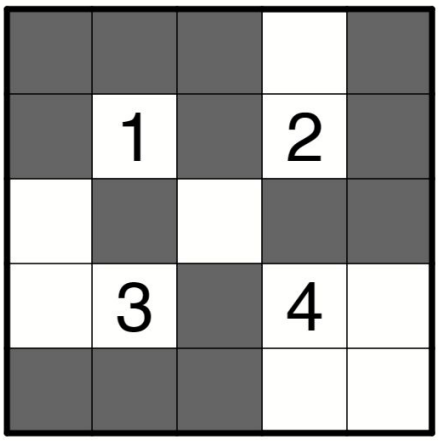
MYSTERY HUNT PUZZLE CLUB | Logic Puzzle Open

Phase 1: Shading

Shade some cells in the grid.
Cells with numbers must be unshaded.

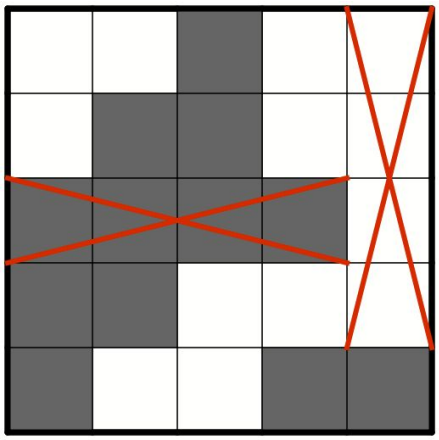
Area

Clues indicate the size of the unshaded region the clue is in.



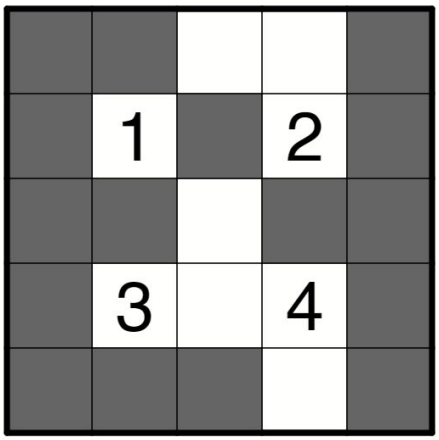
No Four

The grid must not contain 4 shaded or 4 unshaded cells in a row, vertically or horizontally.



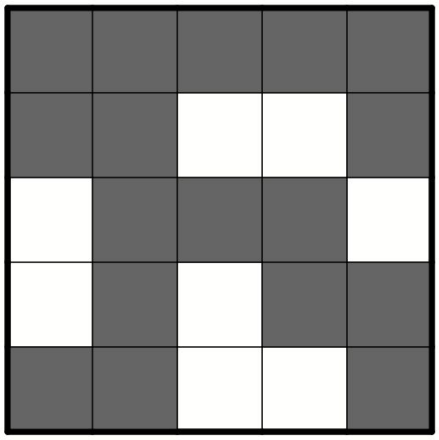
Line of Sight

Clues represent the total number of unshaded cells that can be seen in a straight line from the clue vertically or horizontally, including itself. (Shaded cells block “sight”.)



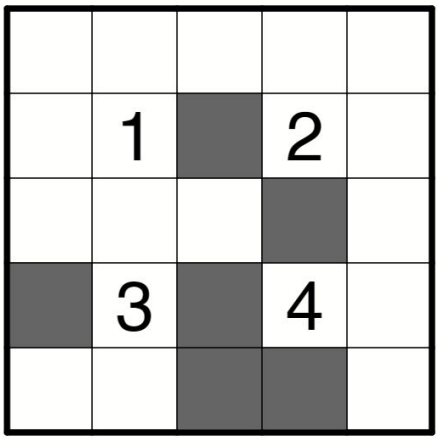
Connected

All shaded cells are orthogonally connected.



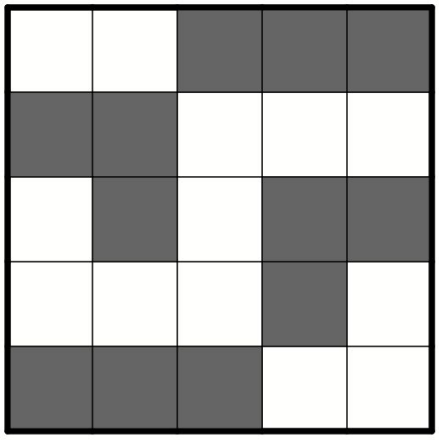
Minesweeper

Clues indicate how many shaded cells are in the 8 cells surrounding the clue.



