

8x8 PUZZLE SET

Used at



UK Open Puzzle & Sudoku Championships

29th – 30th March, 2014

Welcome Round

Author – Prasanna Seshadri

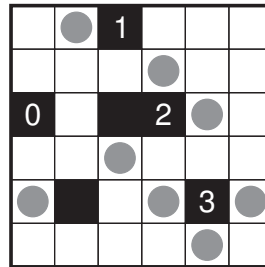
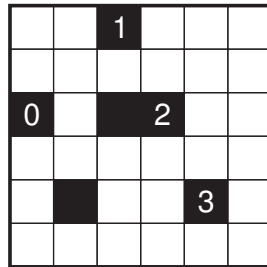
Tested by Ivan Adrian Koswara.

Features –

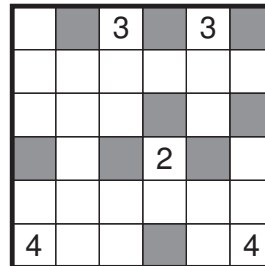
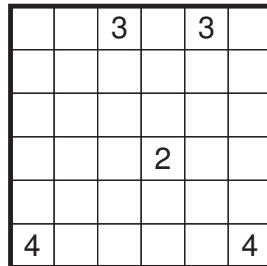
- 16 8x8 puzzles, different types.
- Hints for each puzzle.
- Solutions for each puzzle.
- A visible common theme across the entire set.

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 points total for the round was 300, and the duration of the round was 45 minutes.

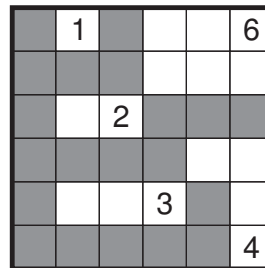
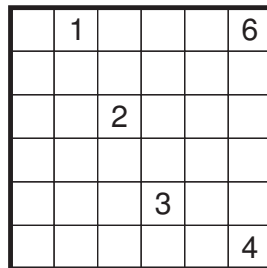
1. Akari (10 points) – Place a lightbulb in some cells so that all cells in the grid are illuminated. Lightbulbs can give light in straight lines orthogonally until the rays meet a black cell or the edge of the grid. Lightbulbs should not illuminate each other. A digit in a cell indicates the number of the lightbulbs that are adjacent to that cell.



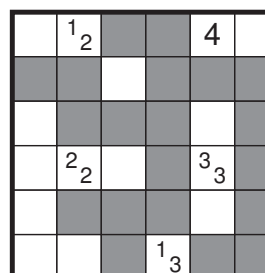
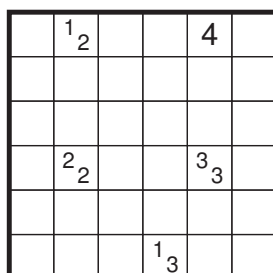
2. Kurodoko (20 points) – Shade some cells. No numbered cell may be shaded. A number indicates how many cells can be seen (including the cell itself) from that cell horizontally or vertically up to the edge of the grid or a shaded cell (whichever is reached first). No two shaded cells may share an edge. All the white cells must form a single orthogonally connected area.



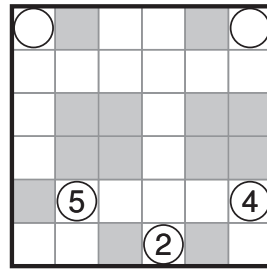
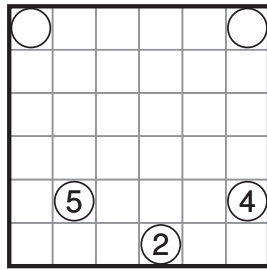
3. Nurikabe (20 points) – Shade some cells in the grid such that all shaded cells form a single connected area and no 2x2 area is completely shaded. The remaining cells should form islands. Each island should contain exactly one given number and this number represents the number of cells in that island.



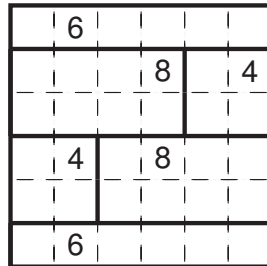
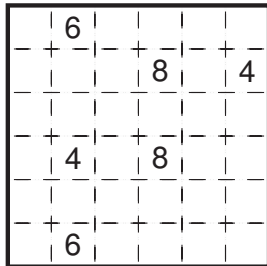
4. Tapa (10 points) – Shade some squares black to create a continuous wall. Number(s) in a square indicate the length of black cell blocks on its neighbouring cells. If there is more than one number in a square, there must be at least one white cell between the black cell blocks. Shaded cells cannot form a 2x2 square or larger. There are no wall segments on cells containing numbers.



