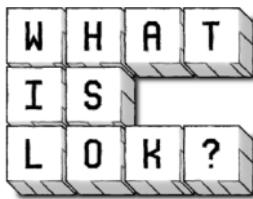






Get the physical edition of LOK here:
www.blazgracar.com/lok



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LOK

Version 1.1, second edition

Created by:

Blaž Urban Gracar

Playtesters:

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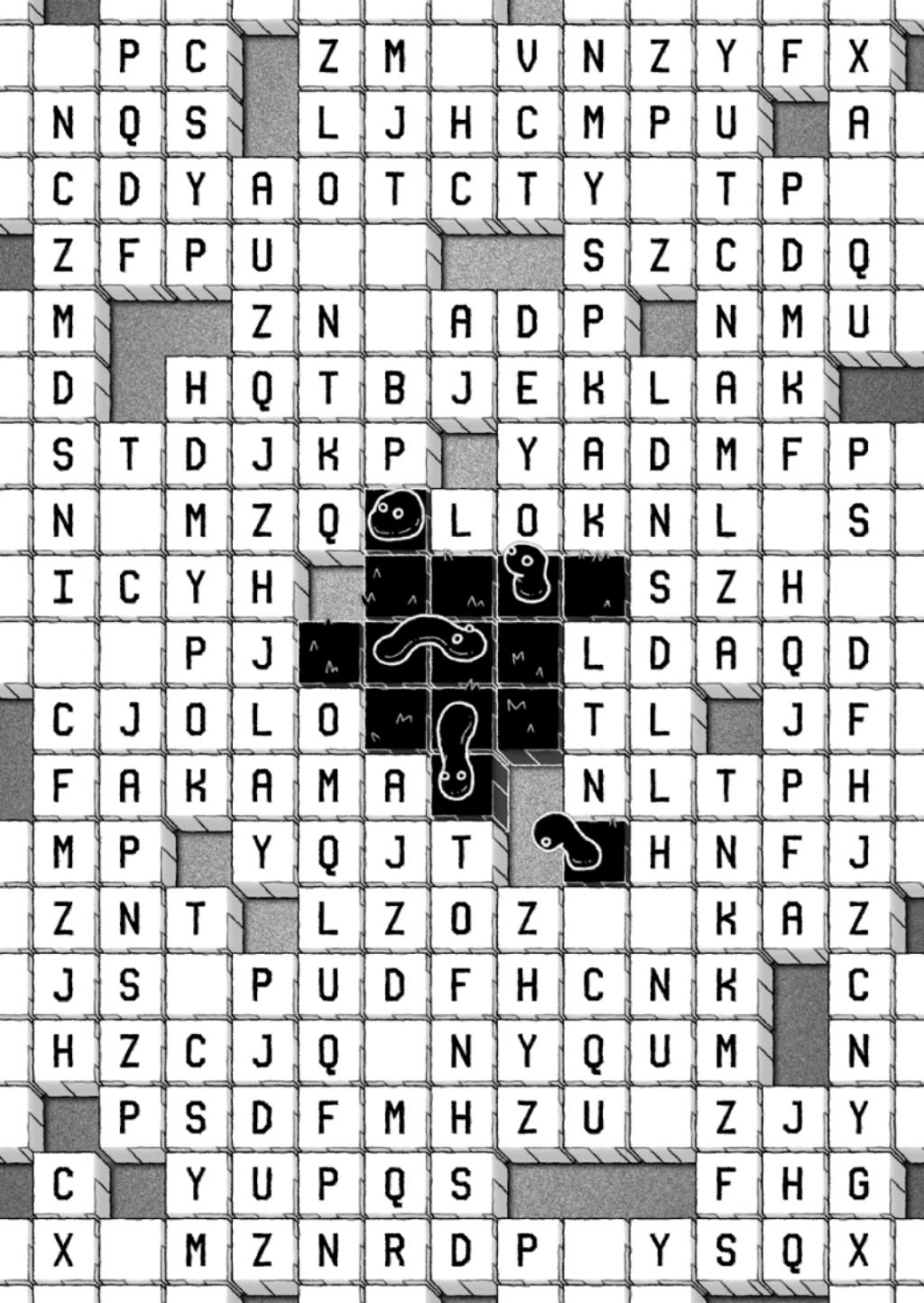


betalo • lolok • tlak

A puzzle book by
Blaž Urban Gracar



© Letibus Design





Lok are a fresh new kind of living beings that spawned in the middle of a vast, incomprehensible world. Help them understand their surroundings and guide them towards expansion of their civilisation.



This book consists of hand-crafted puzzles to solve. Besides solving puzzles, you are also required to figure out most of the rules by yourself.

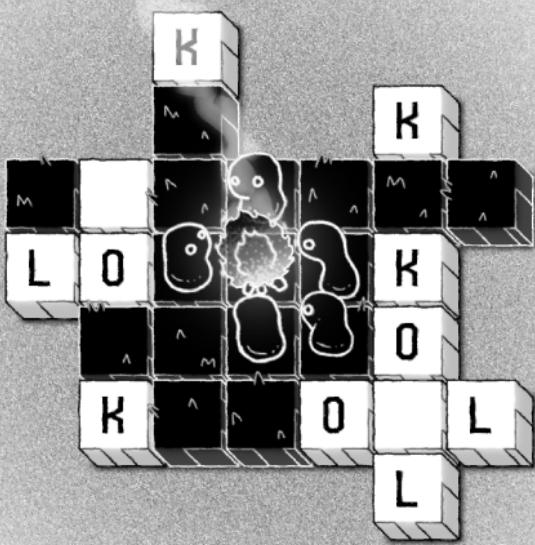


You will need a pencil and an eraser. You can also cover the pages with the transparent plastic sheet that's included and draw on it with a dry erase marker. Download the book as a digital file on this link:
blazgracar.com/lok



C O N T E N T S

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| Expansion 1: Clouds | 76 |
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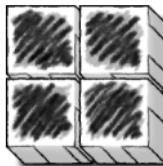




1.

The goal of each puzzle is to black out all cells in a grid.

You do this by finding keywords and using their effects.



2.

Learn the first keyword: **LOK**.

If you find the word **LOK** spelled out, you can black out its cells (**L, O, K**).

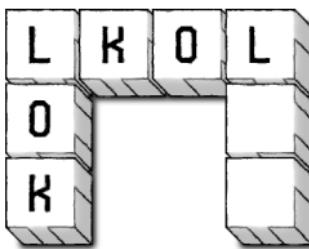
If you do, you must use its effect: **LOK** makes you black out one (1) additional unblacked cell anywhere in the grid.

Solve your first puzzle:



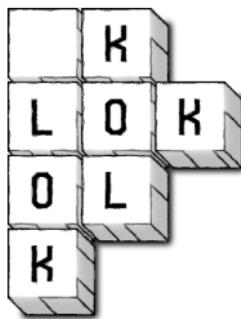
3.

Keywords must be spelled out in a straight horizontal or vertical line by *adjacent* cells. The order of letters matters (**L-O-K**), but they can be spelled either forwards or backwards.



4.

You can never black out a cell twice.



5.

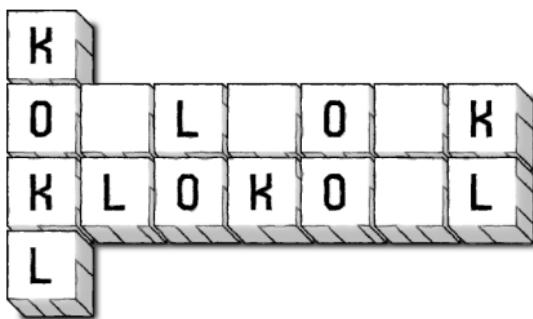
The *adjacency* of cells can change throughout solving a puzzle. Figure out how.



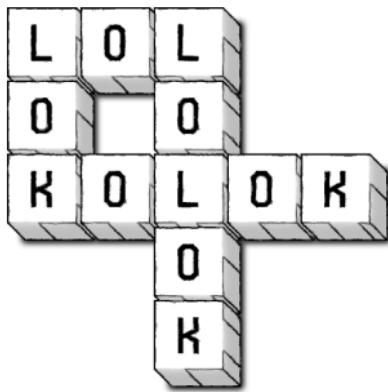
6.



7.



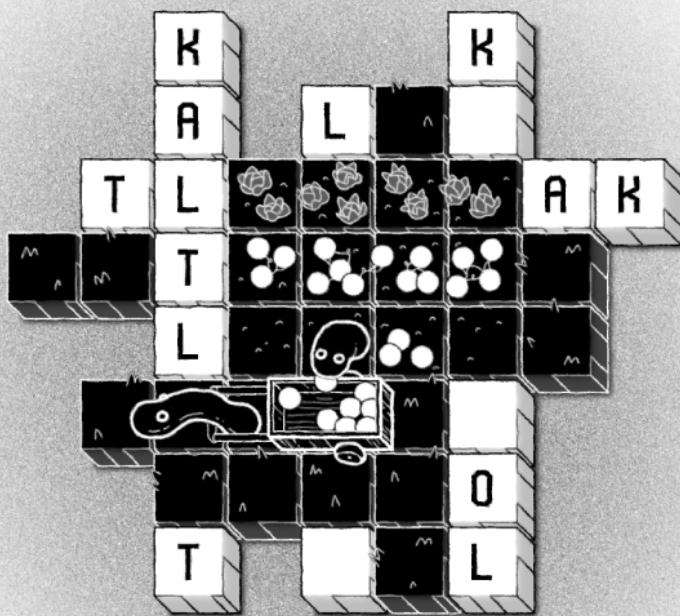
8.





Solving Tips

- You can color code or number code your solutions, marking each keyword and its effect with individual colors or subsequent numbers. This makes the solutions much more readable.
- Don't be discouraged to skip advanced puzzles (★). You can always come back to them later.
- If you're stuck or unsure, you can check the back of the book for explained rules (p. 86) and solutions (p. 92).





9.

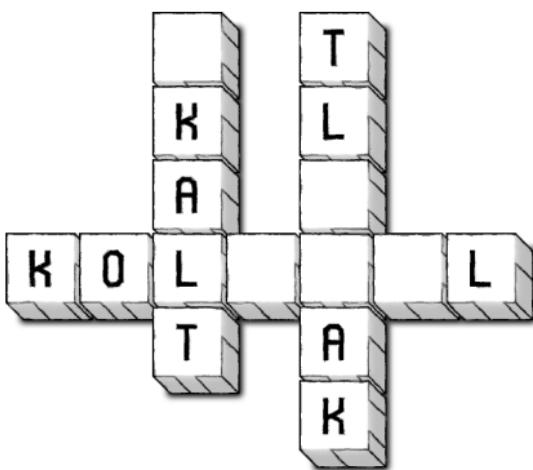
Learn a new keyword: **TLAK**.

As with **LOK**, if you find the word **TLAK** spelled out, you can black out its cells.

If you do, you must black out two (2) additional unblacked cells in the grid that are *adjacent* to each other.



10.



