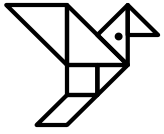


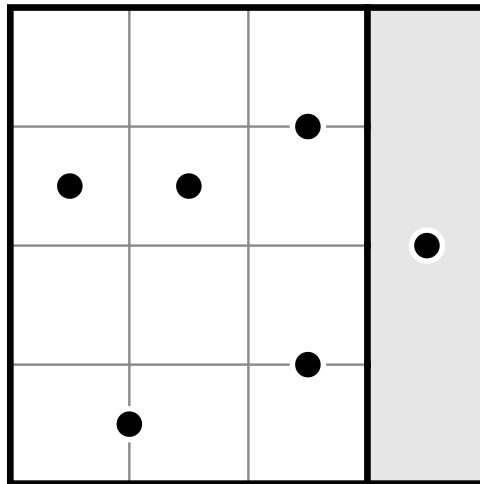


Learn a new puzzle

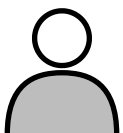
Galaxies



Split the grid. One dot in each part.



- 1 Each part has exactly one dot, right in its middle.
- 2 Turn a part upside down about its dot: it looks the same.
- 3 A square and its twin across the dot go together.



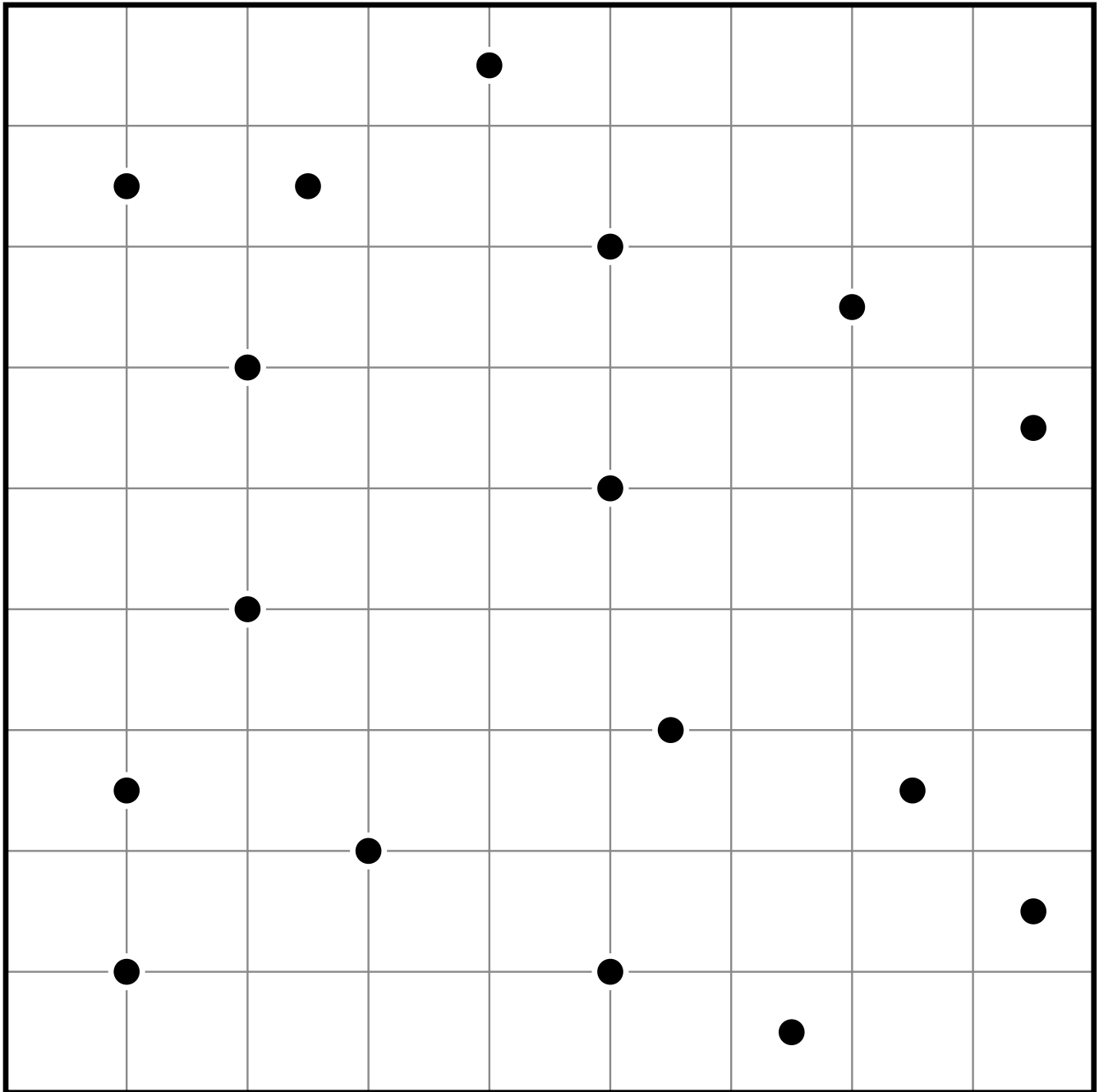
Can you see why the shaded part fits its dot?



1

Galaxies

Split the grid into parts with one dot each. Each part looks the same upside down.

