Summary of the changes in the WPC Instruction booklet

Changes and additions in the rules

Round 3

- Puzzle P11 – Stroll among skyscrapers

Added: Building is visible only when it is higher than all the buildings in front of it.

Round 4

- Puzzle 5 – Antimagic hexagon with double cells

Added: You only need to fill the double cells to score the points

- Puzzle 9-10 – Slovak sums

Added: .. each of the 21 resp. 27 rows…

- Puzzle 11 – Seven tetrominoes

Added: … (rotated or reflected tetromino is considered the same).

Round 5

- Puzzle 6 - First seen snake

Added: …, its head and tail are given.

- Puzzle 14 - Nonconsecutive hitori

Added: Painted cells may not be adjacent

Round 6

- Puzzle8 – LITS Tapa

Changed: … in alphabetical order -> in no particular order

Round 7

- Puzzle 9 – Masyu

Added: The black cells cannot be used by the loop

- Puzzle 12 - Country road

Changed: The loop runs through all boldly marked areas once (it means that there is a single entry and exit).

Comment: This is standard country road rule. Be aware that the Country road puzzle in the team round 3 may have areas that are not visited by the loop)

- Puzzle 16 – Yajilin

Added: All remaining cells (except the grey cells)…

Round 8

- Puzzle 9 – Galaxies

Changed: Divide all the unpainted cells in the grid…

Round 9

- Puzzle 11-12 – Mathrax

Deleted: Equal sign explanation, it will not be used

- Puzzle 13-14 – Tom Tom

Added: .. from 1-9 resp. 1-6 …

Comment: Range 1-6 is used in puzzle 14

Round 10

- Puzzle 3-4 – Double skyscrapers

Added: In puzzle 4: In addition the sum of the skyscraper heights in the corresponding cells is always 6.

- Puzzle 10 - Double snake

Changed: The snakes cannot touch each other not even diagonally except for the crossings. At the crossings both snakes must go straight (cross each other).

Round 11

- Puzzle 7 - ABC - Sky with regional match

Added: No information is given on the white regions (the cells may or may not be identical).

Comment: This is only to emphasize the difference between this puzzle and the next two puzzles where the cells in the unshaded regions must be different

Round 12

- Puzzle 14-15 – Worms

Changed: ..may not touch each other not even diagonally

- Puzzle 18-20 – Labyrinth with obstacles

Added: You only need to fill the numbers to score the points

Team Round 1

Changed: Scoring rule

Comment: Instead of 9 sectors 6x6 by 200 pts, 36 sectors by 50 pts will be used

Team Round 2

Added: Scoring paragraph

Comment: Scoring has not changed, it is just better explained

Team Round 3

Added:

The loop may cross any border between two adjacent puzzles at most twice.

The two directional puzzles - Railroad and Password - define the direction of the loop that is valid through the entire puzzle.

You do not need to place the puzzles physically in the central grid. But if you want to, you can bring the scissors with you. There will be 2 copies of each puzzle.

To claim the points for placing puzzles, just mark clearly their placement in the central grid

To claim the points for each individual puzzle, return the solved puzzle including clearly marked entries and exits of the loop. The entries and exits must correspond to the global solution.

Changed: Timing changed to 90 minutes

Comments: Some rules have been added to simplify the solution, accordingly the time has been shortened

Team Round 3 – Country Road +

Changed: Each region is visited by the path at most once (it means that if the region is visited there is a single entry and exit).

Comment: This Country road may not visit all the regions. The name has been changed to Country Road +

Misprints

Round 4
- Puzzle 17 - Triangular Combo

Ccorrected text 17 rows -> 27 rows

Team Round 3

Name unified to Ariadne's thread

Terminology

Terminology has been unified to use cell/grid throughout the booklet

Example specifications

Example specifications have been added - mostly number ranges used just for the examples

Points changed

Round 7
- Puzzle 1 - Every third turn path/loop and Land and Sea

Points corrected according to the front page

Round 10
- Puzzle 10 - Double shikaku

Points changed to 90

New and corrected examples

Round 1
- Puzzle 11 - Kuromasu - example corrected

Round 3
- Puzzle 8 - Skyscrapers myopia - example corrected
- Puzzle 10 - Skyscrapers with glass towers – shading erased
- Puzzle 15 - Sky coral - example corrected

Round 4
- Puzzle 4 - Antimagic hexagon - example harmonized with text
- Puzzle 5 - Antimagic hexagon - example harmonized with text
- Puzzle 17 – Trianular combo – example corrected

Round 5
- Puzzle 6 - First seen snake - example corrected
- Puzzle 26 - Japanese arrows (complete) - example corrected

Round 6
- Puzzle 5 - Snail on snake - example corrected
- Puzzle 9 - Galaxies and tetrominoes - example harmonized with text
- Puzzle 10 - Galaxies and pentominoes - example harmonized with text
- Puzzle 14 - Snail End View Untouchable - example corrected
- Puzzle 15 - Kakuro domino - new example

Round 7
- Puzzle 1 - Every third turn path - example added
- Puzzle 12 - Country road - new example
- Puzzle 15 - Password path - example corrected

Round 8
- Puzzle 4 - Pentominoes IV - selection of pentominoes added
- Puzzle 6 - Slash Pack - example corrected

Round 9
- Puzzle 2 – Star – example modified and example spec added
- Puzzles 11-12 Mathrax – new example

Round 10
- Puzzle 9 - Double doubleblock - example harmonized with text

Round 11
- Puzzle 2 - Regional tetrominoes – example spec corrected
- Puzzle 3 - Regional pentominoes – example spec corrected
- Puzzle 4 - Regional masyu – wrong remark about 2 turns in the example deleted
- Puzzle 5 - Regional Yajilin – example corrected
- Puzzle 7 - ABC-Sky with regional match – example corrected and harmonized with the rules (added descriptions of the grids)
- Puzzle 9 - Tapa with regional match - example corrected
- Puzzle 10 - Regional akari - example corrected

Round 12
- Puzzle 14-15 - Worms - example corrected

Round 13
- Puzzle 1 - ABC Box - example corrected
- Puzzle 11 - Liar masyu - example corrected
- Puzzle 16 - Wrong shikaku - example corrected

Team Round 1
- Example corrected

Team Round 2
- Example corrected