

HIROIMONO

By R. Wayne Schmittberger
GAMES World of Puzzles

This Japanese puzzle genre, also known as Goishi Hiroi, dates back at least as far as the 14th century. The goal is simple: Given an arrangement of stones on the intersections of a grid, remove all the stones according to a strict set of rules.

The first stone to be removed is marked with the number 1.

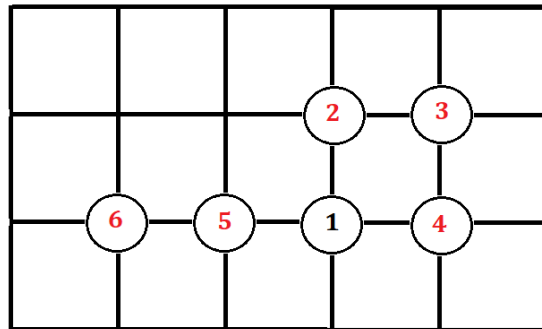
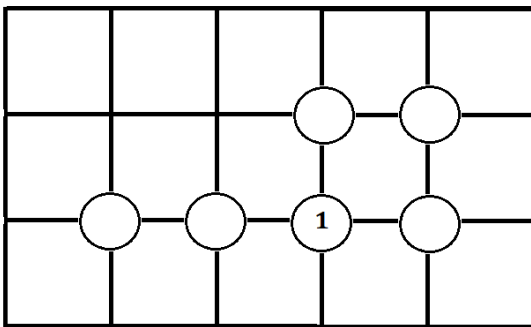
From the starting stone, you may travel along any grid line to the first stone encountered, which is then removed.

After that, you may continue in the same direction or turn left or right, but you may not reverse direction.

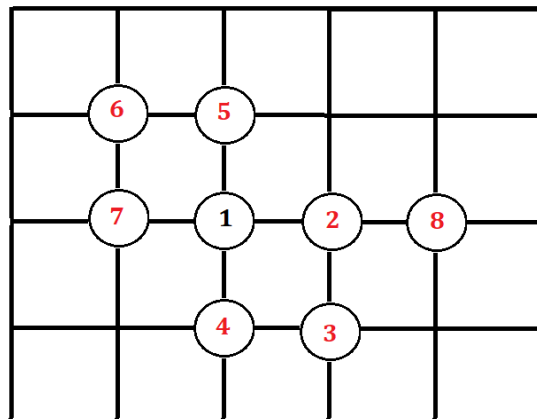
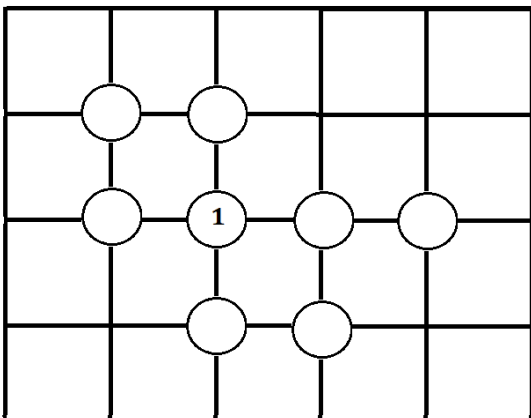
Each time you remove a stone, write a number in the circle as a reminder that the stone now represents an empty intersection.

Here are two examples along with their solutions:

First Example:

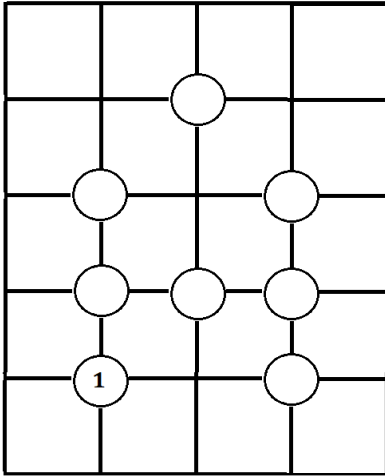


Second Example:

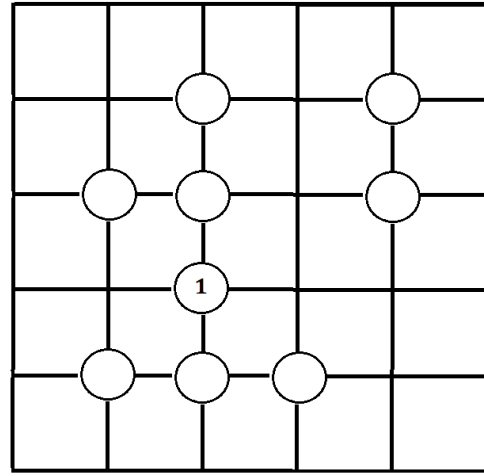


Now see if you can solve five of the following puzzles (extra credit for all six).

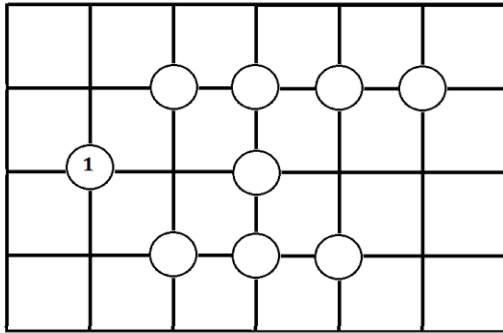
#1



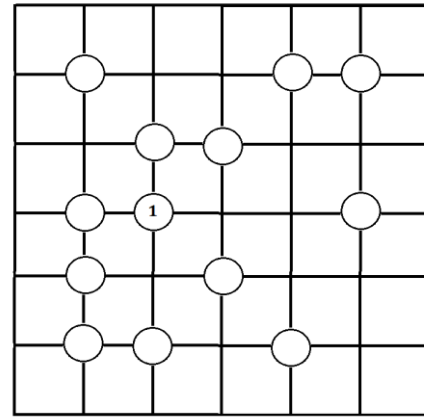
#2



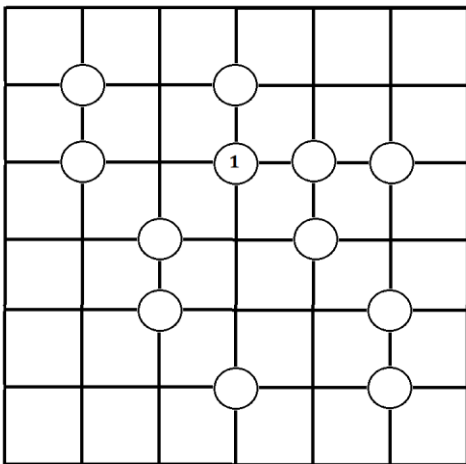
#3



#4



#5



#6

