Japan Puzzle Championship 2014

Instruction (Tentative)

2014 May 24th 14:00 – 16:00 (JST = UTC+9)

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02	English Self-Make Criss Cross	15	Worm End
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Organized by Japan Puzzle Federation

About Competition

- Japan Puzzle Championship will be held on May 24th, 14:00 – 16:00 (JST; UTC+9:00)
- Prior to the competition starts, you should download the puzzle file (encrypted) from download page and save locally. And we strongly recommend you to try submission test beforehand.
- When the competition starts, at 14:00 (UTC +9:00), the password for the puzzle file will be shown in password page. Open the puzzle file with the password and solve competition puzzles.
- Input your information and your answers in answer form, and submit them before the competition ends, at 16:00 (UTC +9:00).
- You can submit your answers more than once, but only the last submission within the time limit will be accepted.
- The puzzle file does not contain examples. Please refer to this file as necessary.
- For further details and updated information, see rules and championship page.

Points table will be released later.

About Answer Key

There are a large variety of puzzles in Japan Puzzle Championship, such as using words, numbers and figures. Thus answer keys also vary between them. Please look through this instruction beforehand, in order to prevent mistyping answer keys.

01 Cross Math ? pts

<Rule> Place a digit from 1 to 9 in each empty cell so that all equations must be true. Each digit is used exactly once. Mathematical operations are done from left to right and from top to bottom, with no precedence.

<Answer Key> Input the digits in lettered cells from A to D. For the example: 3489

02 English Self-Make Criss Cross ? pts

<Rule> Place the listed words in the grid. Each word can be read from left to right or from top to bottom, and all words must be connected to each other. If two letters are in adjacent cells, they must be part of a word in the list.

オカピ
カピバラ
キリン
クジラ
クマ
トラ
ライオン
リス

* In Example, every " カ " is already put in the grid.

<Answer Key> Input the number of letters in the row with an arrow from A to D. For the example: 3343

03 Font Pairs   ? pts

<Rule> Search some pairs of letters which are displayed in the same font from the grid. There are two letters that none of the other letters are displayed in the same font as.
The letters outside the grid are only used for Answer Key.

<Answer Key> Input the position (row followed by column, e.g. "AE" indicates the top-left corner) of unpaired two letters, from top to bottom. For the example: CEDH

04 Seek "Thank You"   ? pts

<Rule> Find all of the listed words in the grid. Each word will be read straight in any direction (vertically, horizontally, or diagonally). Please ignore phrases between brackets, which are just explanation of each word.

<Answer Key> Input the number of letters used in the two diagonals, in the order of AB. For the example: 21

アリガトウ（日本語）
オブリガード（ポルトガル語）
グラシアス（スペイン語）
コープクン（タイ語）
シェシエ（中国語）
シユクラン（アラビア語）
スパスイーバ（ロシア語）
ダンケ（ドイツ語）
テリマカシ（ヒンドゥー語）
マハロ（ハワイ語）
メルシー（フランス語）

<Answer Key> Input the unused letters from top to bottom. For the example: サンキユー
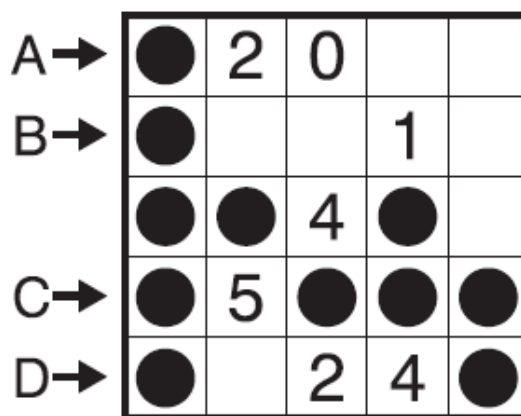
05 Minesweeper   ? pts

