

WPF PUZZLE GP 2026 INSTRUCTION BOOKLET

Host Country: Croatia

Siniša Hrga

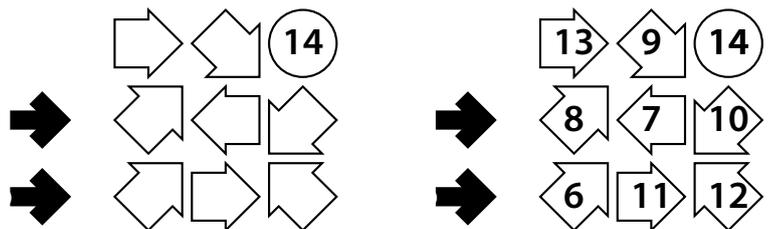
Special Notes: None.

Points:

1.	Arrow Maze	12	16.	Pentahex Islands	19
2.	Football Pass	18	17.	Pentahex Islands	23
3.	Pass the Squares	17	18.	Pentahex Barriers	12
4.	Four Winds	17	19.	Pentahex Barriers	43
5.	Battleships	11	20.	Fill-In (Digits, Ambiguous list)	6
6.	Password Path	24	21.	Fill-In (Digits, Ambiguous list)	30
7.	Skyscrapers	23	22.	Easy As (hex)	13
8.	Minesweeper (Sudoku)	24	23.	Easy As (hex)	37
9.	Kakuro	79	24.	Easy As (hex, second)	18
10.	Domino Search	5	25.	Easy As (hex, second)	124
11.	Domino Search	19	26.	Easy As (hex, not first)	23
12.	Magnets	6	27.	Easy As (hex, not first)	58
13.	Magnets	26	28.	Arrows	21
14.	Pentomino Islands	10	29.	Arrows	155
15.	Pentomino Islands	30	TOTAL:		903

1. Arrow Maze (12 points)

Put a different number in each (white) arrow so that every arrow has a different number and points in the direction of a number that is exactly one more than its own number. Some arrows may be already numbered.

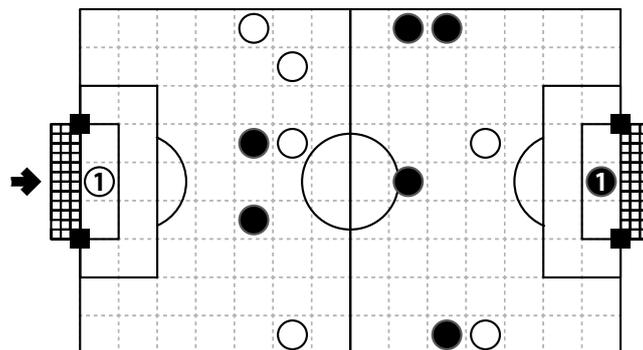


Answer: For each designated row, enter its contents (just the numbers). Use only the last digit for two-digit numbers; e.g., use '0' for the number 10.

Example Answer: 870, 612

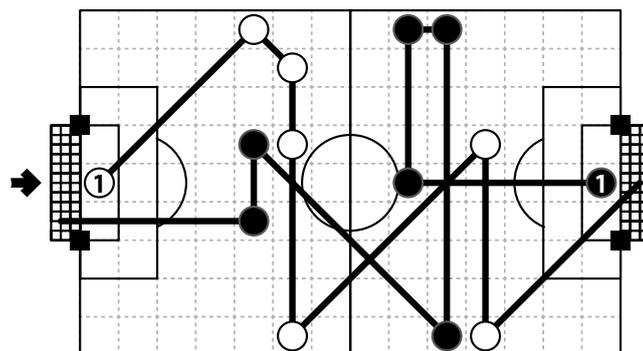
2. Football Pass (18 points)

Find two paths. Each path must start at one of the circles labeled with '1', encounter all circles of the same color exactly once each, and exit the grid between the "goalposts" (the black squares on the side opposite the starting circle). Each path can only travel in the eight standard directions, can only change direction at circles (going straight through centers of other cells), and cannot encounter a circle of the other color (although it may pass through the corner of a cell containing a circle of the other color). The two paths may intersect themselves and/or each other, but cannot touch any goalposts.