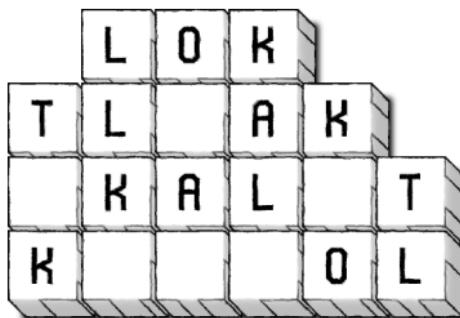
11.



12.



13.

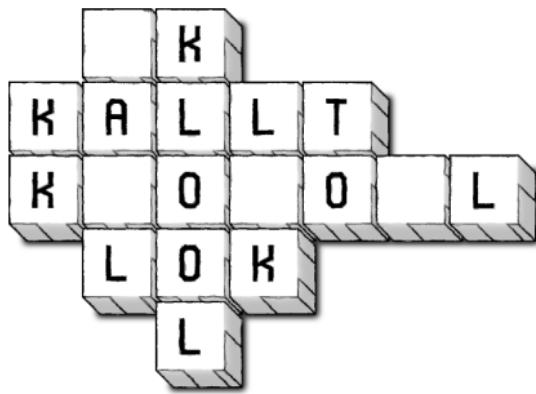


14.

If you would ever have to perform a keyword effect, but for any reason couldn't, the puzzle isn't solved.



15.

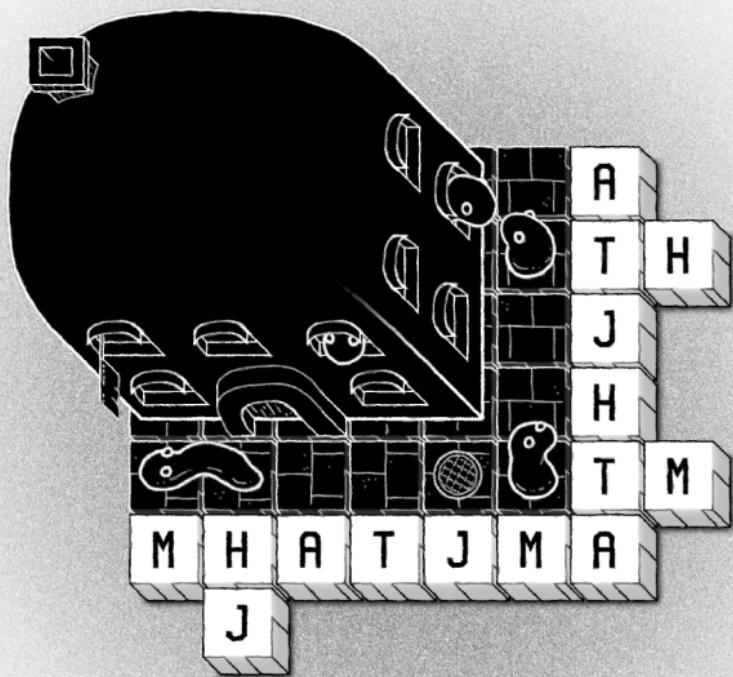


16.★



17.★



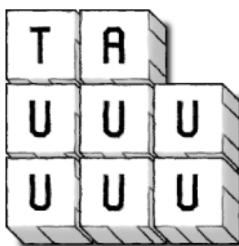




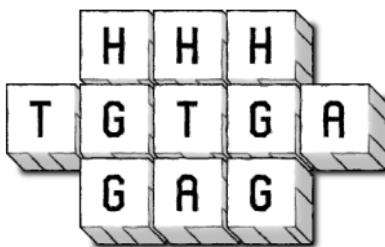
18.

Learn a new keyword and its effect.

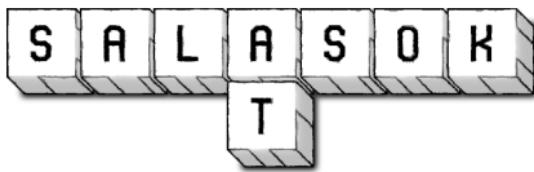
Trust the learning process. Look at multiple puzzles in a row if needed. Rely on the rule that you must always black out all cells in the grid.



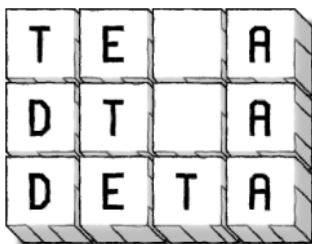
19.



20.

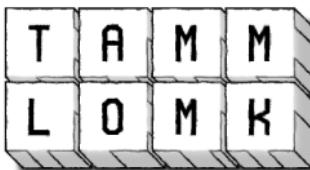


21.



22.Ø

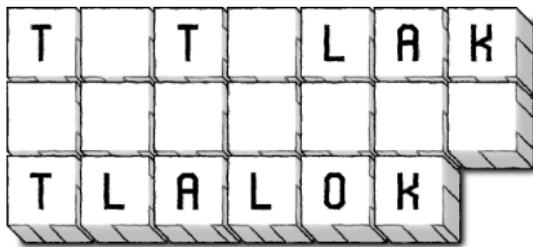
These two puzzles cannot be solved.
Understand why and move onto next
puzzles.



23.



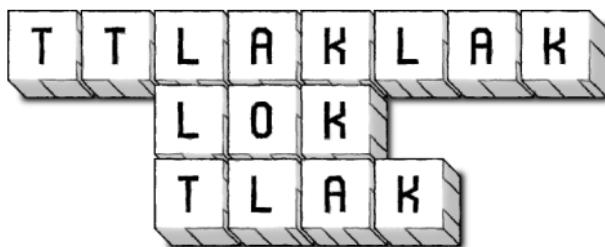
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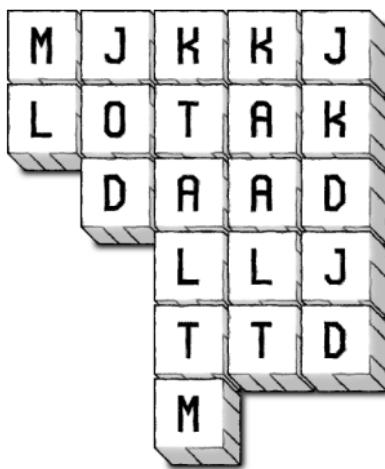
25.

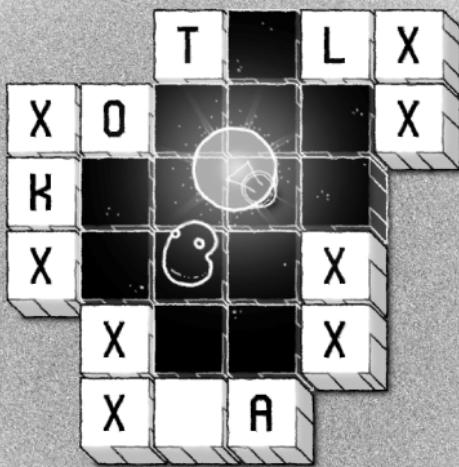


26.★



27.★





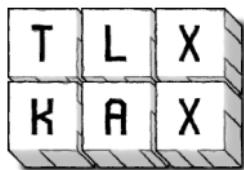


28.

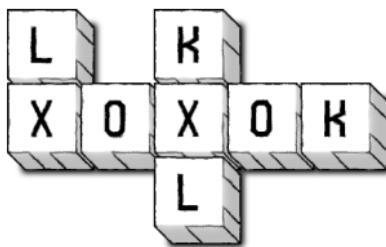
Cells with letter **X** are conductors.



29.



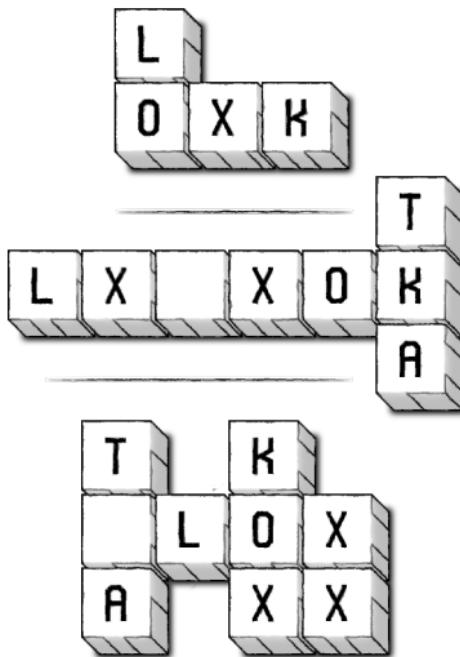
30.



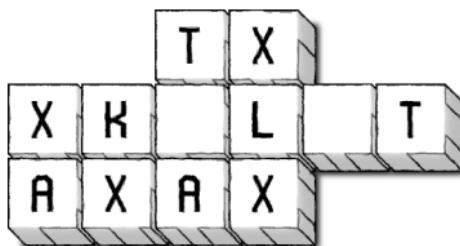
31.Ø

These three puzzles cannot be solved.
Understand why.

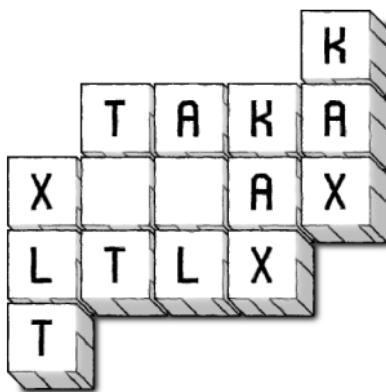
It is especially important to internalize
the lesson of the top puzzle, since it can
easily be forgotten.



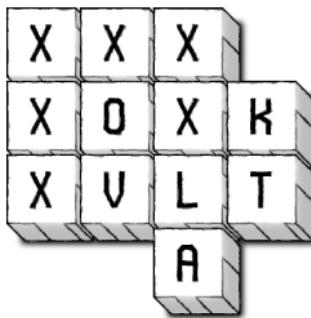
32.



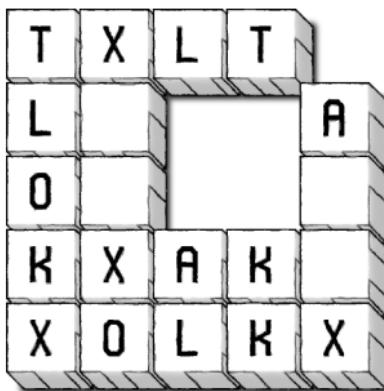
33.



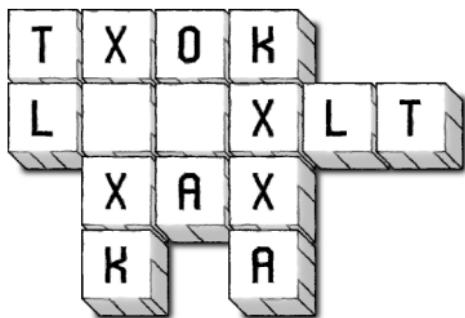
34.



