

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.

Slitherlink

All Dots Slitherlink - standard slitherlink rules. In addition, all dots must be used by the loop.

Vertex Slitherlink - Draw a single, non-intersecting loop that only consists of horizontal and vertical segments between the dots. However, clues indicate the number of vertices of that cell are used by the loop, not edges.

Unequal Lengths Slitherlink - standard slitherlink rules. In addition, two consecutive sides of the loop cannot be the same length.

LITS Slitherlink - standard slitherlink rules. In addition, the finished loop must be a valid LITS solution (adjacent tetrominoes of the types L, I, T or S, with no 2x2 area all part of the solution, and adjacent tetrominoes must not be the same type).

Skyscrapers Slitherlink - standard slitherlink rules. In addition, there are clues outside the grid which indicate the number of visible “buildings” seen from that direction. In this case, “buildings” are represented by consecutive sections of cells inside the loop and the height of that building is the number of consecutive cells in that building.

Tri Grid Slitherlink - standard slitherlink rules on a triangular grid.

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.

Slitherlink Examples

All dots

3			2	
3		3		
				3
2			2	
		1		

LITS

				2
		1	1	3
			2	3
	2			3
	1			2

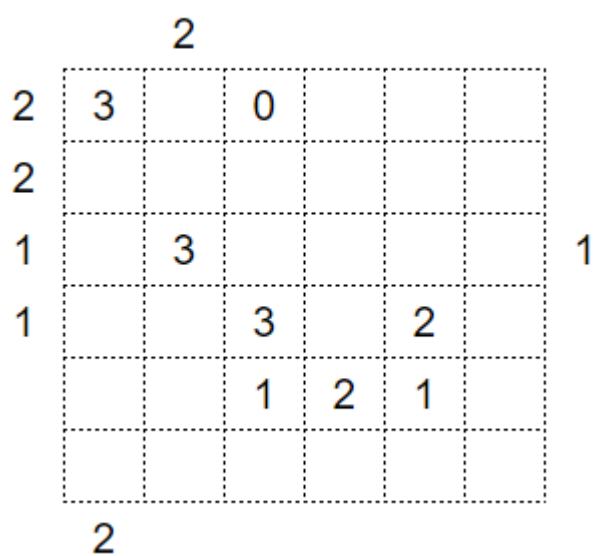
Vertex

		3	
1			
2	3		
4			2

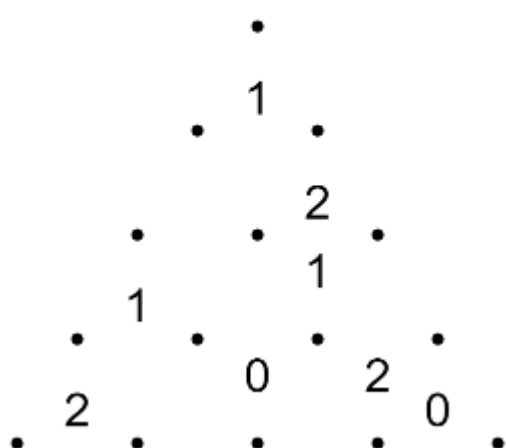
Unequal lengths

2	1		
2		3	
	3		1

Skyscrapers



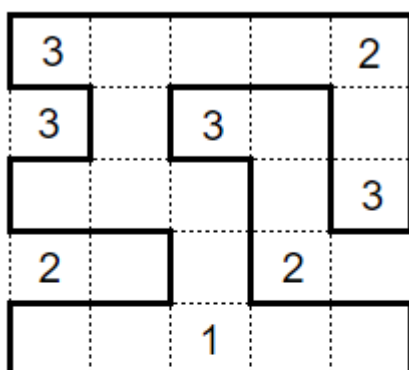
Tri Grid



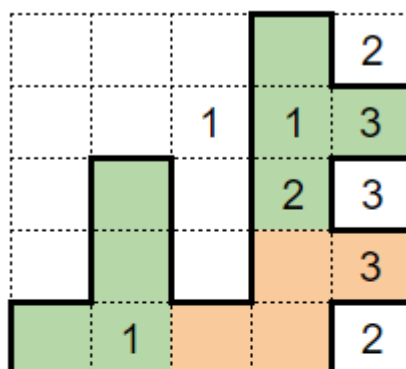
Dot to Dot Slitherlink



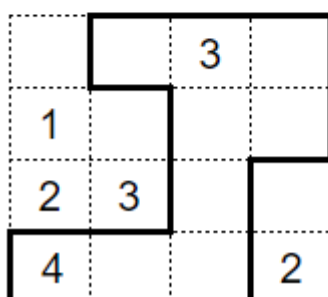
All dots



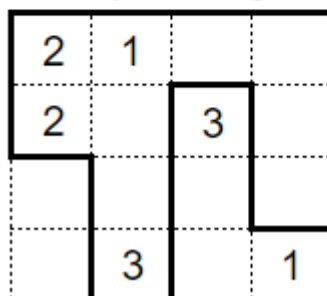
LITS



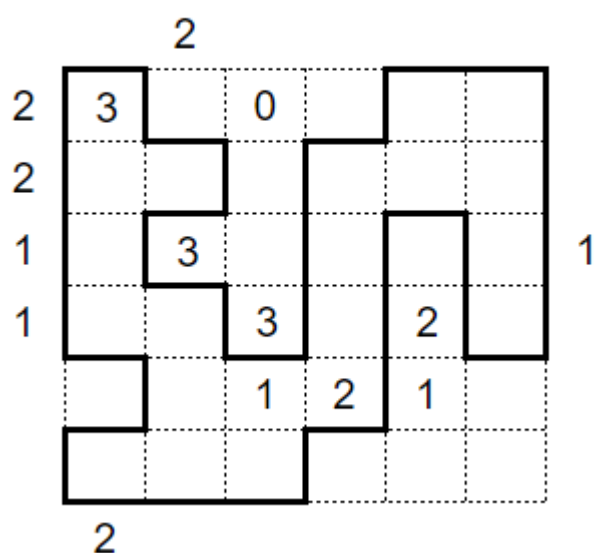
Vertex



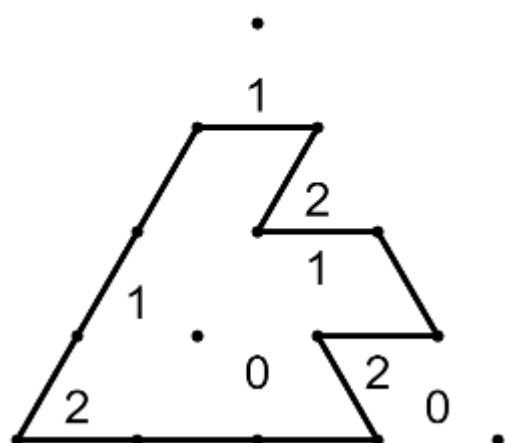
Unequal lengths



Skyscrapers



Tri Grid



Dot to Dot Slitherlink