The curves and lines drawn on and outside the grid are purely decorative and serve no purpose in the puzzle.

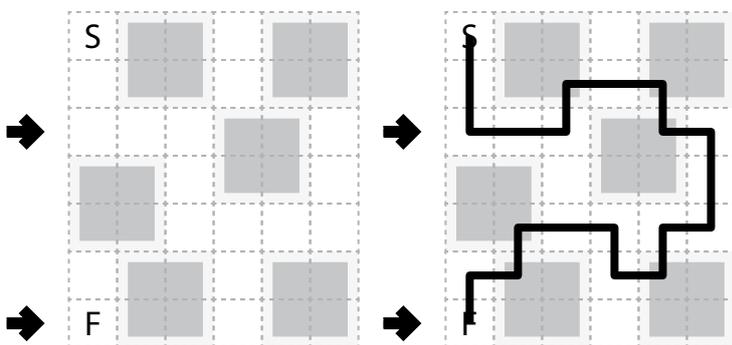
Answer: For each designated row, enter the number of times a path encounters (the center of) each cell, from left to right. A path that encounters a cell more than once can add more than 1 to the cell's number.



Example Answer: 10001200132111

3. Pass the Squares (17 points)

Draw a path that passes orthogonally through centers of cells. The path must start at the cell marked 'S' and finish at the cell marked 'F'. Some 4-cell square regions are shaded. The path must enter exactly one cell in every shaded square region (and not enter the 3 other cells). The path cannot cross itself or enter any cell more than once.



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, 'L' if the path turns in the cell, and 'X' if the path does not go through the cell or starts in the cell or ends in the cell. You may use other letters or numbers, as long as they are distinct.

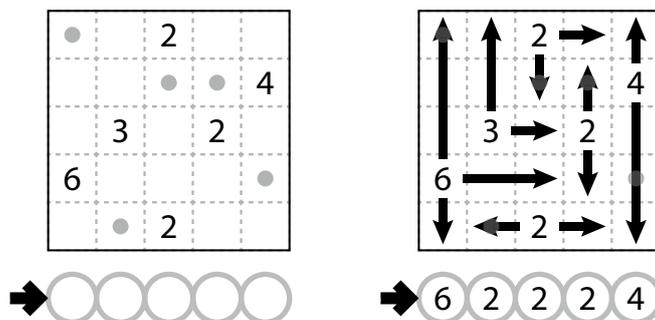
Example Answer: LILXLL, XXXXXX

4. Four Winds (17 points)

Draw arrows in the empty cells in the grid. Arrows can only go in the four standard directions (without turning) and must begin at the edge of a cell with a number. Each empty cell must be covered by exactly one arrow. Each number indicates the total number of cells used by all the arrows that begin at an edge of that number's cell.

The dots in cells are only used for entering your answers.

Answer: Enter the number whose arrow covers the dot, reading the dots from left to right. (Ignore which row the dots are in.) Use only the last digit for two-digit numbers; e.g., use '0' for the number 10.



Example Answer: 62224

8. Minesweeper (Sudoku) (24 points)

Place mines into the empty cells in the grid, at most one mine per cell, so that each number in a cell represents the number of mines adjacent to that cell (including diagonally adjacent cells).

Each row, column, and outlined region in the grid must contain exactly 3 mines.

The numbers on the top of the diagram are for Answer purposes only.

Answer: For each row from top to bottom, enter the number of the **second** column from the left where a mine appears (the number on the far top of that column).

Example Answer: 585572247

9. Kakuro (79 points)

Place a digit from 1 to 9 into each white cell. The numbers in gray triangles indicate the sum of digits in the adjacent "word" across or down. (Across "words" are to the right of their sums; Down "words" are below their sums.) Digits cannot repeat within a "word."