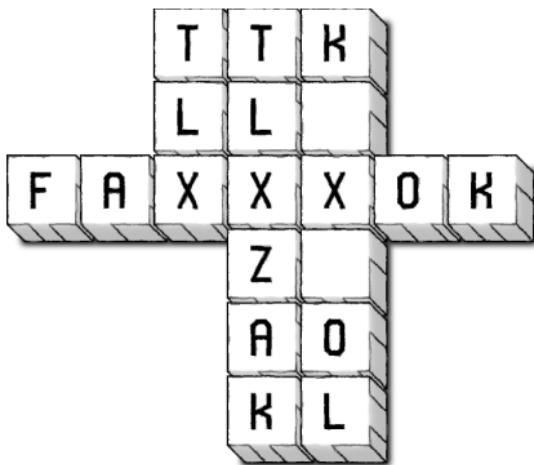
35.



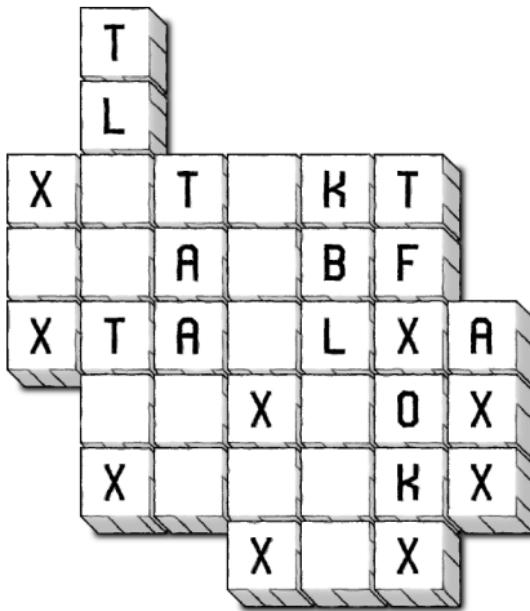
36.



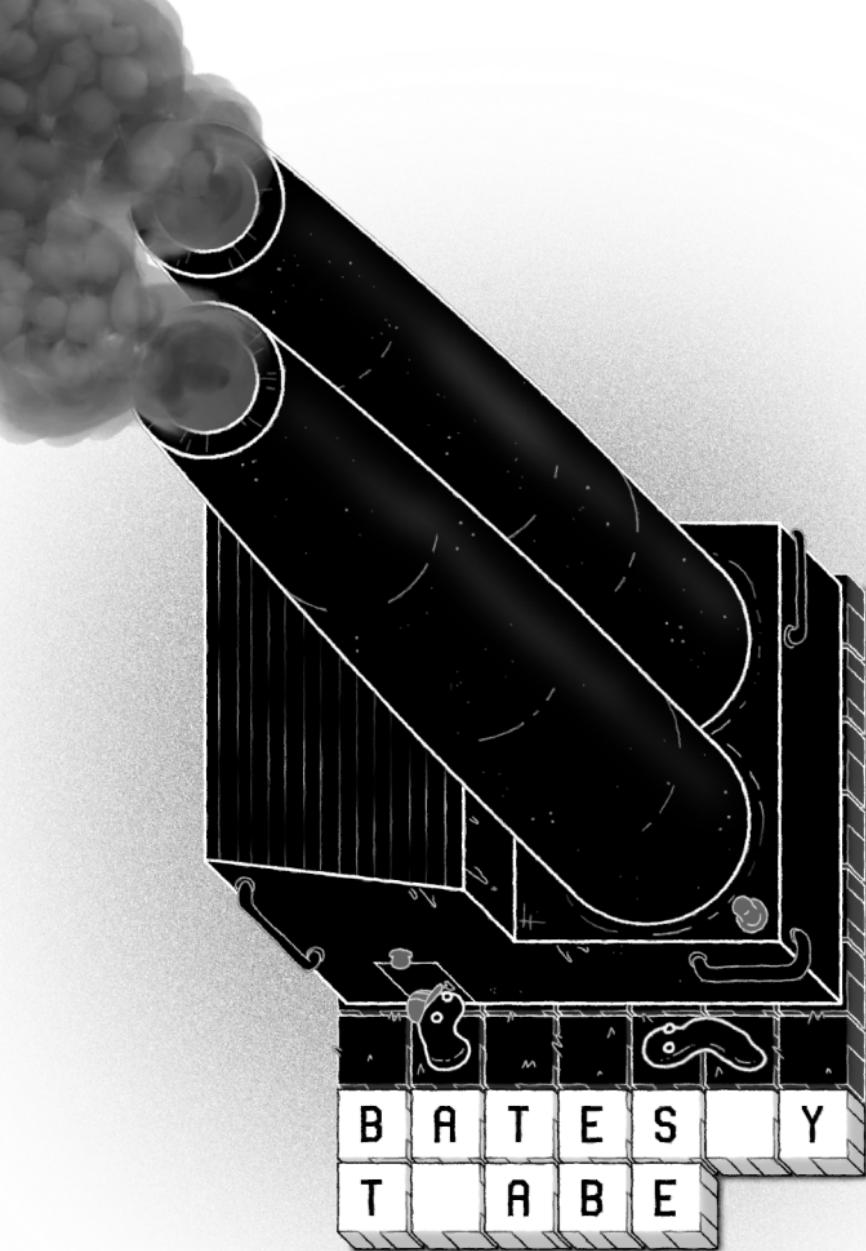
37.★



38.★



39





39.

Learn a new keyword. Its effect makes you *mark* one (1) blank cell of your choice, but not by blacking it out.



40.



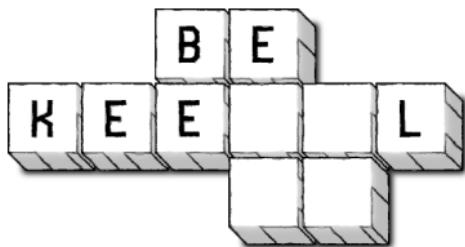
41.Ø

This puzzle isn't solvable.

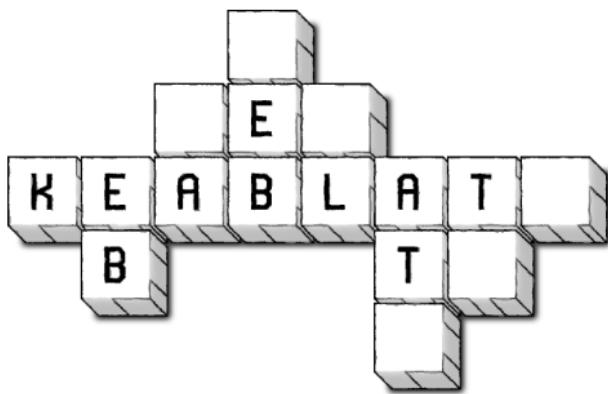


42

42.

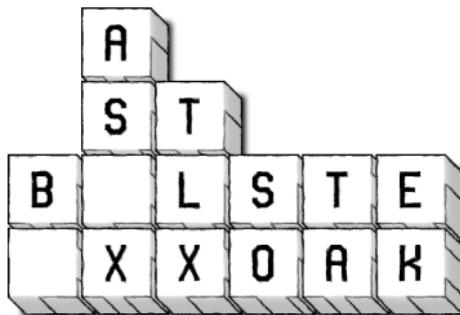


43.

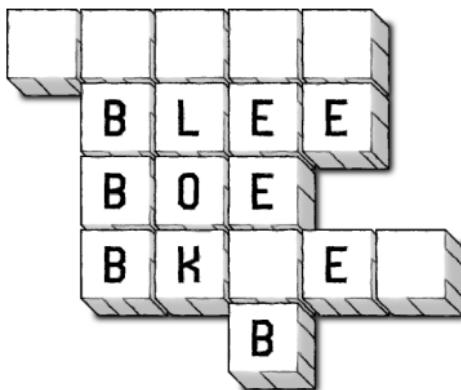


43

44.



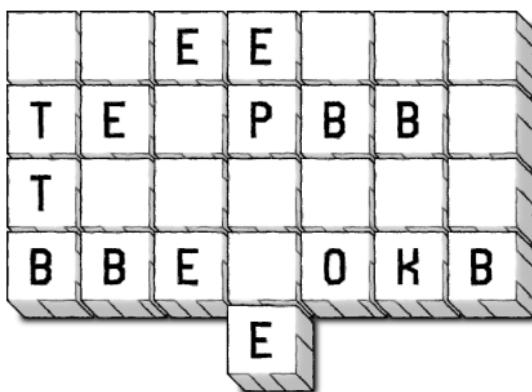
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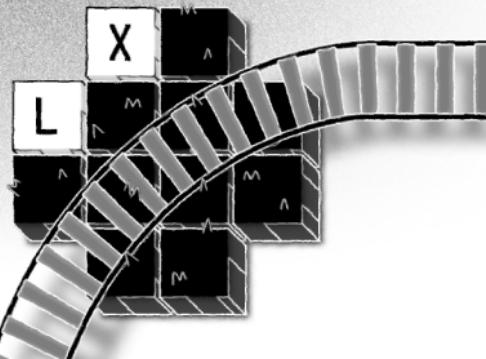
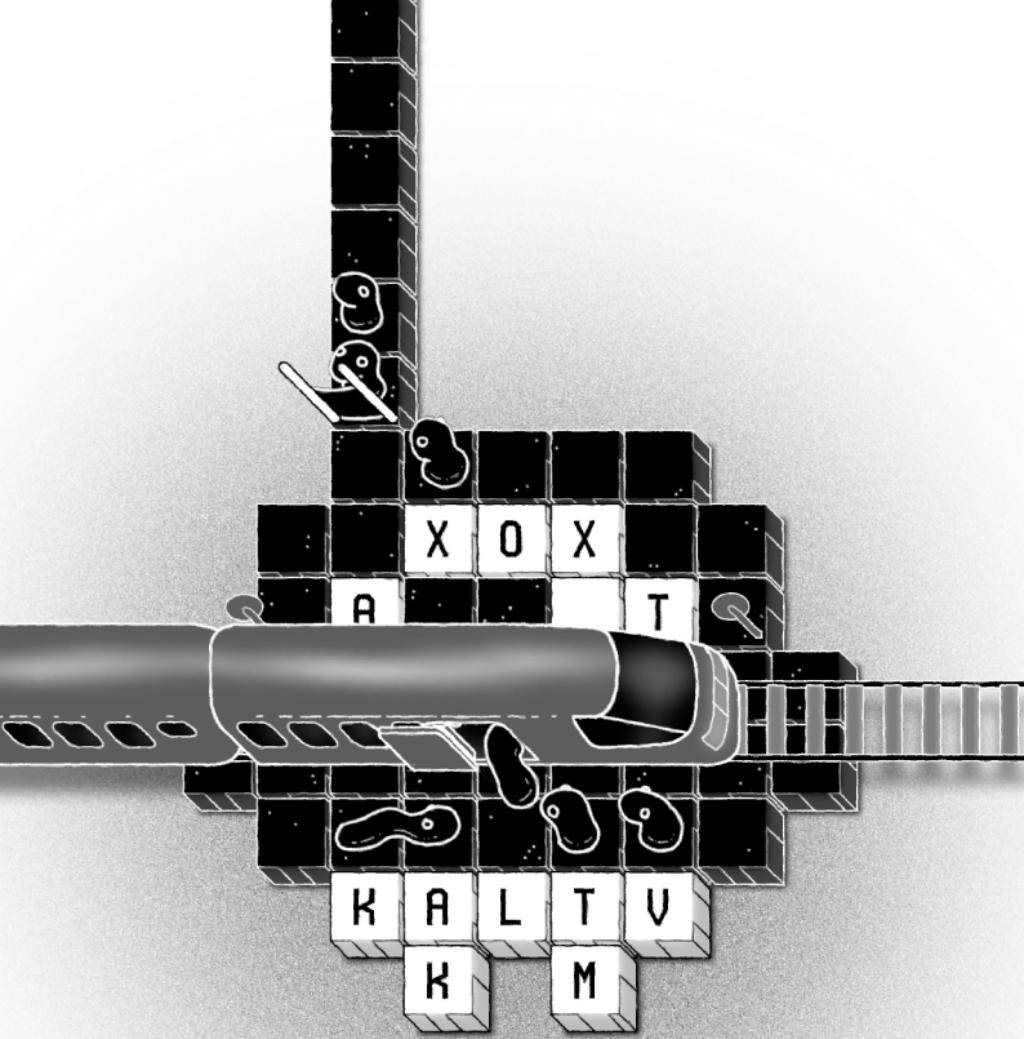


