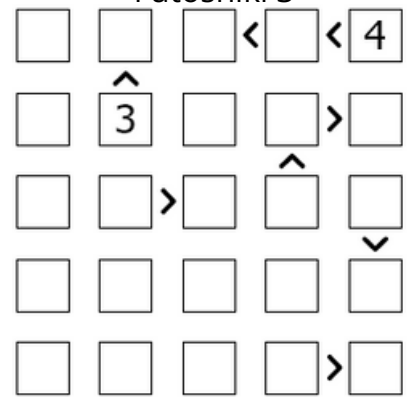
Futoshiki 3



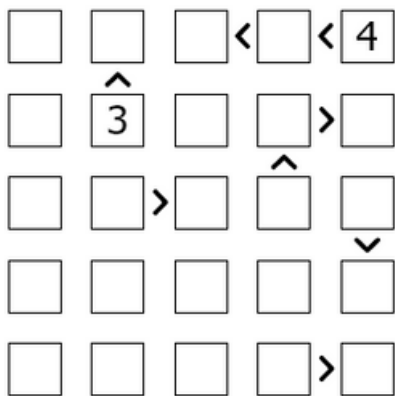
Futoshiki 3



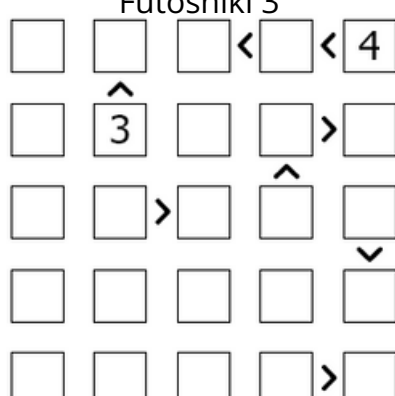
Futoshiki 3



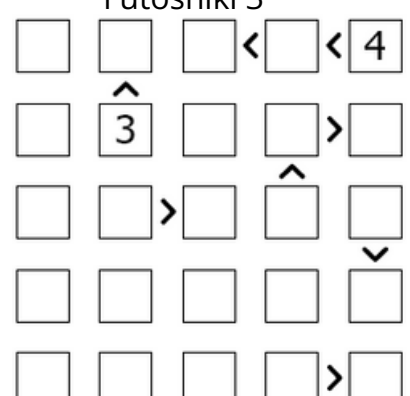
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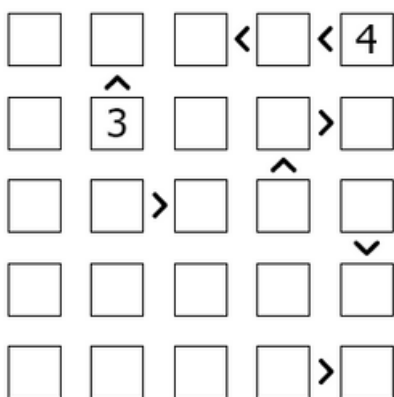
Futoshiki 3



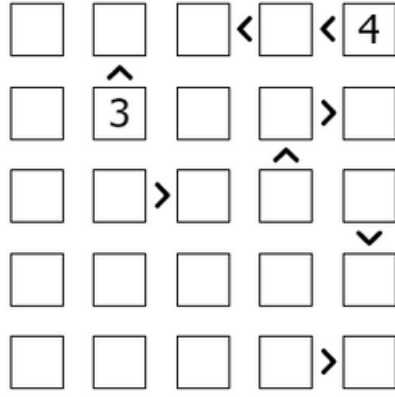
Futoshiki 3



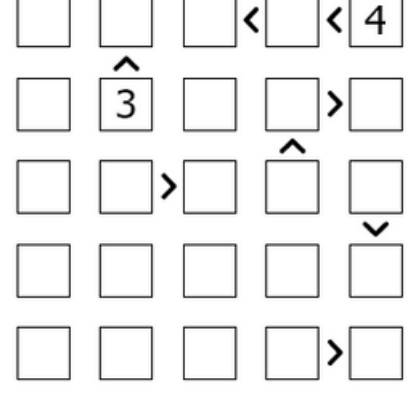
Futoshiki 3



Futoshiki 3



Futoshiki 3



Futoshiki 4

□	□	□	□	□
∨	∧			
∨				
>				<
			>	
3			<	<

Futoshiki 4

□	□	□	□	□
∨	∧			
∨				
>				<
			>	
3			<	<

Futoshiki 4

□	□	□	□	□
∨	∧			
∨				
>				<
			>	
3			<	<

Futoshiki 4

□	□	□	□	□
∨	∧			
∨				
>				<
			>	
3			<	<

Futoshiki 4

□	□	□	□	□
∨	∧			
∨				
>				<
			>	
3			<	<

Futoshiki 4

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∨	∧			
∨				
>				<
			>	
3			<	<

