Apartmanlar nasıl oynanır?

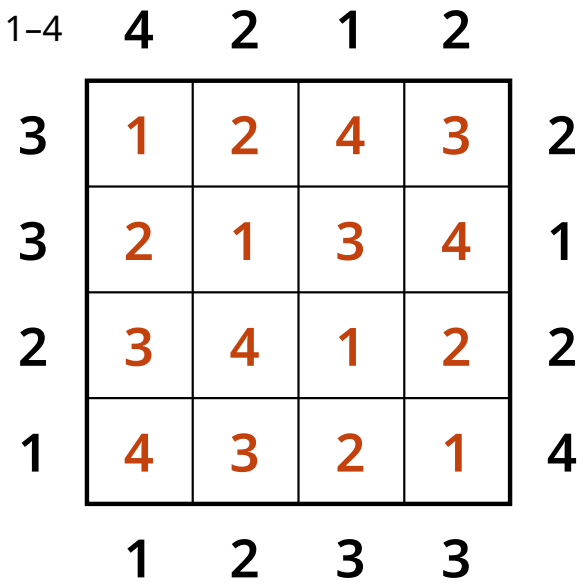
Izgaradaki her kareye bir apartman yerleştirin: yazdığınız sayı, apartmanın kat sayısıdır. Her satırda ve sütunda 1'den 5'e kadar sayıların her biri tam bir kez yer alır.

Izgaranın dışındaki sayılara ipucu denir. Her ipucu, yanındaki satıra ya da sütuna o taraftan bakınca kaç apartman görüldüğünü söyler. Yüksek apartmanlar, arkalarında kalan apartmanların görünmesini engeller: bir apartman, arkasındaki daha alçak apartmanları gizler; daha yüksek olanlar yine görünür. En öndeki apartman her zaman görünür.

Bazı satır ve sütunların yanında ipucu yoktur; oradan kaç apartman görüldüğünü siz bulursunuz.

Her bulmacanın sol üst köşesinde kullanacağınız sayılar yazar (bu kitapta 1–5).

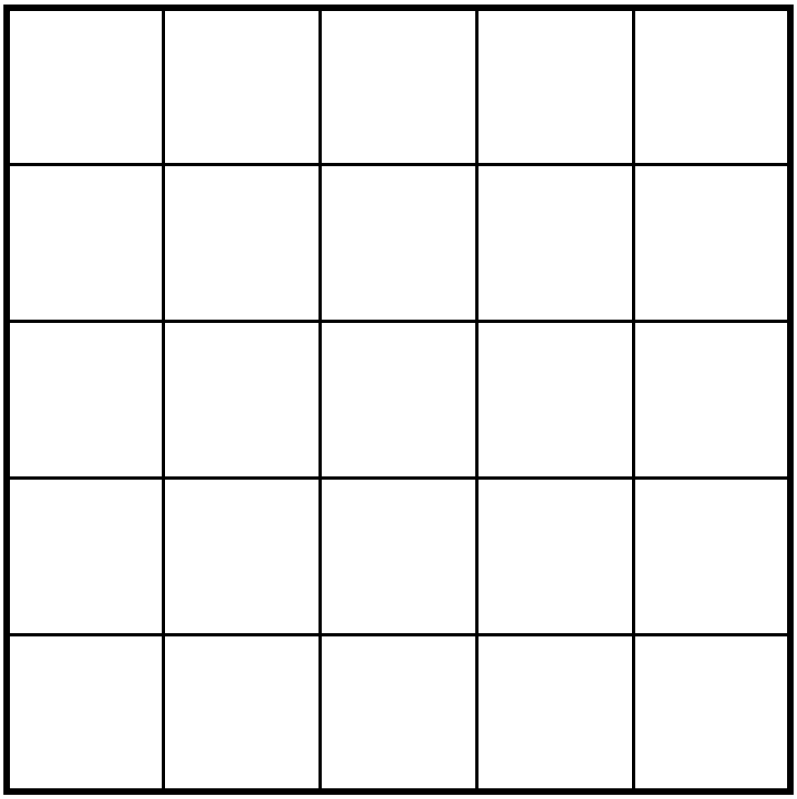
Her bulmacanın tek bir çözümü vardır; ona tahmin yürütmeden, yalnızca mantıkla ulaşabilirsiniz. Çözümler kitabın sonundadır.



