



# Round 4: Curated Treats

## Advanced Division

Name: \_\_\_\_\_

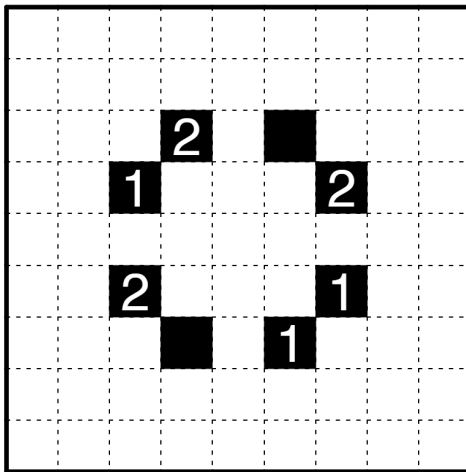
A.4.1	Shakashaka	3 points	A.4.10	Fillomino (Blokus)	4 points
A.4.2	Shakashaka	6 points	A.4.11	Fillomino (Blokus)	5 points
A.4.3	Shakashaka	12 points	A.4.12	Fillomino (Blokus)	15 points
A.4.4	Japanese Sums	3 points	A.4.13	Mintonette	2 points
A.4.5	Japanese Sums	6 points	A.4.14	Mintonette	4 points
A.4.6	Japanese Sums	12 points	A.4.15	Mintonette	15 points
A.4.7	Barns	2 points			
A.4.8	Barns	4 points			
A.4.9	Barns	7 points			

Total: 100 points

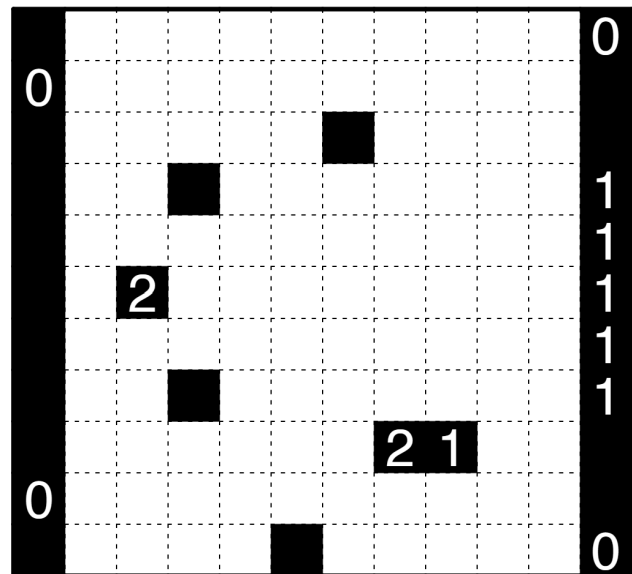
## A.4.1—A.4.3: Shakashaka

Shade a right triangle in some empty cells, each of which occupies exactly half the cell it's in. Each unshaded area must be rectangular in shape. A number in a cell represents how many of the (up to) four cells orthogonally adjacent to the clue contain triangles.

