Japanese Puzzle Land 2
Instruction Booklet

30 November
-2 December 2013
120 minutes

About this test

(1) "Puzzler" is a puzzle magazine that was first published in November 1983 by Sekai Bunka Publishing. It was mainly published monthly, and lots of puzzles such as Paint by Numbers, Easy as ABC, Skyscrapers were born from this magazine. Most puzzles in this magazine were made by professional puzzle authors requested by Sekai Bunka Publishing. Sumire Kobo (Tetsuya Nishio and Yukio Sugimoto) is one of the typical authors among them.

"Puzzler" features its richness of puzzle types. Other than classic puzzles, this magazine contains lots of variations, experimental innovations, overseas puzzles and so on. Most of them appeared only once, but the number of puzzle types adds up to almost 1000 in the decade of 1990s.

Regrettably, "Puzzler" suspended its publication in April, 2000. However, its puzzles and thoughts have been inherited to succeeding puzzle magazines, JPC (Japan Puzzle Championship) and puzzle fans all over the world.

In this test, we introduce another aspect (different from that of JPL1) of Japanese puzzles.

(2) We have changed some of the rules to make these types more interesting.

(3) We are grateful to LMI for giving us such an opportunity again and hosting this test.

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Puzzle	Size / Points	
Easy as ABC	6x6 / 15pts	7x7 / 30pts
Skyscrapers	6x6 / 25pts	7x7 / 50pts
Number Connection	10x10 / 25pts	13x13 / 40pts
Yin-Yang	13x13 / 40pts	13x13 / 40pts
Zero Zero Cross	5x5 / 25pts	6x6 / 50pts
Divided Sum Cross	7x7 / 25pts	11x11 / 90pts
Dynamites	9x9 / 20pts	15x15 / 60pts
Four Winds with Blanks	9x9 / 20pts	12x12 / 100pts
Bar Graph	8x9 / 35pts	12x13 / 45pts
Arrow Connection	7x7 / 25pts	9x9 / 50pts
Minimal Blocks	10x10 / 30pts	10x10 / 55pts
Corner Dots	8x8 / 35pts	10x10 / 70pts

Total / 1000pts

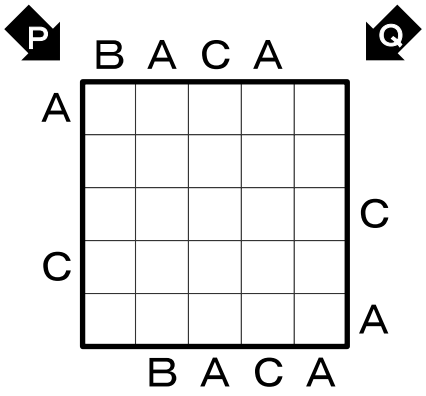
(!) 8 points per saved minutes if you submit all answers and there is at most 1 small mistake.

Easy as ABC

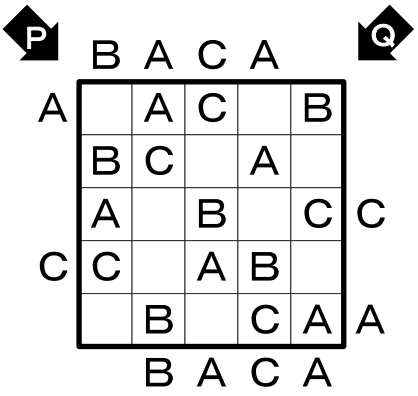
Rule: Enter the given letters so that every letter occurs exactly once in every row and every column. Every cell contains at most one letter. The letters at the edge indicate the first visible letter in that row or column when looking from that edge.

Answer Key: Describe the contents of two main diagonals, from top to bottom. Enter - for empty cells.

