

These are all the puzzles that have been published on wcpn.nl in March 2018, including solutions, puzzle designers and difficulty level.



NURIKABE

01032018 - RS - 4* - 1881

Shade some empty cells black so that the grid is divided into white areas, each containing exactly one number and with an area in cells equal to the value of that number. Two white areas may only touch diagonally. All black cells must be connected with each other, but no 2x2 square of cells can be entirely shaded black.

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

JAPANESE SQUARE PLUS aka JAPANESE SUMS PLUS

02032018 - RS - 4* - 1882

Place digits 1–9 into the grid so that no digit is repeated within a row or column. Numbers outside the grid indicate the sums of contiguous blocks of digits in that row or column. Blocks have to be separated by at least one empty square. On each row and column three squares remain empty.

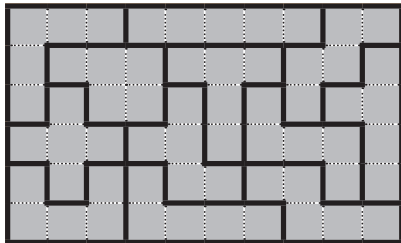
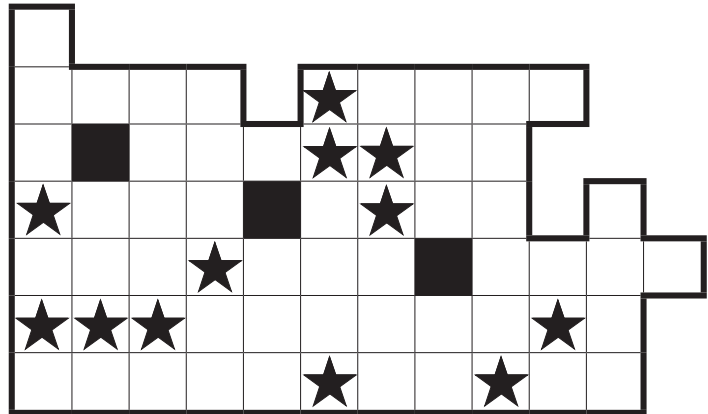
						9		20						16
		20	8			9		7	12	25	14		10	
	31	9	27	15	11	2		6	7	11	30	12	24	
	14	16	10	30	16	43	12	26	9	1	7	21		

11	34													
17	8	20												
10	8	12	15											
9	25	10	1											
4	3	15	23											
22	13	10												
23	3	19												
	1	44												
7	6	8	24											
	11	24	10											
	20	18	7											
	24	2	19											

PENTOMINO - division

05032018 - Hns - 4* - 1883

Divide the grid in the twelve different pentominoes. The pentominoes can be turned and/or mirrored. Each pentomino contains exactly one star.



SUDOKU - queens

06032018 - WZ - 3* - 1884

Standard sudoku rules apply. All digits 9 in the grid are considered to be chess queens. Two queens cannot be placed along the same diagonal of any length.

