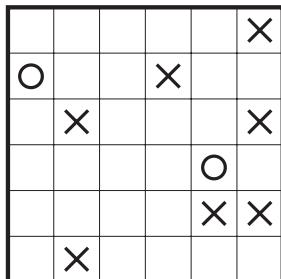
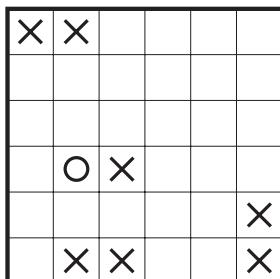


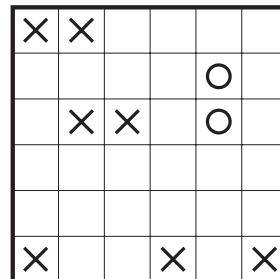
01 (6x6)



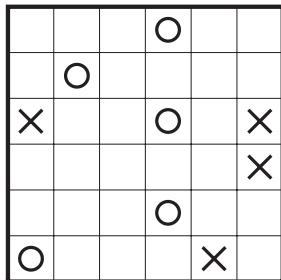
02 (6x6)



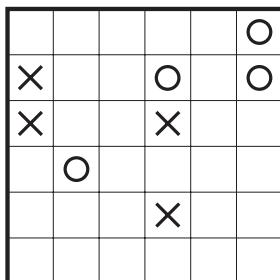
03 (6x6)



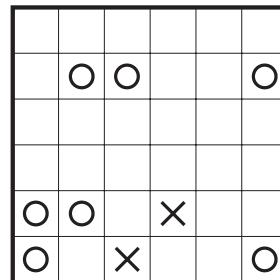
04 (6x6)



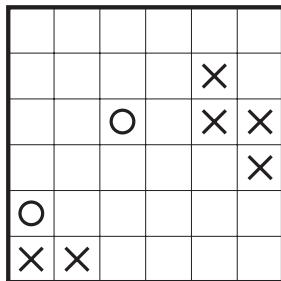
05 (6x6)



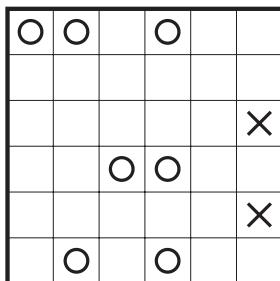
06 (6x6)



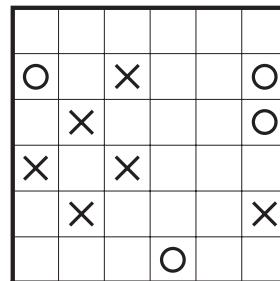
07 (6x6)



08 (6x6)

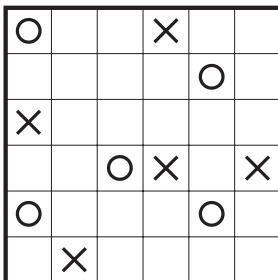


09 (6x6)

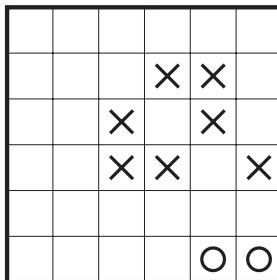


B I N O X X O

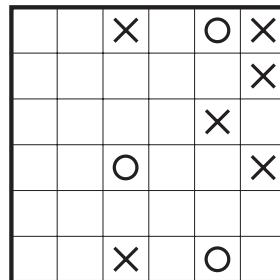
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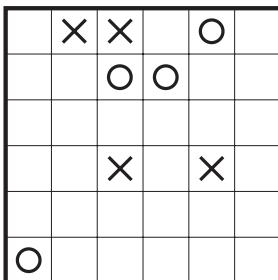
11 (6x6)



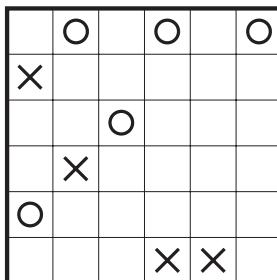
12 (6x6)



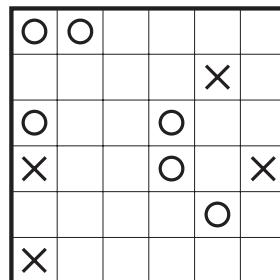
13 (6x6)



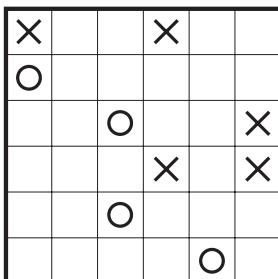
14 (6x6)



