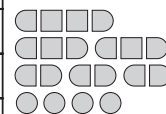
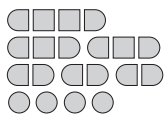


**SAPER NA MORZU**

0	1	●	●			0	1	●	●	1	
				1			1			1	
0		0			0	0	0				
				1		3	2		1	●	1
0		0		●	●	●					
2		3	2	2				1	0	1	1
●	●	●	●	1	0			0		2	●
2			2						0	3	●
0				0	0			2	1		●
		●			1	●	●				
0	1	1				3					●
		0			0	1	●	1	1	1	

1			1				●	●	●	1	0
●	1		●	1	0	1	2	3			
	2					0		0			
●		0			0	0		0		0	
●		0							1		
	2	1	0			0	2	●	2		0
1	●		2				4	●			0
1	1	2	●	●	●	●	●	2			1
	1	2									●
	●	2		0		0		0	0		●
2	●	3		1		0	0		0	1	
1			●	1							0



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

A	B	C	D
1	1	1	1

A	B	C	D
1	1	1	1

**FILOMINO**

7	3	9	9	9	3	5	5
7	3	9	9	9	3	3	5
7	3	<sup>D</sup> 9	3	3	7	5	5
7	9	9	3	8	<sup>C</sup> 7	7	7
7	8	8	8	8	7	7	5
7	<sup>A</sup> 8	1	6	<sup>B</sup> 8	8	7	5
7	3	6	6	6	4	5	5
3	3	6	6	4	4	4	5

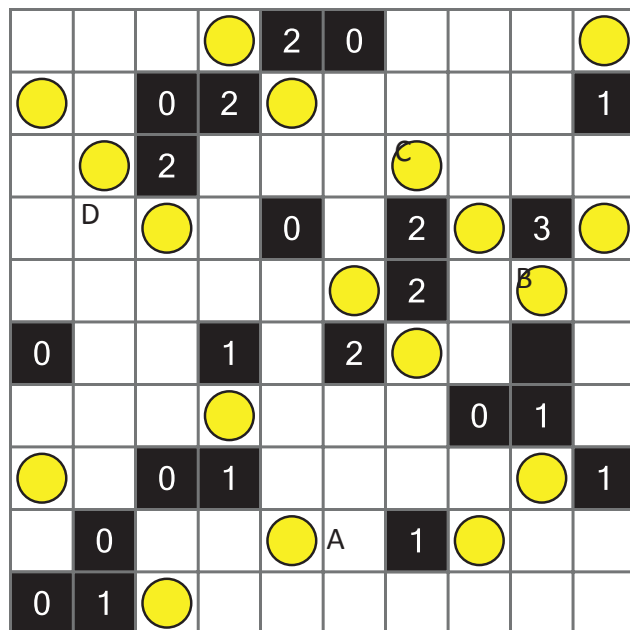
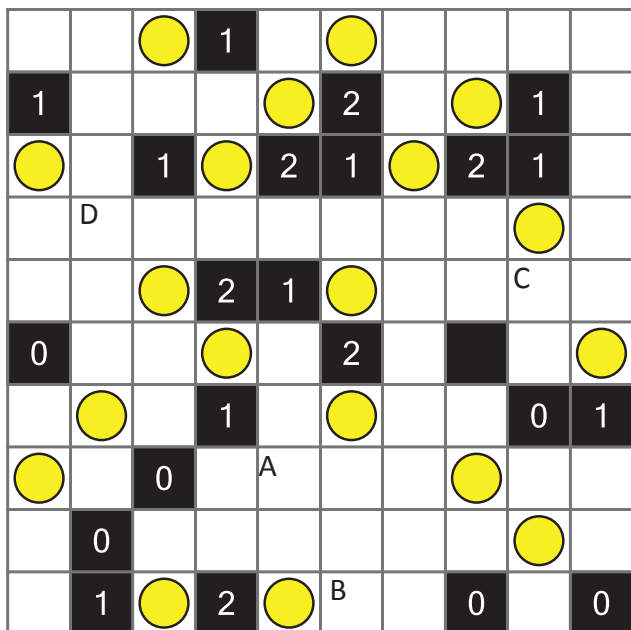
5	5	5	5	9	9	9	9
4	4	8	5	8	9	9	9
<sup>D</sup> 4	4	8	8	8	4	9	9
8	8	8	2	3	4	4	4
4	4	6	2	3	<sup>C</sup> 3	6	6
4	4	<sup>A</sup> 6	4	<sup>B</sup> 4	7	6	6
1	6	6	4	4	7	7	6
6	6	1	7	7	7	7	6

