



Round 3:

Powerhouses

Name: _____

Division: ☐ Advanced ☐ Beginner

3.1	Fillomino	3 points	3.10	Tapa	2 points
3.2	Fillomino	5 points	3.11	Tapa	6 points
3.3	Fillomino	7 points	3.12	Tapa	10 points
3.4	Statue Park	3 points	3.13	Double Choco	3 points
3.5	Statue Park	6 points	3.14	Double Choco	6 points
3.6	Statue Park	8 points	3.15	Double Choco	10 points
3.7	Slitherlink	2 points	3.16	Akari	2 points
3.8	Slitherlink	4 points	3.17	Akari	6 points
3.9	Slitherlink	7 points	3.18	Akari	10 points

Total: 100 points

3.1—3.3: Fillomino

Divide the grid into regions of orthogonally connected cells. Two regions of the same size may not share an edge. Clued cells must belong to a region containing the indicated number of cells.

Note: It's enough to divide into regions; you don't need to place numbers in all the cells.

Puzzle 3.2 (5 Points)

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

Puzzle 3.1 (3 Points)

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

Puzzle 3.3 (7 Points)

4	3		3	4			4
		9		4			9
		6			9		
	4					9	
5							3
5							2
	4					3	
		2			6		
5		6		4			
5			5	3		1	2

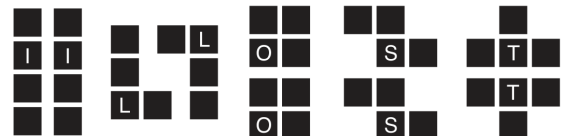
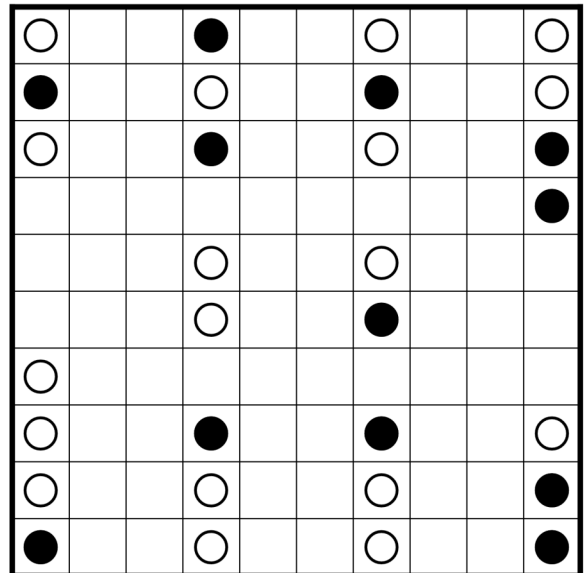
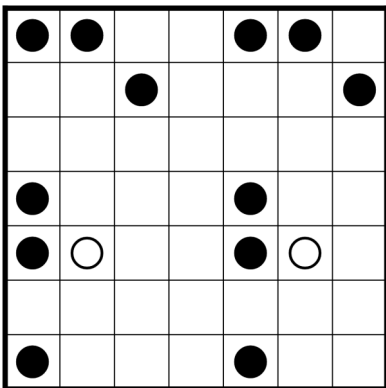
3.4—3.6: Statue Park

Place each shape from the bank given outside the grid into the grid so that no two shapes share an edge and all unused cells form one orthogonally connected area. Rotating and reflecting shapes is allowed. Cells with black circles must be used by a shape, and cells with white circles must not be used by a shape.