46.★



47.★

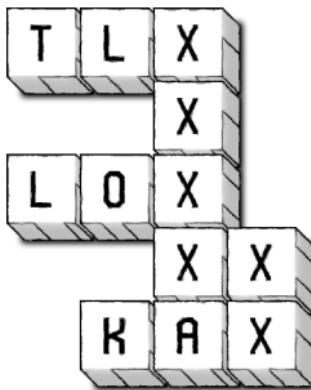




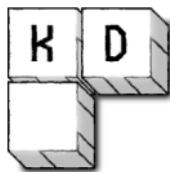
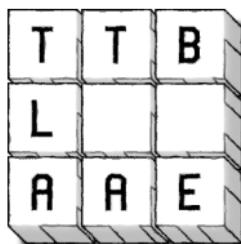


48.

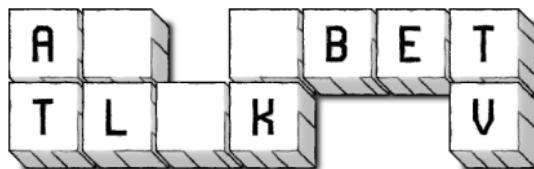
To solve the next puzzles, you must become conscious of a rule that wasn't obvious before.



49.



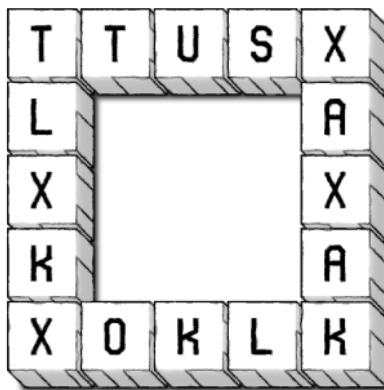
50.



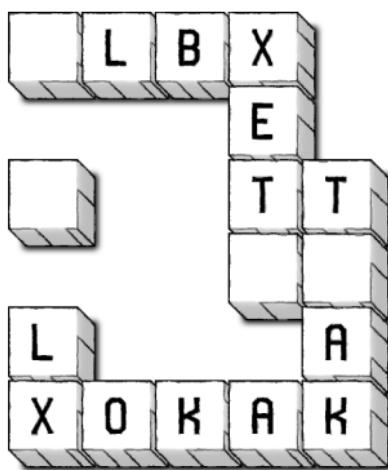
51.



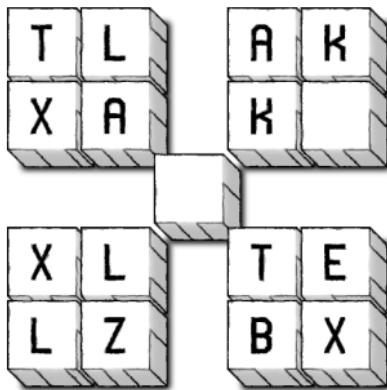
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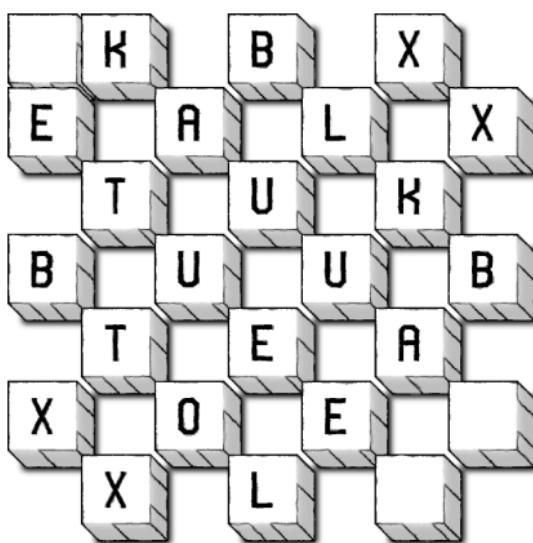
53.



