I Made Some Paper Puzzles

...and since you're reading this, you might want to see them(?)

Part V

By Arvi Teikari

Version 1.3

Table of contents:

○ = Idea not at all by me

★ = I especially like this and/or it has received positive comments

✕ = Probably weak

\+ = Has been implemented on pzprxs, puzz.link and/or Puzzle Square

*(credit to **X_Sheep** for puzz.link implementations. Thank you!)*

\+ = Has been implemented in the Kudamono puzzle editor

*(credit for both the editor & the implementation goes to **Pedro**. Thank you!)*

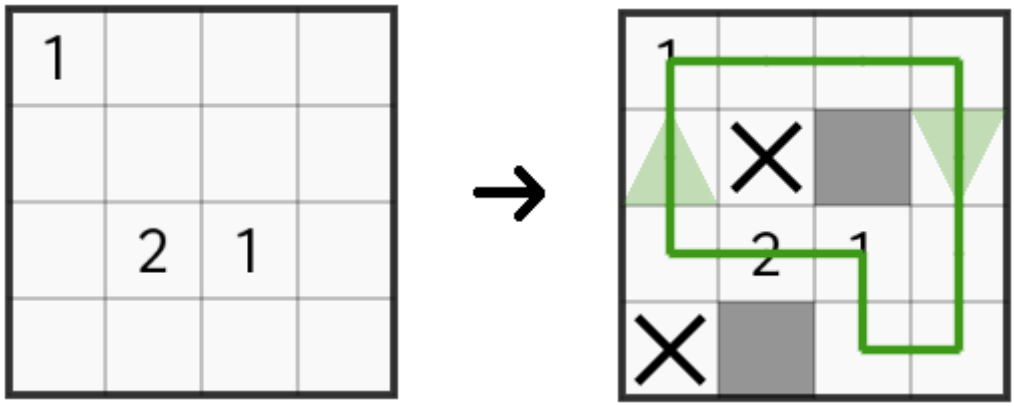
Skatesweeper

5/2021

I think someone on the Baba Is You fan Discord server suggested combining Skating with other puzzle types, including Minesweeper, and I made a couple puzzles using this idea. In general Skating hit a chord with the Baba Is You community, and people there invented a good number of variants to the type.

Rules:

- Shade some squares on the grid and draw a single, nonbranching loop from cell to cell.
- Some cells should have an X drawn in them. Number clues indicate how many X cells are in the 8 cells around the numbers. There may not be X cells other than the ones indicated by the number clues. A ? clue can't be a zero.
- A number cell may not be shaded or have an X in it.
- The X cells may not be shaded over or entered by the loop.
- The loop line may only turn when it's facing either the edge of the puzzle or a shaded cell. In other situations the loop may only go in straight lines.
    - This means that the loop is directional; the example puzzle below has arrows indicating the direction for clarity.
- The loop may not go over shaded cells, but it can enter cells with numbers.
- There may not be two shaded cells orthogonally adjacent to each other.
- In a finished puzzle every cell must either have an X, be shaded or have a part of the loop in it. This means that every number cell must be visited by the loop.



Skatesweeper puzzles:

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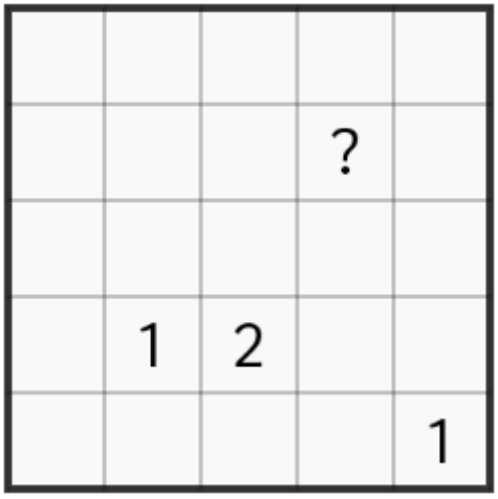

