# Puzzle Getchu!

Puzzle Getchu! will be open from September 27th 8:00 AM UTC (4 AM EST, 5 PM JST) to October 4th 10:00 AM UTC; you may participate at any time during this time period. You will have **120 minutes** to solve as many puzzles as you can in that time. Ties will be broken by last submission time. For more information on how to participate, check [this page on puzcon.jp](#). The puzzle booklet will contain 12 pages.

Each puzzle will have an answer key that describes some part of the solution, and in order to get credit for solving a puzzle you must correctly input the answer key into the submission form. For any value greater than 10, enter only the last digit.
Penpa links in contest mode will be provided for each puzzle: there is no automatic solution checking on these links.

If you have any questions, comments or concerns, you can leave these directly through puzcon or contact [me (IHNN)](#) on Discord.

| Genre | Points |
|---|---|
| Stostone | 5 |
| Nibunnogo | 5 |
| Double Choco | 10 |
| Tents | 15 |
| Light and Shadow | 10 |
| Word Worms | 30 |
| Doppelblock | 10 |
| Cave (Coral) | 15 |
| Aquapelago | 15 |
| Four Winds | 10 |
| Icewalk | 20 |
| Onsen-Meguri | 5 |
| Japanese Sums | 25 |
| Walls | 15 |
| Castle Wall | 15 |
| Statue Park | 25 |
| Yajisan-Sokoban | 10 |
| Multi-Skyscrapers | 20 |
| Compass Galaxies (Monkeys) | 40 |
| **Total** | **300** |

This instructions booklet contains the point value, rules and answer key format for every puzzle type that will appear, along with an example puzzle and its solution. The examples should be formatted the same way as the contest puzzles.

All example and contest puzzles were written by me. Genre theming based on Ape Escape 1 / Saru Getchu, a game I've spent many, many hours playing.

Thanks to [DireKrow](#), [ft029](#) and [Sophie](#) for test-solving. Thanks also to DireKrow, [Rever](#) and [Dawgup](#) for proofreading the instructions, and puzcon.jp for hosting.

# 1. Stostone (5 points)

Shade some cells such that every region contains exactly one orthogonally connected group of shaded cells. A numbered region must contain exactly that many shaded cells. Shaded cells may not be adjacent across region boundaries. If all of the shaded groups were affected by gravity without deforming, they must fill exactly the bottom half of the grid.

**Answer Key:** The lengths of all shaded and unshaded groups, in order, in the marked rows/columns.
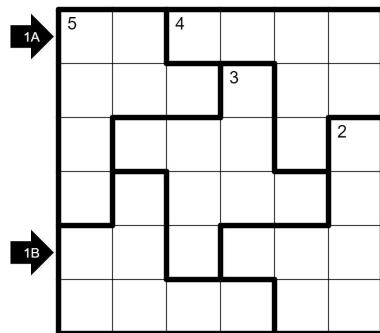
puzzle link

# 2. Nibunnogo (5 points)

Shade some cells such that all orthogonally connected shaded and unshaded groups contain 5 or fewer cells. A number in the grid gives the number of shaded cells on the up to 4 surrounding cells.

**Answer Key:** The lengths of all shaded and unshaded groups, in order, in the marked rows/columns.
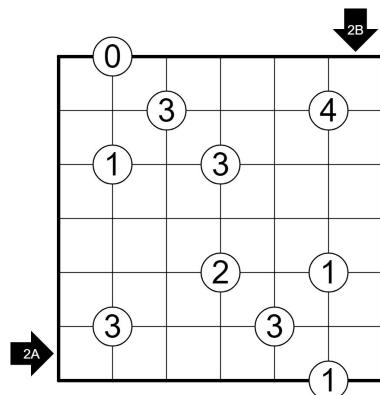
puzzle link

# 3. Double Choco (10 points)

Divide the grid into regions along cell boundaries. Each region must contain one connected group of light cells, and one connected group of dark cells. These groups must be the same shape, but may be rotated and/or reflected. Numbers inside a cell indicate the number of cells in the single-colored shape they are contained in.

