Round 2: Numberless

Name: _____

Division: ☐ Advanced   ☐ Beginner
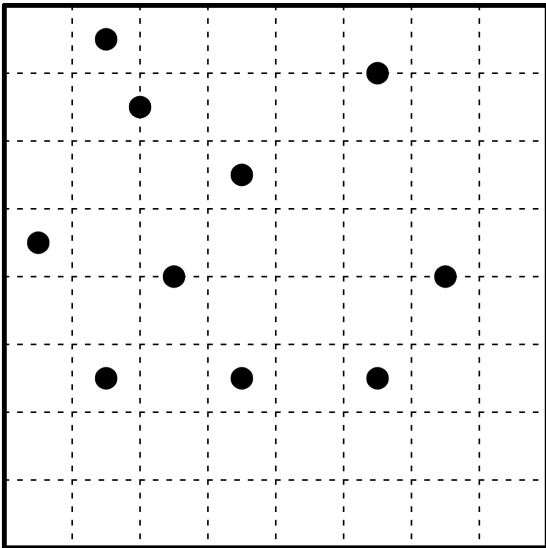
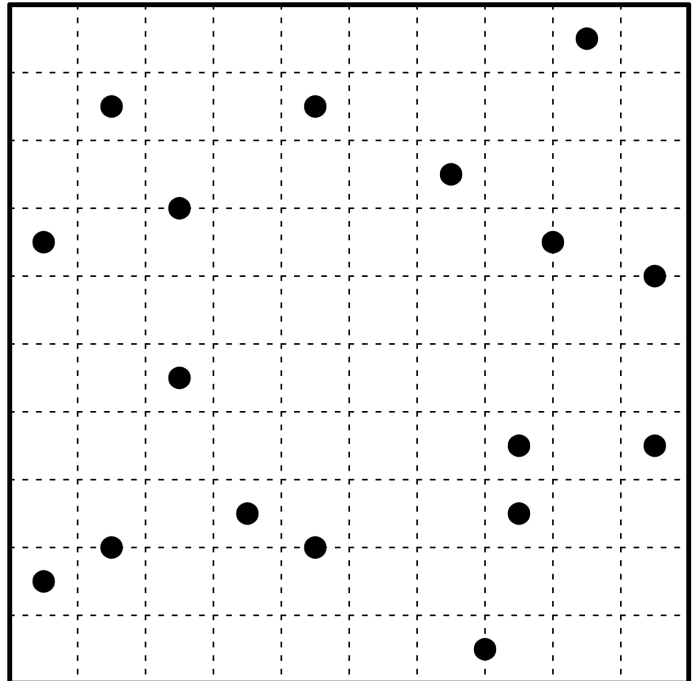|						
2.1	Midloop	2 points		2.10	Guide Arrow	3 points
2.2	Midloop	4 points		2.11	Guide Arrow	7 points
2.3	Midloop	6 points		2.12	Guide Arrow	10 points
2.4	Icebarn	4 points		2.13	Star Battle	3 points
2.5	Icebarn	5 points		2.14	Star Battle	6 points
2.6	Icebarn	6 points		2.15	Star Battle	7 points
2.7	Voxas	2 points		2.16	Double Domino	3 points
2.8	Voxas	7 points		2.17	Double Domino	5 points
2.9	Voxas	10 points		2.18	Double Domino	10 points