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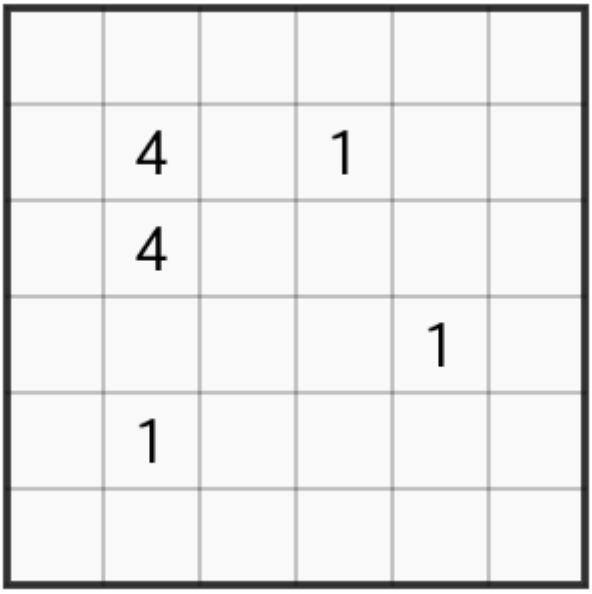

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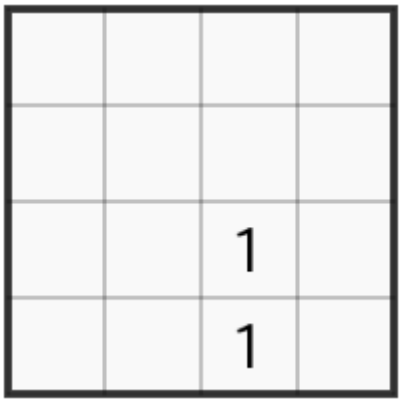

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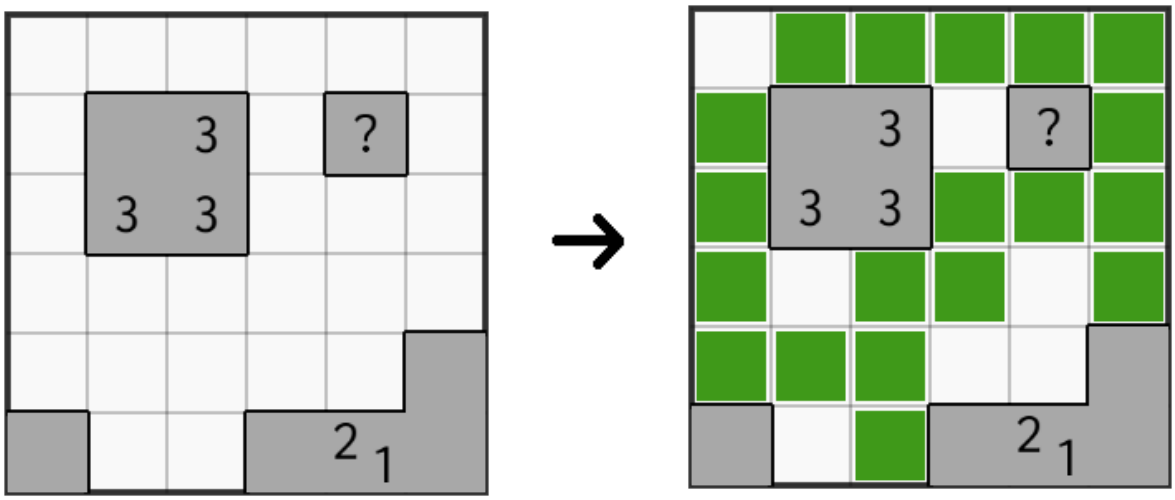
Sillytapa

4/2021

I can't quite recall anymore how this came to be, but I think I had this idea in my head for some time before I shared a test puzzle with others? Anyway, I might've been inspired by a similar take on Tapa (or some other genre). Maybe I should revisit this concept one day...?