Örnek: çözülmüş bir 4×4 bulmaca (turuncu sayılar çözümdür). İlk satıra soldan bakınca 1, 2 ve 4 katlı apartmanlar görünür; 3 katlı olan 4'ün arkasında kalır, bu yüzden ipucu 3'tür. İlk sütuna aşağıdan bakınca yalnızca 4 katlı apartman görünür, alttaki ipucu 1'dir.

APARTMANLAR 1

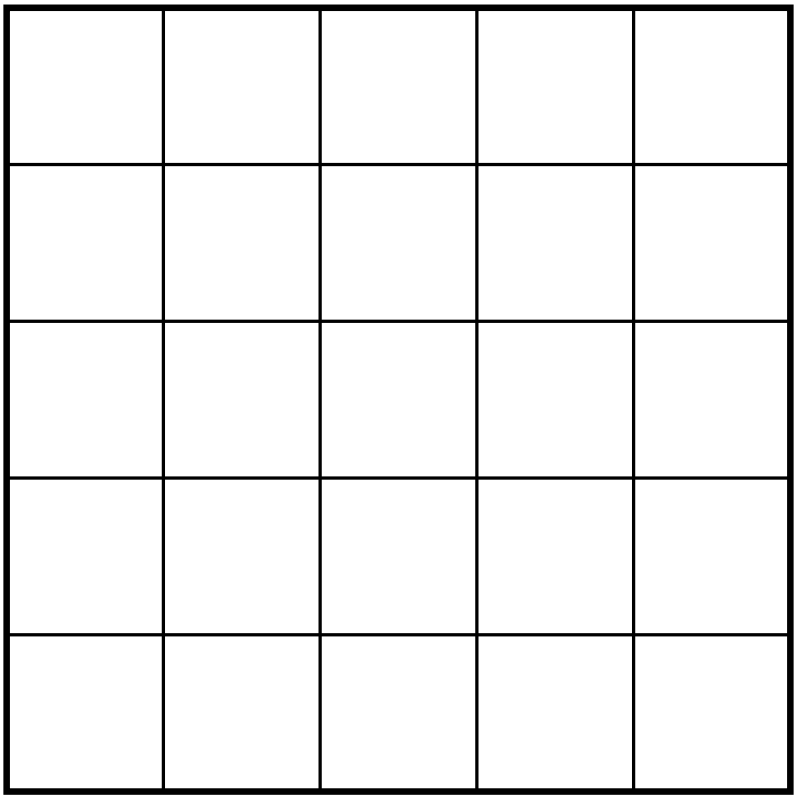
1–5 **2** **3**



2 **3** **3** **4**

APARTMANLAR 2

1–5 **2** **3**



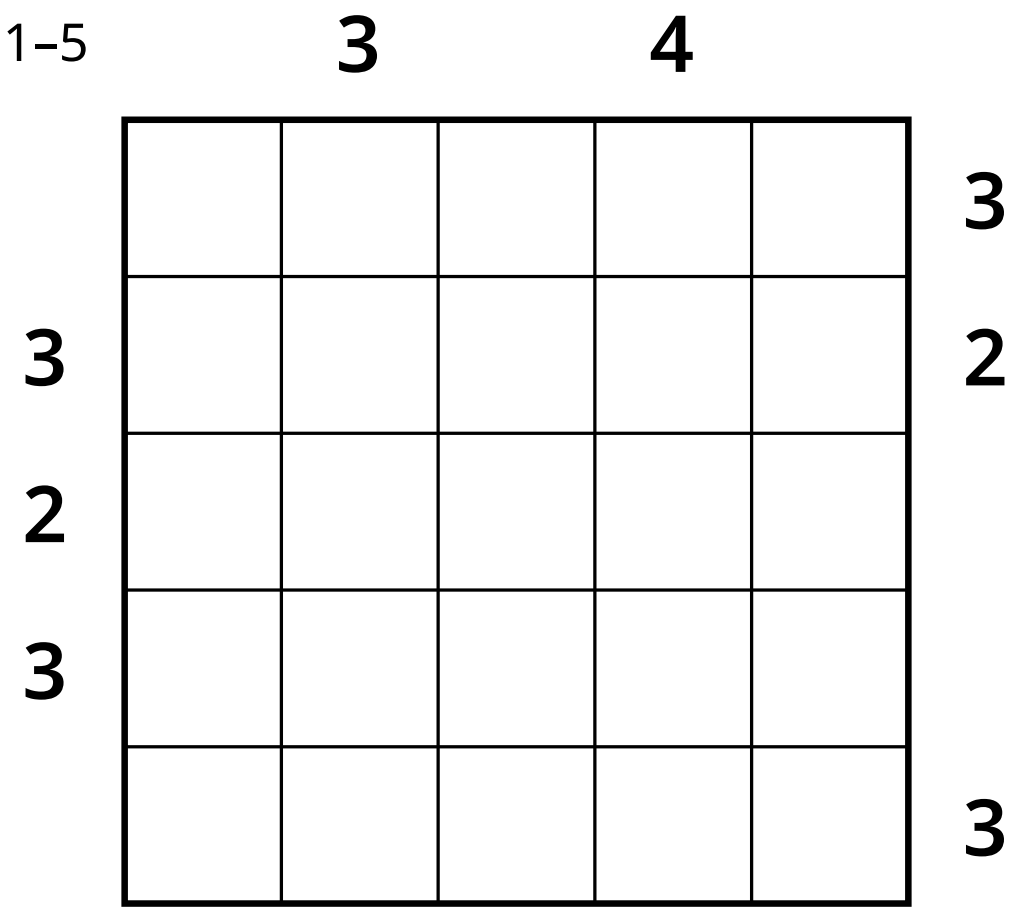