(A～C)



(A～C)



P	—	C	B	B	A

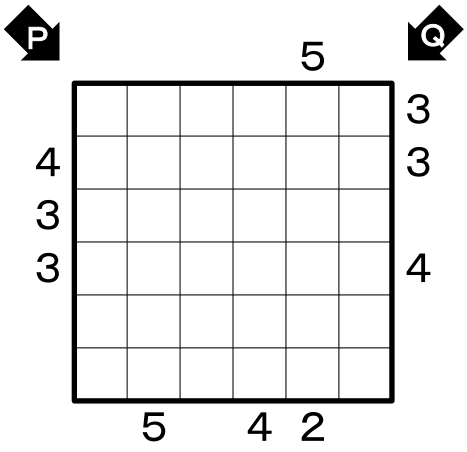
Q	B	A	B	—	—

Skyscrapers

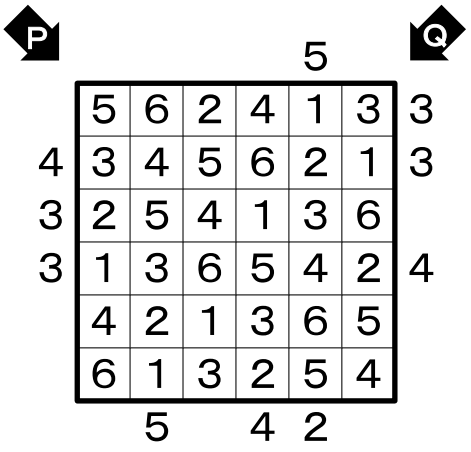
Rule: Fill the grid with digits from the given range, so that each digit appears exactly once in every row and every column. Each digit represents a building, with the height of that digit itself. Clues outside the grid indicate the number of buildings that can be seen from the corresponding directions, taking into account that the higher buildings block the view of lower ones.

Answer Key: Describe the contents of two main diagonals, from top to bottom.

(1～6)



(1～6)



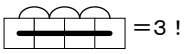
P	5	4	4	5	6	4

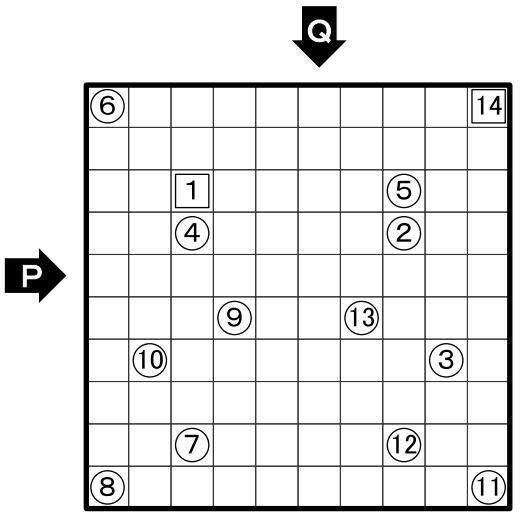
Q	3	2	1	6	2	6

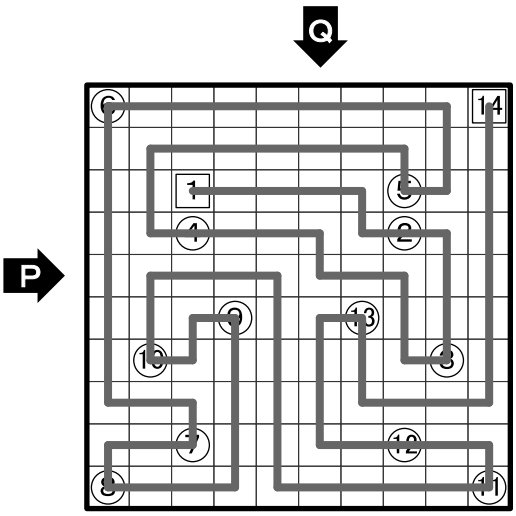
Number Connection

Rule: Draw a line that starts in the cell with number 1, passes through all numbered cells consecutively and ends in the cell with the largest number. Line connects horizontally and vertically neighboring cells and may not pass through a cell more than once.