Rules:

- Shade some empty cells on the grid so that they form a contiguous network.
- There may be no 2x2 shaded regions.
- Number clues indicate the number and size of contiguous clusters of shaded cells in the cells diagonally and orthogonally adjacent to the clue cell (or clue region, if the clue spans multiple cells). There must be at least one unshaded cell between each cluster of shaded cells.
    - If the clue is spread over multiple cells, each number in the clue region is part of the same clue, no matter where they're located within the clue region.
    - For example, a singular clue cell with the numbers ”2 2” in it would have 2 contiguous clusters of 2 shaded cells in the 8 cells around it, with there being at least 1 unshaded cell between the clusters.
    - For another example, a 2x1 rectangular clue region with the numbers ”3 3” in it would have 2 contiguous clusters of 3 shaded cells in the 10 cells around the region, with there being at least 1 unshaded cell between the clusters.
- Clue cells/regions may not be shaded.



Sillytapa puzzles:

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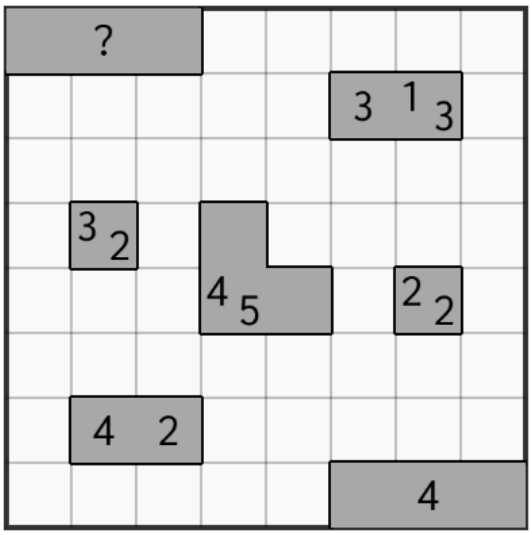

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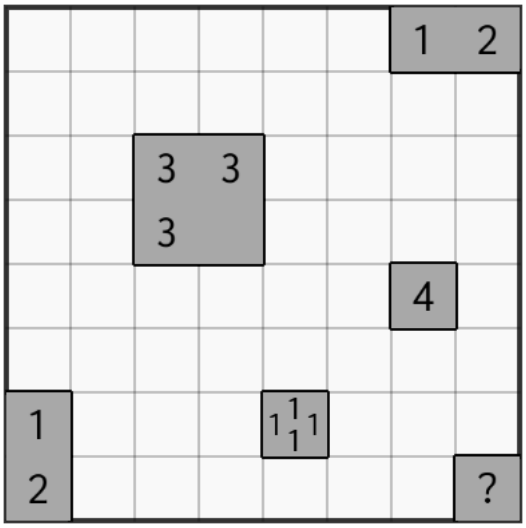

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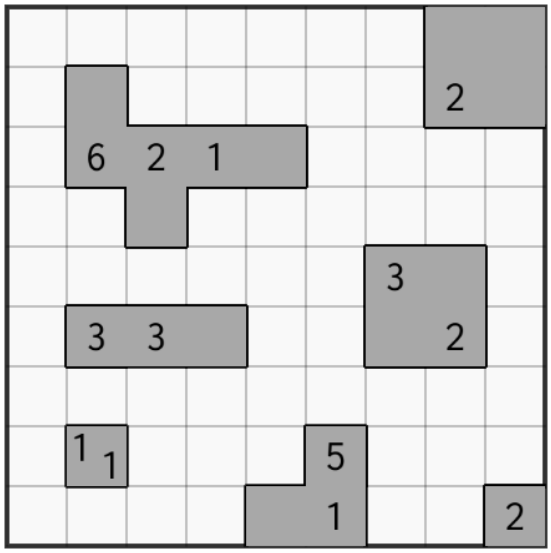


