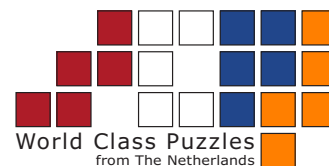


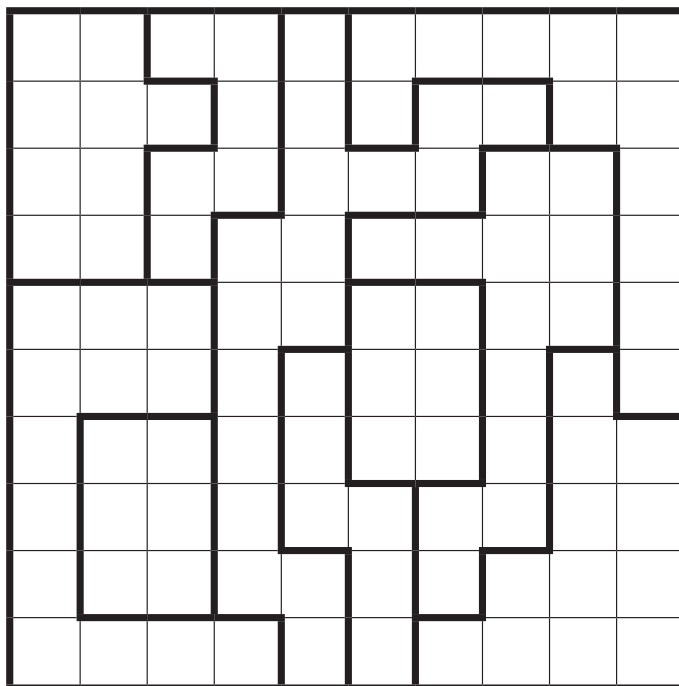
These are all the puzzles that have been published on wcpn.nl in April 2018, including solutions, puzzle designers and difficulty level.



STAR BATTLE

02042018 - RS - 2* - 1903

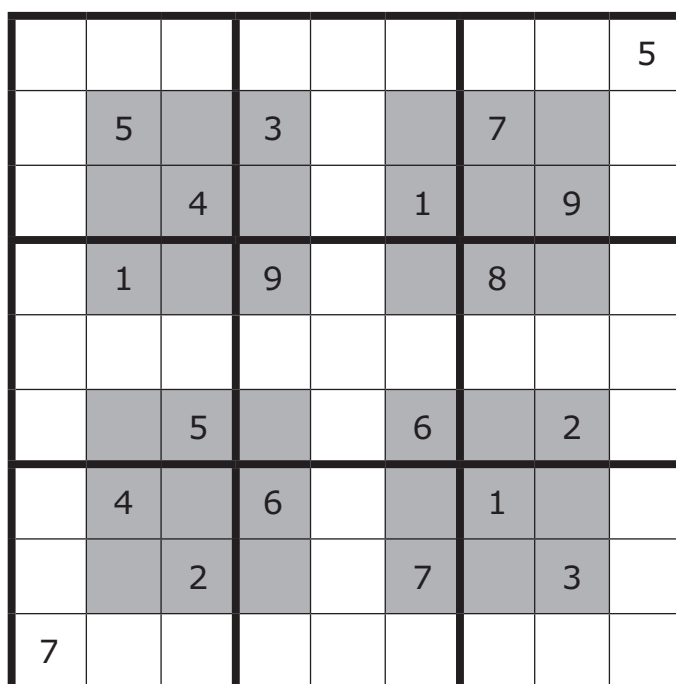
Place two stars with the size of one cell in each row, column and outlined region. The stars do not touch each other, not even diagonally.



SUDOKU - windoku

03042018 - RS - 3* - 1904

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



BINARY PUZZLE

04042018 - Hns - 4* - 1905

Place a 0 or a 1 in each cell. The number of 0's and 1's in each row and each column is equal. No more than two similar numbers below or next to each other are allowed.

