Round 2: Point the Way
Advanced Division

Name: _____

A.2.1	Four Winds	3 points
A.2.2	Four Winds	5 points
A.2.3	Four Winds	10 points
A.2.4	Sashigane	4 points
A.2.5	Sashigane	6 points
A.2.6	Sashigane	15 points
A.2.7	Second Corner	3 points
A.2.8	Second Corner	5 points
A.2.9	Second Corner	9 points
A.2.10	Arrow Flow	3 points
A.2.11	Arrow Flow	5 points
A.2.12	Arrow Flow	9 points
A.2.13	Arrows (Irregular)	3 points
A.2.14	Arrows (Irregular)	5 points
A.2.15	Arrows (Irregular)	15 points

Total: 100 points

A.2.1 – A.2.3: Four Winds

Draw one or more straight arrows extending from each clue. A clue indicates the sum of the lengths of the arrows extending from it. Arrows may not cross each other or clued cells.

Drawing the arrowheads is not required.

Puzzle A.2.1 (3 points)

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

Puzzle A.2.2 (5 points)

			5	4					
							4	3	
	3	2			2				
					3				3
		2	3						4
5						3	2		
4				4					
				3			3	2	
	2	1							
					5	4			

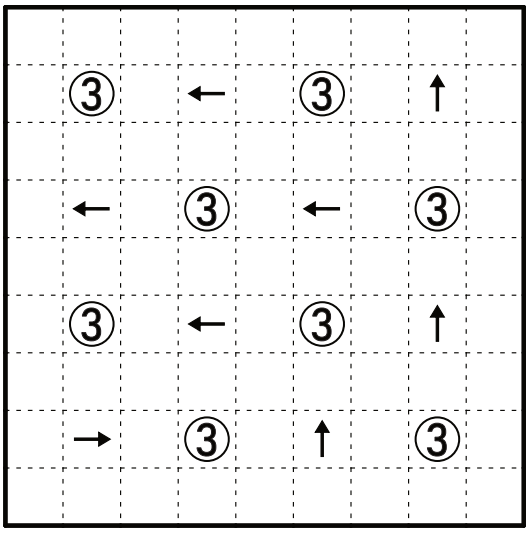
Puzzle A.2.3 (10 points)

3				4		2				3
		4						2		
	4				3				5	
			2				4			
4										5
		2						5		
6										3
			3				4			
	3				3				2	
		1						4		
3				3		3				3

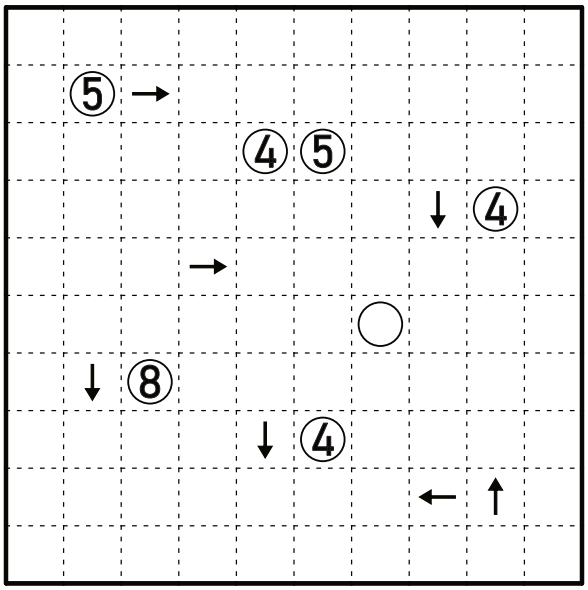
A.2.4 - A.2.6: Sashigane

Divide the grid into regions of orthogonally connected cells. Each region must be an L shape with a width of one cell. Arrows must lie at one end of an L and point toward the bend. Circles must lie at the bend of an L, and if one contains a number, the L it's inside must contain the indicated amount of cells.