It is possible for some "words" to not have a provided sum.

The circles in cells are only used for entering your answers.

Answer: Enter the contents of each circled cell, reading the cells from left to right. (Ignore which row the circles are in.)

Example Answer: 17752

10-11. Domino Search (5, 19 points)

Divide the grid into a full set of dominoes. Each domino must be used exactly once. The orientation of the digits does not matter. Empty cells are not part of a domino.

A checklist of the full set is provided for your convenience.

Answer: For each designated row, enter all the digits in dominoes that are *only* in that row (that is, the horizontal dominoes), from left to right. If there are no horizontal dominoes in the row, enter a single digit '0'.

Example Answer: 0, 1213

12-13. Magnets (6, 26 points)

Locate some magnets in the grid. A magnet is two square cells that touch along an edge; one cell must be marked with only a "positive" (+) symbol and the other cell must be marked with only a "negative" (-) symbol. Cells that share an edge cannot contain the same symbol.

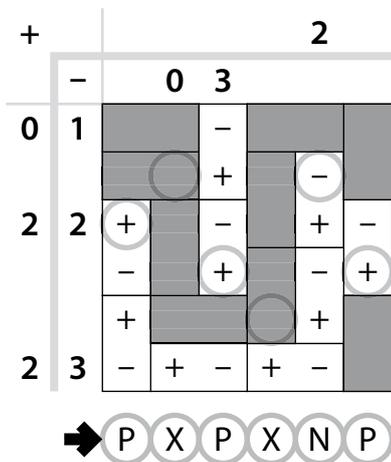
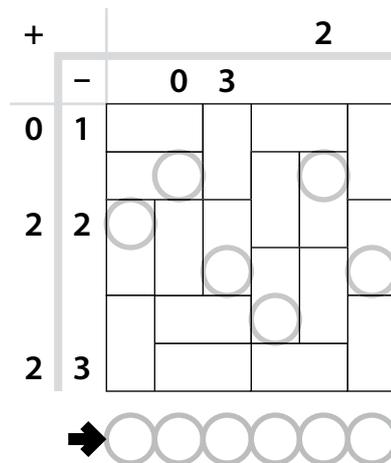
The grid is divided into regions; each region has an area of 2 cells. (Note that region borders are drawn and cell borders are not). Each region either fully contains a magnet or is left empty.

Each number above and to the left of the grid indicates the exact number of symbols of the specified type that must be placed in that column or row. If a number is not given, there might be any number of symbols of the specified type

The circles in cells are only used for entering your answer.

Answer: Enter the contents of each circled cell, reading the circles from left to right. (Ignore which row the circles are in.) Use 'P' for a "positive" (+) symbol, 'N' for a "negative" (-) symbol, and 'X' for an empty cell. Alternatively, you may use any three characters instead of 'PNX', as long as they are distinct.

Example Answer: PXPXNP



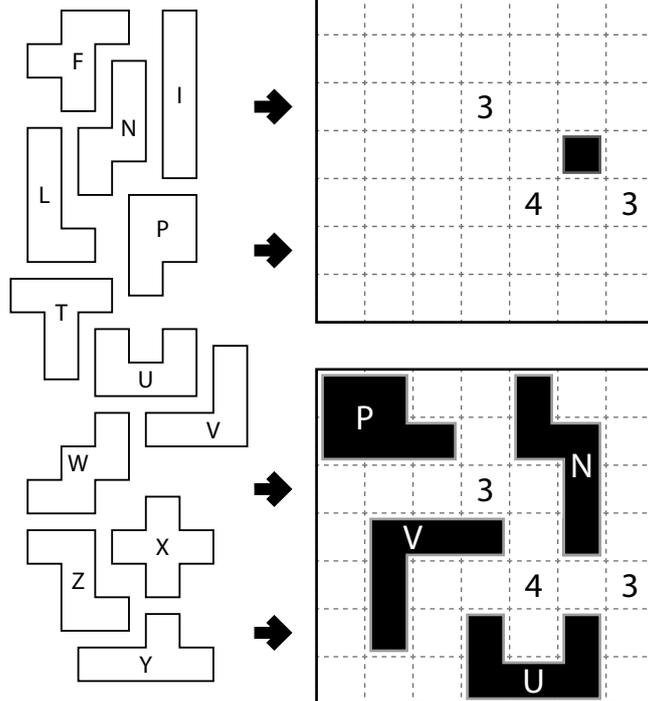
14-15. Pentomino Islands (10, 30 points)