Size 3

All shaded cells are contained in connected groups of exactly 3 shaded cells.



Minesweeper

	2		
			3
	2		
			3
	2		
			3
	3		
			3

Line of Sight

	3		
			1
3			
		3	
		3	
2			
			3
	3		

Area

		2	
	3		
		2	
	2		
		3	
	2		

Connected

			1
	2		
		2	
3			
3			
		1	
	3		
			1

No Four

	2		3
	2		3
	3		3
	3		1

Size 3

	2	2	
	3		
		3	
	3	3	

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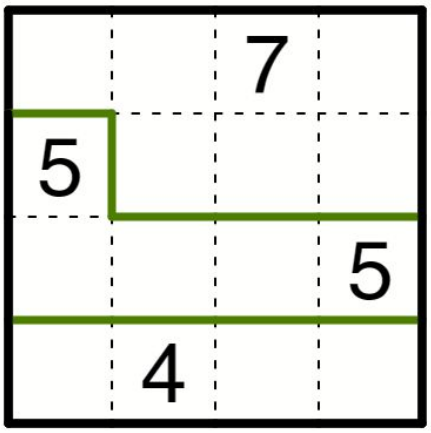
Phase 2: Region Division

Divide the grid into regions of connected cells.

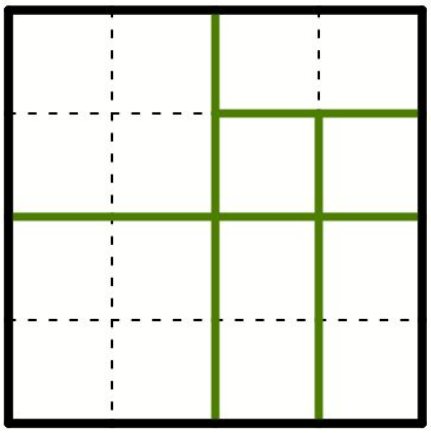
Area

Clues indicate the area of the region it is in.



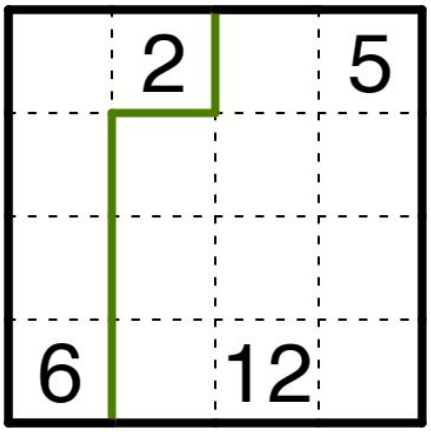
Rectangles

Regions have four sides.



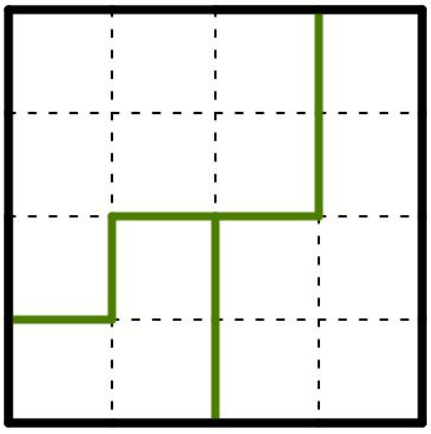
Area Between

Each region has two clues. The area of the region is strictly between the two numbers.



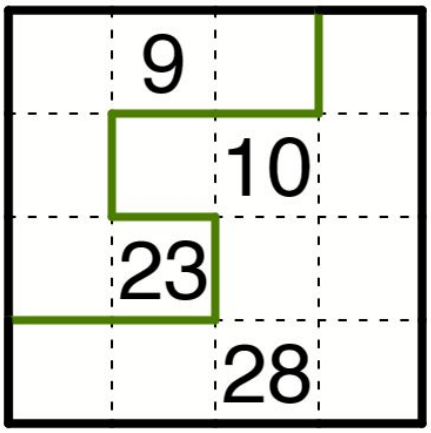
L-Shapes

Regions have six sides.