54.★



55.★





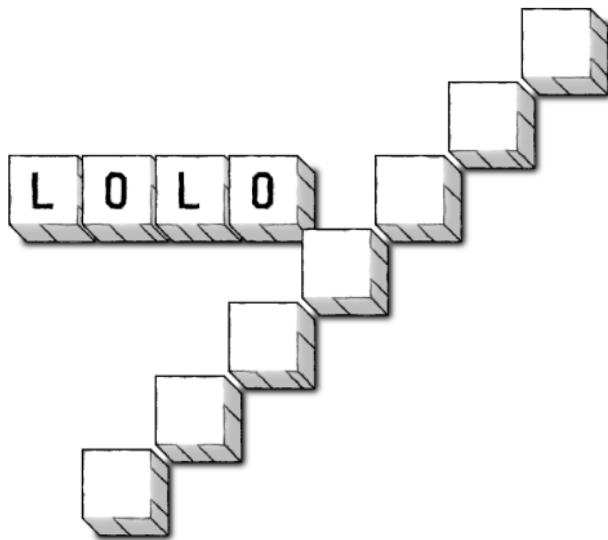
K
O
X
L O L X
X O L

~~~~~ C H A P T E R 7 ~~~~



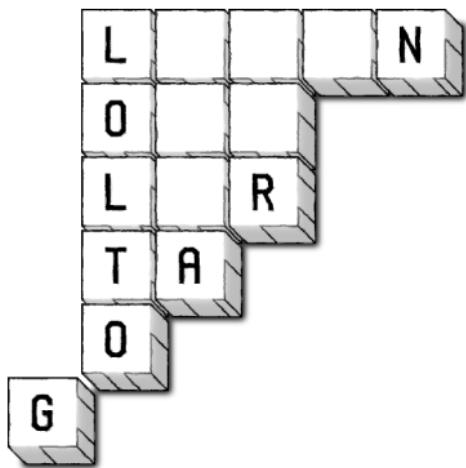
56.

Learn the new keyword **LOLO** and its effect.



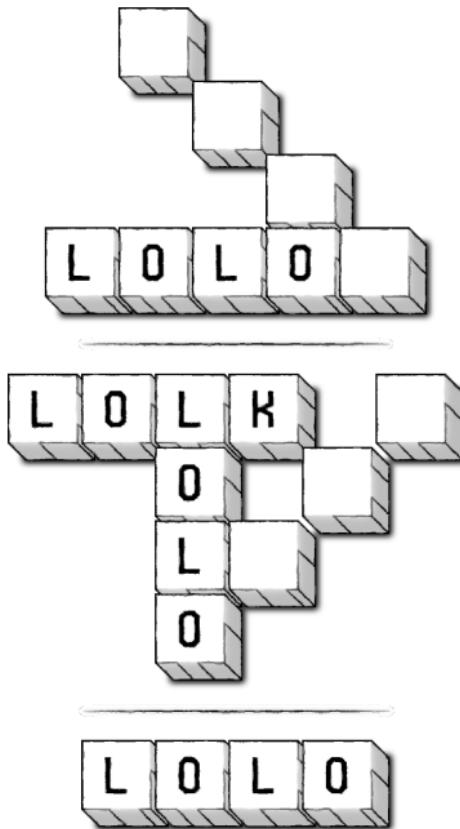
57.

The effect is always performed in this one exact direction.

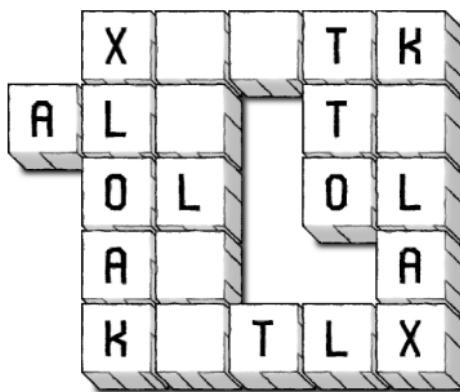


## 58.Ø

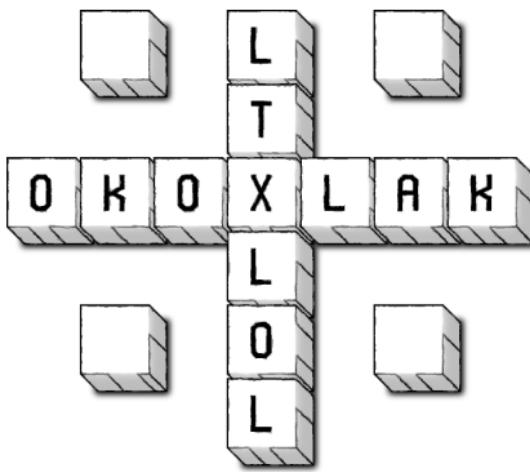
These three puzzles cannot be solved.



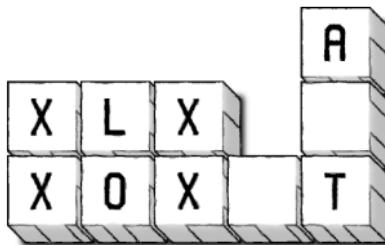
59.



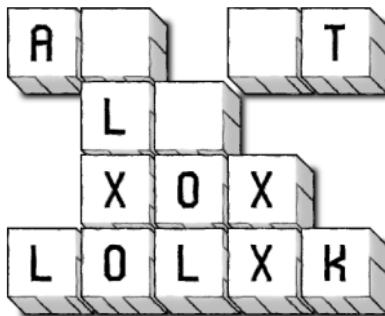
60.



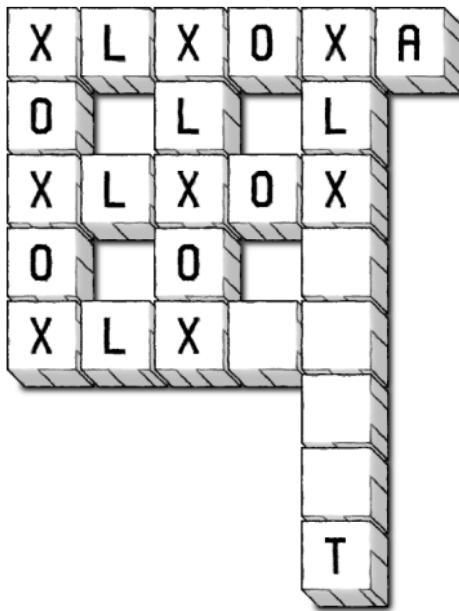
61.



62.



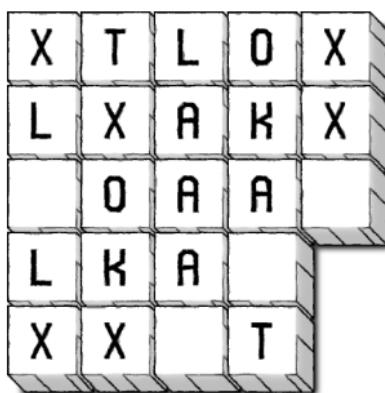
63.



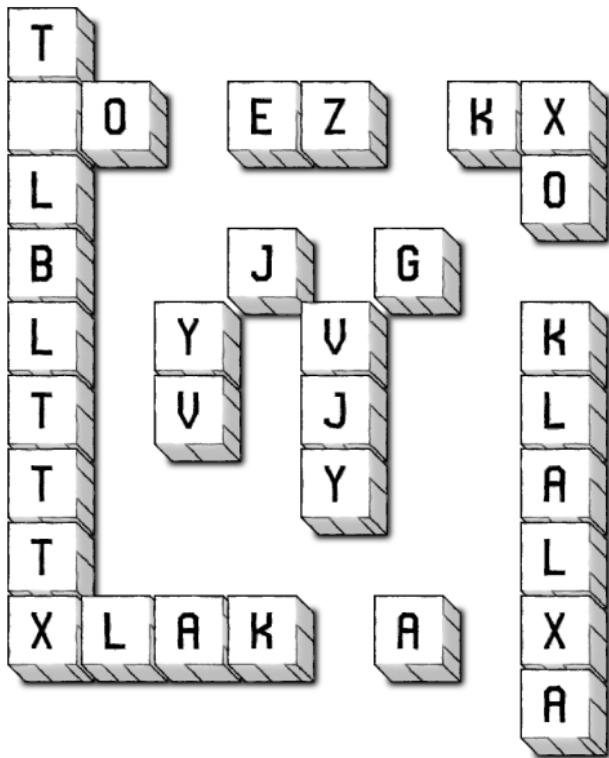
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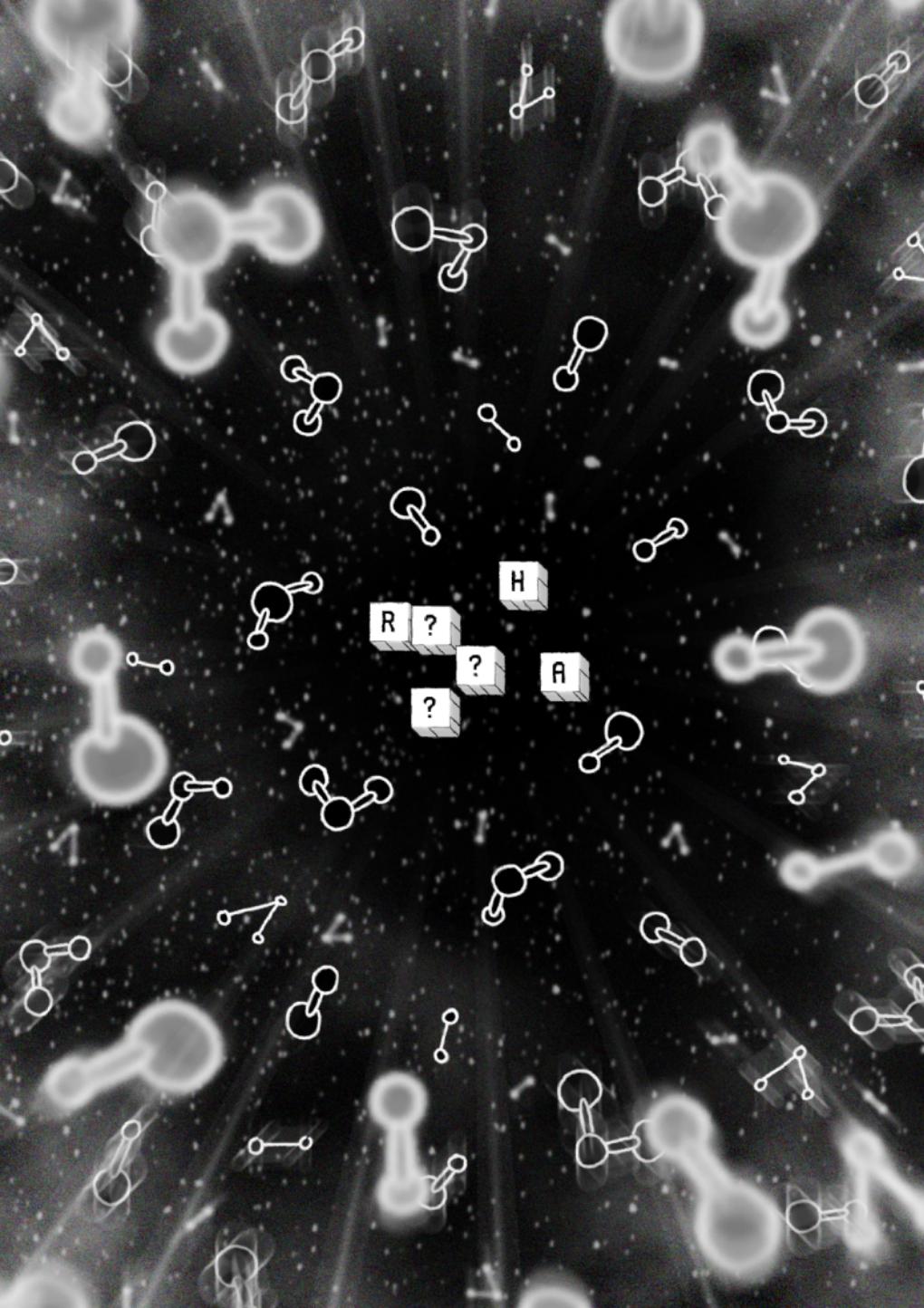


64.★



65.★

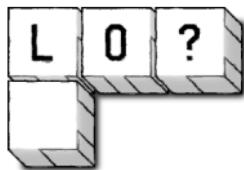




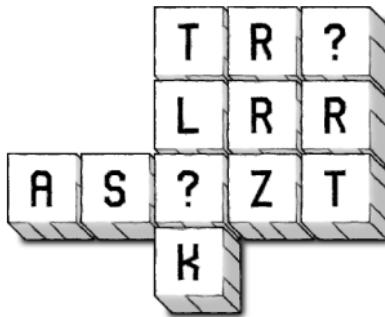
~~~~~ C H A P T E R 8 ~~~~



66.



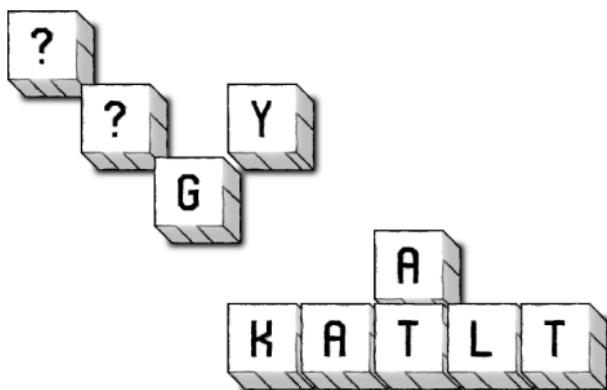
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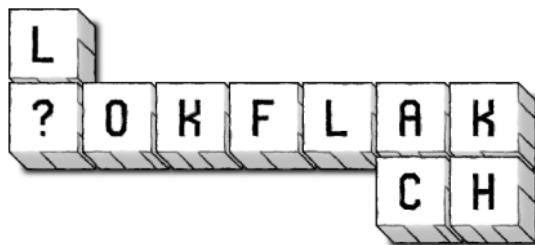
68.



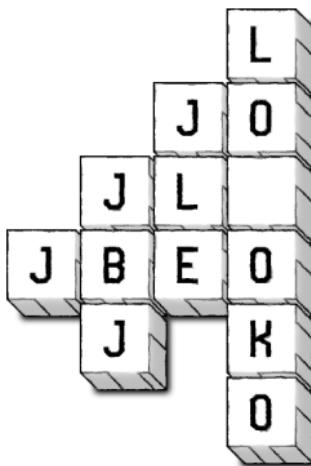
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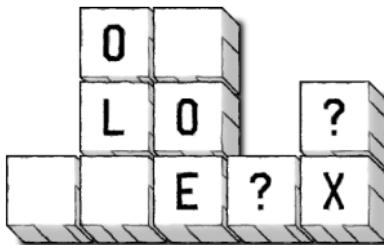
70.



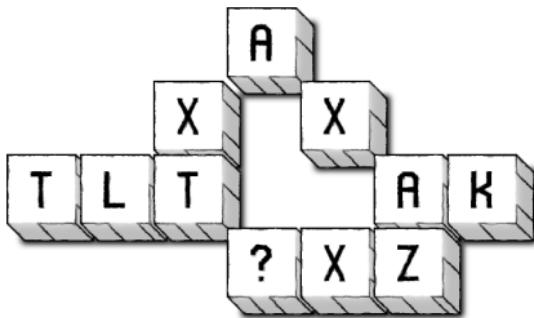
71.



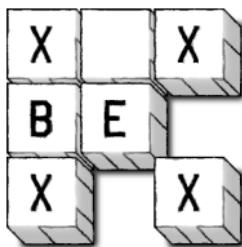
72.



73.



74.

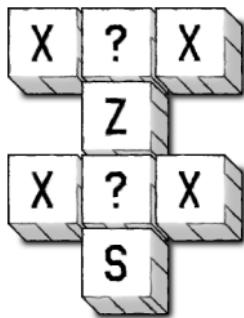


75.Ø

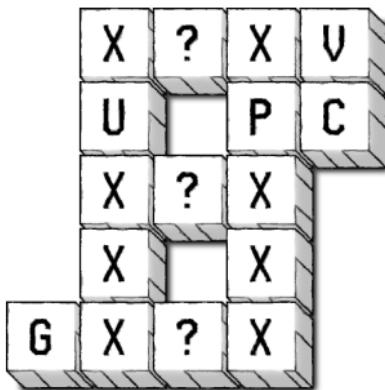
This puzzle cannot be solved. By understanding why, you'll learn the last rule you need to know about conductors.