5

3

4 **3**

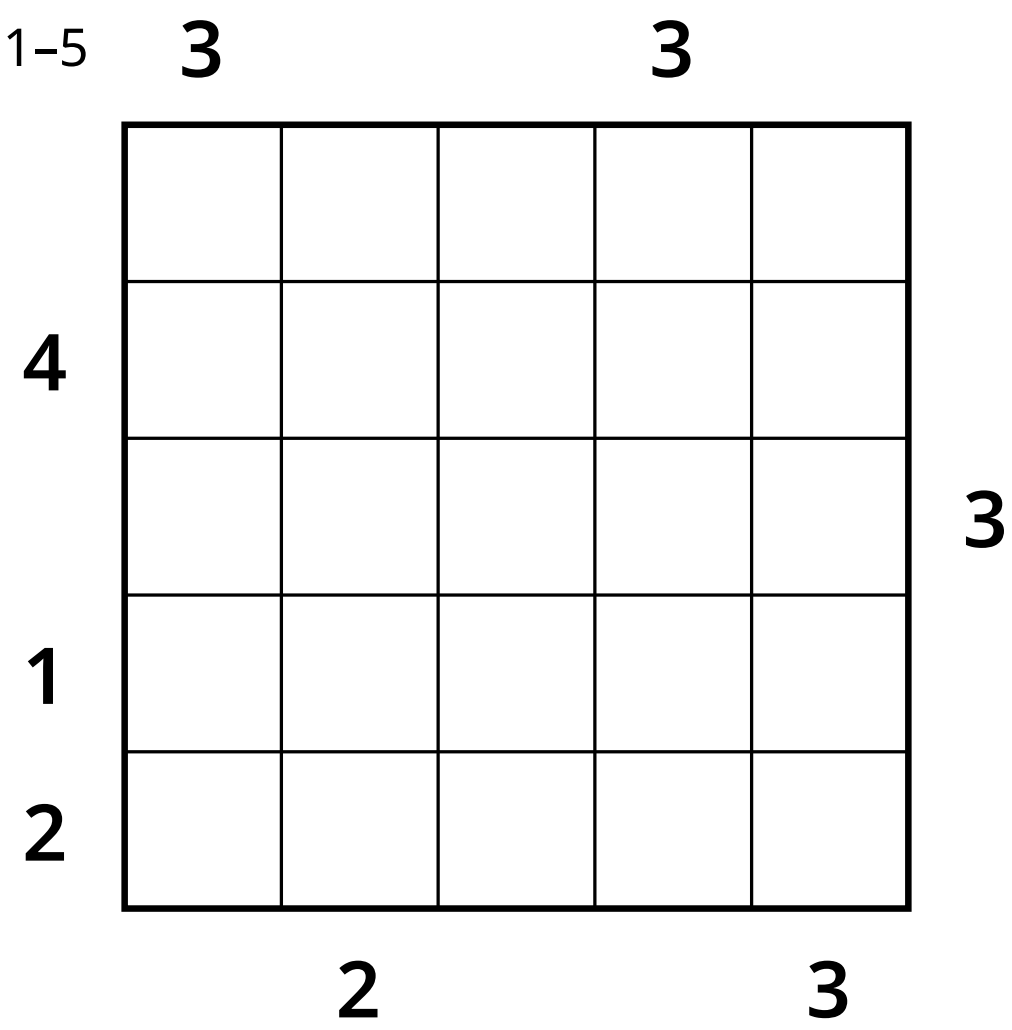
APARTMANLAR 3

1–5



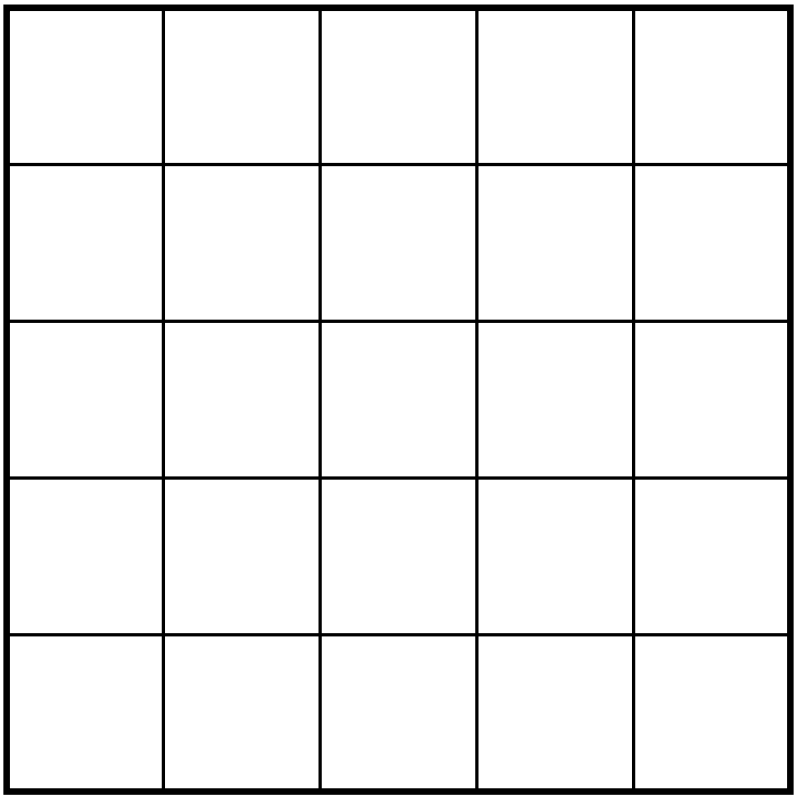
APARTMANLAR 4

1–5



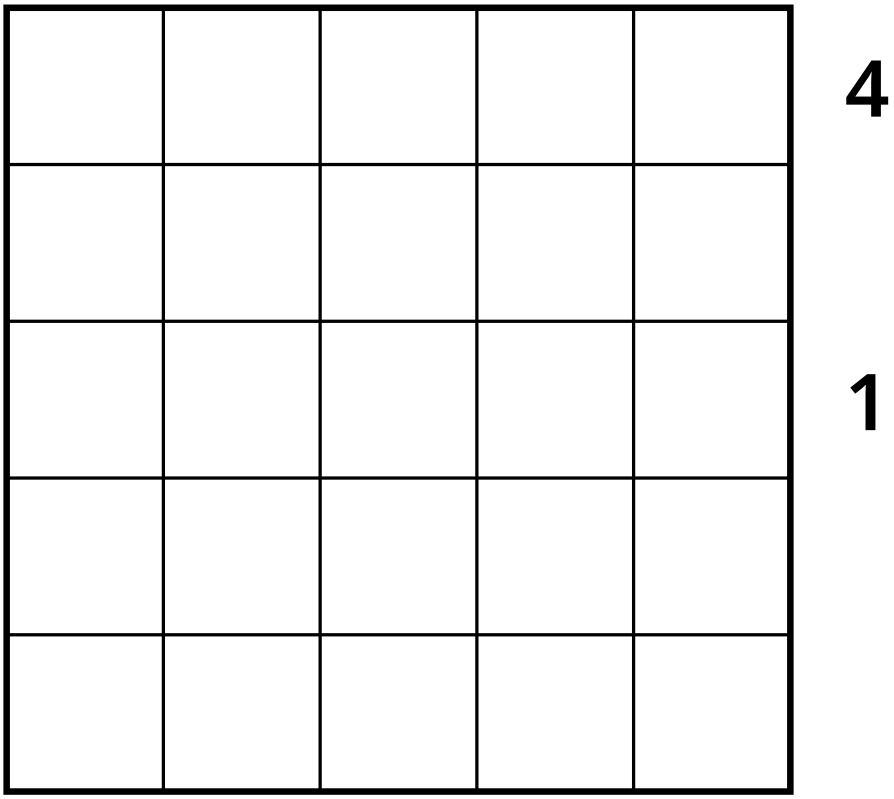
APARTMANLAR 5