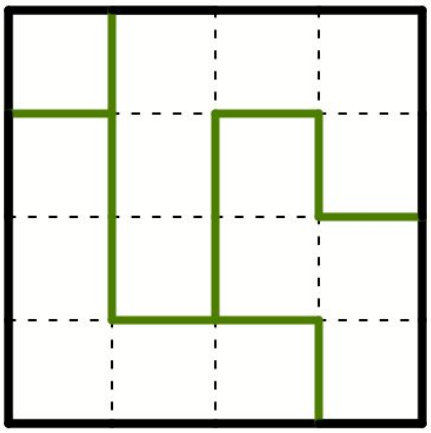
Perimeter Diff

Each region has two clues. The region's perimeter is the absolute difference between the numbers.

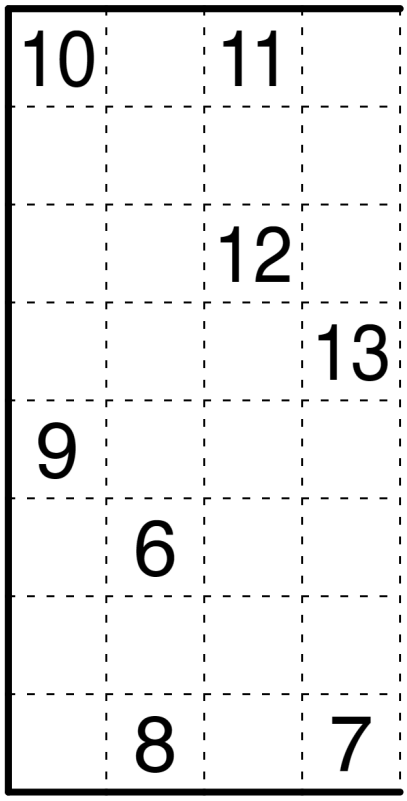


Snakes

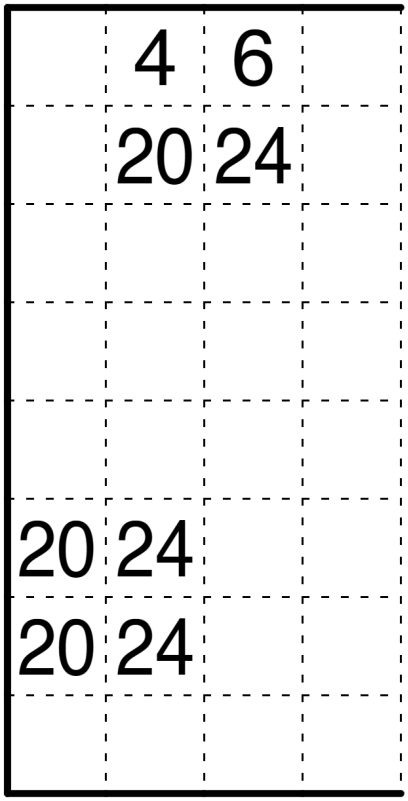
Every cell is adjacent to at most two other cells from its region.



