26-Letter Puzzle Contest

A 24HPC round repurposed as LMI test, by Puzzlers Club

26 puzzles • 1000 points • 100 minutes • 10–16 July 2026

Instructions Booklet

WRITING TEAM

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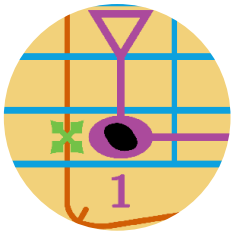

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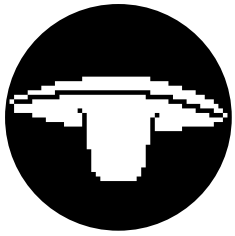

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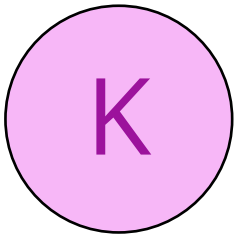

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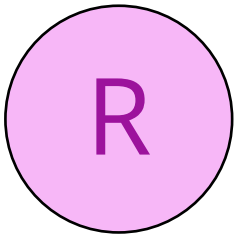

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FOREWORD

We are Puzzlers Club, a Discord community of friends who bond over the love of puzzles of all kinds; our 15-person writing team just reflects a small slice of the community. We love solving puzzles as much as writing them. As a community, Puzzlers Club have written several contests on LMI in the past, including the *We Are Puzzlers Club* series (2019) and *Typed Logic* (2020). Our individual members have also written various other contests. For example, Ivan wrote *Deception* (2013) and *25 Years* (2020); Martin and Walker wrote Puzzle Ramayan rounds earlier this year (2026); and Yannick Yao was part of the writing team of WSPC 2024.

A standard feature of our sets is a global, overarching aesthetic theme tying up all the puzzles. However, we allow each puzzle to be written by its own author, leading to a variety of styles even in a single set. Our puzzles also span a wide variety of genres, from classic genres that many solvers know, to obscure genres that we wish to give more spotlight for, and anywhere in between.

Puzzlers Club have also contributed to 24HPC, annually since 2018. As with every year, we got the offer to write for 24HPC 2026, and we prepared a set with a strong "26" theme (see below). Unfortunately, the event was postponed to next year. We were offered the chance to carry the set over to the next year. However, with our theme, we decided it would be better to release the set this year instead. Thus this contest was born. The contest's name is to allude to the 24HPC origin of the set.

Each puzzle's author is credited along with the puzzle. If the example puzzle is written by someone else or obtained from elsewhere, that will be mentioned separately.

There will be additional write-up on Ivan's webpage (https://chaoticiak.github.io/logic.html) after the contest.

THEME

The theme of this set is the NATO phonetic alphabet. It is a set of 26 words, one corresponding to each English letter, used to pronounce letters verbally such as through radio.

We picked this theme to try to out-guess other 24HPC authors. As it is the year 2026, we expected most authors would go with the standard theme of 26 letters, perhaps in the style of one genre beginning with each letter of the alphabet. (Of course, with the 24HPC being postponed, we can't tell what the other authors would have written.) Thus we decided to go with something unusual by taking a different set of 26 letters: the NATO phonetic alphabet. Specifically, we themed our puzzles after the *words* themselves.

As is custom for our recent 24HPC sets, we have some flavor text in blue. Flavor texts contain various remarks: what theme a genre or a puzzle has, why it was chosen that way, and other fun information. You may safely ignore all flavor text for the purpose of solving. There is separate flavor text for the Instructions Booklet and the Puzzle Booklet. **Note:** The online interface has no flavor text. If you're solving online, you are encouraged to read the Puzzle Booklet after the contest.

CONTEST SPECIFICS

You are currently reading the Instructions Booklet. It contains information about how the contest is run — this section you are reading — as well as the instructions for each puzzle in the contest. You are encouraged to read it in full, even for puzzle genres you happen to be already familiar with. Particularly important words will be in **bold**, while text that mainly matters in edge cases will be in *italics*.

The Puzzle Booklet is a password-protected PDF file that contains the puzzles. You will receive the password when you start the contest. It contains the instructions, solved examples (not the unsolved state), and the puzzles themselves. The PB is **20 pages** long, including a cover page.

The Solutions Booklet will be released after the contest. It will contain solutions to all puzzles, solving tips for select puzzles, and possibly more.

The contest takes place on the Logic Masters India website, and is open **10 July 2026 (Fri) at 10:00 UTC – 16 July 2026 (Thu) at 23:59 UTC**; many websites online can convert this to your local time. You may start the contest any time during this period. Once you begin the contest, you have **100 minutes** to submit your answers. Make sure to start early enough so you have the full duration before the contest closes.

Each puzzle has been given a point value, which approximately reflects the puzzle's difficulty and the time needed to solve the puzzle. However, these point values are determined by our testsolving team, and your personal experience may differ. Each correct answer awards you the point value of the puzzle.

Once you solve a puzzle, derive the answer key using the instructions for the puzzle and submit it into the website. Each puzzle has its own method to derive the answer key. Only your answer key will be judged; you only need to (and can only) submit the answer key. **Notes:** Whenever you need to enter a number (e.g. number in a cell, length of a line segment, etc), only enter the units (last) digit of that number. If you are asked to enter something (e.g. lengths of line segments in a row) but there is none, enter a single 0.

Online solving is available. In the online solving mode, each puzzle is presented using the Penpa+ interface. Some more detailed information for online solving can be read here: https://logicmastersindia.com/live/faq-online-solving.asp. There is one exception: **puzzle 17 (Quebec) is not available online**.

Note that the Penpa+ interface will not be graded at all, and it will not check the answer for you. You will still have to derive the answer key, and only your answer key is graded. The Penpa+ interface is provided "as is"; we do not promise it is useful or even sufficient for any particular puzzle. You may solve some puzzles on paper and others online in any combination, if you so wish.

