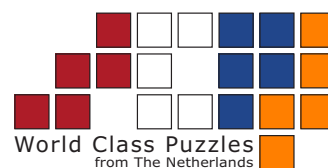


These are all the puzzles that have been published on [wcpn.nl](http://wcpn.nl) in August 2018, including solutions, puzzle designers and difficulty level.



### NURIKABE

01082018 - WZ - 3\* - 1990

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.

										5
					5					
			5							5
						5				
				5						
						5				
					5					
5										
	5						5			
						5				

### FILLOMINO

02082018 - BdL - 4\* - 1991

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.

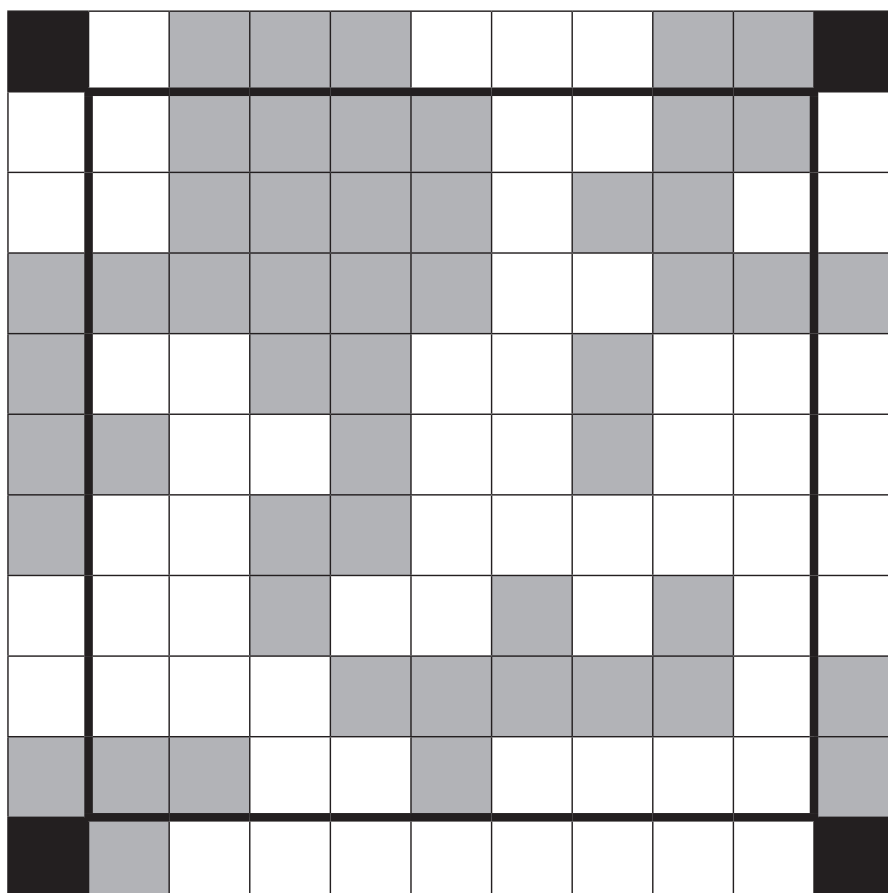
							4		
		4	1				5		
	5				4		3	2	3
	4				3				
					4	1	2		
		6	5	3					
				4				4	
2	3	2		3				1	
		1				6	4		
		3							

SKYSCRAPERS - neighbours

03082018 - RS - 4\* - 1992

Place digits 1–3 in the grid so that in each row and column, each digit appears three times in the bold outlined 9×9-box. 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.

Also, the digits in the bold outlined 9×9 box each represent skyscrapers of their respective heights. The digits outside the grid indicate how many skyscrapers can be seen in the respective row or column from the respective direction. (A skyscraper hides all skyscrapers behind it that are of equal or lower height.)





CORRAL

06082018 - AS - 2\* - 1993

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.