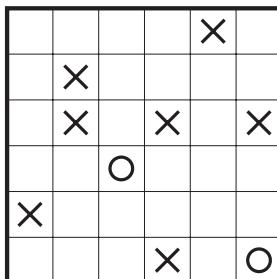
15 (6x6)



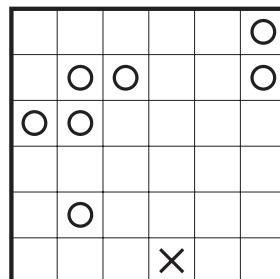
16 (6x6)



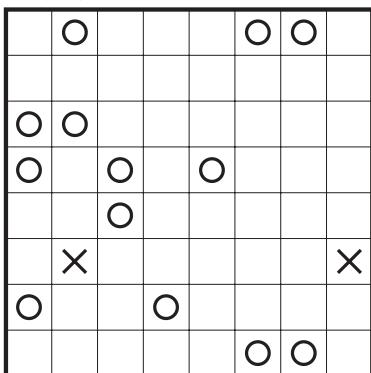
17 (6x6)



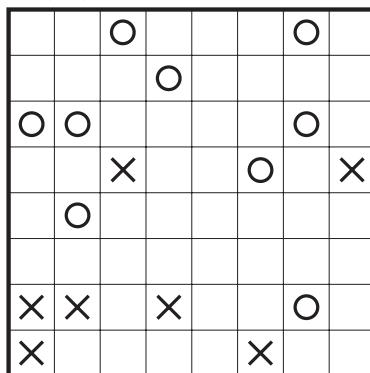
18 (6x6)



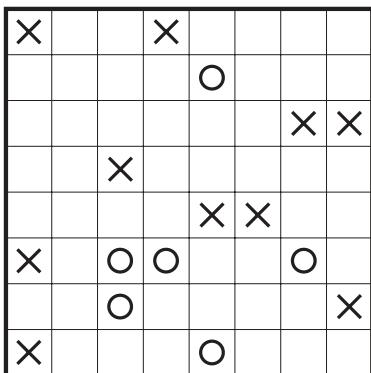
19 (8x8)



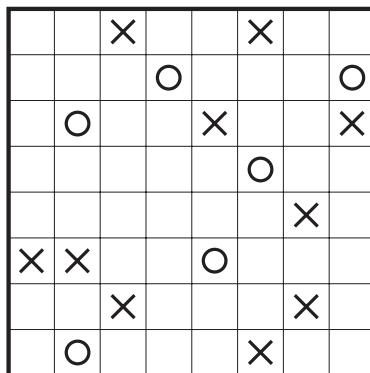
20 (8x8)



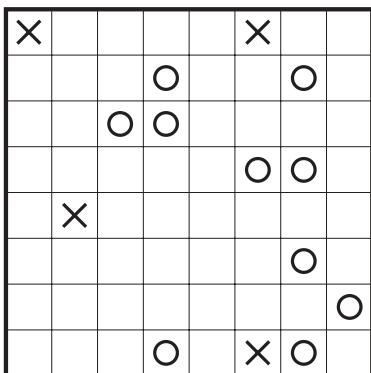
21 (8x8)



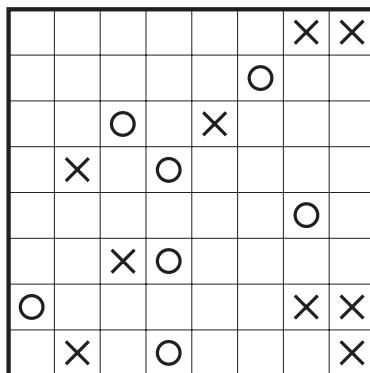
22 (8x8)



23 (8x8)

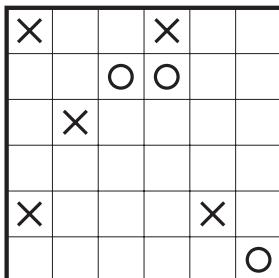


24 (8x8)

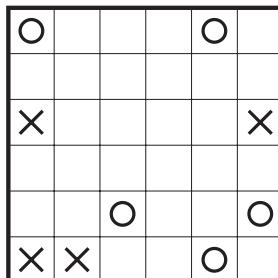


B I N O X X O

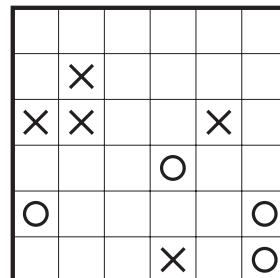
25 (6x6)