Futoshiki 4

□	□	□	□	□
∨	∧			
∨				
>				<
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3			<	<

Futoshiki 4

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∨	∧			
∨				
>				<
			>	
3			<	<

Futoshiki 4

□	□	□	□	□
∨	∧			
∨				
>				<
			>	
3			<	<

Futoshiki 4

□	□	□	□	□
∨	∧			
∨				
>				<
			>	
3			<	<

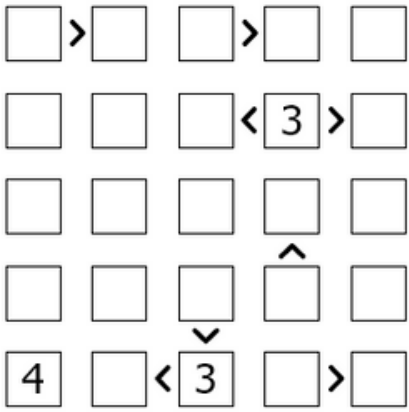
Futoshiki 4

□	□	□	□	□
∨	∧			
∨				
>				<
			>	
3			<	<

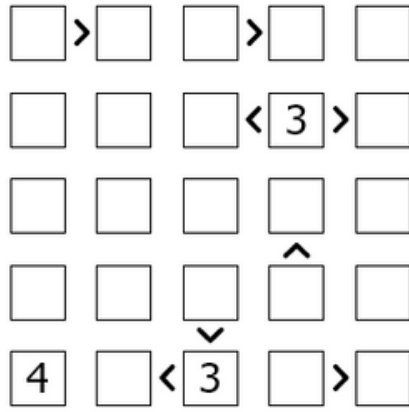
Futoshiki 4

□	□	□	□	□
∨	∧			
∨				
>				<
			>	
3			<	<

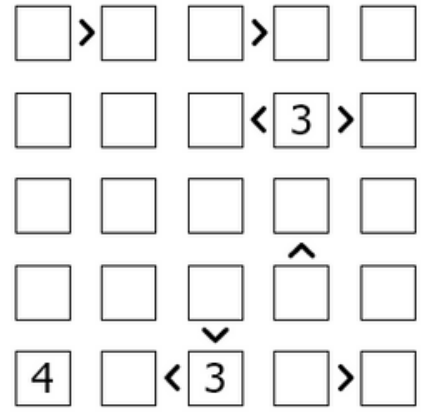
Futoshiki 7