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

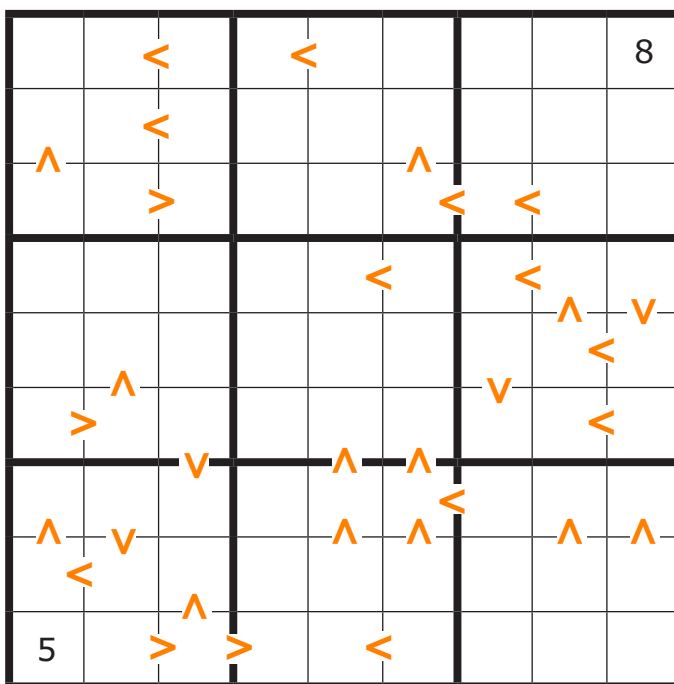
1	2	2									
1	1	4									
	3	4									
	1	2									
	2	5									
1	1	2	2								
	1	1									
	3	5									
1	1	1									
1	3	3									

SUDOKU - greater than consecutive

07082018 - RS - 3\* - 1994

Standard sudoku rules apply. In **all** cases where the difference between two neighbouring digits is 1, there is a greater or less sign between those digits. Digits must be placed in accordance with the signs.

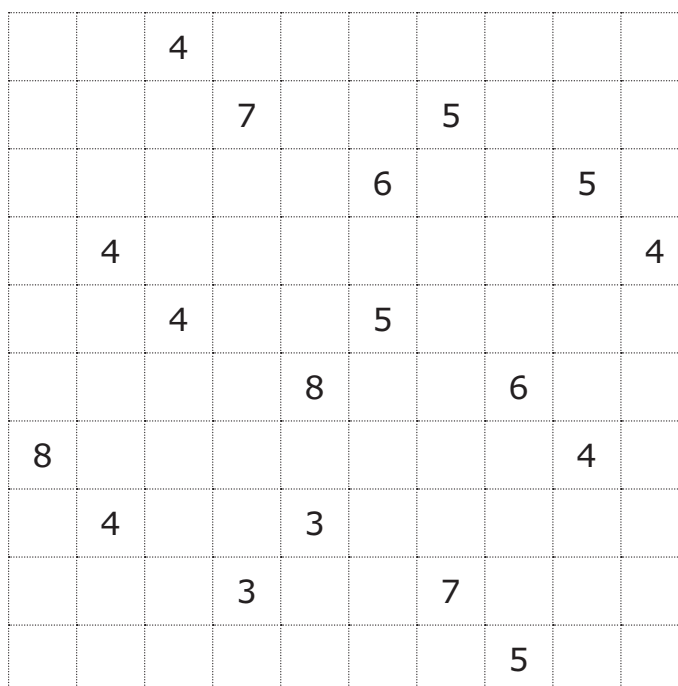
Puzzle is designed for:  
Polish Sudoku Championship 2018



CAVE

08082018 - BdL - 4\* - 1995

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.





HEYAWACKY

09082018 - RS - 4\* - 1996

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.