Shade some empty (non-numbered) cells to form pentominoes; all unshaded cells must be connected along cell edges into one large region. There cannot be more than one pentomino of the same shape (rotations and reflections of a pentomino count as the same shape) in the grid. Pentominoes cannot touch along cell edges or cell corners. Cells labeled '3' must touch three unshaded cells along an edge; cells labeled '4' must touch four unshaded cells along an edge. All other unshaded cells must touch a number of unshaded cells other than three or four. No corner in the grid may touch four unshaded cells (that is, no 2x2 group of cells can be entirely unshaded). Some cells may already be shaded for you.

The letters for the shapes, as will be provided in the diagram, are only used for entering your answer.

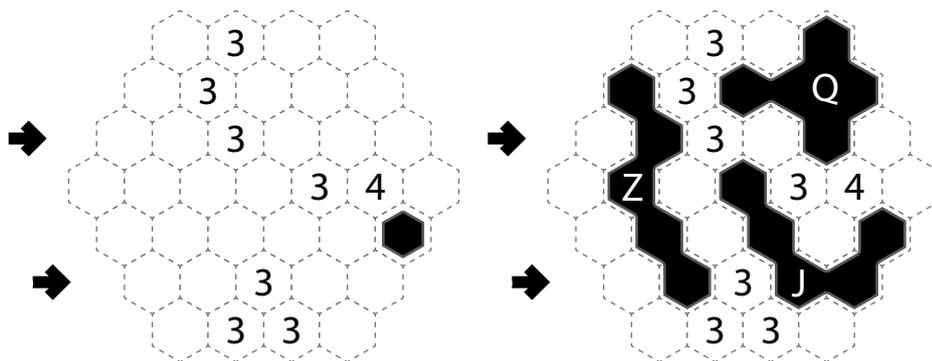
Answer: For each designated row, enter the letter for the pentomino that each cell belongs to, from left to right. For cells that don't belong to a pentomino, enter the letter 'O'.

Example Answer: OOOOONO, OVOUOUO



16-17. Pentahex Islands (19, 23 points)

