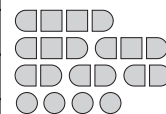
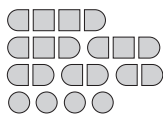


SAPER NA MORZU

1		1	A		0		●		0		
●			1	1	1		4			1	1
1	1			0	1	●	B	●		2	●
			1		4						●
0		0	0		●	●	1	0	0		1
		0	0		2	2					0
1		3		2	1						0
	●	●	●	●	1	0		●			0
	3		4	3	3	3	C	2			
0		●	2	1	●	●	●	1			0
	2	D			2	3					0
0			1					0			

1	A	2	1			0				2	●
1	1	3	●		0		1		1	3	●
1			●		0	0	1	●	1		C
●					2	2	3		2		1
1		0	0	1	●	B	3	●	2	0	
	0		0	1	2			●			0
					0	1					0
0	0					0					
		2	2		3					●	2
	●		●	●	●	●				●	
1	1			3			1	0	2	●	2
0					0	0			1		



Jeśli na oznaczonym polu jest statek, wpisz "1". W przeciwnym przypadku postaw "0".

A	B	C	D
1	1	0	1

A	B	C	D
1	1	1	1

FILOMINO

7	7	7	7	7	2	3	3	7	2
7	7	2	1	8	2	4	3	7	2
5	5	2	4	8	D	4	4	7	3
5	A	5	4	4	8	7	7	7	3
1	5	9	4	8	8	3	3	1	3
9	9	9	9	9	8	3	6	6	6
9	9	6	4	9	8	8	4	C	6
4	6	6	B	4	6	4	4	5	6
4	4	6	4	3	6	6	4	5	5
4	6	6	3	3	6	6	6	5	5

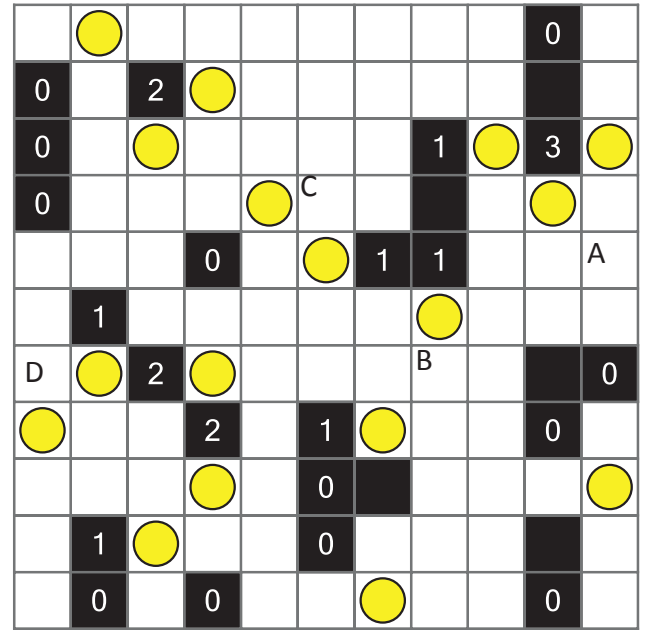
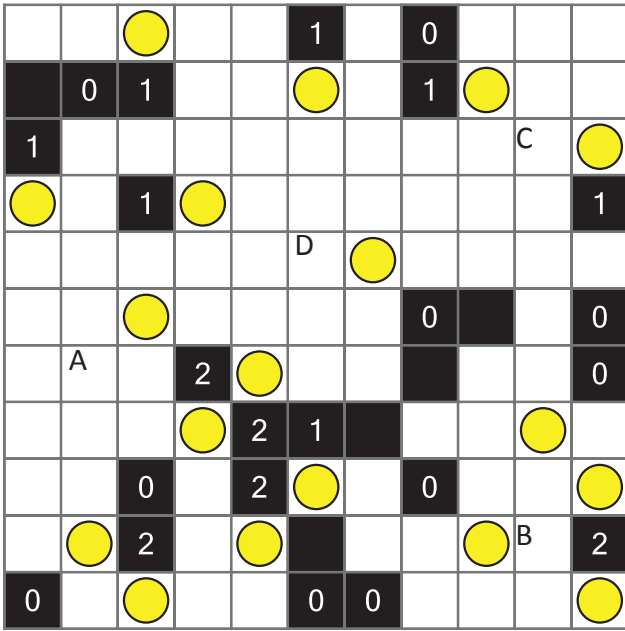
6	4	4	8	8	8	3	3	6	6
6	4	4	8	8	8	8	3	6	6
6	D	6	8	3	3	3	9	C	6
6	3	1	9	9	9	9	9	9	3
3	3	4	9	4	4	4	9	3	3
4	4	4	7	7	B	7	7	7	7
3	3	3	7	3	5	5	2	7	7
1	7	7	A	7	3	3	5	2	1
4	2	2	7	6	6	5	5	2	2
4	4	4	6	6	6	6	3	3	3

