

CROATIAN PUZZLE CHAMPIONSHIP SET

Author – Prasanna Seshadri

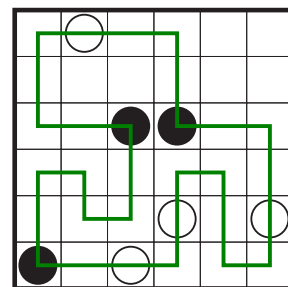
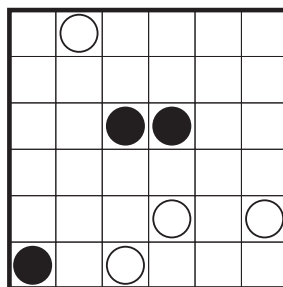
Tested by Ivan Adrian Koswara and Bram De Laat

Features –

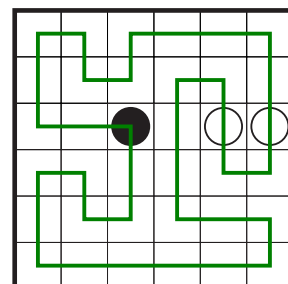
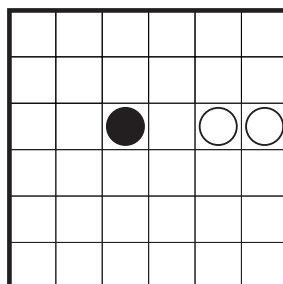
- 16 puzzles in a Classic + Variant Theme.
- Hints for each puzzle.
- Solutions for each puzzle.
- A good spread of different difficulties, but a bit hard in general.

Note: The Puzzle types given below have points assigned to them mimicking their value in the Event the puzzles were used for. These are mainly given as an indicator of the relative difficulty of each puzzle. Difficulty is based on perception, so solving experience may vary. The total is 180 points, the duration of this round for the Championship was 90 minutes.

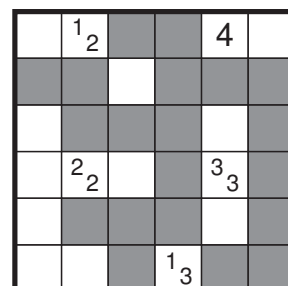
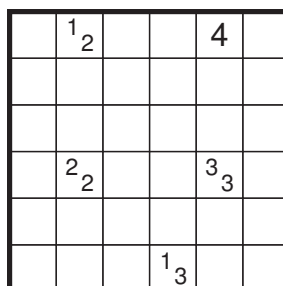
1a. Masyu (4 points) – Draw a single closed loop connecting the centers of cells horizontally and vertically. The loop doesn't touch or cross itself anywhere. The loop runs through all black and white circles. The loop turns in every black circle and goes straight through both adjacent squares. The loop goes straight through every white circle and turns in at least one of both adjacent squares.



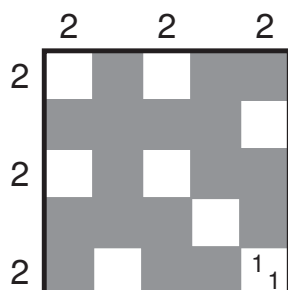
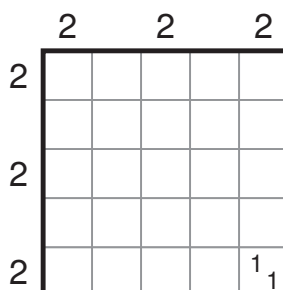
1b. Full Masyu (5 points) – In addition to the above regular rules, the loop must pass through all cells.



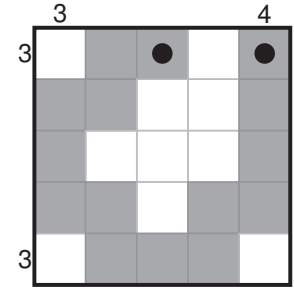
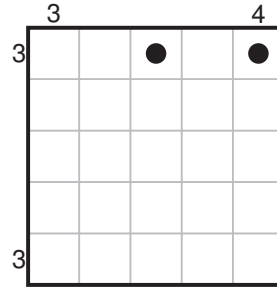
2a. Tapa (5 points) – Paint some squares black to create a continuous wall. Number(s) in a square indicate the length of black cell blocks on its neighbouring cells. If there is more than one number in a square, there must be at least one white cell between the black cell blocks. Painted cells cannot form a 2x2 square or larger. There are no wall segments on cells containing numbers.