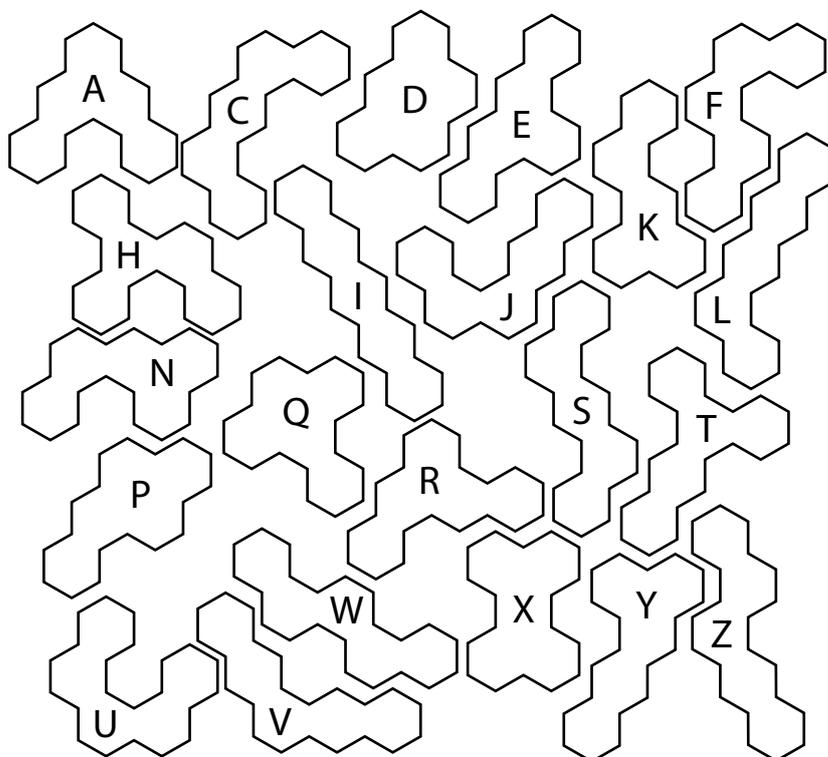
Shade some empty (non-numbered) cells to form pentahexes; all unshaded cells must be connected along cell edges into one large region. There cannot be more than one pentahex of the same shape (rotations and reflections of a pentahex count as the same shape) in the grid. Pentahexes cannot touch along cell edges or cell corners. Cells labeled '3' must touch three unshaded cells along an edge; cells labeled '4' must touch four unshaded cells along an edge. All other unshaded cells must touch a number of unshaded cells other than three or four. No cell edge in the grid may touch four unshaded cells (that is, no 2x2 group of cells can be entirely unshaded). Some cells may already be shaded for you.



The letters for the shapes, as will be provided in the diagram, are only used for entering your answer.

Answer: For each designated row, enter the letter for the pentahex that each cell belongs to, from left to right. For cells that don't belong to a pentahex, enter the letter 'O'.

Example Answer: OZOOQO, OZOJJ



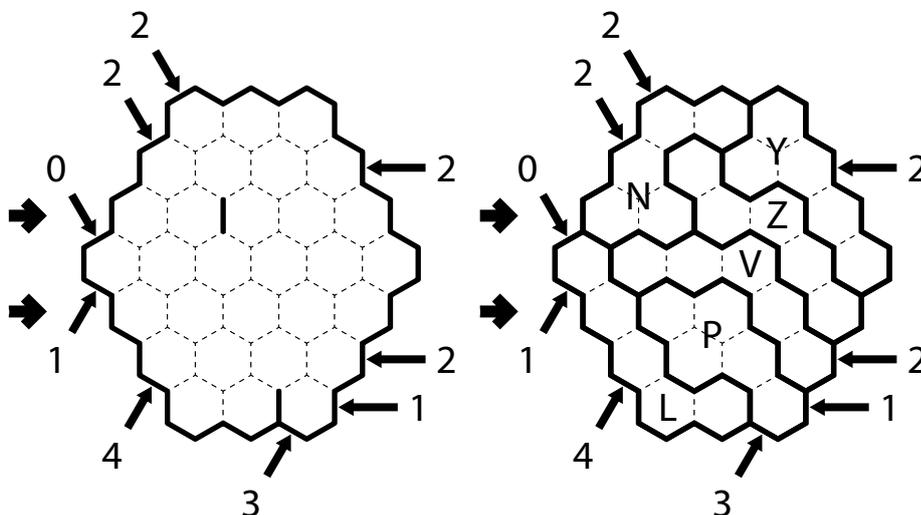
18-19. Pentahex Barriers (12, 43 points)

Divide the grid into pentahexes such that every cell in the grid is part of exactly one pentahex. There cannot be more than one pentahex of the same shape (rotations and reflections of a pentahex count as the same shape) in the grid. Some rows are labeled with a number; the number represents the number of edges in that row that separate two different pentahexes. Some of those edges may be drawn for you.

