Toketa? selection
Instruction Booklet
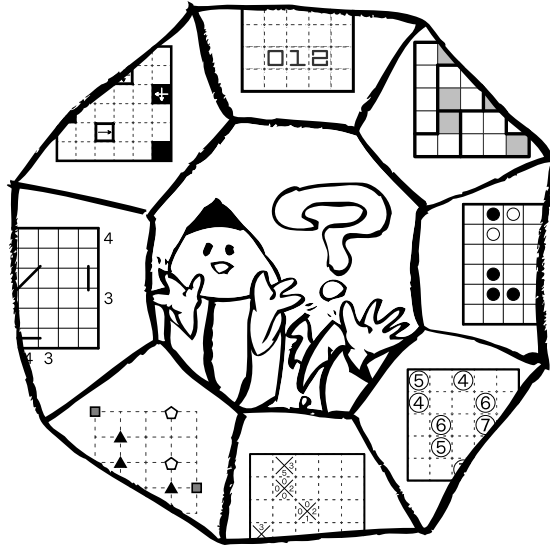
30 Jan - 1 Feb 2016
120 minutes

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(1) About

"Toketa?" is the self publishing puzzle book written by Japanese puzzlers and Serkan Yürekli. We have published 3 issues since 2013.

"Toketa?" means "Could you have solved?" in Japanese.
 Each issue contains various types of WPC-style puzzles. All articles are in Japanese, but English instructions are available in volume 2 and 3. You can check the types in our blog.
   http://puzzle-toketa.blogspot.jp/

(2) Difficulty

All puzzles in Toketa? are given the difficulty rate estimated by us.
Following this, we marked the rates in the test too.
Some puzzles may have eraser marks. This means that we highly recommend preparing a eraser when you solve such puzzles.

| |
|---|
| 1 : easy |
| 2 : medium |
| 3 : hard |
| 4 : very hard |
| 5 : super hard |
| 5+: impossible |

(3) Contest Summary

• This test consists of 12 puzzle types, which are represented by two puzzles.
• Duration of the contest is 120 minutes.
• Total points of the test is 1000points. Time bonus(8 points per minute saved) will be awarded if you have submitted all correct answers in the test time.
• Instant Grading will be enabled. A solver will immediately know if the submitted solution is correct or not.
• Each incorrect submission will reduce the puzzle's potential score. The first, second, third, and fourth incorrect submission reduces the potential score to 90%, 70%, 40%, and 0% respectively.
• All puzzle points will be announced by 29th January in LMI Forum.

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

Araf

Rules: Divide the grid into some regions, formed of adjacent squares. Each region should contain exactly two given numbers. The size of each region should be a value (in unit square) strictly between the two numbers inside that region.
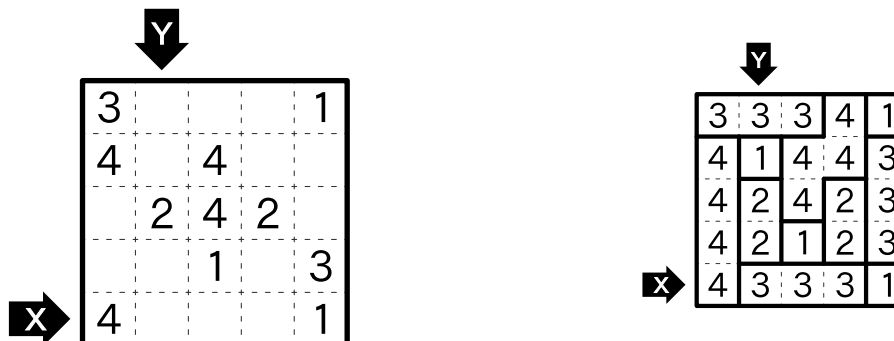
Answer Key: For the marked rows/columns, enter lengths of consecutive parts of regions in order. For the example, the answer is "221, 212".
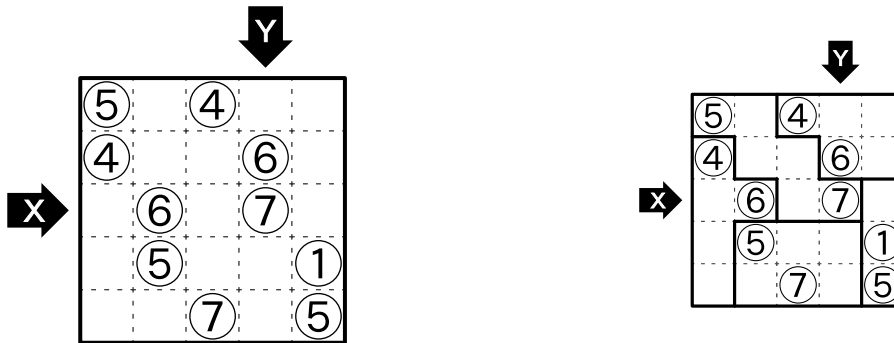
Symmetry Area

Rules: Divide the grid into polyominoes so that each given number represents the size of polyomino that contains it. Each polyomino may contain any number of clues, including 0. No two polyominoes of the same size can share an edge. Moreover, every polyomino should have rotational symmetry.