Answer Key: Enter the lengths of line segments (not the number of cells!) in the marked rows/columns from left to right or top to bottom. Ignore "lines" without length that cross marked rows/columns. For two digit numbers, enter only unit digits.





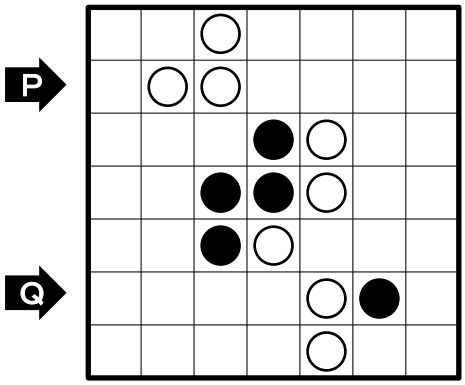


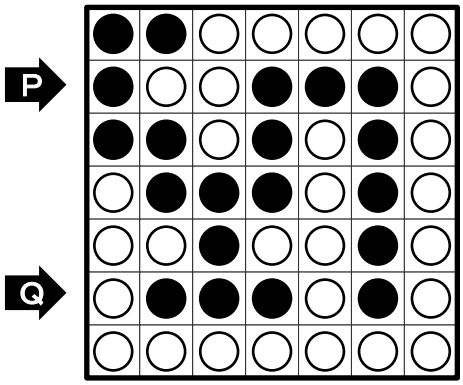
P 3 2 Q 1 3

Yin-Yang

Rule: Fill in all empty cells with either a white circle or a black circle. Circles with the same color must be connected orthogonally. Moreover, circles with the same color may not occupy any 2x2 squares.

Answer Key: Enter the lengths of groups of white circles and black circles in the marked rows/columns from left to right or top to bottom. For two digit numbers, enter only unit digits.