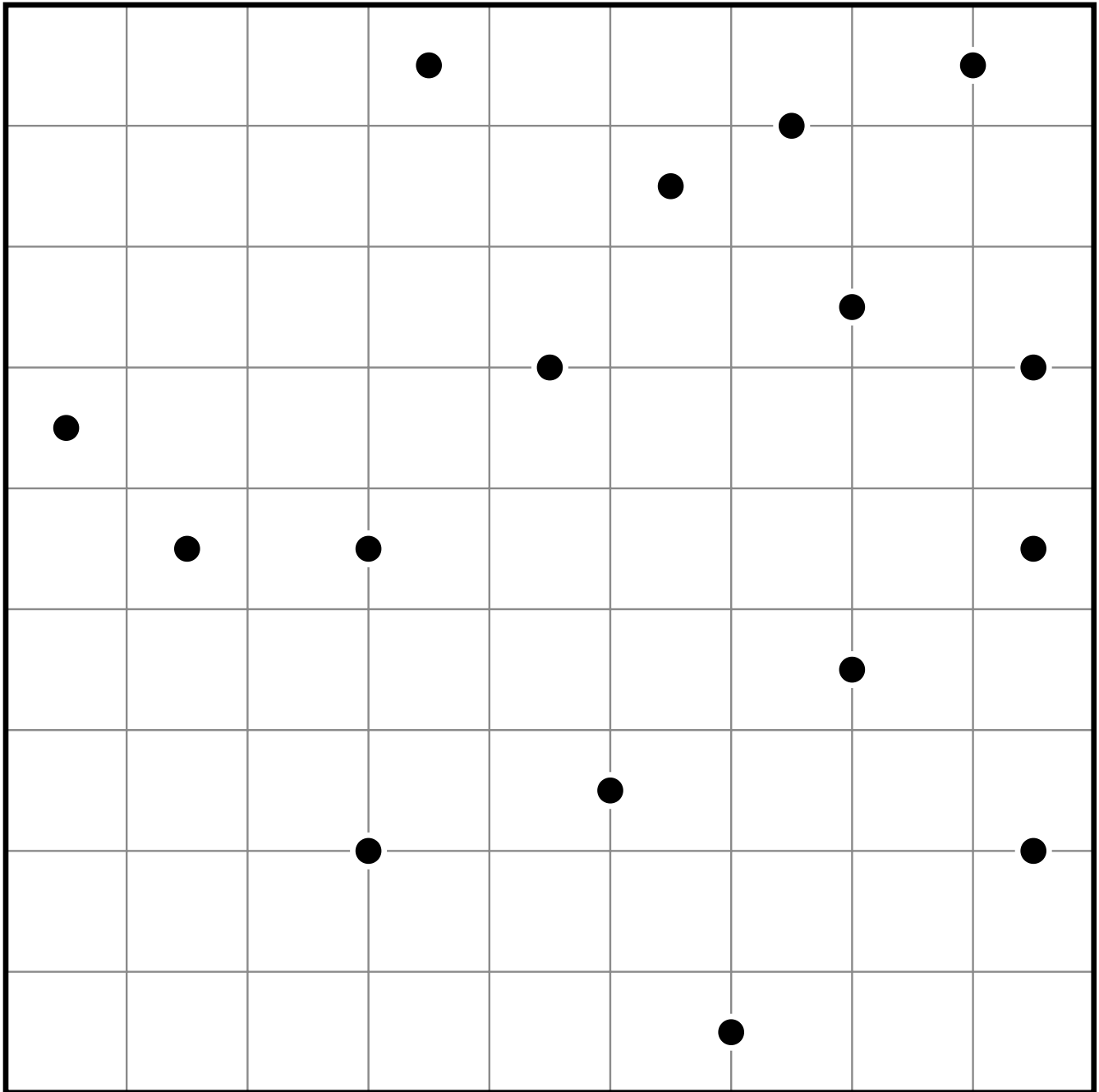




2

Galaxies

Split the grid into parts with one dot each. Each part looks the same upside down.

