Advanced Slitherlink and Dot to Dot – Division C Round 1 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.

Dot to Dot

Dot to Dot Slitherlink - standard slitherlink rules. Clues are given as small numbers so that it is clear which of the four vertices they refer to. The loop must visit all numbered vertices in order (and return back to 1). Clues of 0, 1, 2 or 3 also work as slitherlink-style clues (even though they are small). As a result, they are given in a darker font colour. Two digit numbers can appear as clues in adjacent cells or both in the same cell.

Chaos Dot to Dot - Connect the dots with straight lines from 1 to N where N is the number of dots. The resulting lines do not make a specific picture. This is a type used in the Beginners Set.

Stop at X Dot to Dot - Connect the dots with straight lines from 1 to X, where X is given. There are additional dots given, but these are just distractions and should not be joined at all. These lines may cross.

Thermo Dot to Dot - Connect all dots with straight lines from the smallest given number to the largest, to give a series of numbers in strictly increasing order. These lines may cross.

Clock Dot to Dot - Connect the dots with straight lines from 1 to N where N is the number of dots. These lines may not cross. In addition, the number system is like a clock (i.e. after 12 comes 1 again). The example resets to 1 after 4.

Coded Dot to Dot - Connect the dots with straight lines from 1 to N where N is the number of dots. These lines may not cross. In addition, the number system has been coded with letters, where each different digit is represented by a different letter.

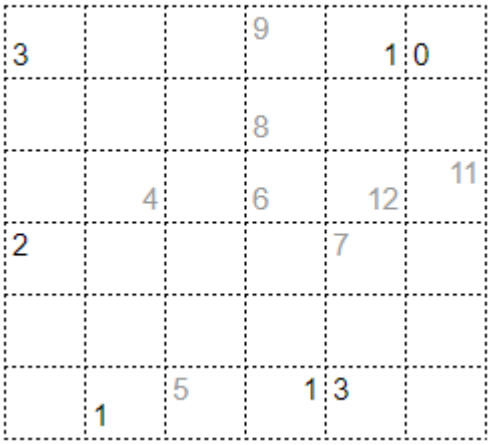
Missing Numbers Dot to Dot - Connect the dots with straight lines from 1 to N where N is the number of dots. These lines may not cross. In addition, not all dots are labelled with numbers.

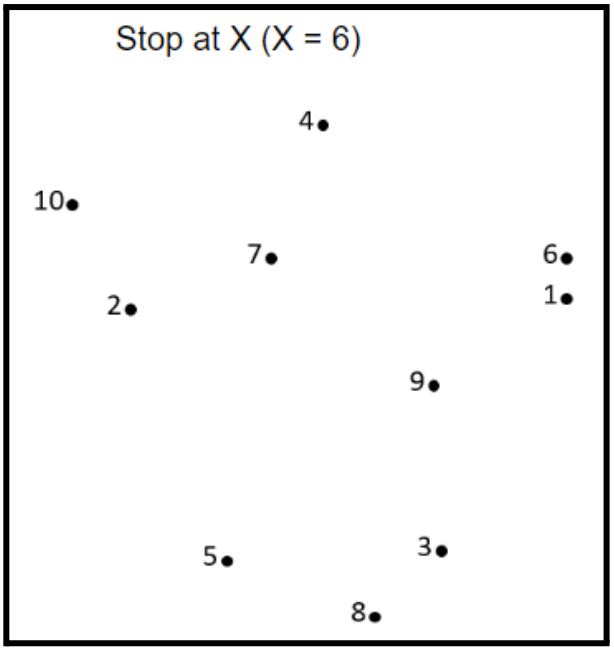
Missing Numbers Dot to Dot (Small Connections) - Connect the dots with straight lines from 1 to N where N is the number of dots. These lines may not cross. In addition, not all dots are labelled with numbers. Further, the dots are laid out as in a Slitherlink grid, and all lines must connect pairs of dots orthogonally adjacent (but will not finish as a loop).