The letters for the shapes, as will be provided in the diagram, are only used for entering your answer.

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

Example Answer: NNZZY, LPPVZ





20-21. Fill-In (Digits, Ambiguous list) (6, 30 points)

Put a digit into each white cell so that the given list represents all numbers in the grid with more than one digit. Each number in the grid will either read left-to-right or top-to-bottom. A left-to-right number will begin on the left edge of the grid or to the right of a black cell, and end on the right edge of the grid or to the left of a black cell; a similar rule applies to top-to-bottom numbers.

Some numbers in the given list are given in the same row with no spacing between them; it is up to you to figure out where to separate the numbers. (The numbers in the list should be read left-to-right.)

The circles in the diagram are for Answer purposes only.

Answer: Enter the characters in each of the circled cells, from left to right. Ignore the row each circle is in.

Example Answer: 2863

22-23. Easy As (hex) (13, 37 points)

Place letters of the specified list into some cells, no more than one letter per cell, so that each letter appears exactly once in each diagonal row (both up and down) and column. The letters outside the grid indicate the first letter that can be seen in the respective diagonal row or column from the respective direction. The contents of some cells may be given to you.

The dashed lines are only used for entering your answer.

Answer: For each designated horizontal row, enter its contents, using 'X' for an empty cell. Do not include any letters outside the grid. (Note that the horizontal rows "zigzag" across the diagonal rows, and are indicated with dashed lines.)

Example Answer: AXAXA, BABAB

24-25. Easy As (hex, second) (18, 124 points)

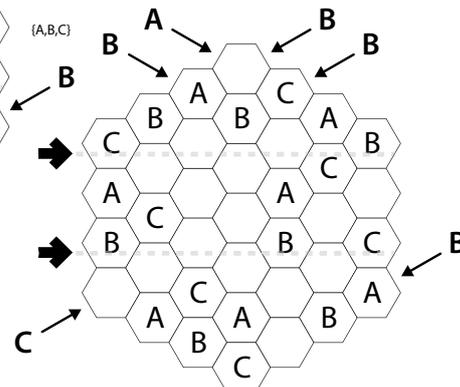
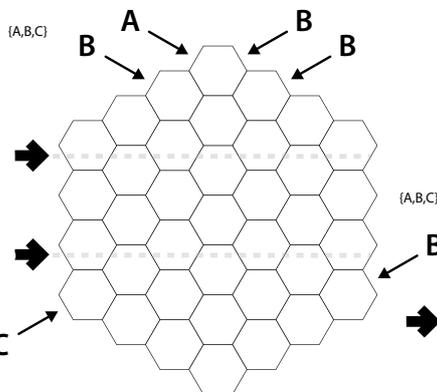
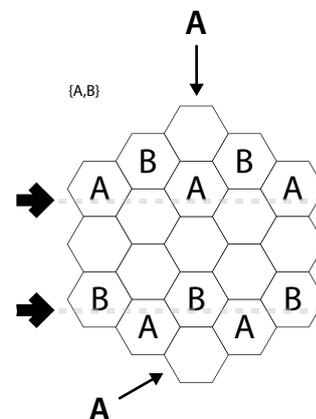
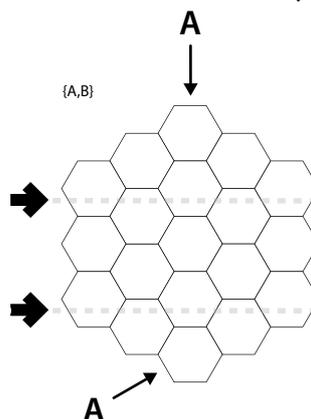
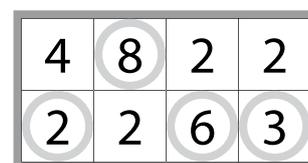
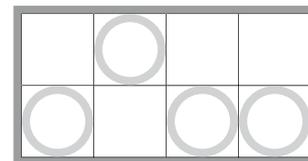
Place letters of the specified list into some cells, no more than one letter per cell, so that each letter appears exactly once in each diagonal row (both up and down) and column. The letters outside the grid indicate the **second** letter that can be seen in the respective diagonal row or column from the respective direction. The contents of some cells may be given to you.