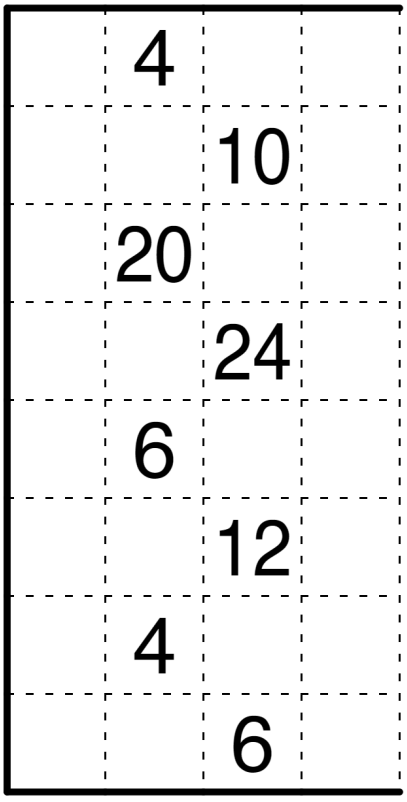
Area Between



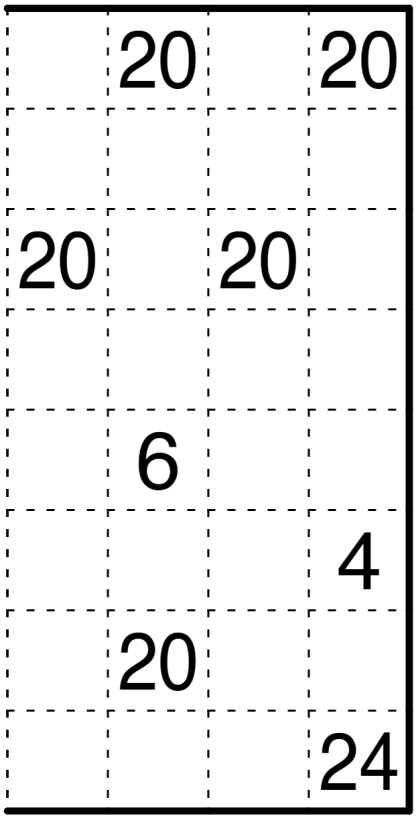
Area



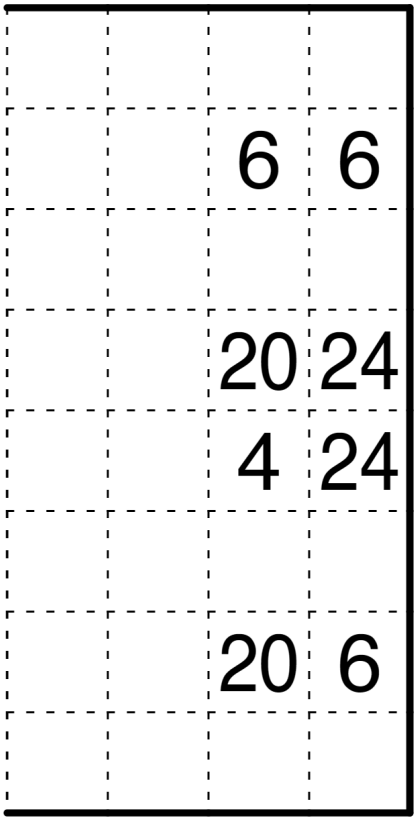
Perimeter Diff



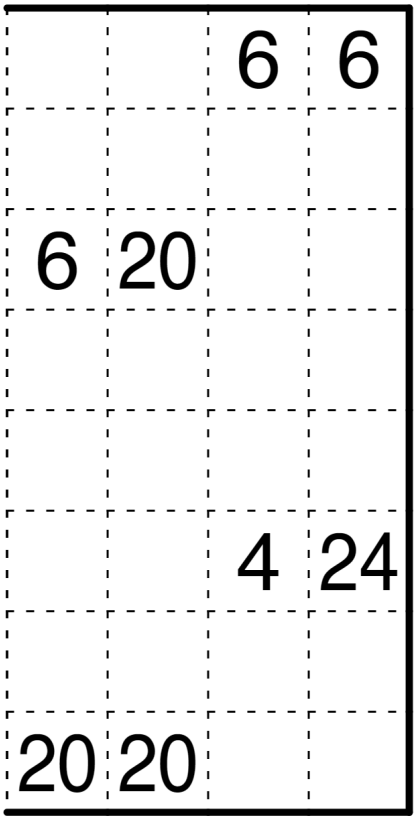
Rectangles



L-Shapes



Snakes



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Phase 3: Latin Square

Place a number from 1 to 6 in each cell.
Each number appears in each row and column once.

Skyscraper

Clues indicate how many cells in its row or column contain a larger number than all cells before it in that row or column from the direction of the clue.

	3	4		
	3	2	1	4
1	4	3	2	1
2	1	4	3	2
	2	1	4	3

Vanilla

There is no additional constraint.

1	2	4	3
2	3	1	4
3	4	2	1
4	1	3	2

Difference

Clues indicate the absolute difference between the closest and second closest clue to the border of the grid, in the clue's row or column.