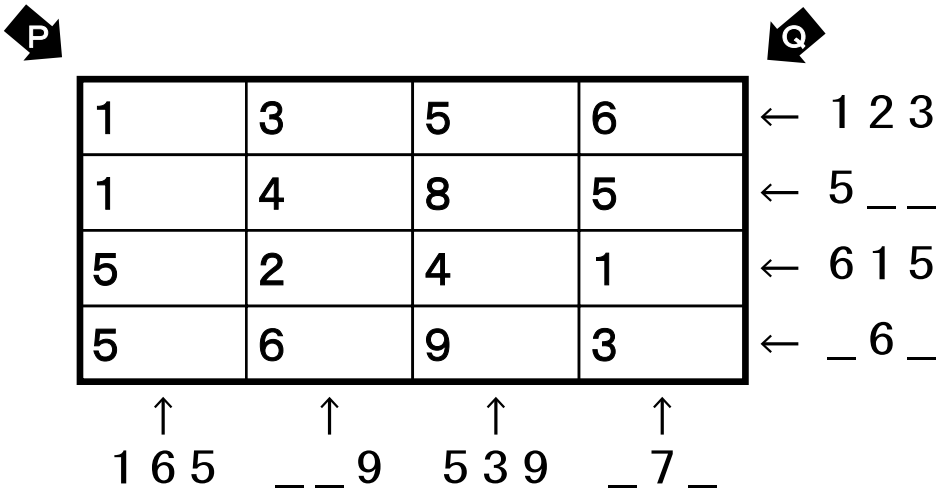


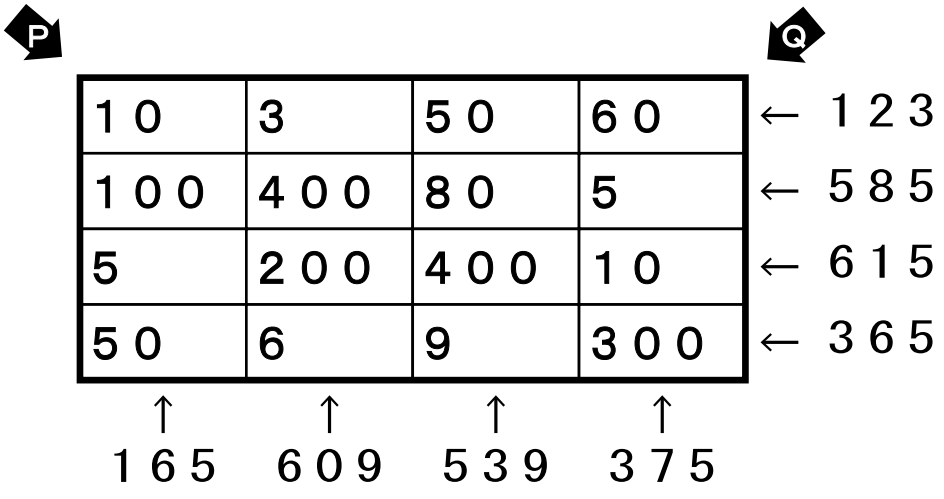
P 1 2 3 1 Q 1 3 1 1 1

Zero Zero Cross

Rule: Add some zeros after the given digits (You may not add digits other than zero). Numbers outside the grid indicate the sum of numbers in the corresponding rows/columns. _ represents any single digit, except that no leading zeros are allowed.

Answer Key: For two main diagonals, enter the number of added zeros from top to bottom.