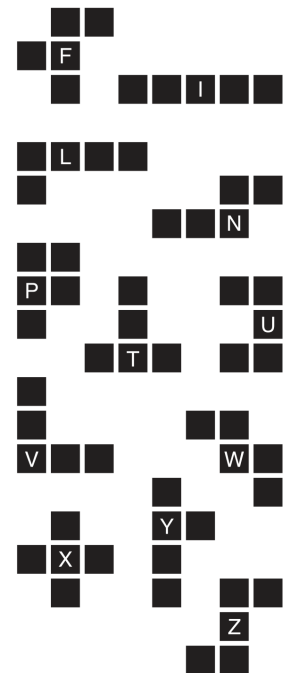
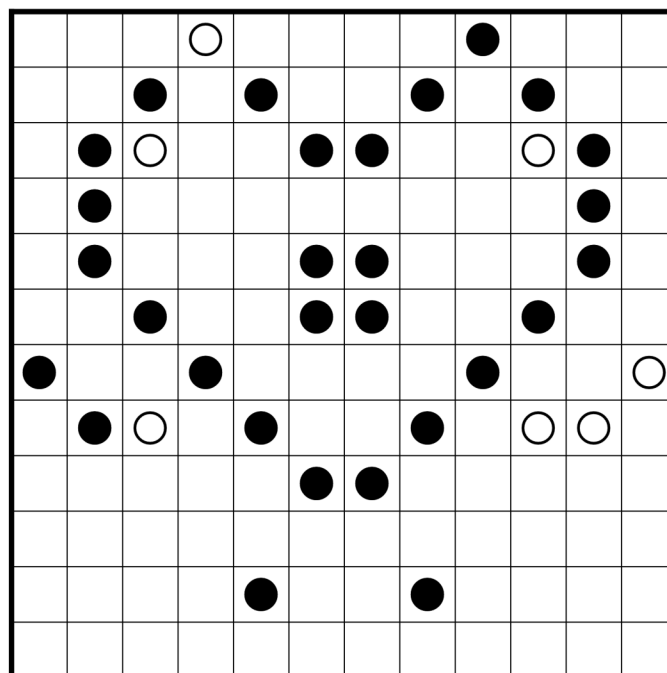
(The letters in the shape bank are for your convenience and are not needed for answer check.)

Puzzle 3.5 (6 Points)

Puzzle 3.4 (3 Points)



Puzzle 3.6 (8 Points)



3.7—3.9: Slitherlink

Connect some pairs of orthogonally adjacent dots to form a single non-intersecting loop. Clues represent the number of edges drawn surrounding the clue (up to four).

Puzzle 3.7 (2 Points)

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. . . 2 . 0 . 1 . 0 . .
. 1 . . . . . 3 .
. 2 . . . . . 1 .
. 1 . . . . . 3 .
. 3 . . . . . 2 .
. . 1 . 3 . 1 . 2 . .

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Puzzle 3.8 (4 Points)

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. 3 . 2 . . 2 . 1 . . . .
. 3 . 2 . . 2 . 1 . . 3 . 1 .
. 1 . 1 . . 3 . 3 . . 3 . 1 .
. . . . . 1 . 1 . . 3 . 3 .
. 3 . 1 . . . . . . . .
. 3 . 1 . . 3 . 2 . . 2 . 1 .
. . . . . 3 . 2 . . 2 . 1 .

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Puzzle 3.9 (7 Points)

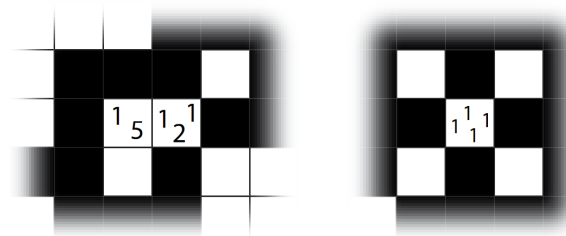
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. . . 3 . 1 . 2 . . . 1 . 1 . .
. 3 . . 3 . 1 . 2 . . . 2 . 3 . .
. 1 . 2 . . . . . . . . .
. 0 . . . 0 . 1 . . 2 . 1 . 3 . 2 .
. . . 3 . 2 . . . . . . .
. . . . . 2 . 0 . . . .
. 0 . 2 . 3 . 1 . . 3 . 2 . . . 3 .
. . . 1 . 1 . . . . . 1 . 1 .
. . 2 . 1 . . . 1 . . . . 2 .
. . 2 . 1 . . . 1 . 2 . 1 . . .