<Rule> Place the specified number of mines in the grid. The given numbers indicate the number of mines in the horizontally, vertically, and diagonally adjacent cells. Two or more mines cannot be placed in a single cell. The cells with numbers cannot contain mines.
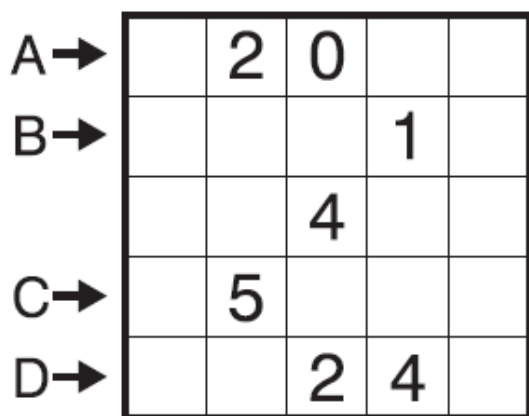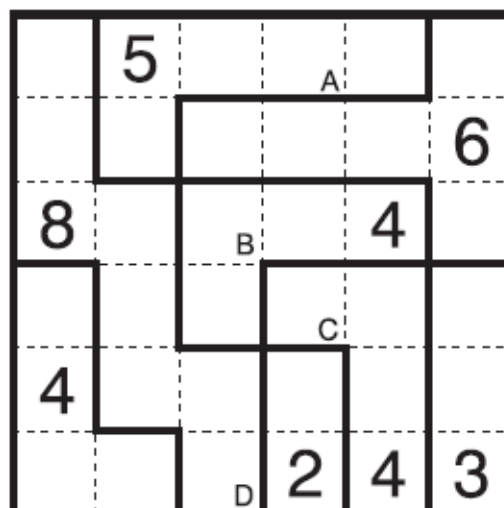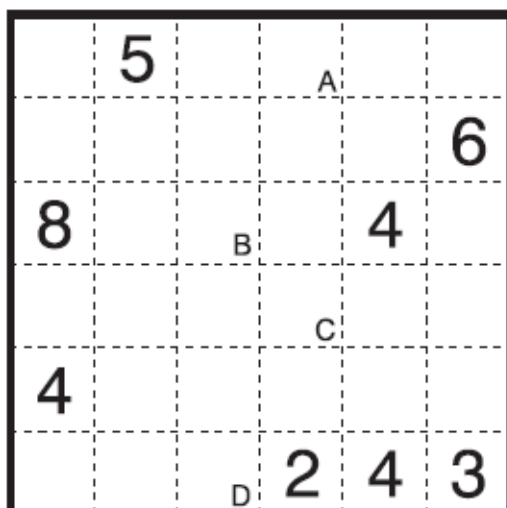
<Answer Key> Input the number of mines in the row with an arrow from A to D. For the example: 1142

06 Cross Division   ? pts

<Rule> Divide the grid into blocks which contain exactly one digit, along the grid lines. The number of cells in each block must be equal to the digit it contains. Except for the outer grid borders, there is no point where three lines meet. Unnecessary lines cannot be drawn.

<Answer Key> Input the number of cells in the block which contains a letter from A to D. For the example: 5448

07 Snake ? pts

<Rule> Draw a snake in the grid, 1 cell wide and 45 cells long (15 cells long in Example). The snake goes horizontally or vertically, and the body of the snake cannot touch itself, not even diagonally. The numbers outside grid indicate the number of the cells occupied by the snake in the corresponding row or column. All the cells of the snake are numbered in order, and its head, center and tail are given.
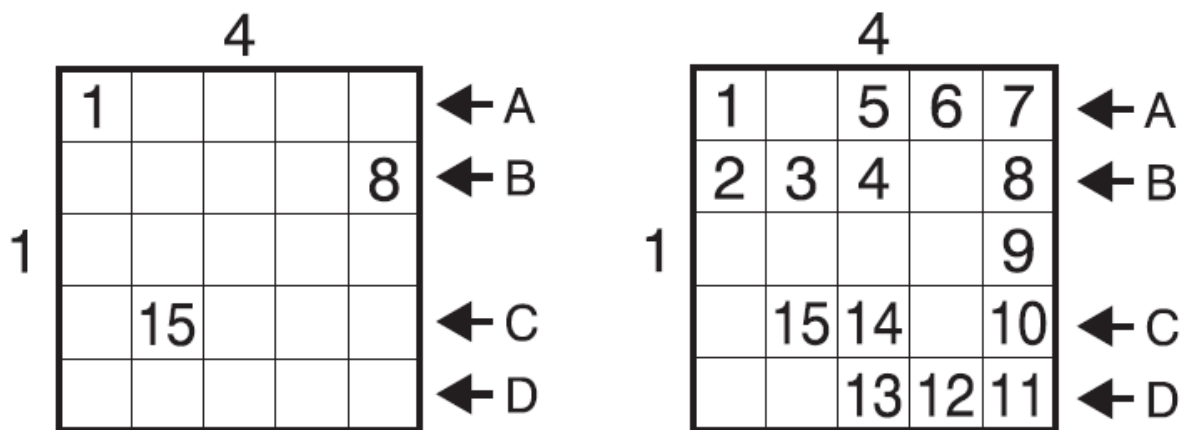
<answer Key> Input the number of cells occupied by the snake in the row with an arrow from A to D. For the example: 4433

08 Six Blocks ? pts

The rule and answer key will be released in the actual puzzle file.

