

WCPN puzzle archive - November 2017

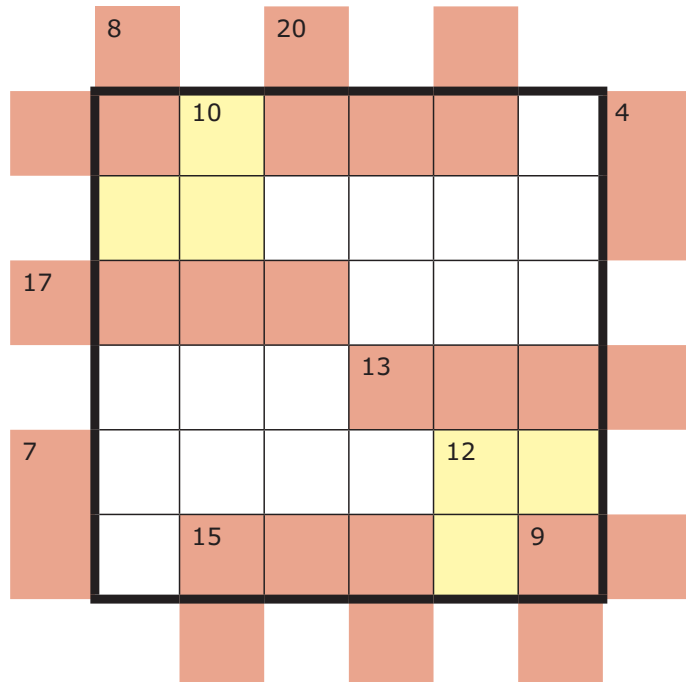
These are all the puzzles that are published on wcpn.nl in November 2017, including solutions, puzzle designers and difficulty level.



SKYSCRAPERS - killer

01112017 - RS - 4* - 1795

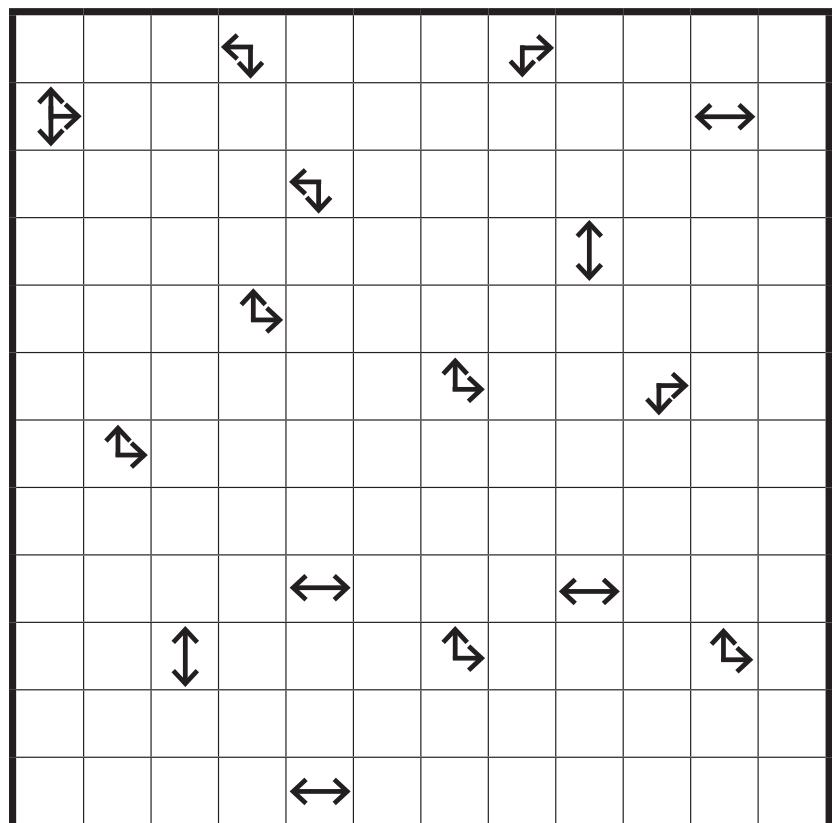
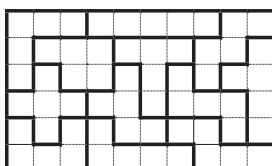
Place the digits 1-6 in every row and column. Each digit indicates a skyscraper of that height. Numbers outside the grid indicate how many buildings are visible when looking from that side. Larger buildings block the view of smaller buildings. The numbers in the coloured cages are the sum of the figures that have to be filled in. All numbers in a coloured cage are different.