2			2				1		
	1							0	
			2	1					
0									
							1		
									1
1									
	2								1

DOMINO - double nine

10082018 - WZ - 5\* - 1997

A set of dominoes double nine 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
- 07 17 27 37 47 57 67 77
- 08 18 28 38 48 58 68 78 88
- 09 19 29 39 49 59 69 79 89 99

3	1	9	9	9	5	5	5	6	3
1	4	7	9	2	2	7	6	2	9
0	6	7	6	9	9	4	8	1	5
9	6	2	0	8	1	7	7	6	5
0	1	6	8	2	3	3	3	3	0
7	4	2	8	8	8	5	4	4	1
4	7	0	1	9	8	4	0	5	1
4	5	3	3	3	0	0	6	0	8
0	5	8	3	6	6	8	8	2	1
6	7	5	5	7	0	4	2	7	1
3	9	2	1	7	4	9	2	2	4

**SNAKE**

13082018 - HvR - 3\* - 1998

Find a snake in the grid whose head and tail are indicated by the grey cells. The snake wriggles horizontally and vertically and never touches itself, not even diagonally. The digits outside the grid indicate the number of cells occupied by the snake in that row or column.

	3		4		4		2		2		3
6											
4											
7											
6											

**CAPSULES**

14082018 - RS - 3\* - 1999

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

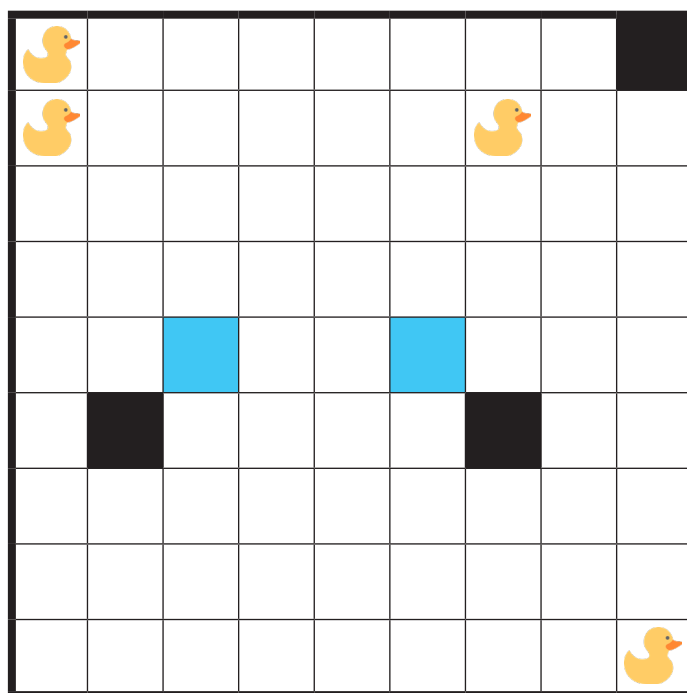
1									2
	3		1		2		3		
			4		4				
1									5
	4							4	
3									1

Puzzle is designed for:  
Serbian Puzzle Championship 2018

## EENDEBAKKIE

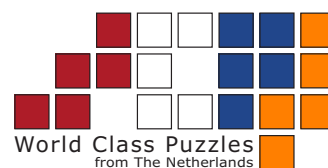
Every duck is swimming into a box. A box is marked by a blue cell. Every box will contain at least one duck. Every cell in the grid (except the black cells) belongs to exactly one swimming route of a duck.

A duck has to swim straight through the first and last whole cell of the route. A duck has to make a turn just after the first cell, and also just before the last cell. A duck does not swim straight for more than two cells.



This is a millennium milestone: puzzle #2000 is published on our website!

For this purpose Alex Samsom invented a new puzzle type and named it after the founder of our association: Hns Eendebak.



SUDOKU - windoku

16082018 - AB - 4\* - 2001

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

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

Puzzle is designed for:  
Polish Sudoku Championship 2018

DOUBLE BLOCK

17082018 - BdL - 5\* - 2002

Blacken exactly two cells in each row and each column of the grid. Place figures 1-6 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.