09 Make Criss Cross   ? pts

<Rule> Reconstruct the frame of a criss-cross puzzle, using circles in the grid. Each word contains exactly one circle. A single circle cannot be contained by more than one word. The digit in each circle indicate the number of letters that the word with the circle has.
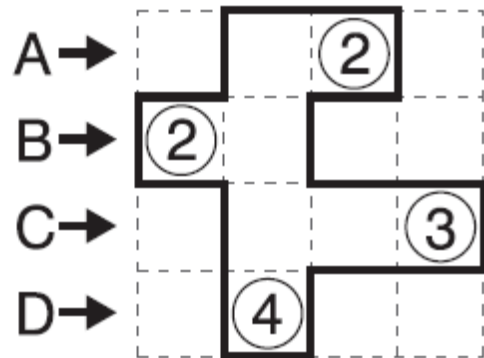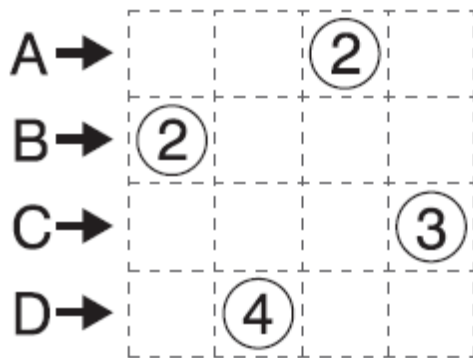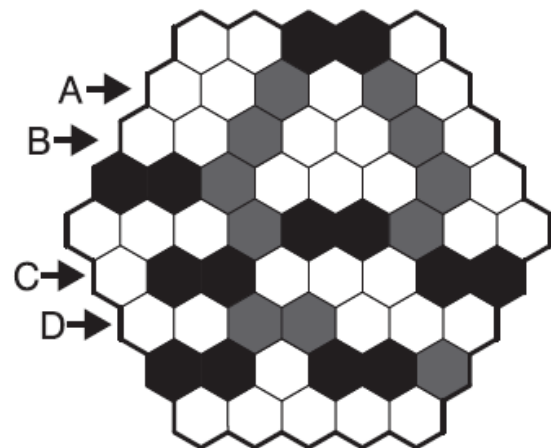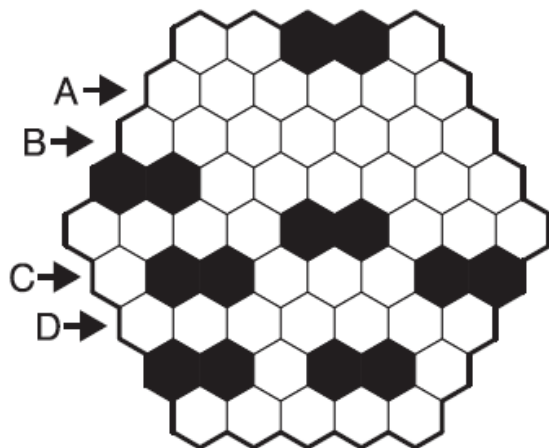

<Answer Key> Input the number of cells inside the frame in the row with an arrow from A to D. For the example: 2231

10 Honey Islands   ? pts

<Rule> Blacken some white cells so that there are separate 6 islands each consisting of 6 white cells within the honeycomb.
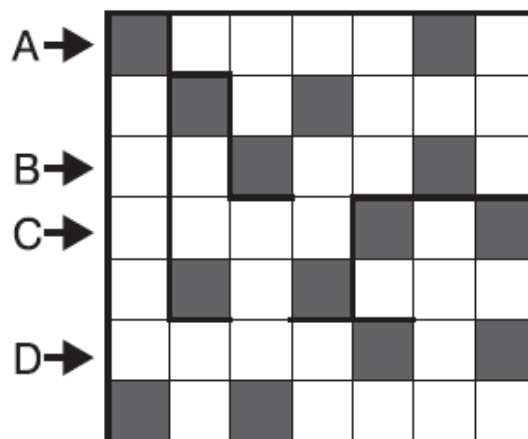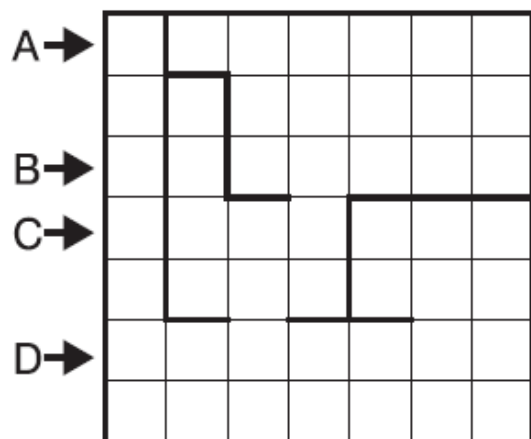

<Answer Key> Input the number of blackened cells in the row with an arrow from A to D. For the example: 2242

11 Cut Paper   ? + ? pts

<Rule> Cut off two cells from each row and column in the grid. When cutting with scissors along the thick lines, all remaining cells are connected horizontally or vertically. The cut cells cannot share an edge.
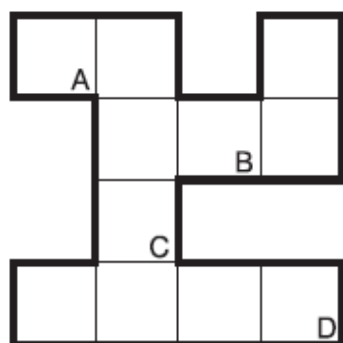
<Answer Key> Input the position (order from the left) of the left-most cut cells in the row with an arrow from A to D. For the example: 1355
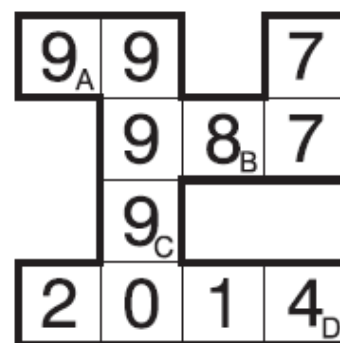
12 Sum Crossnumber   ? + ? pts

<Rule> Make pairs of numbers in the list and fill in the grid with sums of paired numbers, reading from left to right or from top to bottom. Every number is used exactly once for pairs.