Total: 100 points

2.1—2.3: Midloop

Draw a non-intersecting loop through the centers of some cells that passes through every circle. Each circle marks the center of the straight line segment it lies on. Not all segments contain circles.
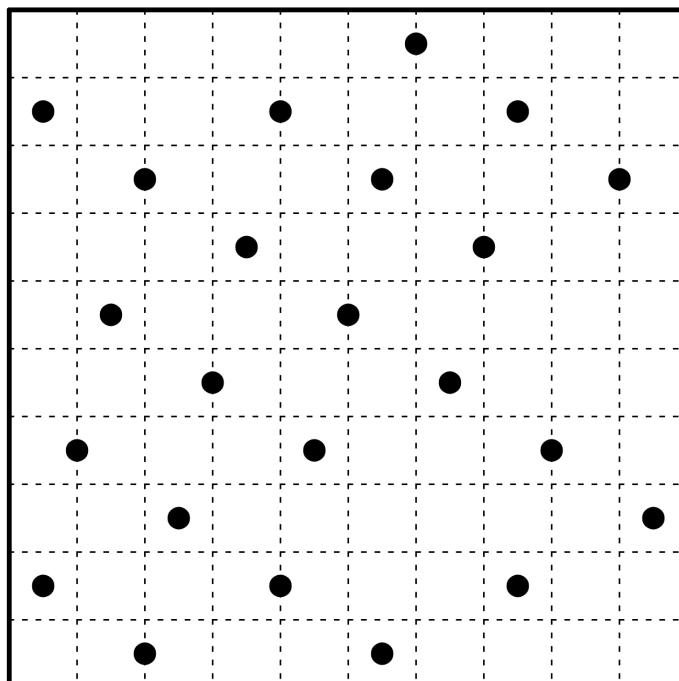
Puzzle 2.2 (4 Points)
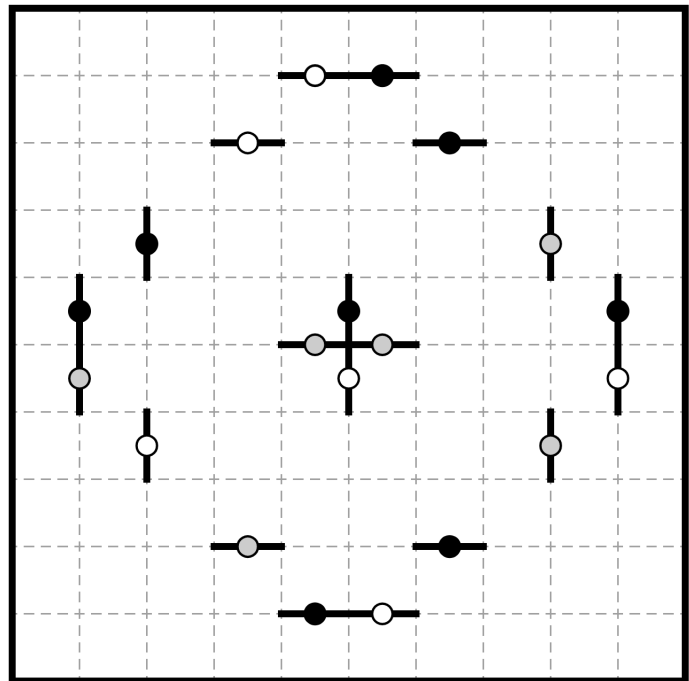
Puzzle 2.1 (2 Points)

Puzzle 2.3 (6 Points)

2.4—2.6: Icebarn

Draw a path through the centers of some cells, entering the grid at the "IN" marking and exiting at the "OUT" marking. The path must travel through all of the arrows in the indicated direction. Two perpendicular line segments may intersect each other only on icy cells, but they may not turn at their intersection or otherwise overlap. The path may not turn on icy cells, and each orthogonally connected group of icy cells must be passed through at least once.

