SWISS
LOGIC PUZZLE
FEDERATION

INSTRUCTION BOOKLET

Swiss Qualification Tournament
for the
32th World Puzzle Championship

May 9 – 12, 2025

WORLD PUZZLE FEDERATION

Tournament details

The tournament will take place on the website of Logic Masters:
https://logic-masters.de/Wettbewerbe/CE/wettbewerb.php?id=273

The tournament will be open from **Friday, May 9, 12:00 CEST** to **Monday, May 12, 23:59 CEST**.

To start the tournament, follow the indications on the website. There are two PDF documents involved:

- one is the instruction booklet that you are reading now which contains the rules and examples of the different variants of puzzles appearing in the tournament.
- the second document is an encrypted PDF file of 13 pages containing the actual tournament puzzles. This document will be available for download just before the tournament. Starting the tournament will give the player the password to decrypt the PDF file.

Answer codes:

- Once you start the tournament, you will be given **120 minutes** to submit the answer codes. It is therefore recommended to start before Monday May 12 at 21:59 CEST to make it before the end of the tournament time window.
- Answer codes differ between the puzzle types. They are explained next to each puzzle type. It is recommended to study the answer codes carefully before starting the competition.
- If several rows or columns of a puzzle are marked for the answer code, first enter the answer codes of the rows from top to bottom, followed by the answer codes of the columns from left to right.
- The answer codes can be changed and/or entered multiple times without penalty during these 120 minutes.

For each correctly solved puzzle you will be awarded the marked points. Wrong answers will not get any minus points.
The answers are only stored when clicking the submit button. They are **not** submitted automatically when the time is over. You can submit as often as wished in the time limit.

No solving programs or calculators are allowed.

The tournament is destined to evaluate the admission of Swiss players to the World Puzzle Championship 2025. Players from all nations are kindly welcome to compete, too.

The puzzles in this tournament have been created by Roger Kohler. For **questions**, feel free to ask on the Discord server of the World Puzzle Federation (https://discord.gg/NM9xn6Rm9k, under events) or contact Roger Kohler directly (email: ropeko@yahoo.de, phone: +41798134273).

International test solvers helped to make sure the puzzles are valid and to synthesize an adapted number of points per puzzle. The number of points gives an indication of the difficulty of the puzzle.

Special thanks to the website Logic-Masters.de by making the online qualification possible, and to the test solvers Denis Auroux, Hatice Esra Yaka, Silke Berendes, Christian König, Anne Limoges and Tiit Vunk.

List of puzzles

Updates to version 1:

- The points have been updated and are now final
- The rules of Barns have been updated slightly: "exactly once" has been removed, since the loop can visit some cells twice (when the loop crosses itself on ice patches).

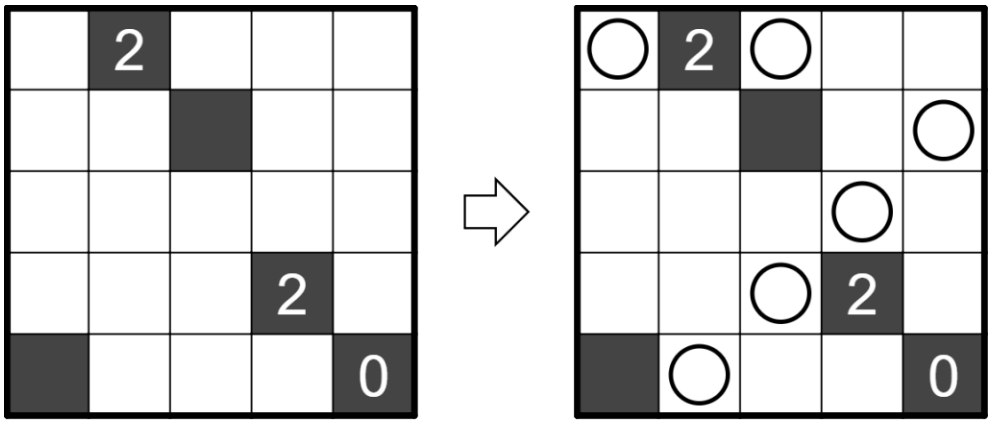
Nr	Puzzle type	Points
1	Akari	21
2	Akari	24
3	Aquapelago	7
4	Aquapelago	45
5	Barns	37
6	Barns	48
7	Battleships	24
8	Battleships	38
9	Doppelblock or Skyscrapers	26
10	Doppelblock or Skyscrapers	135
11	Fillomino	10
12	Fillomino	22
13	Goats and Wolves	48
14	Goats and Wolves	140
15	Nurimisaki (Domino)	7
16	Nurimisaki (Domino)	60
17	Ring-Ring	29
18	Ring-Ring	46
19	Ripple Effect	25
20	Ripple Effect	60
21	Shady Neighbor	33
22	Shady Neighbor	100
23	Thermometers	30
24	Thermometers	72
25	Tic-Tac-Logic	35
26	Tic-Tac-Logic	78
	Total	**1200**