1–5

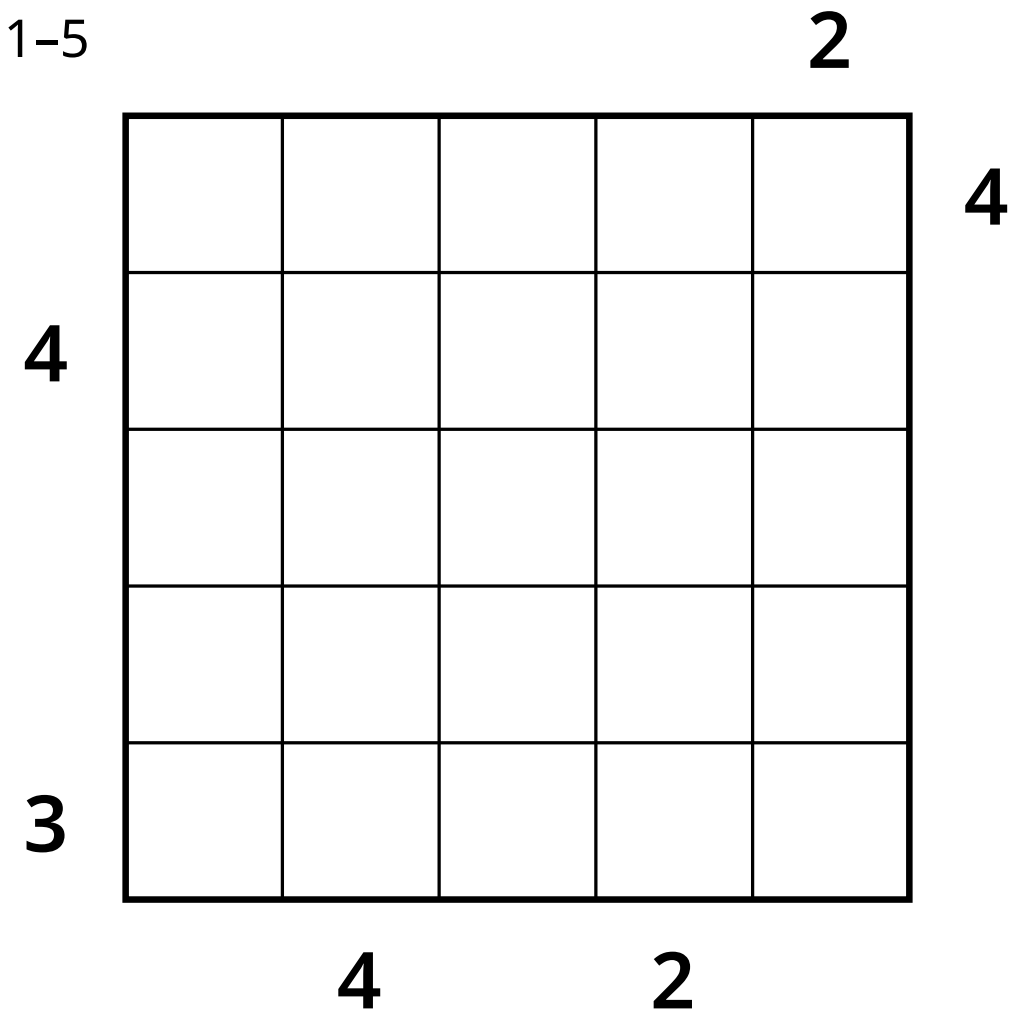


APARTMANLAR 6

1–5

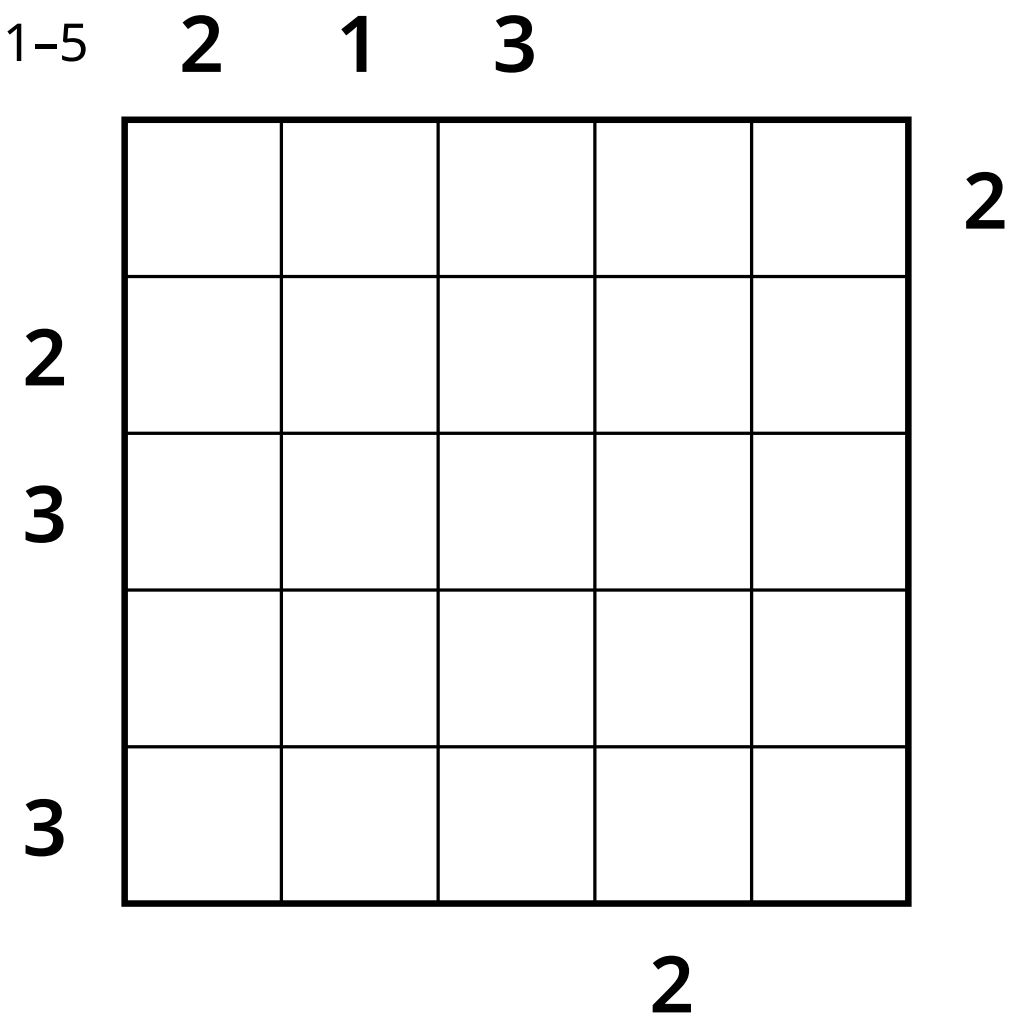


APARTMANLAR 7



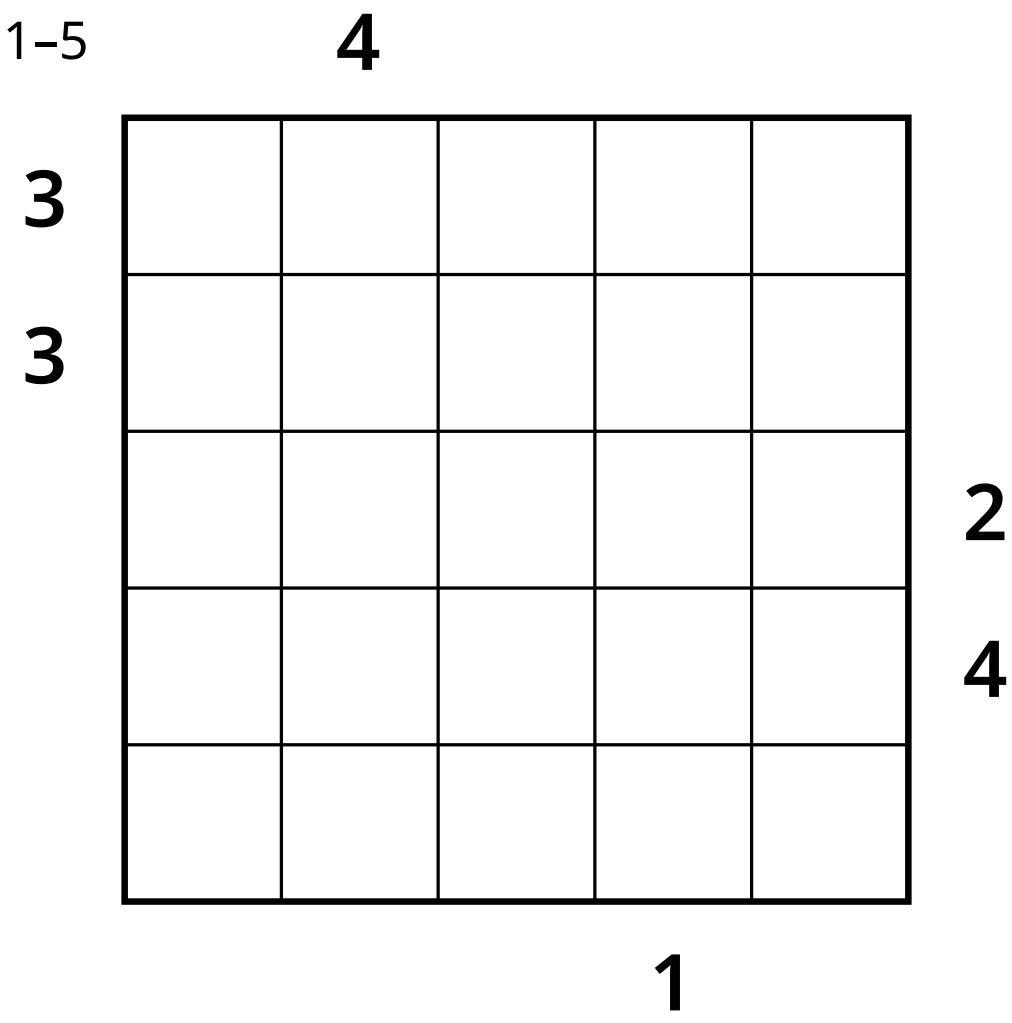
APARTMANLAR 8

1–5



APARTMANLAR 9