2	210
14	777
27	2000
33	9988
50	
66	

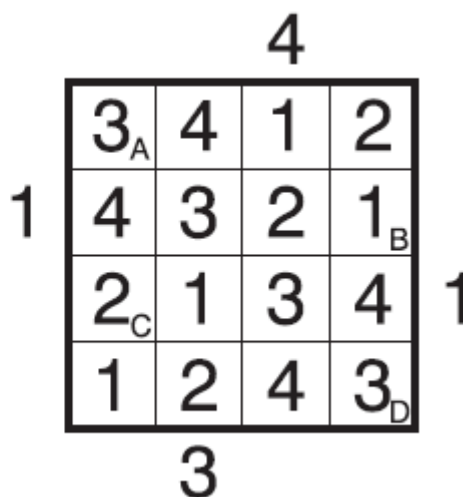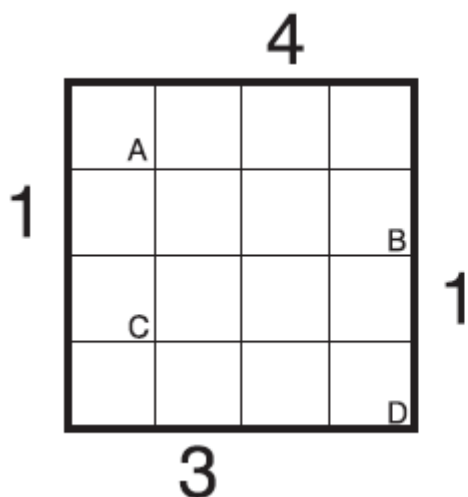<Answer Key> Input the digits in lettered cells from A to D. For the example: 9894

13 Skyscrapers   ? pts

<Rule> Place a digit from 1 to n (where n is a number of cells in each row/column) so that no digits may repeat within each row and column. The digits represent skyscrapers of different heights; the numbers outside the grid indicate how many skyscrapers can be seen in the respective row or column from the respective direction (smaller skyscrapers are hidden behind higher ones).
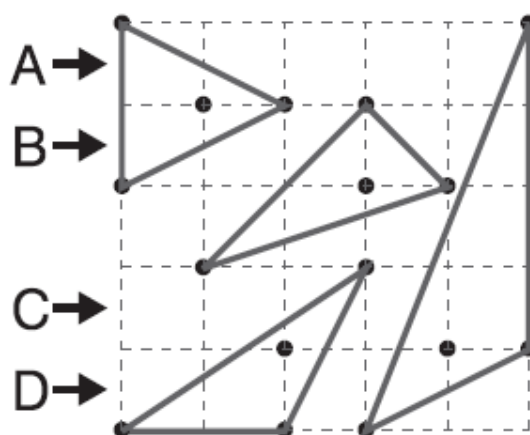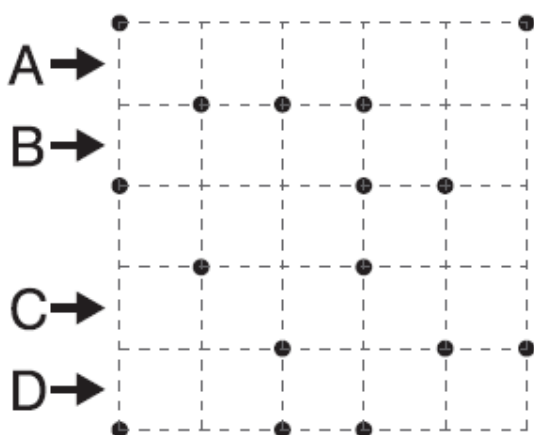
<Answer Key> Input the digits in lettered cells from A to D. For the example: 3123

14 Triangles   ? pts

<Rule> Make some triangles which contain exactly one dot inside, by connecting three dots. Every dot must be either used as the apex of a triangle or contained by a triangle. The triangles cannot overlap or touch each other, even at a point.
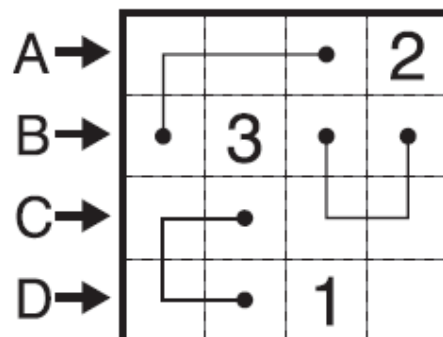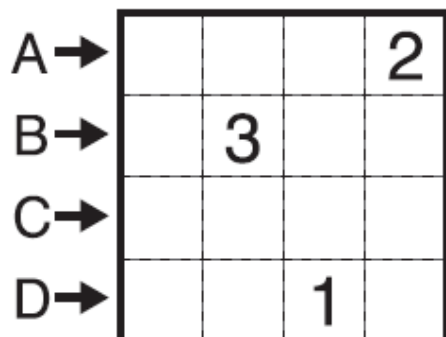
<Answer Key> Input the number of triangles in the row with an arrow from A to D. For the example: 2322