Legalese

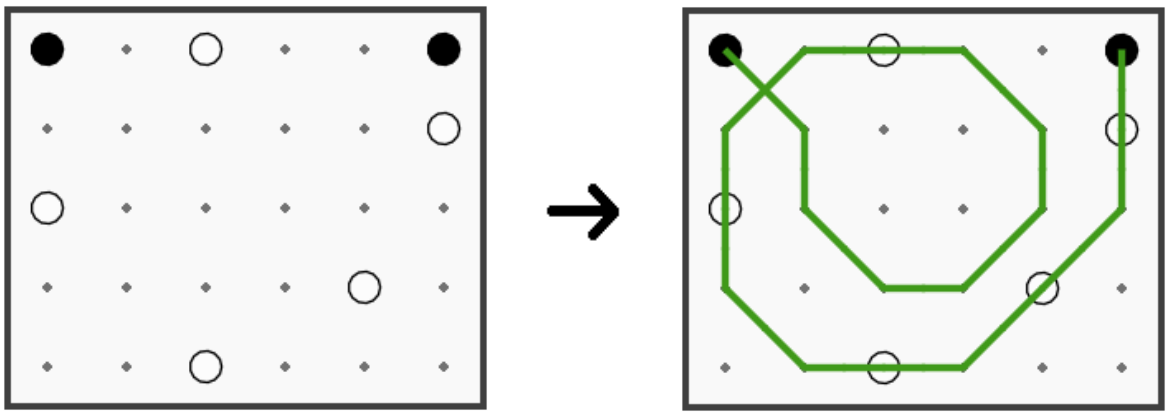
5/2021

Again, I don't really remember much about the origin of this one. Looking at what I said when I first posted it in 2021, it was an older idea that I decided to refine to a proper type; said ”older idea” was probably ”I'll try to make a paper puzzle type where the solution resembles a signature on a legal document”. I wasn't very happy with the result and abandoned the type afterwards, but **Pedro** added it to the Kudamono puzzle editor and I suppose that speaks in favour of it being worth revisiting a second time. The overall concept is probably more than a little inspired by **Portponky**'s Subway. Also thanks to **IHNN** for a suggestion on how to improve the ruleset!

Kudamono: https://pedros.works/kudamono/pages/legalese.html

Rules:

- Draw an unbranching line from large black dot to large black dot by drawing straight or 45-degree lines between the points on the grid.
- The line must visit every white dot. It may not turn on white dots.
- The line may intersect itself but may not visit the same point twice.
- The line may only make 45-degree turns.
- Three consecutive segments/steps of the line may not be in the same orientation.



Legalese puzzles:

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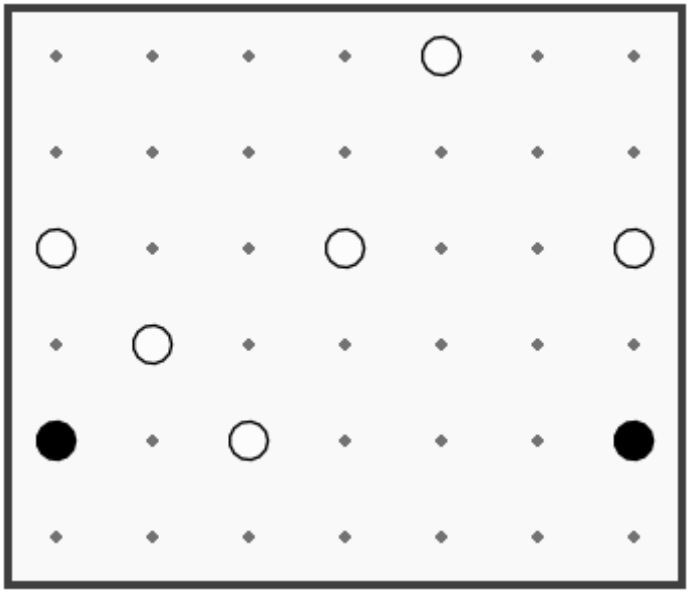

