Advanced Tents and Hitori – Divisions C and B Round 1 2020-2021

Variants Instruction Booklet and Examples

You will time all of your puzzles separately, like Division D. There will be a selection of standard versions of each type, and one of each of the following variants.

Tents

Odd Tents – Standard tents rules. Numbers are not given outside the grid, instead every column and row is shaded if there are an odd number of tents and unshaded if there are an even number of tents.

Forest Walk Tents - Standard tents rules. In addition, the cells remaining empty at the end of the puzzle must be able to have a standard simple loop drawn through them, so that all cells either contain a tree, a tent or part of the simple loop.

2 Person Tents - Standard tents rules, but all tents cover two orthogonally adjacent cells rather than one. Cells sharing an edge or corner must not contain different tents, though they may of course contain the same tent. Numbers outside the grid designate the number of tents, not the number of cells containing tents.

Hex Tents - Standard tents rules, but on a grid of hexagons.

Shady Trees Tents - Standard tents rules, but tents may be orthogonally or diagonally linked to trees

Maverick Tents - Standard tents rules. In addition, there is one tent in a cell which is not orthogonally connected to a cell containing a tree.

Too Many Trees Tents - Standard tents rules, but not all cells containing trees have a tent in a cell orthogonally adjacent. There are ten tents in the grid.

Hitori

Fillomino Hitori - shade cells that do not share an edge such that the remaining cells produce a valid fillomino solution. All unshaded cells must be connected to each other via their edges.

Non-consecutive Hitori - shade cells that do not share an edge such that the remaining cells do not have any adjacent pairs containing consecutive numbers. All unshaded cells must be connected to each other via their edges.

Complete Hitori - shade cells that do not share an edge such that the remaining cells contain each of the numbers from 1 to 5, exactly once each. All unshaded cells must be connected to each other via their edges.

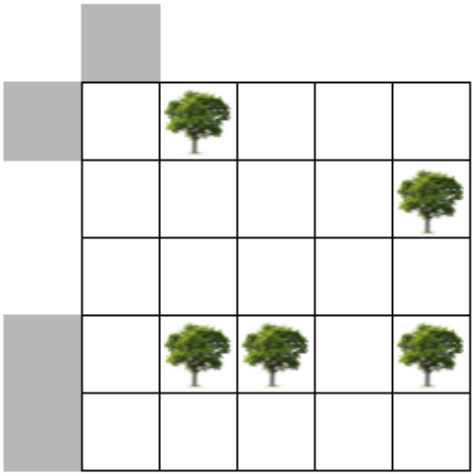
Diagonal Hitori - shade cells that do not share an edge such that no diagonal line on a 45° angle to the rows and columns contains any number more than once. All unshaded cells must be connected to each other via their edges.

Domino Hitori - shade adjacent pairs of cells that do not share an edge with other shaded pairs of cells such that the remaining cells in each row and column have no duplicate numbers. All unshaded cells must be connected to each other via their edges.

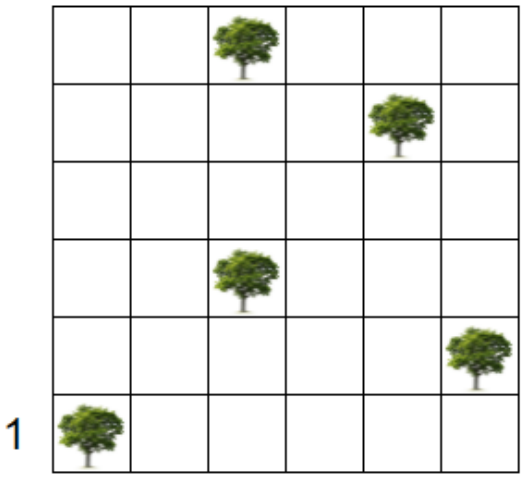
Parquet Hitori - standard hitori rules. However, not all cells are the same size.

Loop Hitori - standard hitori rules. In addition, the unshaded cells at the end of the puzzle must be able to have a standard simple loop drawn through them.

