

Advanced Star Battle – Division C Round 1 2022-2023

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.

Star Battle - all puzzles will have 2 stars per row, column and region unless otherwise stated

Spiral Star Battle - First divide the grid along the indicated lines into connected regions with rotational symmetry. Each cell must belong to one region and each region must have exactly one circle at its centre of rotational symmetry. Then solve the grid as a Star Battle puzzle. If the circle is black, the region must maintain its rotational symmetry with the star locations. If the circle is white, then the region must lose its rotational symmetry with the star locations. Stars may be placed in cells containing circles.

Antiknight Star Battle - standard Star Battle rules. In addition, stars must not be placed in cells a knight's move apart (as in chess)

Battle Star (white region) - standard Star Battle rules, except there are no region constraints. In this puzzle, the valid area will be split up, but these should not be seen as separate regions, rather one big area with some cells invalid for star placement.

Small Regions Star Battle - standard Star Battle rules. However, regions only contain one star each, while rows and columns continue to have two.

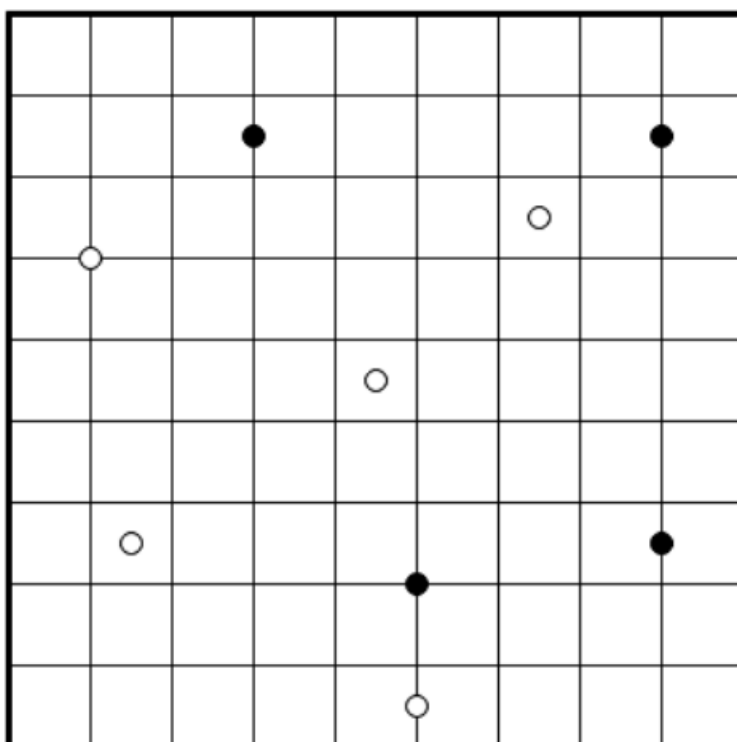
Toroidal Star Battle - standard Star Battle Rules. However, regions can flow from the top to the bottom of the grid, or from the left to the right of the grid. Cells may also touch from top of bottom of the grid or left to right of the grid.

Yaji Battle - shade two cells per region, then draw a standard loop through the centres of all remaining cells. Cells sharing an edge may not both be shaded, but cells sharing only corners may both be shaded. This loop may not cross itself. There is no row or column condition in this puzzle.

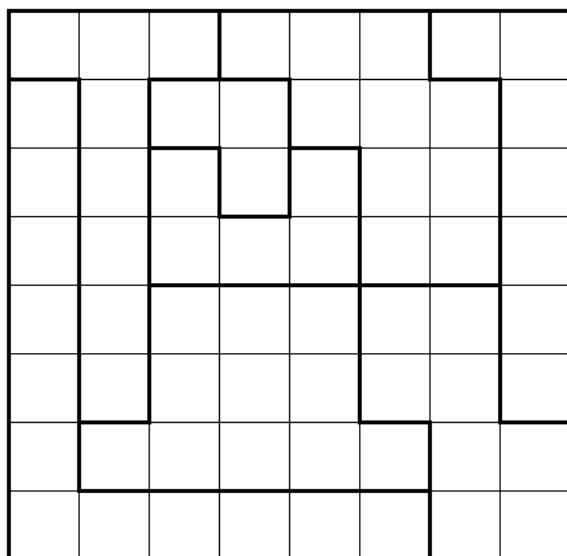
Norinori - shade two cells per region. Each shaded cell must share exactly one edge with another shaded cell. Shaded cells may touch other shaded cells at a corner without restriction. There is no row or column condition in this puzzle.