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

NO FOUR IN A ROW

07032018 - Hns - 4* - 1885

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

DOMINION

08032018 - Hns - 4* - 1886

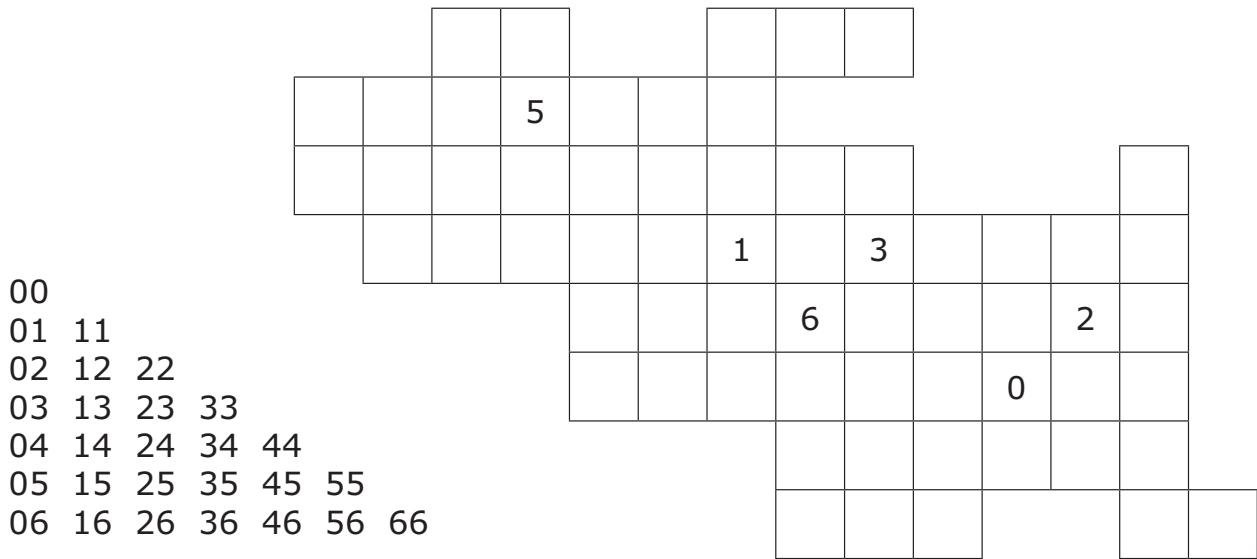
Place some dominoes (1x2 black cells) in the grid, in order to divide the grid into some regions of adjacent squares. Dominoes cannot overlap or touch each other from the sides. It is also not possible to cover a letter with a domino. Same letters belong to the same region, different letters belong to a different region. All regions contain one or more letter(s).

					E				
I						C			
		A							
				G					
			B				G		
								F	
K							H		
								H	
					J				
		D					J		

DOMINO - blackout

09032018 - RS - 5* - 1887

A complete set of dominoes is placed in the grid. The ends of adjacent stones have the same value. Some cells have to be blackened. Black cells must not touch the border nor each other orthogonally.

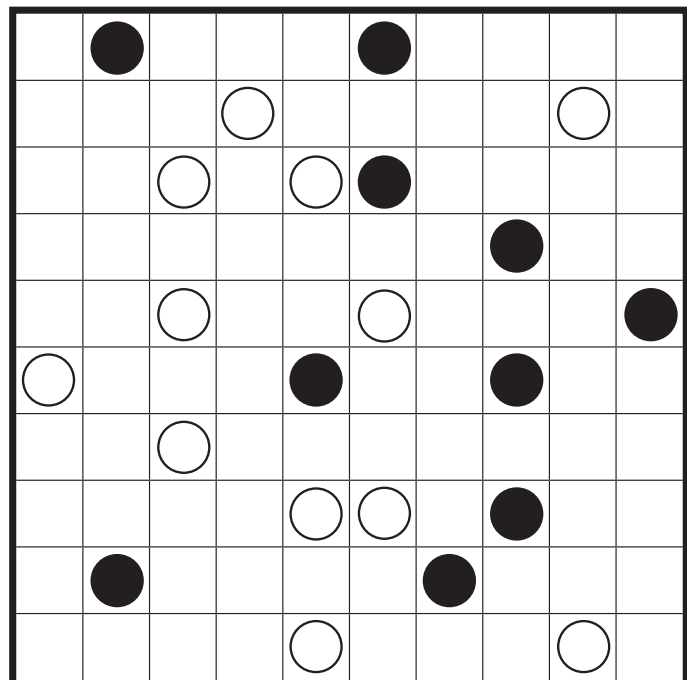


00
01 11
02 12 22
03 13 23 33
04 14 24 34 44
05 15 25 35 45 55
06 16 26 36 46 56 66