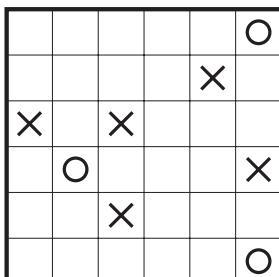
26 (6x6)



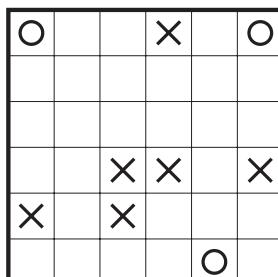
27 (6x6)



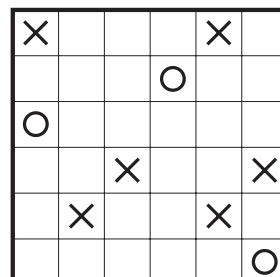
28 (6x6)



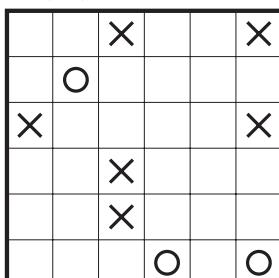
29 (6x6)



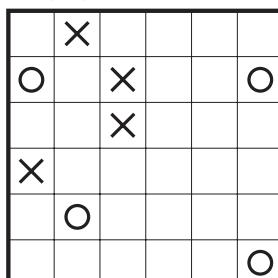
30 (6x6)



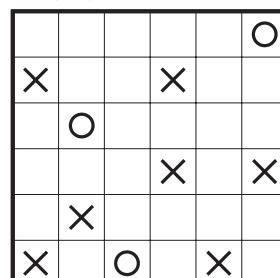
31 (6x6)



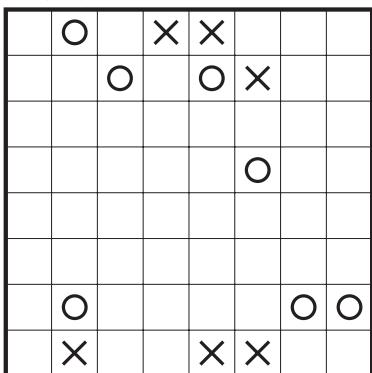
32 (6x6)



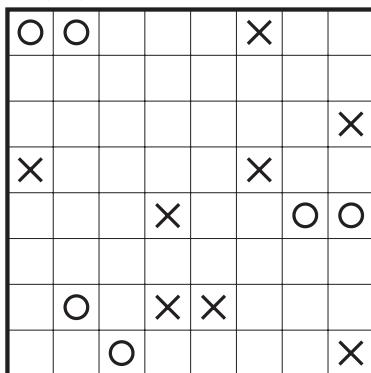
33 (6x6)



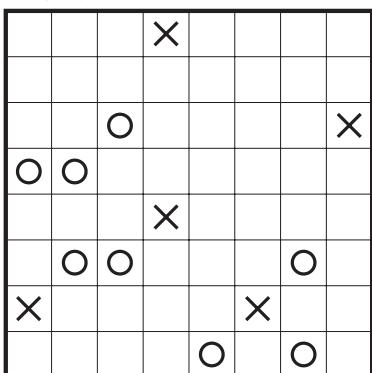
34 (8x8)



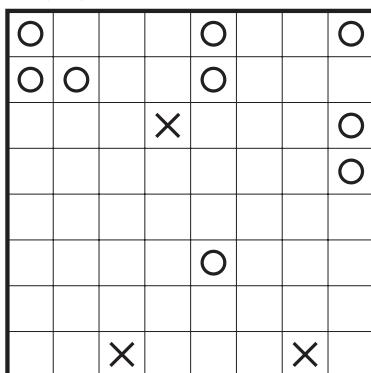
35 (8x8)



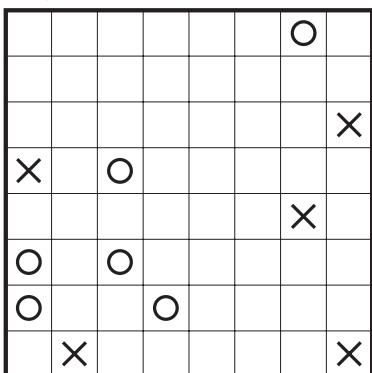
36 (8x8)



