

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.

							30
							35
							26
							37
							33
							22
							22

- 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.
- Neighboring hearts must add to make 10



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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>