MASYU

12032018 - RS - 3* - 1888

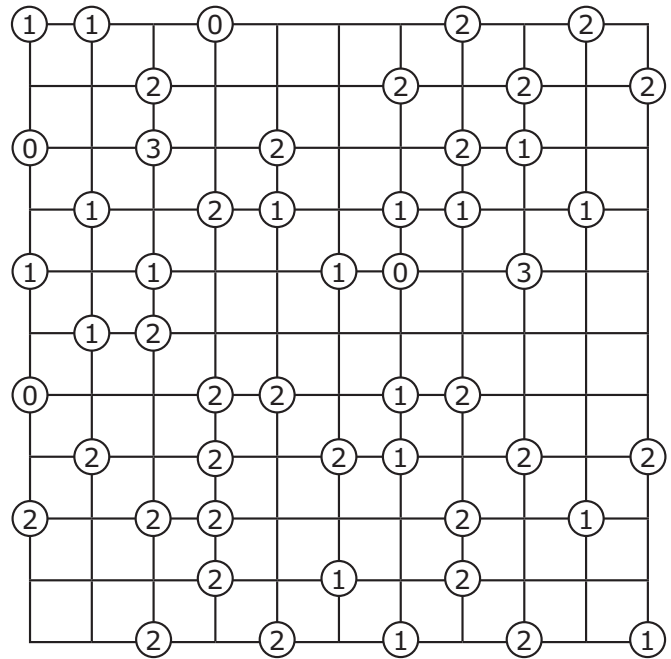
Draw a single closed loop that travels horizontally and vertically, passing through all circles in the grid. The loop must make a 90° angle in all black circles and go straight for at least two cells in both directions before turning again. The loop must go straight through all white circles and make a 90° angle in at least one of the neighbouring cells.



CREEK

13032018 - Hns - 4* - 1889

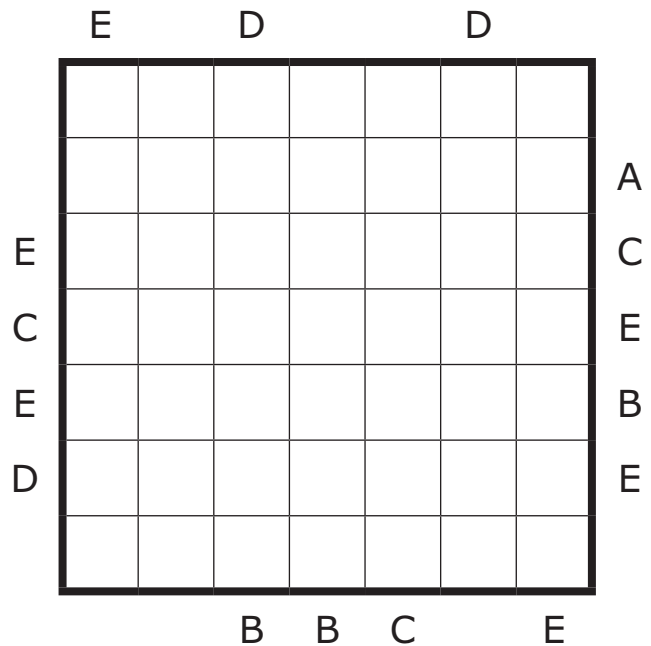
The digits in the circles indicate how many of the adjacent cells must be coloured. All remaining white cells are connected horizontally or vertically.