15 Worm End   ? pts

<Rule> Place some 4-cell-long worms in the grid. Two or more worms cannot be placed in a single cell. The given numbers indicate the number of the ends of a worm in the horizontally and vertically adjacent cells.
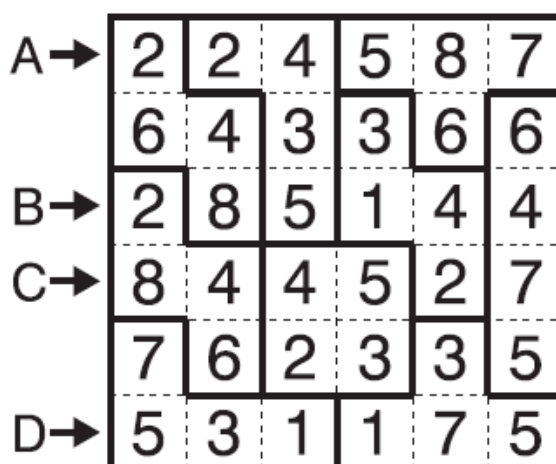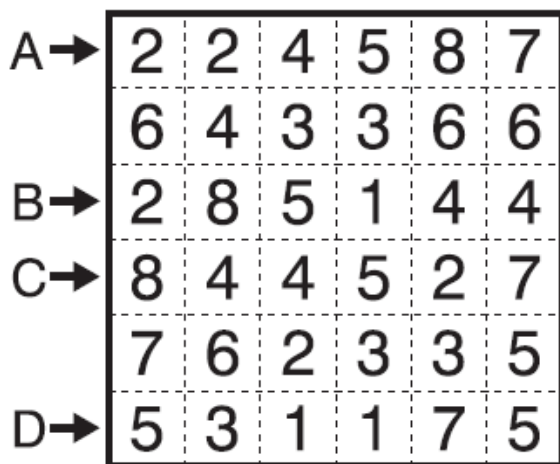
<Answer Key> Input the number of the ends of a worm in the row with an arrow from A to D. For the example: 1311

16 Number Division   ? pts

<Rule> Divide the grid into 4-cell blocks so that no digits may repeat within a single block. The numbers in a block must be either "all odd", "all even" or "consecutive numbers".

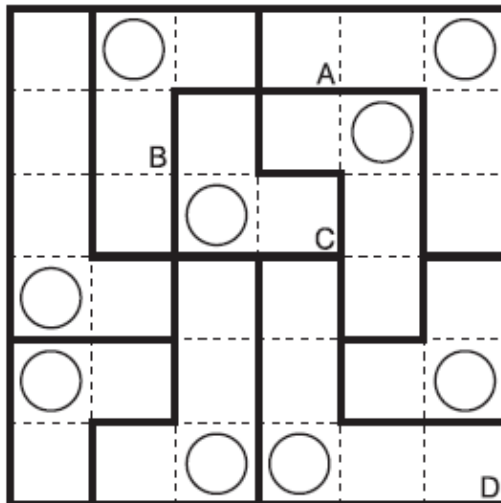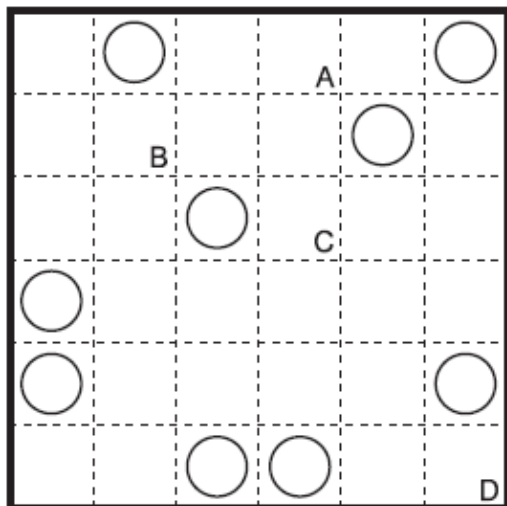<Answer Key> Input the number of blocks in the row with an arrow from A to D. For the example: 3542

17 L   ? pts

<Rule> Divide the grid into L-shapes with 1-cell width. In every corner cell of a L-shape must contain a circle. All circles are already given in the grid. L-shapes with the same size cannot share an edge.