**Answer Key:** The length of each group of cells in each region in the marked rows/columns.
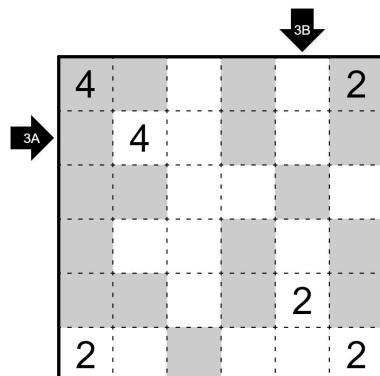
puzzle link

# 4. Tents (15 points)

Place tents into some cells such that no two tents are in cells that share an edge or corner. Every tree must connect with exactly one tent that is orthogonally adjacent to it, and each tent must connect with exactly one tree. It is possible for a tent to be adjacent to a tree without connecting to it. Numbers outside of the grid give the number of tents in that row or column.

**Answer Key:** The contents of the marked rows/columns. Use an "O" for a cell with a tent and an "X" for anything else.
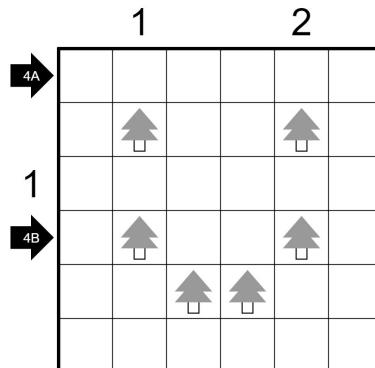
puzzle link

# 5. Light and Shadow (10 points)

Shade some cells such that every orthogonally connected shaded and unshaded group has exactly one given number indicating the size of that group. White circles must not be shaded, and black circles must be shaded. A ? stands for an unknown positive integer.

**Answer Key:** The lengths of all shaded and unshaded groups, in order, in the marked rows/columns.
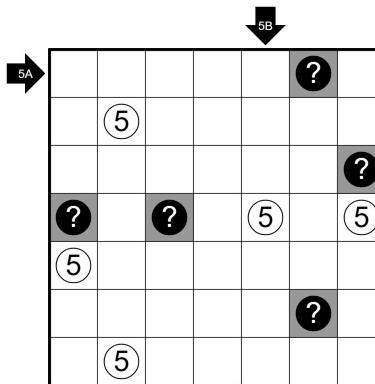
puzzle link

# 6. Word Worms (30 points)

Place one letter into every empty cell such that every worm can be found. Worms are words that can be read in a path that may bend and move in any orthogonal direction. Every cell in the grid must be part of exactly one worm. If identical letters are adjacent, even diagonally, they must belong to the same worm.

**Answer Key:** The contents of the marked rows/columns.

CRYPTIC    RELICS

LEVEL    SECRET
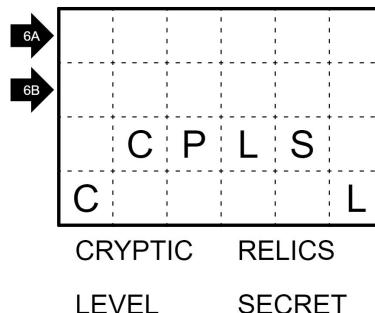
puzzle link

# 7. Doppelblock (10 points)

Place two shaded cells and each number from the indicated range without repeats into every row and column. Numbers outside the grid give the sum of all numbers between the shaded cells in that row or column.

**Answer Key:** The contents of the marked rows/columns. Use an "X" for a shaded cell.



[puzzle link]

# 8. Cave (Coral) (15 points)

Shade some cells in the grid such that all unshaded cells are orthogonally connected, and all shaded cells are orthogonally connected to the edge of the grid. Numbers must not be shaded. A number in the grid indicates the total amount of unshaded cells in horizontal and vertical directions until the next shaded cell or the edge of the grid, including the numbered cell itself. Numbers outside the grid give the lengths of all blocks of **unshaded cells** in that row or column in no particular order.

**Answer Key:** The lengths of all shaded and unshaded groups, in order, in the marked rows/columns.



[puzzle link]

# 9. Aquapelago (15 points)

Shade some cells such that no two shaded cells are orthogonally adjacent. All unshaded cells must be orthogonally connected and no 2x2 area may be fully unshaded. Numbers must be shaded and give the amount of shaded cells in their diagonally connected chain.

**Answer Key:** The lengths of all shaded and unshaded groups, in order, in the marked rows/columns.



[puzzle link]

# 10. Four Winds (10 points)

Draw lines extending from each number such that the total length of all lines connected to a number sum to that number, and all cells contain a number or line. Lines may not turn, intersect, cross, or connect to multiple numbers.