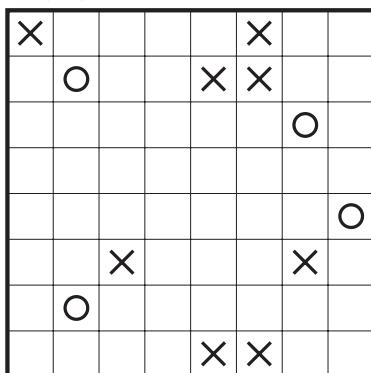
37 (8x8)



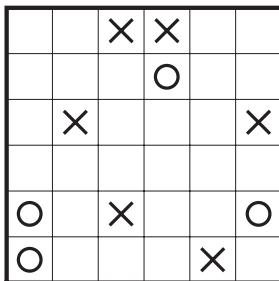
38 (8x8)



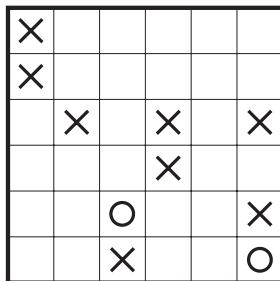
39 (8x8)



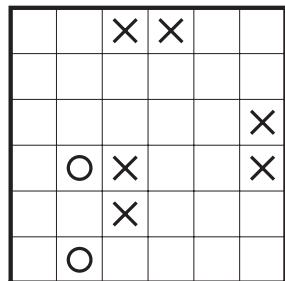
40 (6x6)



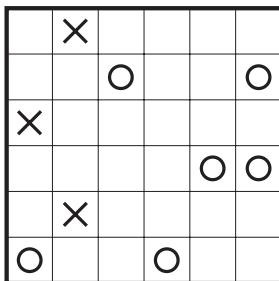
41 (6x6)



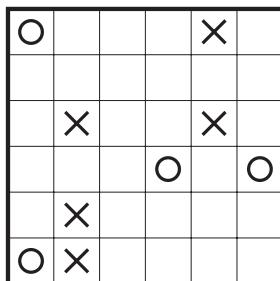
42 (6x6)



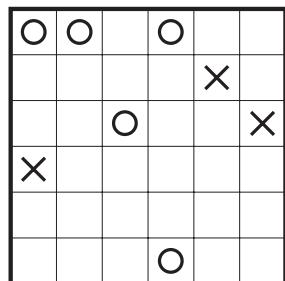
43 (6x6)



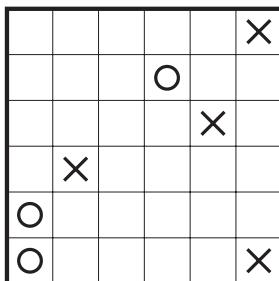
44 (6x6)



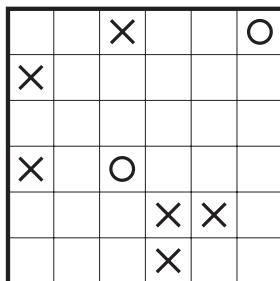
45 (6x6)



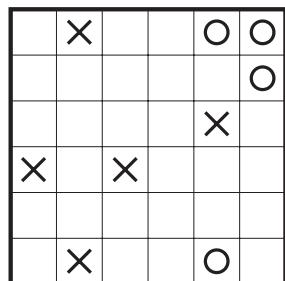
46 (6x6)



47 (6x6)



48 (6x6)



Regeln

Das Rätselgitter symbolisiert den Ozean. Darin sind diese zehn Schiffe versteckt:



1 Frachter	□□□□
2 Yachten	□□□ □□□
3 Kutter	□□ □□ □□
4 Jollen	○○○○

Dabei gilt:

Die Zahl am Ende jeder Zeile oder Spalte sagt Ihnen, wie viele Felder durch Schiffe besetzt sind.

Schiffe dürfen sich nicht berühren.

Das heißt, jedes Schiff ist vollständig von Wasser umgeben, sofern es nicht den Rand des Spielfeldes berührt.

Als Hilfe ist der Inhalt von einigen Feldern vorgegeben.

Tipps

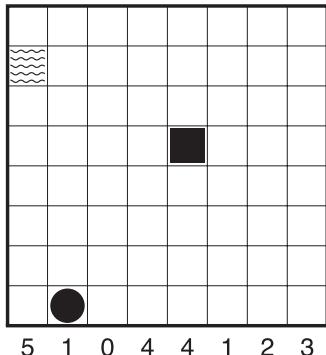
- Beginnen Sie mit den Zeilen und Spalten, welche nur Wasser enthalten.
- Fahren Sie dort weiter, wo die höchsten Zahlen stehen.
- Kreuzen Sie alle Felder um die gefundenen Schiffe herum als Wasser ab.
- Versuchen Sie große Schiffe zuerst zu platzieren.
- Nie raten! Machen Sie nur Schritte, die sich logisch ableiten lassen.