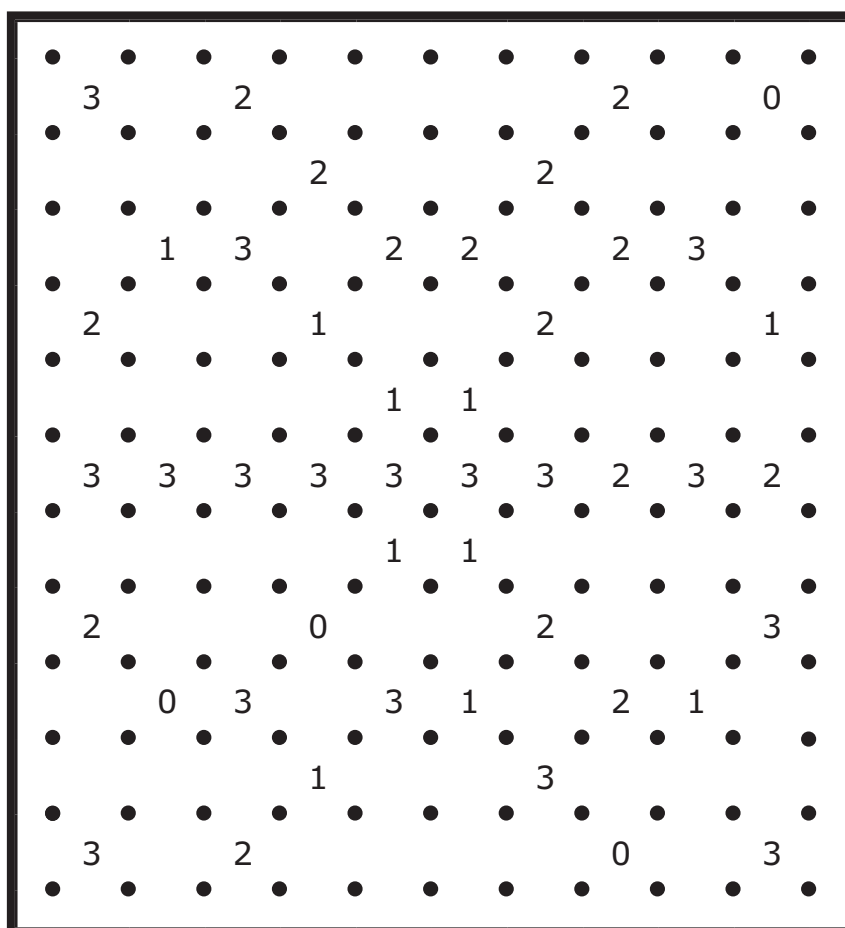
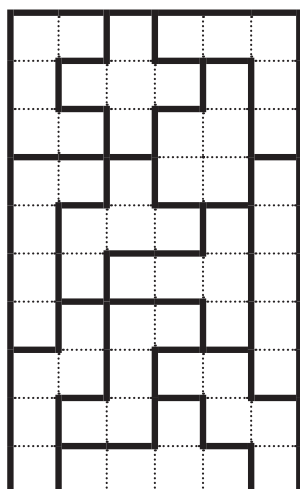
	8		10	17	13	2		1
16								
4								
5								
9								
12								
14								



FILLED LOOP

20082018 - RS - 3\* - 2003

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.