Answer Key: For the marked rows/columns, enter lengths of consecutive parts of regions in order. For the example, the answer is "131, 1121".

Compass

Rules: Divide the grid into some regions along grid lines, so that each region contains exactly one marked cell. Top number in a marked cell indicates how many cells in that region are located above that cell, regardless of horizontal position. Left, bottom and right numbers work in similar ways.
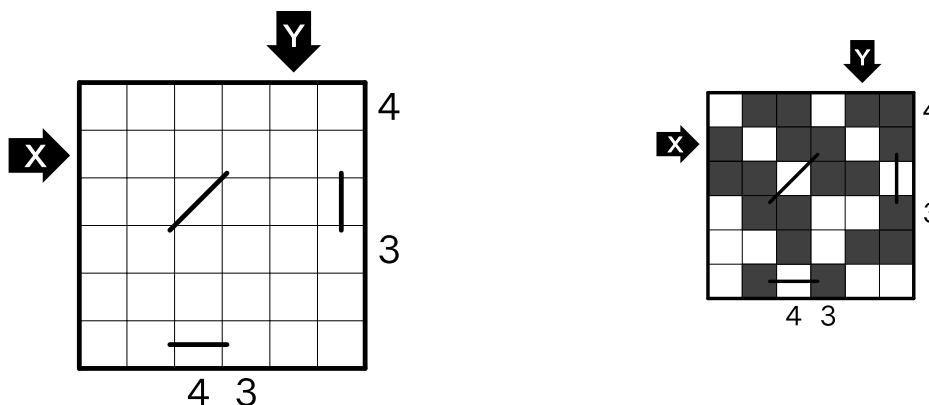
Answer Key: For the marked rows/columns, enter lengths of consecutive parts of regions in order. Enter only unit digit for a 2-digit number.
For the example, the answer is "221, 11111".

Sunglasses

Rules: Shade some cells to make some sunglasses, each consist of a bridge (given line) and two lenses (orthogonally connected black cells). Each lens is connected to exactly one bridge, and two lenses of the same sunglasses must be symmetric with respect to the perpendicular bisector of two ends of the bridge. Two lenses may not share an edge, and cells in bridges may not be shaded except their ends. Outside clues indicate the amount of shaded cells in the corresponding row/column.

Answer Key: For the marked rows/columns, enter lengths of consecutive parts of shaded/unshaded cells in order. Enter only unit digit for a 2-digit number.
For the example, the answer is "11211, 111111".

Graffiti Snake

Rules: Shade some cells so that all remaining cells form some snakes, whose heads and tails are given. Circles with the same letter must belong to the same snake. Snakes must not touch themselves and each other, even diagonally. Numbers outside the grid represent the lengths of consecutive parts of shaded cells in the corresponding row/column in order.

Answer Key: For the marked rows/columns, enter lengths of consecutive parts of shaded/unshaded cells in order. Enter only unit digit for a 2-digit number.
For the example, the answer is "13131, 531".
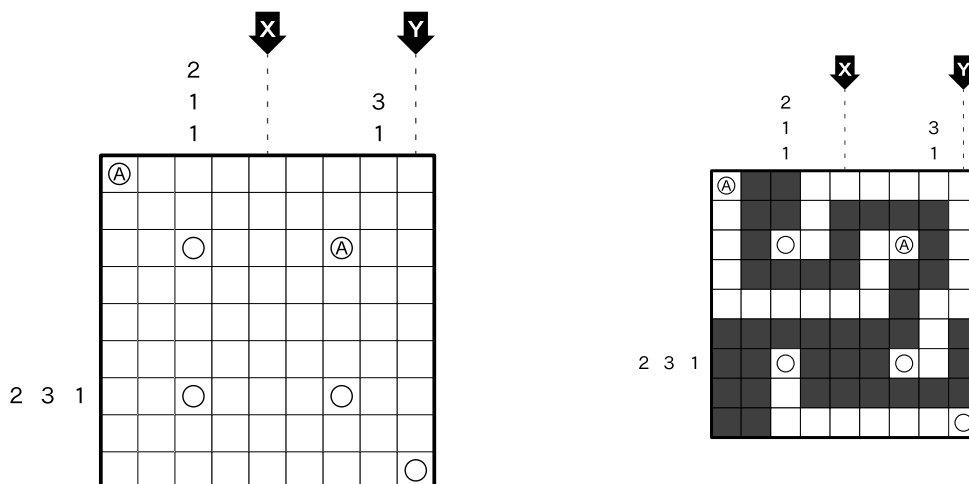
New Tren