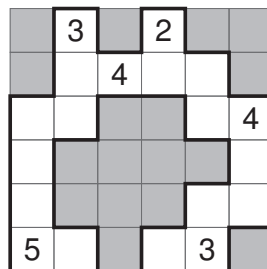
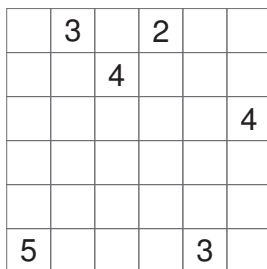
5. Tasquare (10 points) – Shade some empty cells. Shaded cells strictly form squares. Un-shaded cells are orthogonally contiguous. Clue cells share side(s) with at least one shaded square. If the clue contains a number, it is the total area of orthogonally adjacent shaded squares.



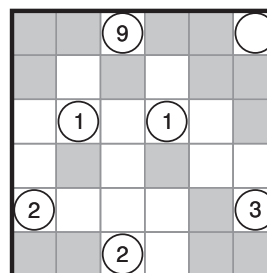
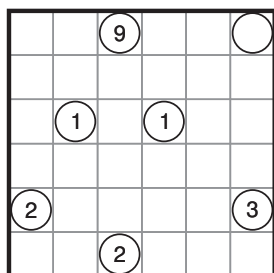
6. Shikaku (10 points) – Divide the grid into pieces along the grid lines in accordance with the following rules. Every piece must be shaped like a rectangle. (A square counts as a rectangle.) Each piece must contain exactly one number, which represents the area of that piece in cells.



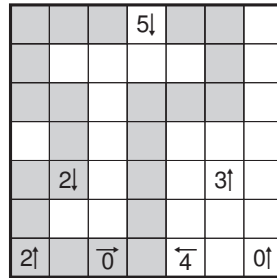
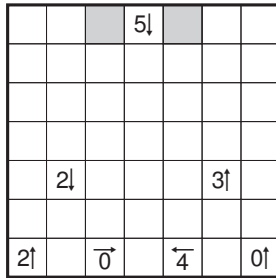
7. Höhle (Cave-variant) (30 points) – Shade some cells to leave behind a single connected group — the cave — with no enclosed, shaded cells and **not covering any 2x2 area**. In other words, all shaded cells must be connected by other shaded cells to an edge of the grid. All numbered cells must be a part of the cave, with each number indicating the total count of cells connected vertically and horizontally to the numbered cell including the cell itself.



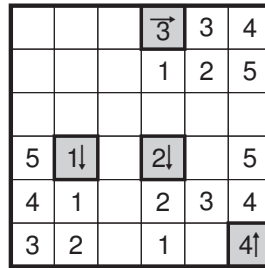
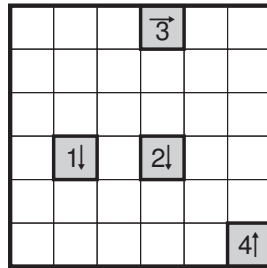
8. Kurotto (30 points) – Shade some cells to form regions. The number in a circle gives the sum of the number of cells covered by the regions that are connected to it orthogonally. Regions may touch each other only diagonally. Cells with circles cannot be shaded and empty circles may have any number of shaded regions connected to them.



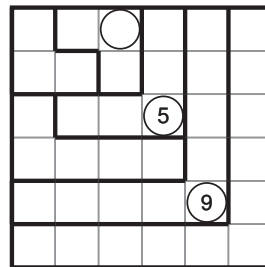
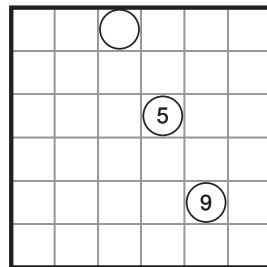
9. True-False Snake (20 points) – Draw a snake in the grid of unknown length. The head and tail of the snake are given. The body of the snake cannot touch itself, not even diagonally. The numbers indicate the number of cells the snake visits in the direction of the arrow. If the snake does not pass through a clue cell, then that clue is true, otherwise, it is false.