1			1						0
		1	0				1	1	
		1					1	0	
					1				0
					1	1		1	
						0			1
1	1		1						
			1			1			
1	1								
				0	0		0		

FENCES aka slitherlink

05042018 - Hns - 4* - 1906

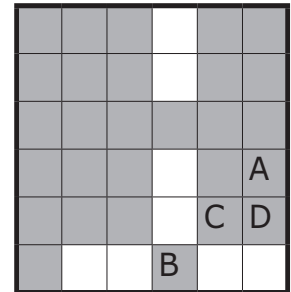
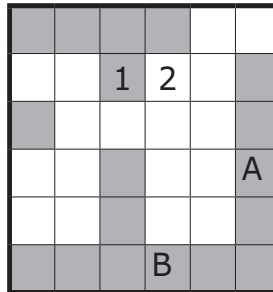
Draw a single closed loop into the grid by connecting the dots. The loop cannot touch itself, not even diagonally. The numbers in the cells indicate how many parts of the loop are directly beside, under or above the number.

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

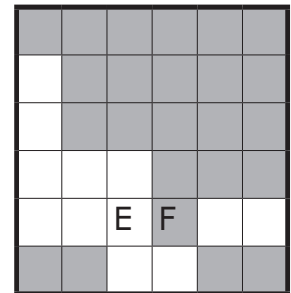
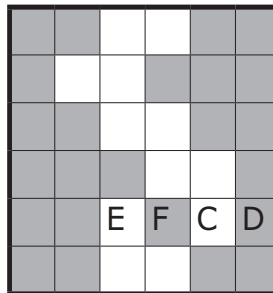
NEIGHBOURS - relay

06042018 - Hns - 4* - 1907

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.



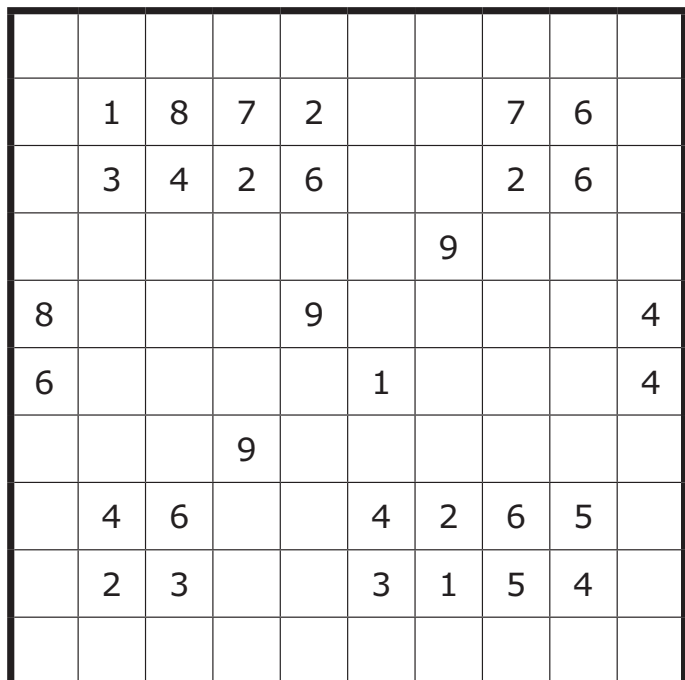
The letters in puzzle 1 (A and B) correspond with A and B in the second puzzle, and so on.



FILLOMINO

09042018 - RS - 2* - 1908

Divide the grid into polyominoes. Every digit in the grid must be contained in a polyomino containing that number of cells. No two polyominoes containing the same number of cells may touch horizontally or vertically. A polyomino may contain one, more than one, or none of the digits that are already given in the puzzle.



RENBAN

10042018 - Hns - 4* - 1909

Place the numbers 1-8 on each row and in each column. Numbers in black edged regions are consecutive.