Podaj cyfry umieszczone w oznaczonych polach.

A	B	C	D
8	8	7	9

A	B	C	D
6	4	3	4

## LAMPKI

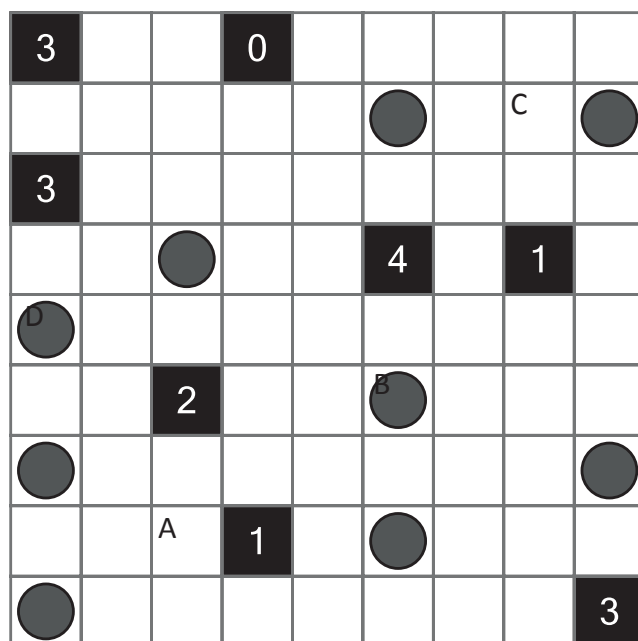
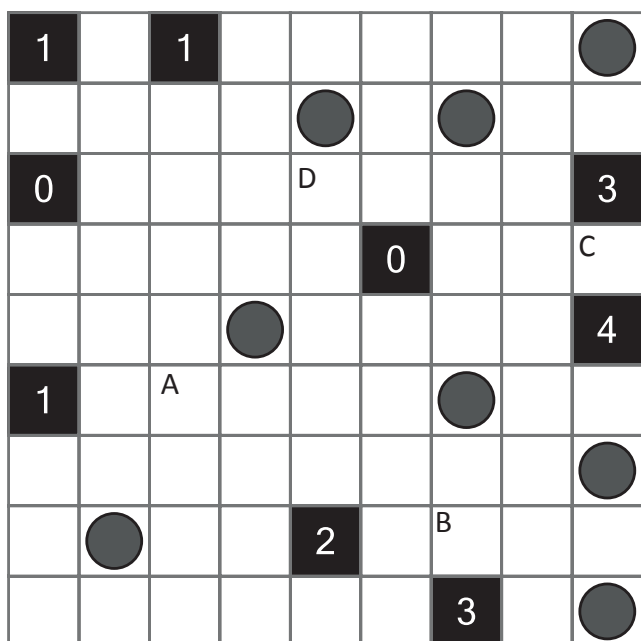


Jeśli na oznaczonym polu jest lampka, wpisz "1". W przeciwnym przypadku postaw "0".

A	B	C	D
0	0	0	0

A	B	C	D
0	1	1	0

## LATARNIE



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

A	B	C	D
0	0	0	0

A	B	C	D
0	1	0	1