Mehr Infos unter: www.bimaru.ch

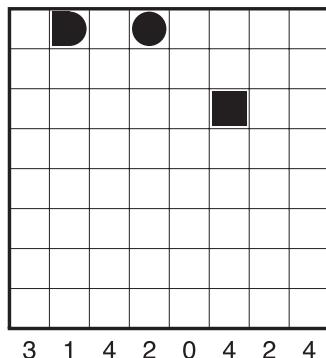


01 (8x8)

2
2
1
5
2
4
0
4

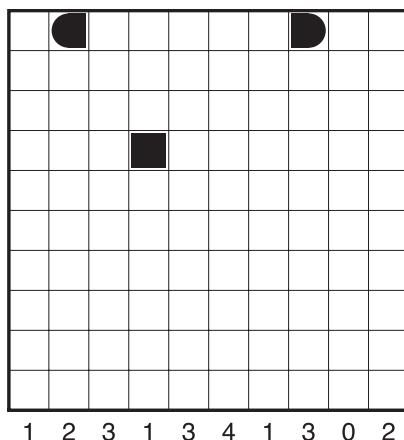
□□□□
□□□ □□□
□□ □□ □□
○○○○

02 (8x8)

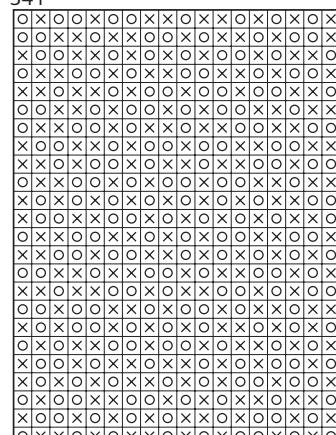
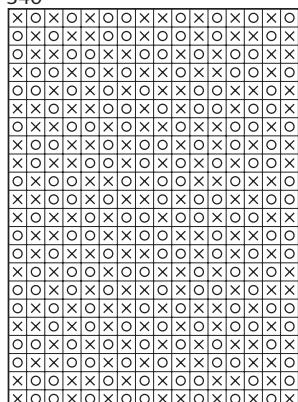
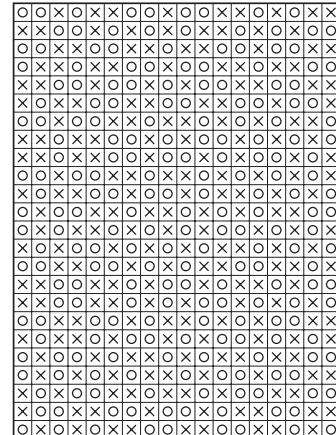
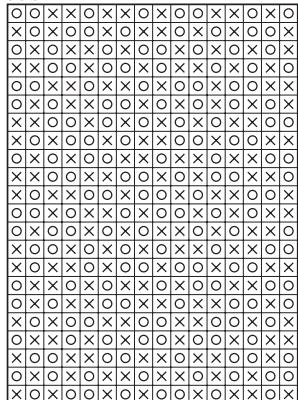
3
2
4
2
0
4
2
4

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□□□ □□□
□□ □□ □□
○○○○

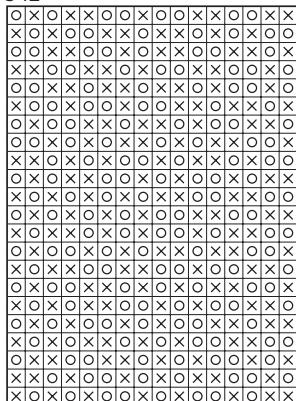
03 (10x10)

5
1
1
5
1
2
0
5
0
0

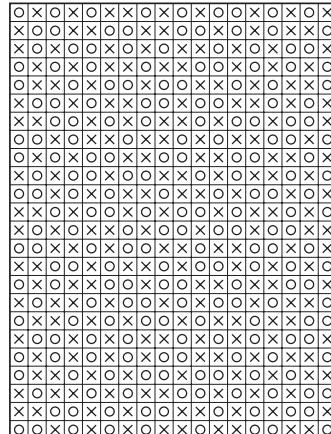
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○○○○



342

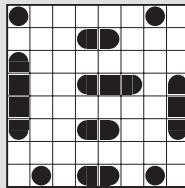


343

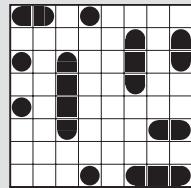


BIMARU spezial

01



02



03