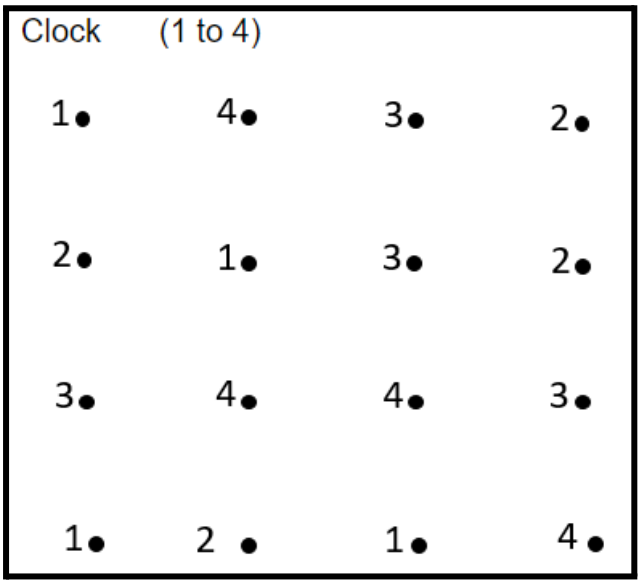
Password Path - Connect all letters in a path connecting touching cells (including diagonally). This path must not touch or cross itself. It must travel from top left cell (shaded) to bottom right cell (also shaded) and run through the letters of the given password in order, repeatedly.

Hidoku - Find a path from 1 to N where N is the grid size. Consecutive numbers must be placed in cells that touch by an edge or corner.

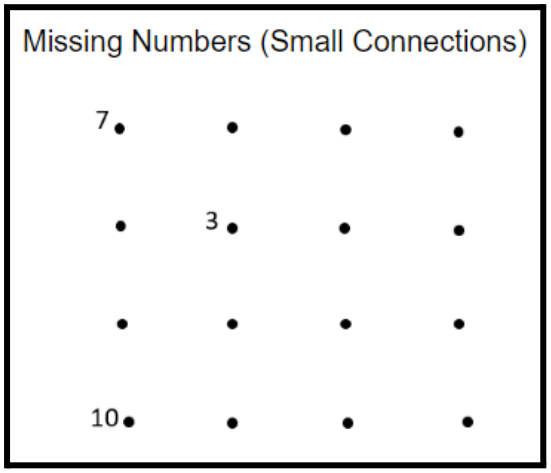
Dot to Dot Slitherlink







Missing Numbers (Small Connections)



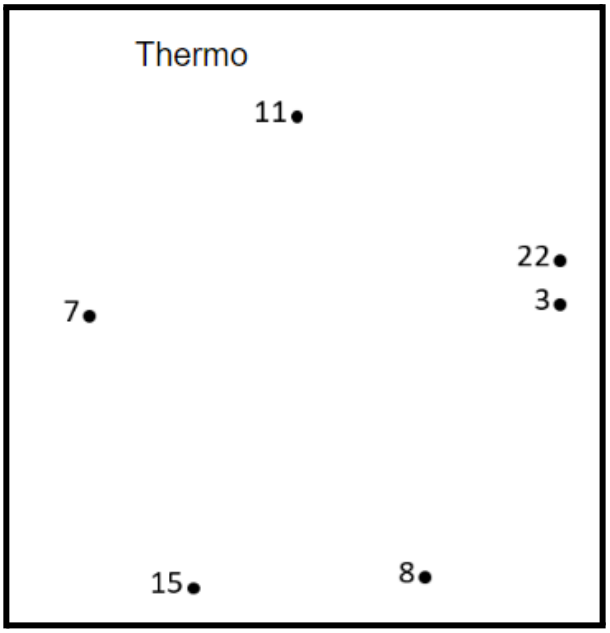
Password Path

(Password = HELLO)

