

Indian Puzzle Championship 2011 - Finals

12-Jun-2011, Bangalore

Round 3

60 minutes

Name :

Contact :

Submission Time :

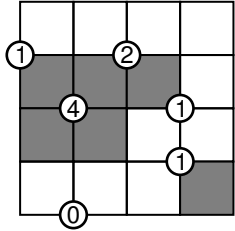
Puzzle Type	Difficulty	Points	Check1	Check2
Creek	Easy	25		
	Hard	45		
Digit Battleships	Easy	15		
	Hard	65		
First or Last	Easy	25		
	Hard	50		
Four Snails	Easy	15		
	Hard	40		
Frameless Sudoku	Easy	20		
	Hard	70		
Masyu-Fence	Easy	20		
	Hard	40		
NEWS	Easy	40		
	Hard	55		
Polywords	Easy	25		
	Hard	45		
Trid	Easy	20		
	Hard	40		
Turning Points	Easy	10		
	Hard	35		
	Points			
	Bonus			

Acknowledgements

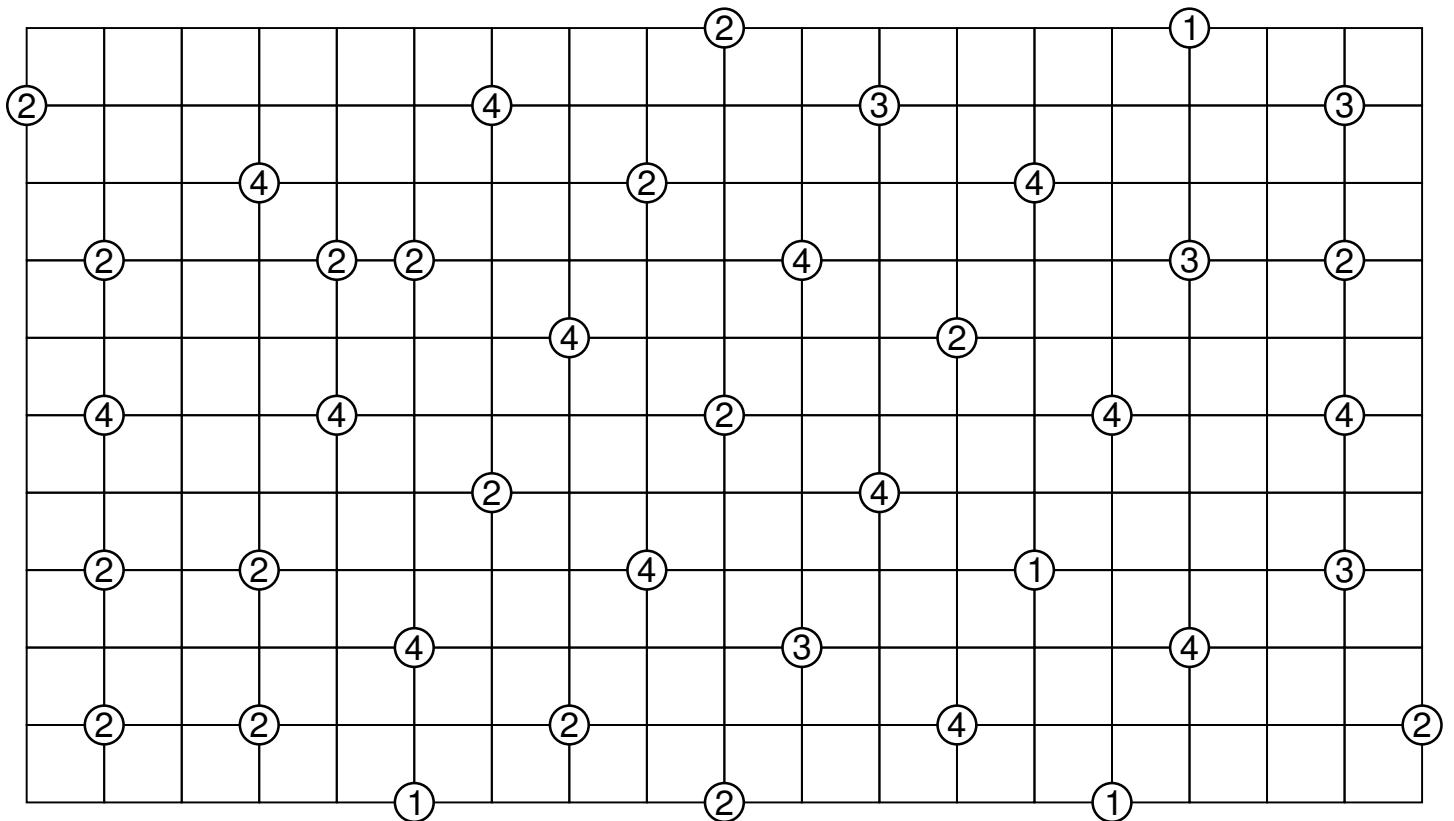
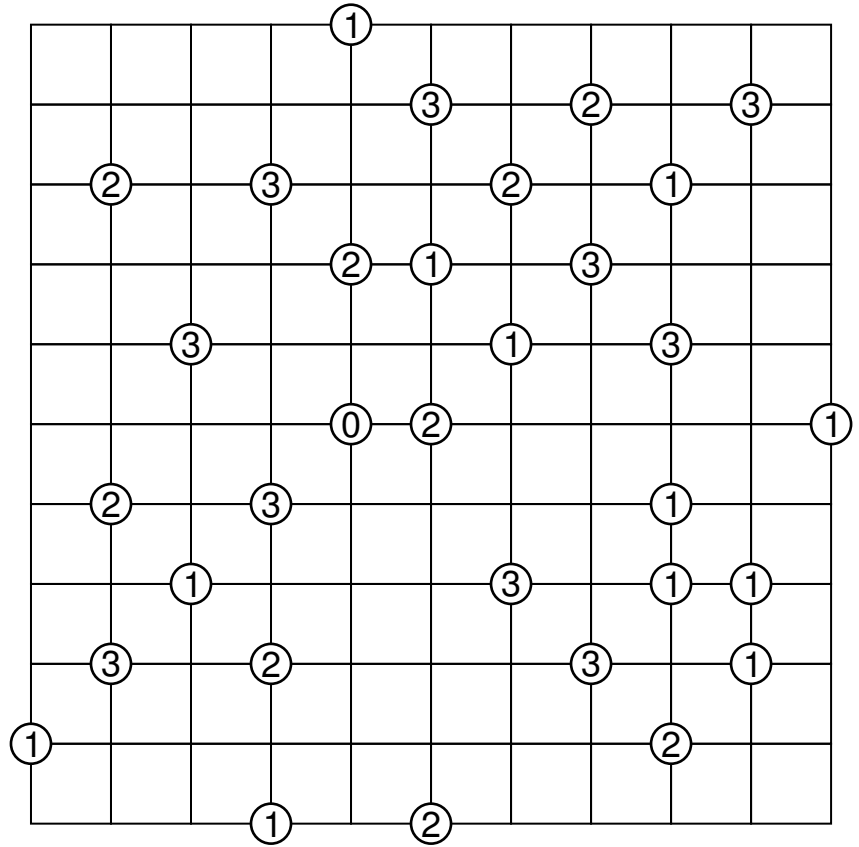
Nikola Živanović (Four Snails, Polywords)
Palmer Mebane (Creek)
Serkan Yurekli (Masyu-Fence, NEWS, Trid)
Thomas Snyder (Digit Battleships, Turning Points)