PENTOPIA

02112017 - Hns - 4* - 1796

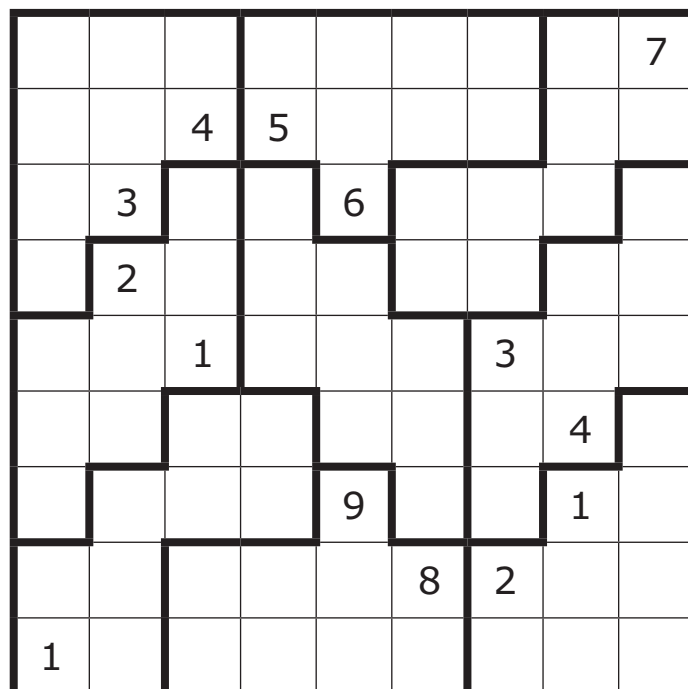
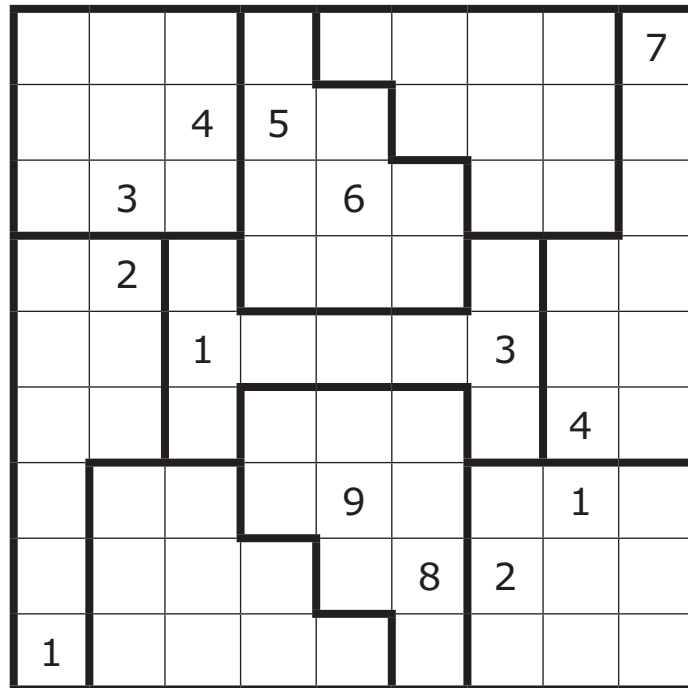
Place all twelve pentominoes in the grid so that they don't touch each other, not even diagonally. Arrows in the grid indicate the directions of the closest pentomino(s) when looking from that cell. Cells with arrows remain empty.



SUDOKU - double chaos

03112017 - RS - 5* - 1797

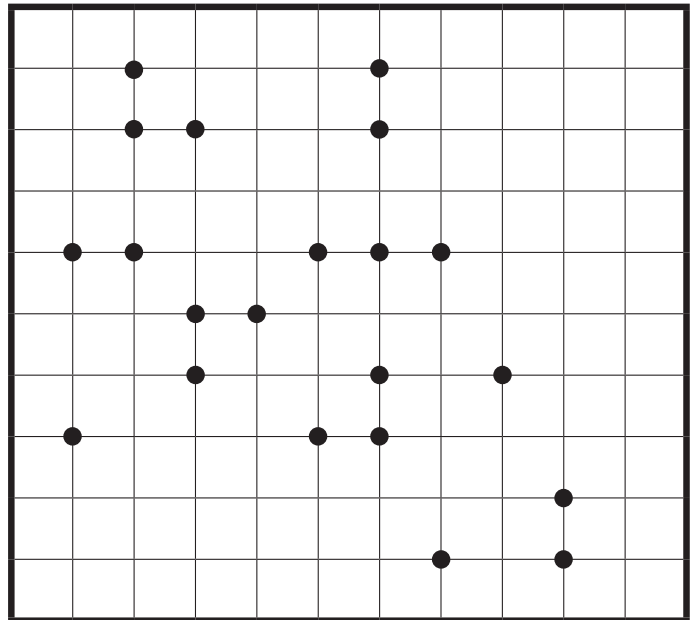
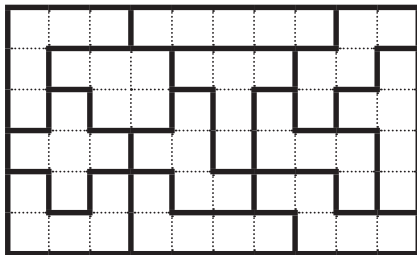
Place the digits 1-9 in each column, each row and in all black edged regions. Both grids have the same solution.



