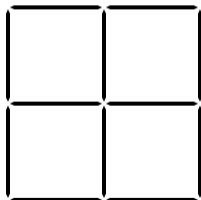
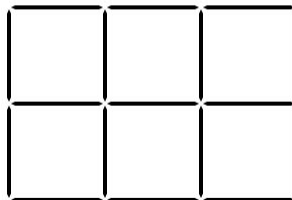


For each puzzle, if it's possible to solve the puzzle, mark the toothpick (or toothpicks) you would remove. If you think it's **impossible** to solve the puzzle, **put an X**. Remember, after you've finished removing toothpicks, **each end of each remaining toothpick must be connected to at least one other toothpick**.

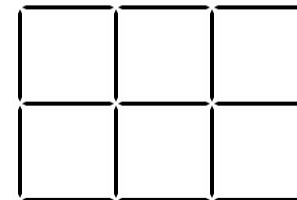
1 Remove **2 toothpicks** so there are exactly **2 squares left**.



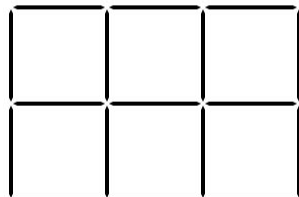
2 Remove **1 toothpick** so there are exactly **5 squares left**.



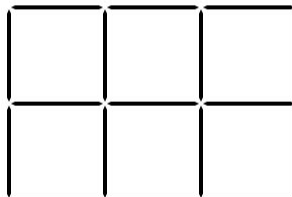
3 Remove **1 toothpick** so there are exactly **4 squares left**.



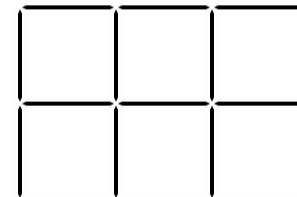
4 Remove **2 toothpicks** so there are exactly **3 squares left**.



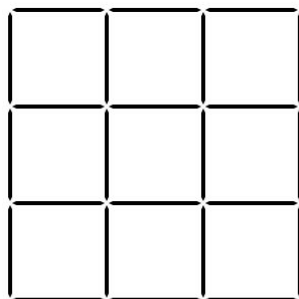
5 Remove **2 toothpicks** so there are exactly **2 squares left**.



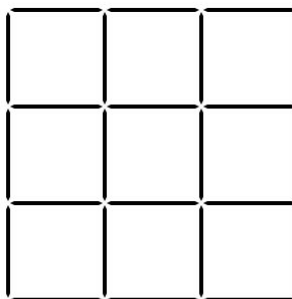
6 Remove **4 toothpicks** so there are **0 squares left**.



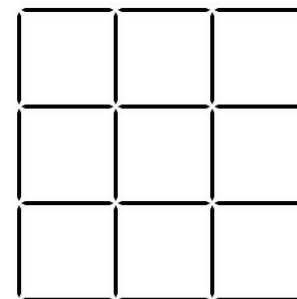
7 Remove **1 toothpick** so there are exactly **10 squares left**.



8 Remove **2 toothpicks** so there are exactly **7 squares left**.

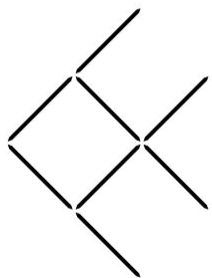


9 Remove **3 toothpicks** so there are exactly **4 squares left**.

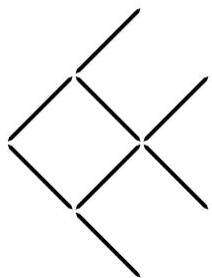


For these puzzles, you have to **move** toothpicks instead of removing them. You're not allowed to remove toothpicks – every toothpick must be part of your solution. For each puzzle, if it's possible to solve the puzzle, **circle** the toothpicks you would move and draw where you would move them. If you think it's **impossible** to solve the puzzle, **put an X**.

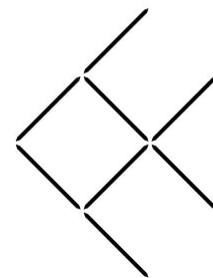
10 Move **2 toothpicks** so the fish is swimming **up**.



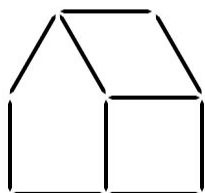
11 Move **4 toothpicks** so the fish is swimming **to the right**.



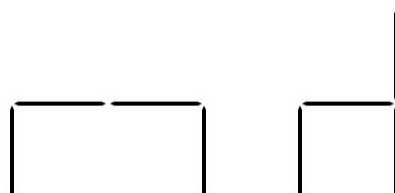
12 Move **3 toothpicks** so the fish is swimming **to the right**.



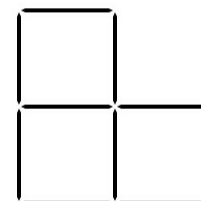
13 Move **2 toothpicks** so the house is facing **to the right**.



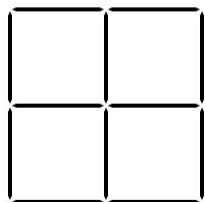
14 Move **3 toothpicks** so the chair is **to the left** of the table.



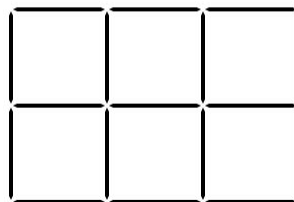
15 Move **2 toothpicks** so there are exactly **2 squares**.



16 Move **3 toothpicks** so there are exactly **3 squares**.



17 Move **3 toothpicks** so there are exactly **5 squares**.



18 Move **3 toothpicks** so there are exactly **3 squares**.