Puzzle 2.4
(4 Points)

Puzzle 2.5 (5 Points)

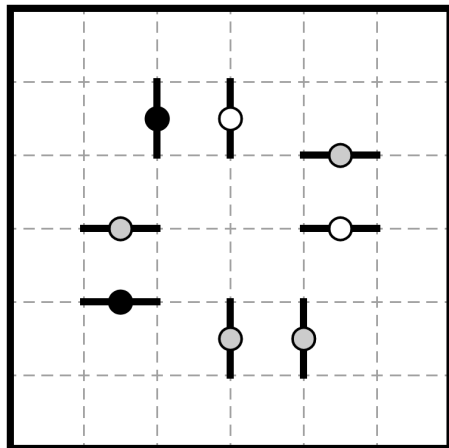Puzzle 2.6 (6 Points)

2.7—2.9: Voxas

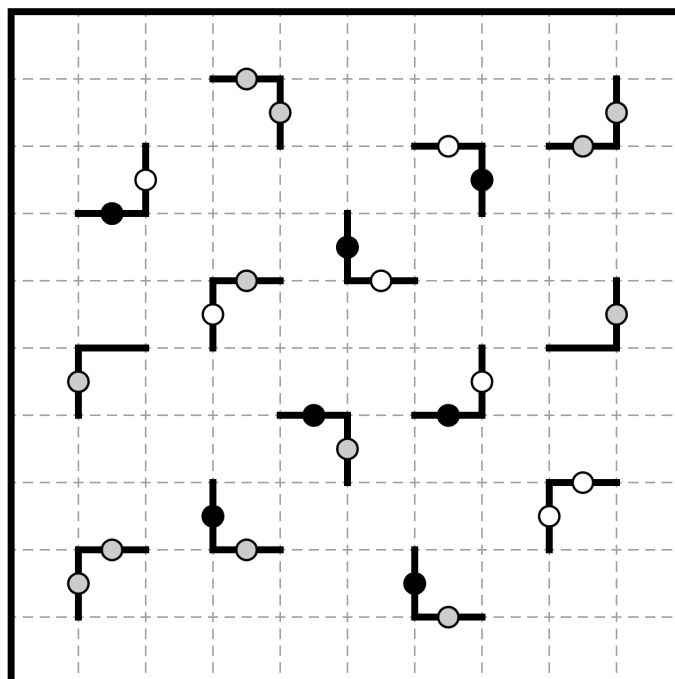Divide the grid into 1x2 and 1x3 regions. Borders must separate two different regions. Borders with white dots separate regions with the same size and orientation. Borders with black dots separate regions with neither the same size nor the same orientation. Borders with grey dots separate regions with either the same size or the same orientation, but not both.

