# puzzle Ramayan

and

Episode – 1
4th – 8th January 2019

Classics and Evergreens
by
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Puzzle Ramayan rounds will also serve as qualifiers for Indian Puzzle Championship for year 2019. Please check http://logicmastersindia.com/PR/2019pr.asp **for details.**

About this Episode

This episode has 22 Puzzles from the following puzzle types:

- 3* Tents
- 3* Hitori
- 3* Four Winds
- 2* Eight Winds
- 3* Area Division
- 3* Battleships
- 3* Anglers
- 2* Wranglers

How to participate?

- Understand the rules of different puzzles that will appear in this episode. This Instruction Booklet has rules for each puzzle.
- Download the password protected Puzzle booklet (will be uploaded before the test starts). The Puzzle booklet contains the actual Puzzles to be solved. It is password protected, so you won't be able to open it.
- Any time on or after 4th January (but on or before 8th January), login at the submission page using your LMI userid and password. Please check the submission page for exact timing.
- Click on "Start". At this time, password for pdf will be shown and timer will start.
- The puzzle booklet should be downloaded, printed and solved on paper.
- There will not be any interface / applet to solve the puzzles on web browser.
- Most of the puzzles are designed to be solved faster on paper.
- We advise you to have a printer accessible with enough paper.
- Outside solving help of any kind is not permitted. This includes but is not limited to: assistance of any kind from any other person; prepared notes, books, calculators, computers, or tools other than items explicitly permitted.
- You are allowed to use writing implements, eraser, blank paper (including commercial graph paper), ruler, scissors, and tape.

If you are participating at LMI for first time, you must check the F.A.Q. at
http://logicmastersindia.com/t/?tid=381.

About answer keys and Submission

- Each puzzle has some answer keys, as described in the instructions.
- After solving the puzzle, you need to submit the puzzle using the answer keys.
- You may submit the answer keys anytime during the test duration. You may consider submitting a puzzle as soon as you solve it.
- Answer keys are always to be entered from left to right or top to bottom
- Don't enter any separator unless specified in the answer key
- If one row and one column is marked, enter the row first and then the column
- If multiple rows are marked, enter from top to bottom for marked rows
- If multiple columns are marked, enter from left to right for marked columns
- If horizontal and vertical keys are needed, first enter the horizontal and then the vertical
- Uppercase or lower case of answer key does not matter
- Characters other than alphabets, numbers and comma will be removed while checking the answer

Points Table and Scoring

Points typically indicate difficulty of the Puzzles and time required to solve them. You will get full points if you enter the correct answer key. While the organizers have made best efforts to match them, your personal experience and preference may differ.

Tents	2, 3, 7
Hitori	2, 3, 5
Four Winds	2, 3, 3
Eight Winds	3, 7
Area Division	3, 3, 10
Battleships	2, 4, 8
Anglers	2, 3, 4
Wranglers	7, 14

This test uses instant grading where a solver can submit any individual Puzzle and receive confirmation that the solution is correct or not. Each incorrect submission reduces the puzzle's potential score. The first, second, third, and fourth incorrect submissions reduce the potential score to 90%, 70%, 40%, and 0% respectively.

Bonus and Ranking

If you submitted all Puzzles correctly, you can have bonus points 1 point per minute saved, computed up to seconds.

Ranking will be based on following rules in order:
1. Most total points
2. Earliest final submission time, up to seconds (ignoring incorrect submissions)

About the Puzzle Booklet

The password protected Puzzle booklet will have 9 pages. We expect you to print and solve on paper, so you would need to have a printer accessible with enough paper.

