Cyberkill

Decrypt the Signal

Decrypt the encrypted wireless signal below by placing digits from 0 to 9 into the grid. Use the decryption rules given for each shape and the sums of each signal row to determine the correct code.

○	◇	○	□	□	○	**19**
◇	○	□	◇	□	□	**23**
♘	□	△	◇	□	□	○	**17**
☆		◇	□	□	□	**28**
	△		◇	● ○	●	**28**
△	△	□	● ◇		△	**43**
△	△	○	□	◇	♘	□	**20**

☆ Must be prime, at least 2, have no neighbors orthogonally that are prime or are 1

□ Must be either 0 or 5 but not have the same digit as a neighbor

◇ Is odd and is the sum of all digits left of it in the row

△ Located directly below an even digit & less than it (but not 0)

○ Not a multiple of 3, and all copies are the same digit

♘ Chess knight - tells amount of even digits (incl. 0) in its attack range *See example in grid at left.*

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Created by David Millar and commissioned by Trapdoor Books. You can find more puzzles including Sudoku and others over at **http://thegriddle.net** & grab the book *Cyberkill* by Frank Fiore at **http://trapdoorbooks.com**