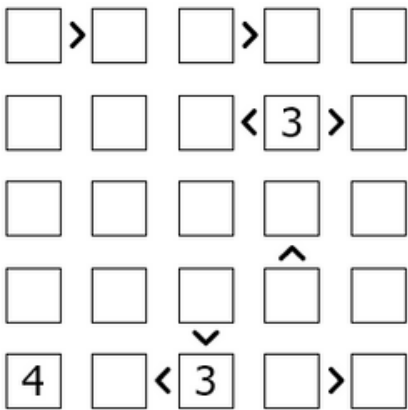
Futoshiki 7



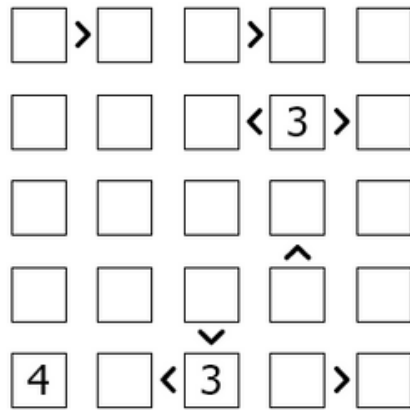
Futoshiki 7



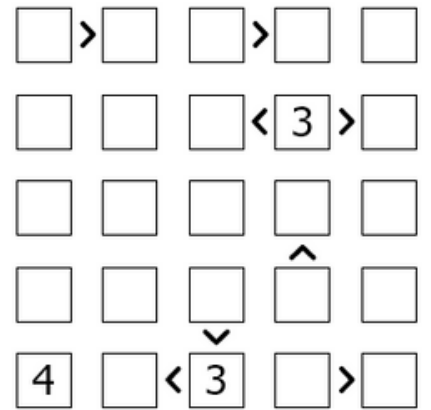
Futoshiki 7



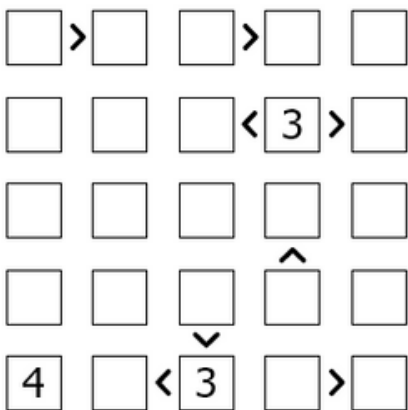
Futoshiki 7



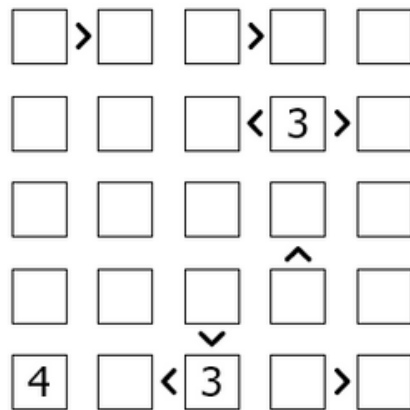
Futoshiki 7



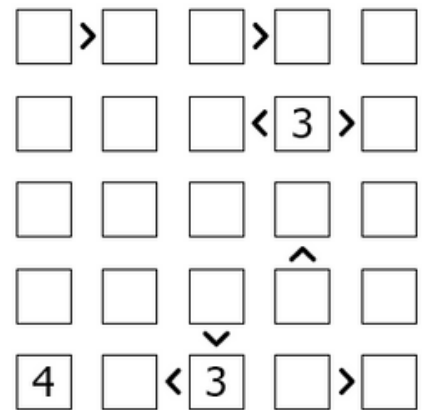
Futoshiki 7



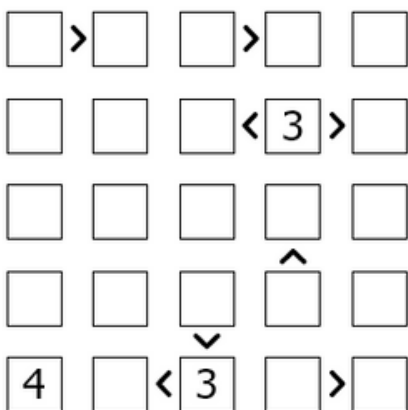
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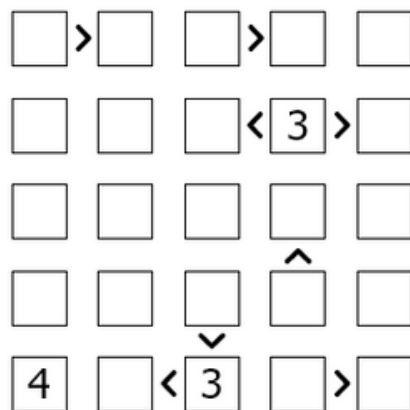
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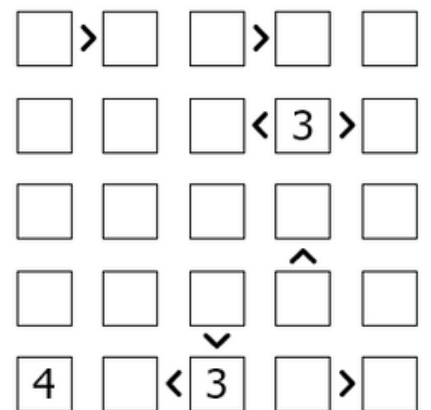
Futoshiki 7



