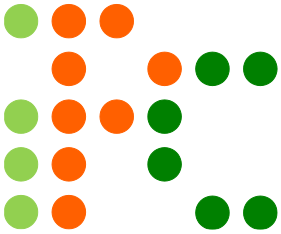
puzzle ramayan

and



Episode – 1
7th – 13th February 2025

Classics
by
Prasanna Seshadri

Puzzle Ramayan rounds will also serve as qualifiers for Indian Puzzle Championship for year 2025. Please check http://logicmastersindia.com/PR/2025pr.asp **for details.**

Important Links

Submission Page: http://logicmastersindia.com/live?contest=PR202501

Discussion Thread: http://logicmastersindia.com/t/?tid= 4162

F. A. Q. (contests): http://logicmastersindia.com/t/?tid=2773

F. A. Q. (online solving): https://logicmastersindia.com/live/faq-online-solving.asp

Registration, if required: http://logicmastersindia.com/register.asp

About this Episode

This episode has 22 Puzzles from the following puzzle types:

- 3* LITS
- 3* Shikaku
- 3* Kakuro
- 3* Tents
- 3* Yajilin
- 3* Magnets
- 2* Yajilin [Clue Pool]
- 2* Sus-Shikaku

How to participate?

- Understand the rules of different puzzles that will appear in this episode. This Instruction Booklet has rules for each puzzle.
- Any time on or after 7th February (but on or before 13th February), login at the submission page using your LMI user-id and password. Please check the submission page for exact timing.
- **If you plan to solve on paper:**
  a) 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.
  b) Click on "Start". At this time, password for pdf will be shown and timer will start. **The contest duration is 60 minutes.**
  c) The puzzle booklet can be downloaded, printed and solved on paper.
  d) We advise you to have a printer accessible with enough paper.
  e) You are allowed to use writing implements, eraser, blank paper (including commercial graph paper), ruler, scissors, and tape.
- **If you plan to solve on LMI's Penpa-Integrated Interface:**
  a) Click on this link and understand the instructions - https://logicmastersindia.com/live/faq-online-solving.asp
  b) It is noted on the link too, but we note it here as well to be clear – the participants must still input the answer keys in the boxes below the puzzle and submit them to receive credit as given below.
- 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.
- Participants may use both paper solving and online solving, even interchangeably. Eventually our system will only count anything submitted in the submission boxes in either mode.

If you are participating at LMI for first time, it will be useful to check the F.A.Q. at http://logicmastersindia.com/t/?tid=2773.

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

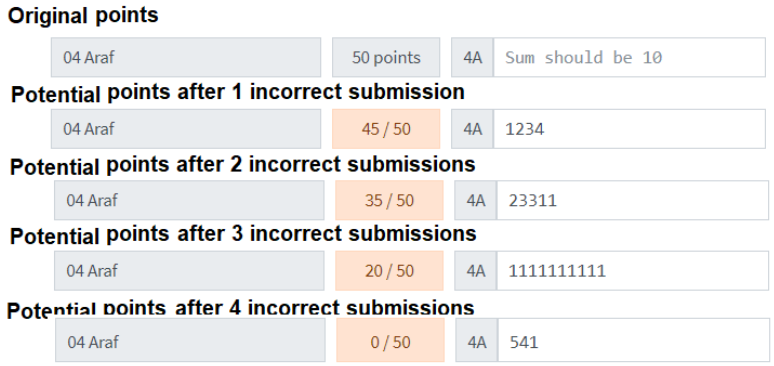
- If multiple rows are marked, enter from top to bottom for marked rows
- If multiple columns are marked, enter from left to right for marked columns
- Uppercase or lower case does not matter for answer keys where letters must be entered.
- Characters other than the ones explicitly expected by the answer key will cause the red highlight to appear around the submission box.

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.**

LITS	2, 4, 3
Shikaku	2, 4, 3
Kakuro	7, 7, 8
Tents	2, 6, 9
Yajilin	2, 3, 4
Magnets	2, 8, 13
Yajilin [Clue Pool]	2, 5
Sus-Shikaku	2, 2

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. A demonstration for this is shown below.