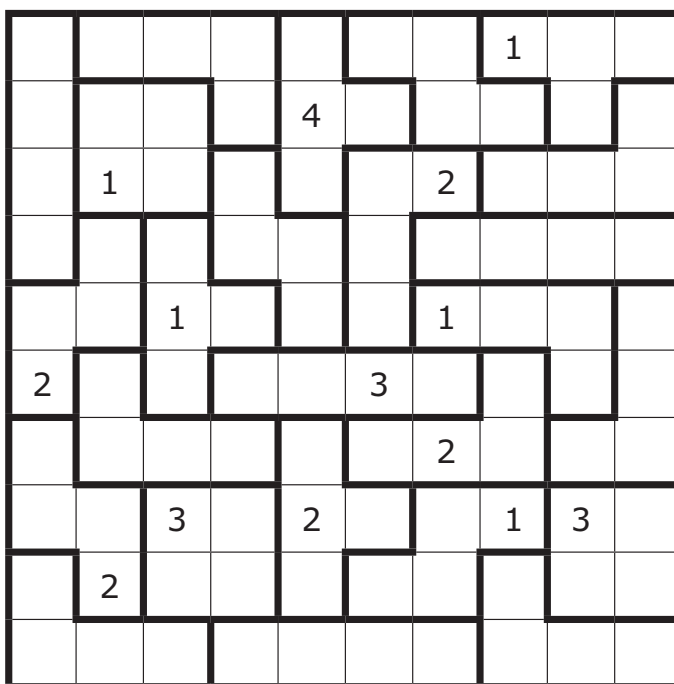


Puzzle is designed for:  
Serbian Puzzle Championship 2018

NANRO

21082018 - BdL - 3\* - 2004

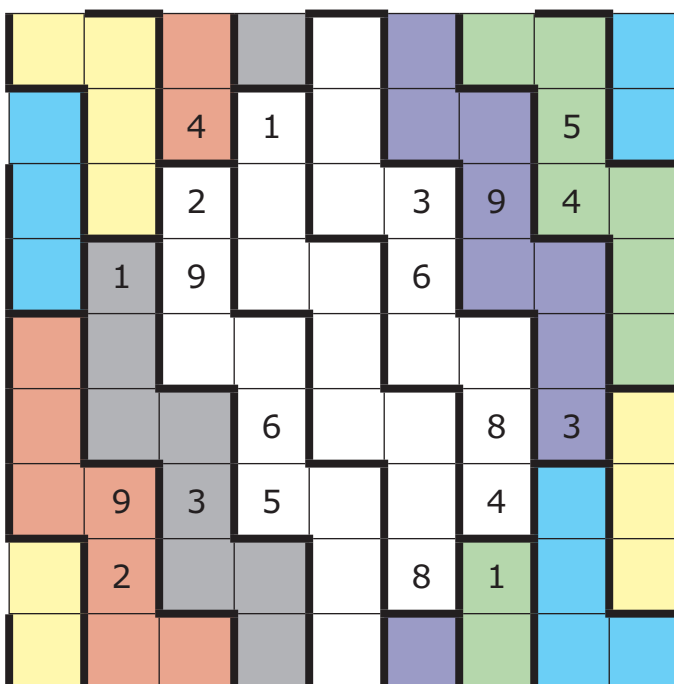
Label some cells with numbers to form a single connected group of labeled cells; no  $2 \times 2$  group of cells may be fully labeled. Each bold region must contain at least one labeled cell. Each number (including any given numbers) must equal the total count of labeled cells in that region. When two numbers are orthogonally adjacent across a region boundary, the numbers must be different.



SUDOKU - TOROIDAL

22082018 - AB - 4\* - 2005

Place digits 1-9 on each row and column, and also in the bold outlined areas. Some of those areas are wrapped around the corners of the grid. To make clear how these areas are formed, they are indicated by their unique colour.



Puzzle is designed for:  
Polish Sudoku Championship 2018



NEIGHBOURS - BOXES

23082018 - WZ - 4\* - 2006

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								1
					1			
			2					
3								1

JAPANESE SQUARE PLUS

24082018 - HNS - 5\* - 2007

Place digits 1–6 into each column and on each row exactly once. Numbers outside the grid indicate the sums of blocks of digits in that row or column. These sums are placed in increasing order, not necessarily in the order of the solution. Blocks have to be separated by at least one empty cell.