H	E	H	L	L
L	O	O	E	O
L	H	L	E	H
E	L	L	L	O

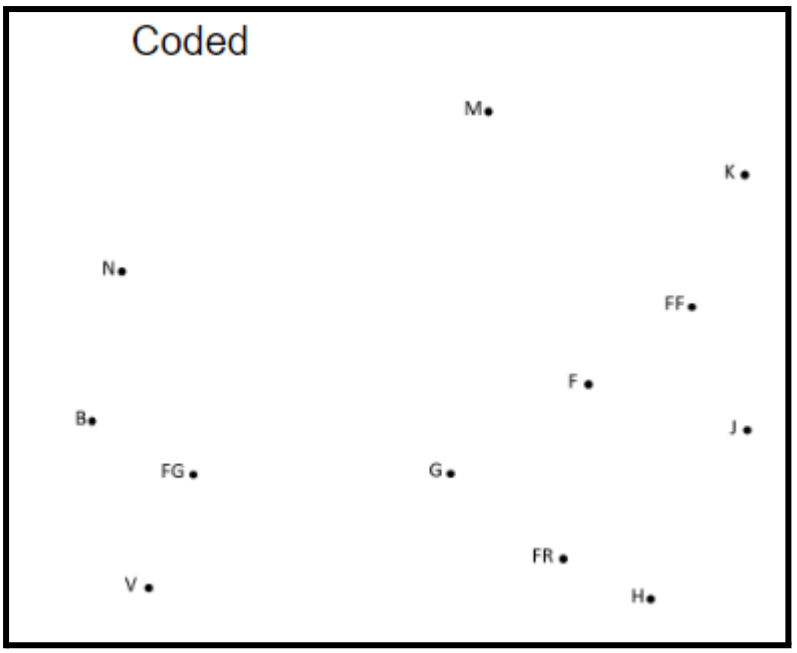
Missing Numbers

Thermo



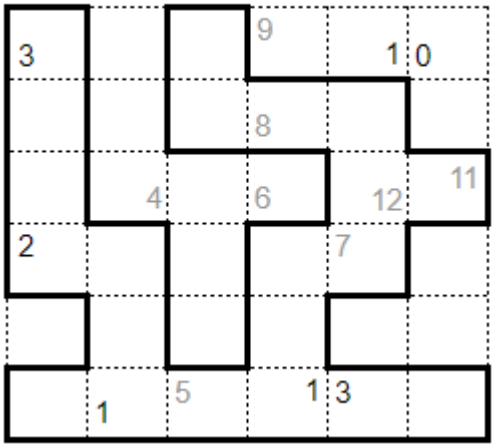
Hidoku

15		3	
		1	
5			10

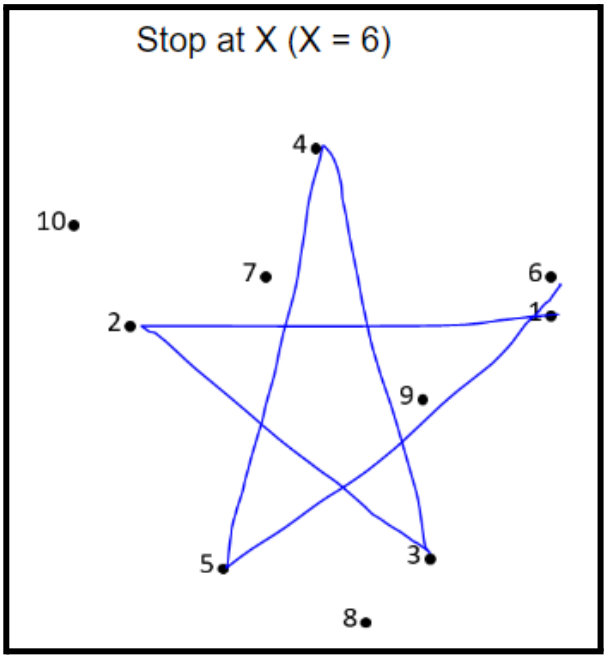

Coded
M
K
N
FF
F
B
J
FG
G
FR
V
H

Solutions

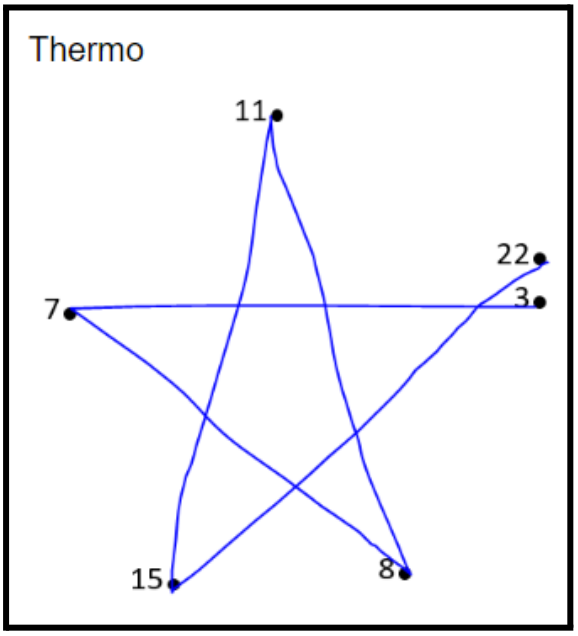
Dot to Dot Slitherlink



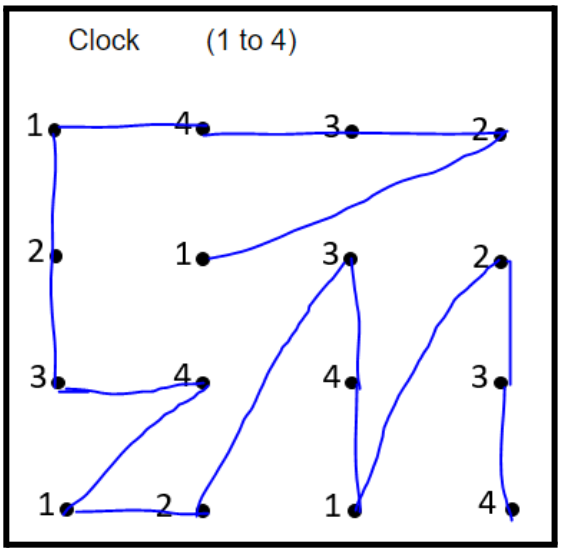
Stop at X (X = 6)