**Answer Key:** The value of the number pointing into that cell, for each cell in the marked rows/columns.
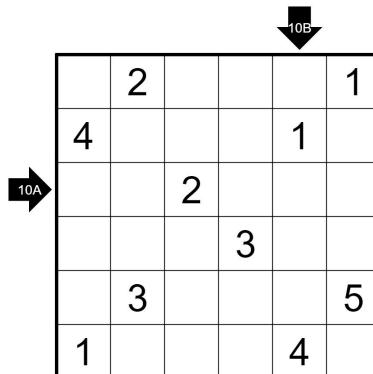


puzzle link

# 11. Icewalk (20 points)

Draw a non-branching loop between orthogonally adjacent cell centers that passes through every number. The loop may not turn on ice cells, and can only cross on ice cells. Numbers give the amount of non-ice cells between visits to ice cells.

**Answer Key:** The lengths of loop segments in the indicated rows/columns.
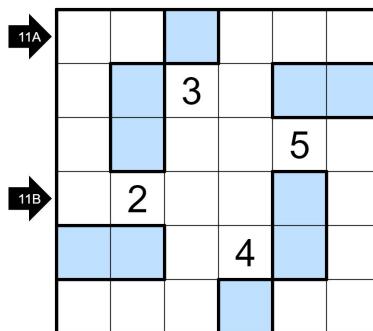


puzzle link

# 12. Onsen-Meguri (5 points)

For each circle, draw a loop passing through it between orthogonally adjacent cell centers that does not branch or cross. Every loop must contain exactly one circle. All regions must be visited by at least one loop. Each loop can enter a region at most once, and must visit the same number of cells in every region. If the circle is numbered, those visits must use exactly that many cells.

**Answer Key:** The lengths of loop segments in the indicated rows/columns.
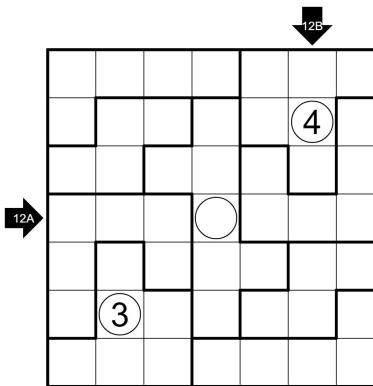


puzzle link

# 13. Japanese Sums (25 points)

Place a number from the indicated range into some of the cells. Digits may not repeat in a row or column. Numbers outside the grid give the sum of each group of numbered cells in that row or column, in order. Each sum is separated by at least one un-numbered cell. A ? stands for an unknown positive integer.

**Answer Key:** The contents of the marked rows/columns. Use an "X" for an unused or shaded cell.

{1-5}

| | 13A | 9 | | ? | 13B |
|---|---|---|---|---|---|
| | 8 | ? | 10 | 2 | ? |
| 6 7 | | | | | |
| 4 5 | | | | | |
| ? ? | | | | | |
| 1 3 | | | | | |
| 11 | | | | | |

[puzzle link](#)

# 14. Walls (15 points)

Place a horizontal or vertical line into every empty cell. Numbers in the grid give the total length of lines connected to that cell. Lines may connect to multiple clues.

**Answer Key:** The contents of the marked rows/columns. Use H for a horizontal line, V for a vertical line, and X for a clue cell.

14B

14A

| 2 | 0 | | | 2 | 3 |
|---|---|---|---|---|---|
| | | | | | |
| | | 4 | 1 | | |
| | | | | | |
| | 2 | | | 4 | |
| | 1 | | | 2 | |

[puzzle link](#)

# 15. Castle Wall (15 points)

Draw a loop between orthogonally adjacent cell centers that does not branch, cross, or pass through clue cells. White clue cells must be inside the loop, and black clue cells must be outside the loop. Gray clue cells may be either inside or outside the loop. Numbers give the total length of loop segments in the indicated direction.

**Answer Key:** The lengths of loop segments in the indicated rows/columns.

15A

15B
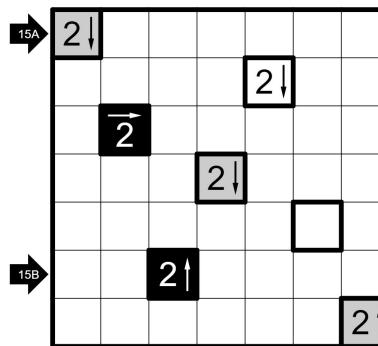
[puzzle link](#)

# 16. Statue Park (25 points)

Place each of the given shapes exactly once into the grid, with rotation and reflection allowed. Shapes may not be orthogonally adjacent. White circles may not have shapes placed on them, and black circles must have shapes placed on them. All cells without shapes must be orthogonally connected.