Star Battle Examples

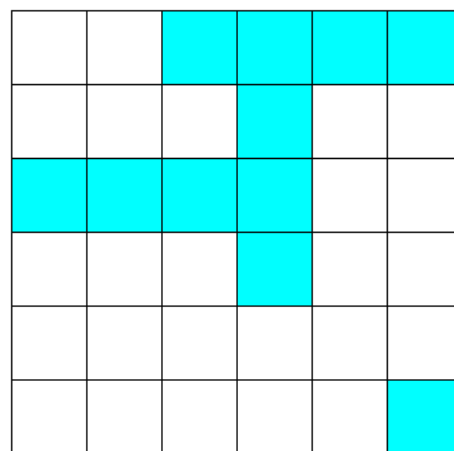
Spiral Star Battle (2 stars)



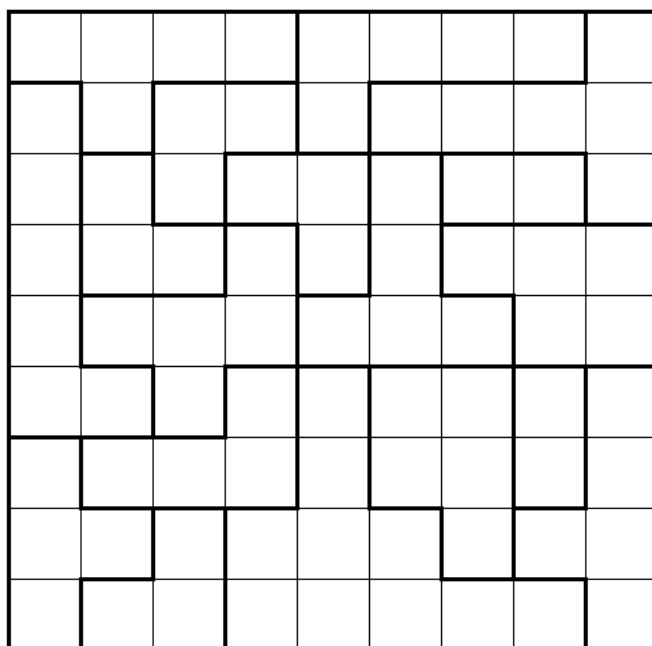
Antiknight Star Battle (1 star, will be 2 stars)



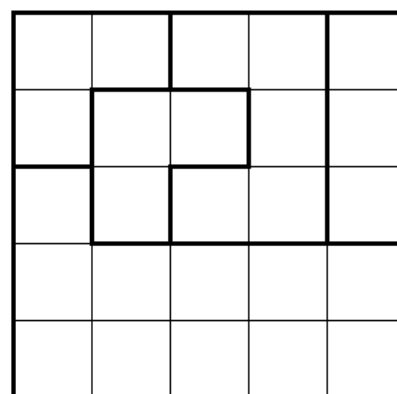
Battlestar (white region;
1 star, will be 2 stars)



