

WPF PUZZLE GP 2018 INSTRUCTION BOOKLET

Host Country: Slovakia

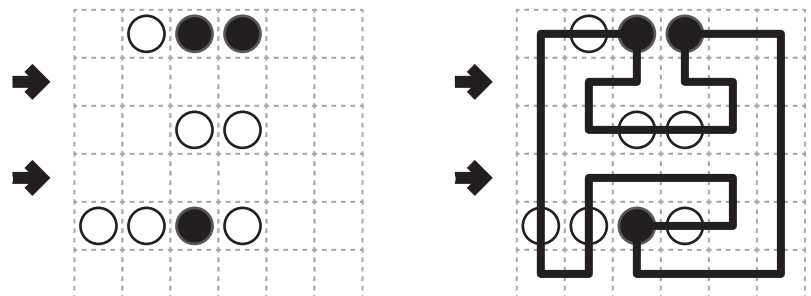
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Special Notes: The name of puzzles 21-25 was listed as "Doors" on page 1 on a previous version of the Instruction Booklet. This has been fixed.

Points:			14.	Slovak Sums	43
1.	Loop (Dutch)	5	15.	Slovak Sums	53
2.	Loop (Dutch)	8	16.	Infection	12
3.	Loop (Dutch)	22	17.	Infection	15
4.	Loop (Dutch)	28	18.	Infection	35
5.	Loop (Dutch)	32	19.	Infection	49
6.	Tetrominous	7	20.	Infection	64
7.	Tetrominous	22	21.	Walls	21
8.	Tetrominous	24	22.	Walls	34
9.	Tetrominous	26	23.	Walls	37
10.	Tetrominous	28	24.	Walls	48
11.	Slovak Sums	13	25.	Walls	51
12.	Slovak Sums	14			
13.	Slovak Sums	21	TOTAL:		712

1-5. Loop (Dutch) (5, 8, 22, 28, 32 points)

Draw a single loop that passes orthogonally through centers of cells. The loop must go through all cells. The loop may not intersect itself or enter the same cell more than once. The loop must go straight through the cells with white circles. The loop must make a turn in all the cells with black circles.



Answer: For each designated row, enter the letter for each cell, from left to right. The letter for a cell is 'I' if the path goes straight through the cell and 'L' if the path turns in the cell.

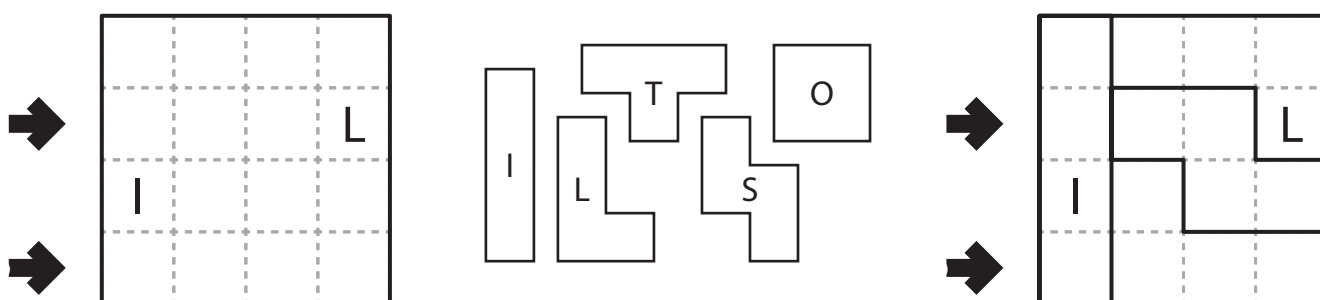
Example Answer: I L L L L I, I L I L L I

6-10. Tetrominous (7, 22, 24, 26, 28 points)

Divide the grid along the dotted lines into tetrominoes such that every cell in the grid is part of exactly one tetromino. Tetrominoes of the same shape (rotations and reflections of a tetromino count as the same shape) cannot touch each other along an edge (but they may touch diagonally). Some letters are given in the grid. Each letter must be part of a tetromino with that letter's shape. It is permissible for a tetromino to contain more than one letter. (It is possible for some tetromino shapes to never appear in the grid, or more than once.)

Answer: For each designated row, enter the letter for the tetromino that each cell belongs to, from left to right.