EASY AS ABCDE

14032018 - Hns - 4* - 1890

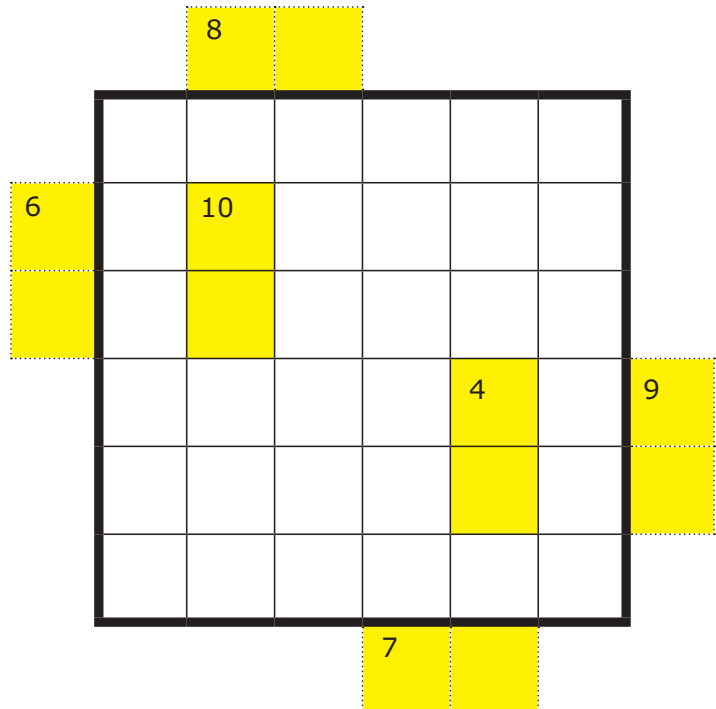
Fill the grid with letters ABCDE so that each row and column contains each letter exactly once. Some cells remain empty. Letters outside the grid indicate the first letter in that row or column from that direction.



SKYSCRAPERS - killer

15032018 - RS - 3* - 1891

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.

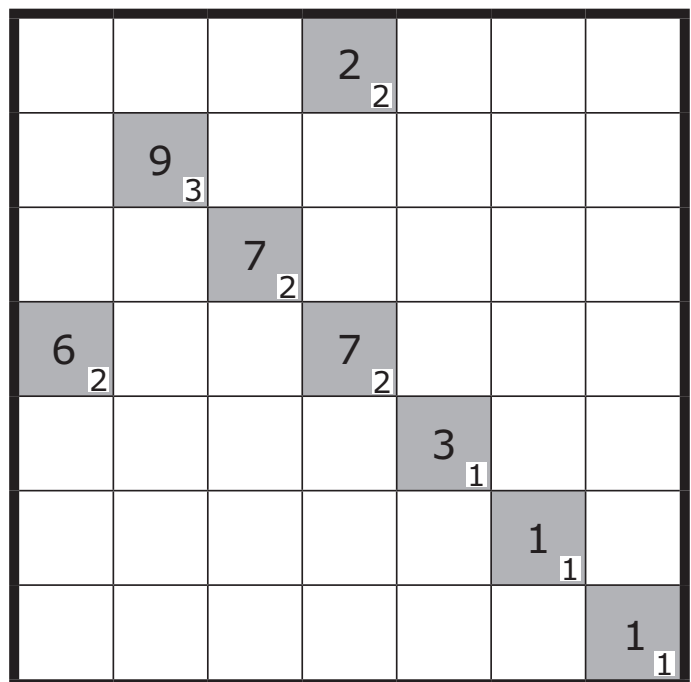


A 6x6 grid puzzle. Clues are placed around the grid: 8 (top), 6 (left), 10 (top-left), 4 (right), 9 (right), 7 (bottom). Killer cages (yellow) are located at: (1,2)-(1,3) sum 8; (2,1)-(3,1) sum 6; (2,2)-(3,2) sum 10; (4,4)-(5,4) sum 4; (5,6)-(6,6) sum 9; (6,5)-(6,6) sum 7.

SLOVAK SUMS

16032018 - WZ - 4* - 1892

Place a digit from 1 to 4 into some cells so that each digit appears exactly once in each row and column. Cells may remain empty. A cell cannot contain more than one digit. Some clues are given in the grid; digits should not be placed in cells with clues. Each clue indicates the sum of the digits next to the clue. The small digit indicates the number of adjacent cells with a digit.



