Cut Hive puzzles are inspired by the ‘Cut Block’ puzzles of Japanese puzzle inventor Naoki Inaba. A Cut Hive puzzle consists of a block of hexagons, the ‘hive’, with different areas marked out using thicker lines. There are two rules that must hold of a completed block.

1) Each area must contain the numbers from 1 up to the number of hexagons in the area. For example, the topmost area in the puzzle below consists of 4 hexagons so those hexagons must be filled with the numbers: 1, 2, 3 and 4 with no repeated numbers. If the area has two hexagons, like the one bottom left below, then it must be filled with the numbers 1 and 2.

2) No number can be next to the same number in any direction, along a shared edge. So in the grid below, the fact that there is a 4 in the middle means there cannot be a 4 in any of the 5 hexagons surrounding it.