Puzzle 2.8 (7 Points)
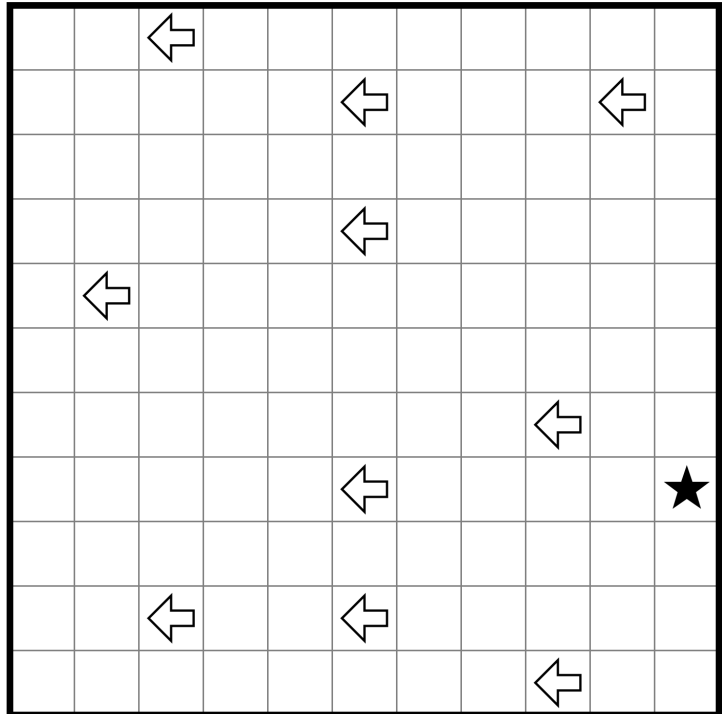

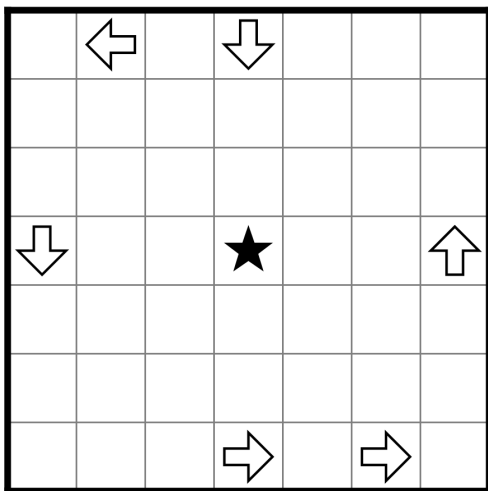## Puzzle 2.7 (2 Points)

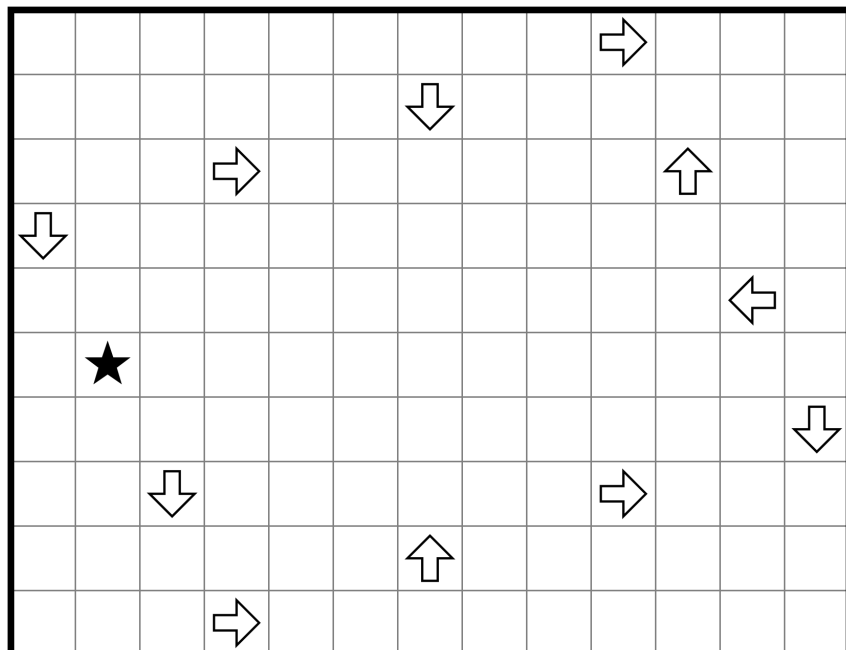## Puzzle 2.9 (10 Points)

2.10—2.12: Guide Arrow

Shade some empty cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. No complete loop of cells may be unshaded (including 2x2s). An arrow indicates the only direction in which one could begin a path to the star without going through a shaded cell or backtracking.

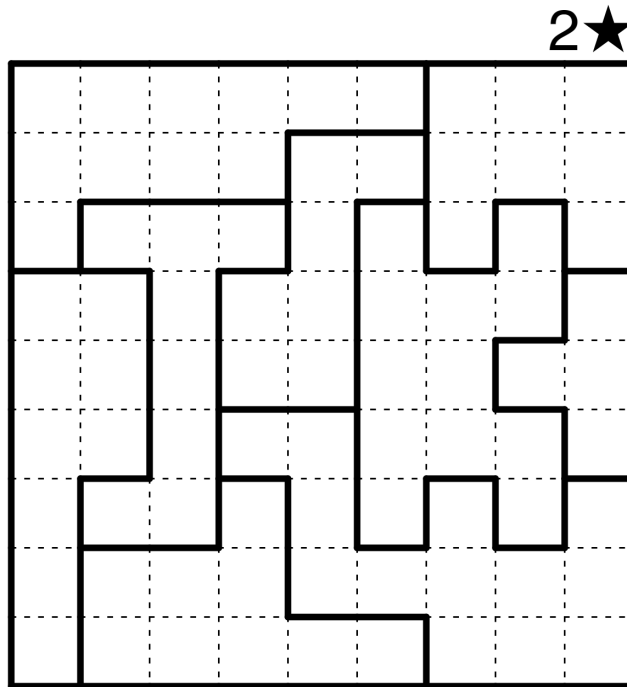## Puzzle 2.11 (7 Points)