A 7x7 grid puzzle. Clues are placed in grey cells: (1,4) 2 with small 2; (2,2) 9 with small 3; (3,3) 7 with small 2; (4,1) 6 with small 2; (4,4) 7 with small 2; (5,5) 3 with small 1; (6,6) 1 with small 1; (7,7) 1 with small 1.

NEIGHBOURS

19032018 - Hns - 3* - 1893

Place digits 1–3 in the grid so that in each row and column, 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.

	2						1	
	1						3	

MOCHIKORO

20032018 - Hns - 4* - 1894

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.

					4			
4							4	
					1			
	4		3					
6								8
		4						
								4
				4				

SUDOKU - extra regions

21032018 - RS - 3* - 1895

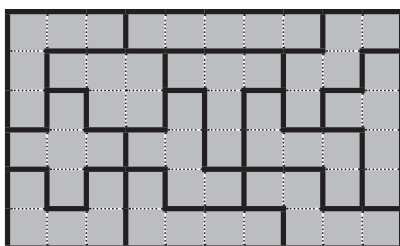
Place the digits 1-9 in each column, each row and in all nine 3x3 regions. Digits may not repeat in grey areas.

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

FILLED LOOP

22032018 - RS - 4* - 1896

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 pentominoes; inside the loop are 60 cells. Adjacent pentominoes touch each other at exactly one border segment. There are no points where three or more pentominoes meet. Pentominoes may be rotated and/or mirrored.



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

YAJILIN - diagonal

23032018 - WZ - 5* - 1897

Paint some cells black. Numbered squares indicate the amount of blackened squares in the corresponding two diagonals. Black squares cannot touch each other from the sides but they may touch diagonally, and all remaining white cells not occupied by a number or not blackened should be traversed by a single closed loop that connects the centers of adjacent squares and doesn't cross itself.

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

CAPSULES

26032018 - RS - 3* - 1898

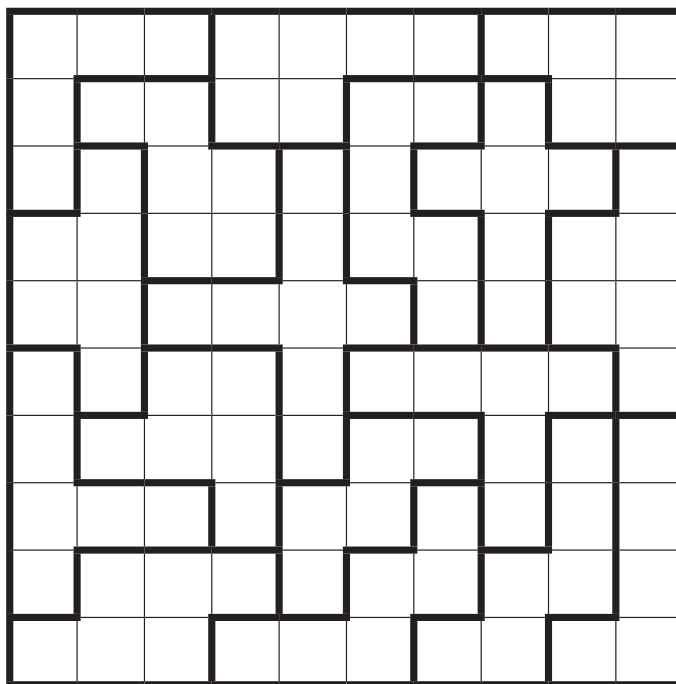
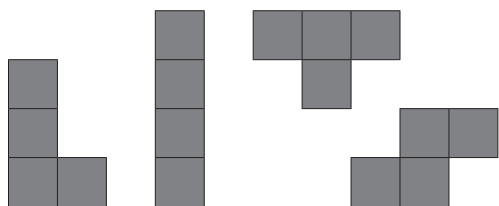
Place numbers in the grid such that each thick-outlined region contains the numbers 1 to 5. Two same numbers cannot touch each other, not even diagonally.