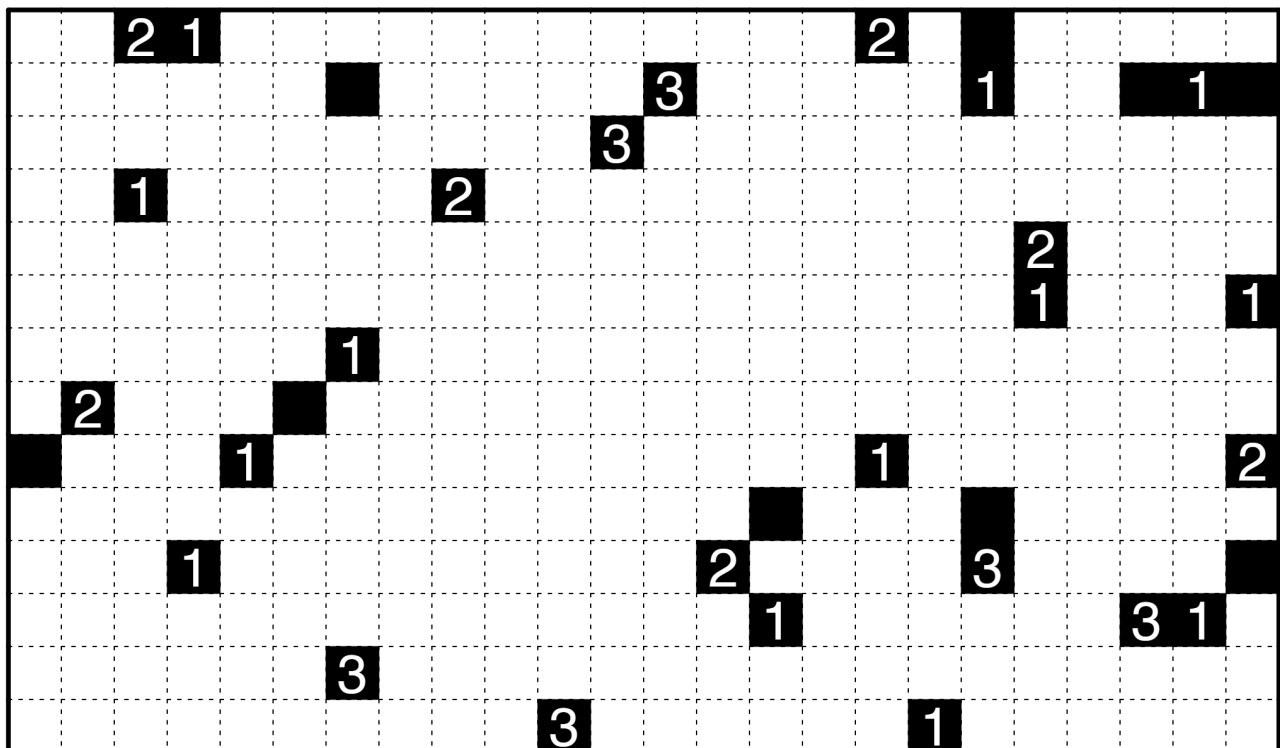
Puzzle A.4.1 (3 Points)



Puzzle A.4.2 (6 Points)



Puzzle A.4.3 (12 Points)



## A.4.4—A.4.5: Japanese Sums

Place a number from the given set into some cells so that no number is repeated in any row or column. Numbers outside the grid indicate the sums of the numbers in groups of consecutive numbered cells in the corresponding row or column, in order. Sums must be separated by at least one empty cell. A ? can represent any sum of 1 or larger.

Puzzle A.4.4  
(3 Points)

		6		6		2
		7	?	1	?	7
1	6					
	?					
4	3					
	?					
6	8					

{1–5}

		4		8		9		6
		3	20	11		7	8	4
7	11							
	11							
13	7							
7	8							
2	9							
	7							
5	4							

Puzzle A.4.5  
(6 Points)

{1–6}

## A.4.6: Japanese Sums

Place a number from the given set into some cells so that no number is repeated in any row or column. Numbers outside the grid indicate the sums of the numbers in groups of consecutive numbered cells in the corresponding row or column, in order. Sums must be separated by at least one empty cell. A ? can represent any sum of 1 or larger.

Puzzle A.4.6  
(12 Points)

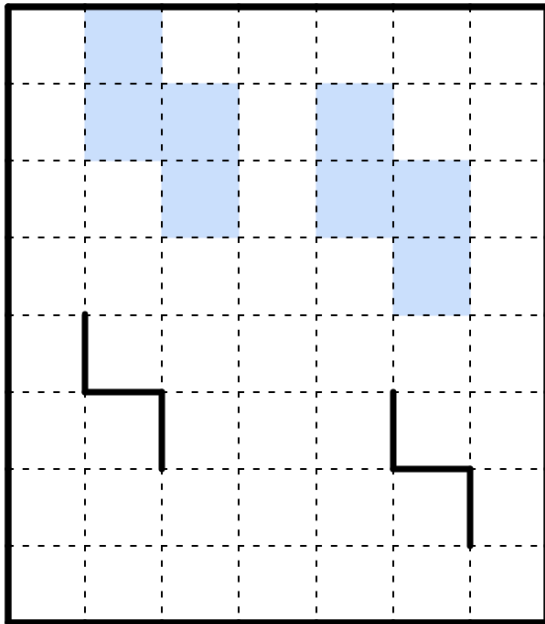
		9	16	12	7	14	12	13	13
		12	6	7	7	6	6	11	13
4	11	3							
8	9	10							
14	1	8							
2	6	9							
8	3	5							
6	2	13							
7	4	10							
5	7	9							