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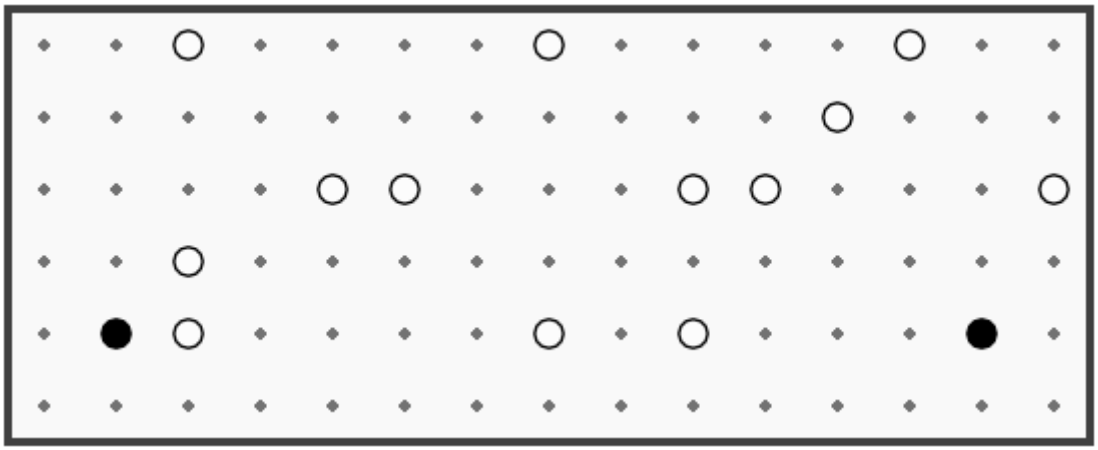

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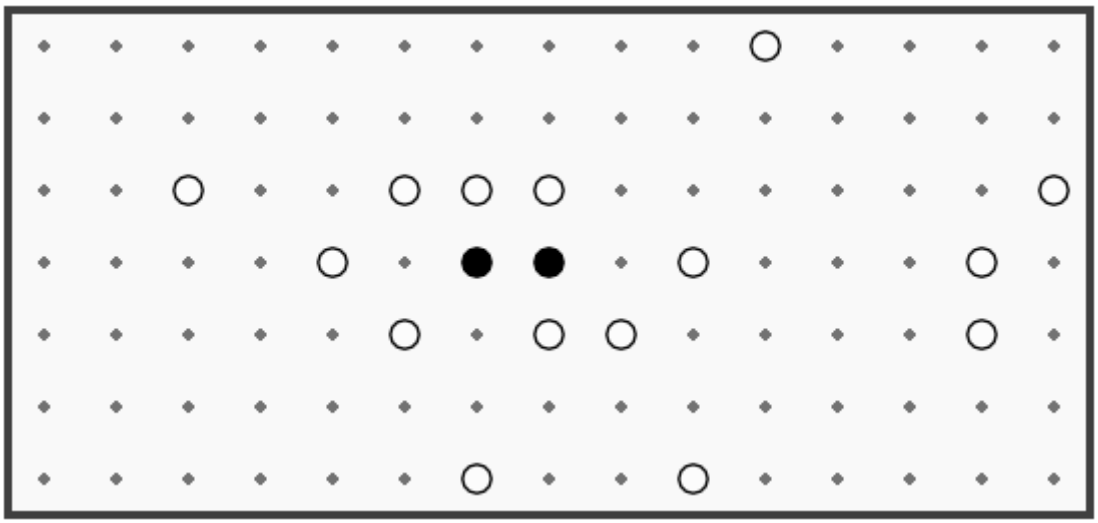