The dashed lines are only used for entering your answer.

Answer: For each designated horizontal row, enter its contents, using 'X' for an empty cell. Do not include any letters outside the grid. (Note that the horizontal rows "zigzag" across the diagonal rows, and are indicated with dashed lines.)

Example Answer: CXXXXCB, BCXXBXC

2 6 4 2 2 2 6 3
2 3 4 8 2 2 8 2





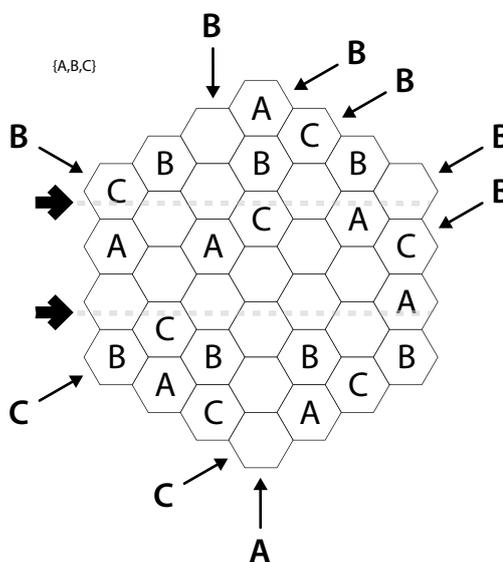
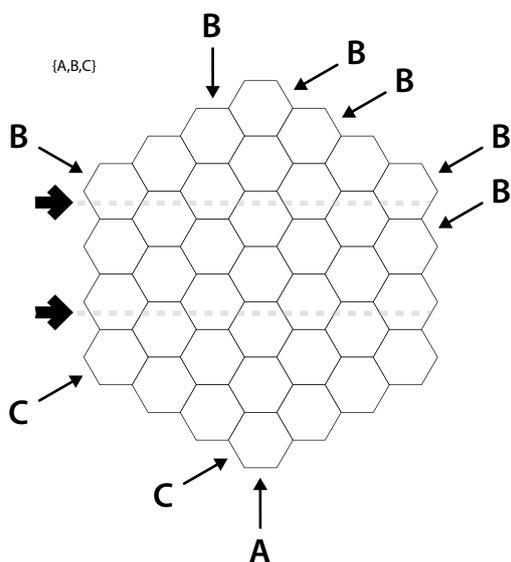
26-27. Easy As (hex, not first) (23, 58 points)

Place letters of the specified list into some cells, no more than one letter per cell, so that each letter appears exactly once in each diagonal row (both up and down) and column. The letters outside the grid indicate a letter that is **not the first** seen in the respective diagonal row or column from the respective direction. The contents of some cells may be given to you.

The dashed lines are only used for entering your answer.

Answer: For each designated horizontal row, enter its contents, using 'x' for an empty cell. Do not include any letters outside the grid. (Note that the horizontal rows "zigzag" across the diagonal rows, and are indicated with dashed lines.)

Example Answer: CXXCXAX, XCXXXXA



28-29. Arrows (21, 155 points)

Draw an arrow in each of the empty cells outside the main grid (shown by a thick outline). Each arrow must point in one of the eight standard directions and must point to at least one cell in the main grid. Each numbered cell must be pointed to by exactly that number of arrows.

Answer: Enter the contents of the indicated rows, from left to right. Use 'A' for an arrow pointing diagonally left, 'B' for an arrow pointing orthogonally, and 'C' for an arrow pointing diagonally right. Alternatively, you may use any three characters instead of 'ABC', as long as they are distinct.

Example Answer: CACCA, BCAA