		5		3			
3							
							3
			3		6		

SUDOKU - anti-diagonal

11042018 - RS - 4* - 1910

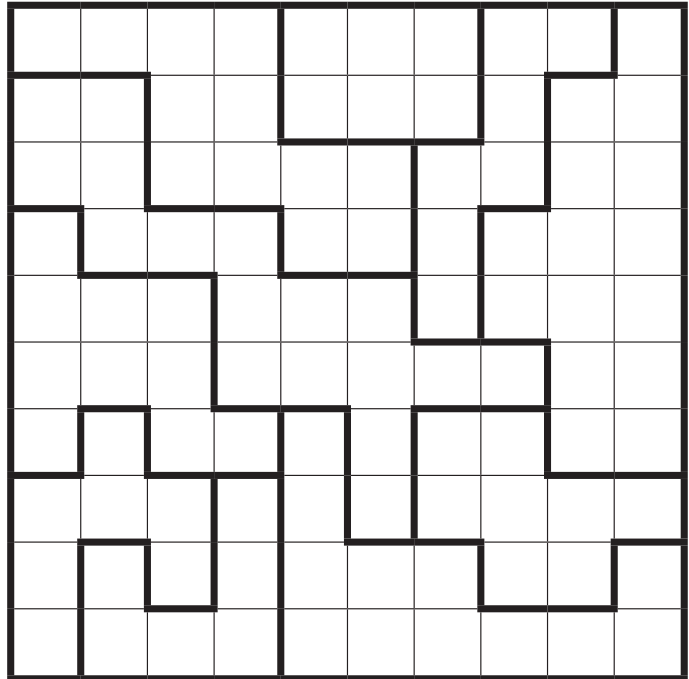
Place the digits 1-9 in each column, each row and in all nine 3x3 regions. Every main diagonal contains exactly three different digits.

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

STAR BATTLE

12042018 - RS - 3* - 1911

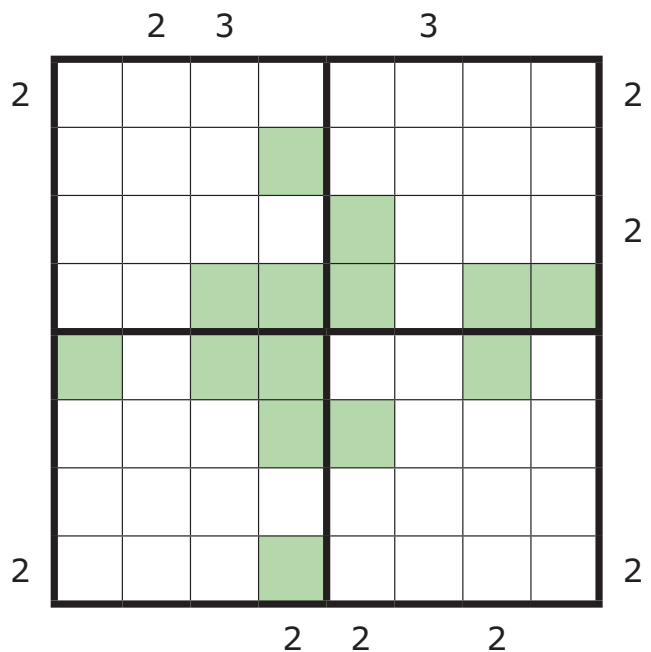
Place two stars with the size of one cell in each row, column and outlined region. The stars do not touch each other, not even diagonally.



SKYSCRAPERS - clustered

13042018 - Hns - 5* - 1912

The grid is divided in four 4x4 blocks. Each block is a small skyscrapers-puzzle. Place the digits 1-4 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 figures in the green cells are hints for the direct adjacent blocks. A figure in a corner with two adjacent blocks is valid for both blocks. All possible green cells are given.



SUDOKU - disjoint groups

16042018 - RS - 2* - 1913

Place the digits 1-9 in each column, each row and in all nine 3x3 blocks.
No digit can appear in the same position in different 3x3 blocks.