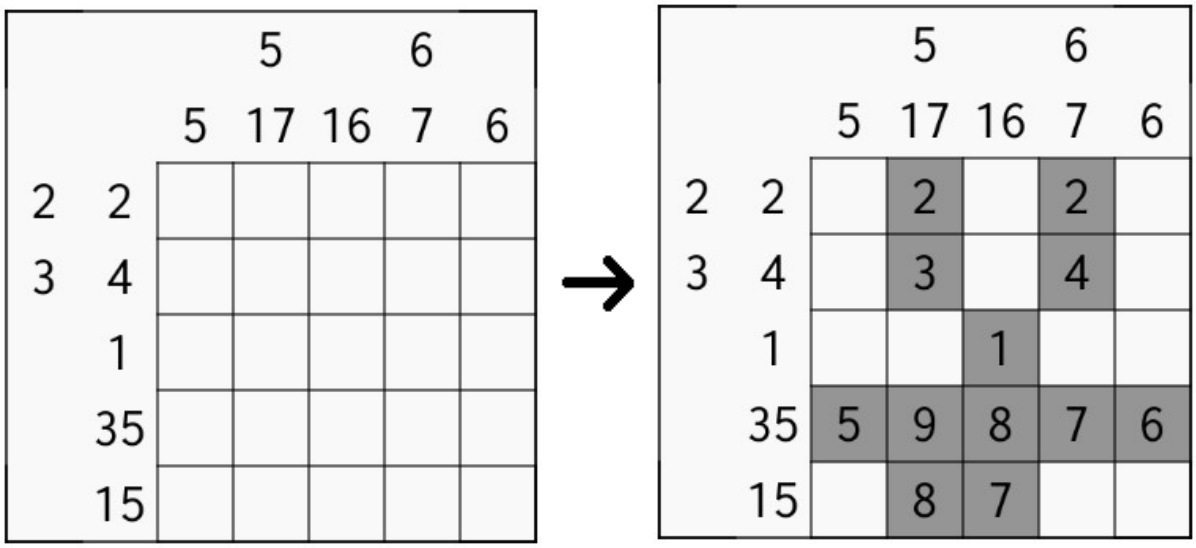
Kakugram

12/2020 – 3/2025

I made a test puzzle named ”Ohnogram” back in 2020, and then years later took another look at it and decided to build on the idea. Looking at the original, I ended up adjusting the rules a bunch (mainly based on the rules of Kakuro), and I'd imagine that this was for the best. I was informed afterwards that this type is very very close to Japanese Sums, but there's still a minor difference in the rules.

Rules:

- Write numbers 1-9 in some of the cells.
- Horizontal & vertical lines of adjacent numbers form groups; there may be only one instance of each number 1-9 in each group. There must be at least 1 empty cell between each group on the same row/column.
- The number clues on the edges of the puzzle indicate the number of groups in their respective rows/columns, as well as the sums of the numbers in them.
- The groups corresponding to the clue number in a row/column must appear in the same order as the clues.
    - For example, if a row has the clues (top-to-bottom) ”3 12 2”, that row must have 3 groups of numbers, and the first group (counting from the top) must add up to the sum of 3, the second to the sum of 12, and the last group to the sum of 2 (and since there can be only one instance of each number in a group, the third group would have to consist of only the number 2).



Kakugram puzzles:

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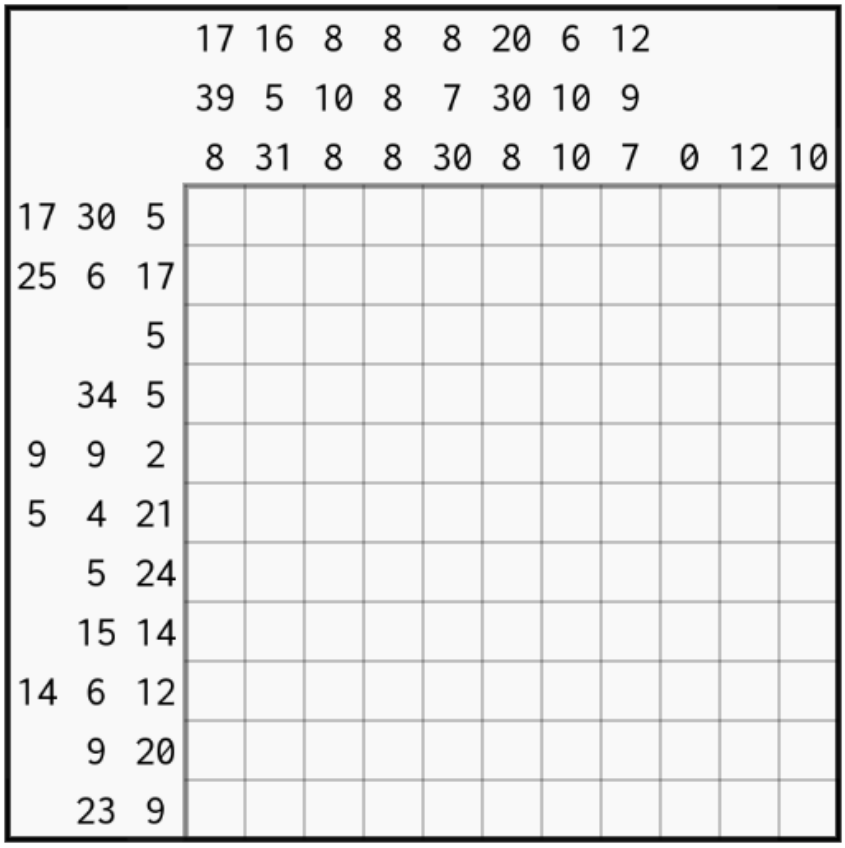