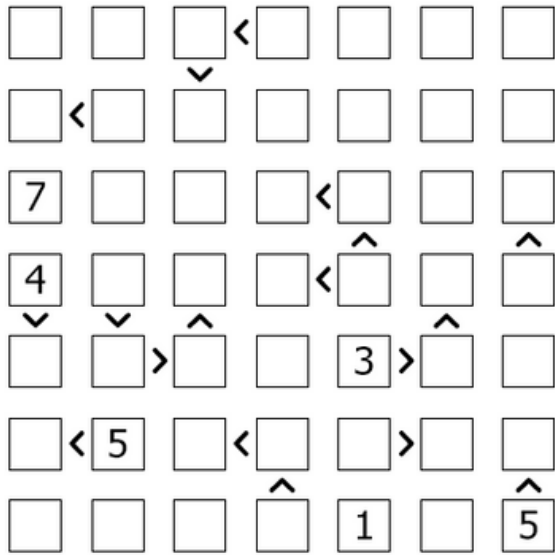
Futoshiki 7



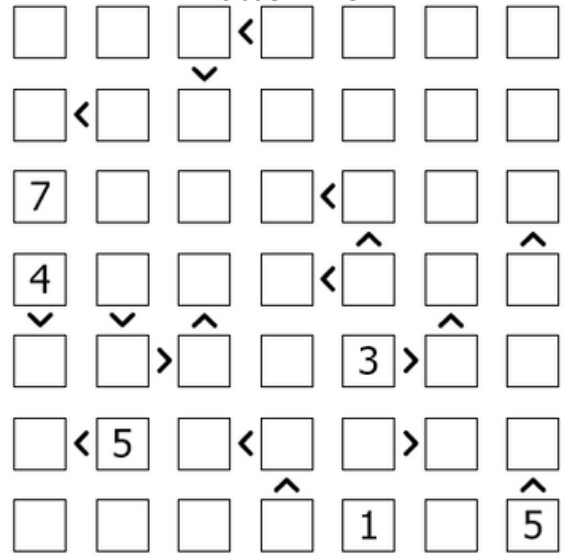
Futoshiki 7



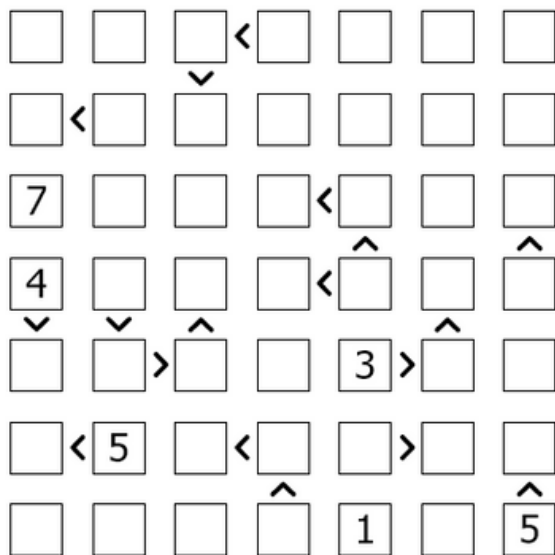
Futoshiki 8



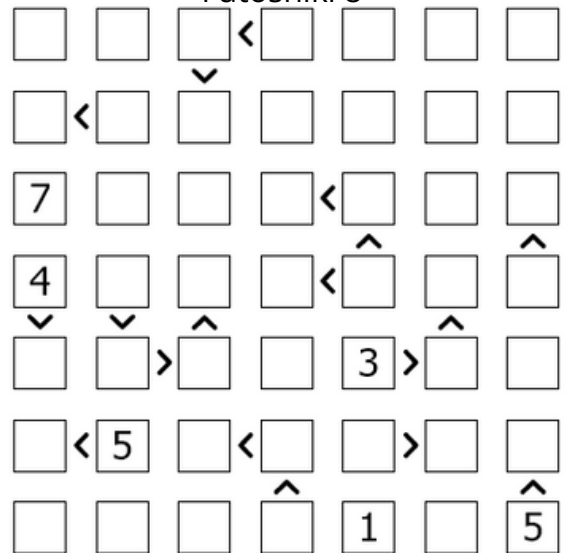
Futoshiki 8



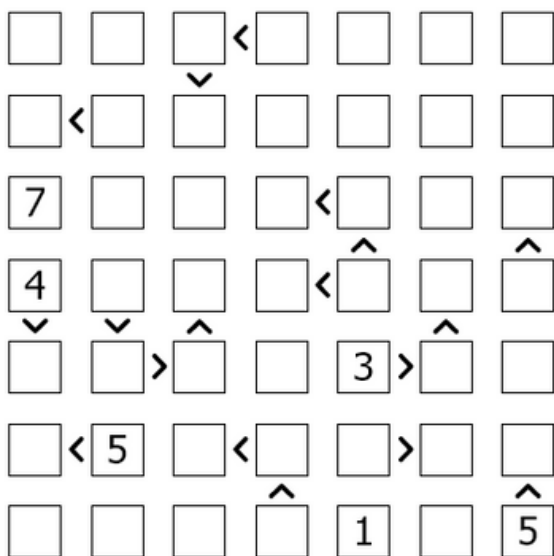