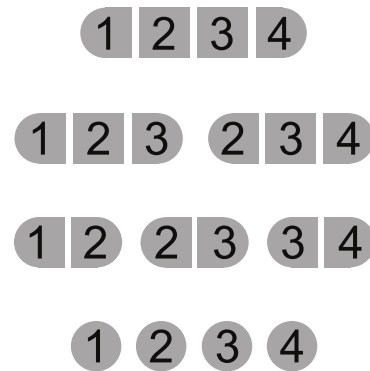
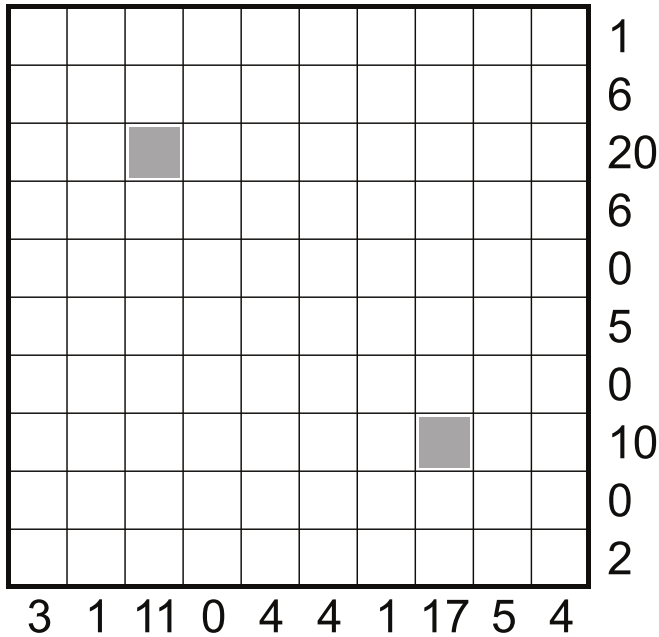
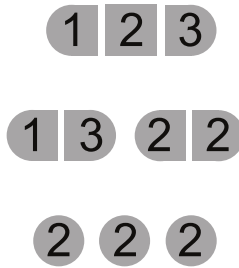
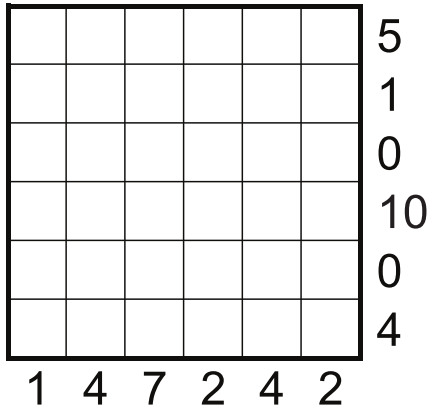
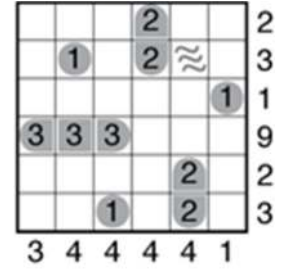
Shade in some squares of the grid, so that the numbers inside the circle represent number of shaded grids they touch. The unshaded cells must form a single continuous region.



Note: If there is no number around a cell, it could either be black or white.



Locate the indicated 6- or 10-ship fleet in the grid. Each segment of a ship occupies a single cell. Ships are oriented either horizontally or vertically, and do not touch each other, not even diagonally. Some ship segments, or sea cells without any ship segments, are given in the grid. The segments of each ship are labeled with digits as shown in the fleet diagram, and the numbers on the right and bottom edges of the grid reveal the sum of all the digits that appear in that row or column. Ships can be rotated before entry into the grid.



Place a letter from the given range in each cell, so that each letter occurs exactly once, in all rows and columns. One cell will remain empty in each row and column. The letter outside the grid is either the first letter or the last letter seen from that direction.