{1-7}

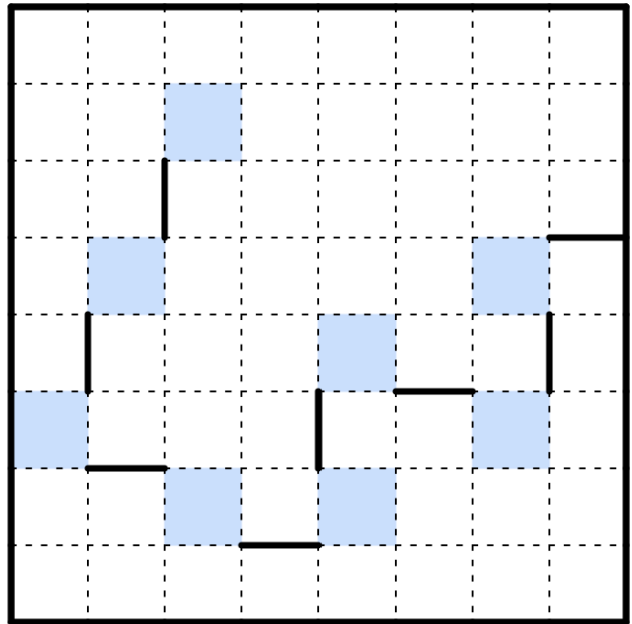
## A.4.7—A.4.9: Barns

Draw a loop through the centers of all cells which may not pass through bold borders. Two perpendicular line segments may intersect each other only on icy cells, but they may not turn at their intersection or otherwise overlap. The loop may not turn on icy cells.

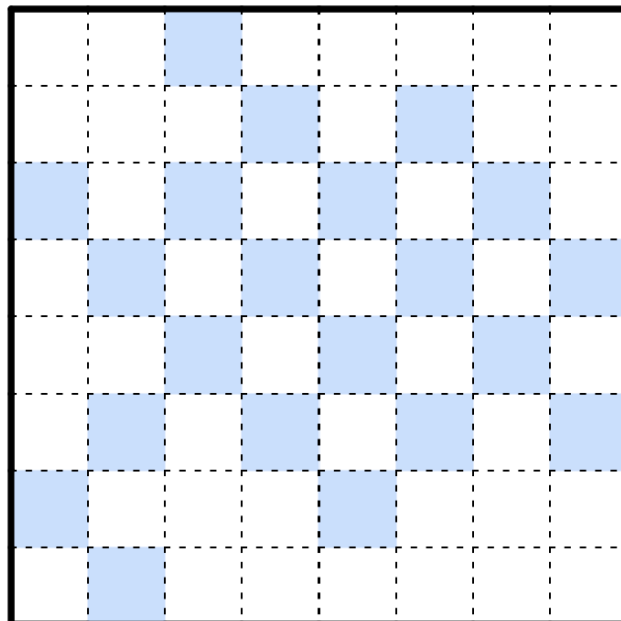
Puzzle A.4.7 (2 Points)



Puzzle A.4.8 (4 Points)



Puzzle A.4.9  
(7 Points)



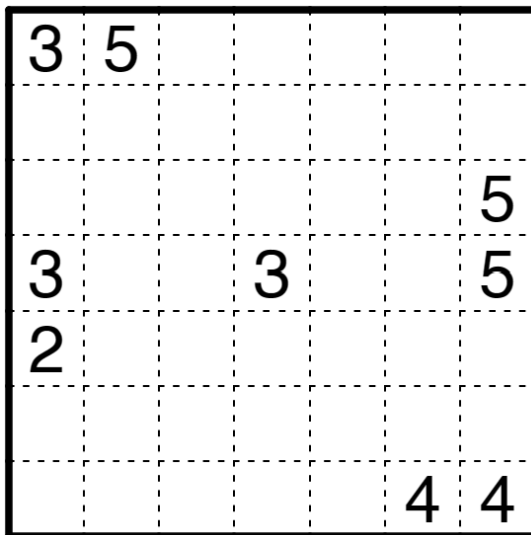
## A.4.10—A.4.12: Fillomino (Blokus)

Divide the grid into regions of orthogonally connected cells. Two regions of the same size may not share an edge. Clued cells must belong to a region containing the indicated number of cells.