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

DOUBLE BLOCK

17042018 - RS - 3* - 1914

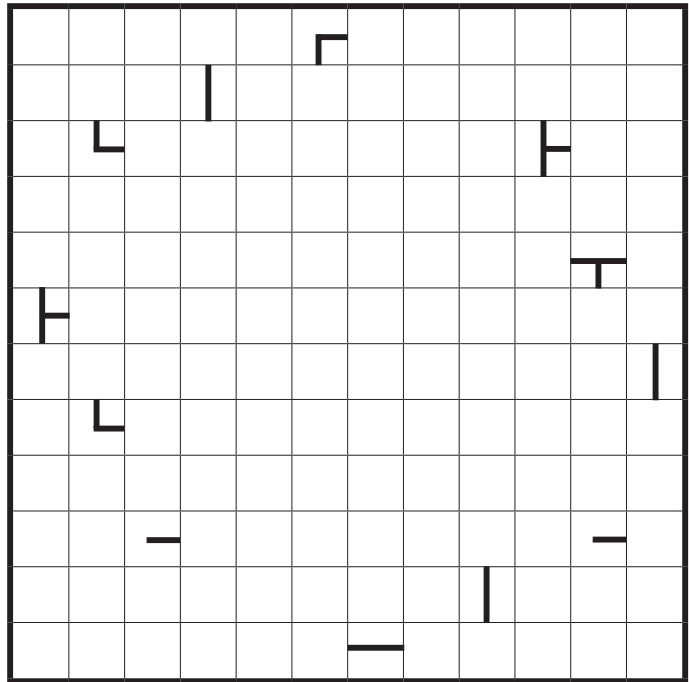
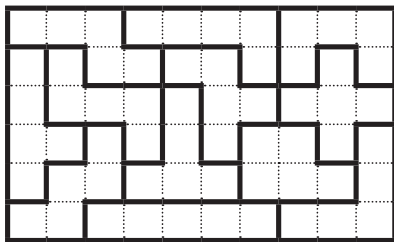
Blacken exactly two cells in each row and each column of the grid. Place figures 1-4 on each row and column. Numbers outside the grid indicate the sum of the figures between the two black cells in the corresponding row or column.

	0		10	2	2	
3						
7						
9						
4						
6						

PENTOPIA

18042018 - BdL - 4* - 1915

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(es) when looking from that cell. Cells with arrows remain empty.



DOMINO

19042018 - RS - 4* - 1916

A complete set of dominoes is placed in the grid. The boundaries are all removed and the number of pips is indicated by digits. Draw the boundaries so that the complete set of dominoes is shown.

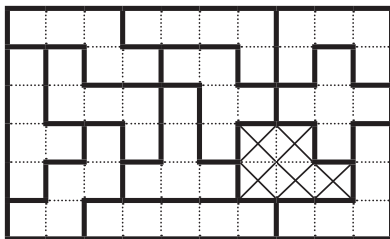
- 00
- 01 11
- 02 12 22
- 03 13 23 33
- 04 14 24 34 44
- 05 15 25 35 45 55
- 06 16 26 36 46 56 66

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

CORRAL - pento

20042018 - RS - 4* - 1917

Paint a single connected set of cells (the corral) so that it does not touch itself, not even diagonally, does not surround any white areas and does not contain any 2x2 painted area. Numbers outside the grid indicate the sizes of consecutive painted blocks in that row/column. Numbers are given in increasing order and not in the order the blocks appear. There must be at least one white cell between any consecutive blocks. Additionally, the formed corral is build up by all different pentominoes, except for the P. Pentominoes may be rotated and/or reflected.



				1	1					
	1		1	1	1			1	1	
	1	1	1	1	1	1	1	3	1	2
	4	7	1	2	2	4	1	7	3	3

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

SUDOKU - between 1 and 9

23042018 - RS - 3* - 1918

Place the digits 1-9 in each column, each row and in all 3x3 regions. Clues outside the grid indicate the sum of the digit(s) placed between 1 and 9 in the corresponding row or column. (A zero outside the grid means that 1 and 9 are placed next to each other or right above each other.)

	22	7	8	30	12	9	4	11	6
--	----	---	---	----	----	---	---	----	---

16									
15									
9			2	1					
11									
20				4					
21									
22						1	8		
25									
26									



CAVE

24042018 - RS - 3* - 1919

Draw a closed loop over the grid lines. The loop goes around all numbers. The numbers in the grid indicate how many cells inside the loop can be seen horizontally and vertically from that cell, including the cell itself.

			3			5	3	
		7			3	3		
	7			5		5		
		6	9					6
								7
2								
5						7	5	
		7			7			7
		8		6			3	
	5	7				3		

NURIKABE

25042018 - RS - 4* - 1920

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.