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)

Credits

- **Wessel Strijkstra and Superrabbit** for test solving the puzzles and providing invaluable feedback.
- The original creator **opt-pan** for penpa edit - https://opt-pan.github.io/penpa-edit/
- **Swaroop Guggilam** for his recent efforts in adding features to Penpa-edit - https://swaroopg92.github.io/penpa-edit/ and also working to integrate it with our contest engine.

About the Puzzle Booklet

The password protected Puzzle booklet will have 9 pages. This is relevant only for paper solvers.

Solutions and keys (including the key explanation) to examples are towards the end of the booklet in the Solutions section.

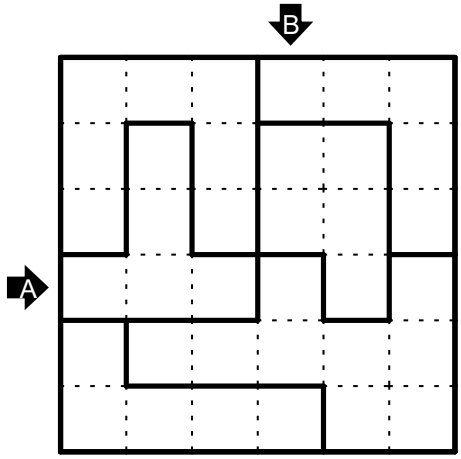
1-3 LITS

2 + 4 + 3 points

Shade one tetromino of cells in each region so that all shaded cells form one orthogonally connected area. Two tetrominoes of the same shape may not touch orthogonally, counting rotations and reflections as the same. No 2x2 region may be entirely shaded.

[The puzzles in the contest will be of sizes 8x8, 9x9 and 10x10. This example is 6x6.]

Penpa for example: https://tinyurl.com/ytm65shu



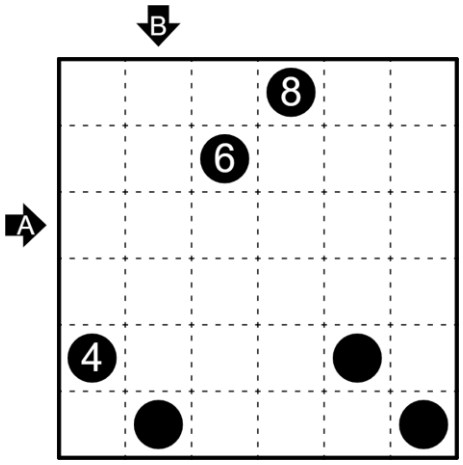
4-6 Shikaku

2 + 4 + 3 points

Divide the grid into rectangular regions of orthogonally connected cells. Each region must contain exactly one circle. A number in a circle represents how many cells are in the region the circle belongs to.

[The puzzles in the contest will be of sizes 8x8, 9x9 and 10x10. This example is 6x6.]

Penpa for example: https://tinyurl.com/44m6ejn8



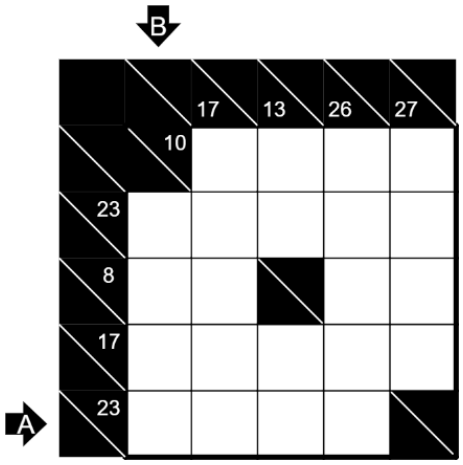
7-9 Kakuro

7 + 7 + 8 points

Fill in the white cells in the grid with digits from 1 to 9. The sum of digits in each horizontal / vertical group of cells is given on its left/top. Digits do not repeat within any set of consecutive white cells.