	C	B	C	B	
A		A	C	B	B
A	A	C	B		B
B	B		A	C	C
A	C	B		A	C

A A A A
(Example uses A~C)

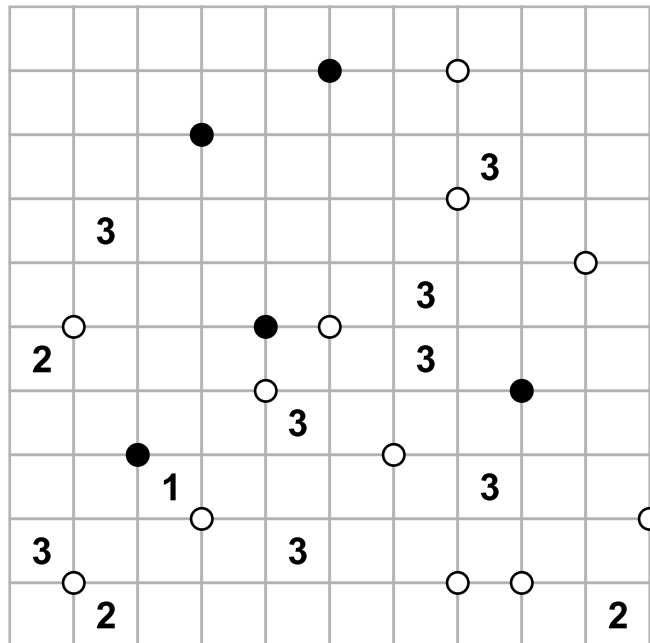
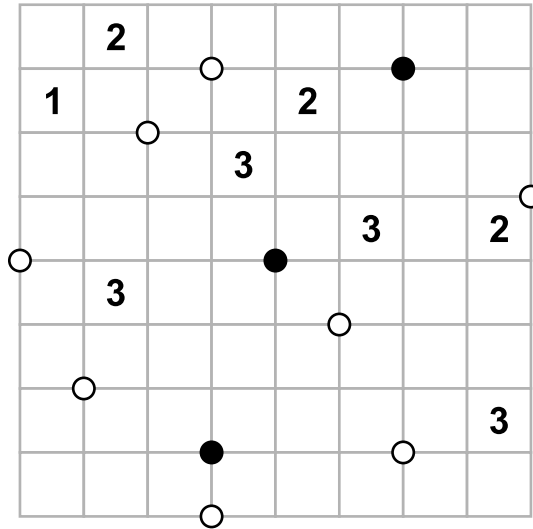
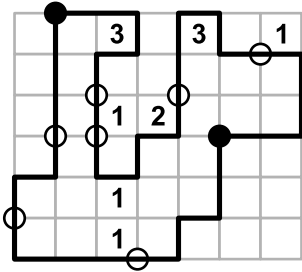
A~D

	B	A	C	C	
C					B
B					A
C					D
A					B
	D	B	B	A	

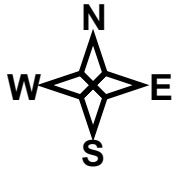
A~E

	A	B	A	A	C	
C						D
B						E
A						B
B						C
D						C
	D	E	C	B	E	

Draw a loop following the gridlines. The loop does not touch or cross itself. A digit in a cell indicates the number of edges used by the loop. The loop must visit all circles. It must turn at every black circle, but cannot turn immediately before or after. And the loop must go straight at every white circle, but must turn immediately before and/or after.



Place N(north), E(east), W(west) or S(south) in the grid so that each outlined region contains exactly two directions. Directions in each region should satisfy their positions with respect to each other. No direction can be repeated within a row or a column.

