Advanced Four Winds and Akari – Division C Round 3 2024

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.

Four Winds

Classic - note that some of the Classic puzzles will leave some empty cells in the solution

Walls - Fill all cells with either a horizontal or vertical wall such that the clues indicate the length of walls connected to the clue cell.

Whirlwinds - Draw one line from each numbered cell so that each number indicates the total number of cells that are connected back to the clue cell. This line can travel from the clue cell to any one of the eight surrounding cells and then continue around these eight cells in either direction, like a Tapa clue. Unlike Tapa, there is no 2x2 rule, and there is no requirement for empty cells at the end of each clue.

Eight Winds - Similar to Four Winds, but lines may go diagonally or horizontal or vertical, so in eight possible directions.

Coded Four Winds - standard Four Winds rules, but all clues are given in code. Each different letter stands for a different whole number greater than 0 and no two letters represent the same number.

Colours of the wind - standard Four Winds rules, but in addition, each clue is coloured red, white or blue. Winds coming from a coloured clue cell turn those cells that corresponding colour. Adjacent cells cannot be the same colour unless they came from the same clue cell.

Mix

Four Winds Plus Akari - this puzzle functions as both a Four Winds and an Akari. Clue cells are all coloured but may work as Four Winds or Akari clues. All cells must be filled with either a clue cell, a lightbulb or wind. Light passes through wind but not clue cells of either type.

Akari

Translucent Akari - standard Akari rules, except that clue cells are not coloured and light passes through them.

Liar Akari - standard Akari rules, but all clues are either one higher or one lower than the true number of lightbulbs surrounding them.

Coded Akari - standard Akari rules, but all clues are given in code. Each different letter stands for a different number and no two letters represent the same number.

Minesweeper Style Akari - standard Akari rules, but clues refer to the eight surrounding cells, not just the four orthogonally connected cells.

Akari Loop - standard Akari rules, but in addition, a standard simple loop must be drawn through all unshaded cells that do not contain lightbulbs.

Hex Akari - standard Akari rules on a hexagonal grid. Light travels in the three directions perpendicular to the edges of cells containing lightbulbs.

Four Winds Examples

Walls

	5		
1		2	
			1
		3	

Colours of the wind

	3			
			4	
		2		
	1	1		
3				2

Eight Winds

	5	3	
	1	3	

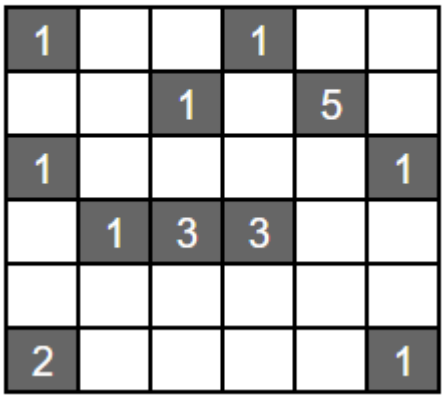
Whirlwinds

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

Coded

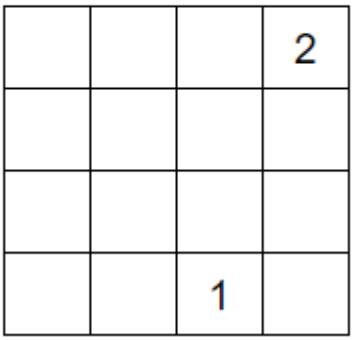
F		B	
			T
T	P		

Four Winds Plus Akari

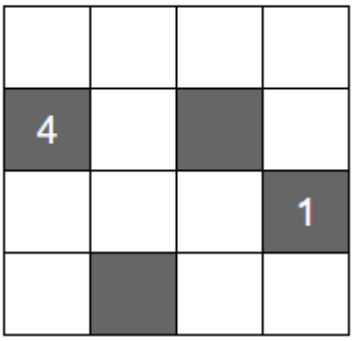


Akari Examples

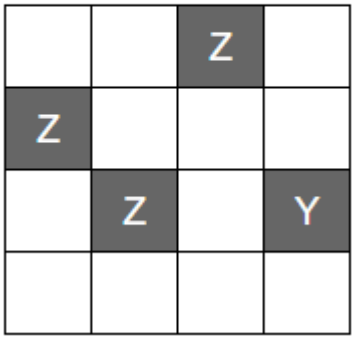
Translucent



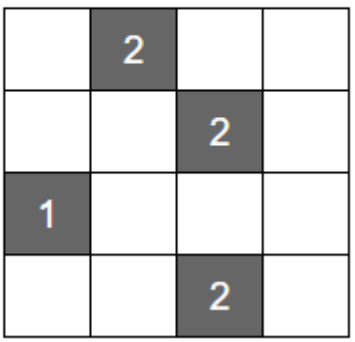
Liar



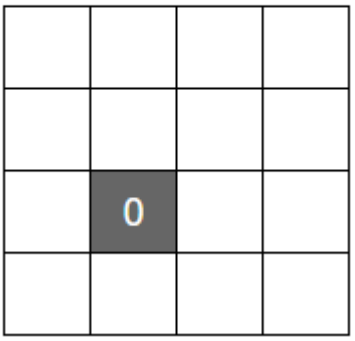
Coded



Minesweeper Style



Loop



Hex