Puzzle 2.10 (3 Points)
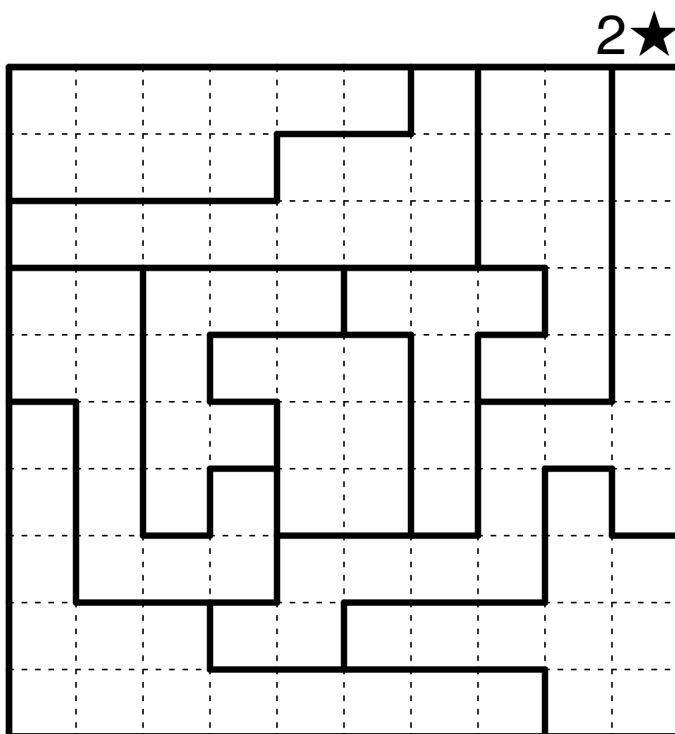
Puzzle 2.12 (10 Points)

2.13—2.15: Star Battle

Place stars into some cells such that each row, column, and outlined region contains exactly N stars. The value of N is given outside the grid. Stars may not touch one another, not even diagonally.
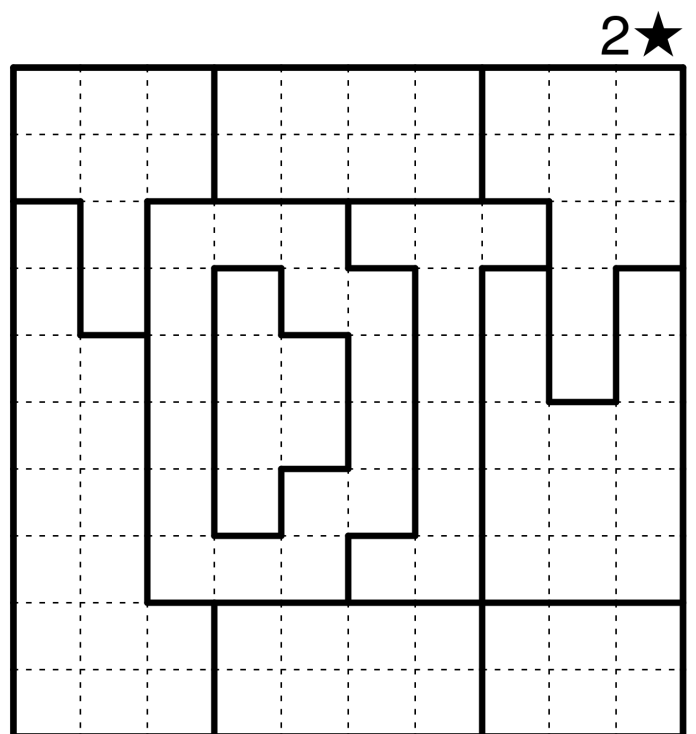
Puzzle 2.13 (3 Points)