1-2 Akari – 21+24 points

Locate some "light bulbs" in the grid such that every white cell is "lit up". Each bulb occupies a single white cell, and lights up its own cell, as well as white cells in the four orthogonal directions until the light beam encounters a black square or the edge of the grid. A bulb may not illuminate another light bulb. All white cells must be lit up by at least one bulb. A given number in a black cell indicates how many cells orthogonally adjacent to it are occupied by bulbs.

Answer: For each row from top to bottom enter the number of bulbs. Use only the last digit for two-digit numbers, e.g. '0' for 10 bulbs. If the row contains no bulbs, enter '0'.

Example:



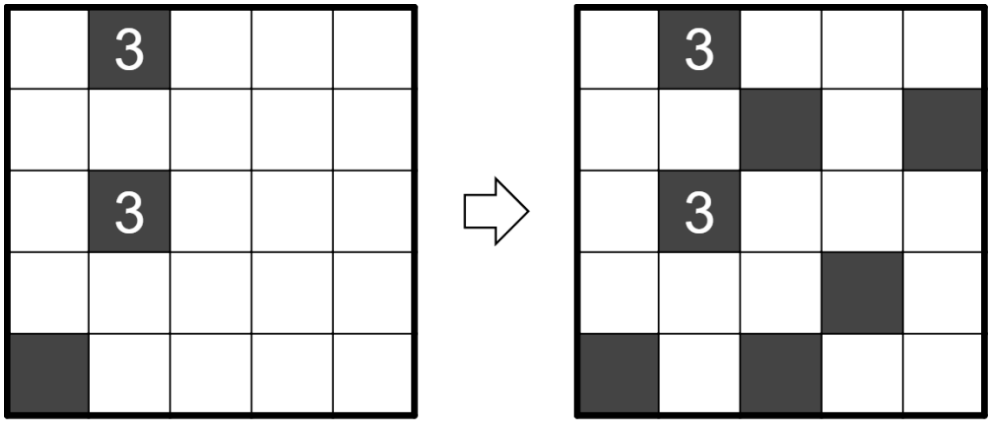
Answer: 21111

3-4 Aquapelago – 7+45 points

Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. No 2x2 area may be entirely unshaded. Some shaded cells are already given. A clue in a shaded cell indicates the number of shaded cells in the diagonally connected group it belongs to.

Answer: For each row from top to bottom enter the number of shaded cells. Use only the last digit for two-digit numbers, e.g. '0' for 10 shaded cells. If the row contains no shaded cells, enter '0'.