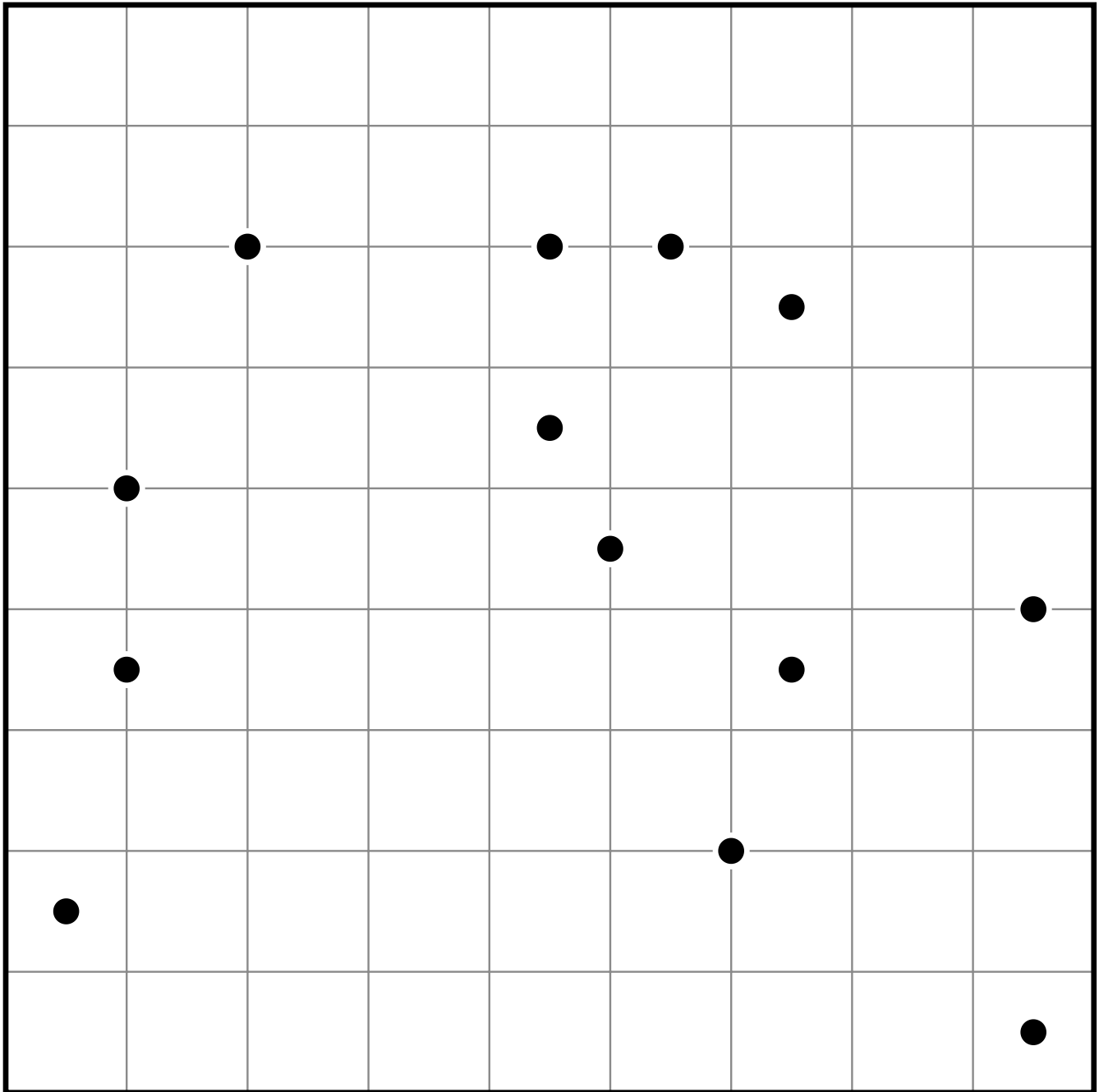




3

Galaxies

Split the grid into parts with one dot each. Each part looks the same upside down.