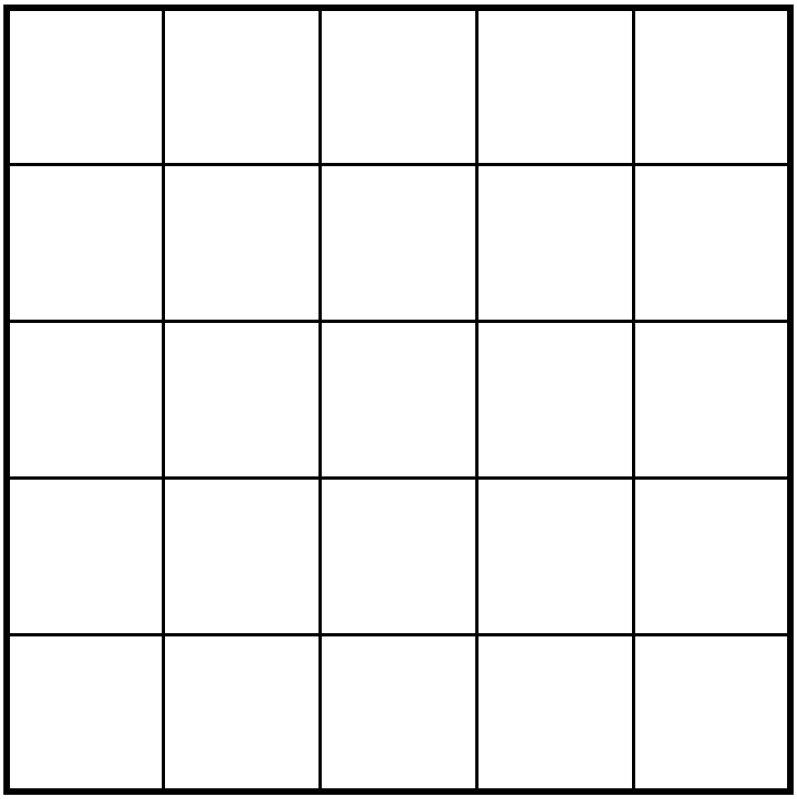
1–5



APARTMANLAR 10

1–5 2 2 3

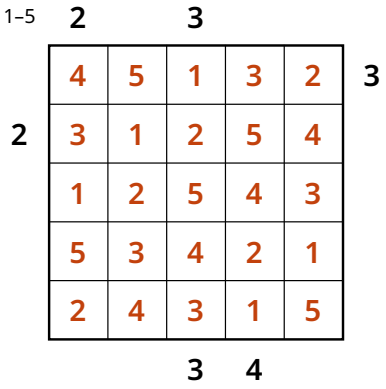
3



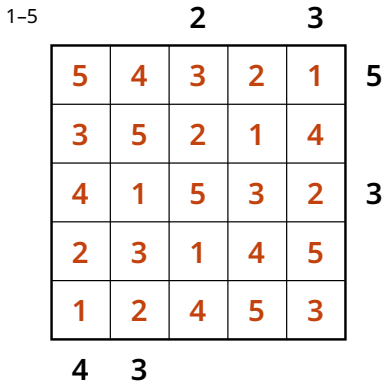
4

4 3

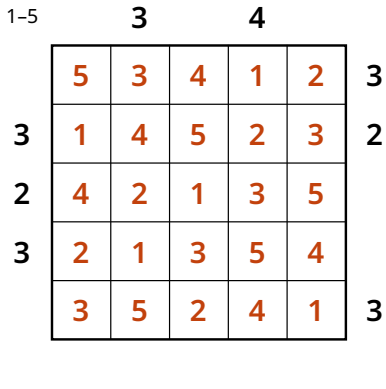