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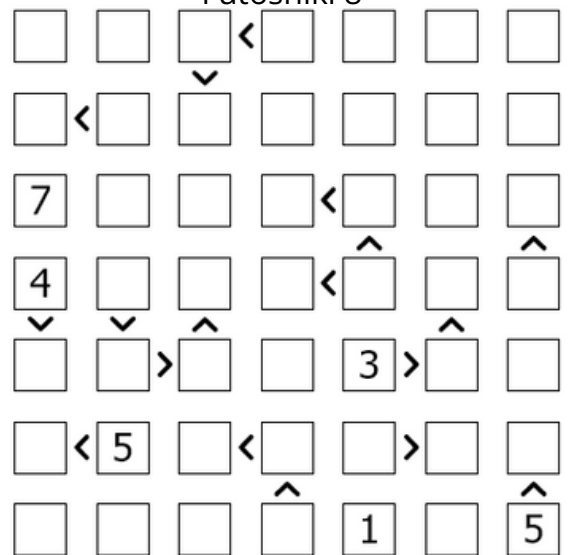
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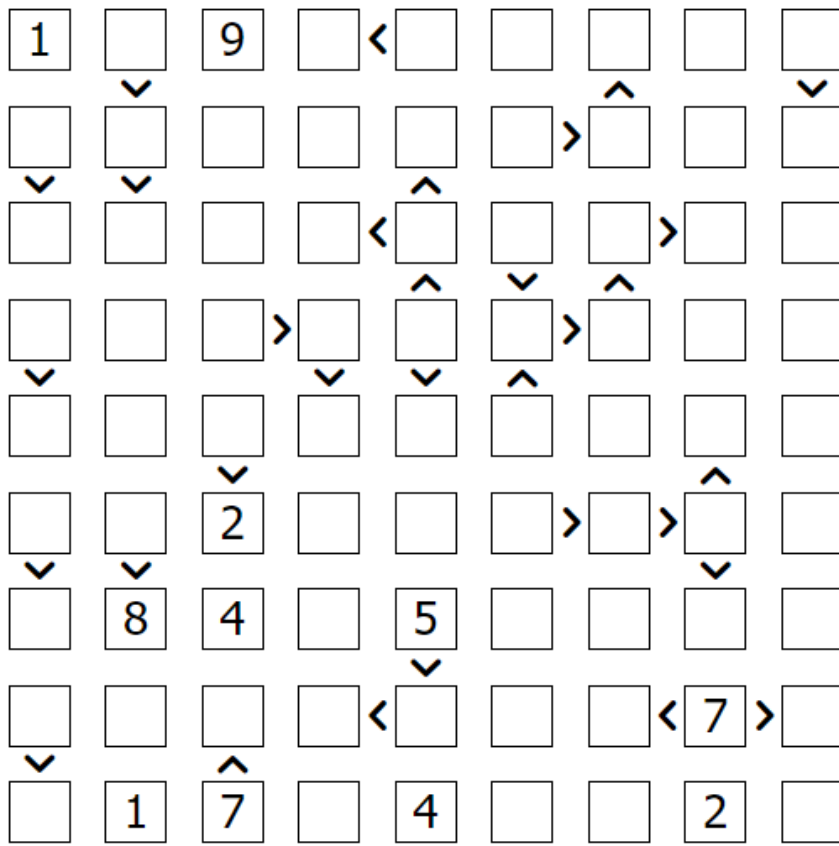
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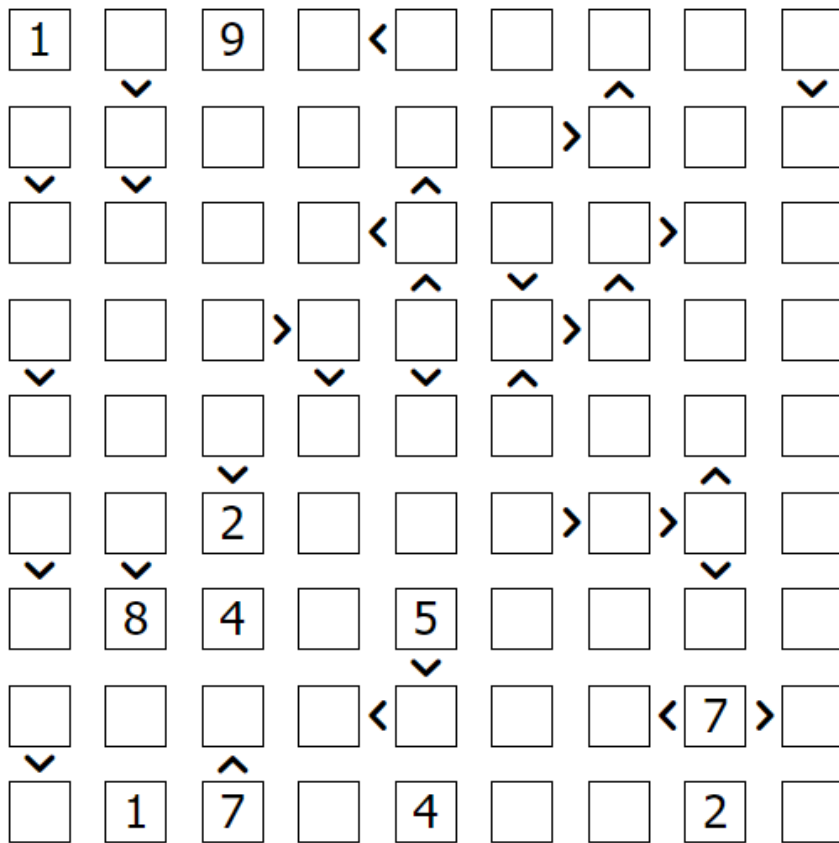
Futoshiki 8