<Answer Key> Input the number of cells in the block which contains a letter from A to D. For the example: 5435

18 No Touch ABC Distance   ? pts

<Rule> Place a letter from A to C so that each letter appears exactly once in each row and column. The same letters cannot touch each other by a corner. The clues outside the grid show the distance between two specified letters in the corresponding row or column.
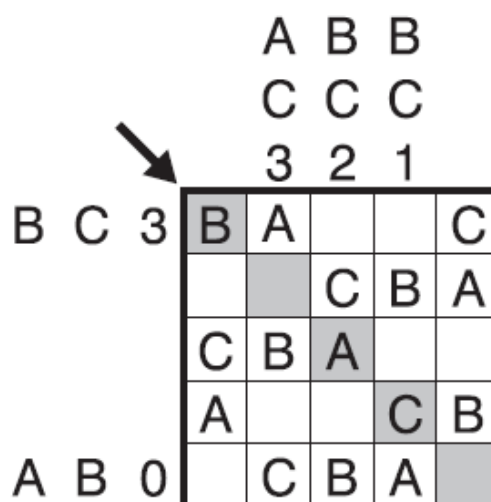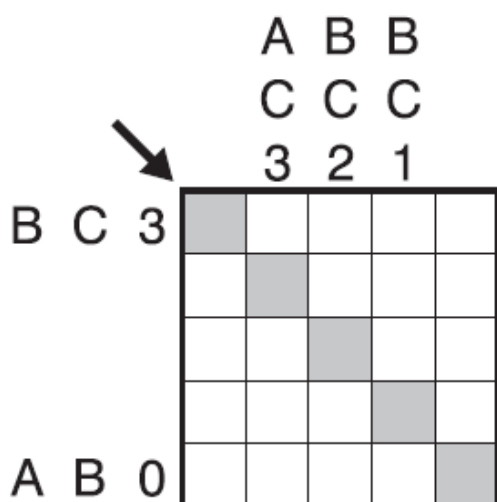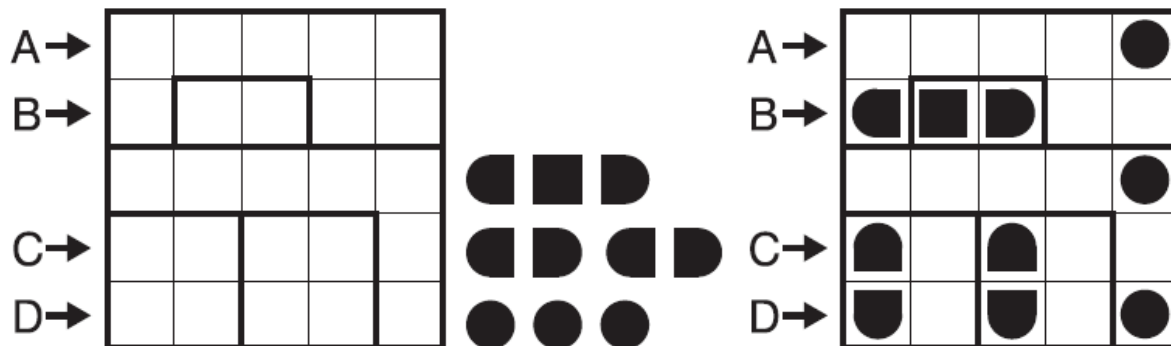
<Answer Key> Input the content of letters in the diagonal shown by an arrow. Use X for empty cells. For the example: BXACX

19 Area Battleships   ? pts

<Rule> Place a given set of ships in the grid. The ships may not overlap or touch each other, not even diagonally. In each outlined region, exactly two ship segments are placed.
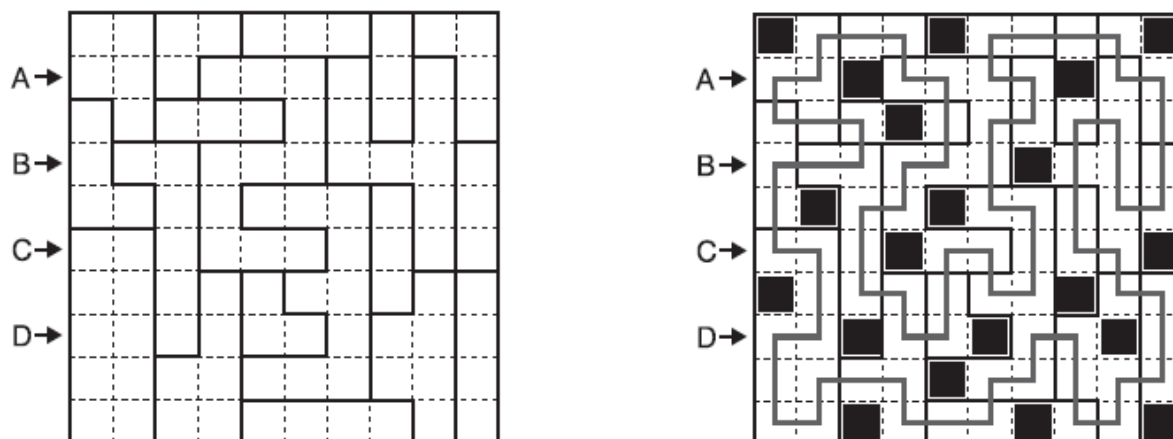
<Answer Key> Input the number of ship segments in the row with an arrow from A to D. For the example: 1323