Instant Grading is enabled. Once you submit an answer key, you receive immediate feedback on whether it is correct or not. If it is wrong, you may re-submit. There is a penalty on submitting incorrect answers: after 1, 2, 3, 4 mistakes on a puzzle, the puzzle's point value decreases to 90%, 70%, 40%, 0% of its initial value.

If you finish all puzzles within the 100 minutes, you receive time bonus of **10 points per minute remaining**, computed up to seconds. Note that you must finish all puzzles, even those which have gone down to be worth 0 points, in order to claim the time bonus.

PUZZLES LIST

Alfa	Alphametics [Two Equations]	by Ammar	30 pts
Bravo	Killer	by dohz	40 pts
Charlie	Triple Choco	by InvalidD	70 pts
Delta	Water Walk [Triangular]	by yosh	10 pts
Echo	Dotchi Dotchi Loop	by Gabriel	10 pts
Foxtrot	Masyu [Dance]	by Walker	40 pts
Golf	Herugolf	by InvalidD	20 pts
Hotel	Sum Skyscrapers [Unknown Bank]	by ManyPinkHats	60 pts
India	Bhai Bahan [Full]	by Gabriel	60 pts
Juliett	Star Battle	by Yannick	20 pts
Kilo	Balance	by Yannick	30 pts
Lima	Edamame [Hex]	by Ammar	40 pts
Mike	(C)YCLOPS	by Martin	50 pts
November	Remembered Length	by boboquack	40 pts
Oscar	Tron	by boboquack	50 pts
Papa	Tapa or Pata	by Kusane	50 pts
Quebec	K-Back [Irregular Grid]	by Rever	30 pts
Romeo	Battle Stars	by Yannick	60 pts
Sierra	Mountain	by ManyPinkHats	20 pts
Tango	Tango	by Ammar	50 pts
Uniform	School Trip	by Jovi	50 pts
Victor	Rock, Paper, Scissors	by Yannick	30 pts
Whiskey	Cocktail Lamp	by dpad	20 pts
Xray	Akari [X-ray]	by InvalidD	30 pts
Yankee	Turn-and-Run	by InvalidD	30 pts
Zulu	Shakashaka	by Jovi	60 pts

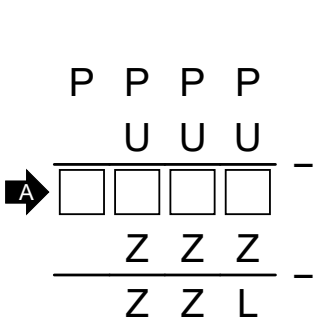
01. Alphametics [Two Equations] 30 pts

ALFA, by Ammar

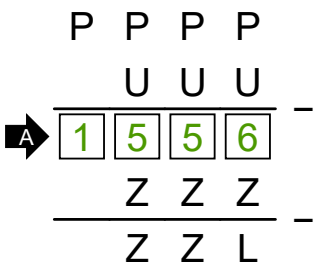
Replace each letter with a digit from 0-9. All instances of the same letter must be replaced by the same digit. Different letters must be replaced by different digits.

There are **two equations**, the top half and the bottom half, which **share the central number**. The two equations must be correct. Equations are in base 10, and no number has any leading zero.

The central number is made of squares. Each square may contain any digit, possibly a digit already used by another letter or a digit that is not represented by a letter, and the squares don't need to all have the same digit. However, the central number still may not have any leading zero.



	B		B
0		5	
1		6	
2		7	
3		8	
4		9	



	B		B
0	-	5	-
1	-	6	U
2	P	7	Z
3	-	8	-
4	-	9	L

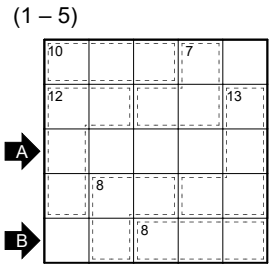
Answer key: The central number (row A), followed by the corresponding letter for each digit 0-9 (columns B). If a digit does not correspond to any letter, enter - (a hyphen). **For the example:** 1556, --P---UZ-L

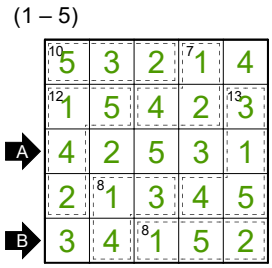
The NATO alphabet "Alfa" is simply the word "alpha", spelled using F to reinforce the "ph" sound should be pronounced like "f". Thus we chose a genre whose name also features "alpha". In fact, the name "Alphametics" also comes from "alphabet" + "arithmetics", so this genre choice is as if it encompasses the whole set.

02. Killer 40 pts

BRAVO, by dohz Example by Ivan

Fill in a positive integer from the given range into each cell. Each row/column must have exactly one instance of each number. For each cage (outlined by dashes), all numbers in it must be different, and they must add up to the given clue.





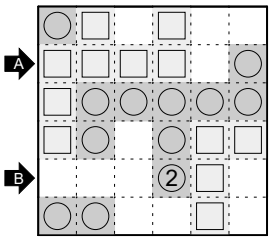
Answer key: Numbers in the marked rows/columns. **For the example:** 42531, 34152

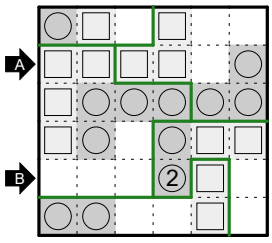
There is an alternate, less-known meaning of "bravo", meaning an assassin (usually hired).