Example:



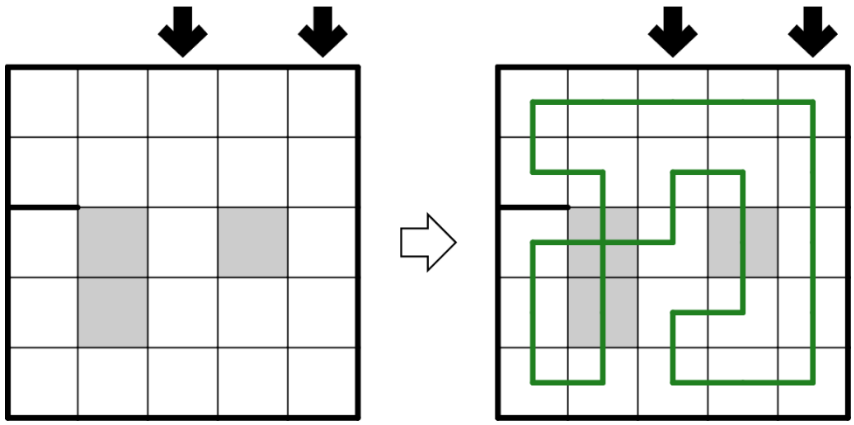
Answer: 12112

5-6 Barns – 37+48 points

Draw a single closed loop that only travels orthogonally and goes through every cell. Some regions ("ice patches") are shaded. The loop cannot turn within an ice patch. The loop may cross itself only on ice patches. There are some "walls" (highlighted edges) given in the grid. The loop cannot go through walls.

Answer: For each designated row/column, enter the length of separate loop segments from left to right (or top to bottom). Use only the last digit for two-digit numbers, e.g., use '0' for a loop segment of length 10. If there are no loop segments in the row/column, enter a single digit '0'.

Example:



Answer: 11 4

7-8 Battleships – 24+38 points

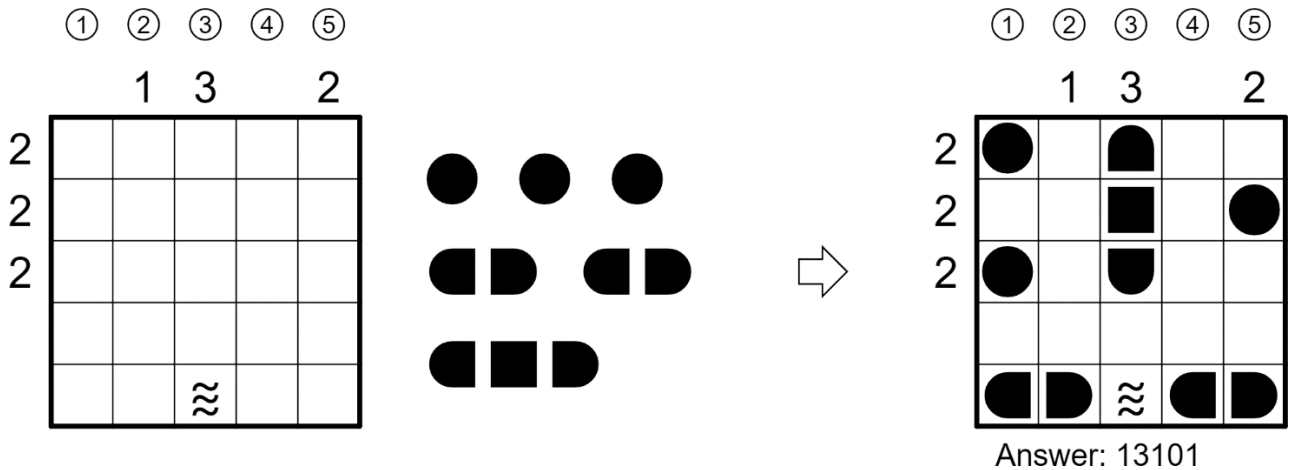
Locate the indicated fleet in the grid. Each piece of a ship occupies a single cell. A cell that does not contain a ship piece is considered "sea". Ships can be rotated. Ships do not touch each other, not even diagonally (that is, if two ship pieces are in adjacent cells, they must be part of the same ship). The contents of some cells are given for you.

Each number to the left and top of the grid reveals the number of ship pieces that must be in that row or column (including any that might be given for you).

The circled numbers on the far top of the diagram are for Answer purposes only.

Answer: For each row from top to bottom, enter the number of the first column from the left where a ship piece appears (the circled number on the far top of that column). Use only the last digit for two-digit numbers, e.g., use '0' if the first ship piece appears in column 10. If the row is empty, enter '0'.