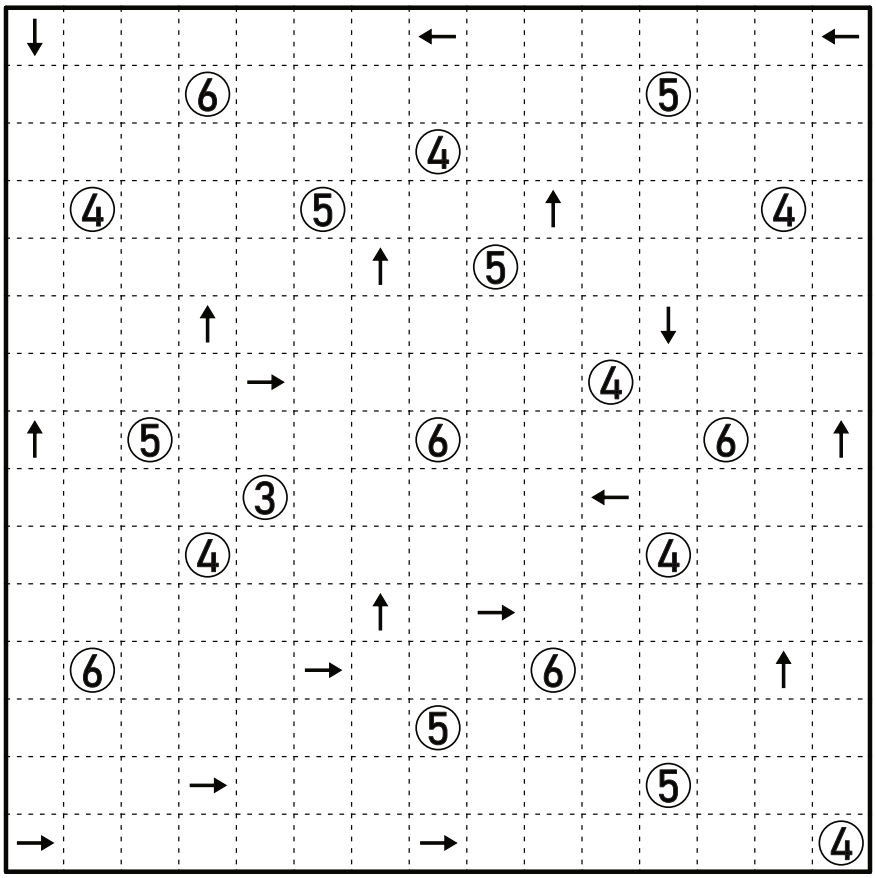
Puzzle A.2.4 (4 points)



Puzzle A.2.5 (6 points)



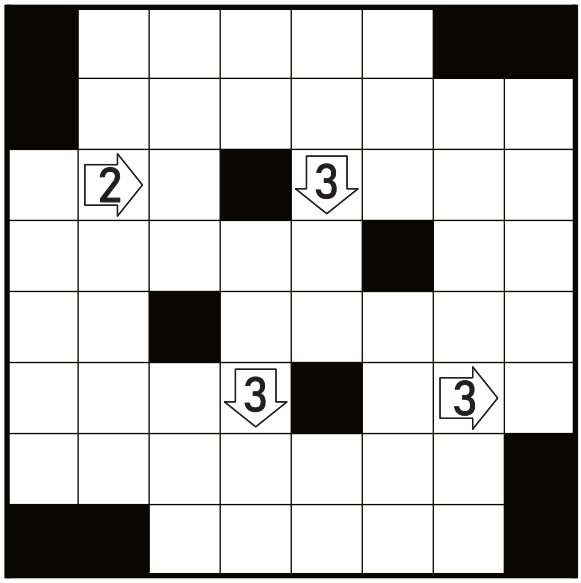
Puzzle A.2.6 (15 points)



