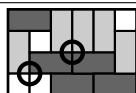


Quickstart Guide

Tatami mats are traditional Japanese floor mats (□, ■, ▤). In tea rooms, it is unlucky to have the corners of four mats touching at one point. That is, a “lucky” layout has no “+”-shapes formed by the lines where mats meet each other.

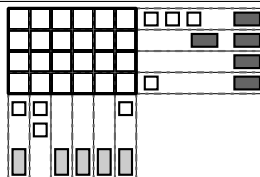


Unlucky
Has “+”s.



Lucky
Has no “+”s.

Mats are shown in the Tomoku puzzle beside their containing column or below their containing row. Notice that a □ **appears in both a row and column**. You must check both places before placing a □. The order of the mats within each row and column does not matter.

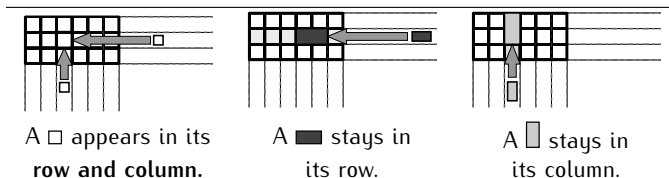


Tomoku Puzzle.



Lucky Solution.

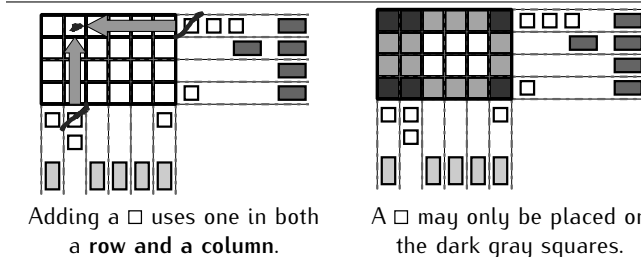
The object of the Tomoku puzzle game is to find a lucky layout using the mats shown in the rows and columns of the puzzle.



Are you ready for your first challenge? Try some of the smaller grids first. Come back later and read the tutorial for a few extra tips.

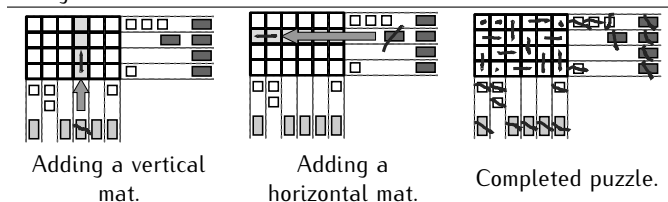
Tutorial




To fill in a puzzle, use a short line to represent a or and a dot to represent a . Cross off mats you have used in the arrangement. To place a you must use one from both a **row** and a **column**.



Your correct solution will almost always be the one shown in the book. If it is not, just check that you have used the right number of mats from each row and column and that your arrangement is

“lucky”.



Try to place mats which force the placement of others. For example, if the corners of two mats meet at a grid intersection, then either a  or a  must be placed at that intersection to avoid an unlucky “+”. Another strategy is to place the  mats first.

Visit <http://tomokupuzzle.com> for even more tips and the Tomoku web game.

Acknowledgements

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Tomoku was conceived in a conversation between Martín Matamala and myself over coffee in Plaza Sotomayor in Valparaíso, Chile, when he asked how hard it is to recover a tatami tiling from its tomographic projections.