Rules: Locate some 1x2 or 1x3 blocks in the grid without overlapping. Each block contains exactly one number or a "?" sign (unknown number), indicating the amount of its possible movements. Blocks can only move along their long edges. All numbers and "?" signs must be part of a block. Moreover, all cells not covered by blocks must be orthogonally connected.
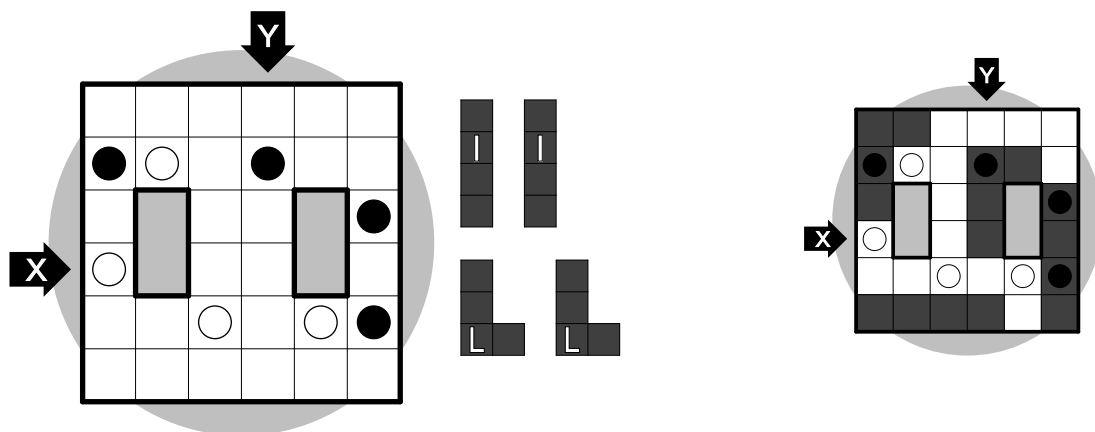
Answer Key: Describe the marked rows/columns from left to right or top to bottom. Use 2(3) for a cell covered by a 1x2(1x3) block, and - for a cell not covered by blocks.
For the example, the answer is "3332-, --223".
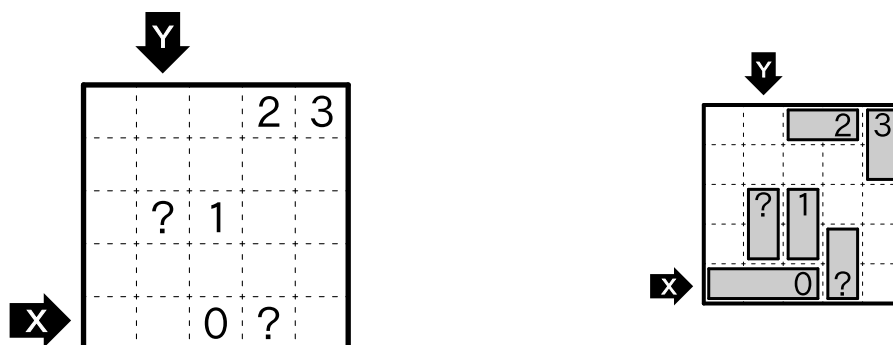
Statue Park

Rules: Place each of the given pieces exactly once in the grid so that no two pieces touch orthogonally. Pieces may be rotated or reflected. Cells with a black/white circle must/must not be covered by a piece. All cells not covered by pieces must be orthogonally connected.

Answer Key: Describe the marked rows/columns from left to right or top to bottom. Use corresponding letters for black cells, and - for white cells. Ignore any gaps.
For the example, the answer is "--LI, -LLL-I".

Summon

Rules: Fill the grid digits from the given set, so that each region includes all digits exactly once. Same digits cannot touch each other, even diagonally. Outside clues show the sum of all numbers in the corresponding direction. Numbers should be read from left to right or top to bottom.