20 3 Types Loop   ? pts

<Rule> Blacken some cells and draw a single closed loop through all remaining cells by connecting the centers of adjacent cells. The blackened cells cannot share an edge. Each block
Draw a single closed loop connecting the centers of adjacent cells. Each block surrounded by thick lines must contain all of following 3 types of cells: cell with straight path, cell with turning path, blackened cell.
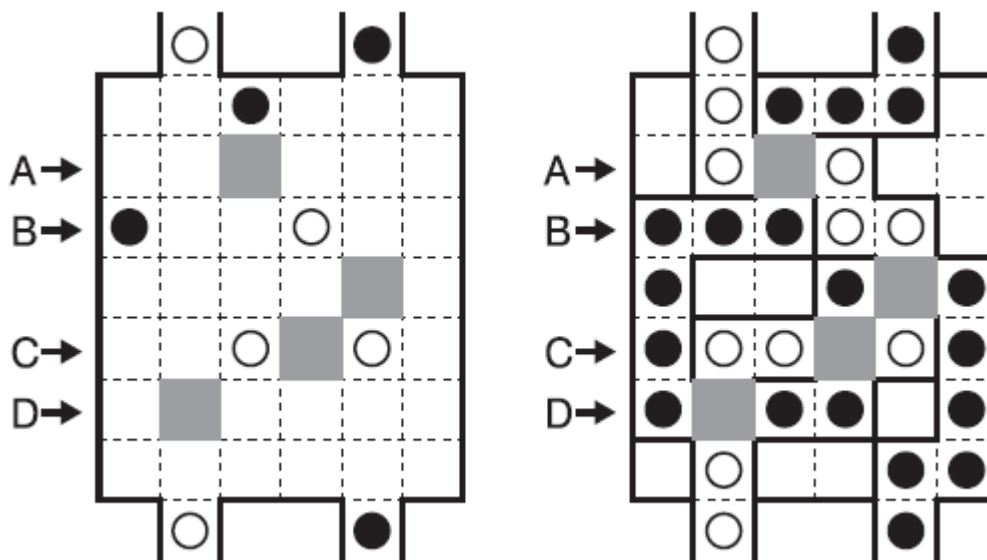
<Answer Key> Input the number of blackened cells in the row with an arrow from A to D. For the example: 2122

21 Tangled Ribbons   ? pts

<Rule> Connect each of two ribbons (white and black) from top to bottom in the grid. Each ribbon is 1 cell width, and does not have a branch. One ribbon cannot touch itself horizontally/vertically, but it may touch itself diagonally or share an edge with the other ribbon. Gray cells are passed by both ribbons, and all possible gray cells are already shown in the grid. All of cells with a white/black circle and all gray cells must be passed by the ribbon(s).


<Answer Key> Input the number of cells occupied by the ribbon(s) in the row with an arrow from A to D. For the example: 3565

22 Count Number   ? pts

<Rule> Place a digit from 1 to N (where N is the size of the outlined region in cells) exactly once so that consecutive digits within a single region are orthogonally adjacent. Cells that contain the same digit cannot touch each other, not even diagonally.
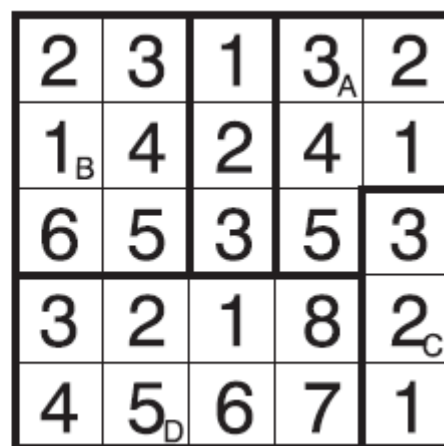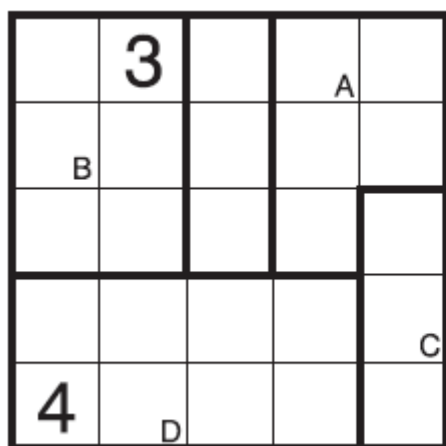

<Answer Key> Input the digits in lettered cells from A to D. For the example: 3125