[The puzzles in the contest will be of sizes 7x7, 8x8 and 9x9. This example is 6x6.]

Penpa for example: https://tinyurl.com/y3t385sz



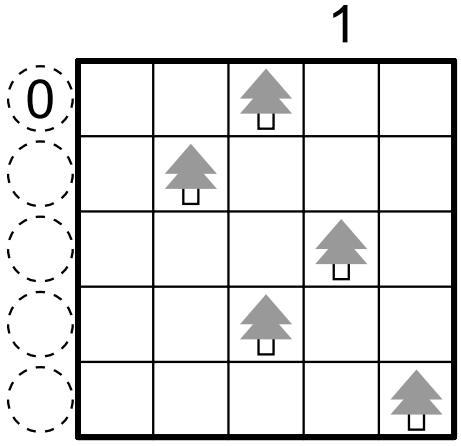
10-12 Tents

2 + 6 + 9 points

For each tree in the grid, place a tent in an empty orthogonally adjacent cell, connecting to it. Tents may not touch one another, not even diagonally. A clue given outside the grid represents the number of tents in the corresponding row or column.

[The puzzles in the contest will be of sizes 8x8, 9x9 and 10x10. This example is 5x5.]

Penpa for example: https://tinyurl.com/26nfrdjl



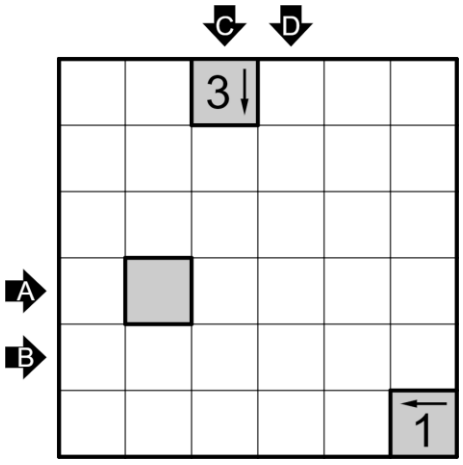
13-15 Yajilin

2 + 3 + 4 points

Shade some cells and then draw a single closed loop (without intersections or crossings) through all remaining white cells. Shaded cells cannot share an edge with each other. Some cells are outlined and in gray and cannot be part of the loop, but aren't counted as 'shaded' either. Numbered arrows in such cells indicate the total number of shaded cells that exist in that direction in the grid.

[The puzzles in the contest will be of sizes 8x8, 9x9 and 10x10. This example is 6x6.]

Penpa for example: https://tinyurl.com/2gx8x3k7



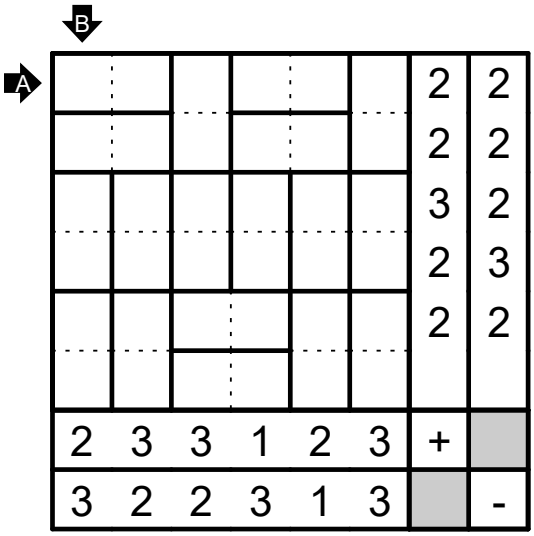
16-18 Magnets

2 + 8 + 13 points

Place pluses and minuses into some cells such that the numbers outside the grid equate to how many of the indicated symbol appear in the corresponding row or column. An outlined domino either contains no pluses and no minuses, or one cell with a plus and one cell with a minus. No two symbols of the same type may appear in orthogonally adjacent cells.

[The puzzles in the contest will be of sizes 6x6, 8x8 and 10x10. This example is 6x6.]