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3.10—3.12: Tapa

Shade some cells so that all shaded cells form one orthogonally connected area and no 2x2 region is entirely shaded. Clues cannot be shaded, and represent the lengths of the blocks of consecutive shaded cells in the (up to) eight cells surrounding the clue.



Puzzle 3.11 (6 Points)

Puzzle 3.10 (2 Points)

¹ ₁			3			2
¹ ₂			4			4
2			¹ ₃			2

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

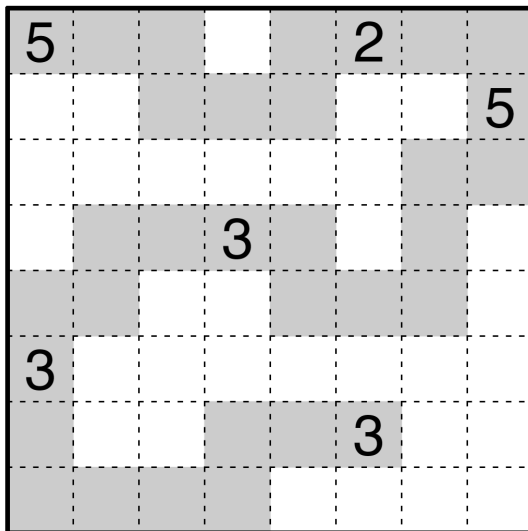
Puzzle 3.12
(10 Points)

1			2							1
						¹ ₃	¹ ₁			
							² ₃			
		² ₃								
2					¹ ₂					
						¹ ₂	¹ ₁		² ₃	
	¹ ₃			² ₂						
						² ₂				2
								¹ ₁	¹ ₁	
		¹ ₂	¹ ₁							
				² ₂						
2							¹ ₂			2

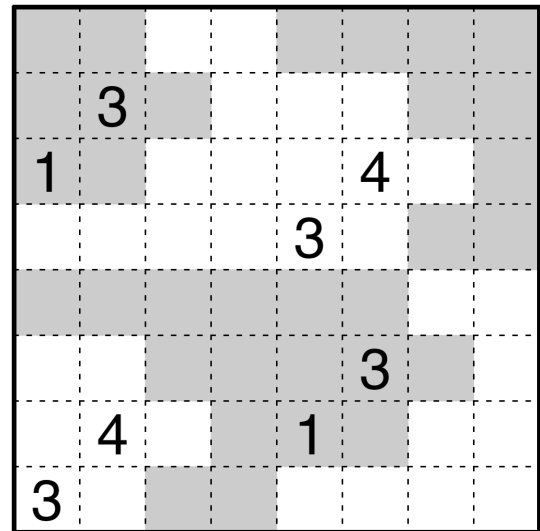
3.13—3.15: Double Choco

Divide the grid into regions of orthogonally connected cells, each containing a connected group of white cells and a connected group of grey cells, with the property that the shape of the white cells is identical to the shape of the grey cells, allowing rotations and reflections. Clued cells must belong to a region containing the indicated number of white cells and the indicated number of grey cells.