1-3 Tents

2 + 3 + 7 points

Place one tent horizontally or vertically next to each tree. Tents do not touch each other, not even diagonally. The numbers outside the grid indicate the number of tents in that row or column.
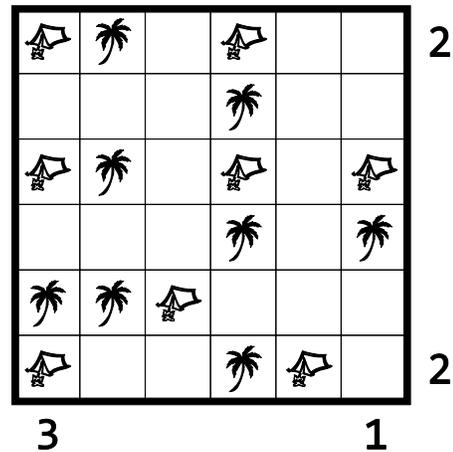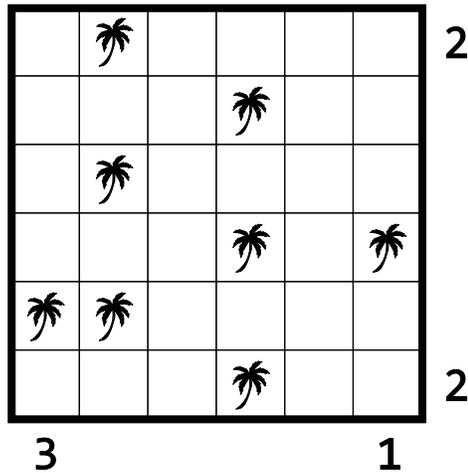
Answer key: Enter the maximum continuous non-tent area for each row, from top to bottom. In case of double digit numbers, enter the right (unit) digit only.

Example: 262633

4-6 Hitori

2 + 3 + 5 points

Shade cells such that digits do not repeat in rows and columns. Shaded cells cannot be adjacent to each other and all unshaded cells must be orthogonally connected.
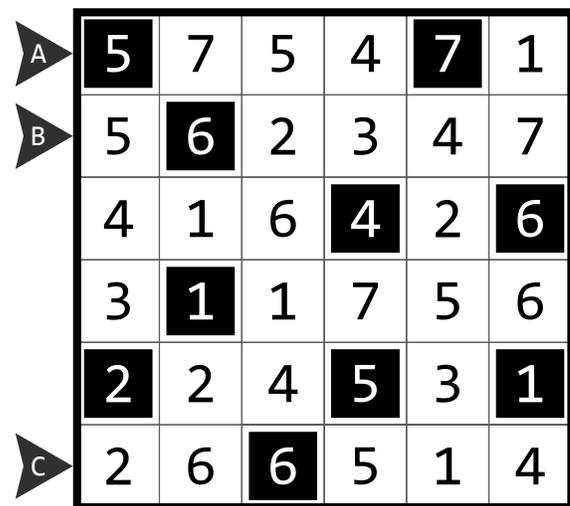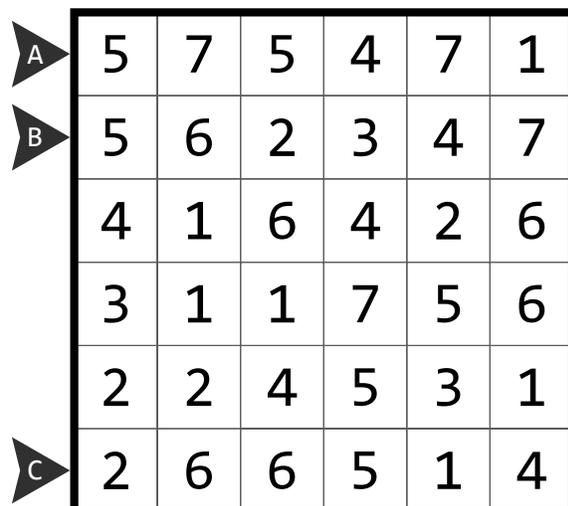

Answer Key: Enter the length of continuous areas of shaded and unshaded cells in the marked rows/columns.