Example:



Answer: 13101

9-10 Doppelblock or Skyscrapers – 26+135 points

Place either a block or a number from 1 to X (integers only) into each cell so that each number appears exactly once in each row and each column. (X is two fewer than the number of cells in each row.) Each row and each column will therefore have exactly two cells with blocks in them.

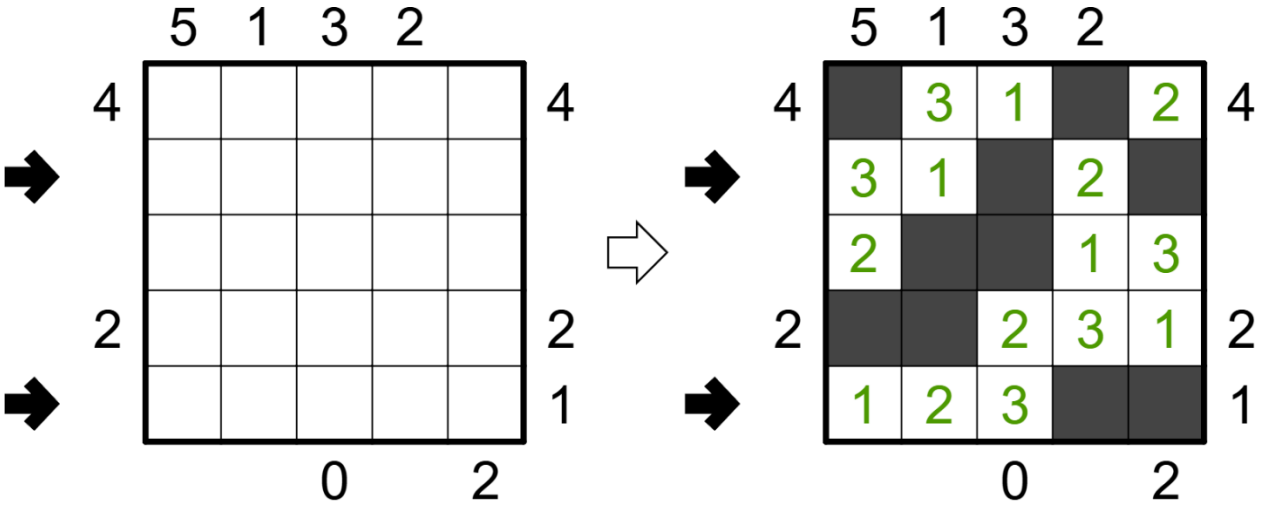
Each number represents a skyscraper of its respective height.

A number outside the grid indicate a Doppelblock or a Skyscrapers clue (or both):

- A Doppelblock clue indicates the sum of the numbers between the two blocks in that row or column.
- A Skyscrapers clue indicates how many skyscrapers can be seen in the respective row or column from the respective direction; smaller skyscrapers are hidden behind higher ones. Cells with blocks are ignored.

Answer: For each designated row/column, enter its contents from left to right (or top to bottom). Use 'X' to denote a block. Use only the last digit for two-digit numbers, e.g., use '0' for the number 10. Do not include any given numbers outside the grid.

Example:



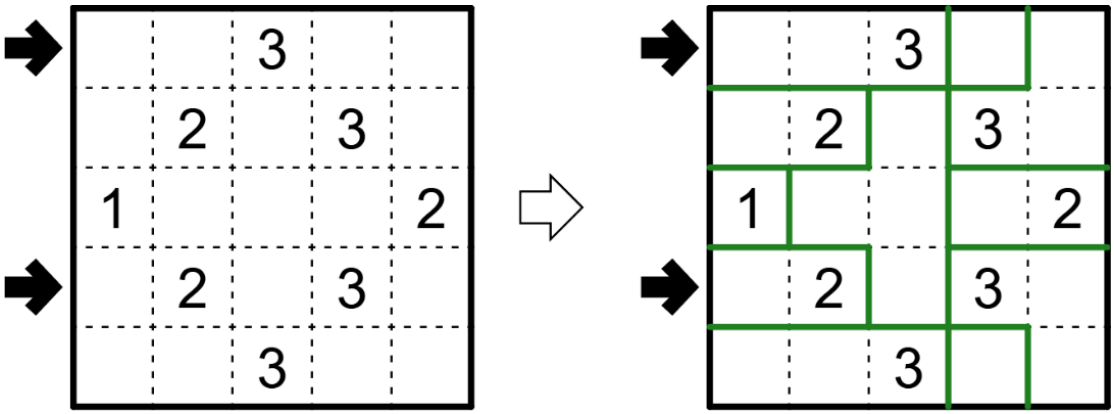
Answer: 31X2X 123XX

11-12 Fillomino – 10+22 points

Divide the grid along the dotted lines into regions (called polyominoes) so that no two polyominoes with the same area share an edge. Inside some cells are numbers; each number must equal the area of the polyomino it belongs to. A polyomino may contain zero, one, or more of the given numbers. (It is possible to have a "hidden" polyomino: a polyomino without any of the given numbers. "Hidden" polyominoes may have an area, including a value not present in the starting grid, such as 6 in a puzzle with only clues numbered 1-5.)

Answer: For each designated row/column, enter the length in cells of each of the region segments from left to right (or top to bottom). Use only the last digit for two-digit numbers, e.g., use '0' for a segment of length 10.

Example:



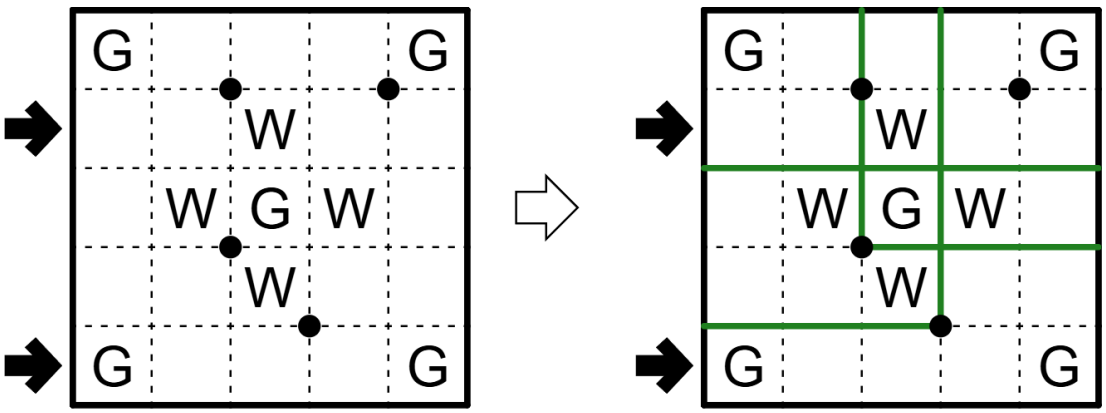
Answer: 311 212

13-14 Goats and Wolves – 48+140 points

Draw paths along the grid lines such that the grid is separated into separate regions. Each region must contain at least one letter, and no region may contain different letters. (Adjacent regions may contain the same letter.) Paths must start and end at the border of the grid (but not necessarily the same edge). Dots are provided on the grid at cell corners; you may not add more dots to the grid. Paths may only turn at dots. Paths may intersect other paths, but they may not do so at a dot. (It is possible for a path to go straight through a dot, or for a dot not to be used at all.)

Answer: For each designated row/column, enter the length in cells of each of the region segments from left to right (or top to bottom). Use only the last digit for two-digit numbers, e.g., use '0' for a segment of length 10.