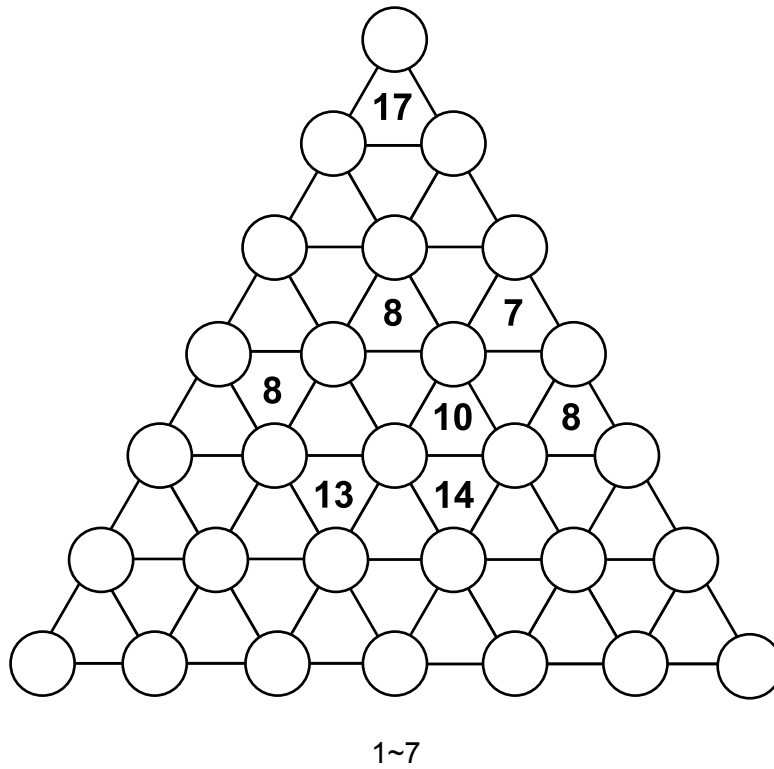
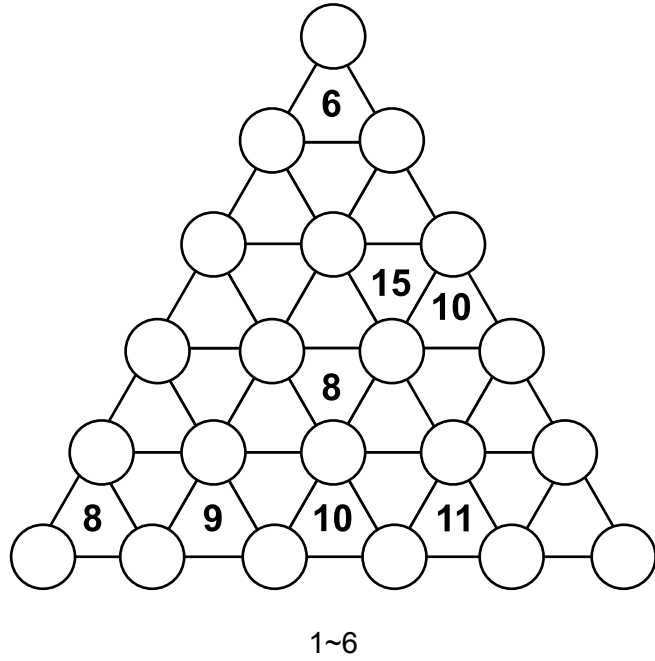
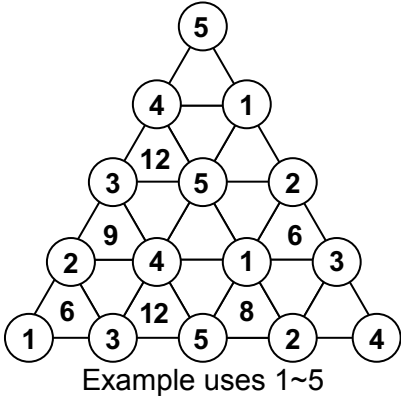


W			E	N	
	S	W	N		E
	W	E		S	N
		N		W	
N		S	W		
	E				S

	W				
				N	
					E

				W			
			S				
S					N		
			E				
					S		

Place digits from the given range in each of the circle so that no digit is repeated within any straight line. Each number in a triangle equals to the sum of digits in the triangle's vertices.



Draw paths that connect each pair of numbers, with every cell in the grid used in exactly one path. There must be exactly N turns in the path connecting each number N.