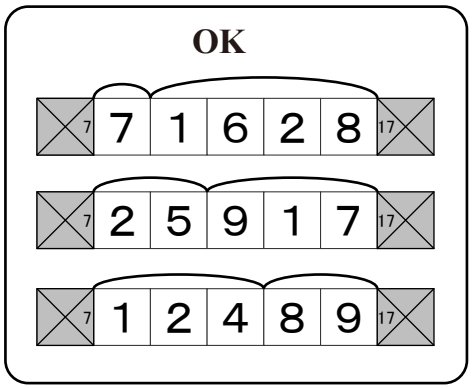


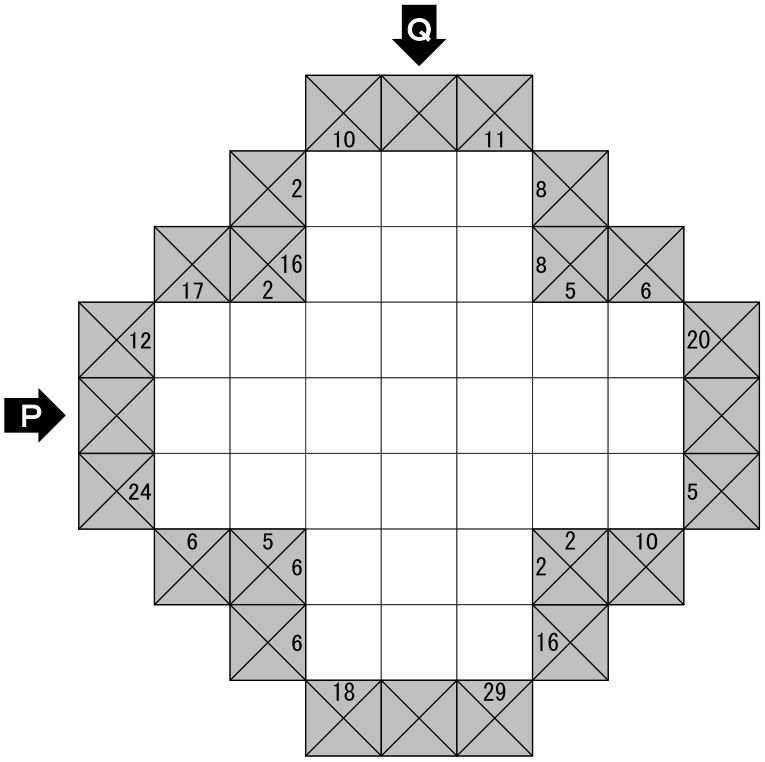


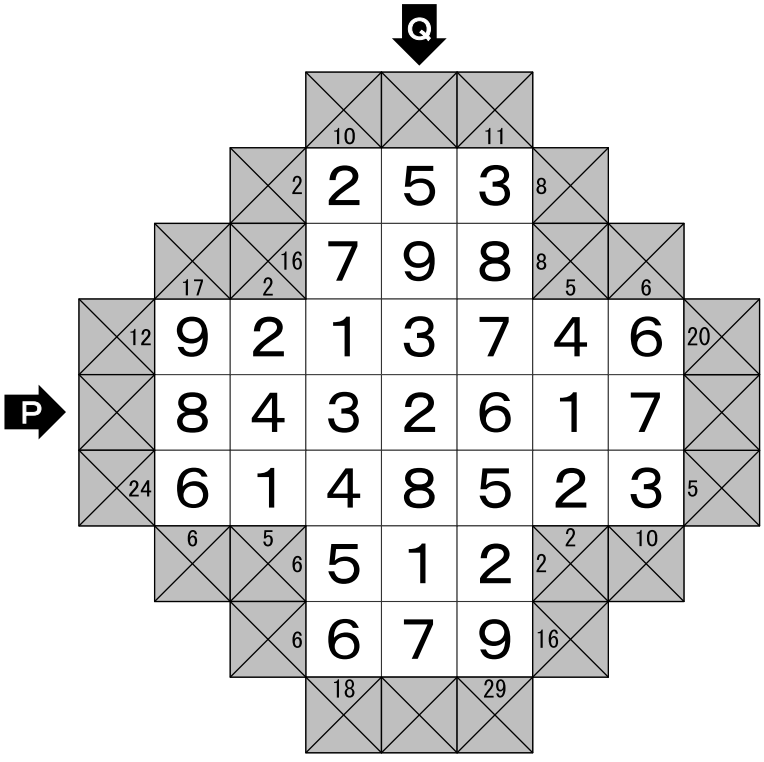
Divided Sum Cross

Rule: Place a digit from 1 to 9 in each empty cell so that no digits repeat within a single group divided by black cells. For each horizontal (vertical) group, the number given on its left (top) and right (bottom) indicate the sum of digits in the left (top) part and the rest respectively when the group is divided somewhere.

Answer Key: Enter the digits in the marked rows/columns from top to bottom or left to right (Ignore black cells).







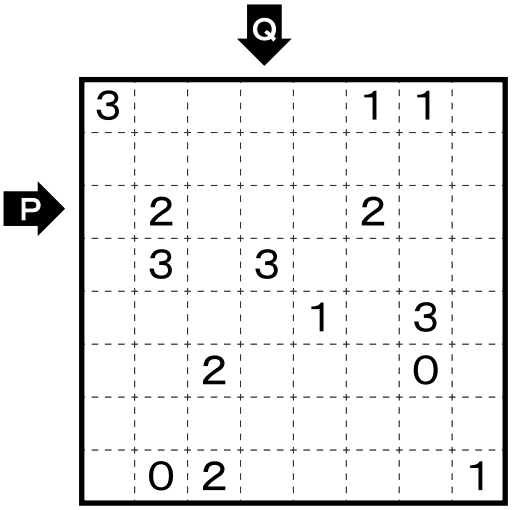
P	8	4	3	2	6	1	7

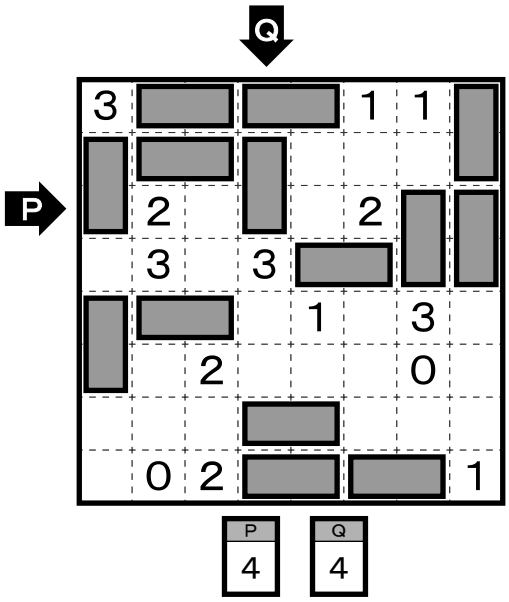
Q	5	9	3	2	8	1	7

Dynamites

Rule: Place some dynamites with size 1x2 without overlapping. Numbers indicate the amount of dynamites in its orthogonally or diagonally neighboring cells. Dynamites cannot be placed in a cell with number.