03. Triple Choco 70 pts

CHARLIE, by InvalidD

Divide the grid into regions of orthogonally connected cells. Each region must contain **three** blocks of same-colored orthogonally connected cells, one mass in each color. *(To help with printing, light gray cells are marked with squares, and darker gray cells are marked with circles.)*





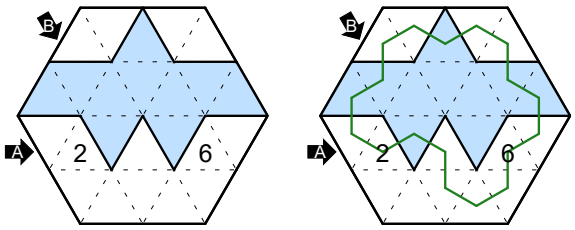
In a region, its three blocks must be congruent to each other. Each number clue tells the size of the block it's contained in.

Answer key: Lengths of segments of cells in the marked rows/columns, separated by region borders. *(Ignore the shading of the cells.)* **For the example:** 24, 3111

Charlie and the Chocolate Factory is a 1964 children's novel by Roald Dahl. Thus the name "Charlie" is quite strongly associated with chocolate. There are a few logic puzzle genres themed after chocolates, including Double Choco and Choco Banana. That said, there have been three movie adaptations of the novel (so far), and C is the 3rd letter of the alphabet. All these point to using "Triple" Choco rather than just Double Choco.

04. Water Walk [Triangular] 10 pts

DELTA, by yosh Example by boboquack



On the **triangular grid**, draw a non-intersecting loop connecting cell centers and traveling through cell sides.

The loop can be divided into "legs" of being on land (white cells) and on water (blue cells). Water legs must be at most 2 cells long.

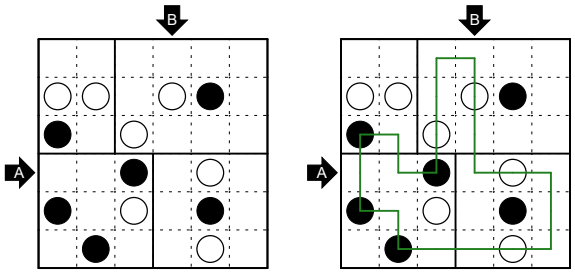
The loop must pass through all given number clues. Each clue tells the length of the land leg passing it.

Answer key: Lengths of loop segments in the marked rows/diagonals. *(As long as the loop stays continuously on the same row/diagonal, this counts as one segment in the row/diagonal, even though the segment might appear to zig-zag.)* **For the example:** 31, 13

A river delta is a landmass created when a river joins another body of water, such as a lake or the ocean. The landmass is typically triangular in shape, and the name "delta" is derived from the Greek letter delta (whose uppercase Δ looks like a triangle). So the genre features land and water, and is also on a triangular grid. The example puzzle features "26" representing the year.

05. Dotchi Dotchi Loop 10 pts

ECHO, by Gabriel Example from pzpr



Draw a non-intersecting loop connecting cell centers and traveling orthogonally.

In each region, the loop must visit all circles of one color, and none of the other color. *(Each region contains at least one circle of each color. The loop may visit a region any number of times.)*

Whenever the loop visits a white circle, it must go straight on the circle. Whenever the loop visits a black circle, it must turn on the circle.

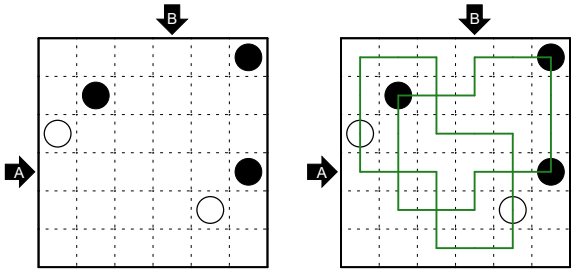
Answer key: Lengths of loop segments in the marked rows/columns. **For the example:** 12, 3

"Dotchi Dotchi Loop" has a repeated word, i.e. an echo. It is a variation of a Nikoli genre Dotchi Loop.

The example was taken from pzpr, but modified by Ivan. The original rules for Dotchi Dotchi Loop included the clause "if a region contains only circles of one color, the loop must visit them". This felt inelegant, and we replaced it with the promise that each region contains circles of both colors.

06. Masyu [Dance] 40 pts

FOXTROT, by Walker



Draw **two** loops connecting cell centers and traveling orthogonally. Each loop may not touch or intersect itself. The two loops may intersect each other going straight, but may not otherwise touch or overlap.

One loop must visit all white circles and no black circles. On a white circle, the loop must go straight on the circle, but must turn either immediately before or immediately after it. *(Or both.)*

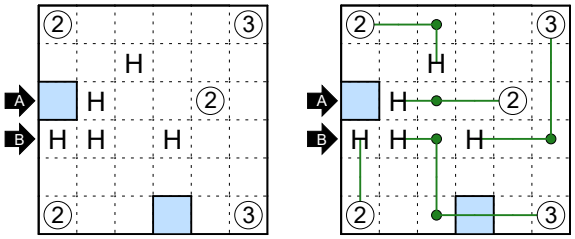
The other loop must visit all black circles and no white circles. On a black circle, the loop must turn on the circle, but must go straight both immediately before and immediately after it.

Answer key: Lengths of loop segments in the marked rows/columns. *(Count segments from both loops. Intersections do not split a segment.)* **For the example:** 22, 11

A foxtrot is a kind of dance. For loop genres, the "dance" variant asks the solver to draw two loops, which may intersect each other but otherwise do not overlap, where each loop obeys the base genre.

07. Herugolf — 20 pts

GOLF, by InvalidD — Example by Ivan



From each "ball" (circle with number), draw a path connecting cell centers and traveling orthogonally. The path must end on a "hole" (letter H). Paths may not touch or intersect themselves or other paths. This includes on the endpoints: a path may not go through another ball or go past a hole.