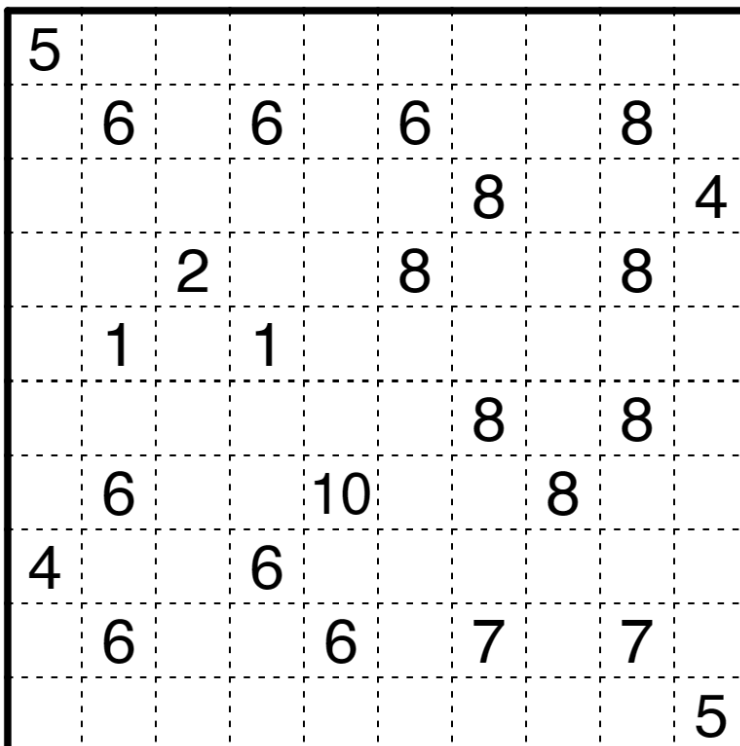
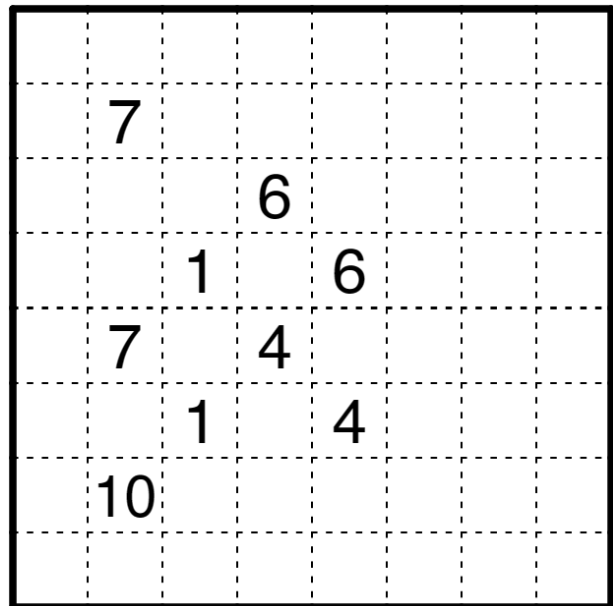
Additionally, all regions of the same size must be diagonally connected.

*(Note: It's enough to divide into regions; you don't need to place numbers in all the cells.)*

Puzzle A.4.10 (4 Points)



Puzzle A.4.11 (5 Points)

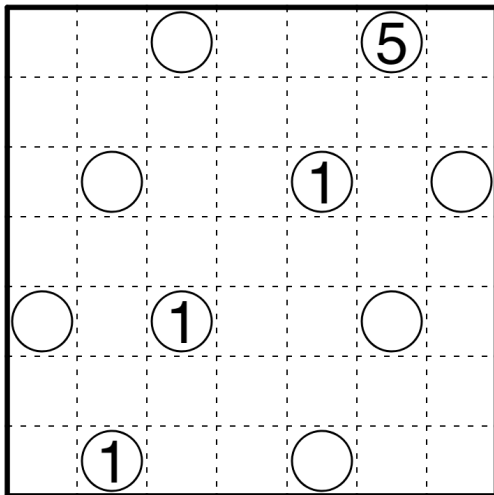


Puzzle A.4.12  
(15 Points)