Answer Key: Enter the number of dynamites (not the number of cells with dynamites!) in marked rows/columns. For two digit numbers, enter only unit digits.

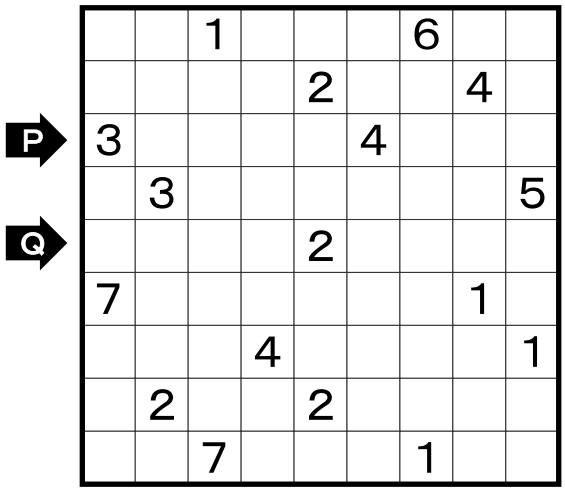




Four Winds with Blanks

Rule: Draw one or more horizontal and/or vertical lines from each number in the grid. Each number indicates the number of cells covered by all lines starting from that number (the cell with the number not included). Lines may neither cross nor overlap. In every row and every column, there must be exactly one cell that is not covered by any lines.

Answer Key: For each cell in the marked row/columns, enter the number from which the line is drawn to that cell. Enter the number for cells with number, and - for empty cells. For two digit numbers, enter only unit digits.



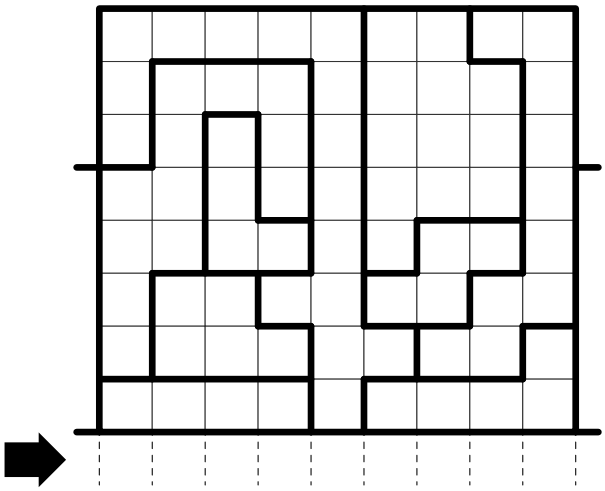
P	3	3	—	4	4	4	6	4	5
Q	7	3	2	2	2	—	6	4	5

Bar Graph

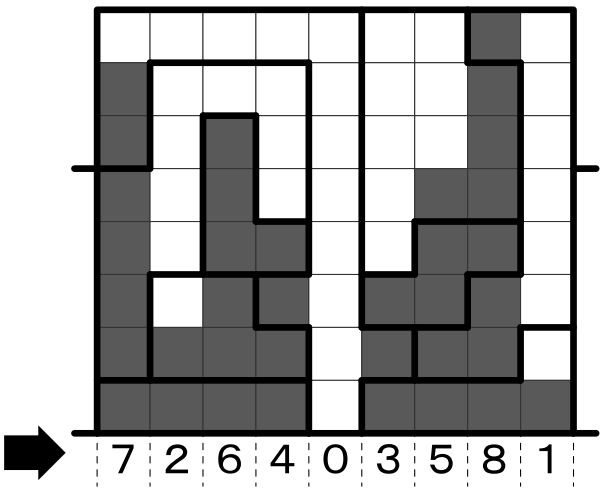
Rule: Draw a bar graph by shading some cells. Every bolded region contains the given number of shaded cells. Moreover, the height of every bar is different and included in the given range. In other words, for every integer k in the given range, there must be exactly one column whose bottom k cells are shaded and others are not.