Each path can be divided into "swings". Each swing is a straight line. The first swing on a ball's path must be exactly the length shown by its number. Each successive swing must be exactly 1 cell shorter. *(All swings must be of positive length, so the ball must reach a hole after a 1-cell-long swing. But it may reach a hole earlier.)*

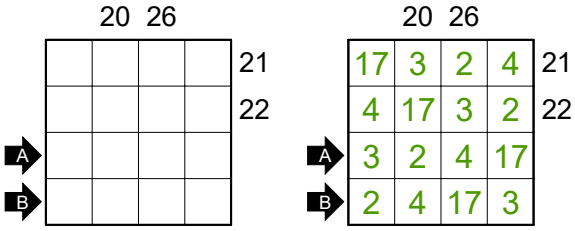
A swing may travel over water (blue cell), but may not end on water.

Answer key: Lengths of path segments in the marked rows/columns. *(Count segments from all paths. A segment may span across multiple swings in the same direction.)* **For the example:** 3, 12

Herugolf is a golf-based logic puzzle genre. There's no way we aren't using it.

08. Sum Skyscrapers [Unknown Bank] — 60 pts

HOTEL, by ManyPinkHats



Choose a set of N **distinct** positive integers as the bank, where N is the length of a side of the grid. Then fill in a number from that bank into each cell. Each row/column must have exactly one instance of each number from the bank.

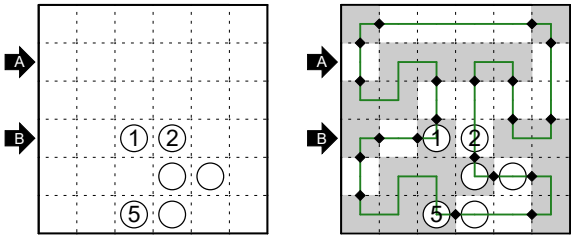
Each number inside the grid represents a skyscraper of that height. When looking from the side, taller skyscrapers hide shorter ones behind it. Each number clue outside the grid tells the **sum** of all numbers that can be seen in that row/column looking into the grid.

Answer key: Numbers in the marked rows/columns. For each number, only enter the units (i.e. last) digit. **For the example:** 3247, 2473

Many hotels, especially five-star ones belonging to hotel franchises, are tall buildings like skyscrapers. Sometimes the reason is as simple as that. The example puzzle features "2026" representing the year.

09. Bhai Bahan [Full] — 60 pts

INDIA, by Gabriel — Example by Martin



Draw a non-intersecting loop connecting cell centers and traveling orthogonally. The loop must visit **all** cells.

If two circles are orthogonally adjacent, the loop must go straight on one of them, and make a turn on the other. Each number clue tells that its cell is part of exactly that many cells of going straight consecutively or turning consecutively.

(In the example solution, cells with turns are shaded, and diamonds mark whenever the loop changes from going straight to turning or vice versa. This is simply to help illustrate the rules: two orthogonally adjacent circles have different shading, and a number tells the length of the loop segment when the loop is split by the diamonds.)

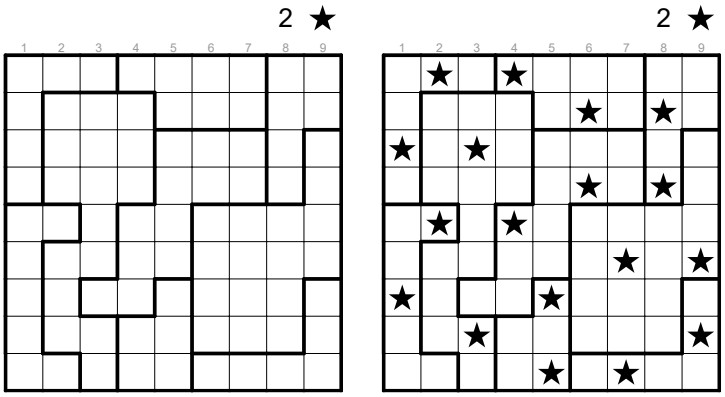
Answer key: Lengths of loop segments in the marked rows/columns. **For the example:** 11, 21

Bhai Bahan is a genre invented by Prasanna Seshadri, a well-known puzzler from India.

10. Star Battle 20 pts

JULIETT, by Yannick

Example from Puzzle GP



Place a star on some cells of the grid. Each row, column, and region must contain exactly the indicated number of stars, given on the top-right of the grid. Stars may neither be orthogonally nor diagonally adjacent to each other.

Answer key: The column number of the leftmost star in each row. *(The column numbers above the grid are to help entering the answer key.)* **For the example:** 261627135

(The competition puzzle has some cells shaded in gray. This is for aesthetic theme only; the shading can be ignored.)

Romeo and Juliet are characters in a famous Shakespearean play of the same name. In the play, they are referred to as "star-crossed lovers". By sheer coincidence, both "Romeo" and "Juliett" are NATO alphabets, so we chose to use the same base genre for the two puzzles. The genre is Star Battle, which is about stars and (to some extent) crossings to disallow other stars nearby.

Similar to Alfa, "Juliett" is spelled with two T's to emphasize the "t" sound. This is because in some languages, a single ending "t" is silent.

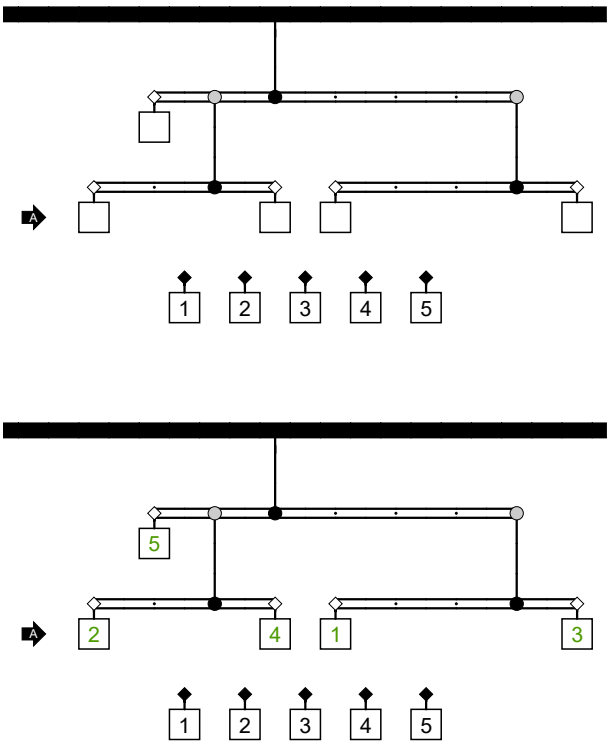
11. Balance 30 pts

KILO, by Yannick

Fill in a number to each weight on the mobile. Each weight in the bank (given below the mobile) must be used exactly once each.