Podaj cyfry umieszczone w oznaczonych polach.

A	B	C	D
5	4	6	4

A	B	C	D
7	4	6	6

LAMPKI

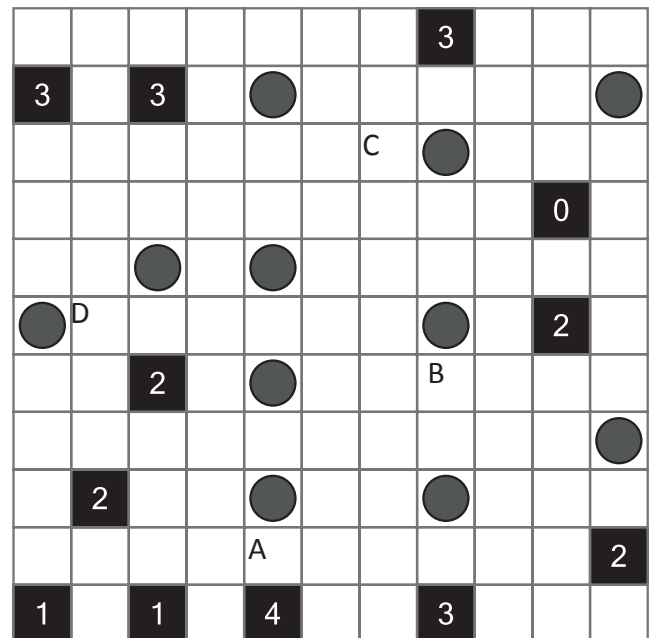
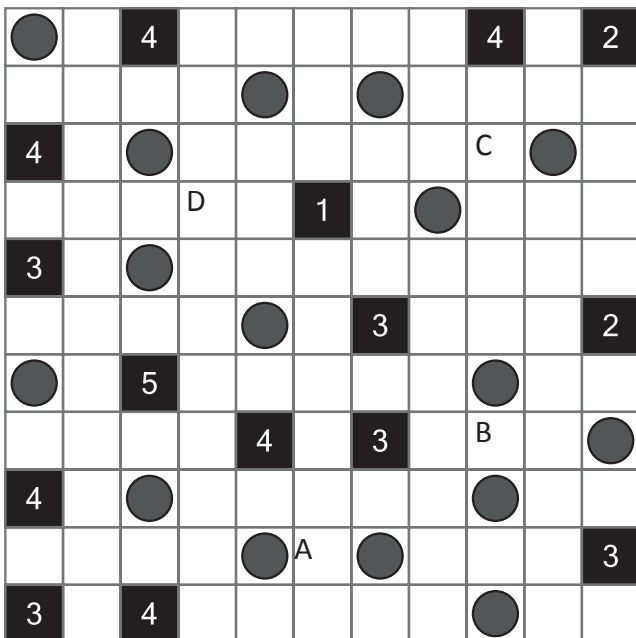


Jeśli oznaczone pole jest zamalowane, wpisz "1". W przeciwnym przypadku postaw "0".

A	B	C	D
0	0	0	0

A	B	C	D
0	0	0	0

LATARNIE



Jeśli oznaczone pole jest zamalowane, wpisz "1". W przeciwnym przypadku postaw "0".

A	B	C	D
0	0	0	0

A	B	C	D
0	0	0	0