APARTMANLAR 1



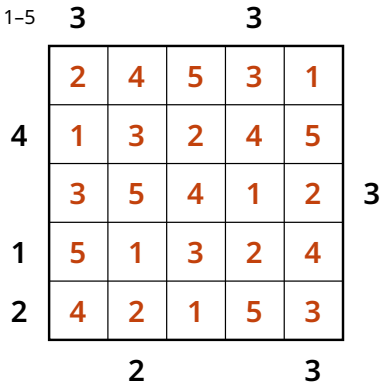
APARTMANLAR 2



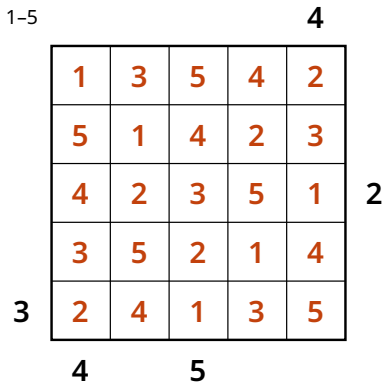
APARTMANLAR 3



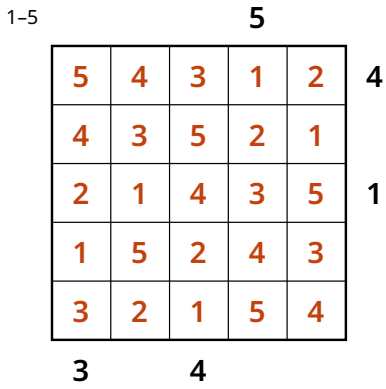
APARTMANLAR 4