The entire system must be balanced, defined as follows. For each horizontal rod, the "torque" of a weight is its weight multiplied by the distance to the fulcrum (black dot on the rod). The rod may have additional rods attached to it; each weight on a lower rod contributes torque to the main rod as well, with distance measured to the lower rod's attachment point on the main rod. The total torque on both sides of the fulcrum must be the same. *(The rods themselves, and the vertical strings attaching rods/weights, have no weight and can be ignored.)*

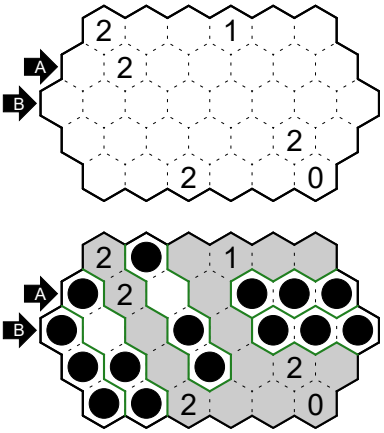
Answer key: Weights on the marked rows. **For the example:** 2413



Kilo is a SI prefix (meaning 10^3), but its common usage specifically means "kilogram", a unit of mass.

12. Edamame [Hex] 40 pts

LIMA, by Ammar



On the **hexagonal grid**, place some "edamames" on empty cells. An edamame is a straight line shape of at least 3 cells long. Exactly 3 of its cells contains a bean: one at each endpoint, and one somewhere in the middle. *(In the example solution, beans are marked with black circles.)*

Edamames may not intersect each other, or cover any number clue. The non-edamame cells *(which include cells with the number clues)* must form a single connected group.

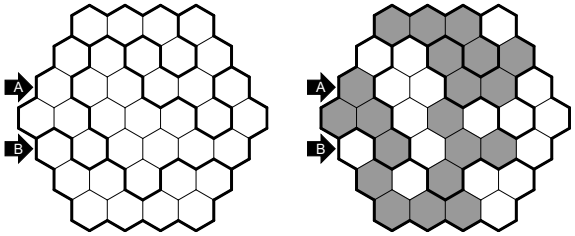
Each number clue tells the number of beans adjacent to it.

Answer key: Lengths of segments of cells in the marked rows/diagonals, separated by borders of edamames. *(Whether a cell has a bean is irrelevant.)* **For the example:** 11113, 111113

Lima is a kind of beans. Edamame is a dish of boiled or steamed beans, even though it doesn't actually use lima beans (it uses soybeans).

13. (C)YCLOPS 50 pts

MIKE, by Martin



On the **hexagonal grid**, shade a shape of 4 cells in each region. Congruent shapes may not share a side.

All shaded cells must form a connected group. However, no **straight line of 4 consecutive cells** may be all shaded.

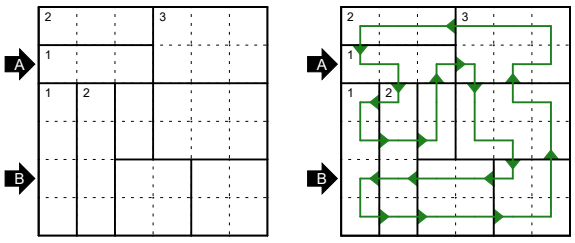
Answer key: Lengths of segments of shaded/unshaded cells in the marked rows/diagonals. *(Ignore the region borders.)* **For the example:** 1221, 11121

Mike Wazowski is a character in the Monsters Inc. franchise of animated movies created by Pixar. He is a one-eyed monster. A cyclops is also a one-eyed monster, even though the scale is different (a cyclops is giant; Mike is small), so we chose a genre that spells "cyclops".

The genre itself is a LOTS variant, which in turn is a LITS variant. The name "LITS" comes from the 4 possible pieces in the genre, and its variants follow the same naming convention. "LOTS" is a LITS variant where instead of a "no shaded 2x2" rule, there is a "no line of 4 shaded cells" rule; thus the O piece is now allowed and the I piece is not. Similarly, "(C)YCLOPS" has the possible 4-cell pieces on a hexagonal grid, except for I.

14. Remembered Length 40 pts

NOVEMBER, by boboquack Example by Martin



Draw a non-intersecting **directed** loop connecting cell centers and traveling orthogonally. The loop must visit **all** cells.

The loop can be divided into "legs", separated by region borders. Whenever a loop visits a region with a given clue, its **next** leg must be exactly that many cells long. *(Regions without any clue has no such restriction. Even if the loop visits it multiple times, its corresponding next legs may have different lengths.)*

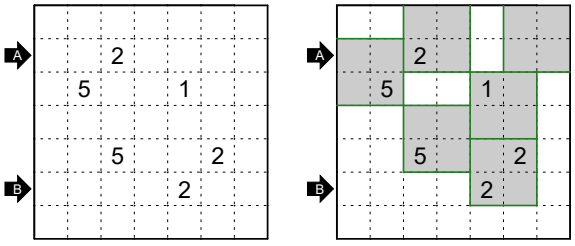
Answer key: Lengths of loop segments in the marked rows/columns. **For the example:** 111, 4

The Guy Fawkes Night, celebrated every 5 November, commemorates the arrest of Guy Fawkes in 1605, who tried to assassinate King James I. Songs celebrating the night often begin with "remember, remember, the fifth of November". The rhyme between "November" and "remember" (also used for the song) leads to this genre choice.