Answer Key: Enter the height of bars from left to right. For two digit numbers, enter only unit digits.

0 ～ 8, 4cells per region



0 ～ 8, 4cells per region

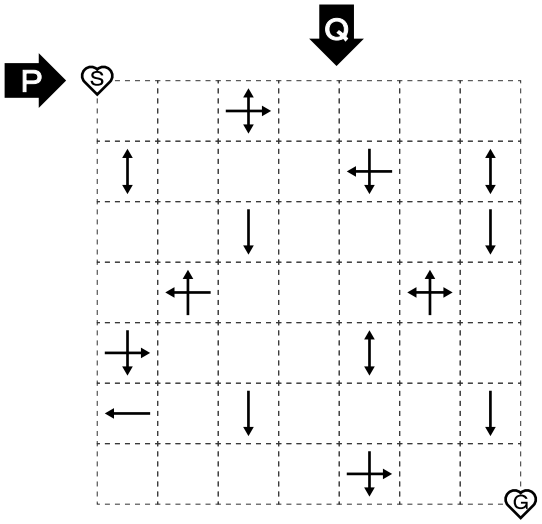


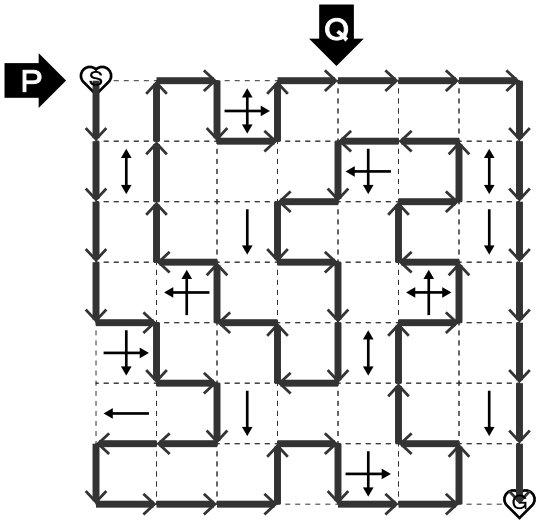
7	2	6	4	0	3	5	8	1

Arrow Connection

Rule: Draw a path that starts from S (Start) and ends in G (Goal) along grid lines. Path consists of arrows with consistent directions (from S to G) and may neither touch nor cross itself. Each clue in the cell represents which directions out of four possible ones appear in four edges of that cell (A direction is given if and only if it is used).

Answer Key: Enter the lengths of line segments in the marked rows/columns from left to right or top to bottom. Ignore "lines" without length that cross marked rows/columns.





P
1 4

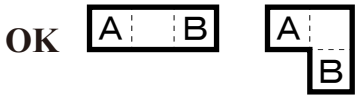
Q
1 2 1

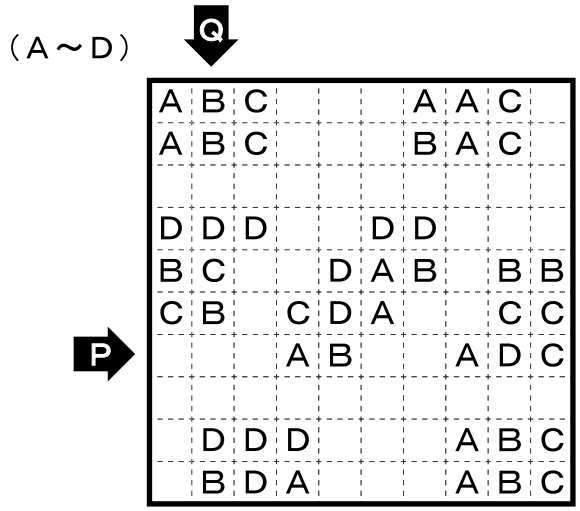
(!) A direction is given only once even if it is used twice.