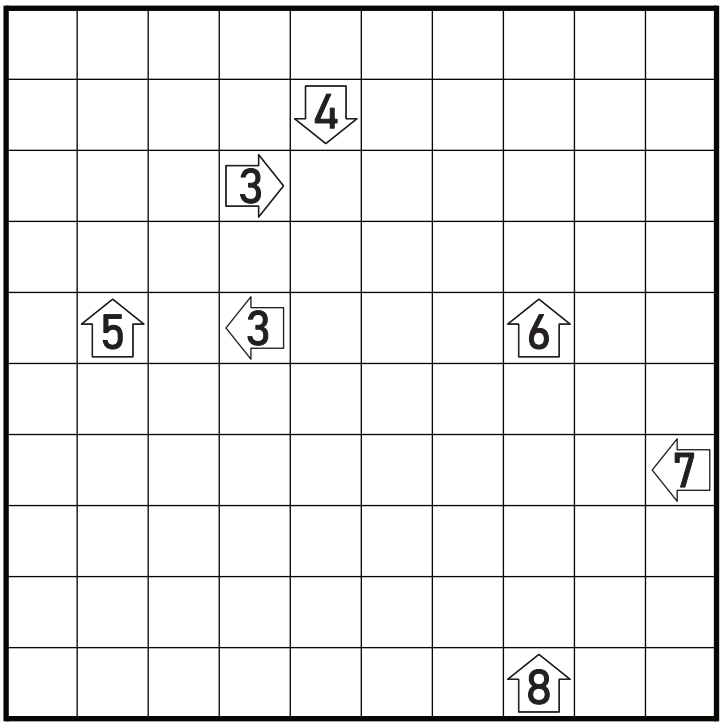
A.2.7 - A.2.9: Second Corner

Draw a non-intersecting loop passing vertically and horizontally through all white, including those with arrows. The loop may not pass through black squares. Arrows and numbers show the number of spaces to the second turn of the loop following the loop in the direction of the arrow. (The loop is not directed; arrows can go in either direction.)

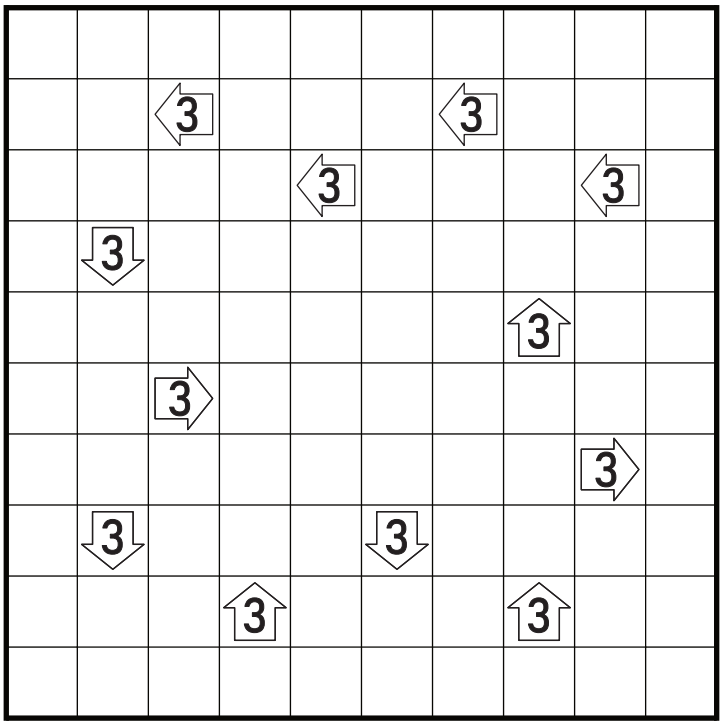
Puzzle A.2.7 (3 points)



Puzzle A.2.8 (5 points)



Puzzle A.2.9 (9 points)