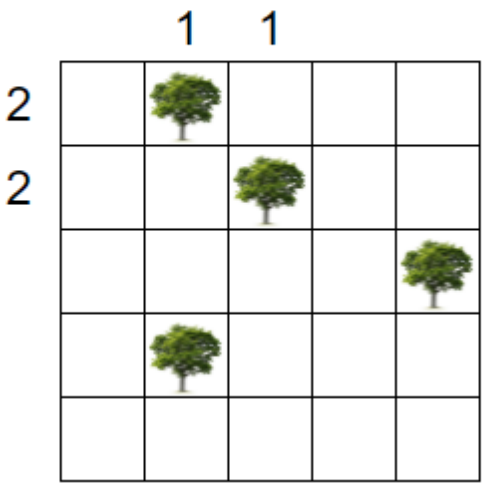
Odd Tents



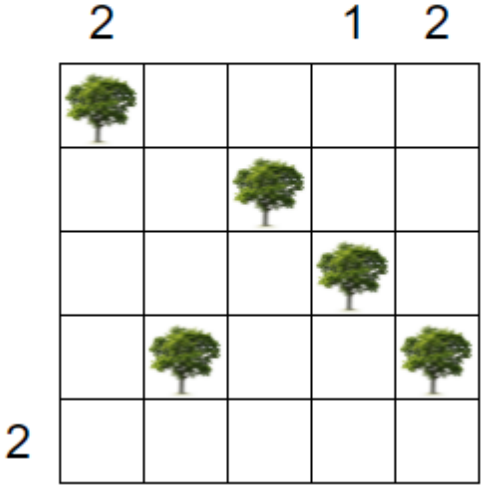
Forest Walk Tents



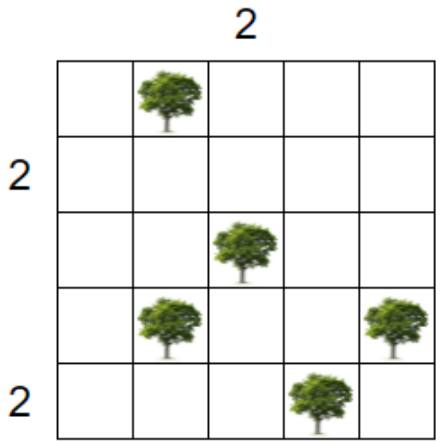
2 Person Tents



Shady Trees Tents

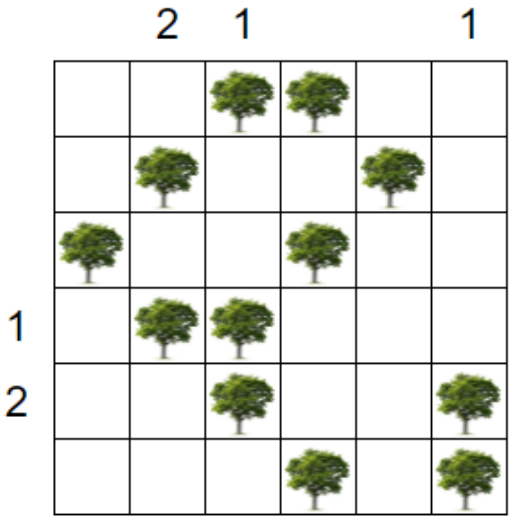


Maverick Tents

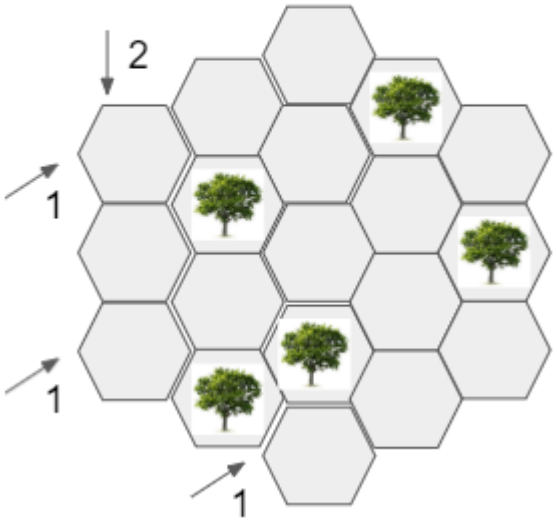


Too Many Trees Tents

(5 tents in the example)



Hex Tents



Fillomino Hitori

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

Non-Consecutive Hitori

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

Complete Hitori (1-4)

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

Diagonal Hitori

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

Domino Hitori

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

Parquet Hitori

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

Loop Hitori

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