23 Place Arrows   ? pts

<Rule> Place some straight arrows in the grid. Each arrow goes either horizontally or vertically, and has an arrowhead in one side of the ends. The arrows that are already placed in the grid cannot be extended, and two or more arrows cannot be placed in a single cell. In every row and column, four kind of arrowhead (up, down, left, right) must appear exactly once. The length of an arrow must be different from the nearest one that the arrow is pointing.
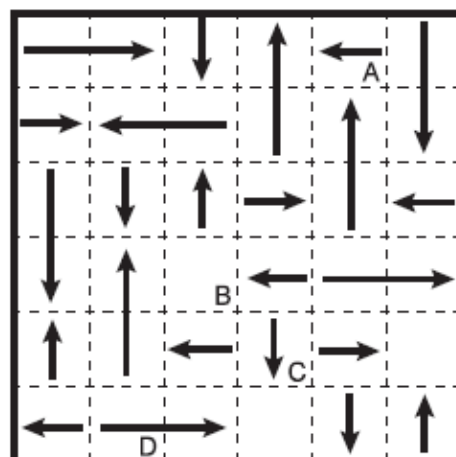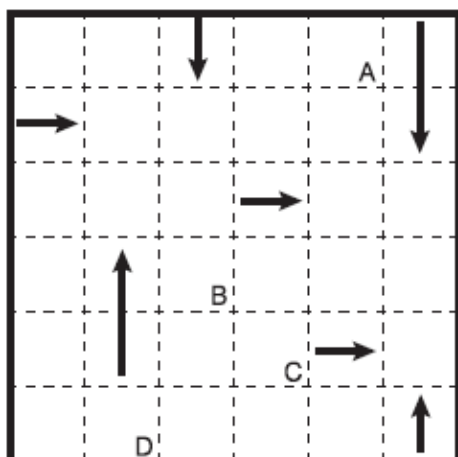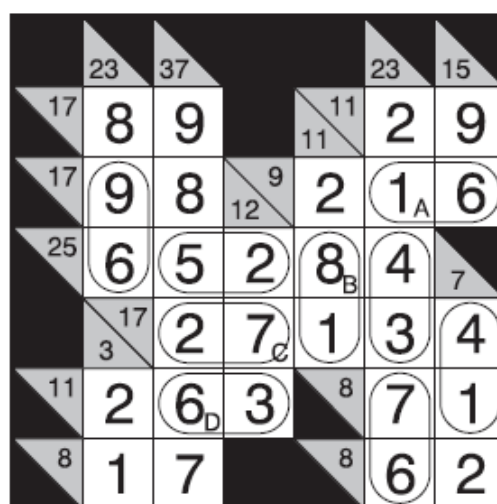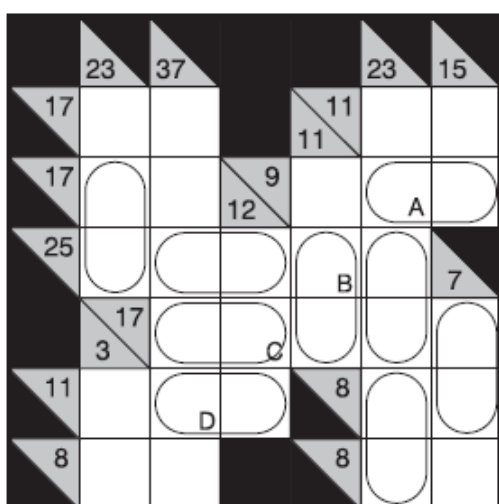
<Answer Key> Input the lengths of the arrow which contains a letter from A to D. Use 0 for empty cells. For the example: 1012

24 Capsule Cross Sums   ? pts

<Rule> Place a number from 1 to 9 so that each number in a triangle cell is equal to the sum of a series of digits given on the right or below. Digits cannot repeat within each sum. Each capsule must contain one odd digit and one even digit.

<Answer Key> Input the digits in lettered cells from A to D. For the example: 1876

25 Asymmetric Hexominoes   ? pts

<Rule> Place the given figures in the grid without overlapping each other. Each figure can be rotated or mirrored. Blackened cells indicate that a figure cannot be placed on those cells. Each figure must contain exactly one circle.

The digits by the given figures are only used for Answer Key.
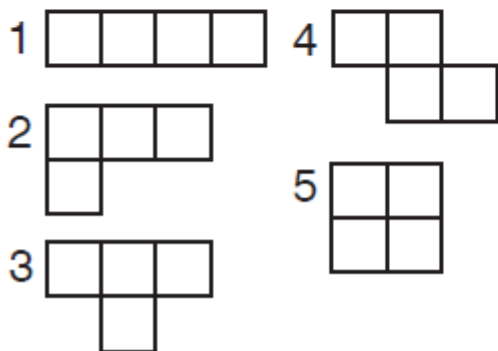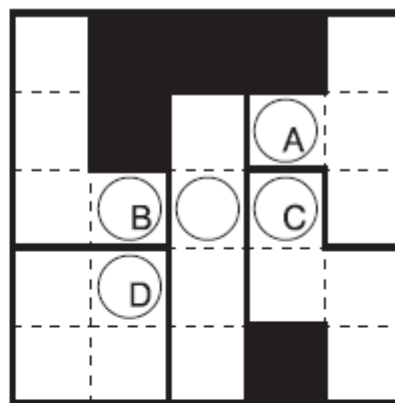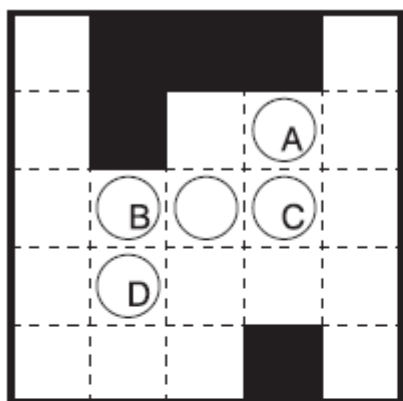
* In the actual puzzle, difference set of figures are used.

<Answer Key> Input the digits of the figure which contains a letter from A to D. For the example: 3245