

The Cryophoenix's Fortitude



Happy Holidays mbingo!

On this frigid holiday night, invaders from Noxus threaten the Frejlord with the sparks of war. Anivia has prepared five powerful and puzzling abilities to prevent the attackers from reaching Foundling Village, where members of the Notai are staying.

Will Anivia's plans be enough?

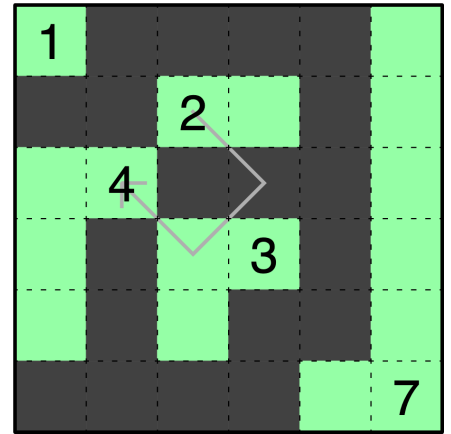
~ thanks to Menderbug and Teal for testing / feedback, and to Dave Millar for file hosting! ~

Examples

Rebirth | Nurikabe / Evolmino

Shade some cells so that all shaded cells form one orthogonally connected area and no 2x2 region is entirely shaded. Clues cannot be shaded. Each unshaded area contains exactly one number clue, whose value represents the size of the area.

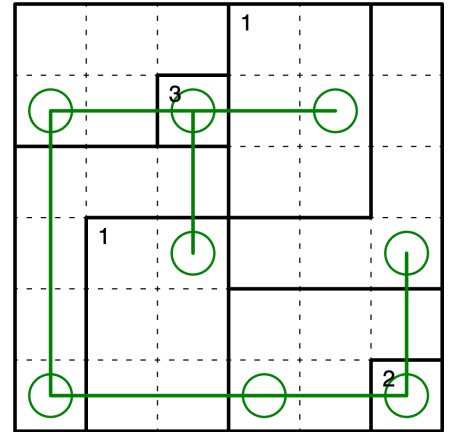
Each region occupies at most one cell containing an arrow. Along an arrow, each area must be exactly the same shape as the one that came before it on the same arrow (if it exists), without rotation or reflection, plus one additional square.



<http://tinyurl.com/yvgl2v4r>

Flash Frost | Seiza

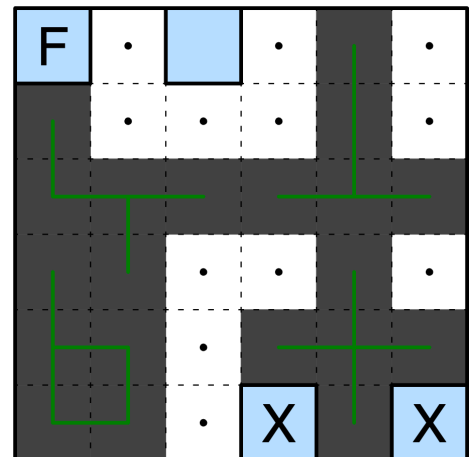
Place stars into some cells such that each outlined region contains exactly one star. Stars may not touch one another, not even diagonally. Additionally, connect pairs of stars with straight lines horizontally or vertically so that all stars form one connected network. Connections may not cross one another. A number in a region is equal to the number of connections for the star in that region.



<http://tinyurl.com/yp6f95y4>

Crystallize | Frozen Pentominoes

Place each pentomino from the bank given outside the grid into the grid. Pentominoes may not overlap each other or clued cells. After all pentominoes are placed, none of them may be able to move one cell in any of the orthogonal directions; they must be blocked on all sides by another pentomino, a clued cell, or the grid border. Clued cells contain the letters associated with each of the pentomino shapes that appear in the (up to) eight cells surrounding the clue.



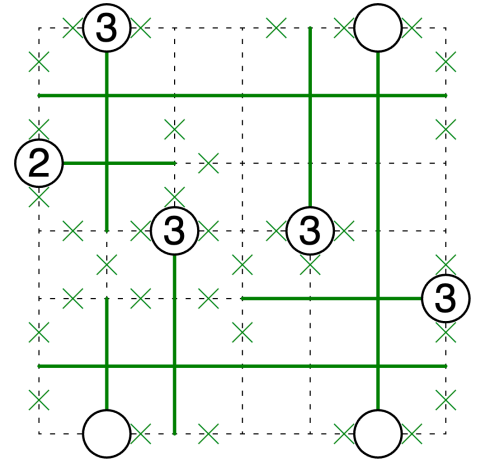
F P T X

<http://tinyurl.com/ys53dt7c>

Examples

Frostbite | Redemption

Trace some gridlines to form straight line segments which must intersect one another to form a single connected network which contains no loops. The end of a line segment may not lie on another line segment. Each clue marks one end of a line segment of the indicated length. A 0 means the vertex has no line segment. Every "dead end" of the network (a line segment which only intersects one other) must be marked by a clue.