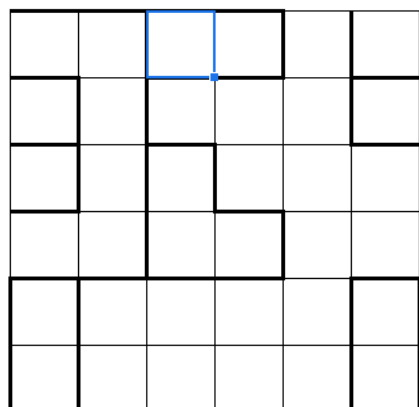
Small Regions Star Battle



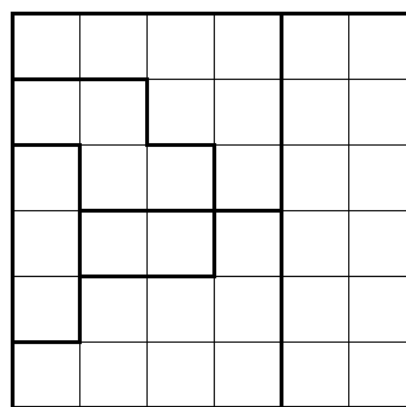
Norinori



Toroidal Star Battle (1 star, will be 2 stars)

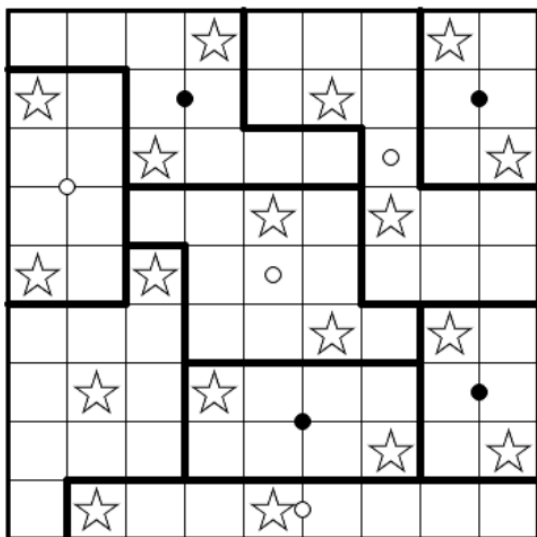


Yaji Battle (1 cell, will be 2 cells)



Solutions:

Spiral Star Battle (2 stars)



Antiknight (1 star, will be 2 stars)

x	x	x	x	x	S	x	x
x	x	S	x	x	x	x	x
x	x	x	x	x	x	x	S
x	x	x	x	S	x	x	x
x	S	x	x	x	x	x	x
x	x	x	x	x	x	S	x
x	x	x	S	x	x	x	x
S	x	x	x	x	x	x	x

Battlestar (1 star, will be 2 stars)

S	x				
x	x	S		x	x
				S	x
x	S	x		x	x
x	x	x	x	x	S
x	x	x	S	x	

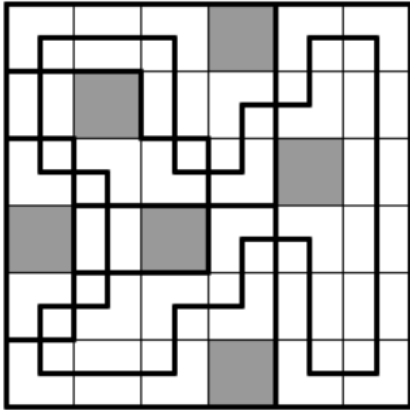
Small Regions (2 stars, 1 star per region)

S	x	x	x	x	x	S	x	x
x	x	S	x	x	x	x	x	S
x	x	x	x	S	x	S	x	x
x	S	x	x	x	x	x	x	S
x	x	x	S	x	S	x	x	x
x	S	x	x	x	x	x	S	x
x	x	x	S	x	S	x	x	x
S	x	x	x	x	x	x	S	x
x	x	S	x	S	x	x	x	x

Toroidal (1 star, will be 2 stars)

x	x	S	x	x	x
x	x	x	x	x	S
x	S	x	x	x	x
x	x	x	S	x	x
S	x	x	x	x	x
x	x	x	x	S	x

Yaji Battle (1 cell, will be 2 cells)



Norinori