**Answer Key:** The letters representing the shapes in the marked rows/columns. Shapes will be labeled. If the row/column is empty, input a "-".
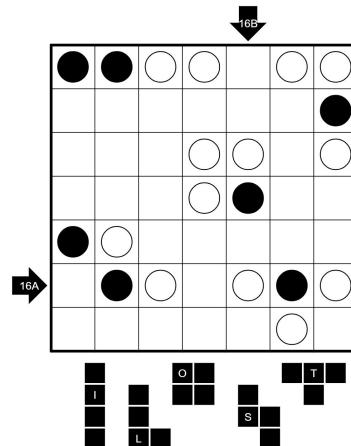
# 17. Yajisan-Sokoban (10 points)

Move some boxes (squares) in a straight line horizontally or vertically such that any cell is used by at most one box path. It is possible for a box to remain in its starting location. Uncovered numbers give the amount of boxes in the indicated direction. If a box ends its movement on a cell with a number, that number gives no information and may or may not be true.

**Answer Key:** The index of the first column in each row that has a box. If there is no box, input a "0".

# 18. Multi-Skyscrapers (20 points)

Place a number from 1 to N without repeats, where N is the side length of each grid, into every row and column of each grid. Numbers outside each grid give the number of times a new largest number is reached in that row or column, starting from the number. Circled cells act as clues for all adjacent grids and will have the same value for all grids.

**Answer Key:** The contents of the skyscrapers grids in the marked rows/columns. Do not include skyscraper clues.
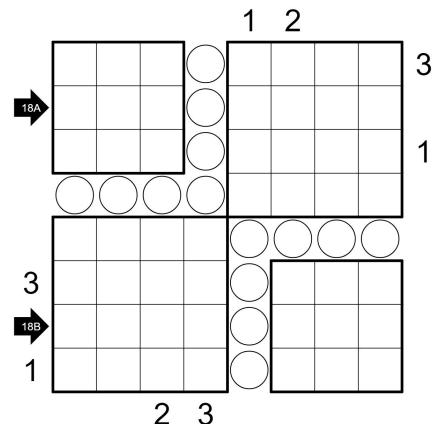
# 19. Compass Galaxies (Monkeys) (40 points)

Divide the grid into regions along cell boundaries so that each region contains exactly one monkey (shown as a monkey inside a hexagon) and exactly one other clue. A white circle (Spiral Galaxies clue) indicates that the region has 180 degree rotational symmetry centered on the clue. A number in an X (Compass) clue, if given, indicates the number of cells inside that region that are further than the clue in the direction of the number.
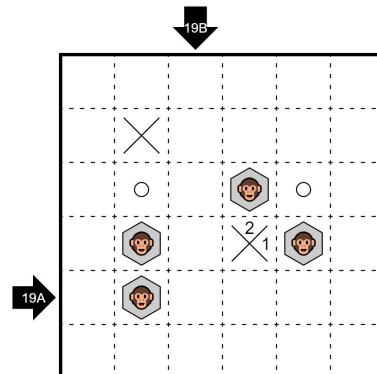
**Answer Key:** The length of each group of cells in each region in the marked rows/columns.