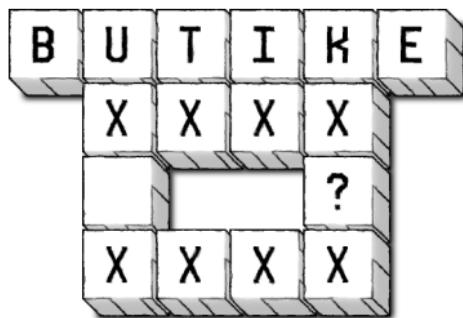
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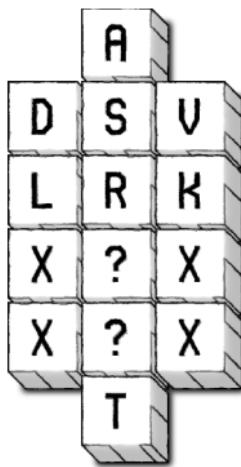
77.



78.



79.



80.★

Learn the last keyword: **GRIVA**.

If you find and black out **GRIVA** in the following puzzle, you immediately and successfully finish the game.



K L T
A O R
T H E
E N D



Congratulations!

You've come to the end! Thank you for taking part in this journey. I hope you had a good time and perhaps expanded your mind a bit in the process.

LOK is very dear to my heart. It is a distilled expression of something inside of me that is hard to put into words – I had to make up a new LOK language. I think we misunderstand each other too often. At the same time, I think that every little word, nod or even a thought impacts and significantly alters this strange place we all share.

The first source of inspiration was *Sitelen Pi Lipu Lili* by Stephen Lavelle, a set of word-

search puzzles using the Toki Pona language (modern language of only 128 words). Works by Matthew Brown, Jonathan Blow, Serkan Yürekli, Tatsunami and Yuu Asaka were also important beacons along the way. Music that was on repeat during the development: *The Liquified Throne Of Simplicity* by Širom; *It's Album Time* by Todd Terje; *Playing The Piano 12122020* by Ryuichi Sakamoto; *Under The Sun* by Mark Pritchard; *Structure* by Water From The Eyes; *Hyper Light Drifter* by Disasterpeace.



On the next pages, you'll find 2 small self-contained **expansions**, meant as a dessert after the main dish. You can try them out if you wish to stay a little bit longer in this world.

A handwritten signature in black ink, appearing to read "Blaz Urban Gracar".

~~~~~ E X P A N S I O N ~ 1 ~~~~~

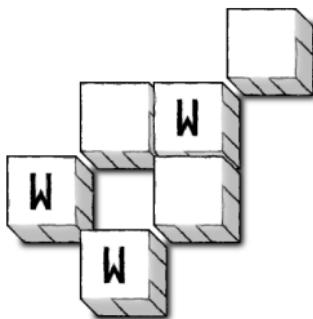


You can't create clouds outside of this expansion.

### Clouds 1.

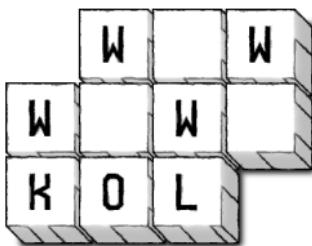
Cells with letter **W** are clouds.

You can black out all unblacked clouds at once. If you do, you must black out additional cells in the grid: they must form exactly the same pattern as the clouds you've just blacked out.

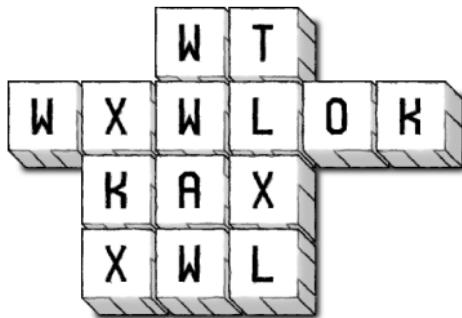


## **Clouds 2.**

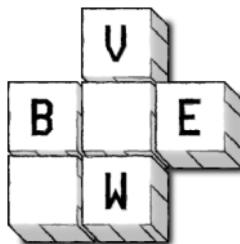
You must always apply the entire pattern with the clouds' effect, otherwise the puzzle isn't solved.



Clouds 3.



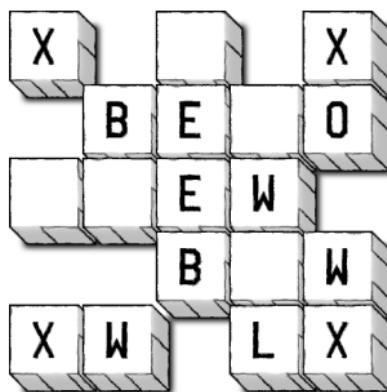
Clouds 4.



**Clouds 5.**



**Clouds 6.**

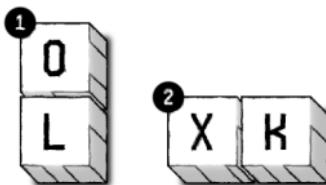
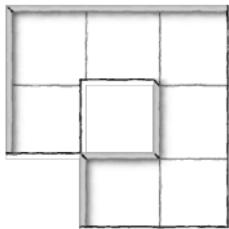


~~~~~ E X P A N S I O N ~ 2 ~~~~~

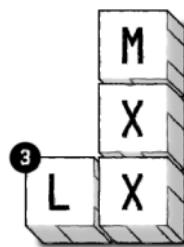
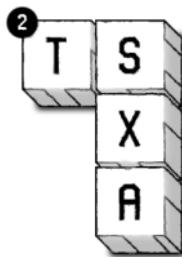
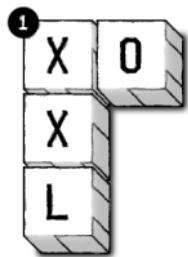
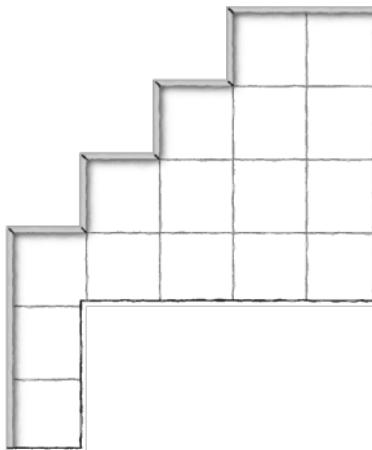


Monuments 1.

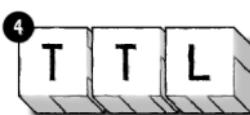
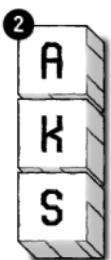
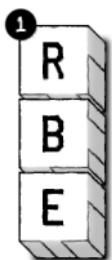
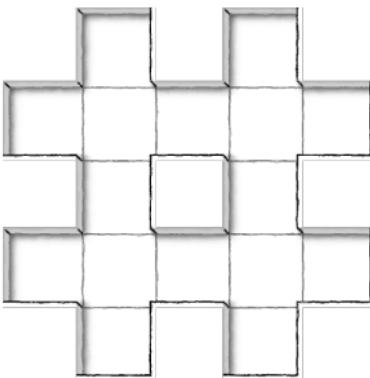
Put all available pieces into the grid, then solve the puzzle. You can't rotate the pieces.



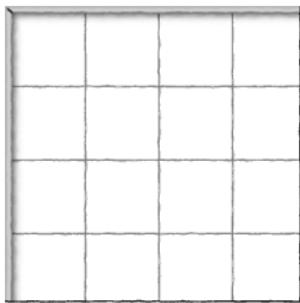
Monuments 2.



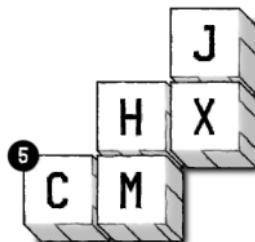
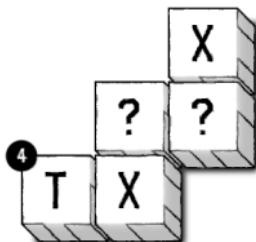
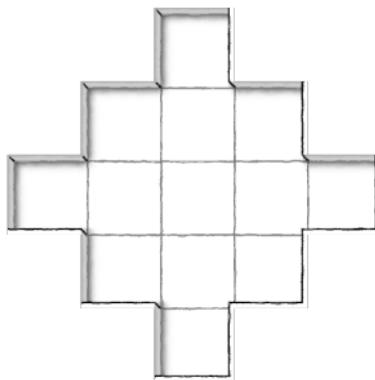
Monuments 3.

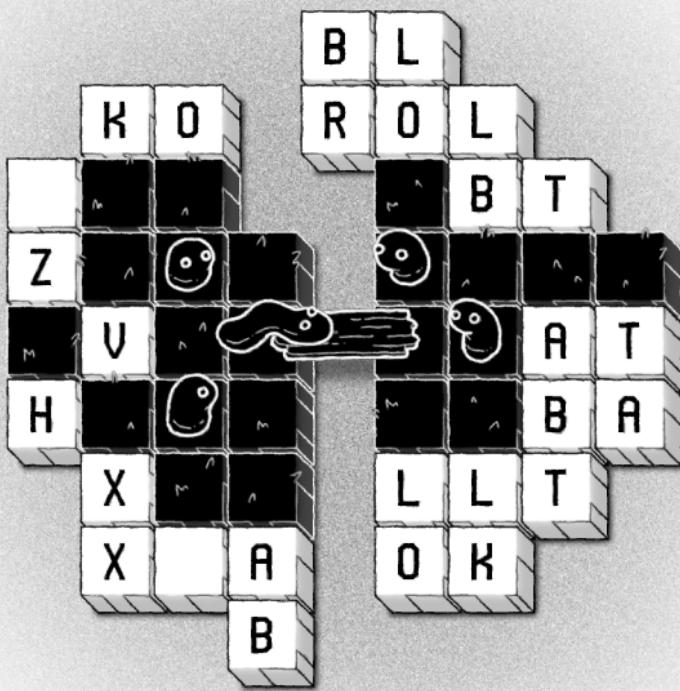


Monuments 4.



Monuments 5.







R U L E S

You can check this section to make sure you interpreted the rules correctly after solving a chapter. You can also read the rules if you don't enjoy figuring them out by yourself and you just want to solve the puzzles.

Chapter 1

The goal of each puzzle is to black out all cells in a grid. You do this by finding keywords and using their effects.

If you find a keyword spelled out, you can black out its cells. If you do, you must use this keyword's effect.

The keyword must be spelled out in a straight horizontal or vertical line by *adjacent* cells. *Adjacency* means that two cells share an edge.

The order of letters matters, but they can be spelled out in any direction: left-right, right-left, up-down or down-up.



"Lok" is a keyword. Its effect makes you black out one additional unblacked cell anywhere in the grid.

You can never black out a cell twice.

Blacked out cells are skipped when checking for *adjacency*. This means that two cells in the same row or column, that have blacked out cells in between them, still count as *adjacent*.

Chapter 2

"Tlak" is a keyword. Its effect makes you black out two additional unblacked cells in anywhere in the grid that are *adjacent* to each other.

The fact that blacked out cells are skipped when checking for *adjacency* also counts when performing the Tlak's effect.

If you would ever have to perform a keyword's effect, but for any reason couldn't, the puzzle isn't solved.



Chapter 3

"Ta" is a keyword. Its effect makes you black out all unblacked cells of the same type in the grid: either all blank cells, or all cells with the same letter.

