the griddle

Decrypt the Signal

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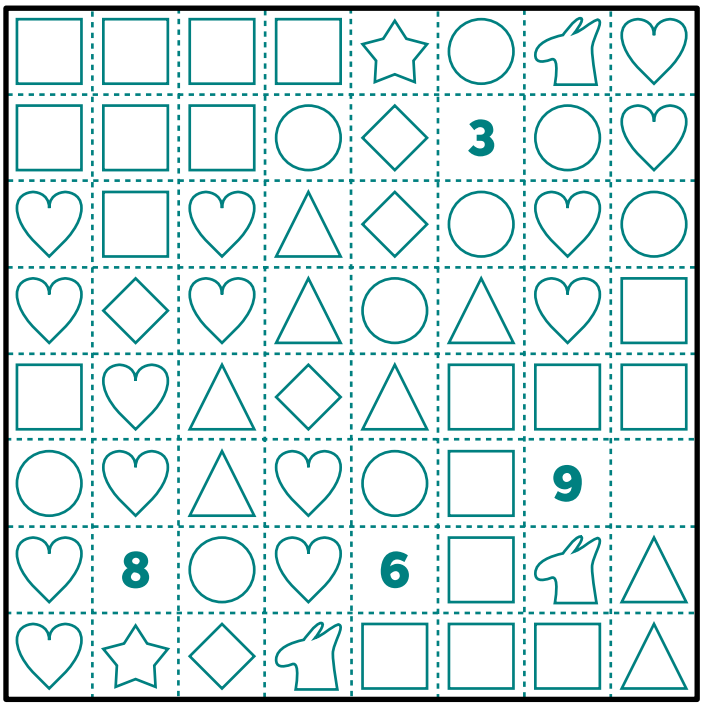
http://thegriddle.net · http://twitter.com/thegriddle

Instructions

Decrypt the wireless signal by filling the grid with digits from 0 to 9 using the rules of decryption given below. When complete, each cell must contain a digit and each row must add to the given sum.



26
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Grab the book Cyberkill by Frank Fiore at the site for Trapdoor Books: http://trapdoorbooks.com

Must contain a prime, at least 2, and have no neighbors orthogonally that contain a 1 or another prime number.

Must contain a 0 or a 5, but never be orthogonally adjacent to the same digit it contains, unless the other 0 or 5 is inside a diamond shape (◇).

Must contain an odd digit, and it must be the sum of all digits left of itself in it's row.

Must contain a digit less than the digit above it, but not 0. The digit above it must be even.

Must contain the same digit as all other circles in the puzzle, and never be a multiple of 3.

Chess knights contain the count of how many even digits lie in it's attack range in a typical game of chess (any cell that is an L-shaped move of 2x1 spaces away).

Neighboring hearts must contain digits that add to make 10. (As such, none can contain 0 since a 0 would have to be paired with 10 to make 10.)