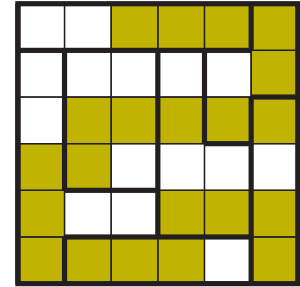
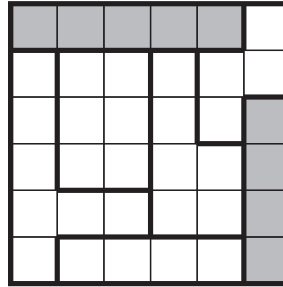
2b. Tapa [Skyscrapers] (16 points) – Additionally, numbers outside the grid show the number of separate wall segments visible in that direction. A segment of length n, is taken as a skyscraper of height n. Skyscrapers of length n can block visibility of other skyscrapers of length n and below.



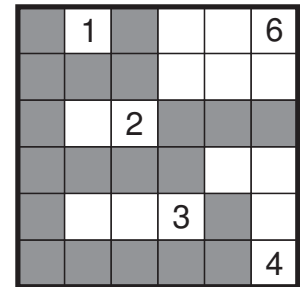
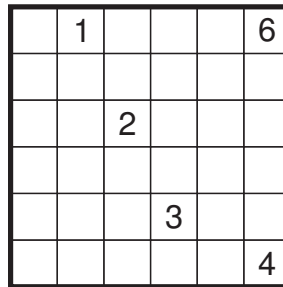
3a. Snake (6 points) - Locate a snake in the grid, whose head and tail are given. The snake does not touch itself even at a point. Numbers outside the grid indicate the total number of cells occupied by the snake in the corresponding direction.



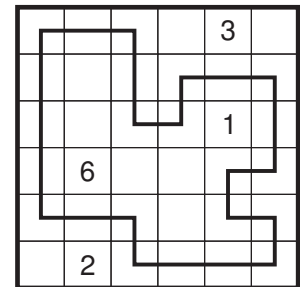
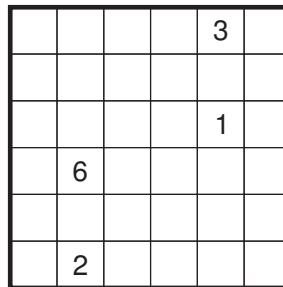
3b. Snake BY (13 points) - Locate a snake in the grid, whose head and tail are **not** given. The snake does not touch itself even at a point. The snake passes through exactly 3 cells (not necessarily continuous) in each outlined region. The shaded regions must contain an extremity (head/tail) each.



4a. Nurikabe (9 points) - Determine for each cell if it's part of the stream or an island. Each number is part of a single island of horizontally and vertically connected cells, which size is equal to that number. Islands can't touch each other horizontally or vertically. The cells not part of an island form the stream. The stream is a single connected area, which doesn't cover any 2x2 areas anywhere.



4b. Nurikabe Loop (8 points) - Create some areas, surrounded with cells which are linked to a continuous loop. The numbers in the grid indicate the size of the corresponding white areas. An area cannot contain more than one number. White areas may touch each other only diagonally. The 2x2 restriction is dropped for this variant.

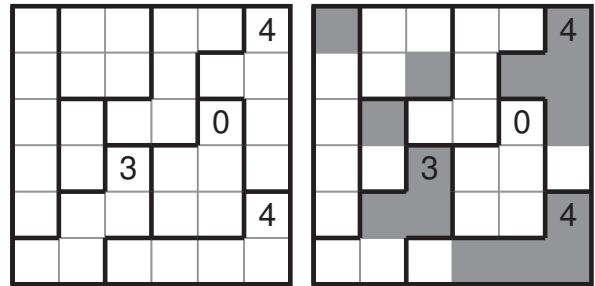


5a. Pentomino (20 points) - Place the 12 standard pentominoes (example uses Tetrominoes) on the white cells of the grid. The pentominoes may be rotated and reflected. The pentominoes must not touch each other, not even diagonally. The numbers outside the grid denote number of cells used by pentominoes in the corresponding row or column.