	2	3		
	2	4	1	3
1	3	2	4	1
2	1	3	2	4
	4	1	3	2

Odd/Even

No two even numbers on the grid are orthogonally adjacent.

4	1	2	3
1	2	3	4
2	3	4	1
3	4	1	2

Product

Clues indicate the product of the closest and second closest clue to the border of the grid, in the clue's row or column.

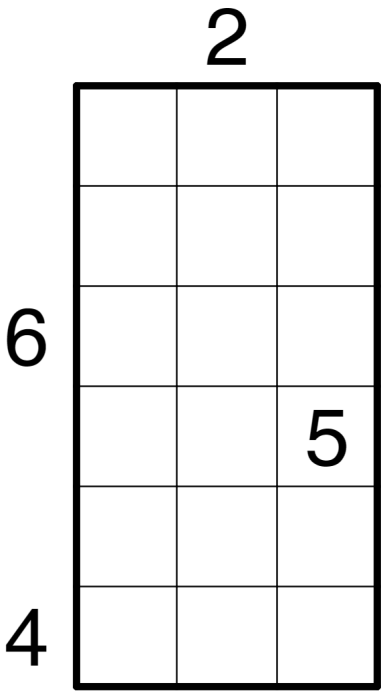
	3	4		
	4	3	1	2
2	2	1	4	3
6	3	2	3	4
	1	4	2	1

Nonconsecutive

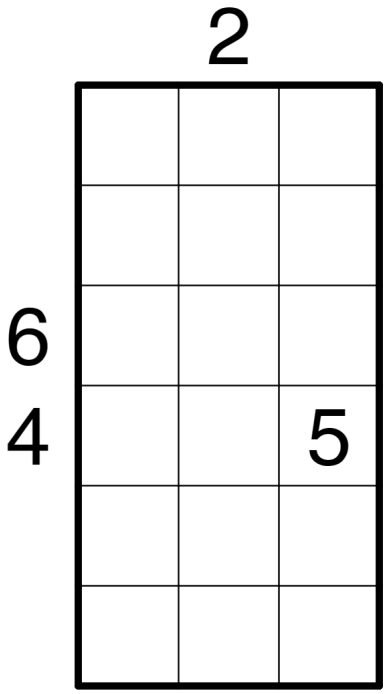
Orthogonally adjacent numbers in the grid must have a difference of at least 2.