The example was taken from GAPP (Genuinely Approachable Paper Puzzles), a puzzle project in the Discord server for Cracking the Cryptic. (CTC is a YouTube channel specializing in Sudokus, by Simon Anthony and Mark Goodliffe.) Martin wrote this example puzzle for GAPP, and we re-used it here.

15. Tron — 50 pts

OSCAR, by boboquack



Place some **2×2** blocks on the grid. Blocks must be aligned to the grid, and may not overlap each other.

A block's "freedom" is how many different positions it can reach, not including its original position, by sliding in a single cardinal direction for one or more spaces. *(A position only counts if the block can slide there in a single slide. If the block has to make a turn, it does not count as a freedom.)*

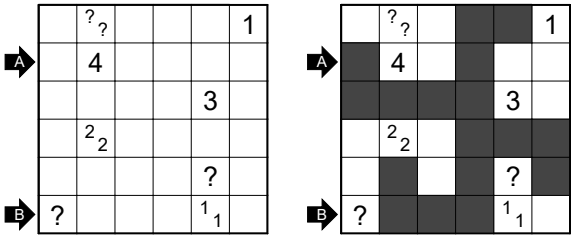
Each number clue must belong to a block, and tells the block's freedom. *(A block may have any number of clues, including none.)*

Answer key: Lengths of segments of cells in the marked rows/columns, separated by borders of blocks. **For the example:** 2212, 421

"Tron" is a movie franchise known for innovative visual effects. The original movie *Tron* (1982) had visual effects so advanced, it was denied from an Oscar nomination for Best Visual Effects because "using computers is cheating". That said, this genre comes from a wordplay "O's car", or O(-shaped) cars. Tren is a genre using cars, so we took it as a base and used 2x2 squares (i.e. O shapes) instead of the usual 1x2 and 1x3 rectangles.

16. Tapa/Pata — 50 pts

PAPA, by Kusane — Example by Martin



Shade some cells black. All shaded cells must form a connected group. However, no 2×2 area may be all shaded.

Clues may not be shaded. Each clue tells either the lengths of segments of shaded cells in the (up to) 8 cells around it, or the lengths of unshaded segments. *(Or both.)*

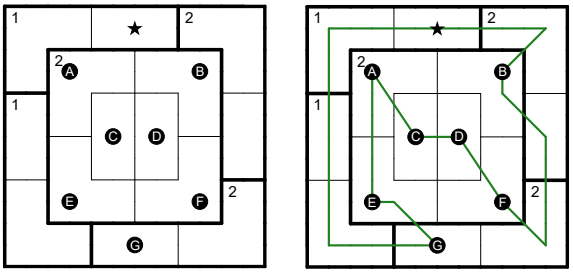
Some numbers have been replaced by question marks (?). It must be possible to replace the question marks in a clue with positive integers. *(Different question marks are unrelated and may be replaced by the same or different digits. The order of numbers in a single clue doesn't matter; a question mark may be larger than, smaller than, or equal to any other digit in the clue. It is possible a clue applies for shaded segments and unshaded segments, but with different values for the question marks. Unlike in usual Tapa, there is no "0" clue in this puzzle.)*

Answer key: Lengths of segments of shaded/unshaded cells in the marked rows/columns. **For the example:** 1212, 132

Tapa is a very well-known genre, and Pata is a common variant that clues unshaded segments rather than shaded segments. "Pata" is obtained by transposing the syllables of "Tapa". Now, "Papa" has a syllable from each, so it is a combination of Tapa and Pata somehow.

17. K-Back [Irregular Grid] — 30 pts

QUEBEC, by Rever — Example by Ivan



Draw a non-intersecting loop connecting cells and traveling through cell sides. *(Corners are not enough.)* The loop must visit all cells exactly once. A number clue in a region tells the number of times the loop visits the region.

(The black circles with letters, as well as the star, are used only for the answer key.)

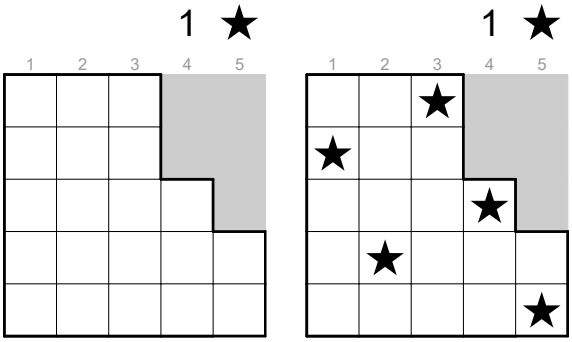
Answer key: One cell contains a star; some other cells contain black circles with letters. Enter the letters of these cells in order the loop visits them, starting from the star and going back to star. *(You may go in either direction, either answer will be accepted.)* **For the example:** BFDCAEG *(or GEACDFB)*

(The grid is made of irregularly-shaped cells. The competition puzzle has gray areas; they are not part of the grid and are not to be visited. ***This puzzle is not available online.****)*

The last syllable of "Quebec" sounds like "back", so we came up with the pun "K-Back". Here K is a variable, making this genre a generalization of Double Back, a loop genre originally invented by Palmer Mebane.

18. Star Battle [Regionless] 60 pts

ROMEO, by Yannick



Place a star on some cells of the grid. Each row and column must contain exactly the indicated number of stars, given on the top-right of the grid. Stars may neither be orthogonally nor diagonally adjacent to each other.