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

LITS

27032018 - RS - 3* - 1899

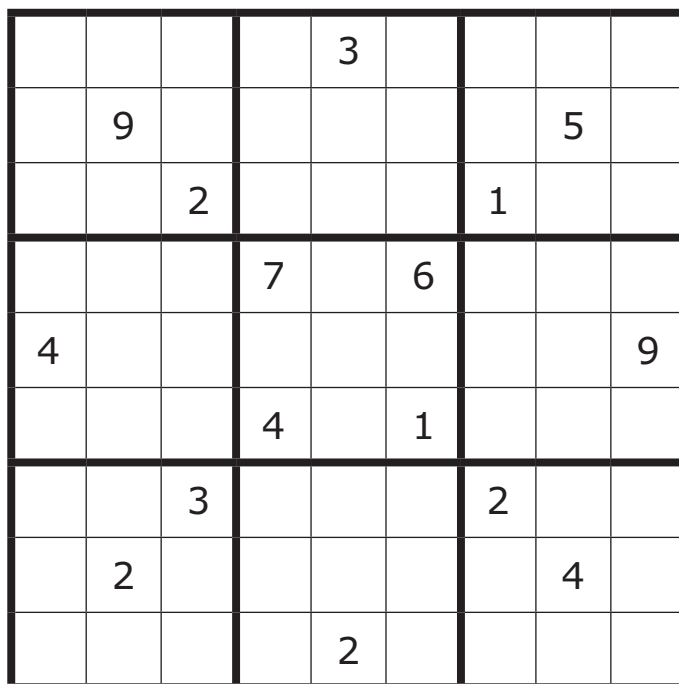
Shade exactly four cells in each of the outlined regions so that they are orthogonally interconnected within the region and form one of the given shapes. Identical pieces may not touch each other orthogonally. Tetrominoes may be rotated and reflected, however they are still considered as the same type. All the shaded cells must be interconnected. Shaded cells cannot form a 2x2 square.



SUDOKU - non-consecutive

28032018 - RS - 4* - 1900

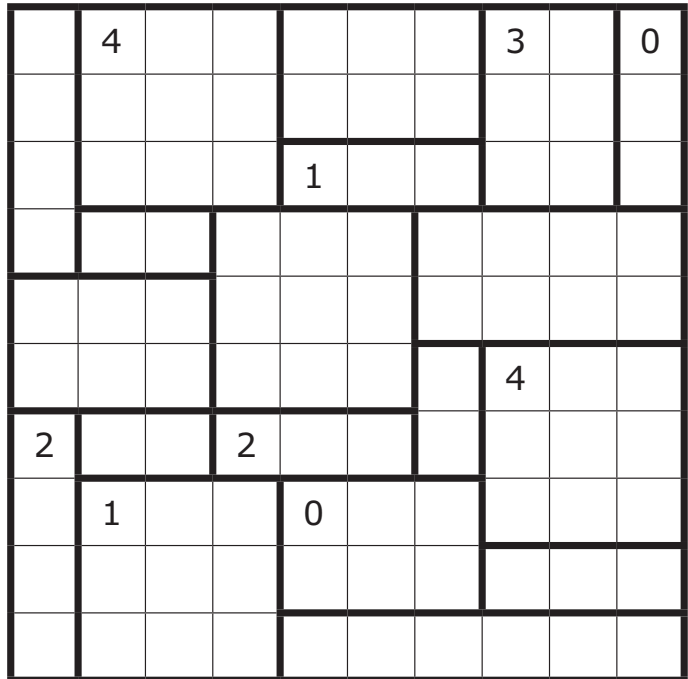
Place the digits 1-9 in each column, each row and in all 3x3 regions. **All** the places where consecutive numbers have to be filled in are marked with a circle. If there are no circles in the grid, that means all numbers are non-consecutive.