3	1	4	2
1	4	2	3
4	2	3	1
2	3	1	4

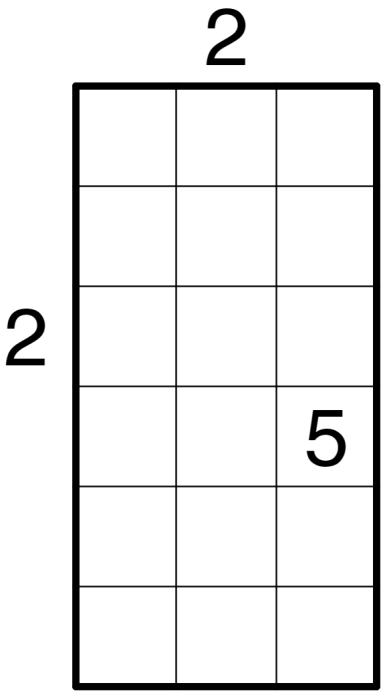
Skyscraper



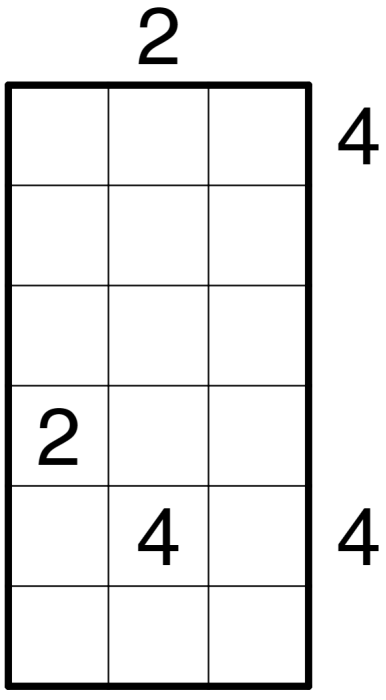
Product



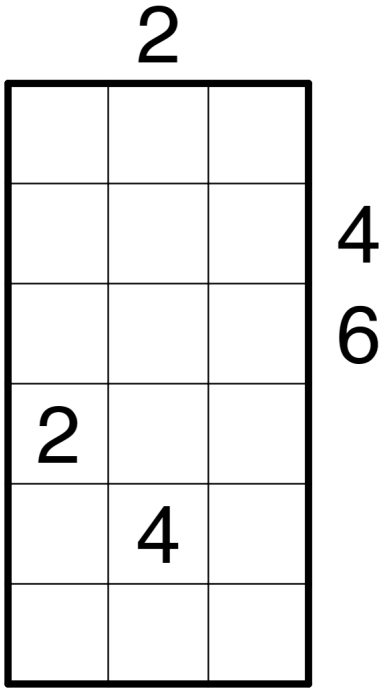
Difference



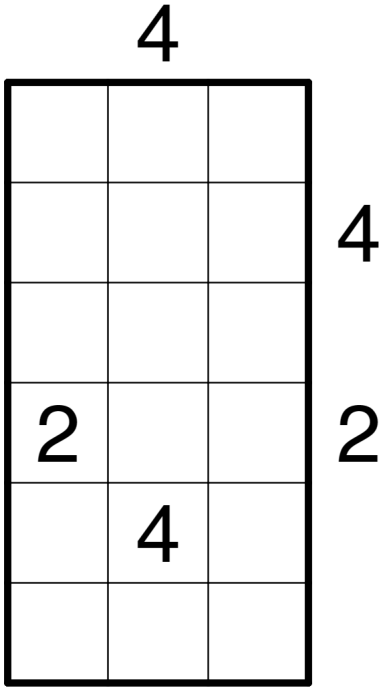
Vanilla



Odd/Even



Nonconsecutive



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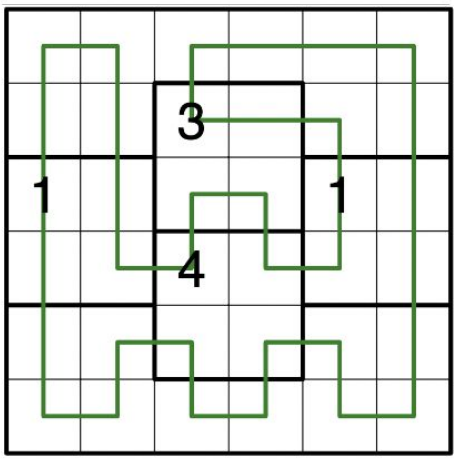
Phase 4: Loop

Draw a loop passing through all cells of the grid.
The loop can only turn in 90 degree angles.

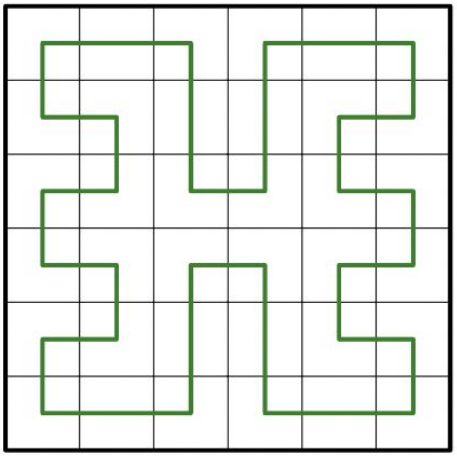
Turns

Clue numbers indicate how many times the loop turns in the region the clue is in.



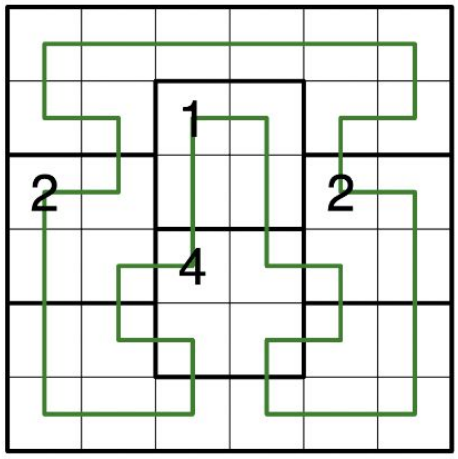
Short

The loop may only contain segments of length 1 or 2.