	2				3			
	7	4	4	5	5	8	3	9
	12	17	17	16	13	13	18	12
6	15							
	21							
3	8	10						
4	6	11						
	9	12						
	2	19						
3	6	12						
2	6	13						

**BATTLESHIPS - VALUED**

27082018 - TGK - 2\* - 2008

Place the given ships in the grid, so that they do not touch each other, not even diagonally. Numbers outside the grid indicate the sum of the occupied cells in that row or column.



		3	5	2	12	8		4	3	
	2	3	4	6	4	2	1	3	4	1
	5	1	3	1	4	2	2	1	1	3
1	3	2	1	1	1	1	3	3	1	1
5	4	1	5	2	4	1	4	5	3	3
	1	3	3	4	4	3	2	1	1	2
6	2	5	4	3	3	2	5	4	2	2
	1	2	3	3	2	2	1	4	4	1
3	5	1	4	3	5	1	4	6	3	3
5	2	1	2	5	2	3	1	2	2	1
11	4	2	6	3	2	3	6	2	2	2

**Slovak Sums**

28082018 - WZ - 3\* - 2009

Place the digits 1-6 in each column, each row and in all nine 3x3 regions 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.

		11							3
		3							2
6								16	
		3						3	
						11			
						3			
10									
									15
									3
						12			
						3			
			8						12
			3						3
9									
								14	
								3	

SUDOKU - disjointed groups

29082018 - AB - 4\* - 2010

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

Puzzle is designed for:  
Polish Sudoku Championship 2018

PENTOPIA

30082018 - BdL - 4\* - 2011

Place a number of different pentominoes in the grid so that they do not 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.

↑					→						
							→				
			↑						↓		
	→					↑					
								←			
					↓						
	↓								↑		
			↓								
											←



DOMINION

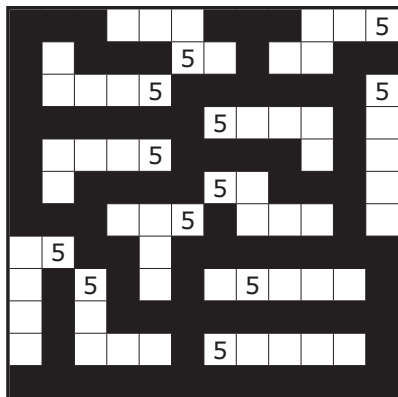
31082018 - AS - 4\* - 2012

Place some dominoes (1x2 black cells) in the grid, in order to divide the grid into some regions of adjacent cells. 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).

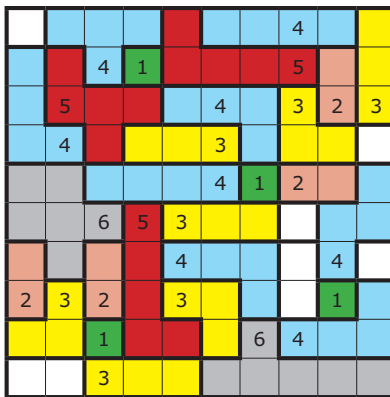
			A							B
							C			
	D				E				B	
F										
						D	G			H
		F								
	G									
									I	
	K			L			I			



