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Episode – 5 18th April – 24th April 2025

Word & Casual by Priyam Bhushan and 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=PR2002505

Discussion Thread: http://logicmastersindia.com/t/?tid= 4245

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* Word Labyrinth
- 3* Letter Scrabble
- 3* Hidden Words
- 2* Word Nurikabe
- 3* Loop Finder
- 3* Letter Weights
- 3* Pyramid Climbers
- 2* Overlap

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 18th April (but on or before 24th April), 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.

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Word Labyrinth	3, 7, 11
Letter Scrabble	2, 5, 5
Hidden Words	3, 4, 6
Word Nurikabe	6, 7
Loop Finder	1, 2, 3
Letter Weights	3, 5, 8
Pyramid Climbers	2, 3, 4
Overlap	4, 6

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.

Original points

	04 Araf	50 points	4A	Sum should be 10		
Potential points after 1 incorrect submission						
	04 Araf	45 / 50	4A	1234		
Potential points after 2 incorrect submissions						
	04 Araf	35 / 50	4A	23311		
Potential points after 3 incorrect submissions						
	04 Araf	20 / 50	4A	1111111111		
Potential points after 4 incorrect submissions						
	04 Araf	0/50	4A	541		

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 13 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 Word Labyrinth

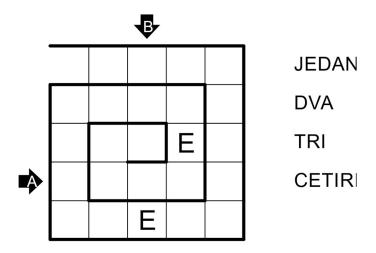
3 + 7 + 11 points

Write all the given words into the grid. Each word must be readable following the spiral inwards and all letters of a word must appear in consecutive cells. Different words must be separated by at least one empty cell. Letters cannot appear more than once in any row or column.

Some letters are already given.

[The puzzles in the contest will be of sizes 7x7, 8x8 and 8x8. This example is 5x5.]

Penpa for example: https://tinyurl.com/27123oru



4-6 Letter Scrabble

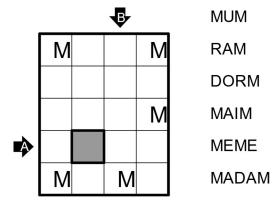
2 + 5 + 5 points

Place all the listed words exactly once in the grid going across (left to right) or down (top to bottom). Each word intersects with at least one other word and all words are interconnected. No words of two or more letters can appear anywhere in the grid, except the ones listed. If a letter is given, all instances of it are given.

Shaded cells cannot contain any letters.

[The puzzles in the contest will be of sizes 7x7, 8x8 and 8x12. This example is 5x4.]

Penpa for example: https://tinyurl.com/23k9exco



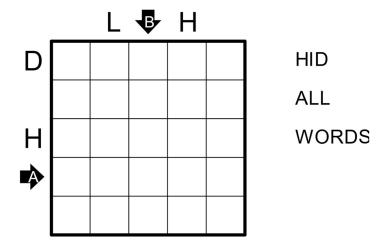
7-9 Hidden Words

3 + 4 + 6 points

Place the given words into the grid in straight lines of consecutive cells going from left to right or top to bottom. Words may not touch each other, not even diagonally. A letter outside the grid must appear somewhere in the corresponding row or column.

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

Penpa for example: https://tinyurl.com/29l6jh3k



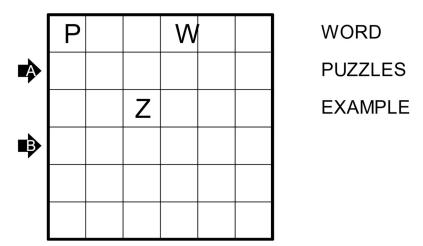
10-11 Word Nurikabe

6 + 7 points

Place the given words in the grid, so that the words can be read in horizontally and vertically connected cells. Different words can't touch each other horizontally or vertically. The remaining cells must form a single connected shape and can't have any 2x2 areas anywhere. Each word has exactly one letter given in the grid.

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

Penpa for example: https://tinyurl.com/264lxlq4

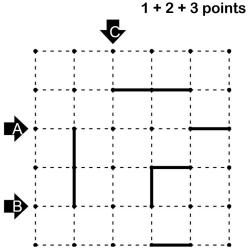


12-14 Loop Finder

Draw a non-intersecting loop through all vertices (grid points). The loop must contain the given segments.

[The puzzles in the contest will be of sizes 7x7, 9x9 and 11x9. This example is 5x5.]

Penpa for example: https://tinyurl.com/25doohcx



15-17 Letter Weights

Write a number next to each letter (in each cell) so that the numbers corresponding to the letters in each given word have the given sum. Different letters must have different numbers. The range of numbers is given.

[There is no size information for this puzzle.]

Penpa for example: https://tinyurl.com/26wzu46v

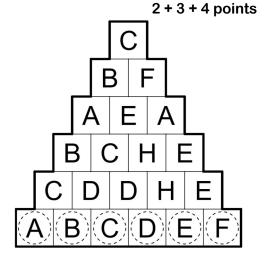
•• •							
	3 + 5 + 8 points						
{1~5}		•					
RAT = 11	Α						
TEAR = 12	E						
ATE = 8	Н						
THE = 9	R						
HAT = 10	Т						

18-20 Pyramid Climbers

Each cell at the bottom of the pyramid has a "climber" associated with it. Each climber may climb up a path of adjacent cells, upwards only, never sideways. For each path, all the letters in that path's cells are distinct. Each cell is reached by exactly one climber. Determine the paths of all climbers.

[The puzzles in the contest will be of 7 rows, 8 rows and 9 rows. This example is 6 rows.]

Penpa for example: https://tinyurl.com/24ub5egf

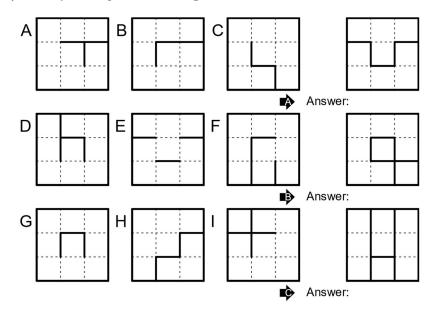


4 + 6 points

For each figure on the right, from top to bottom, find all the pieces on the left that can overlap with it (I.e. the set of elements is a subset of the one in the figure). Consider any white area as 'transparent' when overlapping with the figures. Pieces can be rotated but not reflected. All cells of the piece must overlap with the figure.

[There is no size information for this puzzle.]

Penpa for example: https://tinyurl.com/25geh22x



Solutions

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

The keys are given section by section.

<u>Word Labyrinth, Letter Scrabble, Hidden Words, Word Nurikabe</u> – For each marked row/column, enter the letters that appear, in order. Ignore empty/shaded cells along the way. If there are no letters, enter 0.

<u>Loop Finder</u> – 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.

Letter Weights - Enter the numbers corresponding to letters from top to bottom.

<u>Pyramid Climbers</u> – Enter the size of the climber's path in terms of number of cells visited, for each cell in the bottom row, from left to right.

<u>Overlap</u> – For each figure from top to bottom, enter the labels for the pieces that overlap with the figure, in alphabetical order. Enter 0 if no piece overlaps.