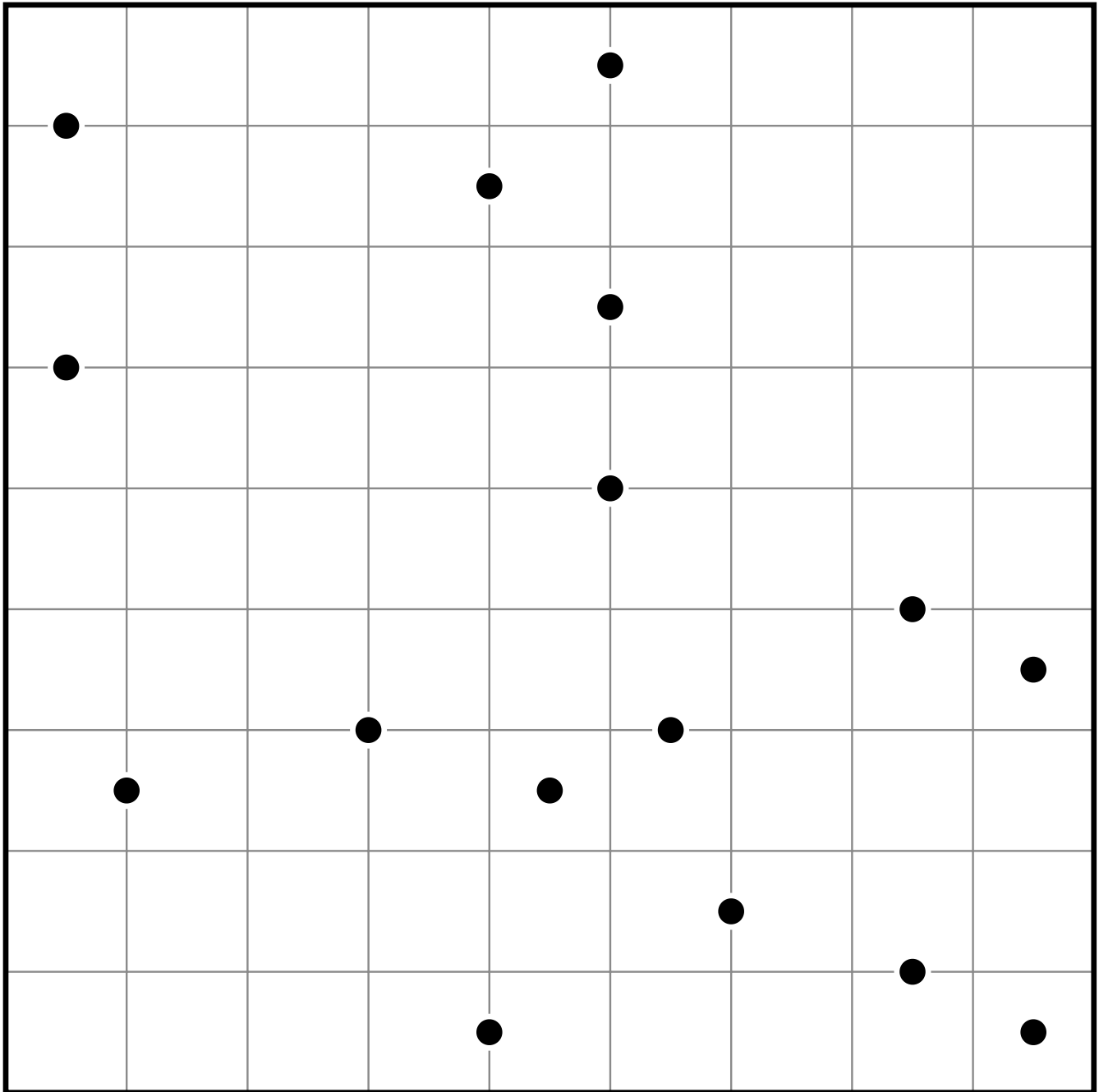




4

Galaxies

Split the grid into parts with one dot each. Each part looks the same upside down.

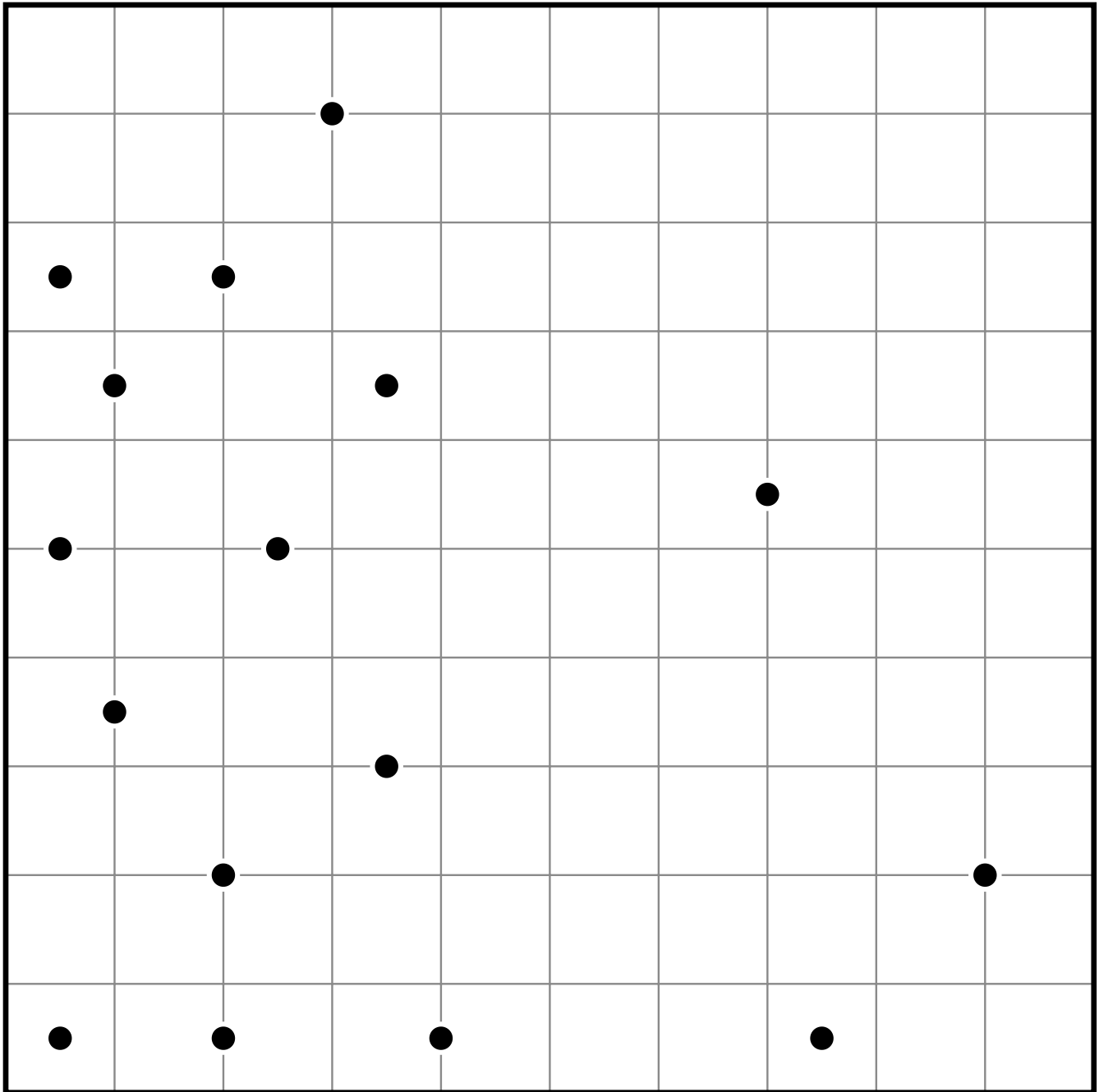




5

Galaxies

Split the grid into parts with one dot each. Each part looks the same upside down.