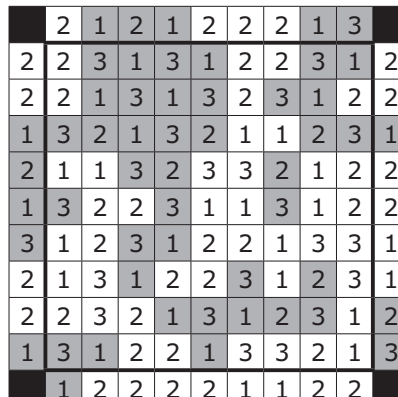
01082018 - WZ - 3\* - 1990



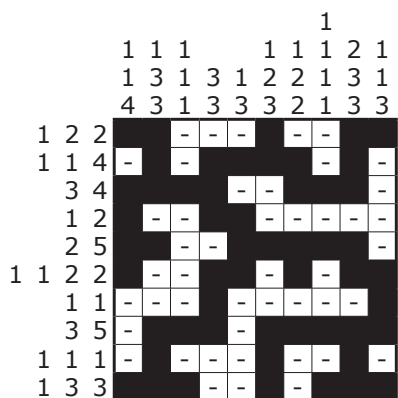
02082018 - BdL - 4\* - 1991



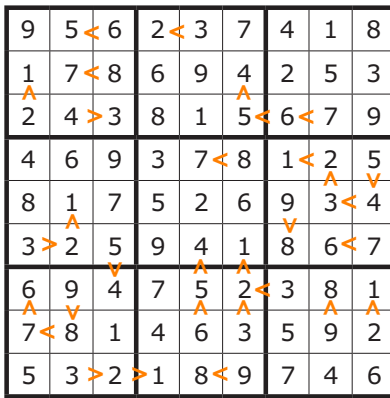
03082018 - RS - 4\* - 1992



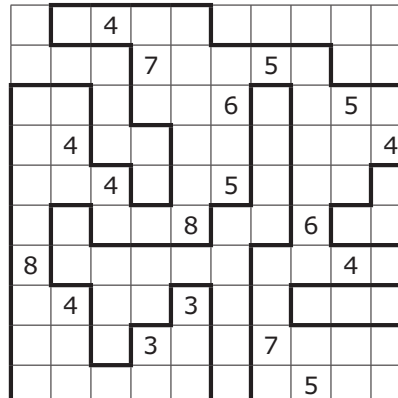
06082018 - AS - 2\* - 1993



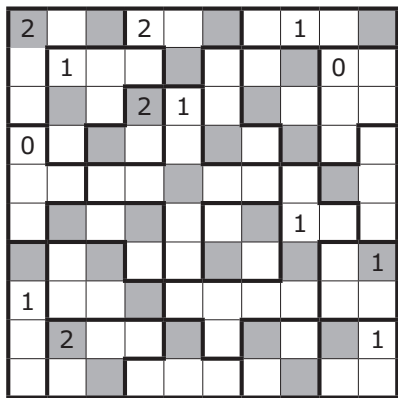
07082018 - RS - 3\* - 1994



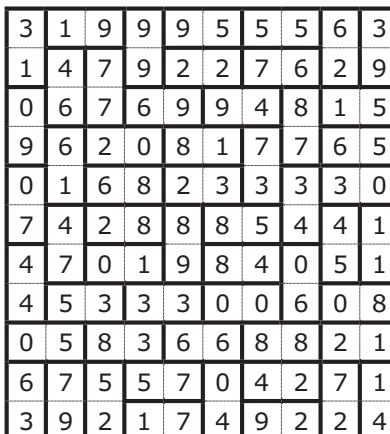
08082018 - BdL - 4\* - 1995



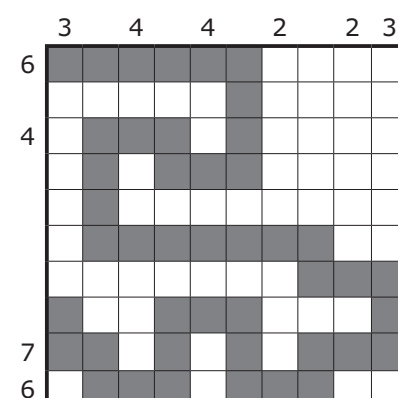
09082018 - RS - 4\* - 1996



10082018 - WZ - 5\* - 1997



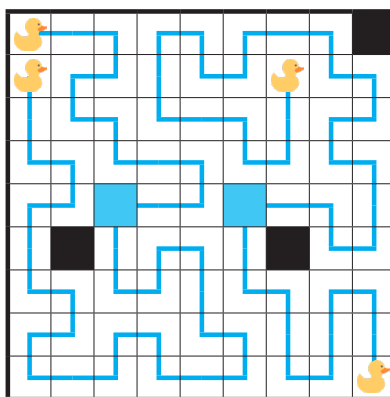
13082018 - HvR - 3\* - 1998



14082018 - RS - 3\* - 1999

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

15082018 - AS - 2\* - 2000



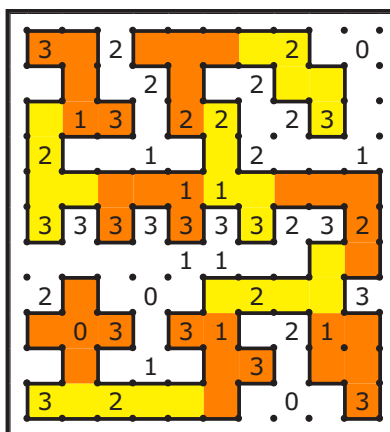
16082018 - AB - 4\* - 2001

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

17082018 - BdL - 5\* - 2002

	8		10	17	13	2		1	
16		6	2	3	1	4		5	
4	6		3	1		5	4	2	
	2	1	5		6		3	4	
5		5		6	4	2	1	3	
9	1		4	2	3		5	6	
	3	4	6	5		1	2		
12	5	3		4	2	6		1	
14	4	2	1		5	3	6		

20082018 - RS - 3\* - 2003



21082018 - BdL - 3\* - 2004

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

22082018 - AB - 4\* - 2005

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

23082018 - WZ - 4\* - 2006

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

24082018 - HNS - 5\* - 2007

		2				3			
		7	4	4	5	5	8	3	9
		12	17	17	16	13	13	18	12
6	15	2	4	3	5	1		6	
	21			1	6	2	3	4	5
3	8	10	4	6		3		5	2
4	6	11	3	1		2	4		5