PENTOMINO - touching

06112017 - Hns - 3* - 1798

Place all twelve pentominos in the grid. The shapes can be mirrored and reflected, but they can only touch diagonally. All points where two pentominos touch are indicated by a black dot.



SUDOKU - high-low

07112017 - RS - 3* - 1799

Place the digits 1-9 in each column, each row and in all 3x3 regions. The numbers outside the grid indicate the sum of the highest and lowest digit in the first three cells, seen from that direction.

	12	13	5	10	14	7	15	10	5	
11										9
8		7								13
8										8
12										6
8										11
11										11
10										14
7										12
14										4
	10	10	9	8	11	11	11	7	11	

KAKURO

08112017 - Hns - 5* - 1800

For each number the sum is equal to the number in the grey box. A number above a diagonal relates to the digits you need to fill in to the right. A number below a diagonal relates to the digits you need to fill in vertically below it. Enter digits 1-9 so that no digit repeats in any of the numbers.

	17	20				6	4	31		
11				16	34	3	11			
39										12
	25							15		
	15	26	10					7		
19							15			
8			10			23		7		
			3				20			
	25								3	9
19	15									
7				23						
				16				3		

SUDOKU - shift

09112017 - WZ - 4* - 1801

Place the digits 1-9 in each column, each row and in all nine 3x3 regions.

All given clues are placed in the wrong cell and should be shifted one cell horizontally or vertically.

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

MAGNETS

10112017 - RS - 4* - 1802

Place magnets into some of the regions so that each magnet has a positive and a negative pole. Cells containing magnet halves of the same polarity cannot share an edge. Numbers outside the grid indicate the number of positive and negative poles in the rows and columns.

+	4	0	3	2	3	3	2	2	3	3
-	3	3	1	3	2	2	4	3	2	2

1	3									
4	1									
4	3									
1	4									
4	1									
2	5									
2	2									
3	1									
0	2									
4	3									

NEIGHBOURS

13112017 - Hns - 3* - 1803

Place digits 1–3 in the grid so that in each row and column, each digit appears two times. Numbers in grey cells do not share an edge with a cell containing the same number. Numbers in white cells share an edge with at least one cell containing the same number. All grey cells are given.

				3	
	1				

SUDOKU - non-consecutive

14112017 - RS - 4* - 1804

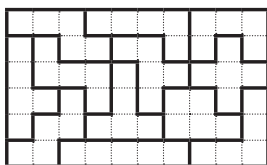
Place the digits 1-9 in each column, each row and in all 3x3 regions. **All** the places where consecutive numbers have to be filled in are marked with a circle. If there are no circles in the grid, that means all numbers are non-consecutive.

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

FILLED LOOP

15112017 - RS - 3* - 1805

Draw a single closed loop along the grid lines. The loop does not cross or touch itself. The numbers in the grid indicate how many sides of the cell are used for the loop. Fill the loop with the 12 pentominos; inside the loop are 60 cells. Adjacent pentominos touch each other at exactly one border segment. There are no points where three or more pentominos meet. Pentominos may be rotated and/or mirrored.



•	•	•	•	•	•	•	•	•	•	•	•
1		3		1	0		1		3		•
•	•	•	•	•	3	2	•	•	•	•	•
•	•	•	•	•	•	•	•	•	•	•	•
2		2	3			1	3		3		•
•	•	•	•	•	•	•	•	•	•	•	•
•	•	2			1	3			0		•
•	•	•	•	•	•	•	•	•	•	•	•
•	•	•	3				2				•
•	•	•	•	•	•	•	•	•	•	•	•
•	•	2	3	2	3	2	3	3	2	2	•
•	•	•	•	•	•	•	•	•	•	•	•
•	•	•	1				2				•
•	•	•	•	•	•	•	•	•	•	•	•
•	•	2			2	3			3		•
•	•	•	•	•	•	•	•	•	•	•	•
•	•	1	3	2			1	3		2	•
•	•	•	•	•	•	•	•	•	•	•	•
•	•	•	•	•	2	2					•
•	•	•	•	•	•	•	•	•	•	•	•
•	•	3		3		1	2		2		3
•	•	•	•	•	•	•	•	•	•	•	•

SUDOKU -
only one descriptive pairs

16112017 - WZ - 5* - 1806

Place the digits 1-9
in each column, each
row and in all nine 3x3
regions.