Example Answer: ISSL, ILLL

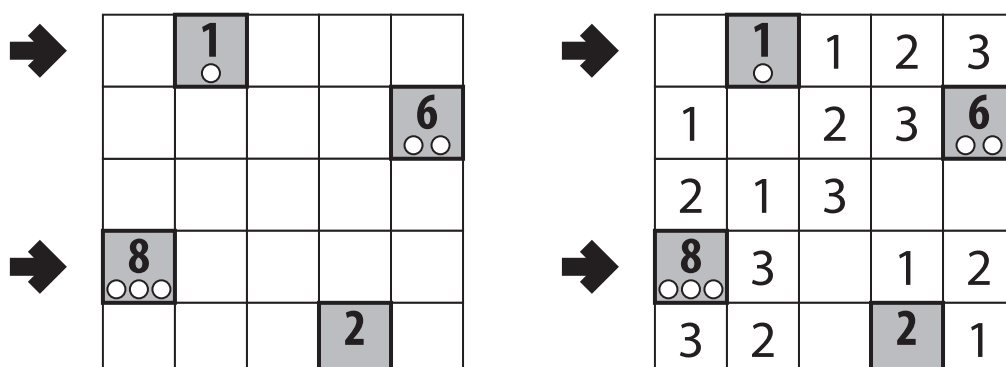


11-15. Slovak Sums (13, 14, 21, 43, 53 points)

Place a digit from 1 to 4 (1 to 3 in the example) into some cells so that each digit appears exactly once in each row and column. Cells may remain empty. A cell cannot contain more than one digit. Some clues are given in the grid; digits should not be placed in cells with clues. Each clue describes the contents of the cells next to that clue (horizontally or vertically, but not diagonal). The number in the clue indicates the sum of the digits next to the clue. If there are circles shown beneath the number, the number of circles indicates the number of orthogonally-neighboring cells that should have a digit placed in them; otherwise there could be any number of such cells.

Answer: For each designated row, enter its contents, using 'x' for an empty or clued cell.

Example Answer: xx123, x3x12

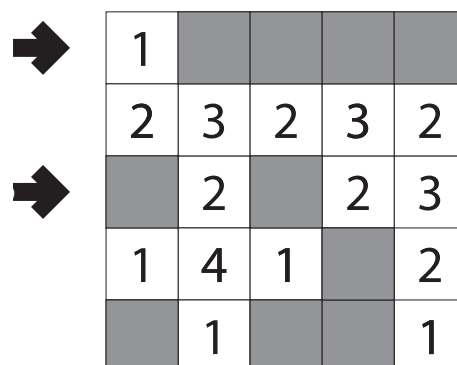
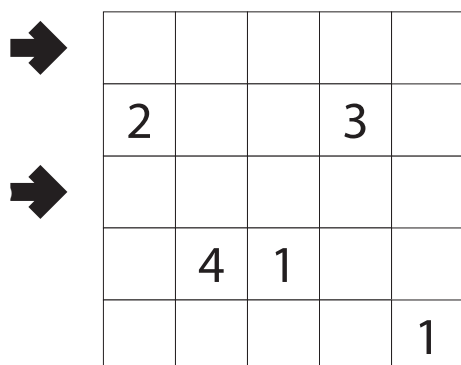


16-20. Infection (12, 15, 35, 49, 64 points)

Fill some cells with a number from 1 to 4. All numbered cells must be orthogonally connected. Orthogonally adjacent cells cannot contain the same number. Each number must indicate the number of orthogonally adjacent numbered cells. Some numbers are given to you.

Answer: For each designated row, enter its contents, from left to right. Use 'x' for an empty cell.

Example Answer: 1XXXX, X2X23



21-25. Walls (21, 34, 37, 48, 51 points)

Draw lines ("walls") along the edges of cells. There must be an orthogonal path between any two cells that does not go through any walls (that is, the walls must not divide the grid into separate regions). Two cells can "see" each other if they are in the same row or column without any walls between them. Each number indicates the total number of cells that can be seen from the numbered cell, including the cell itself.

Answer: For each designated row, enter the number of walls along an edge of that cell, from left to right. Assume that the outside border of the grid is all walls.

Example Answer: 33102, 12132