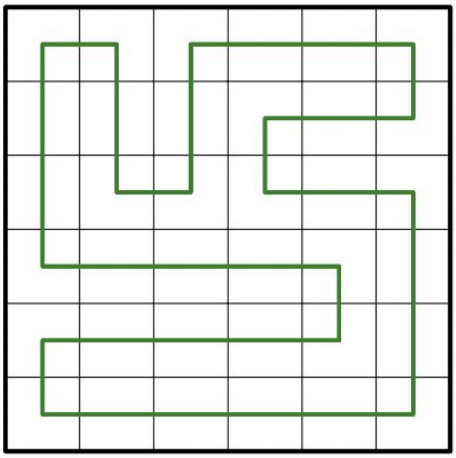
Room Visits

Clue numbers indicate how many times the loop visits the region the clue is in.



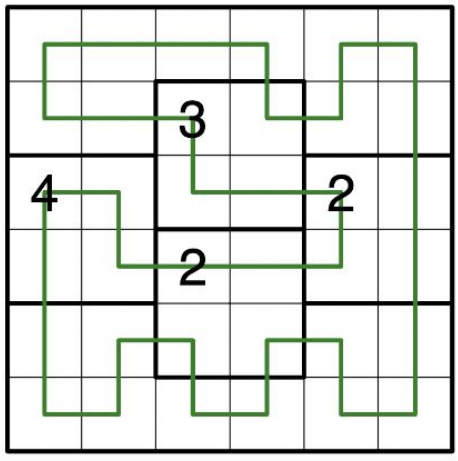
Unequal

Segments that meet at a turn are not the same length.



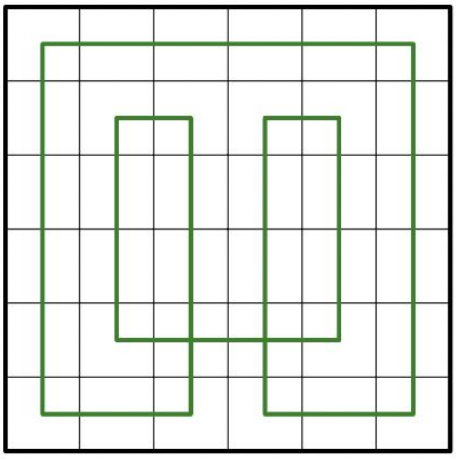
Maxi

Clue numbers indicate the maximal length of a visit to the region. The region must contain a visit of exactly that length.