	9	12	5	3	4		6	2	1
	2	19		5	6	1	3	4	
3	6	12	1	2	5	4		6	
2	6	13	6		2		5	1	3



27082018 - TGK - 2\* - 2008

		3	5	2	12	8		4	3	
	2	3	4	6	4	2	1	3	4	1
	5	1	3	1	4	2	2	1	1	3
1	3	2	1	1	1	1	3	3	1	1
5	4	1	5	2	4	1	4	5	3	3
	1	3	3	4	4	3	2	1	1	2
6	2	5	4	3	3	2	5	4	2	2
	1	2	3	3	2	2	1	4	4	1
3	5	1	4	3	5	1	4	6	3	3
5	2	1	2	5	2	3	1	2	2	1
11	4	2	6	3	2	3	6	2	2	2

28082018 - WZ - 3\* - 2009

2	11 <sub>3</sub>	6	3	4		5	1	3 <sub>2</sub>	
6 <sub>3</sub>	3	4	1		5	16 <sub>3</sub>	6	2	
1	5		6	2	11 <sub>3</sub>		4	3	
10 <sub>3</sub>	6	5		3	4		2	1	
3	1		5	11 <sub>4</sub>	2	4		6	
4		2		1	6	3	5	15 <sub>3</sub>	
6	2	3	12 <sub>3</sub>	5		1		4	
5		8 <sub>3</sub>	4	6	1	2	3	12 <sub>3</sub>	
9 <sub>2</sub>	4	1	2		3	6	14 <sub>3</sub>	5	

29082018 - AB - 4\* - 2010

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

30082018 - BdL - 4\* - 2011

↑				→						
					→					
		↑						↓		
	→				↑					
								←		
					↓					
	↓							↑		
				↓						
										←

31082018 - AS - 4\* - 2012

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

**puzzle authors**

- |     |              |     |                     |
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| AB  | Arvid Baars  | HvR | Hugo van Rooijen    |
| AS  | Alex Samsom  | RS  | Richard Stolk       |
| BdL | Bram de Laat | TGK | Tom Groot Kormelink |
| HNS | Hns Eendebak | WZ  | Wilbert Zwart       |

**puzzle names**

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



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