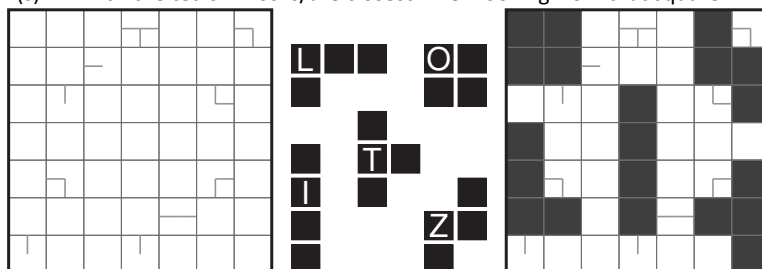
10. Snakes 1-5 (20 points) – Place some number snakes in the grid, with 1 being the head and stretching along in order till 5. Two snakes may not touch orthogonally (diagonally is allowed), but a Snake may touch itself as long as order is preserved. Clues denote the first seen number in that direction. No snake may see another snake. A snake can see in the direction that the “1” cell points at opposite to the direction of the “2” cell, until the edge or a clue cell (whichever is closer).



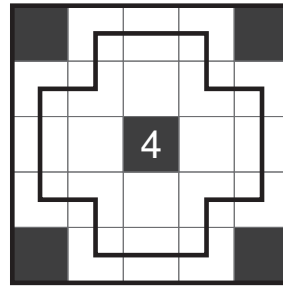
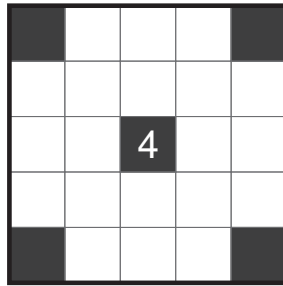
11. Sashigane (20 points) – Divide the grid into L shaped blocks - one block wide. All blocks must be L shaped. Cells with open circles form the knee (bend) in a block. The number in an open circle shows the number of cells in its block, including the cell itself. Open circles without numbers may have any number of cells. Cells with arrows form one end of its block, the arrow points towards the knee of this block.



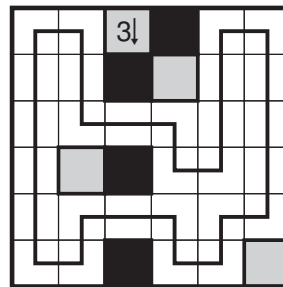
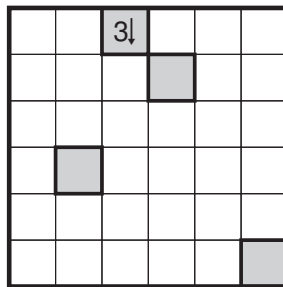
12. Tetropia (10 points) – Place tetrominos from the bank on the right in the grid without repeating any shape. Rotations and reflections are considered the same shape. The tetrominos are not allowed to touch, not even at the corners. The lines in the grid indicate the direction(s) in which the tetrominos is/are closest when looking from that square.



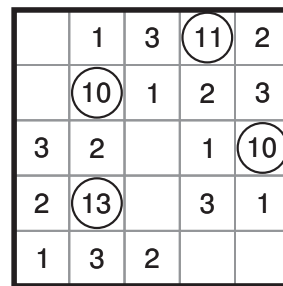
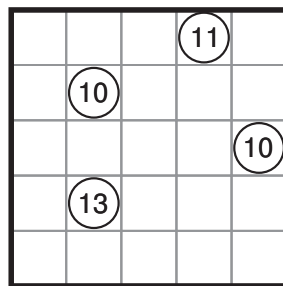
13. Bosnian Road (10 points) – Draw a loop of one-cell width in the grid by travelling horizontally and vertically without touching itself (not even diagonally). The numbers in the grid indicate the number of cells occupied by the loop in the 8 neighbouring cells.



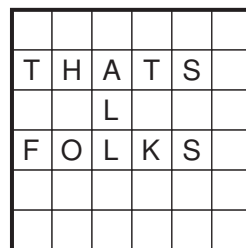
14. Yajilin (10 points) – Blacken some white cells and then draw a single closed loop (without intersections or crossings) through all remaining white cells. Blackened cells cannot share an edge with each other. Some cells are outlined and in gray and cannot be part of the loop. Numbered arrows in such cells indicate the total number of blackened cells that exist in that direction in the grid.



15. Latin Sums (60 points) – Place every digit from 1-6 (1-3 in the example) in each row and column, one per cell (some cells will remain empty). Clues give the sum of the digits in the cells that surround the clue cell.



16. Scrabble (10 points) – Place the given words in the grid. All words should read from left to right or top to bottom. No words other than those in the list should appear. All words should interconnect with at least one other word.



THATS
ALL
FOLKS