If you black out "Ta", you must use its effect, meaning there has to be at least one unblacked cell available.

Chapter 4

Cells with letter "X" are conductors. Conductors can be an additional part of any keyword. "Tlak" for example could also be "Txlxxak".

A keyword can change the direction of spelling within the conductor cell. For example, "Loxk" can first be spelled horizontally, with "Lo" going from left to right into the "X". Then, the spelling can take a turn within the "X", going vertically into a "K". This still counts as "Lok".

You can't change the direction of spelling within a cell, unless it's a conductor cell.



When you find and black out a keyword using conductors as a part of it, you don't black out the conductors. Conductors can only be blacked out by an effect of a keyword.

You can reuse the same conductor multiple times, until it's blacked out.

Note that you black out the cells of a keyword only after you spell it out completely (as shown in the unsolvable puzzle "31c").

Chapter 5

"Be" is a keyword. Its effect makes you write a single letter of your choice into one unblacked blank cell anywhere in the grid. You don't black out the targeted cell.

If you black out "Be", you must use its effect, meaning there has to be an unblacked blank cell available.

Chapter 6

Gaps between cells count the same as blacked out cells when checking for *adjacency*. This means that two cells in the



same row or column that have a gap in between them still count as *adjacent*.

Chapter 7

"Lolo" is a keyword. Its effect makes you position an imaginary 45 degree diagonal line over the grid at the place of your choice and black out all unblacked cells that are crossed over by it. The line must cross the exact centers of the cells, so they are never *adjacent* to each other.

The diagonal line must run in the rightwards-upwards direction (/).

If you black out "Lolo", you must use its effect, meaning there has to be at least one unblacked cell available.

Since "Lolo" uses two letters twice ("L" and "O"), they can be reused for spelling out the keyword by using the conductors. For example, you can spell out "Lolo" with just one "L" cell and one "O" cell if they are a part of an uninterrupted conductor loop.



Chapter 8

Cells with the question mark "?" can represent any letter cell.

"Be" can mark a blank cell with a "?".

When you perform the Ta effect, you can decide if a "?" is a part of the targeted type of a cell or not.

A "?" can represent different cells during solving of a puzzle. For an example, it can first be used as a conductor and then later on as a part of a keyword.

If a "?" is a part of an uninterrupted conductor loop, it can represent different letters of the same keyword, allowing you to spell out any keyword you wish.

Additional conductor rule: spelling of a keyword cannot change direction for 180 degrees within the conductor cell. It can only change direction for 90 degrees or not change direction at all.

"Griva" is a keyword. It ends the game.



~ S O L U T I O N S ~

Solutions in this book are written in notation. To decipher it, you must first assign each cell in a puzzle its letter and its number. The left-most cell defines its column as **A**, and so on. The top-most cell defines its row as **1**, and so on. See an example:

| | A | B | C | D | E |
|---|----|----|----|----|----|
| 1 | | | C1 | | E1 |
| 2 | | | C2 | D2 | |
| 3 | A3 | B3 | C3 | D3 | E3 |
| 4 | | B4 | C4 | | E4 |

Some puzzles have multiple solutions, but they are very similar to each other, so it's always clear if another solution is also correct.



1. No solution
2. $A_1 + B_1 + C_1 \rightarrow B_2$
3. $A_1 + A_2 + A_3 \rightarrow D_2$ / $D_1 + C_1 + B_1 \rightarrow D_3$
4. $A_2 + A_3 + A_4 \rightarrow A_1$ / $B_3 + B_2 + B_1 \rightarrow C_2$
5. $B_5 + B_4 + B_3 \rightarrow C_3$ / $A_4 + C_4 + D_4 \rightarrow C_5$ /
 $C_1 + C_2 + C_6 \rightarrow E_4$
6. $E_1 + D_1 + C_1 \rightarrow F_1$ / $B_1 + G_1 + H_1 \rightarrow A_1$
7. $B_3 + C_3 + D_3 \rightarrow F_3$ / $G_3 + E_3 + A_3 \rightarrow D_2$ /
 $A_4 + A_2 + A_1 \rightarrow F_2$ / $C_2 + E_2 + G_2 \rightarrow B_2$
8. $A_1 + A_2 + A_3 \rightarrow B_1$ / $C_3 + D_3 + E_3 \rightarrow C_4$ /
 $C_1 + C_2 + C_5 \rightarrow B_3$
9. $C_1 + D_1 + E_1 + F_1 \rightarrow A_2, A_3$ /
 $A_1 + B_1 + G_1 + H_1 \rightarrow B_2, C_2$
10. $C_5 + C_4 + C_3 + C_2 \rightarrow E_3, E_4$ /
 $E_1 + E_2 + E_5 + E_6 \rightarrow D_4, F_4$ /
 $G_4 + B_4 + A_4 \rightarrow C_1$
11. $B_1 + B_2 + B_3 + B_4 \rightarrow A_2, C_2$ /
 $A_4 + A_3 + A_1 \rightarrow D_3$ / $C_1 + C_3 + C_4 \rightarrow D_4$
12. $C_4 + B_4 + A_4 \rightarrow C_2$ / $C_5 + C_3 + C_1 \rightarrow D_4$ /
 $A_3 + B_3 + D_3 + E_3 \rightarrow B_2, B_5$
13. $B_1 + C_1 + D_1 \rightarrow E_3$ / $F_3 + D_3 + C_3 + B_3 \rightarrow C_2$



C4 / A2+B2+D2+E2→B4, D4 /
F4+E4+A4→A3

14. C6+B6+A6→A5 / B2+B3+B4+B5→A3,
A4 / C2+C3+C4+C5→B1, B7

15. B4+C4+D4→C2 / C5+C3+C1→F3 /
E2+D2+B2+A2→B3, D3 / G3+E3+A3→B1

16. C3+D3+E3→C4 / C5+C2+C1→D4 /
E2+E4+E5→D5 / B4+F4+G4→A4

17. C2+C3+C4→E2 /
B2+D2+F2+G2→A2, H2 / A1+A3+A4→D3 /
H1+H3+H4→F3 / B3+E3+G3→E4

18. A1+B1→A2, A3, B2, B3, C2, C3

19. C2+C3→B2, B3, D2, D3 / A2+E2→B1,
C1, D1

20. D2+D1→A1, E1 / C1+F1+G1→B1

21. C3+D3→C1, C2 / B2+D2→B1, B3 /
A1+D1→A2, A3

22. No solution

23. C3+D3→B3, C2, D1 / A3+E3→C5, D4, F3
/ C1+C4→D2

24. D3+E3+F3→C2 / C1+C3→A2, B1, B2,
D1, D2, E2, F2, G2 / A1+E1+F1+G1→A3, B3



25. $B_4+C_4+D_4 \rightarrow D_2$ / $D_1+D_3 \rightarrow C_3$, E_2 /
 $A_3+B_3+E_3+F_3 \rightarrow C_2$, F_2

26. $B_1+C_1+D_1+E_1 \rightarrow D_2$, D_3 / $C_3+E_3 \rightarrow C_2$,
 F_1 / $A_1+G_1 \rightarrow E_2$, F_3 , H_1

27. $C_2+D_2 \rightarrow B_3$, E_3 , E_5 / $A_2+B_2+E_2 \rightarrow C_6$ /
 $C_5+C_4+C_3+C_1 \rightarrow A_1$, B_1 /
 $D_5+D_4+D_3+D_1 \rightarrow E_1$, E_4

28. $A_1+B_1+D_1 \rightarrow C_1$

29. $A_1+B_1+B_2+A_2 \rightarrow C_1$, C_2

30. $A_1+B_2+C_1 \rightarrow A_2$ / $C_3+D_2+E_2 \rightarrow C_2$

31. No solution

32. $C_1+D_2+C_3+B_2 \rightarrow C_2$, E_2 / $F_2+A_3 \rightarrow A_2$,
 B_3 , D_1 , D_3

33. $B_4+C_4+D_3+D_2 \rightarrow B_3$, C_3 /
 $A_5+A_4+E_2+E_1 \rightarrow A_3$, E_3 / $B_2+C_2 \rightarrow D_4$

34. $C_3+B_2+D_2 \rightarrow B_3$ / $D_3+C_4 \rightarrow A_1$, A_2 , A_3 ,
 B_1 , C_1 , C_2

35. $C_5+B_5+A_4 \rightarrow B_2$ / $A_2+A_3+D_5 \rightarrow B_3$ /
 $D_1+C_1+C_4+D_4 \rightarrow E_3$, E_4 / $A_1+E_2 \rightarrow A_5$, B_1 ,
 B_4 , E_5

36. $F_2+E_2+C_3+B_4 \rightarrow B_2$, C_2 /
 $A_2+C_1+D_1 \rightarrow D_2$ / $A_1+D_4 \rightarrow B_1$, B_3 , D_3



- 37.** C₂+F₃+G₃→D₄ / C₁+B₃→C₃, D₃, E₃ / D₁+D₂+D₅+D₆→E₂+E₄ / E₆+E₅+E₁→A₃
- 38.** E₅+F₆+F₇→B₅ / C₃+C₄→A₄, B₃, B₄, B₆, C₆, C₇, D₃, D₄, D₅, D₇, E₆, E₇, E₈ / B₁+B₂+C₅+E₃→E₄, F₄ / F₃+G₅→A₃, A₅, B₇, D₆, D₈, F₅, F₈, G₆, G₇
- 39.** A₁+B₁→B₂("O") / A₂+B₂+C₂→C₁
- 40.** B₂+B₃→D₃ ("O") / C₃+C₂→D₄ ("X") / C₄+D₃+D₂→B₄ / A₄+D₁→D₄
- 41.** No solution
- 42.** C₁+C₂→D₂("B") / D₂+B₂→D₃("B") / D₃+D₁→E₂("O") / F₂+E₂+A₂→E₃
- 43.** B₄+B₃→C₂("F") / D₃+D₂→E₂("D") / F₄+F₃→D₁, F₅, G₄, H₃ / G₃+E₃+C₃+A₃→C₂, E₂
- 44.** E₃+E₄→B₂, D₃ / C₃+D₄+F₄→B₃ / A₃+F₃→A₄ ("X") / C₂+B₁→A₄, B₄, C₄
- 45.** C₂+C₃+C₄→D₄ / B₃+D₃→A₁("B") / B₄+E₄→B₁("E") / D₅+D₂→C₁("L") / B₂+E₂→D₁("O") / A₁+B₁→E₁("K") / C₁+D₁+E₁→F₄
- 46.** A₃+A₄→C₂("O") / C₁+C₂+C₃→A₁ / D₃+B₂+D₁→A₂ / D₄+D₂→B₁, B₃



47. B4+C4→D4("X") / A4+D5→D3("L") /
D3+E4+F4→D2 / G4+D1→C2("X") /
E2+C1→A1("A") / F2+B2→B3("A") /
A2+A1→B1, C3, E1, E3, F1, F3, G1, G2, G3
/ A3+B3→C2, D4