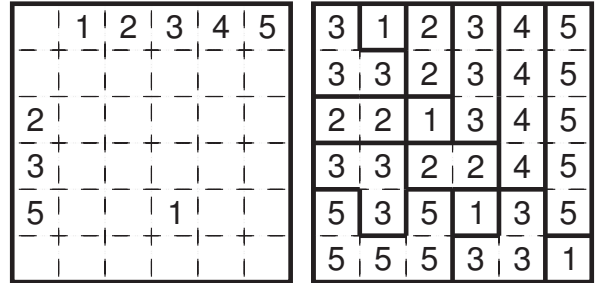
5b. Statue Park (13 points) - Place each of the shapes given in the bank exactly once into the grid, with rotations and reflections allowed. No two shapes can overlap or be orthogonally adjacent, and all of the space not occupied by shapes must be connected. Black circles in the grid represent spaces that must be contained in one of the shapes, and white circles represent spaces that must not be contained in shapes.

6a. Heyawacky (6 points) – Shade some cells so that all remaining cells are connected orthogonally. Shaded cells cannot be orthogonally adjacent to each other. Any single horizontal or vertical line of white cells cannot traverse two consecutive borders, even if the two are in the same region. The numbers in the regions indicate how many cells are to be shaded. If there is no number, there can be 0 or more shaded cells.

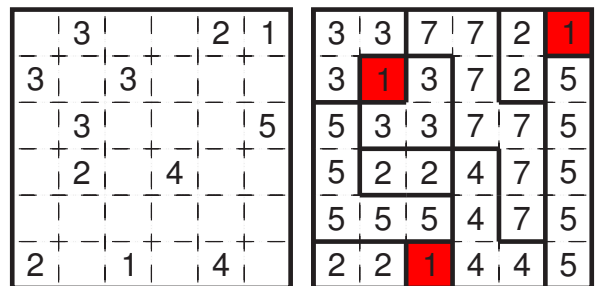
6b. Heyawacky Block (19 points) - Shade some cells so that all remaining cells are connected orthogonally. Any single horizontal or vertical line of white cells cannot traverse two consecutive borders. Numbers indicate the amount of shaded cells in that region. If there is no number, there can be 0 or more shaded cells. **Inside each region, all shaded cells are connected orthogonally. But shaded cells must not be orthogonally connected beyond the border lines.**



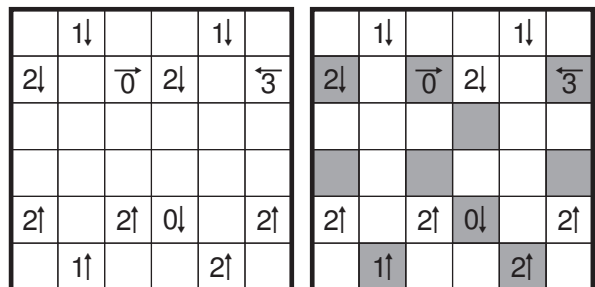
7a. Fillomino (7 points) – Divide the grid into different regions along the gridlines. No two regions of the same size can touch each other by a side. Numbers in the grid indicate that this cell is part of a region of that size. A region can contain more than one given number. There can be regions without any given numbers.



7b. Queen Fillomino (20 points) – In addition to the above regular rules, all “1” regions (given or formed while solving) function like Chess Queens (can attack pieces in a straight line in all of the 8 directions). 1s can never attack each other.



8a. Yajisan Kazusan (20 points) – Shade in some cells. Shaded cells cannot be orthogonally adjacent. The remaining white area has to be connected. The clues indicated the number of shaded cells in the direction of the arrow. The clues that are unshaded must be true. Once shaded, a clue is irrelevant.



8b. True-False Snake (9 points) – Find a snake in the grid whose head and tail are given but its length is unknown. The snake cannot touch itself, not even diagonally. Numbers indicate the number of cells occupied by the snake that are pointed at by their arrow. The snake is allowed to occupy cells with clues. Clues that are occupied by the snake are all false, while the other clues are all true.