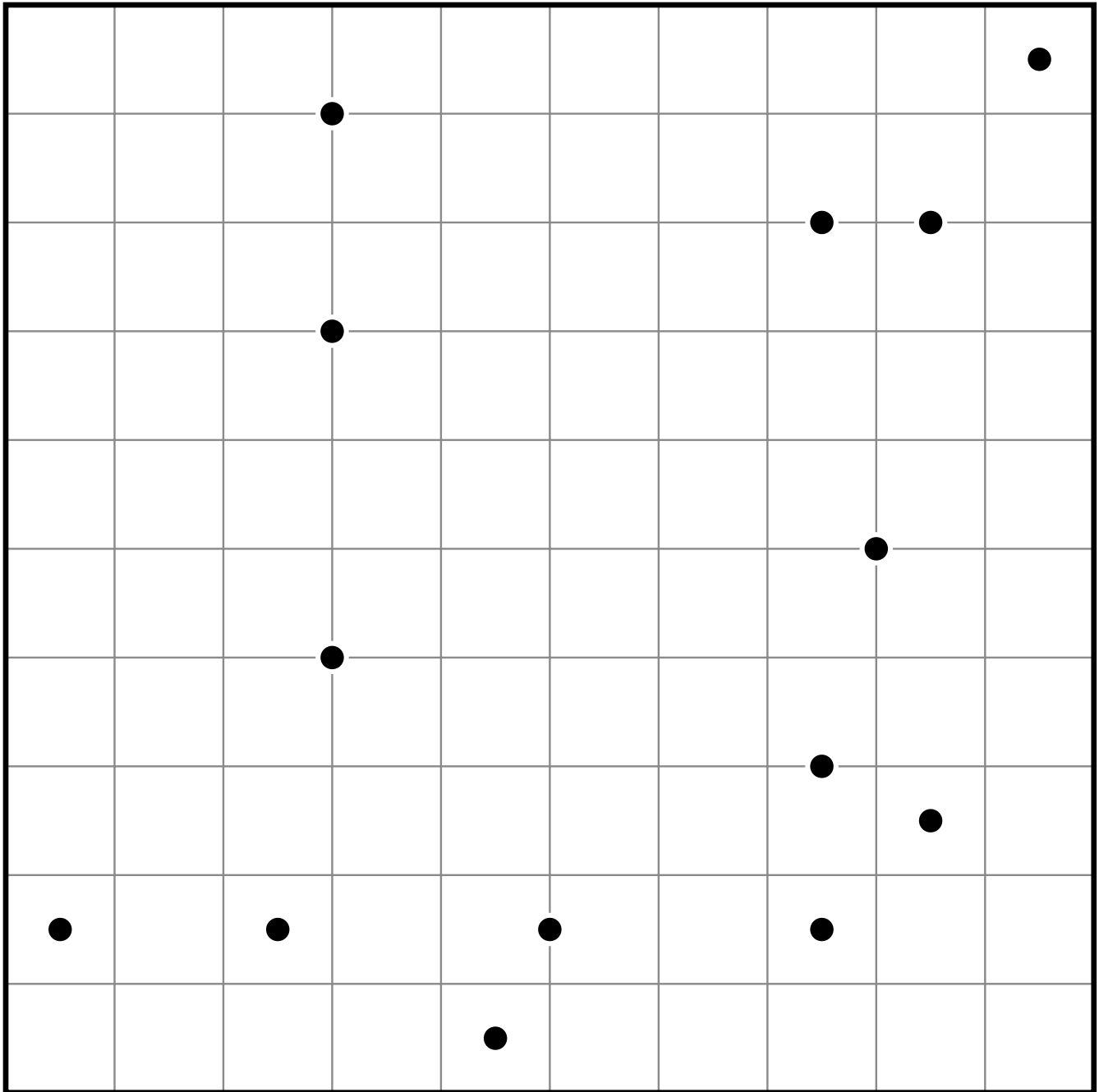




6

Galaxies

Split the grid into parts with one dot each. Each part looks the same upside down.