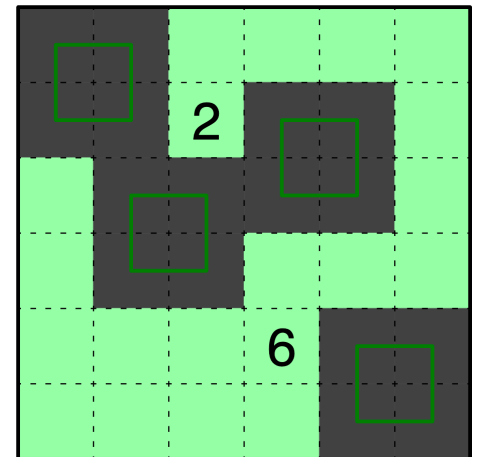
K: <http://tinyurl.com/2bst38ur>

P: <http://tinyurl.com/ywwaxk4v>

Glacial Storm | Cave (Blocks)

Shade some cells so that the shaded cells are all connected orthogonally by other shaded cells to the edge of the grid, and the remaining unshaded cells form one orthogonally connected area. Clues cannot be shaded, and represent the total number of unshaded cells that can be seen in a straight line vertically or horizontally, including itself.

The shaded cells must also be able to be divided into non-overlapping 2x2 squares.



<http://tinyurl.com/yno6eqs8>

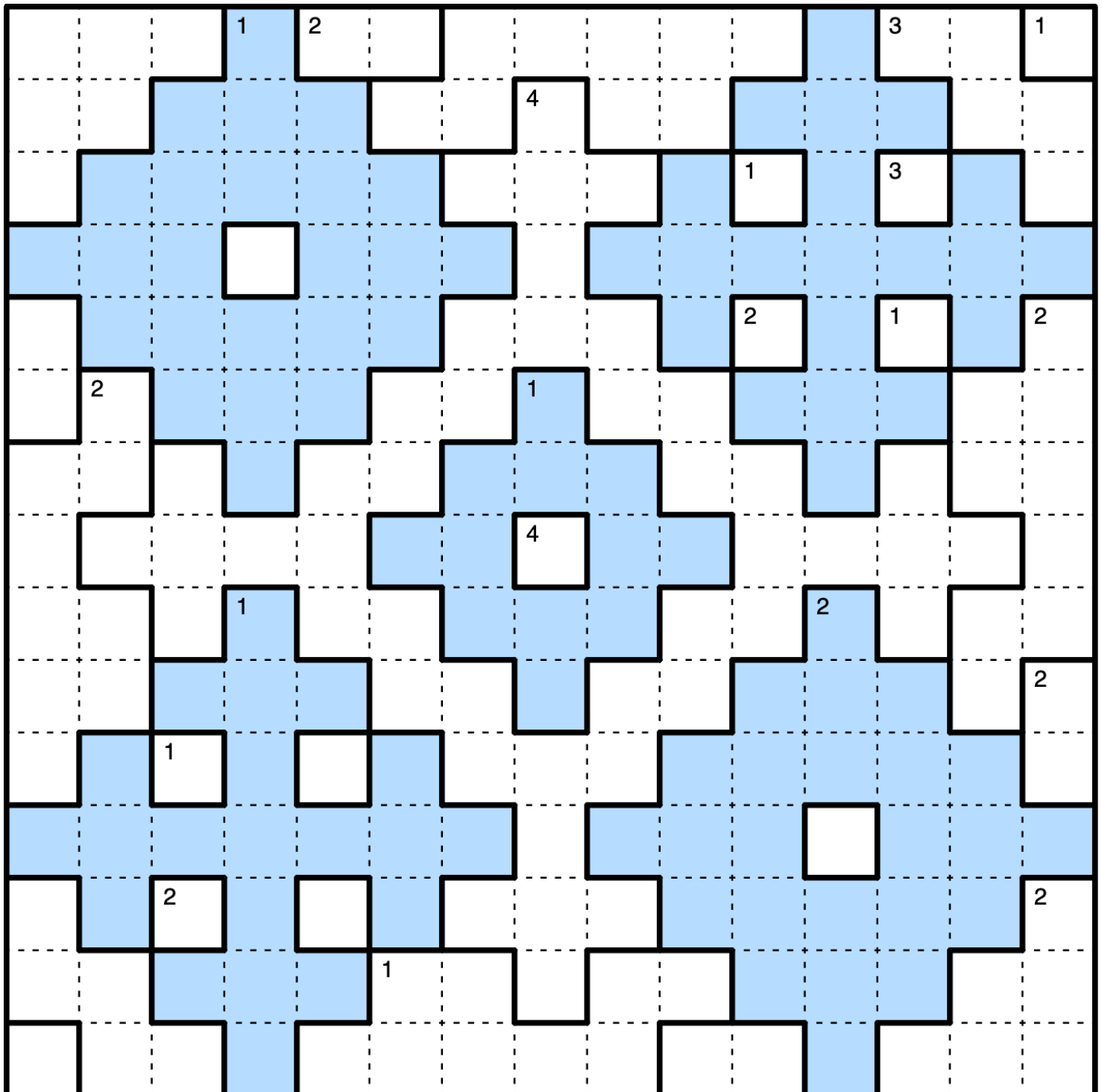


Flash Frost

*From the center of a flurry of snowflakes, Anivia attacks.
Beams of ice explode on impact, freezing invaders in place.*

Seiza

<http://tinyurl.com/ysrhb5mj>



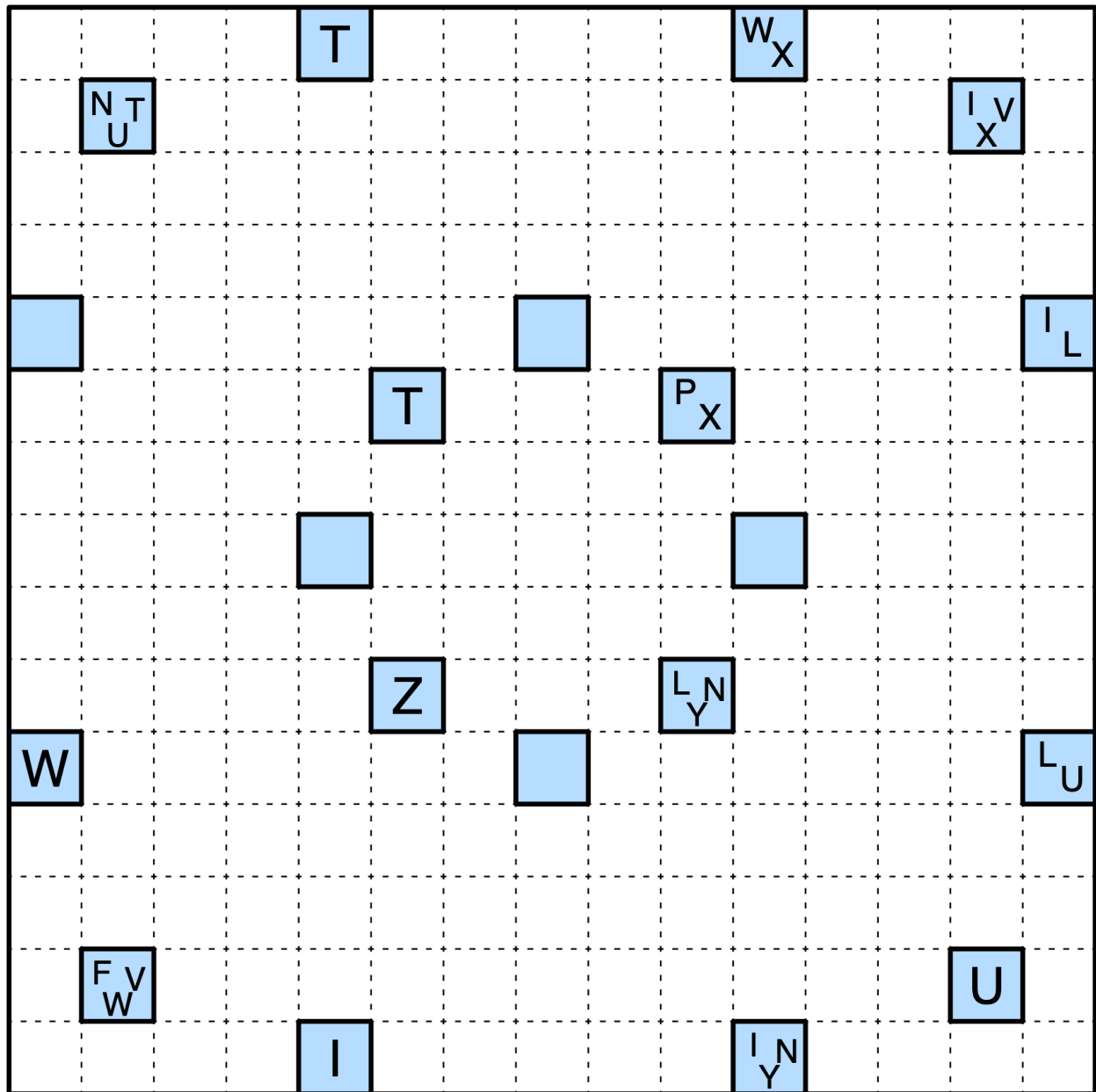


Crystallize

Enemies approach the settlement through the Spiked Barricades. Between pillars, Anivia melds blocks of ice into an immovable wall.