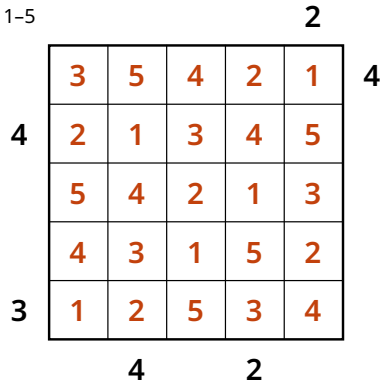
APARTMANLAR 5



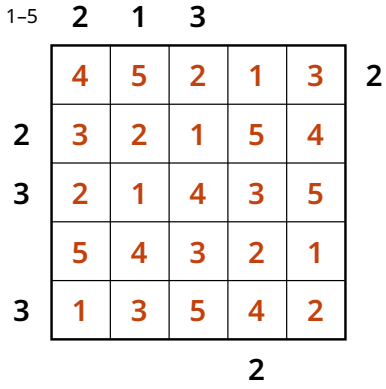
APARTMANLAR 6



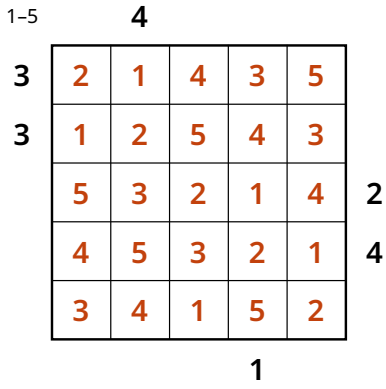
APARTMANLAR 7



APARTMANLAR 8



APARTMANLAR 9



APARTMANLAR 10