Answer Key: Describe the marked rows/columns from left to right or top to bottom. Use "-" for empty cells.
For the example, the answer is "3-32-, 1--31".

(1,2,3)
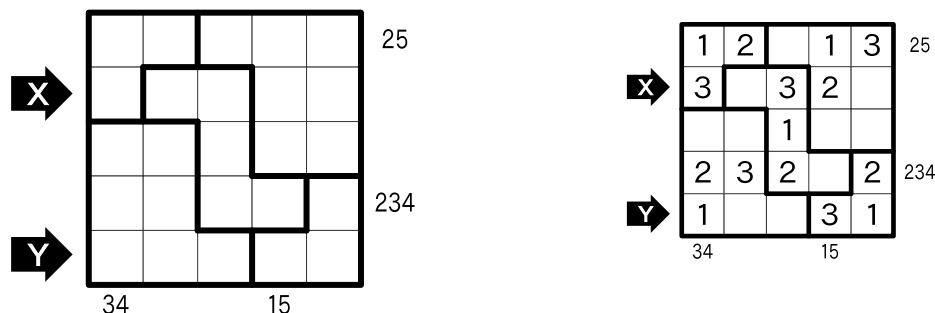
Meandering Words

Rules: Place a letter (and a hyphen in the actual test) in each empty cell, so that cells with the same letter do not touch each other, even diagonally. Each of the given word must be read in one of the bolded regions, passing horizontally and vertically to the next letter, and using each letter exactly once. If a cell is shaded, word in that region must begin from that cell.

Answer Key: Describe the marked rows/columns from left to right or top to bottom. Ignore any gaps.
For the example, the answer is "VIVIO, EVEHG".

● The Numerals ●

TWO
FIVE
FOUR
NINE
EIGHT
SEVEN

E	S	E	N	F
V	I	V	I	O
E	F	E	N	U
N	T	H	T	R
O	W	G	I	E

Curve Data

Rules: Draw some lines that go through centers of orthogonally adjacent cells. All cells must be connected to exactly one clue. Each clue shows how lines of the shape on it turns or connects without any rotation or reflection. Length of each line segment may vary, but must not be 0.

Answer Key: For the marked rows/columns, enter maximum length of line segment in order. Enter "0" for rows/columns without any lines.
For the example, the answer is "4142".

Max Arrow Castle Wall

Rules: Draw a single closed loop passing through the centers of orthogonally adjacent cells. The loop cannot touch or cross itself. Cells with thick borders (clues) cannot be visited by the loop. All white clues must be inside the loop and all black clues must be outside the loop. There is no restriction for grey clues. Arrows in a cell indicate all directions with maximum total length of segments. Clues do not block visibility.

Answer Key: For the marked rows/columns, enter maximum length of line segment in order. Enter "0" for rows/columns without any lines.
For the example, the answer is "3203".
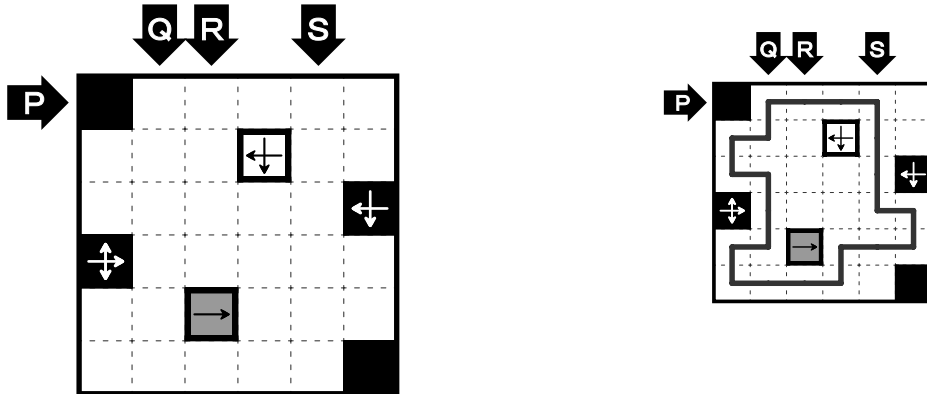
Angle Loop

Rules: Draw a single closed loop which consists only of straight segments connecting two marks. The loop cannot touch or cross itself, and must visit all marks. ▲ indicates that the loop makes an acute angle (strictly between 0 and 90 degrees) turn at that point. Similarly, ■ and ⬠ indicate right angle (90 degrees) and obtuse angle (strictly between 90 and 180 degrees) respectively.

Answer Key: Enter the letters in the order the loop passes, starting from A and going clockwise.
For the example, the answer is "AGCEDBF".