

Advanced Nurikabe and TomTom – Division C Round 4 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.

Nurikabe

Line Nurikabe - standard Nurikabe rules. In addition, there must not be 3 or more shaded cells in a row without being broken up by one or more unshaded cells.

Paired Nurikabe - standard Nurikabe rules, but instead of one clue cell, there are two clue cells per unshaded region. Each unshaded region's size must be equal to the sum of the two clue cells.

? clues Nurikabe - standard Nurikabe rules. Some clue cells may be replaced by ? clues which represent any positive integer. ? clues need not represent the same clue size throughout the grid.

Coded Nurikabe - standard Nurikabe rules. Clue cells are given as letters rather than numbers. All letters of the same type represent the same number and the same number is always represented by the same letter.

LetterLink - The grid contains pairs of letters which must be joined using snake-like lines. All cells which are not part of snake-like lines must be shaded, and these shaded cells must obey Nurikabe rules. If two adjacent cells are unshaded, they must both be part of the same snake-like line joining the same two letters.

Canal View - Clue cells describe the number of shaded cells which can be "seen" from the clue cell. "Views" stop at the first unshaded cell in each of the four directions. All shaded cells must be connected and must not cover a 2x2 area or larger.

Mochikoro - Clue cells represent the size of the unshaded rectangle which contains the clue cell. All unshaded regions throughout the grid must be rectangular and contain at most one clue cell. All unshaded rectangles must connect to each other by sharing vertices. Shaded cells need not all connect but must not cover a 2x2 area or larger.

TomTom

Zero TomTom - standard TomTom rules, but instead of going from 1 to N, numbers in each row and column must range from 0 to N-1

Different Set TomTom - standard TomTom rules, but instead of going from 1 to N, numbers to be used in each row and column will be given

Star TomTom - standard TomTom rules, where numbers in each row and column go from 1 to N-1. The last cell of each row and column will contain a star. Cells containing stars must not touch each other by an edge or a corner.

x and + TomTom - standard TomTom rules, however, all cages will consist of three cells, and the operations in each cage are a multiplication and then an addition.

Tight Fit TomTom - standard TomTom rules, but instead of going from 1 to N, numbers in each row and column must range from 1 to N+1. As a result, each row and column will have one cell which contains two digits. These two digits will be considered to both be in the cage separately.

Math Path - standard Hidoku rules, however, the grid will contain TomTom cages

Maths Paths - place each of the digits 1, 2, 3, 4 and 5 in the grid five times each. The numbers 1 to 5 must be able to be connected in five Hidoku style paths, but these five paths do not cross themselves or each other. The grid will contain TomTom cages.

Nurikabe Examples

Coded

B				
				C
		A		
A		B		C

Line

					5
	5				
3		1		2	

Paired

2				3
3				
1		1		4

Mochikoro

6					5
			2		
4					

? clues

		?		?	
2					
	?		?		
				?	
	?				
?			?		?

LetterLink

	A			
		C		
A			C	
		B		
	B			D
				D

Canal View

2			1	
	2			
			5	
4				

TomTom Examples

Zero

11			
18	3		
		4	

Tight Fit

24	5	
		8
0		

x and +

10		3	
			11
4			

Star

9	7			
		15		
				12
2				

Different Set {1,2,5,10}

55			
1			

Math Path

13			17
195	6÷		
		12	

Maths Paths

0				25
		0	16	
12				
	8x			
4+				