Penpa for example: https://tinyurl.com/2bjyncga



19-20 Yajilin [Clue Pool]

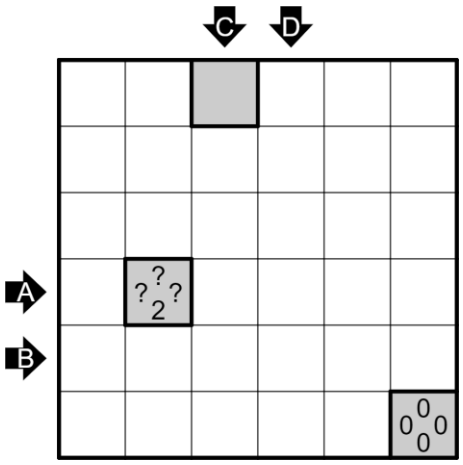
2 + 5 points

Apply regular Yajilin rules.

Instead of a single number and an indicated direction, the clues are now in the form of four numbers. These are valid Yajilin clues for all 4 cardinal directions and it is part of solving to determine the way they get assigned. A "?" stands for any number including 0.

[The puzzles in the contest will be of sizes 8x8 and 9x9. This example is 6x6.]

Penpa for example: https://tinyurl.com/2l4v3njh



21-22 Sus-Shikaku

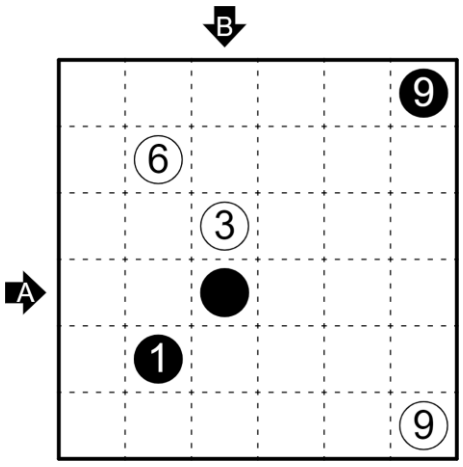
2 + 2 points

This is a variation of Shikaku.

Divide the grid into regions of orthogonally connected cells. Each rectangular region must contain exactly one black circle. Each non-rectangular region must contain exactly one white circle. A number in a circle represents how many cells are in the region the circle belongs to.

[The puzzles in the contest will be of sizes 7x7 and 9x9. This example is 6x6.]

Penpa for example: https://tinyurl.com/f47yj4zs



Solutions

For this round, all answer keys will NOT be the same for all puzzles.

The keys are given section by section.

LITS – For each marked row/column, enter the number of consecutive shaded and unshaded cells in the direction of the arrow. Use unit's digit for double digit values.

Shikaku, Sus-Shikaku – For each marked row/column, enter the number of consecutive cells belonging to separate regions in the direction of the arrow. Use unit's digit for double digit values.

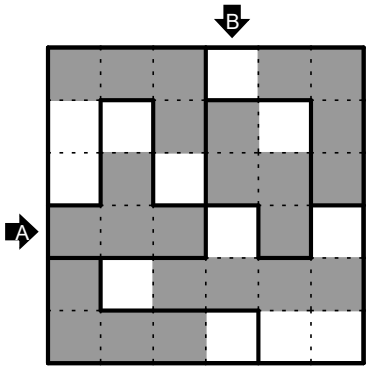
Kakuro – For each marked row/column, enter the digits in the direction of the arrow. Ignore black cells.

Tents – For each row from top to bottom, enter the number of tents.

Yajilin, Yajilin [Clue Pool] – For each marked row/column, enter the lengths of separate loop segments in the direction of the arrow. Use unit's digit for double digit values. Enter 0 if there are no segments.

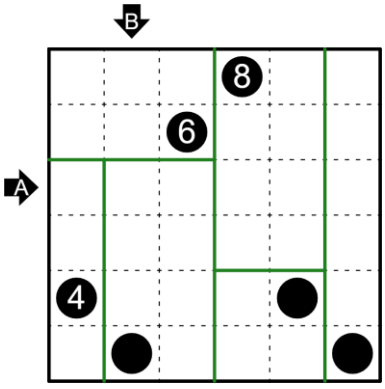
Magnets – Enter the contents of marked rows/columns. Use P for positive plate, N for negative plate and X for non-magnetic plate.

