

POLISH PUZZLE CHAMPIONSHIP SET

Author – Prasanna Seshadri

Tested by Bram De Laat, Tiit Vunk and Ivan Adrian Koswara

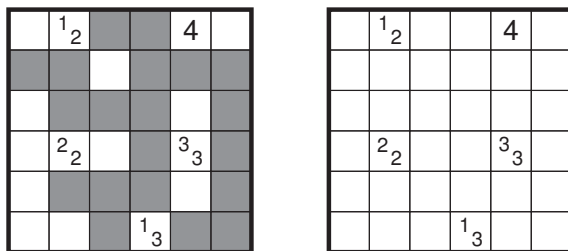
Features –

- 24 Puzzles across 12 different types.
- Hints for each Puzzle.
- Solutions for each Puzzle.
- A good spread of different difficulties.

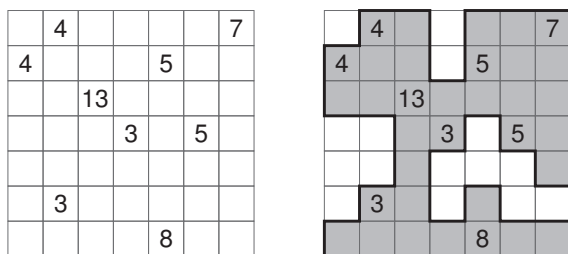
Note: The Puzzle types given below have points assigned to them based on testing times. These are mainly given as an indicator of the relative difficulty of each Puzzle. Difficulty is based on perception, so solving experience may vary.

Puzzle	Points	
Tapa	45	20
Cave	100	25
Akari	45	20
Battleships	30	35
Nanro	25	20
Heteromino	20	20
Turning Fences	100	30
Kurotto	85	100
Checkered Fillomino	75	80
Snake	95	30
Total	1000	
Tapa-Like Loop (2 Bonus puzzles)		
Maxi Loop (2 Bonus puzzles)		

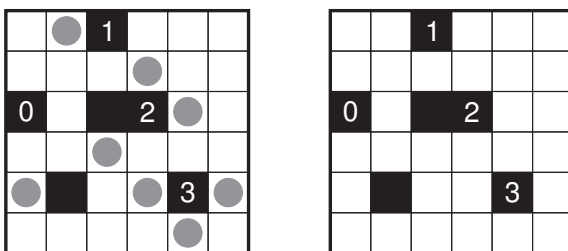
Tapa – Paint some squares black to create a continuous wall. Number(s) in a square indicate the length of black cell blocks on its neighbouring cells. If there is more than one number in a square, there must be at least one white cell between the black cell blocks. Painted cells cannot form a 2x2 square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



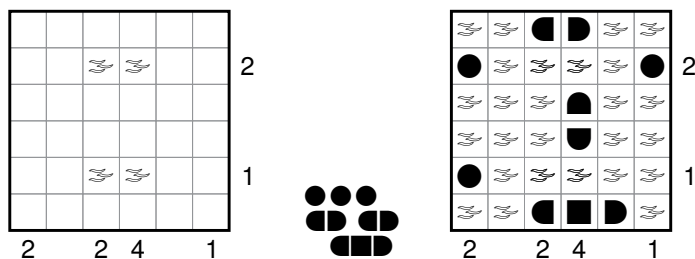
Cave – Draw a closed loop over the grid lines. The loop goes around all numbers. The numbers in the grid indicate how many cells inside the loop can be seen horizontally and vertically from that cell, including the cell itself.



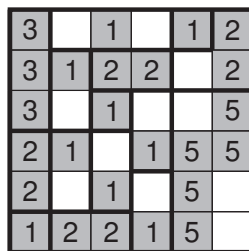
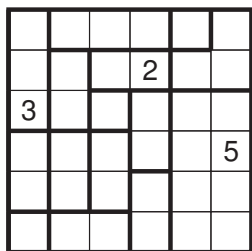
Akari - Place a lightbulb in some cells so that all cells in the grid are illuminated. Lightbulbs can give light in straight lines orthogonally until the rays meet a black cell or the edge of the grid. Lightbulbs should not illuminate each other. A digit in a cell indicates the number of the lightbulbs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



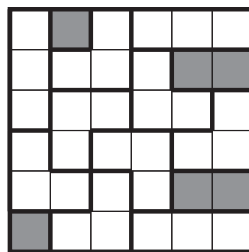
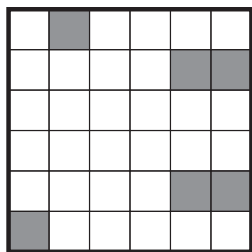
Battleships – Locate the indicated fleet in the grid. Each segment of a ship occupies a single cell. Ships can be rotated. Ships do not touch each other, even diagonally. Some ship segments, or sea cells without any ship segments, are given in the grid. The numbers on the right and bottom edges of the grid reveal the number of ship segments in that row or column.