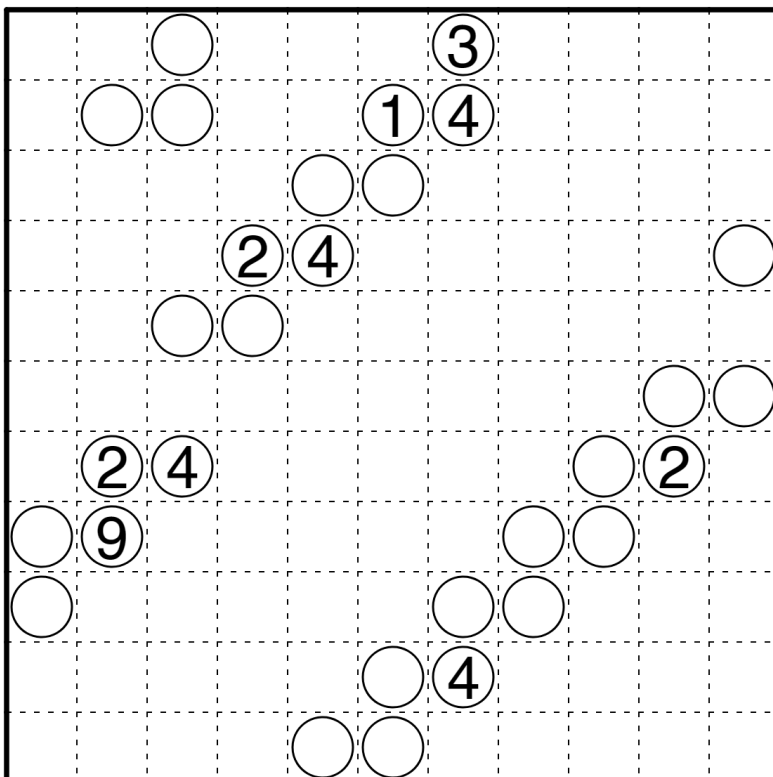
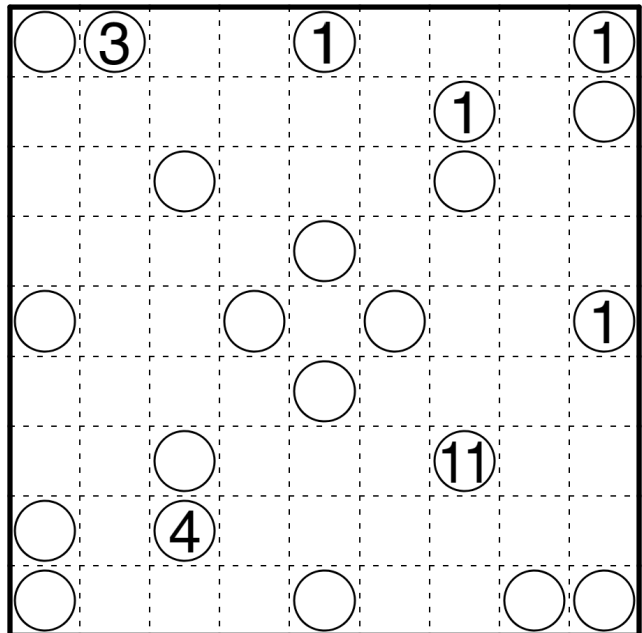
# A.4.13—A.4.15: Mintonette

Draw paths through the centers of cells connecting each circle to exactly one other. Paths may not cross each other or themselves, and every cell must be used by a path. If a circle contains a number, it indicates the number of turns taken by the path connecting that circle. Paths may connect circles with 0, 1, or 2 numbers.

Puzzle A.4.13 (2 Points)



Puzzle A.4.14 (4 Points)



Puzzle A.4.15  
(15 Points)