Let's consider only the  $1^{st}$  tree and that we don't know what is the value of the left hexagon in the bottom row (x). But we can calculate the maximum value of it. Let just only take into account that x should be integer. Let's ignore the condition of "no two hexagons in any given puzzle have the same value".

```
43
. 20
. 8 12
. 3 5 7
x 1 2 3 4
```

We now can identify x = 11 for target = 43, correspondingly, for other trees those pairs would look like (12, 44) and (13, 45).

I've written a piece of code to accommodate the logic. Here is the result.

The first two rows are solutions to a left puzzle (43 on top of a tree), 3<sup>rd</sup> and 4<sup>th</sup> to central one (44 on top), the rest correspond to the right puzzle

[[6, 4, 1, 2, 7], [10, 5, 3, 9], [15, 8, 12], [23, 20], [43]] [[7, 2, 1, 4, 6], [9, 3, 5, 10], [12, 8, 15], [20, 23], [43]] [[6, 1, 3, 2, 8], [7, 4, 5, 10], [11, 9, 15], [20, 24], [44]] [[8, 2, 3, 1, 6], [10, 5, 4, 7], [15, 9, 11], [24, 20], [44]] [[6, 4, 1, 2, 9], [10, 5, 3, 11], [15, 8, 14], [23, 22], [45]] [[9, 2, 1, 4, 6], [11, 3, 5, 10], [14, 8, 15], [22, 23], [45]]