Frozen Pentominoes

<https://tinyurl.com/yqpebc72>



F I L N P T U V W X Y Z
F I L N P T U V W X Y Z



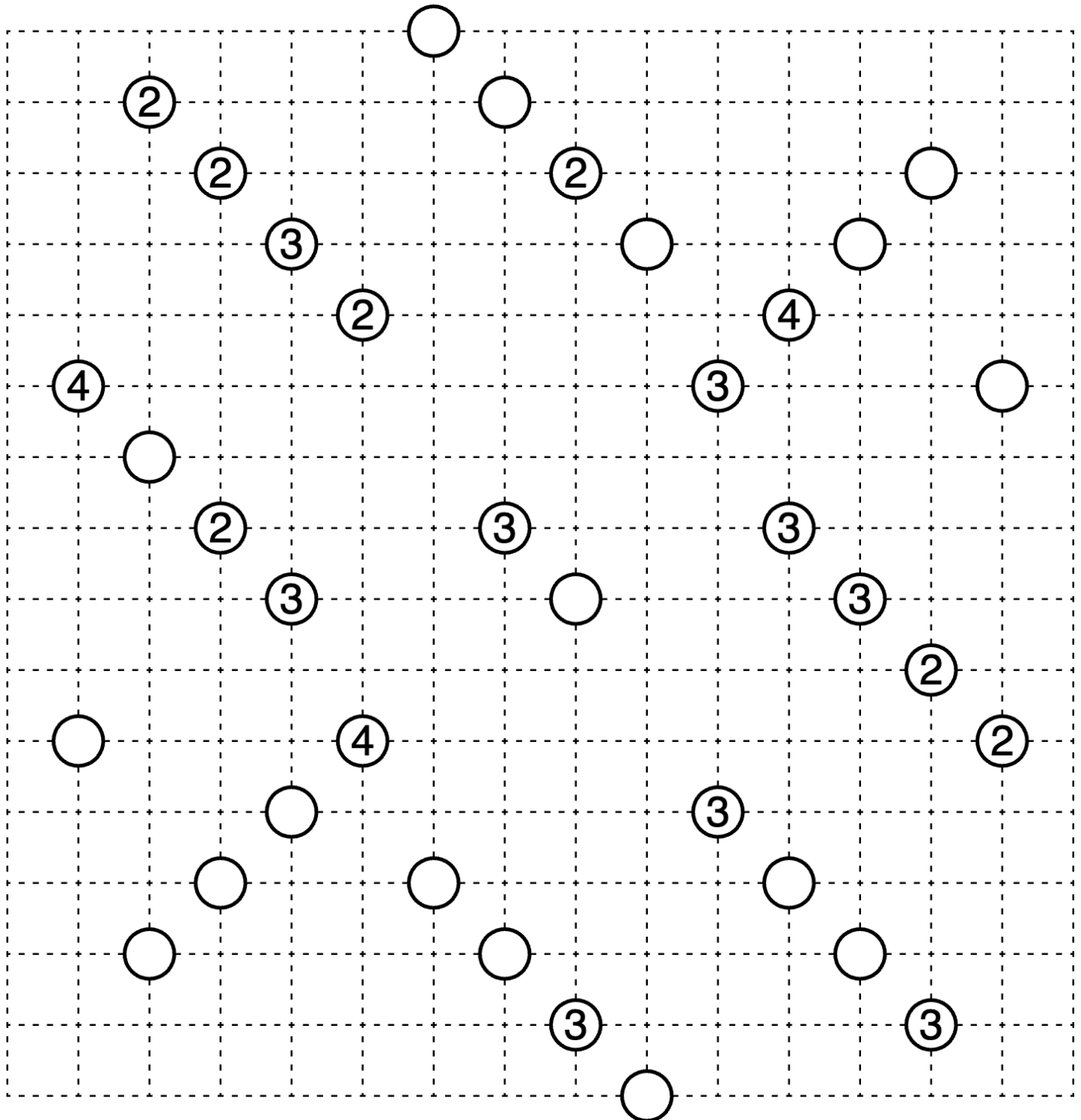
Frostbite

Anivia flaps her wings, sending a storm of icy needles that coalesce into an icy fence.

Redemption

Kudamono <https://tinyurl.com/4a4bz4wa>

Penpa <http://tinyurl.com/yop3py7c>





Glacial Storm

The invaders approach through the caves of the Warded Gateway. Anivia sends down a storm of large halestones, leaving only a maze-like path.

Cave (Blocks)

<http://tinyurl.com/ytgvpqzg>