Example: 1311, 114, 213

7-9 Four Winds

2 + 3 + 3 points

Draw one or more horizontal or vertical lines from each numbered clue so that all blank cells are connected to exactly one of the numbers. Lines cannot enter other numbered squares or intersect with other lines. Each number represents the total number of blank cells occupied by the lines from that number.
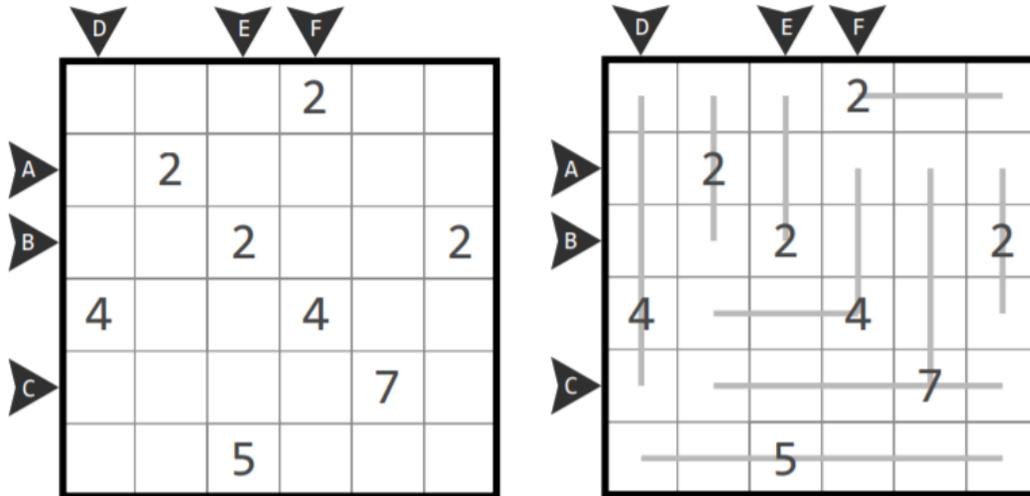
Answer Key: Enter length of largest line segment in marked row/column. Enter '0' if there are no line segments along the marked direction.

Example: 004, 422

10-11 Eight Winds

3 + 7 points

Draw one or more horizontal, vertical or slanting lines from each numbered clue so that all blank cells are connected to exactly one of the numbers. Lines cannot enter other numbered squares or intersect with other lines. Each number represents the total number of blank cells occupied by the lines from that number.
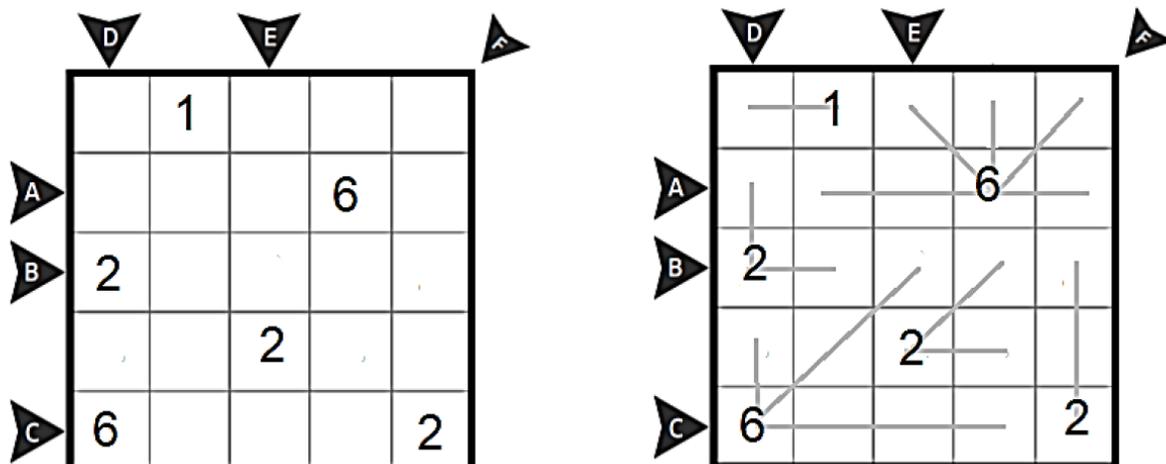
Answer Key: Enter length of largest line segment in marked row/column/diagonal. Enter '0' if there are no line segments along the marked direction.