Example:



Answer code: 212 5

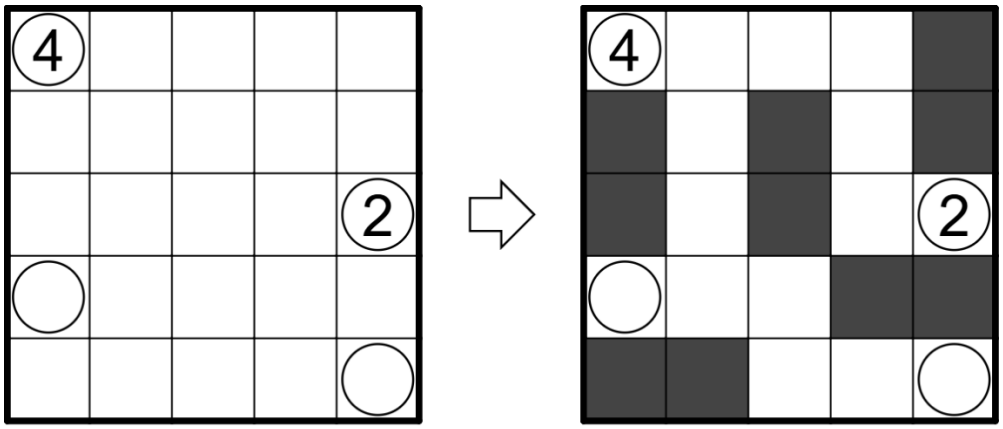
15-16 Nurimisaki (Domino) – 7+60 points

Shade some empty cells so that the unshaded cells form one connected group. No 2x2 group of cells can be entirely unshaded. Circles indicate the positions of all unshaded cells that is adjacent to exactly one other unshaded cell. Numbers in circles indicate the number of unshaded cells connected in a straight orthogonal line to the circle cell without any shaded cells in between, including the cell itself.

All shaded cells form dominoes (two orthogonally adjacent cells).

Answer: For each row from top to bottom enter the number of dominoes. Use only the last digit for two-digit numbers, e.g. '0' for 10 dominoes. If the row contains no domino, enter '0'.

Example:



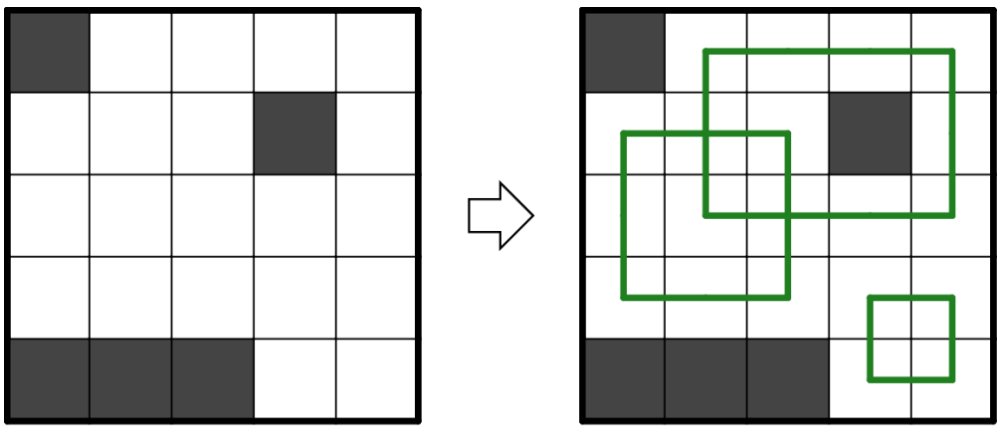
Answer: 13211

17-18 Ring-Ring – 29+46 points

Draw multiple loops that pass orthogonally through centers of empty cells. Each loop must be rectangular in shape (squares are considered rectangles). Every empty cell must be used in at least one loop. Loops may intersect, but both loops must be going straight through those cells.

Answer: For each row from top to bottom enter the number of intersections. Use only the last digit for two-digit numbers, e.g. '0' for 10 intersections. If the row contains no intersections, enter '0'.