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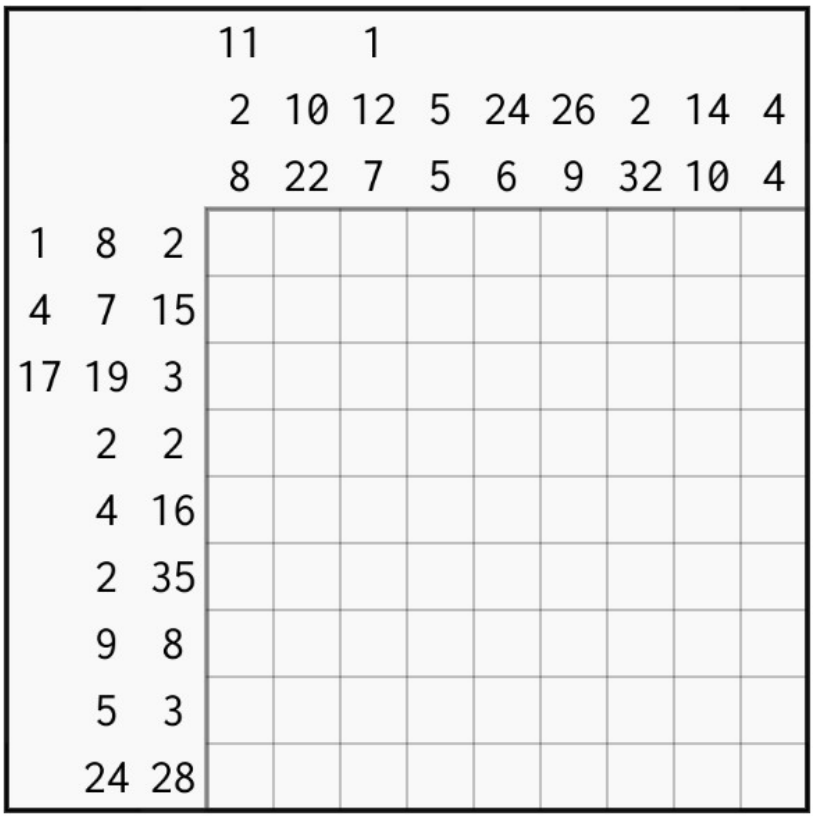