puzzle link

# Example Solutions

### Stostone

42, 1122

### Nibunnogo

2121, 33

### Double Choco

312, 2121

## Tents



XOXXOX, OXOXXX

## Light and Shadow



223, 1321

## Word Worms



CRYPTIC    RELICS

LEVEL    SECRET
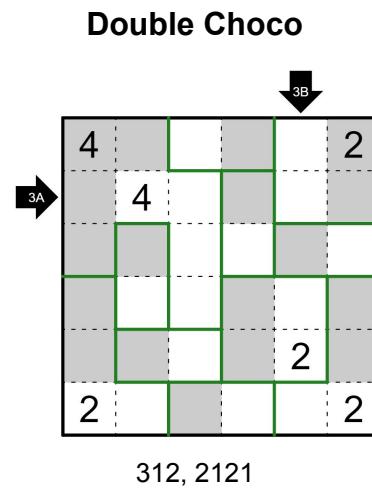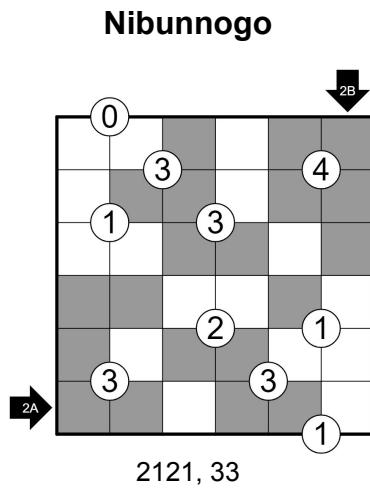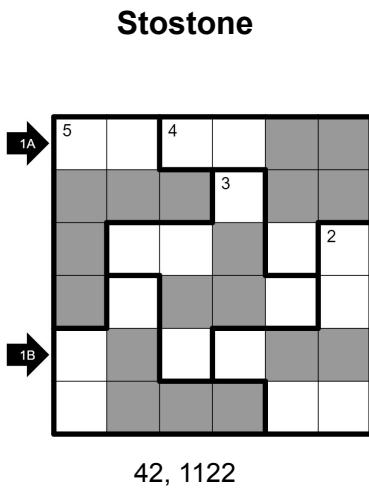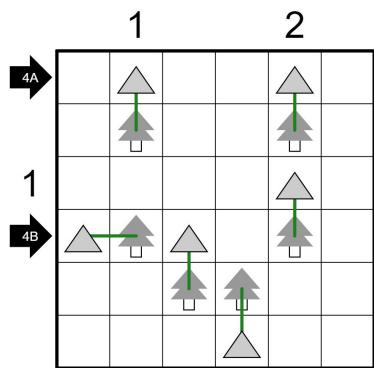
RCESLE, EITICV

## Doppelblock
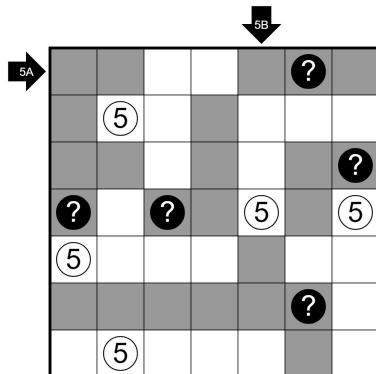


321XX, 3X2X1

## Cave (Coral)
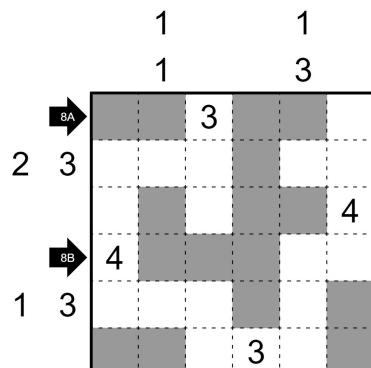


2121, 132
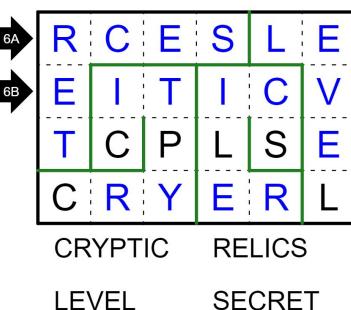
## Aquapelago
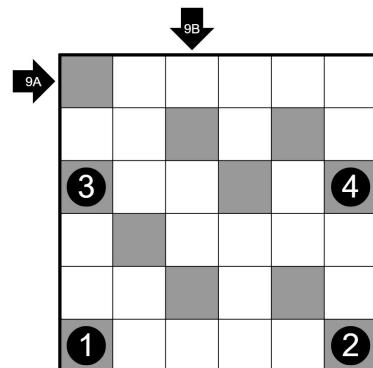