For every pair (X, Y)
of clues outside the
grid exactly one of the
following is true:

1. X is the Yth digit from
that side; or
2. Y is the Xth digit from
that side.

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

MOCHIKORO

17112017 - RS - 4* - 1807

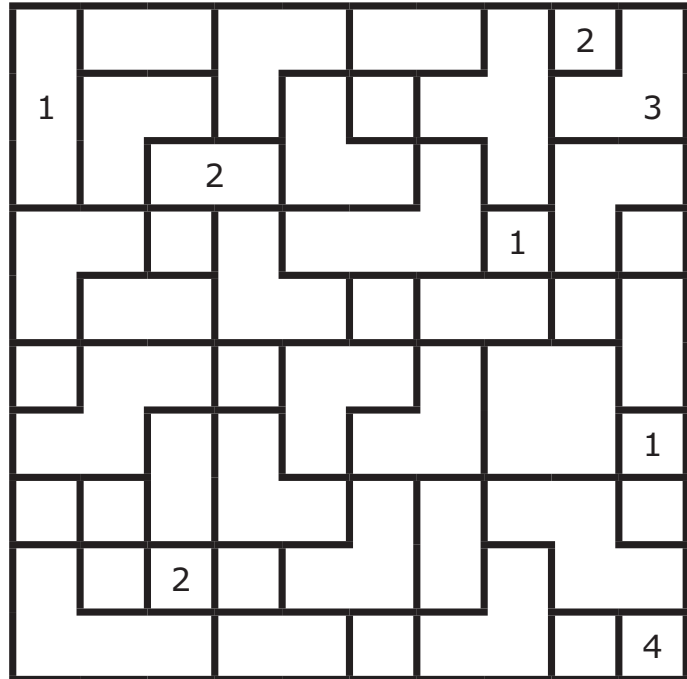
Blacken some cells in
order to form rectangular
areas of white cells.
No two areas share
an edge, but all areas
are interconnected
through their corners.
All numbered cells are
part of a white area, but
not all white areas have
a number. The number
indicates the amount of
white cells in that area,
including the cell with the
number. Blackened 2x2
areas are not allowed.

					3			4	
	5								
			4						
2					1			3	
						2			
8					2				
									6

DIFFERENT NEIGHBOURS

20112017 - RS - 2* - 1808

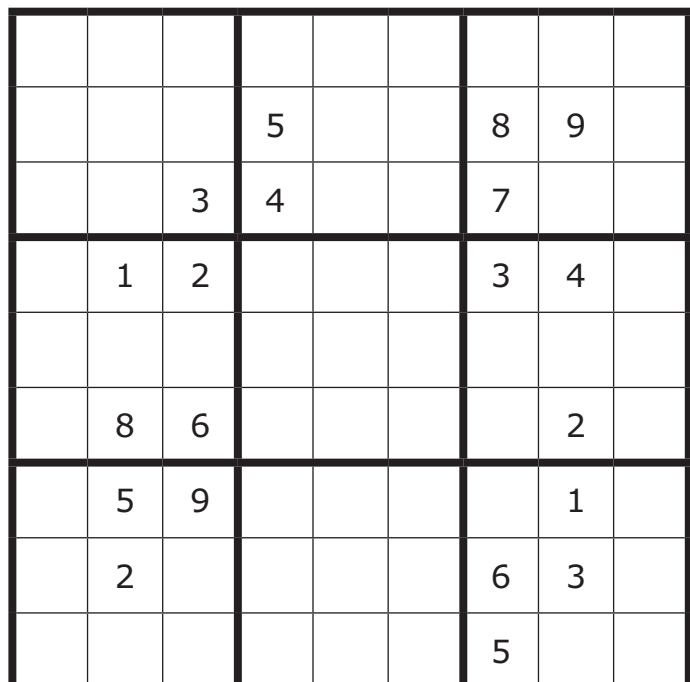
Place a digit from 1 to 4 in each black outlined region so that adjacent regions never contain the same digit, not even diagonally. Some regions have already been filled.