HEYAWAKE

29032018 - Hns - 4* - 1901

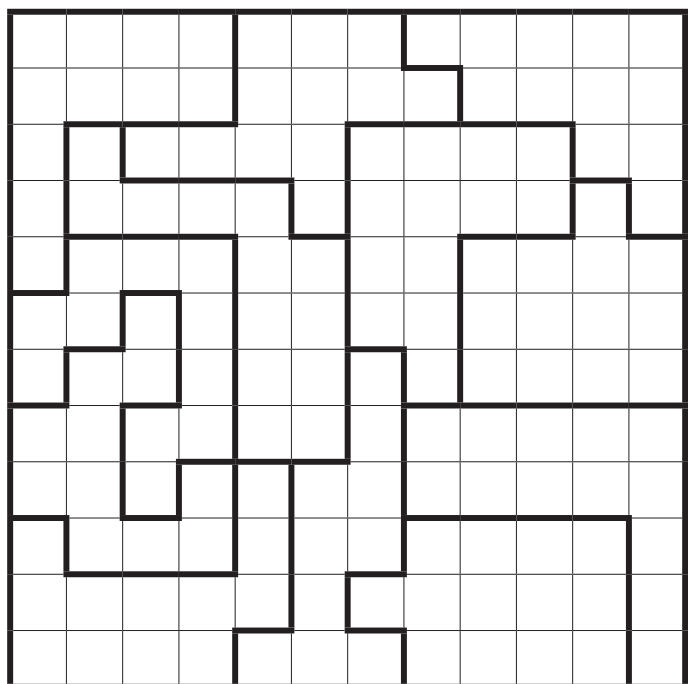
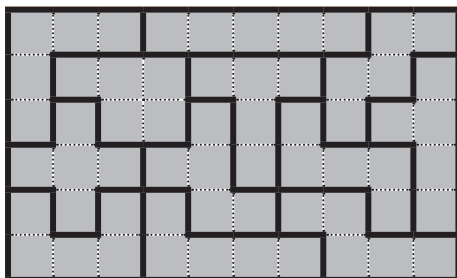
Blacken some fields of the grid, so that black fields don't touch each other. All white fields remain orthogonally connected. A hint inside a region gives the number of black fields in that region. Hints may be blackened, but still hold. No horizontal or vertical sequence of white fields may span more than two regions.



PENTOMINO AREAS

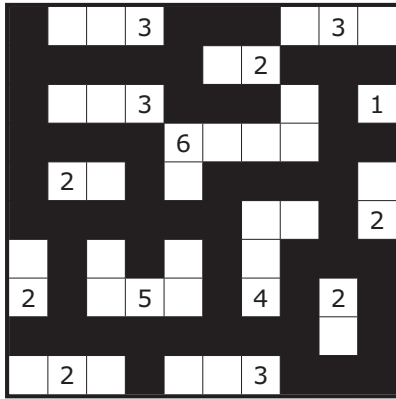
30032018 - BdL - 4* - 1902

Place all 12 pentominoes in the grid. Every marked room must contain exactly one pentomino. Pentominoes do not touch, not even diagonally.