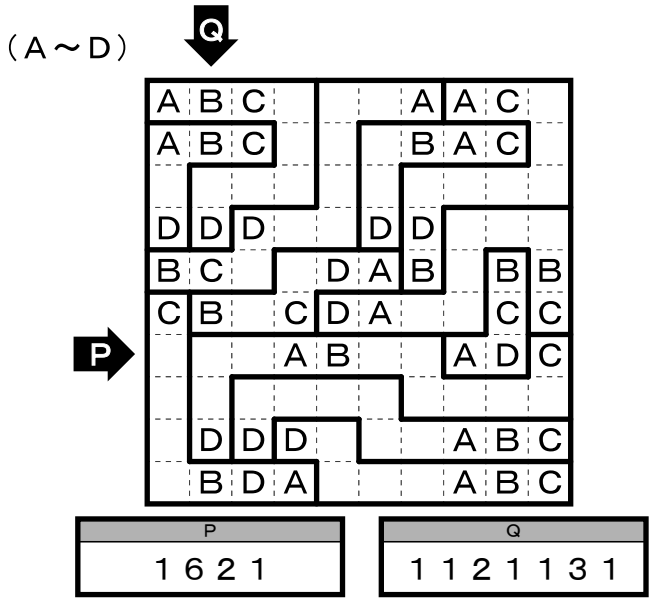
Minimal Blocks

Rule: Divide the grid into some regions along grid lines so that every region contains each of the given letters exactly once. Every region may contain any number of empty cells, but there must not be any "unnecessary" empty cells, as shown in the diagram. In other words, if you remove any empty cell from the region, this region must be divided into two or more smaller regions.

Answer Key: Enter the number of cells in each group separated by lines, for the marked rows/columns from left to right or top to bottom. For two digit numbers, enter only unit digits.



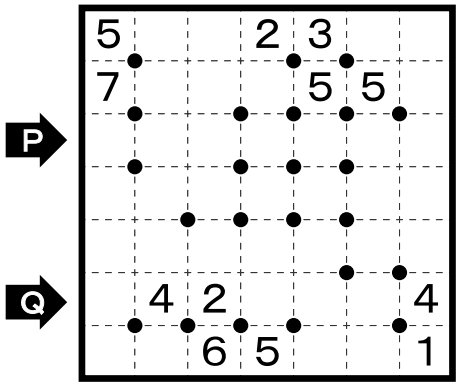


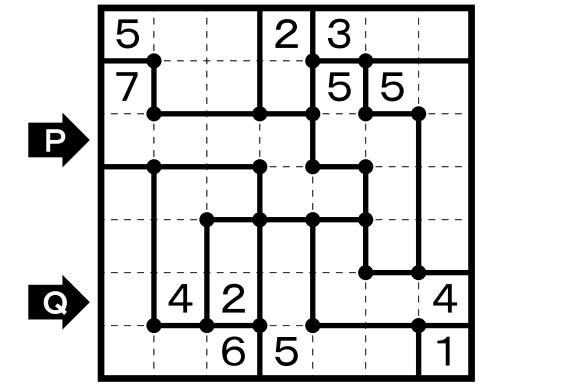


Corner Dots

Rule: Divide the grid into some regions along grid lines so that every region contains exactly one number, which represents the amount of cells of that region. Black dots represent all points inside the grid with at least one corners of regions (There are not black dots on the edge of the grid, even if corners are located on that point).

Answer Key: Enter the lengths of groups of cells divided by lines in the marked rows/columns from left to right or top to bottom. For two digit numbers, enter only unit digits.





P
4 2 1

Q
1 1 1 1 3