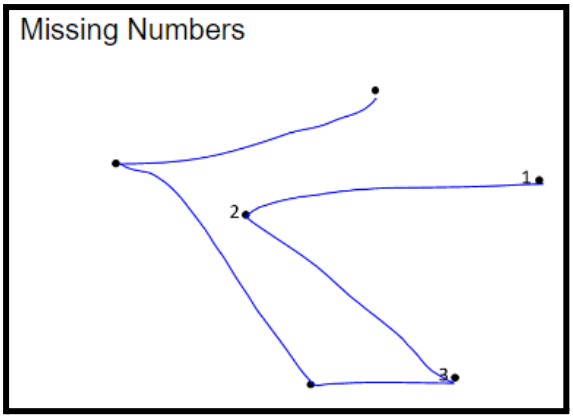
Thermo



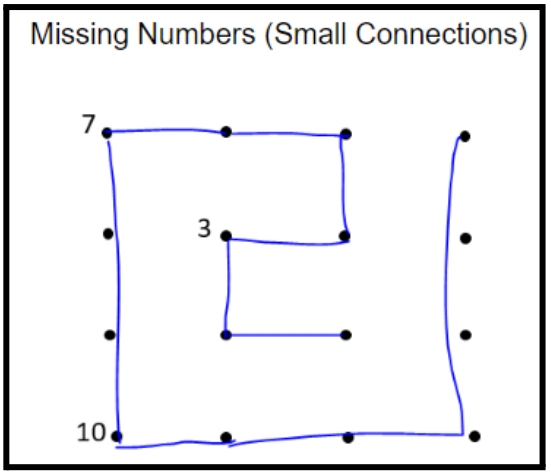
Clock (1 to 4)



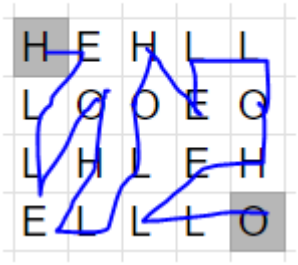
Missing Numbers



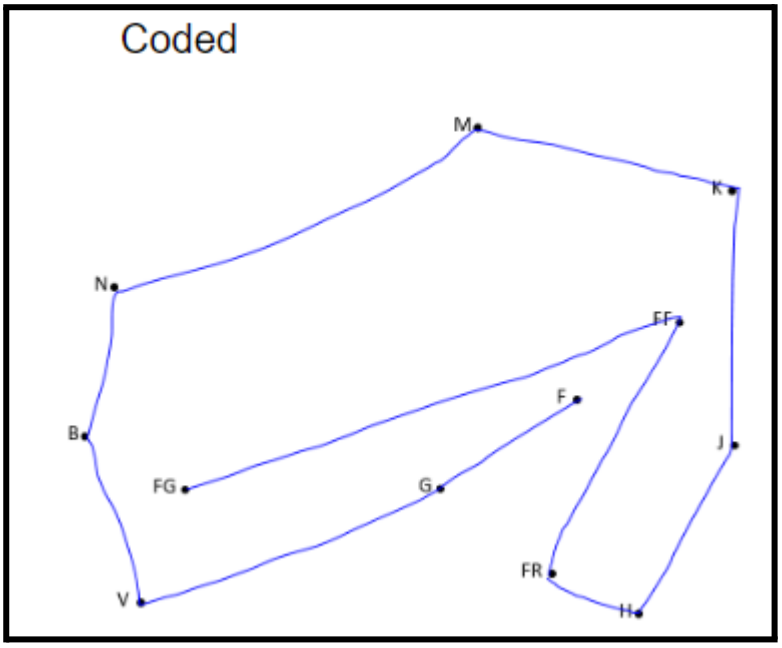
Missing Numbers (Small Connections)



Password Path



Coded



Hidoku

15	16	3	2
14	4	1	11
5	13	12	10
6	7	8	9