SPECIÁL



SPECIÁL



HEYAWAKE

Pravidla hry:

1. Oblasti s číslem by měly obsahovat černé buňky odpovídající číslu v dané oblasti.
2. Dvě černé buňky nemohou sousedit vodorovně ani svisle.
3. Rovná čára spojených bílých buněk nemůže zasahovat přes více než 2 oblasti.
4. Všechny bílé krivky by měly být spojeny do jedné skupiny.

NĚKOLIK SPRÁVNĚ VYŘEŠENÝCH RÉBUSŮ.

		0			
1	1				1

1			1		
1					
				0	1
0	2				
	0	1			

2				2	
		0	0		
					1
2					

		0			
1	1				1

1			1		
1					
				0	1
0	2				
	0	1			

2				2	
		0	0		
					1
2					

ŘEŠENÍ

Heyawake 1

0				1	
				1	1
	0				
		0			

Heyawake 2

2		1			
		2	0		1
	1				

Heyawake 3

	4				
	1				
			0		
	0	1			
0					

Heyawake 4

	1		3		
			0		
	0				

Heyawake 5

		0			
4			1		

Heyawake 6

2					
			0	1	
0					

Heyawake 7

1							
	1		1				1
	1						
				0			
				2			
		1					
1							

Heyawake 8

1				0	4		0
	1	0					
		2					
							1
			0				
	2						

SPECIÁL

2							
		0			1		
				0			
				0			
	0			1			
			0				
1							

Heyawake 1

0				1	
				1	1
	0				
		0			

Heyawake 1

0				1	
				1	1
	0				
		0			

Heyawake 1

0				1	
				1	1
	0				
		0			

Heyawake 1

0				1	
				1	1
	0				
		0			

Heyawake 1

0				1	
				1	1
	0				
		0			

Heyawake 1

0				1	
				1	1
	0				
		0			

Heyawake 1

0				1	
				1	1
	0				
		0			

Heyawake 1

0				1	
				1	1
	0				
		0			

Heyawake 1

0				1	
				1	1
	0				
		0			

Heyawake 1

0				1	
				1	1
	0				
		0			

Heyawake 1

0				1	
				1	1
	0				
		0			

Heyawake 1

0				1	
				1	1
	0				
		0			

Heyawake 2

2		1			
		2	0		1
	1				

Heyawake 2

2		1			
		2	0		1
	1				

Heyawake 2

2		1			
		2	0		1
	1				

Heyawake 2

2		1			
		2	0		1
	1				

Heyawake 2

2		1			
		2	0		1
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Heyawake 2

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