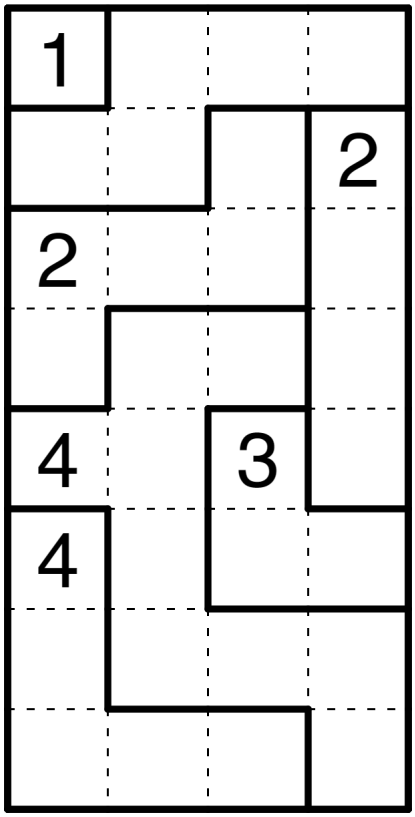


Vertigo

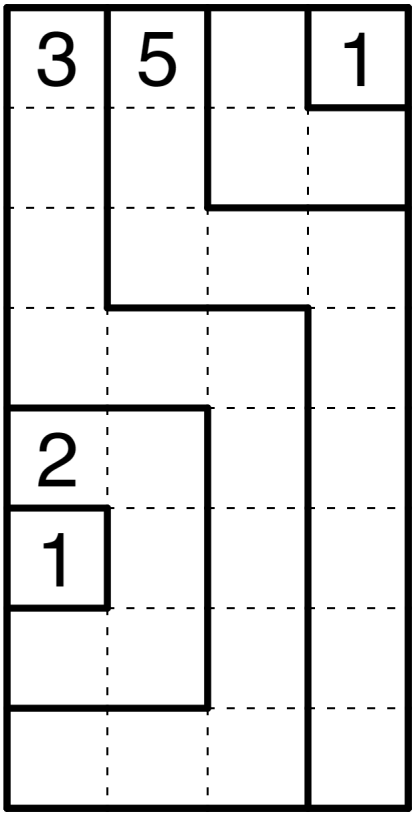
Following the loop results in either all right turns or all left turns. The loop may cross itself and if it does, it cannot turn on that cell.



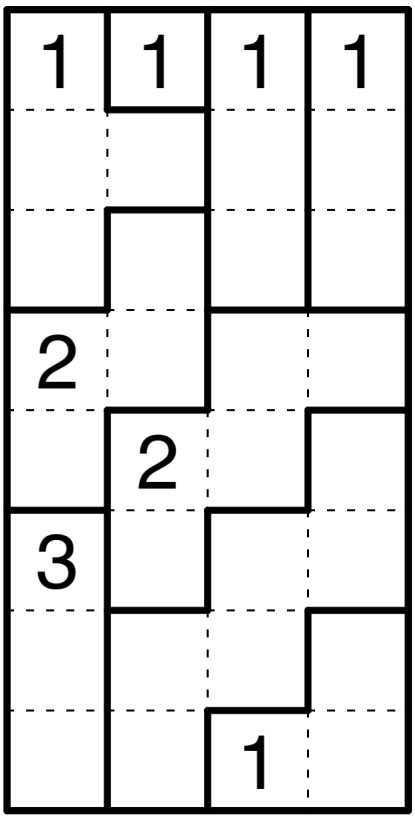
Maxi



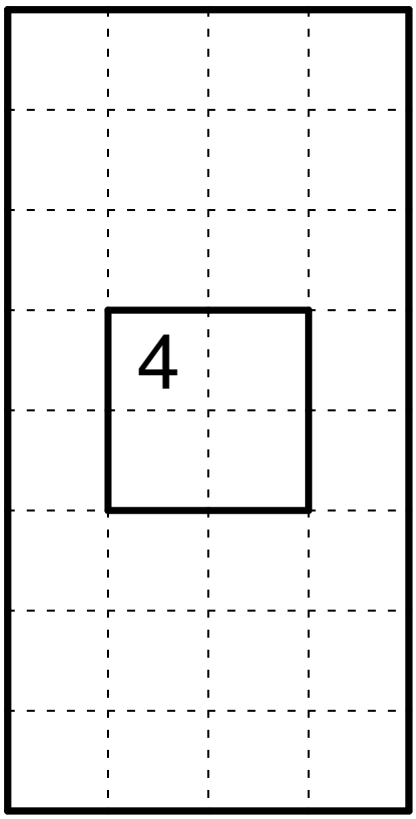
Room Visits



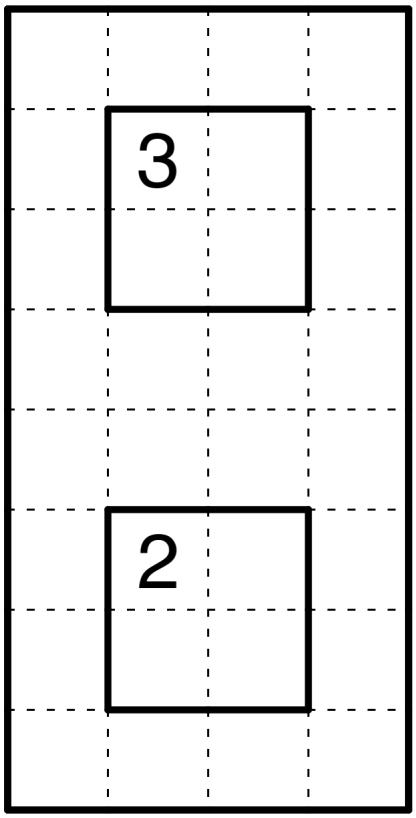
Turns



Short



Unequal



Vertigo