Example: 313, 102

12-14 Area Division

3 + 3 + 10 points

Divide the grid into several regions along the gridlines. Each region has ALL the letters of the given range exactly once. Each letter on the grid must be part of exactly one region.

(Range: ABCD)

(Range: ABCD)
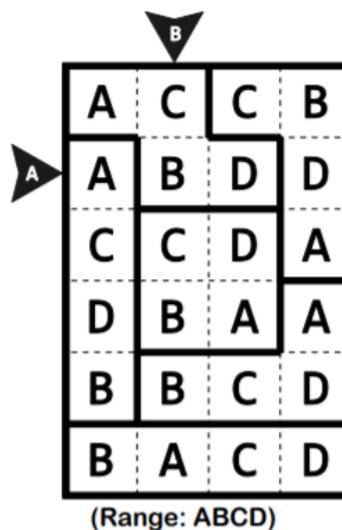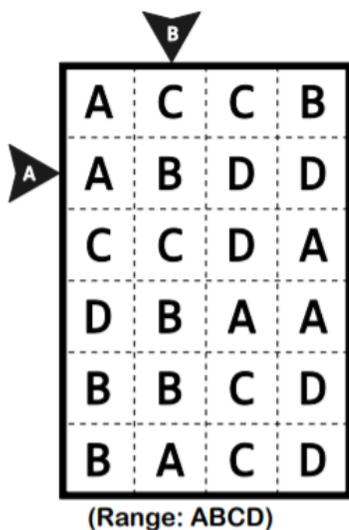
Answer Key: For each marked row/column, write the number of cells that belong to different regions - from left to right / top to bottom.

Example: 121,2211

15-17 Battleships

2 + 4 + 8 points

Place the given fleet of ships with the shapes of the ships as shown. The numbers outside the grid indicate the number of cells occupied by ships in that row or column. Ships cannot touch each other, not even diagonally. The ships may be rotated. Some cells are known to be water and are indicated by waves.
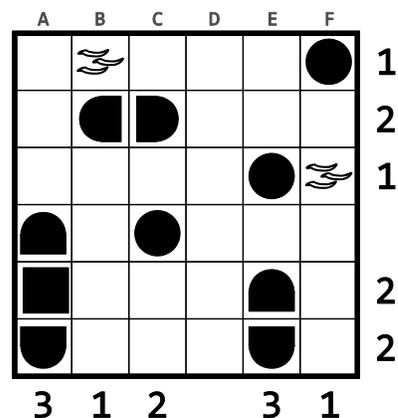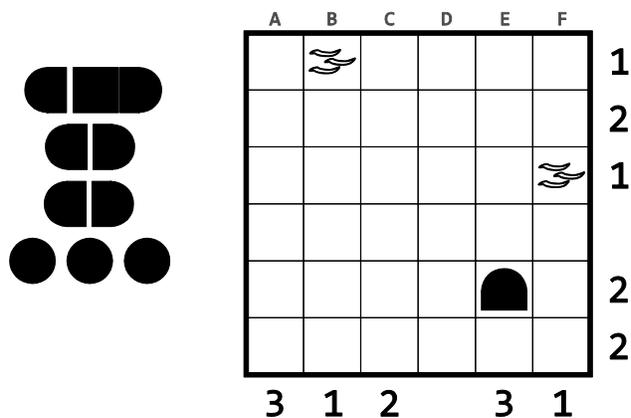
Answer Key: Enter the column of the left most cell occupied by a ship, for each row, from top to bottom. Use X if there are no ships.