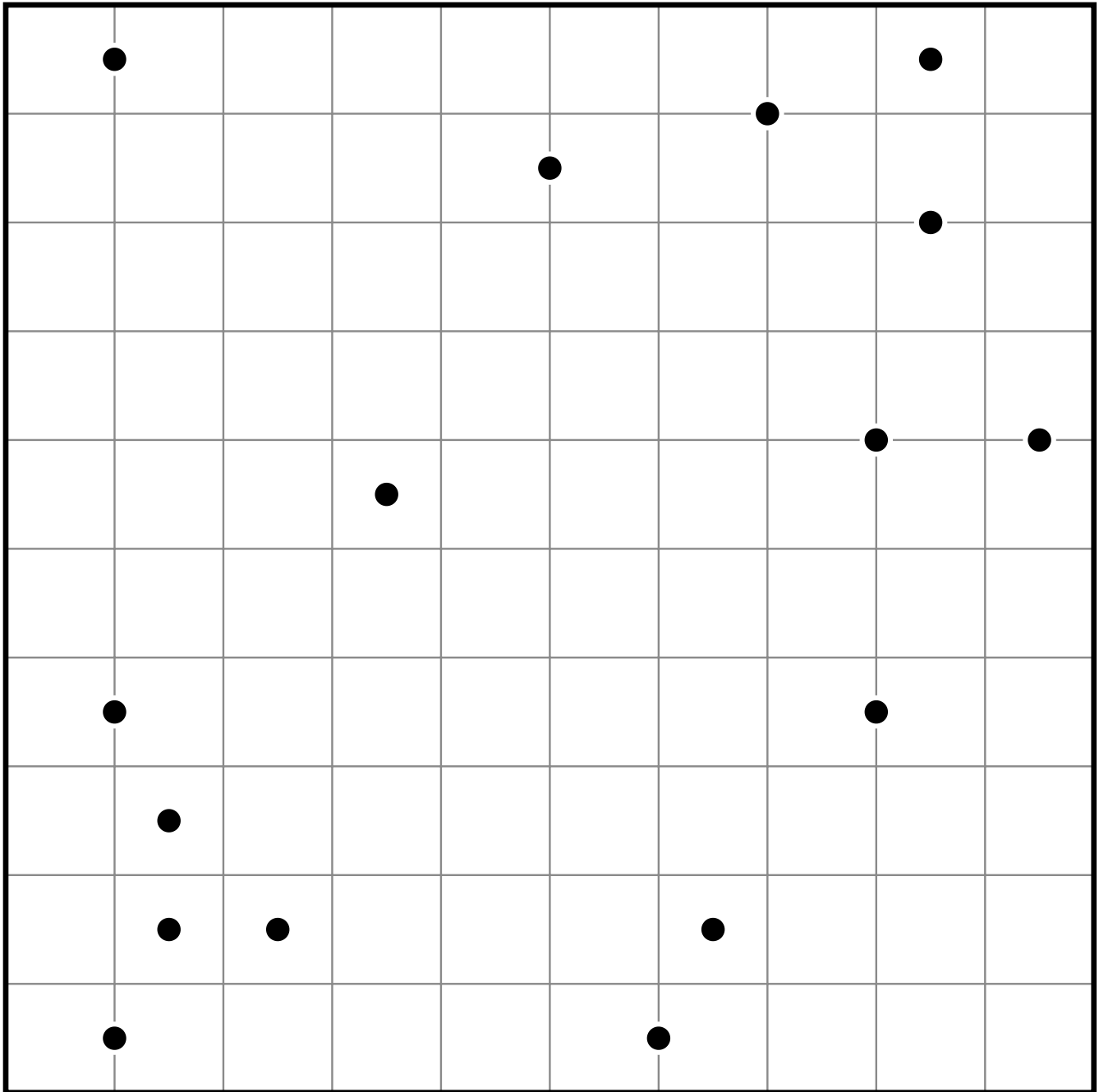




7

Galaxies

Split the grid into parts with one dot each. Each part looks the same upside down.



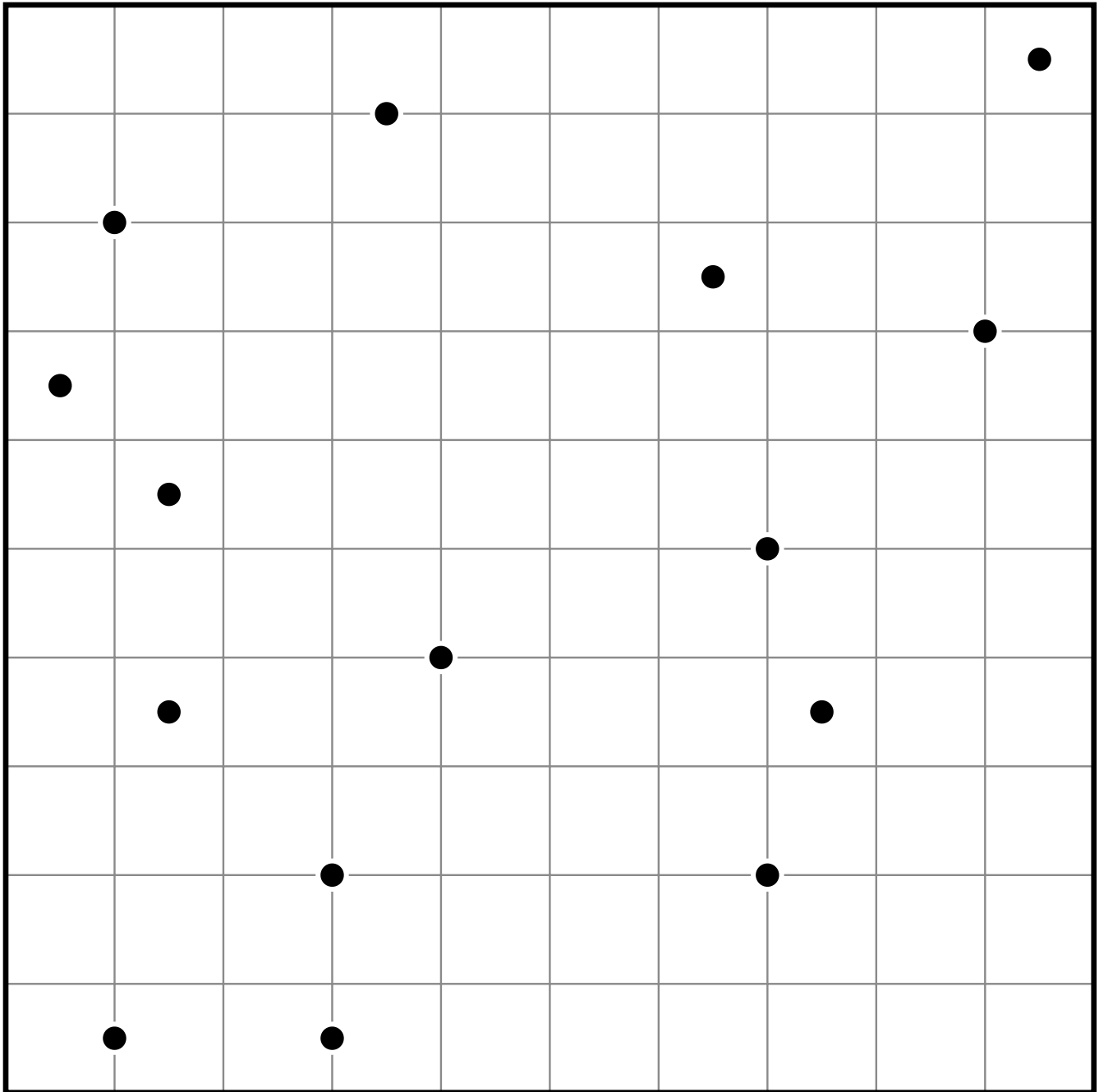


Name _____

8

Galaxies

Galaxies Split the grid into parts with one dot each. Each part looks the same upside down.