48. B1+B3+B5→A3 / A1+C5→C1, C2, C3,
C4, D4, D5

49. A1+A2+A3+A5→B2, C2 /
C1+C3→A6("D") / B1+B3→A6, B5

50. E1+F1→C2("A") / A2+B2+C2+D2→B1,
D1 / G1+A1→G2

51. A4+B4→C1("O") / B2+C1+C4→A1 /
A3+C3→A2, B1, C2, D1, D4

52. A1+A2+E4+E5→C1, C5 /
D5+B5+A4→D1 / B1+E2→A3, A5, E1, E3

53. C1+D2→A1("X") / A5+B6+C6→A3 /
D3+B1+D6+E6→D4, E4 / E3+E5→A1, A6,
D1

54. D4+B4+B2+D2→B1+B5 /
D5+E4→E2("O") / A5+E2+E1→C3 /
A1+D1→A2, A4, E5

55. A4+A2→G6("X") / G4+E6→A1("X") /
E2+C6+B1→D3 / D1+D5→F7("X") /



B5+D7+F5+F3→C4, E4 / B3+C2→A1, A6,
B7, F1, F7, G2, G6

56. A3+B3+C3+D3→B7, C6, D5, E4, F3, G2,
H1

57. B4+C4→C1, C2, C3, D1, D2, E1 /
B1+B2+B3+B5→A6, D3, E1

58. No solution

59. F3+E3+C3+B3→C5, F2 /
D5+E5+F4+F1→C1, D1 /
E1+B2+B4+B5→C2, C4 / E2+A2→B1, F5

60. D2+E3+F3+G3→F1, F5 /
D1+C3+B3→B1 / D6+D5+D4+A3→B5, D3

61. B2+B3+B2+B3→D3, E2 / E3+E1→A2,
A3, C2, C3

62. B2+C3+E4→B1 / A4+B4+C4+B4→B3,
C2, D1 / E1+A1→D3, D4

63. B5+C4+C2+D1→D5, E4 /
B3+A4+B3+A4→E5 / B1+A2+B1+A2→E6 /
E2+D3+E2+D3→E7 / E8+F1→A1, A3, A5,
C1, C3, C5, E1, E3

64. A2+B3+B4→A3 / B1+A4+C2+D2→C3,
C4 / C1+D1+C1+D1→A7, C5, D4, E3 /
D5+D3→A1, A5, B2, B5, E1, E2



65. A8+B9+C9+D9→E6, H6 / A7+F9→C6,
E5 / A6+H8+H7+H5→E2, E7 /
A5+H3+G2→F4 / A4+D2→A2("X") /
A3+B2+A3+B2→C5, D4 / A1+H10→A2, A9,
H2, H9

66. A1+B1+C1("K")→A2

67. C1+C2+C3("A")+C4→B3, D3 /
E1="R" / E3+A3→D1, D2, E1, E2

68. C1("B")+D1("E")→A1("T") /
A1+B1("A")→E1

69. A1="G" / B2≠"G" / F5+F4→A1, C3 /
H5+G5+E5+D5→B2, D2

70. A2="X" / A1+B2+C2→D2 /
A2("T") + E2+F2+G2→F3, G3

71. B4+C4→D3("?) / D3="X" /
C3+D4+D5→B5 / D1+D2+D3("L") + D6→A4,
B3, C2

72. D3("B") + C3→B3("?) / E2="X" / B3="X" /
B2+C2+B2+B1→A3, C1 /
B3("T") + E2("A")→E3

73. D4="X" / C3+D1→C2, E2, E4; (D4≠"X") /
A3+B3+F3+G3→D4, F4

74. A2+B2→B1("?) / B1("T") + B1("A")→A1,



A3, C1, C3

75. No solution

76. B1="X" /

B3("T") + B3("L") + B3("A") + B3("K") → B2, B4 /
B1("T") + B1("A") → A1, A3, C1, C3

77. C3("L") + C3("O") + C3("L") + C3("O") → A5,
B4, D2, E1 /

C5("T") + C5("L") + C5("A") + C5("K") → B2, E2 /
C1("T") + C1("A") → B1, B3, B5, D1, D3, D4,
D5

78. C1 + E3("L") + E3("A") + E1 → B1, D1 /
A1 + F1 → B3("?) / B3("T") + B3("A") → B2, B4,
C2, C4, D2, D4, E2, E4

79. B5="X"

B4("T") + B4("L") + B4("A") + C3 → A2, B2 /
A3 + B5("O") + B5("L") + B5("O") → A4, B3, C2 /
B6 + B1 → A5, C4, C5

80. A2 + A1 → B6("X") / A6 + C6 → B4("?) /

B4="X" / A4 + C4 → B2("X") /

B7 + B5 + B3 + C2 → C3, C5 / A3 + D3 → D2("X") /

A5 + D5 → D6("X") / A7 + C7 + D7 → D4 /

B4("G") + B4("R") + B4("I") + B4("V") + B4("A") →

The End



Expansions

Clouds 1. A3+B4+C2→B2, C3, D1

Clouds 2. C3+B3+A3→D1 / A2+B1+C2→B2, C1, D2

Clouds 3. D1+D2+C3+B3→C2, C4 /
D4+E2+F2→B2 / A2+C1→B4, D2

Clouds 4. B3→B2 / A2+C2→A3("W") /
A3→B1

Clouds 5. C4+D3+D2+C1→B2, B3 /
A1+A4→D1, D4 / A3+C3→C2("W") / C2→B4

Clouds 6. B5+D3+E4→A3, C1, D2 /
C4+C3→B3("W") / D5+E2+D5+E2→A5, E1 /
B3→A1 / B2+C2→D4("W") / D4→E5

Monuments 1. Piece 1→C2, C3 / Piece
2→B1,
C1 / C3+C2+C1→B1

Monuments 2. Piece 1→A4, A5, A6, B4 /
Piece 2→D1, E1, E2, E3 / Piece 3→C4, D2,
D3, D4 / Piece 4→B3 / A6+B4+C4+B4→A5,
D2, E1 / D1+E3→A4, B3, D3, D4, E2

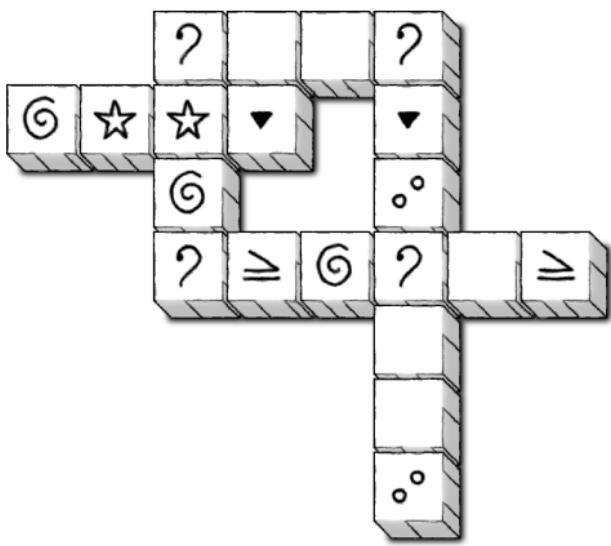
Monuments 3. Piece 1→B3, B4, B5 /
Piece 2→D3, D4, D5 / Piece 3→D2, E2 /



Piece 4→A2, B2, C2 / B4+B5→D2("X") /
B2+C2+D3+D4→D2, D5 / A2+E2→B3

Monuments 4. Piece 1→C1, C2, D1, D2 /
Piece 2→A3, A4, B3, B4 / Piece 3→A1, A2,
B1, B2 / Piece 4→C3, C4, D3, D4 /
C1+B1+A2+A3→A4, B3, C2, D1 /
B4+C4+D3→C3 / B2+D2→A1, D4

Monuments 5. Piece 1→D4 / Piece 2→C5 /
Piece 3→E3 / Piece 4→B4, C3, C4, D2, D3 /
Piece 5→A3, B2, B3, C1, C2 /
C3("L") + C3("O") + C3("L") + C3("O") → A3, B2,
C1 / D3("T") + D3("L") + D3("A") + D3("K") → B3,
E3 / B4+C5→C2, C4, D2, D4





Blaž Urban Gracar (1991) is a Slovenian artist. He is a musician (composing music for the theatre, producing left-field electronica, playing keyboards in a rock band), writer (publishing poetry, prose and comic books), filmmaker (editing and animating short films) and game designer (mostly creating puzzly solo games). He lives by the sea with his partner, her daughter, two cats, a dog and a turtle.

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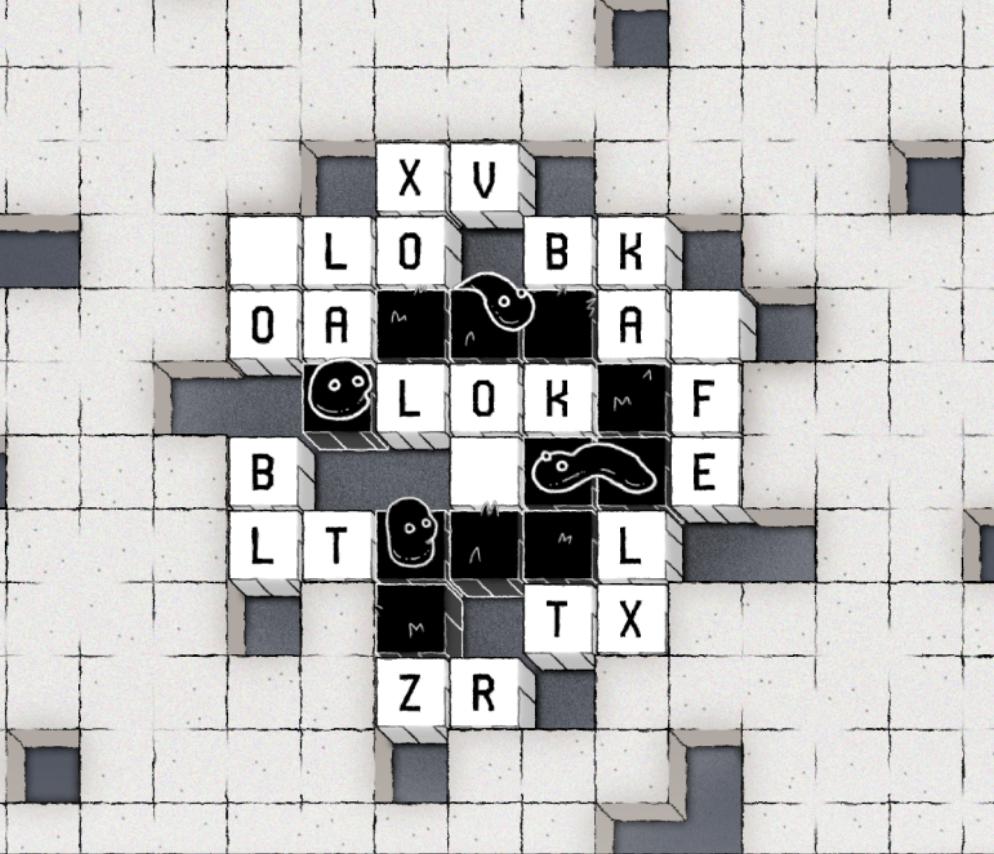
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