Example:



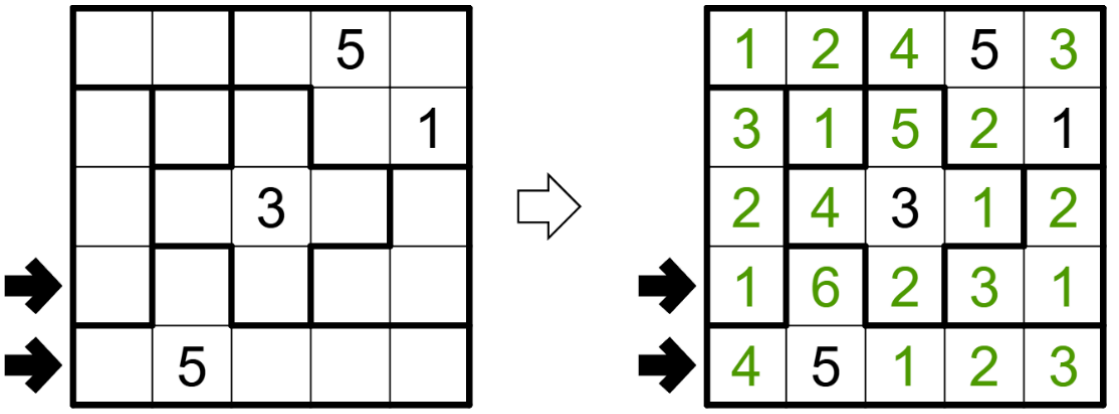
Answer: 01100

19-20 Ripple Effect – 25+60 points

Place a number into each cell so that each bold region contains the numbers from 1 to N, where N is the number of cells in the region. Cells containing the same number X within the same row (or column) must have at least X cells between them in that row (or column). (For example, cells containing "1" cannot touch along an edge, cells containing "2" cannot touch or have exactly one cell between them in the same row or column, and so on.) Some numbers may be already filled in the grid.

Answer: For each designated row/column, enter its contents from left to right (or top to bottom). Use only the last digit for two-digit numbers, e.g., use '0' for the number 10.

Example:



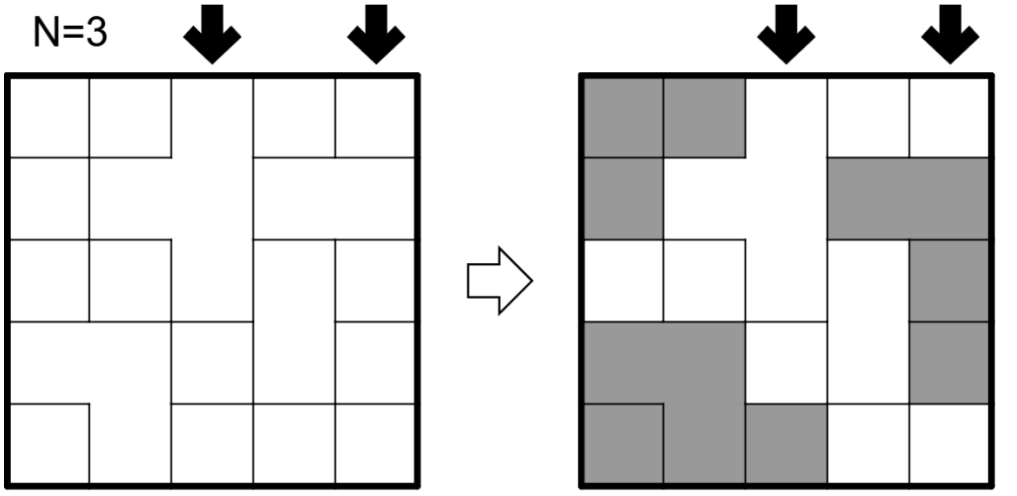
Answer: 16231 45123

21-22 Shady Neighbor – 33+100 points

Shade groups of N orthogonally adjacent cells (where N is given next to the grid). Every cell has at least one orthogonally adjacent shaded cell. All unshaded cells form one orthogonally connected area.

Answer: For each designated row/column, enter its contents, from left to right (or top to bottom). Use 'O' for a shaded cell and 'X' for an unshaded cell.