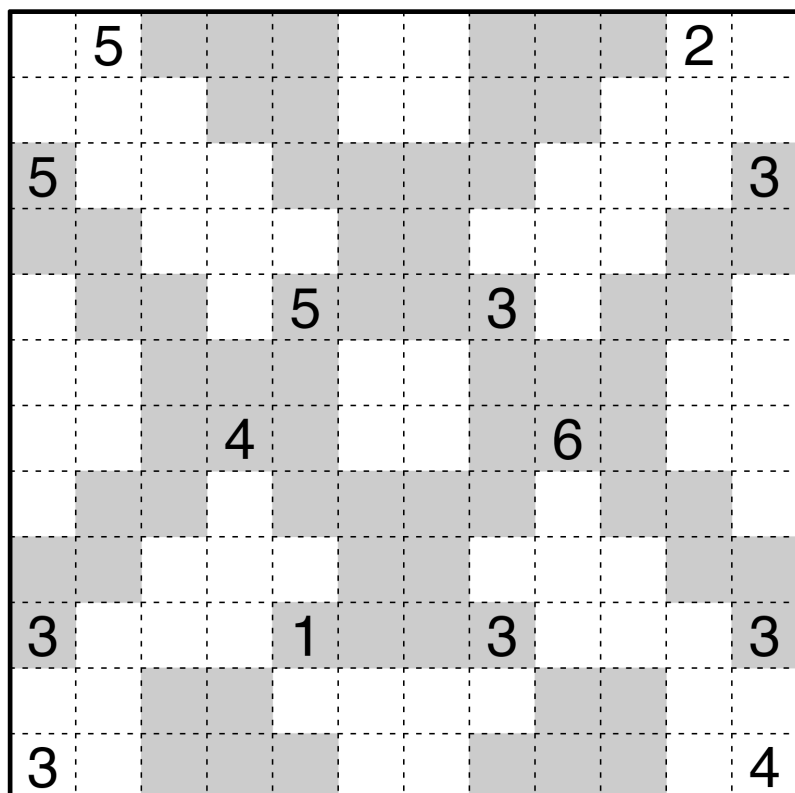
Puzzle 3.13 (3 Points)



Puzzle 3.14 (6 Points)



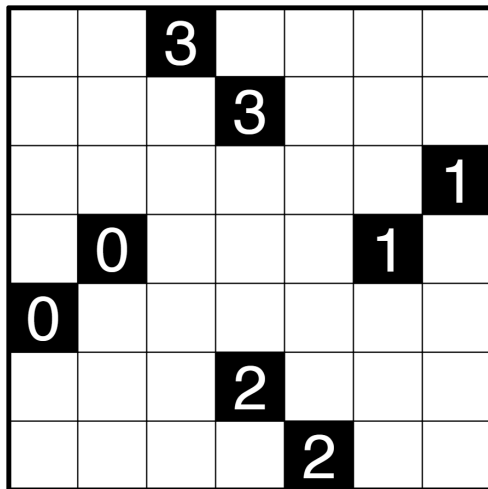
Puzzle 3.15
(10 Points)



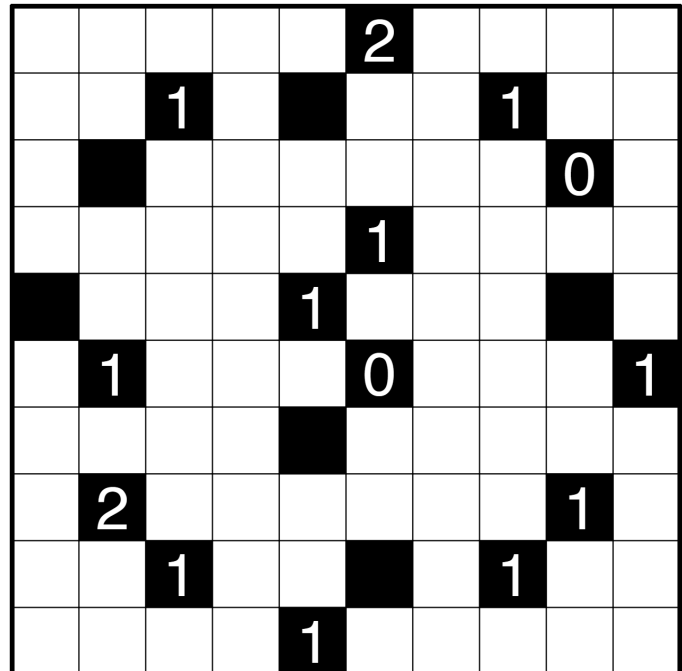
3.16—3.18: Akari

Place lights in some cells so that every cell is illuminated. Lights illuminate the cell they're in as well as all cells seen in a straight line horizontally or vertically, not obstructed by a black cell. Lights may not illuminate each other. Clues represent the number of lights in the (up to) four cells surrounding the clue.

Puzzle 3.16 (2 Points)



Puzzle 3.17 (6 Points)



Puzzle 3.18 (10 Points)