Example: FBEAAA

18-20 Anglers

2 + 3 + 4 points

The grid represents a lake and the numbers on the periphery represent anglers (fishermen). The fishes shown in the lake are such that every angler gets exactly one fish. The numbers indicate the length of the fishlines which are composed of horizontal and vertical line segments. Draw the fishlines starting from grid border such that no two of them cross or overlap each other.
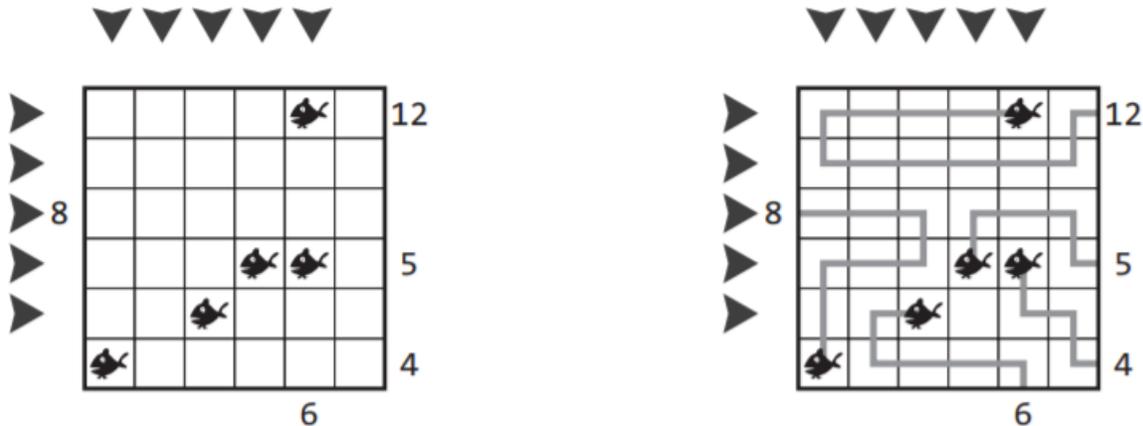
Answer key: Enter the number of turns in marked rows/columns.

Example: 22333, 32212

21-22 Wranglers

7 + 14 points

The grid represents a lake and the numbers on the periphery represent anglers (fishermen). The fishes shown in the lake are such that every angler gets exactly one fish. The numbers indicate the length of the fishlines which are composed of horizontal and vertical line segments. Draw the fishlines starting from grid border. Fishlines cannot overlap each other but fishlines can cross each other (and/or itself) straight through a cell. Each cell must be visited at least once.
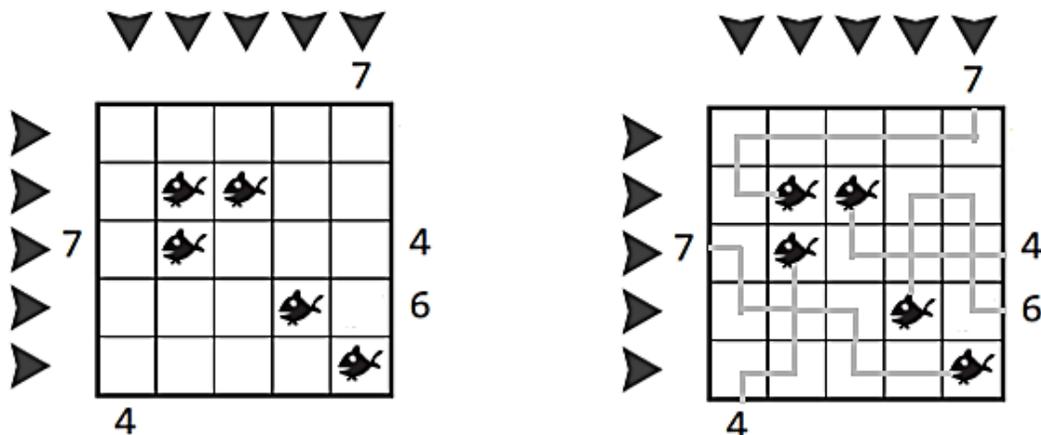
Answer key: Enter the number of turns in marked rows/columns.

Example: 23233, 51313