

Advanced Nanro and Magnets – Division C Round 6 2023

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.

Nanro

Signpost Nanro - standard Nanro rules, however, clues do not necessarily indicate the position of one of the numbers.

Line Nanro - standard Nanro rules, in addition, no more than three consecutive cells in a row or column may be labelled with numbers without an unlabelled cell breaking it up

Inverse Nanro - Label some cells with numbers to form a single connected group of **unlabelled** cells; no 2x2 group of cells may be fully labelled or unlabelled. Each bold region must contain at least one labelled cell. Each number (including any given numbers) must equal the total count of labelled cells in that region. When two numbers are orthogonally adjacent across a region boundary, the numbers must be different.

Frame Sum Nanro - standard Nanro rules. Clues outside the grid indicate the sum of the labelled cells in the first three cells seen from that direction. Unlabelled cells count 0 towards the sum.

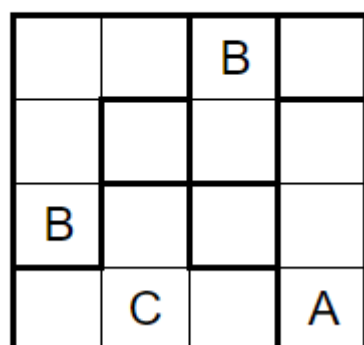
Coded Nanro - standard Nanro rules, however, clues are given as letters. Different letters represent different numbers, but where the same letter appears in different places in the grid, they always represent the same number.

Hex Nanro - standard Nanro rules on a hexagonal grid. Where three hexagons meet at a vertex, they may not all be labelled.

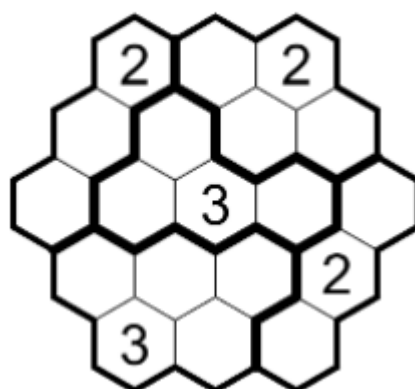
Killer Nanro - standard Nanro rules. In addition, cages appear with clues which indicate the sum of all labels in the cage. Numbers may repeat in a cage. Unlabelled cells count 0 towards the cage sum.

Magro - standard Magnets rules. In addition, all cells containing poles must be connected. No 2x2 group of cells may be fully labelled. Each bold region must contain at least one pole. If each pole were represented by a number, where this number is the count of all poles in that bold region, where two poles are orthogonally adjacent across a region boundary, those numbers must be different.

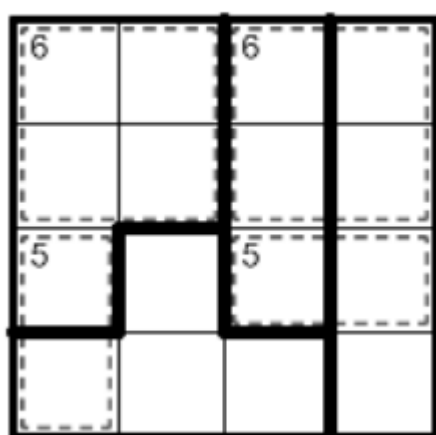
Coded Nanro



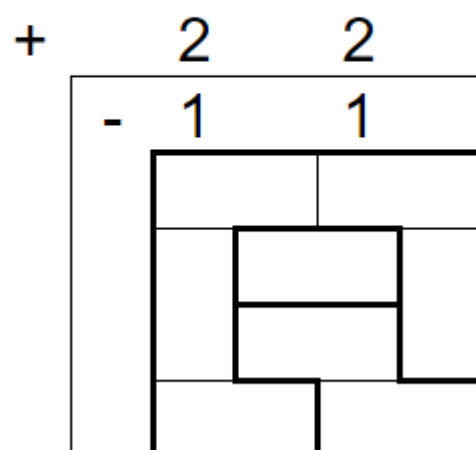
Hex Nanro



Killer Nanro



Magro



Solutions

Signpost Nanro

			1
	1		2
	3	1	2
3	3		1

Line Nanro

3	4	4		4
		2	4	3
	3	2		
3	4		3	3
	4	4	4	

Inverse Nanro

	1	2	2	1
			1	
2	2		3	
3				
3	3		3	3

Frame Sum Nanro

	1	2	2	1	5
3			1		
3	3		5	5	
	4			5	
4	4	4	5	5	
11			10		

Coded Nanro

x	x	2	1
2	1	2	x
2	x	1	x
3	3	3	1

Killer Nanro

⁶ 3		⁶ 3	
3		3	
⁵ 3	2	⁵ 3	2
2			2

Hex Nanro

	2		x		2
x		3		x	2
2	x		3	3	x
3		x		x	2
	3		3		2

Magro

+		2		2
	-	1		1
			-	+
+		-	+	
	-			
+	-		+	-

Magro values
(not required)

+		2		2
	-	1		1
	x	x	6	6
6		2	2	x
6		x	x	x
6	6	2	2	

