

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.

Akari

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.

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.

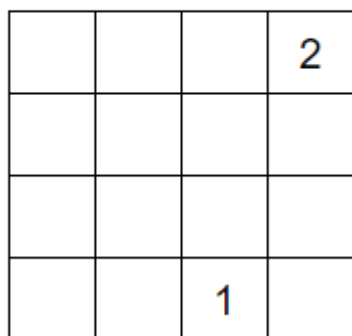
Hex Akari - standard Akari rules on a hexagonal grid. Light travels in the three directions perpendicular to the edges of cells containing lightbulbs.

Four Winds Plus Akari

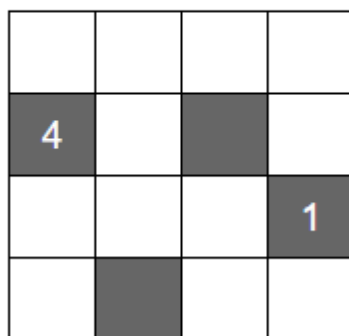
1			1		
		1		5	
1					1
	1	3	3		
2					1

Akari Examples

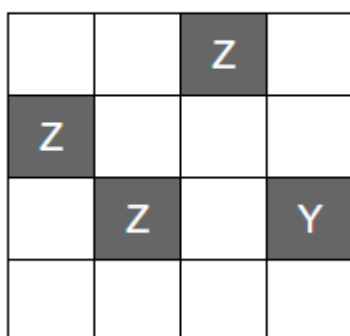
Translucent



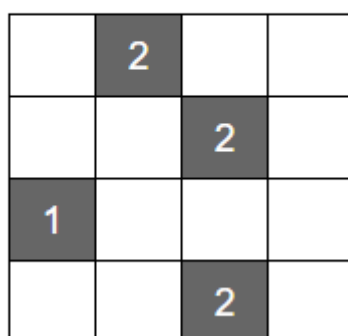
Liar



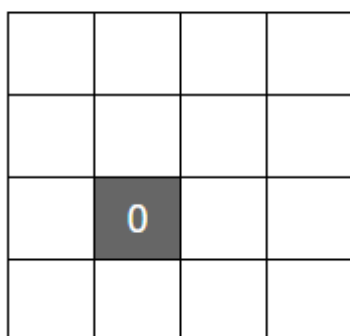
Coded



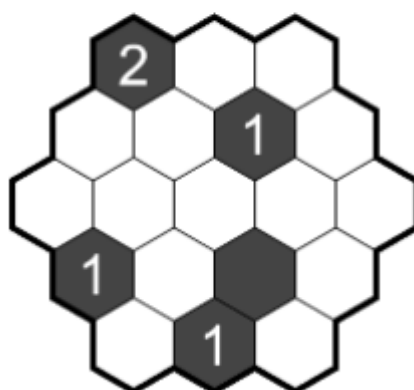
Minesweeper Style



Loop



Hex



Solutions

Four Winds Plus Akari

1	>	o	1	>	o
o	<	1	o	5	>
1	o	^	^	v	1
v	1	3	3	v	o
o	v	v	v	v	^
2	o	v	v	v	1

Translucent

		o	2
			o
o			
	o	1	

Liar

o			
4	o		o
o			1
			o

Coded

o		Z	o
Z		o	
o	Z		Y
	o		

Minesweeper Style

o	2	o	
		2	
1			o
	o	2	

Loop

o			
		o	
	0		
			o

Hex