SUDOKU - anti-knight

21112017 - RS - 3* - 1809

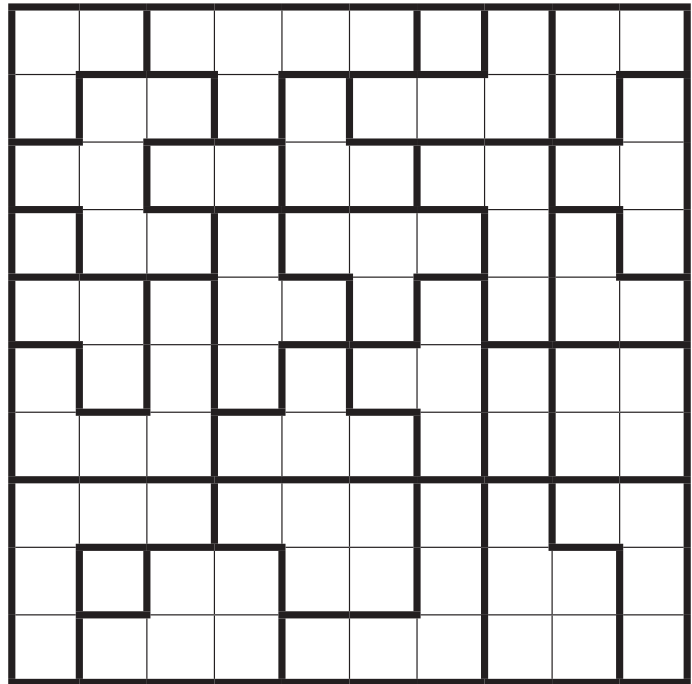
Place the digits 1-9 in each column, each row and in all nine 3x3 regions. No cell that is a knight-step (chess) away will contain the same digit.



RIPPLE EFFECT

22112017 - RS - 4* - 1810

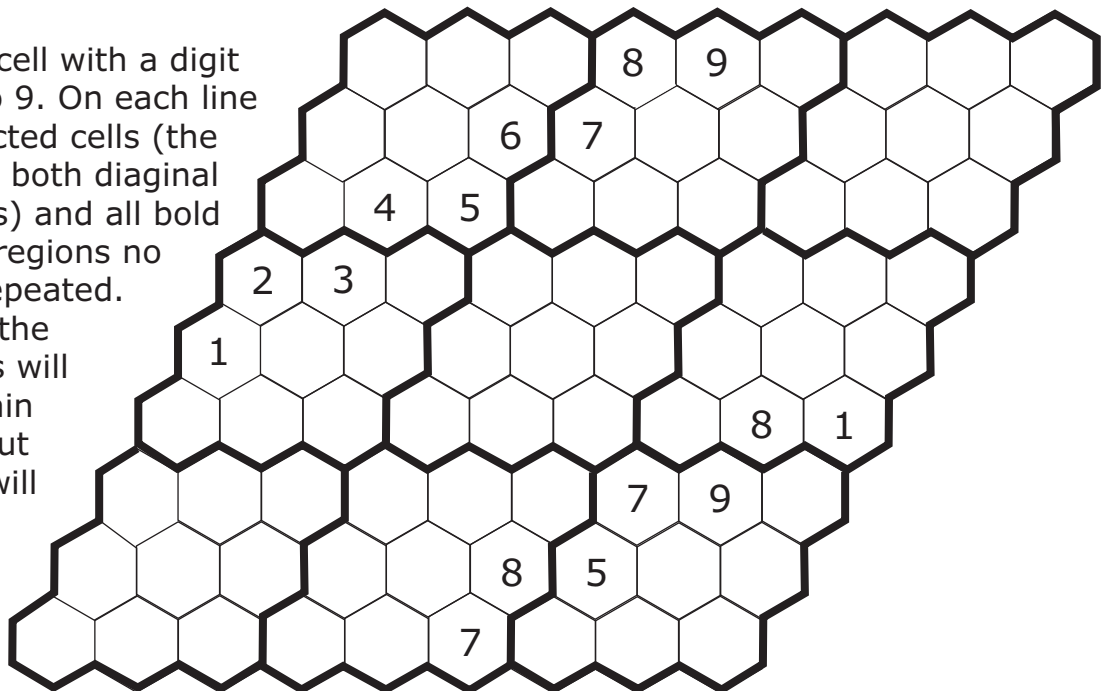
Every black bordered shape must contain the consecutive integers from 1 to the quantity of cells in that shape. If two identical numbers appear in the same row or column, at least that many cells with other numbers must separate them. For example, two cells both containing '3' must have at least three cells with other numbers between them in that row or column.