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

SUDOKU - even sandwich

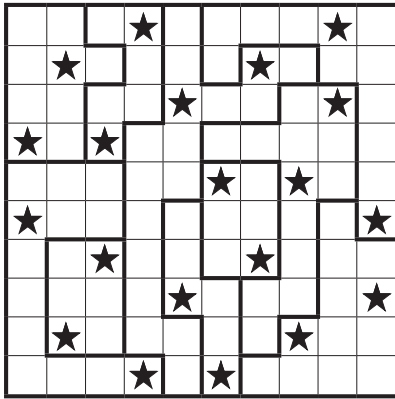
30042018 - RS - 3* - 1923

Place the digits 1-9 in each column, each row and in all 3x3 regions. Clues outside the grid show all the digits that have even digits as neighbours on both sides in the corresponding row or column.

			5	4		4		1	3
	-	2	8	8	-	5	5	7	7

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

02042018 - RS - 2* - 1903



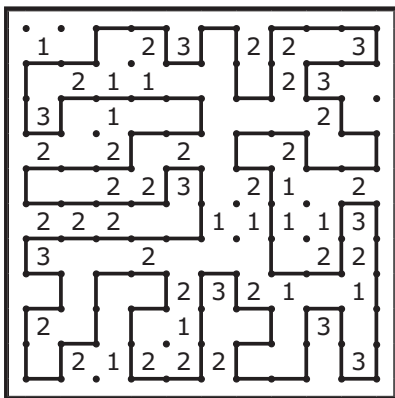
03042018 - RS - 3* - 1904

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

04042018 - Hns - 4* - 1905

1	0	0	1	0	1	1	0	1	0
0	0	1	0	1	1	0	1	1	0
0	1	1	0	1	0	0	1	0	1
1	0	0	1	0	1	1	0	1	0
0	0	1	0	0	1	1	0	1	1
0	1	1	0	1	0	0	1	0	1
1	1	0	1	1	0	0	1	0	0
0	0	1	1	0	1	1	0	1	0
1	1	0	0	1	0	0	1	0	1
1	1	0	1	0	0	1	0	0	1

05042018 - Hns - 4* - 1906



06042018 - Hns - 4* - 1907

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

09042018 - RS - 2* - 1908

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

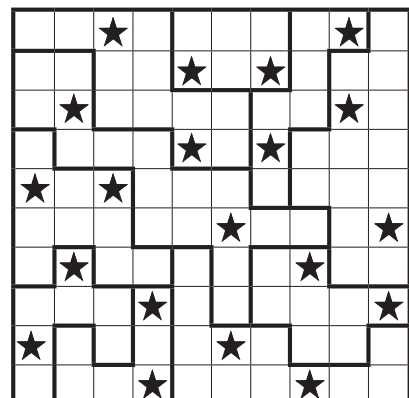
10042018 - Hns - 4* - 1909

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

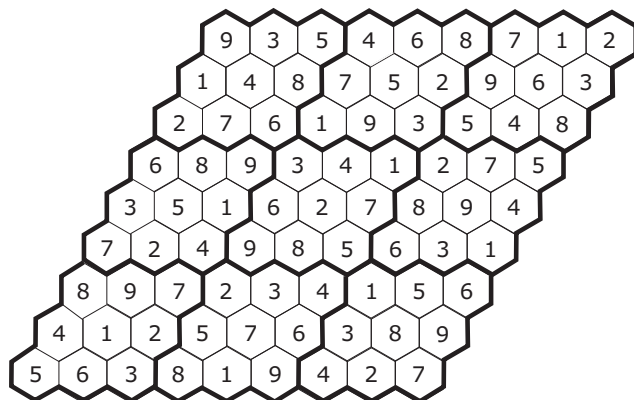
11042018 - RS - 4* - 1910

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

12042018 - RS - 3* - 1911



26042018 - RS - 3* - 1921



27042018 - RS - 5* - 1922

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

30042018 - RS - 3* - 1923

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

puzzle authors

RS - Richard Stolk
BdL - Bram de Laat
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AB - Arvid Baars
Hns - Hns Eendebak

puzzle names

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



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