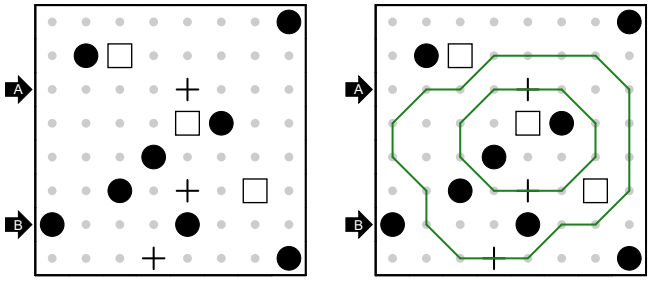
Gray areas are not part of the grid. Stars may not be placed on them.

Answer key: The column number of the leftmost star in each row. *(The column numbers above the grid are to help entering the answer key.)* **For the example:** 31425

See the notes for Juliett.

19. Mountain 20 pts

SIERRA, by ManyPinkHats



Draw some "contour lines". Each contour line is a loop connecting grid points. The loop travels orthogonally and diagonally, in all eight compass directions. The loop may only turn 45 degrees at a time; in other words, all angles of the loop are obtuse. The loop may only travel **at most 3 units orthogonally, and at most 1 unit diagonally**, before it must turn.

Contour lines may not touch or intersect themselves and each other. Contour lines must form a "stack": for any two contour lines, one must be completely inside the other.

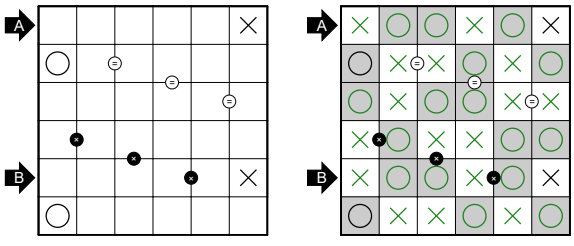
Contour lines may not pass any boulders (black circles) and flags (white squares). Each cliff (plus sign) must be passed by a contour line, which goes straight orthogonally. In addition, contour lines divide the grid into regions. Each region must contain exactly one flag.

Answer key: Lengths of contour line segments in the marked rows/columns. *(Count segments from all contour lines.)* **For the example:** 12, 1

"Sierra" is Spanish for "mountain range". This genre is inspired from Mountain Climber, a genre invented by Hempuli (Arvi Teikari), primarily known for the video game *Baba Is You*. The original genre was very thematic, but had an extremely complicated ruleset. We shaved off a lot of the rules to arrive at this ruleset. As there is no more climber involved, it is now just "Mountain".

20. Tango 50 pts

TANGO, by Ammar



Fill in either X (cross) or O (circle) into each cell. In each row/column, exactly half of the cells must be X, the rest must be O. No line of 3 consecutive cells may all have the same symbol.

A white circle (with an equal sign) between two cells means the two cells have the same symbol. A black circle (with a cross) means the two cells have different symbols.

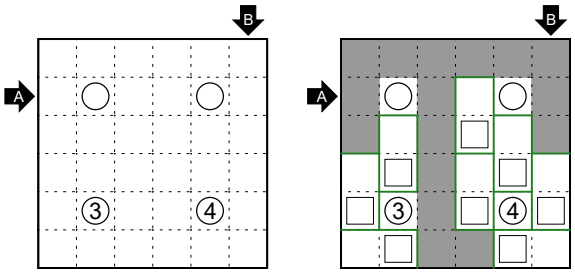
(In the example solution, the O's are shaded to help visualize the solution.)

Answer key: Contents of the marked rows/columns. Use the letters X and O for cross and circle respectively. **For the example:** XOOXOX, XOOXOX

Tango is the literal name of a genre introduced by LinkedIn as one of their daily puzzle offerings.

21. School Trip — 50 pts

UNIFORM, by Jovi



Place some "futons" on empty cells. A futon is a 1×2 rectangle with a pillow on one of its cells. *(In the example solution, pillows are marked with white squares.)* Futons may not intersect each other, and may not cover any pillar (white circle). Additionally, for a vertically-oriented futon, its pillow must be on the lower cell.

All remaining cells *(that aren't part of any futon or pillar)* must form a single connected group, called the "corridor". However, no 2×2 area may be all part of the corridor. Each futon must be orthogonally adjacent to at least one cell in the corridor.

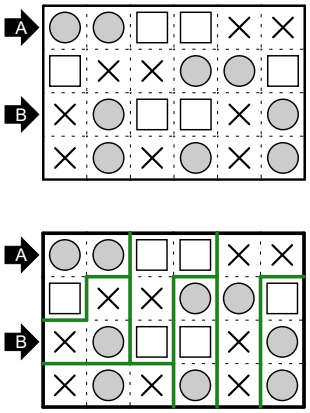
Each number clue on a pillar tells how many pillows are orthogonally adjacent to it.

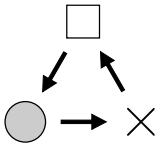
Answer key: Lengths of segments of cells in the marked rows/columns, separated by futon borders and pillars. Do not include the pillars in your answer key. **For the example:** 1111, 321

Students in school tend to wear uniforms, and School Trip is a genre inspired by school students — specifically, students going on a trip and having to find a way to sleep. The vertical futon rule is due to a Japanese tradition: it is a bad omen to sleep with your head on the north end, because that is how dead people are laid down during funerals.