SUDOKU - hex

23112017 - RS - 4* - 1811

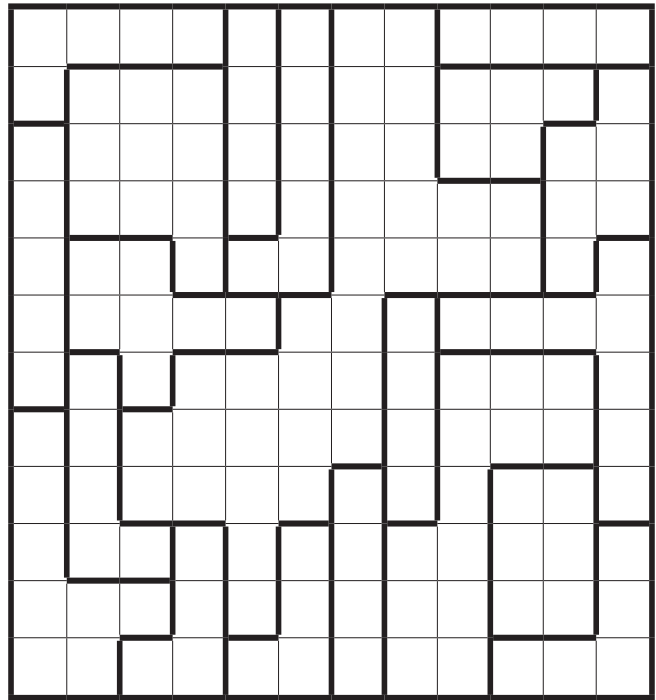
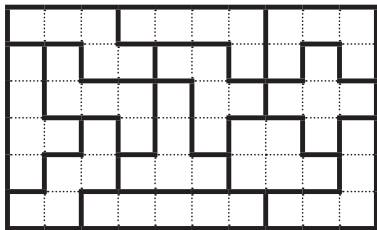
Fill each cell with a digit from 1 to 9. On each line of connected cells (the rows and both diagonal directions) and all bold outlined regions no digit is repeated. Some of the diagonals will not contain 9 cells, but no digit will repeat within them.



PENTOMINO - in the box

24112017 - RS - 4* - 1812

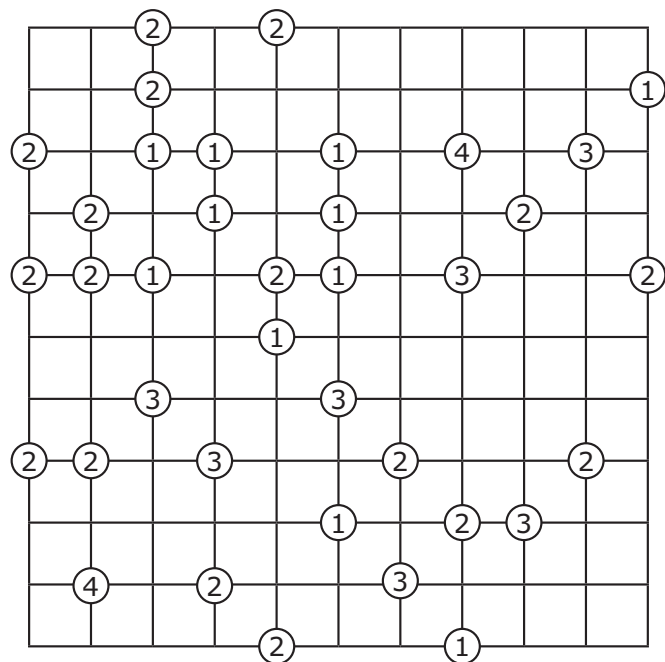
Place all twelve different pentominos in the grid, in such a way that they don't touch each other, not even diagonally. The pentominos may be rotated and/or mirrored. Every bold outlined area contains exactly three cells that belong to two different pentominos.



CREEK

27112017 - Hns - 4* - 1813

The digits in the circles indicate how many of the adjacent cells must be coloured. All remaining white cells are connected horizontally or vertically.



SUDOKU - windoku

28112017 - RS - 3* - 1814

Place the digits 1-9 in each column, each row, in all 3x3 regions and in the four grey coloured squares.

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

NO FOUR IN A ROW

29112017 - Hns - 4* - 1815

Fill in the grid with 'X' or 'O' such that four consecutive 'X's and 'O's do not appear horizontally, vertically or diagonally.

O		X			O		X	X	X
O	O								O
X	O					X	X		
				X				X	X
O						O			X
		X	O						O
X								O	
X						O	O		
		X	X	X					X
	O	X	X		O		X		X

NEIGHBOURS - boxes

30112017 - Hns - 4* - 1816

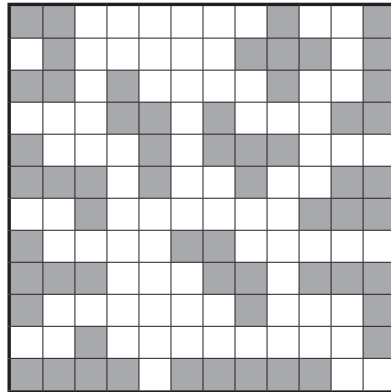
Place digits 1–3 in the grid so that in each row, column, and bold outlined 3x3 region in a way that each digit appears three times. Numbers in grey cells do not share an edge with a cell containing the same number. Numbers in white cells share an edge with at least one cell containing the same number. All grey cells are given.