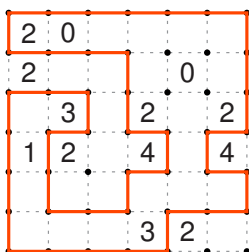
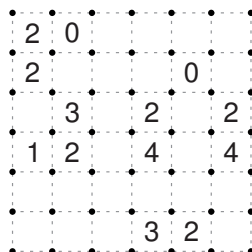
Nanro – Place numbers into some of the cells so that no 2x2 area is completely covered by numbers. All numbers in a region must be the same. Total quantity of numbers in a region must be equal to the value of the number in that region. If two edge-adjacent cells are in different regions, they cannot contain the same number. Finally, the set of all cells containing numbers must occupy a single connected area.



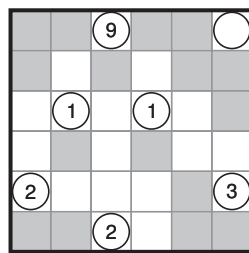
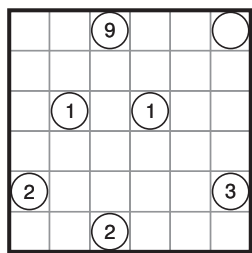
Heteromino – Divide the white squares into polyominoes of size 3 such that no two identical polyominoes that are also identically oriented are orthogonally adjacent.



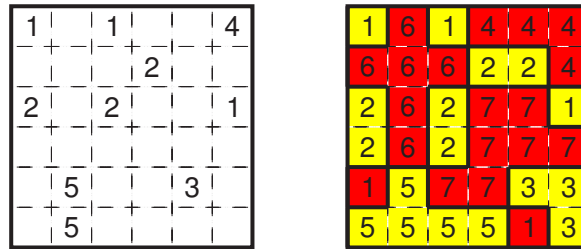
Turning Fences – Draw a single closed loop by connecting dots horizontally and vertically. The numbers in the grid indicate the amount of turns taken on the four dots around it.



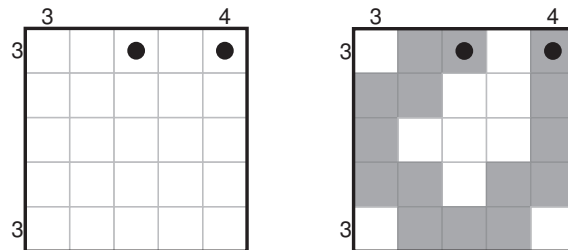
Kurotto – Shade some cells to form regions. The number in a circle gives the sum of the number of cells covered by the regions that are connected to it orthogonally. Regions may touch each other only diagonally. Cells with circles cannot be shaded and empty circles may have any number of shaded regions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



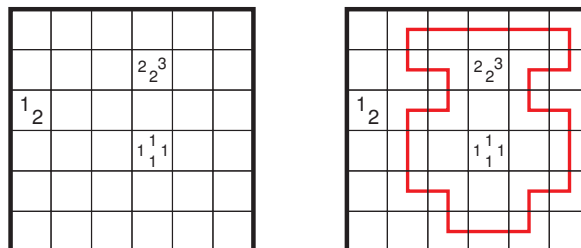
Checked Fillomino – Divide the grid into different regions along the gridlines. No two regions of the same size can touch each other orthogonally. Numbers in the grid indicate that this cell is part of a region of that size. A region can contain more than one given number. There can be regions without any given numbers. Additionally, shade some of these regions, such that no two shaded or unshaded regions share an edge.



Snake – 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.



Tapa-Like Loop – In this variation of Tapa, the wall is in the form of a single non-intersecting loop. Clues inside the grid represent the number of neighboring cells visited by the loop; if there is more than one number in a cell, each number should be represented with a separate loop segment. There is no 2x2 rule of Tapa in this puzzle.



Maxi Loop – Draw a closed loop through all cells by connecting the centers horizontally and vertically. The loop can't cross or overlap itself. The numbers in the boldly marked area indicate the highest amount of cells that the loop goes through consecutively in that area (there must be at least one segment that goes through the given number of cells).