2★

Puzzle 2.14 (6 Points)

2★

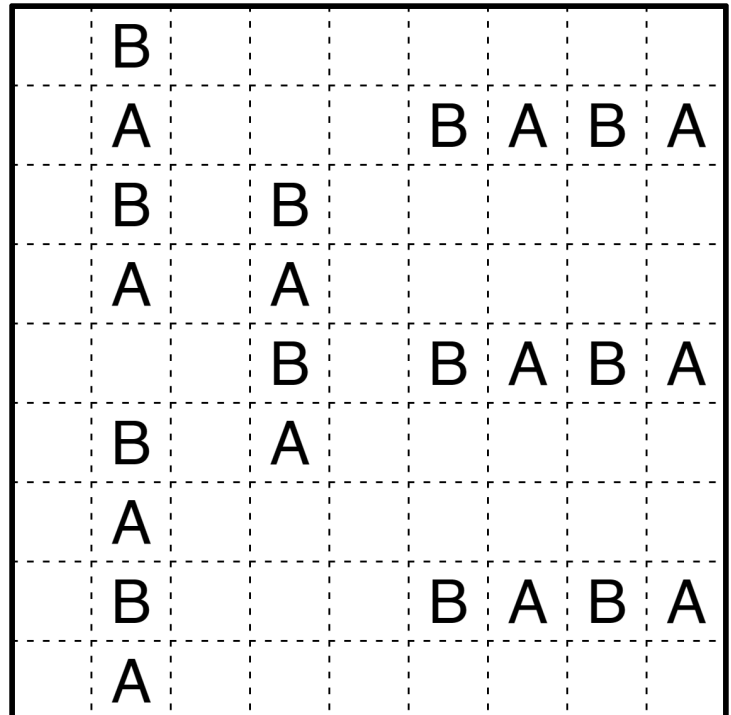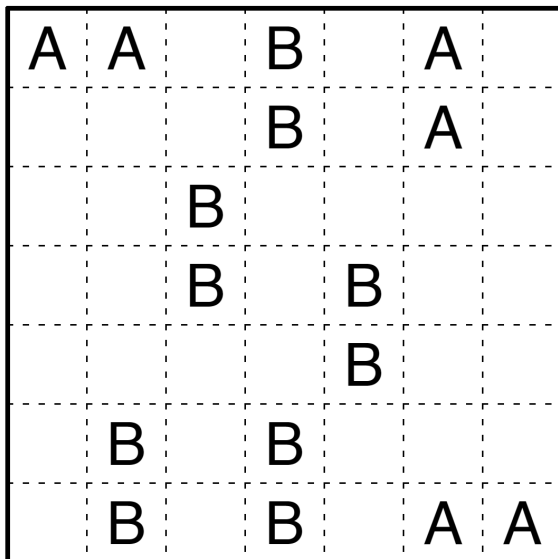## Puzzle 2.15 (7 Points)

2★

2.16—2.18: Double Domino

Place A and B dominoes on the board using the squares containing letters as hints. The dominoes should all be connected orthogonally, but dominoes of the same letter must not touch at the edges. The squares contained in dominoes must not form 2×2 clumps.

Note: It's enough to place the letters; you don't need to shade or outline the dominoes.

Puzzle 2.17 (5 Points)

Puzzle 2.16 (3 Points)

Puzzle 4.18
(10 Points)