1								3
	2			2			2	
			2					
	2			1			3	
					1			
	3			1			1	
1								1

01112017 - RS - 4* - 1795

		3		3		2			
4	1	3	4	6	5	2		3	
	5	2	1	3	4	6		1	
2	4	6	5	1	2	3			
	6	5	2	4	3	1		5	
3	3	4	6	2	1	5			
4	2	1	3	5	6	4		2	
		4		2		3			

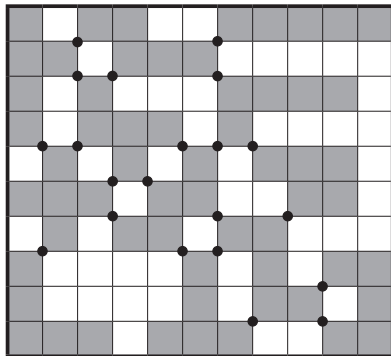
02112017 - Hns - 4* - 1796



03112017 - RS - 5* - 1797

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

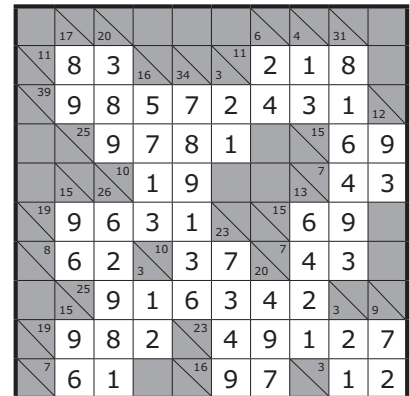
06112017 - Hns - 3* - 1798



07112017 - RS - 3* - 1799

		12	13	5	10	14	7	15	10	5	
11	9	8	2	4	7	1	6	5	3		9
8	6	7	1	2	5	3	9	8	4		13
8	3	5	4	8	9	6	7	2	1		8
12	4	6	8	9	2	7	1	3	5		6
8	1	3	7	6	4	5	2	9	8		11
11	5	2	9	3	1	8	4	7	6		11
10	7	4	3	1	8	2	5	6	9		14
7	2	1	6	5	3	9	8	4	7		12
14	8	9	5	7	6	4	3	1	2		4
	10	10	9	8	11	11	11	7	11		

08112017 - Hns - 5* - 1800



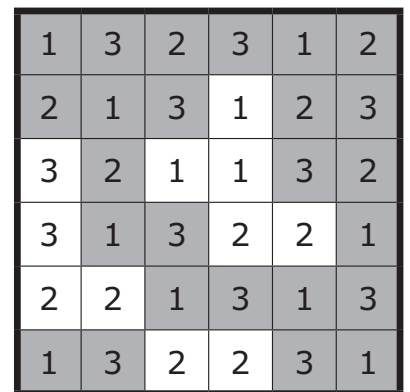
09112017 - WZ - 4* - 1801

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

10112017 - RS - 4* - 1802

		+	4	0	3	2	3	3	2	2	3	3
		-	3	3	1	3	2	2	4	3	2	2
1	3	-				-	+	-				
4	1	+				+	-				+	
4	3					-	+				-	+
1	4					-	+	-			-	
4	1	+						+	-	+		+
2	5	-				-		-	+	-	+	-
2	2	+	-			+	-					
3	1							+		+	-	+
0	2	-								-		
4	3	+	-	+	-	+					-	+