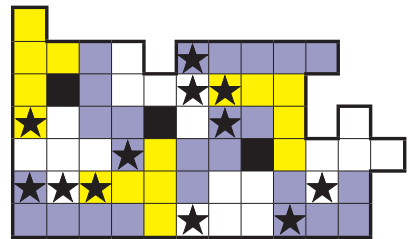
01032018 - RS - 4* - 1881



02032018 - RS - 4* - 1882

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

05032018 - Hns - 4* - 1883



06032018 - WZ - 3* - 1884

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

07032018 - Hns - 4* - 1885

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

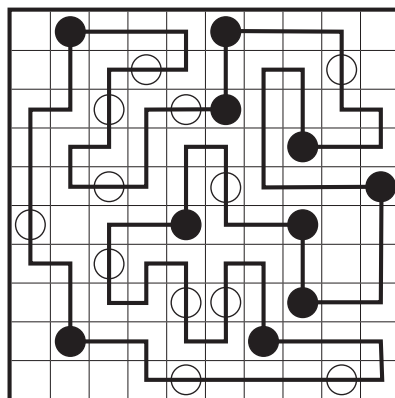
08032018 - Hns - 4* - 1886

					E				
I								C	
		A							
				G					
			B				G		
								F	
K								H	
								H	
					J				
		D					J		

09032018 - RS - 5* - 1887

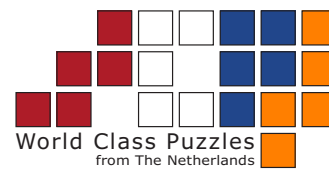
		5	5		0	0	3		
3	3	5	5	5	1	1			
3	3		4		1	1	1	3	
	4	4	4	4	1	1		3	3
		4		6	6	6		2	2
		2	2	6	6	6	0	0	5
			6		0	0	0	5	
			4	4	0				5
									6

12032018 - RS - 3* - 1888



13032018 - Hns - 4* - 1889

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



14032018 - Hns - 4* - 1890

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

15032018 - RS - 3* - 1891

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

16032018 - WZ - 4* - 1892

	2	1	2 ₂		4	3
4	9 ₃		1	2	3	
	3	7 ₂	4	1	2	
6 ₂	4		7 ₂	3	1	2
2	1	3		3 ₁		4
3		4	2		1 ₁	1
1		2	3	4		1 ₁

19032018 - Hns - 3* - 1893

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

20032018 - Hns - 4* - 1894

				4				
4							4	
					1			
		4		3				
6								8
			4					
								4
				4				

21032018 - RS - 3* - 1895

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

22032018 - RS - 4* - 1896

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

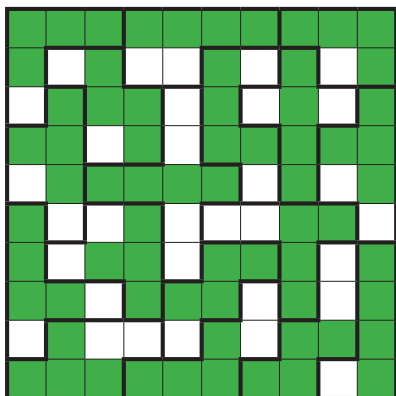
23032018 - WZ - 5* - 1897

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

26032018 - RS - 3* - 1898

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

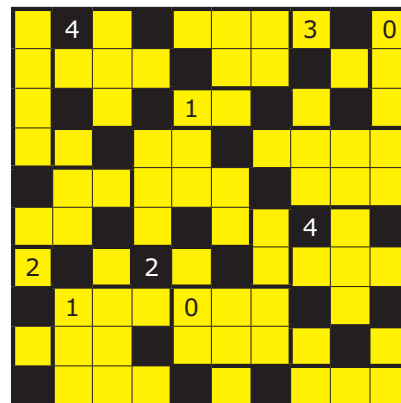
27032018 - RS - 3* - 1899



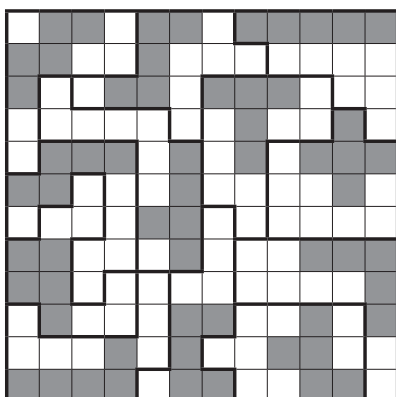
28032018 - RS - 4* - 1900

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

29032018 - Hns - 4* - 1901



30032018 - BdL - 4* - 1902



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