Example:



Answer: XXO XOOOX

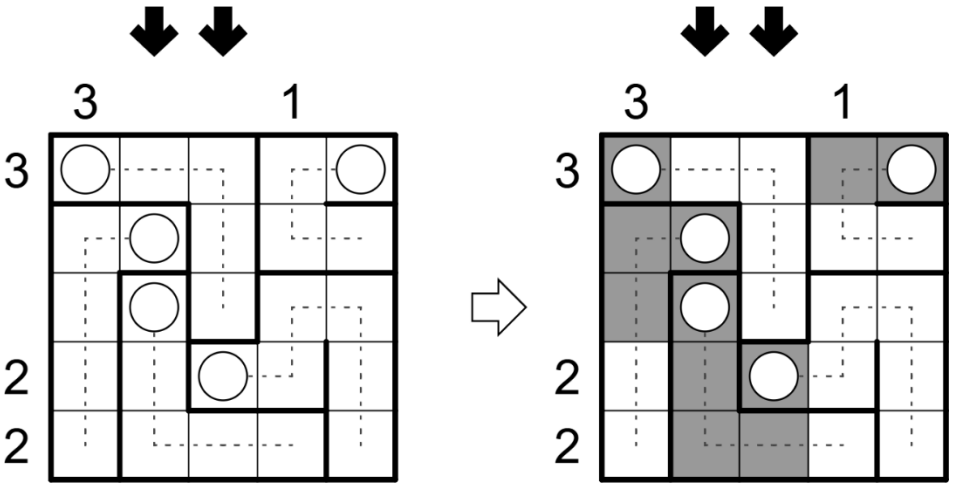
23-24 Thermometers – 30+72 points

The regions in the grid represent thermometers. Each thermometer has a bulb (a circle) in one cell and connects several other cells in a path, ending at the "top" of the thermometer. Shade some cells of the grid such that within each thermometer the shaded cells are "filled in from the bulb to the top"; that is, there is no unshaded cell closer (along the path of the thermometer) to the bulb than any shaded cell.

Each number to the top and left of the grid reveals the number of shaded cells that must be located in that row or column.

Answer: For each designated row/column, enter its contents, from left to right (or top to bottom). Use 'O' for a shaded cell and 'X' for an unshaded cell.

Example:



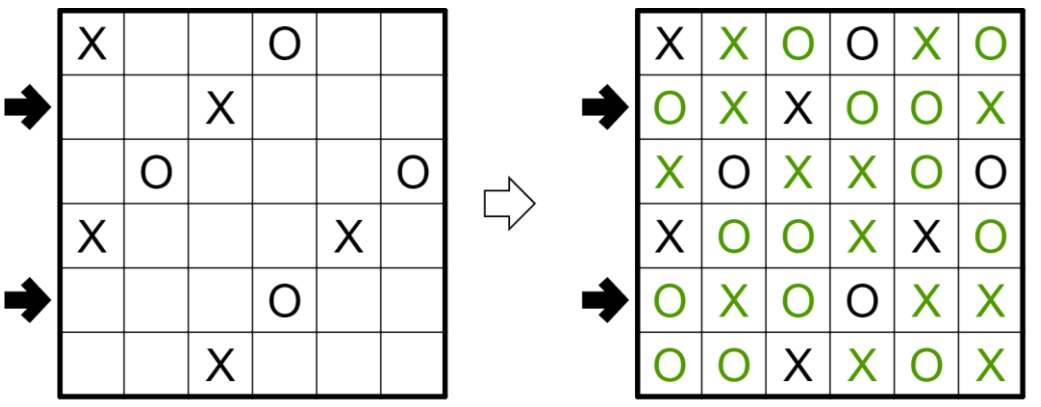
Answer: XOOOO XXXOO

25-26 Tic-Tac-Logic – 35+78 points

Place a circle or a cross into each empty cell, one symbol per cell, such that each row and column has an equal number of circles and crosses and no row or column has three consecutive cells with the same symbol. (It is permissible for three cells along a diagonal to have the same symbol.) Additionally, all rows must have a different pattern of symbols and all columns must have a different pattern of symbols (it is permissible for a row to have the same pattern as a column). Some cells have already been filled for you.

Answer: For each designated row/column, enter its contents, from left to right (or top to bottom).

Example:



Answer: OXXOOX OXOOXX