Samurai medium

Fill each grid so that every column, every row and every 3x3 box contains the digits 1 to 9. Where the puzzles overlap, the rows and columns do not go beyond their usual length.

Futoshiki

Fill the blank squares so that every row and column contains each of the numbers 1 to 5 once only. The symbols between the squares indicate whether a number is larger (>) or smaller (<) than the number next to it.

Train Tracks

Lay tracks to enable the train to travel from village A to village B. The numbers indicate how many sections of rail go in each row and column. There are only straight rails and curved rails. The track cannot cross itself.

Sudoku fiendish

Killer tricky

Fill the grid so that every column, every row and every 3x3 box contains the digits 1 to 9. Each set of cells joined by dotted lines must add up to the target number in its top-left corner. Within each set of cells joined by dotted lines, a digit cannot be repeated.

Codeword

Every letter in the crossword-style grid, right, has been substituted for a number from 1 to 26. Each letter of the alphabet appears in the grid at least once. Use the letters already provided to work out the identity of further letters. Enter letters in the main grid and the smaller reference grid until all 26 letters of the alphabet have been accounted for. Proper nouns are excluded.

Quintagram®

Solve all five cryptic clues using each letter underneath once only

1 Take a break in fire station (4)

— — — —

2 Lightly touch wild shrub (5)

— — — — —

3 Fool beginning to juggle with chemical (6)

— — — — — —

4 Clothing strike (7)

— — — — — — —

5 Relative meets old supporter for a short time (10)

— — — — — — — — — —

A	B	B	B	C	C	D	E
E	E	E	E	H	J	L	N
N	N	O	O	O	R	R	R
R	S	S	S	S	T	T	U

Suko

Place the numbers 1 to 9 in the spaces so that the number in each circle is equal to the sum of the four surrounding spaces, and each colour total is correct

THE TIMES
MindGames
Tuesday March 15 2022
Brain boost puzzles

Yesterday's solutions

SAMURAI

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

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

(center section)

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

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

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

QUINTAGRAM

1 Stem
2 Thin
3 Animal
4 Lap dancer
5 Last-ditch

SUKO

5	6	8
2	3	4
1	7	9

(16) (21)
(13) (23)

FUTOSHIKI

4 < 5   2   3   1

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

CODEWORD

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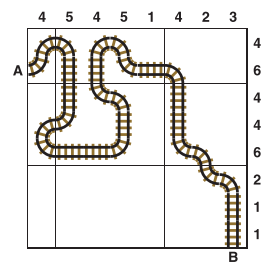
SUDOKU

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

KILLER

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

TRAIN TRACKS

4 5 4 5 1 4 2 3

A

4
6
4
4
6
2
1
1

B