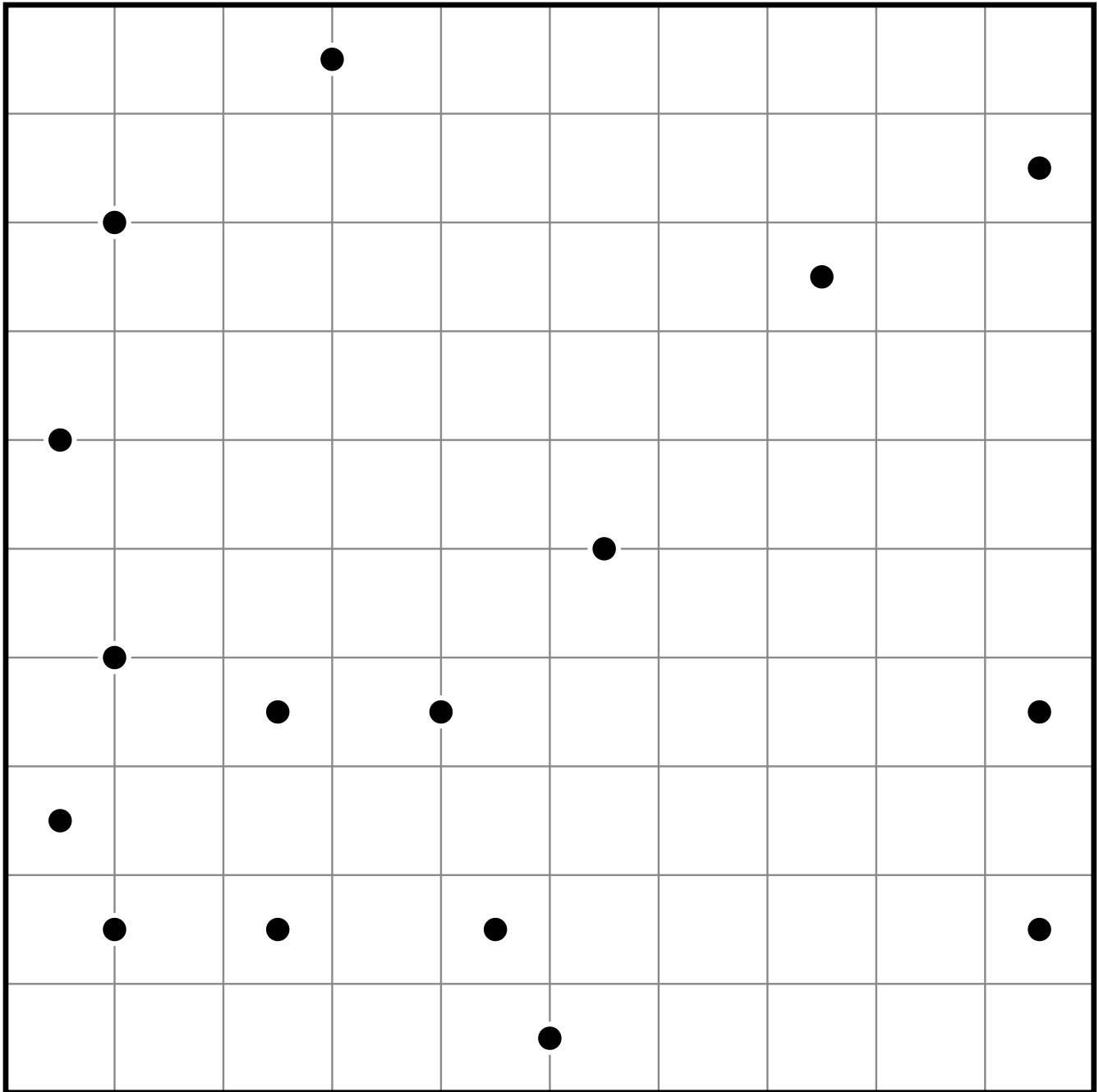




9

Galaxies

Split the grid into parts with one dot each. Each part looks the same upside down.