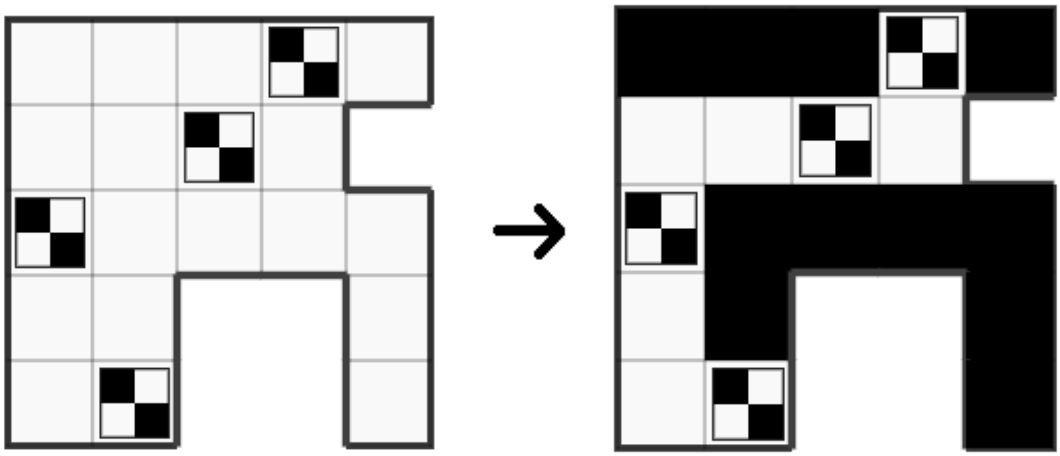
Dungeon map

3/2025

I had tried to make a puzzle type themed around building a dungeon layout already in 2020 (I think?), but hadn't managed to come up with anything interesting back then. I was pondering on a type where both shaded & unshaded cells have to form a contiguous network, and after tinkering with the idea for a while, I landed on this concept; when planning it I was again thinking of it in terms of the solution being the layout of a dungeon, but admittedly the final notation doesn't really support this theming. Thanks to **Chaotic_iak** for suggestions & ideas on the clue symbol!

Rules:

- Shade some of the empty cells so that both shaded and unshaded cells form fully contiguous networks. Neither shaded nor unshaded cells may form 2x2 regions.
- Each straight line of multiple shaded cells (both horizontal & vertical) must be odd in length.
- Each straight line of multiple unshaded cells (both horizontal & vertical) must be even in length.
- The cells with checkerboard clues count simultaneously as both shaded and unshaded cells in all respects. These cells may not be shaded.
    - This means that the clue cells count as both shaded and unshaded cells when checking for contiguousness, 2x2 regions and lengths of lines of multiple shaded & unshaded cells.



Dungeon map puzzles:

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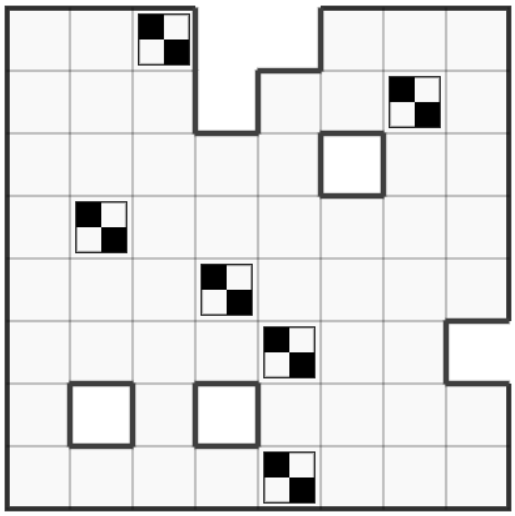

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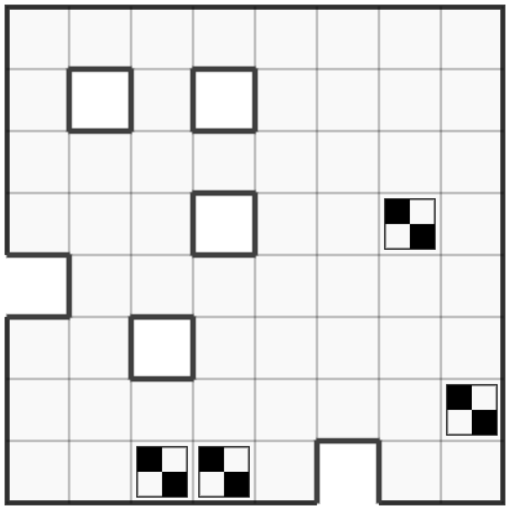

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