22. Rock, Paper, Scissors — 30 pts

VICTOR, by Yannick — Example by ManyPinkHats





The grid contains 3 kinds of symbols: rock (gray circle), paper (white square), and scissors (cross). They have a "beats" relationship like in the game: rock is beaten by paper, paper is beaten by scissors, and scissors are beaten by rock. *(The diagram shows this relationship; it will also be in the Puzzle Booklet.)*

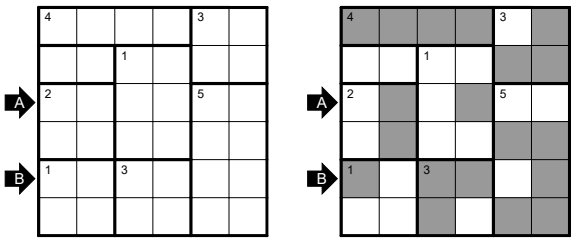
Divide the grid into regions of orthogonally connected cells. Each region must contain exactly two kinds of symbols: a "strong" symbol that appears exactly once, and a "weak" symbol that appears at least twice. The strong symbol must beat the weak symbol. *(The third symbol must not appear in the region.)*

Answer key: Lengths of segments of cells in the marked rows/columns, separated by region borders. **For the example:** 222, 21111

Although "Victor" is typically known as a person's name, it is also a word: the noun "victor" means "winner" (the same root as "victory"). This genre is a little-known region division genre, featuring symbols that "win" over other symbols. The example was written for *Typed Logic* (2020), another LMI test that we wrote in the past.

23. Cocktail Lamp — 20 pts

WHISKEY, by dpad — Example from pzpr



Shade an orthogonally connected group of cells in some regions. A region may be left empty, but may have at most one group of shaded cells. Groups from different regions may not be orthogonally adjacent. However, all groups must form a diagonally connected network. No 2×2 area may be all shaded.

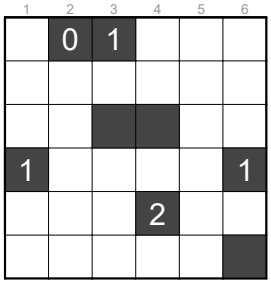
A number clue in a region tells the size of the group in that region.

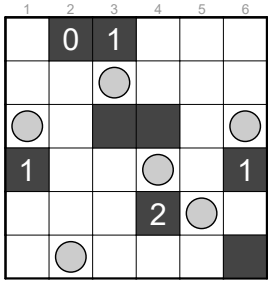
Answer key: Lengths of segments of shaded/unshaded cells in the marked rows/columns. *(Ignore the region borders.)* **For the example:** 11112, 11211

Whiskey is a liquor often used in cocktails.

24. Akari [X-ray] 30 pts

XRAY, by InvalidD





Place some lightbulbs on empty cells. A lightbulb's "shine" extends out from the lightbulb in the four cardinal directions, until it hits the edge of the grid or **two consecutive black cells** not separated by any white cell. All remaining white cells must be lit up by some lightbulb's shine. However, no lightbulb may be lit up by the shine of another lightbulb.

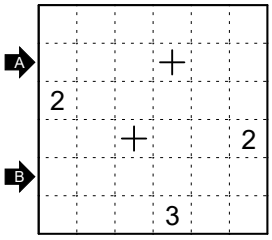
A number clue tells how many lightbulbs are orthogonally adjacent to that number.

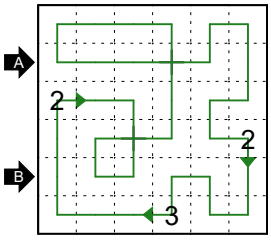
Answer key: The column number of the leftmost lightbulb in each row. If there's none in a row, enter 0. *(The column numbers above the grid are to help entering the answer key.)* **For the example:** 031452

X-ray is well-known to penetrate many substances. Here, we take a genre that naturally had "rays", in this case Akari, and allow the rays to penetrate walls. The NATO alphabet "Xray" is spelled without a hyphen to emphasize that it is a single word.

25. Turn-and-Run 30 pts

YANKEE, by InvalidD





Draw a **directed** loop connecting cell centers and traveling orthogonally. The loop must visit **all** cells. The loop must intersect itself on all plus signs (+). The loop may not touch or intersect itself otherwise.

While traveling in the direction of the loop, whenever the loop enters a number clue, it must "turn", then "run" (go straight) for exactly that many cells before turning again.

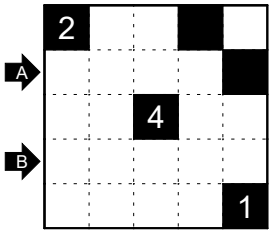
Answer key: Lengths of loop segments in the marked rows/columns. *(Intersections do not split a segment.)* **For the example:** 4, 11

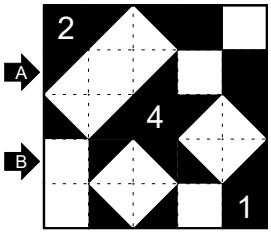
New York Yankees is a well-known baseball team. In baseball, a runner wants to round up the bases in a diamond shape; thus a runner reaches a base, turns to face the next base, and runs toward the next base. That connection leads to this little-known genre.

It turns out there are two very similar rulesets (with the same "turn and run" mechanic) that are both known as Turn-and-Run. This ruleset was used in a Logic Masters Deutschland competition in 2021. An earlier genre, called Totsugeki Loop, was invented by Subaru Saito in 2018; it had no crossings and had no "full" (visit all cells) requirement. This genre is implemented in pzpr, but as a combination of both: by default, it allows crossing clues and has no full requirement.

26. Shakashaka 60 pts

ZULU, by Jovi Example from Puzzle GP





Place some triangles on empty cells. Each triangle fills up exactly half of the cell, obtained by drawing one of the two diagonals of the cell and shading one of the two halves obtained. Triangles may not be placed on the given entirely shaded cells.

All remaining unshaded areas must form rectangular shapes, either grid-aligned or rotated 45 degrees. *(Squares are also rectangles.)*

Each number clue tells the number of triangles on cells orthogonally adjacent to the clue.

Answer key: Lengths of segments of unshaded cells in the marked rows/columns, whether partially or entirely unshaded, separated by triangles. Do not include the given entirely shaded cells in your answer key. **For the example:** 31, 122

Shaka was the first king of the Zulu Kingdom, a 19th-century kingdom that now is part of South Africa.