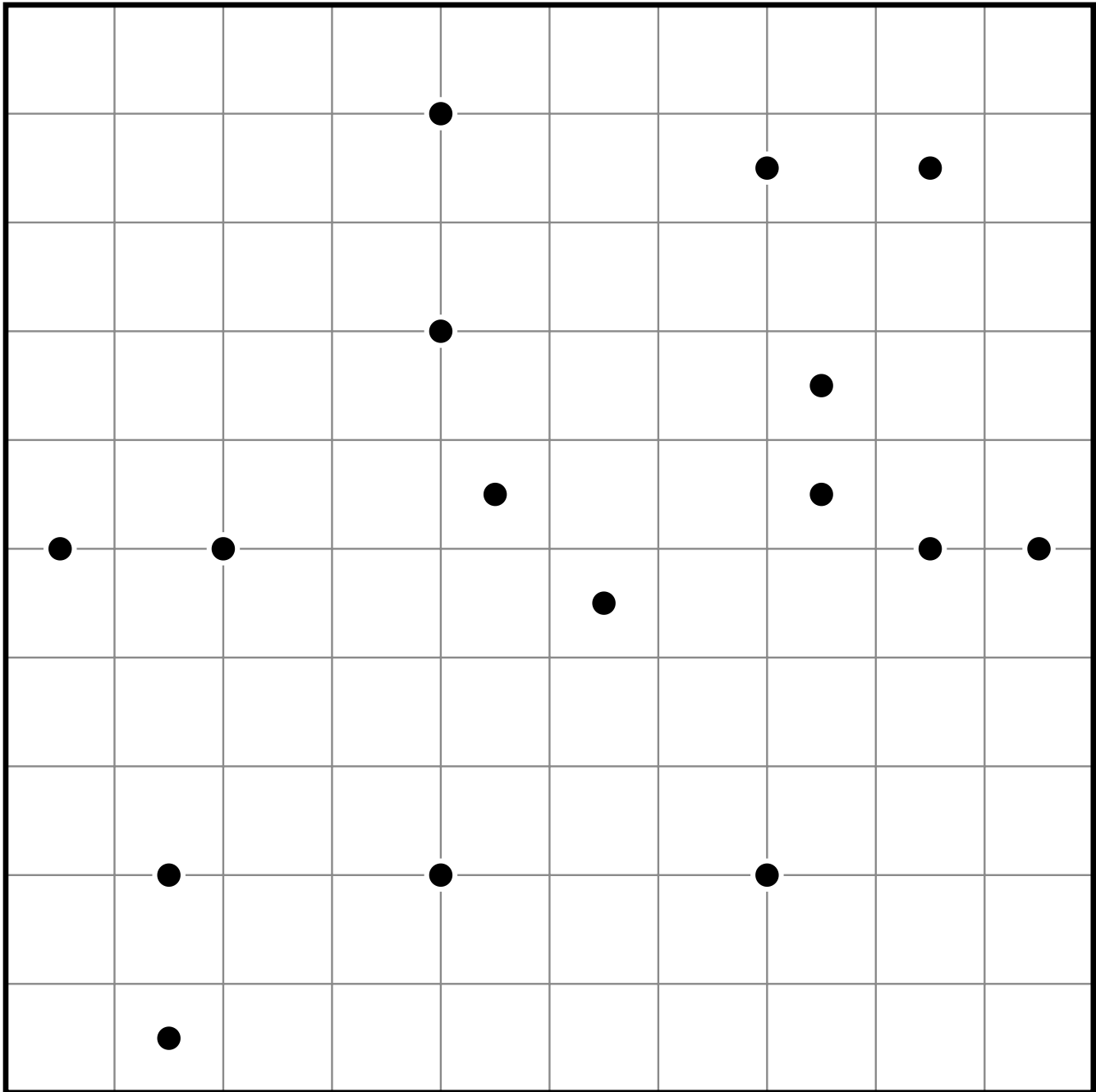




10

Galaxies

Split the grid into parts with one dot each. Each part looks the same upside down.



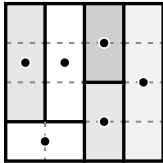


Answers

For grown-ups. Cut off or keep this page aside until the puzzles are done.

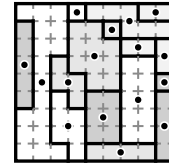
Learn · Galaxies

#1



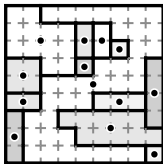
Start with each dot's own squares. A square with no path of free squares to a dot can't belong to that dot.

#2



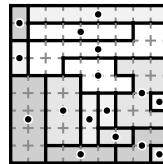
Start with each dot's own squares. A square with no path of free squares to a dot can't belong to that dot.

#3



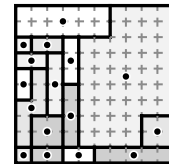
Start with each dot's own squares. A square with no path of free squares to a dot can't belong to that dot.

#4



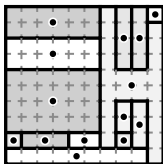
Start with each dot's own squares. A square with no path of free squares to a dot can't belong to that dot.

#5



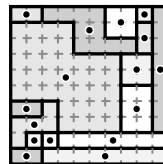
Start with each dot's own squares. A square with no path of free squares to a dot can't belong to that dot.

#6



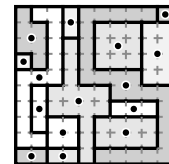
Start with each dot's own squares. A square whose twin across a dot is outside the grid, or already taken, can't belong to that dot.

#7



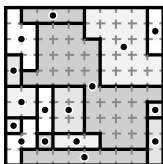
Start with each dot's own squares. A square with no path of free squares to a dot can't belong to that dot.

#8



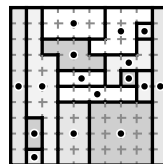
Start with each dot's own squares. A square with no path of free squares to a dot can't belong to that dot.

#9



Start with each dot's own squares. A square with no path of free squares to a dot can't belong to that dot.

#10



Start with each dot's own squares. A square with no path of free squares to a dot can't belong to that dot.