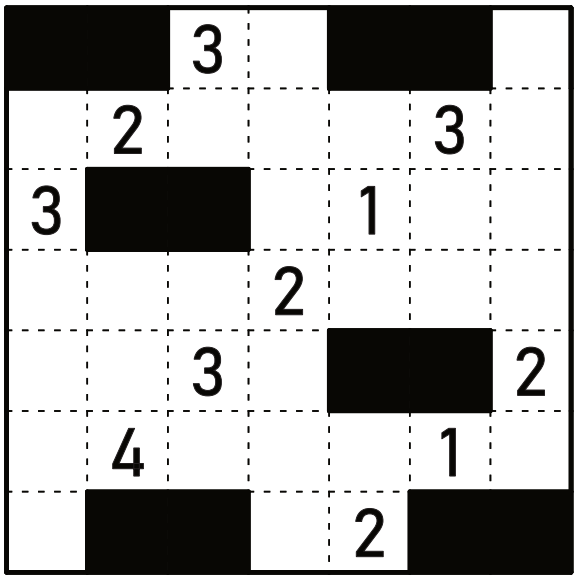


A.2.10 - A.2.12: Arrow Flow

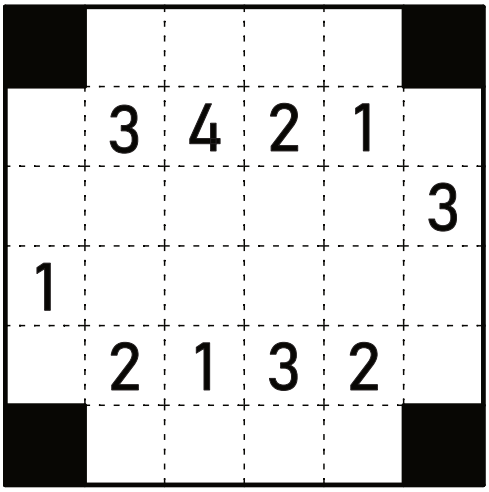
Place arrows pointing in four directions in each empty cell. The same arrows cannot be placed in adjacent cells.

Starting with any cell with an arrow, following the arrows from cell to cell, a cell with a number can be reached. A cell with a number indicates a total number of arrows that leads to this cell.

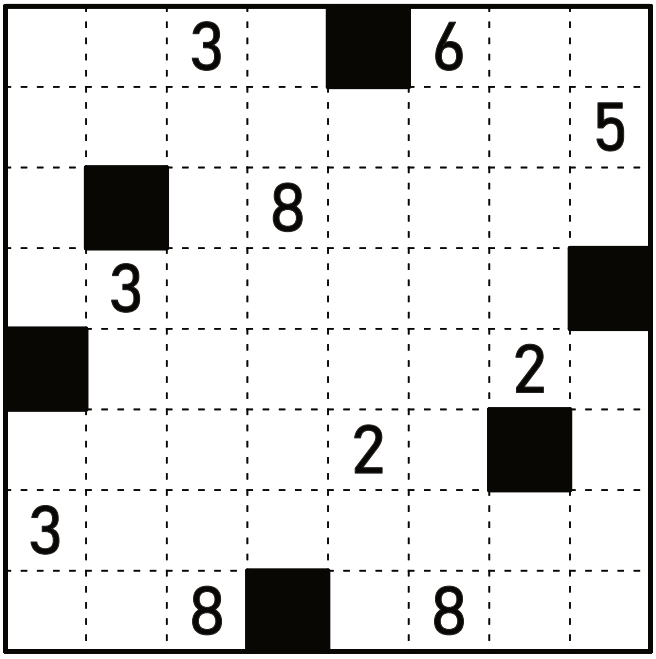
Puzzle A.2.10 (3 points)



Puzzle A.2.11 (5 points)



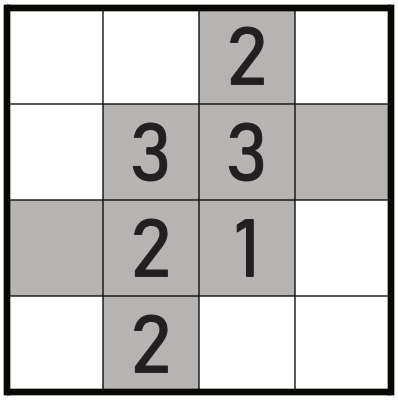
Puzzle A.2.12 (9 points)



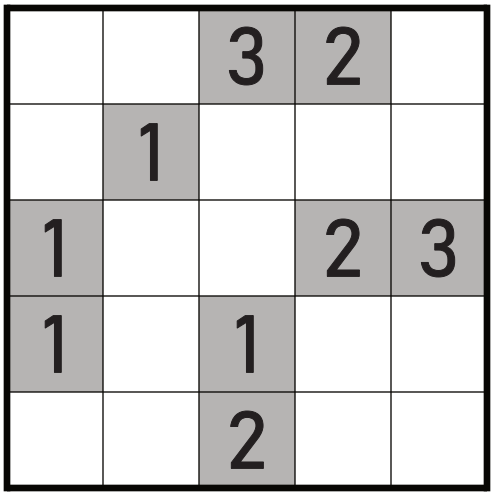
A.2.13 - A.2.15: Arrows (Irregular)

Place an arrow into each empty cell facing one of the eight main directions. Each arrow must point to at least one gray cell inside the grid, and a number inside the grid indicates how many arrows are pointing at it.

Puzzle A.2.13 (3 points)



Puzzle A.2.14 (5 points)



Puzzle A.2.15 (15 points)