LITS



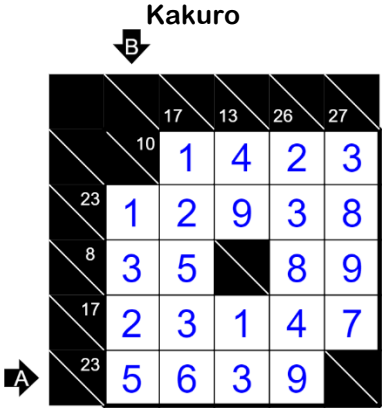
Key: 3111, 12111

Shikaku



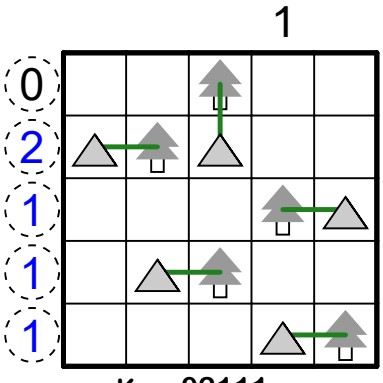
Key: 1221, 24

Kakuro



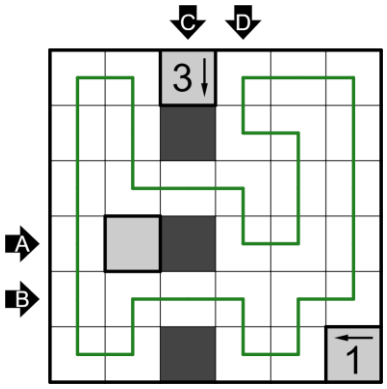
Key: 5639, 1325

Tents



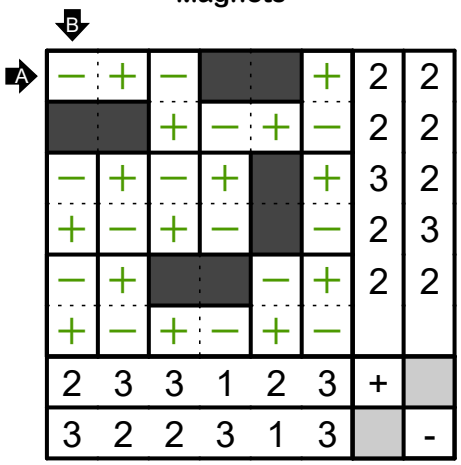
Key: 02111

Yajilin



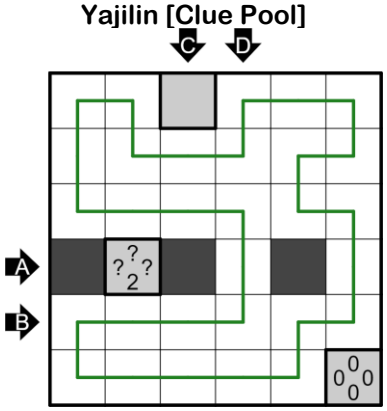
Key: 1, 21, 0, 111

Magnets



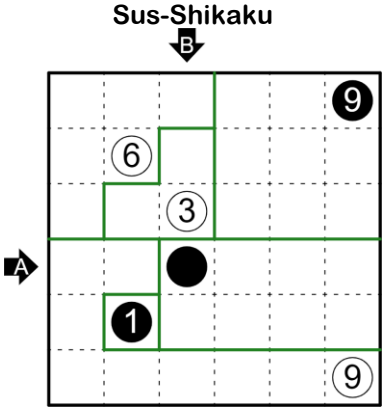
Key: NPNXXP, NXNPNP

Yajilin [Clue Pool]



Key: 0, 31, 0, 12

Sus-Shikaku



Key: 24, 1221