15, 11211

## Four Winds
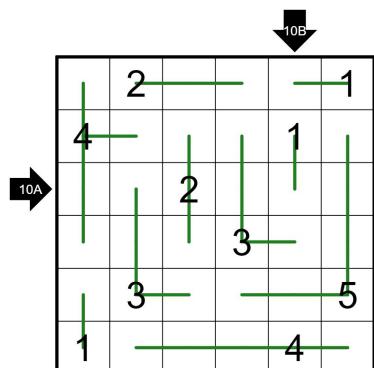


432315, 111354

## Icewalk
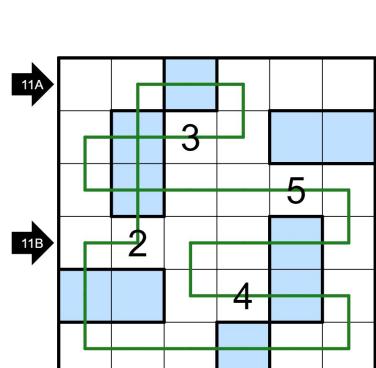


2, 13

## Onsen-Meguri



13, 12

## Japanese Sums

{1-5}

| | | 13A↓ 9 | | ? | 13B↓ |
|---|---|---|---|---|---|
| | 8 | ? | 10 | 2 | ? |
| 6 7 | 5 | 1 | | 3 | 4 |
| 4 5 | 1 | 3 | | | 5 |
| ? ? | 2 | 5 | 4 | | 1 |
| 1 3 | | | 1 | | 3 |
| 11 | | 4 | 5 | 2 | |

512XX, 4513X

## Walls



VHVHVV, VVXVHV

## Castle Wall



3, 12
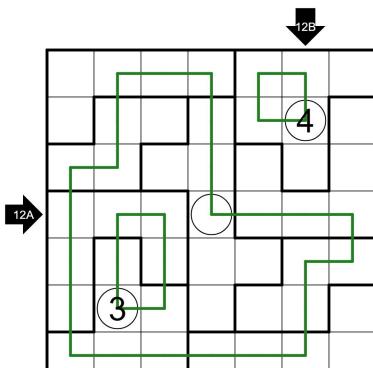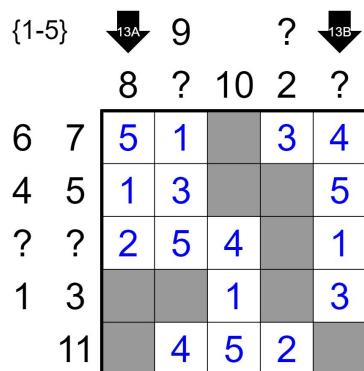
## Statue Park
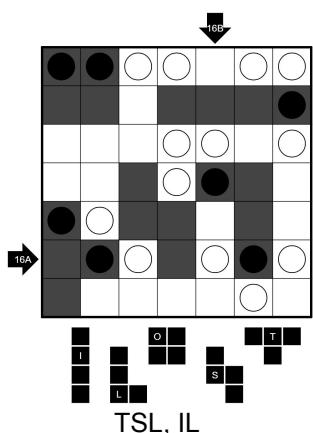


TSL, IL
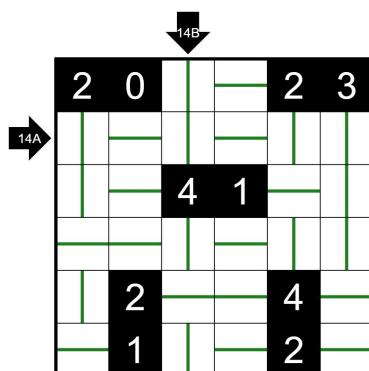
## Yajisan-Sokoban
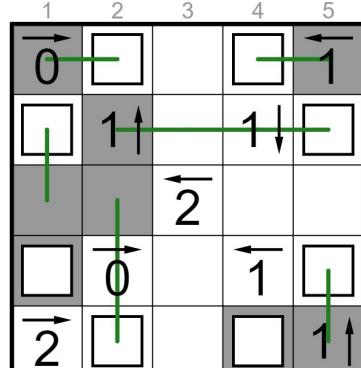


12114
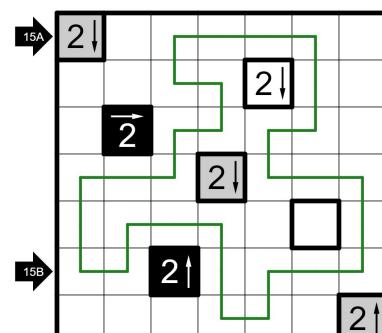
## Multi-Skyscrapers
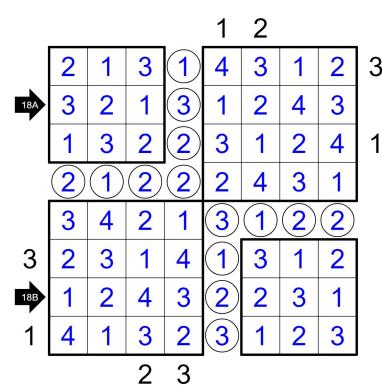


3211243, 1243231

## Compass Galaxies (Monkeys)



1221, 231