13112017 - Hns - 3* - 1803

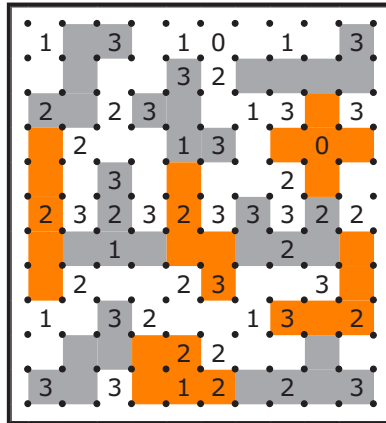




14112017 - RS - 4* - 1804

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

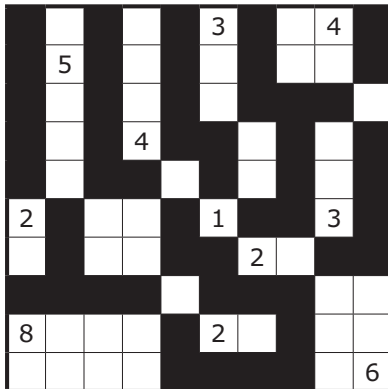
15112017 - RS - 3* - 1805



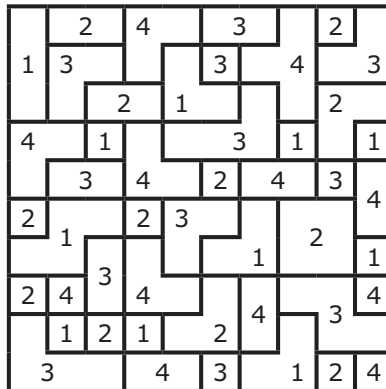
16112017 - WZ - 5* - 1806

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

17112017 - RS - 4* - 1807



20112017 - RS - 2* - 1808



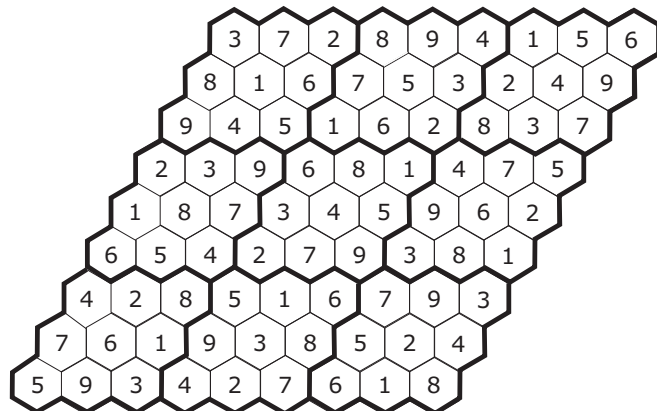
21112017 - RS - 3* - 1809

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

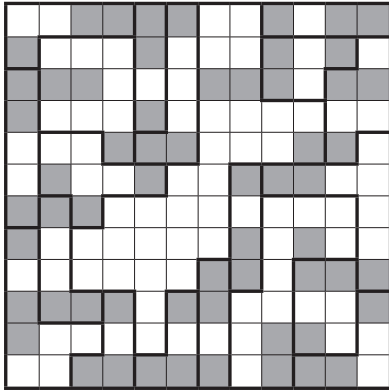
22112017 - RS - 4* - 1810

1	3	4	2	1	3	1	2	1	3
2	1	3	5	2	4	3	1	2	1
6	4	2	1	3	1	2	4	3	2
1	2	5	3	4	2	1	3	1	4
2	3	1	2	1	3	4	1	2	3
3	1	6	4	2	1	3	2	4	1
4	5	2	1	3	4	2	1	3	2
1	2	4	3	5	2	1	4	2	1
5	1	3	2	4	1	5	3	1	4
3	4	5	1	2	3	4	2	5	3

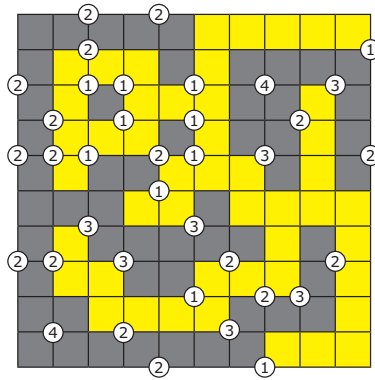
23112017 - RS - 4* - 1811



24112017 - RS - 4* - 1812



27112017 - Hns - 4* - 1813



28112017 - RS - 3* - 1814

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

29112017 - Hns - 4* - 1815

o	x	x	o	x	o	o	x	x	x
o	o	o	x	o	x	o	x	o	o
x	o	o	x	o	o	x	x	x	o
x	o	x	x	x	o	x	o	x	x
o	x	x	o	x	o	o	o	x	x
o	o	x	o	o	x	x	x	o	o
x	x	o	o	o	x	o	x	o	o
x	o	x	x	o	x	o	o	o	x
x	o	x	x	x	o	x	o	x	x
o	o	x	x	o	o	x	x	o	x

30112017 - Hns - 4* - 1816

1	1	2	3	2	3	2	1	3
3	2	1	1	2	3	3	2	1
3	2	3	1	2	1	2	1	3
3	1	1	2	3	2	1	3	2
2	2	1	3	1	2	1	3	3
2	3	3	1	3	1	1	2	2
1	3	2	2	1	2	3	3	1
2	3	3	3	1	1	2	1	2
1	1	2	2	3	3	3	2	1

puzzle authors
 RS - Richard Stolk
 BdL - Bram de Laat
 WZ - Wilbert Zwart
 AB - Arvid Baars
 Hns - Hns Eendebak

puzzle names

date (ddmmyyyy) - author - difficulty level - wcpn puzzle ID



www.wcpn.nl



info@wcpn.nl