

## Instructions

Solve each of the puzzles given and submit your solutions using the way shown for each puzzle.

Submit your answers via K-Mail (green message) to dreamisle (#637914) by the contest end date: Rollover on August 19th.

A winner or winners will most likely be drawn on August 20th.

## Entries

There are three ways to gain entries:

1 ticket is given when a player submits 4 correct answers.

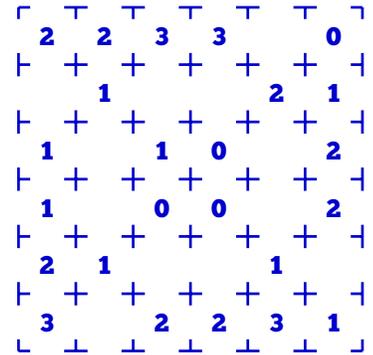
1 ticket is given when a player has solved the remaining 2 puzzles.

An additional ticket may be given if a player finds and reports a mistake in the puzzle sheet(s).

## Fence Your Campground

At right is your campground. You must make a single loop of fencing around the campground with no intersections or dead-ends. The fencing must follow the grid lines and each numbered square must have as many pieces of fence around it as the number in the square.

Submit your answer by numbering each square with 0 if outside the loop, 1 if inside the loop, and written left to right, top row to bottom row.

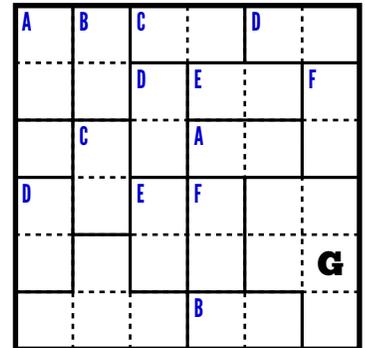


## Toymaking Sum Sudoku

Solve the sum sudoku grid at right by placing a toymaking item into each cell. Once complete, each row and column should have 1 of each item, and the items placed into the bordered sections must form the toy listed.

A: Yo-Yo, B: Stuffed Doppelshifter, C: Top, D: Ball, E: Pet Rock, F: Kite

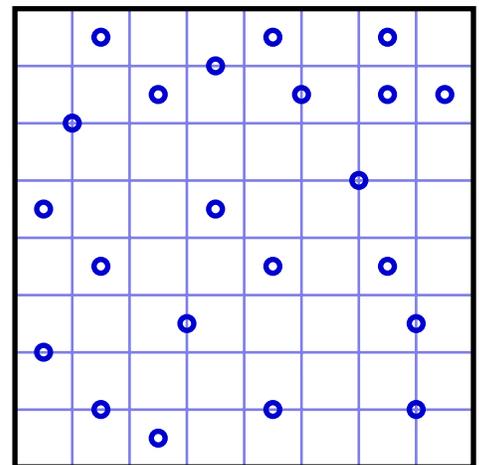
Submit your answer by listing the items left to right, top row to bottom row, and using: (B) wooden block, (F) felt, (G) googly eye, (L) length of string, (S) stuffing, (W) toy wheel



## Beast with 22 Eyes

Split the beast with 22 eyes along the grid lines to make 22 sections. Each section must have 180 degree rotational symmetry around an eye located at it's center, and all pieces of the monster must be used.

Submit your answer by labeling each piece with a letter and listing the cells from left to right, from top row to bottom row.



But wait, there's more!

Puzzles for this competition continue on page 2!

## Suggested Solution Formats\*

Fence Your Campground Example: 000, 010, 000

Toymaking Sum Sudoku Example: BFGLSW, (etc...)

Beast with 22 Eyes Example: AAABBCDDD, AAABBEFFF, (etc...)

Curvy Clue Grid Fill Example: ABCDE, FGHIJK, (etc...)

Haunted Mirror Maze: VVVV,ZZZ,GGGG (etc...)

Itznotyerzitz Mine Mapping Example: 00X000,0000X0,000000 (etc...)

\* Any logical solution format is fine, but these are recommended for faster solution processing.

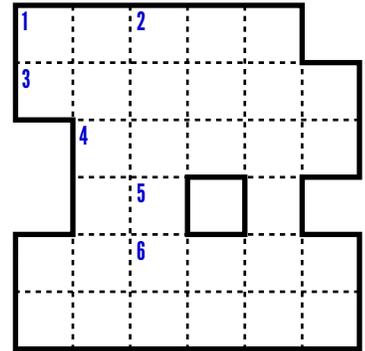
## Errata

The suggested solution formats had a couple of issues that are now fixed thanks to Maltro.

## Curvy Clue Grid Fill

Place the given names of former WKOL DJs into the grid, curving them according to the arrows shown. Each will start at a number within the grid, and all cells should be full once the puzzle is complete.

Alhanna → ↑ → ↑      DukeofDisco → ↓ → ↑  
 Artsy → ↓              Kyttie → ↑ → ↑  
 Badfae ↓ ← ↑          Toe →

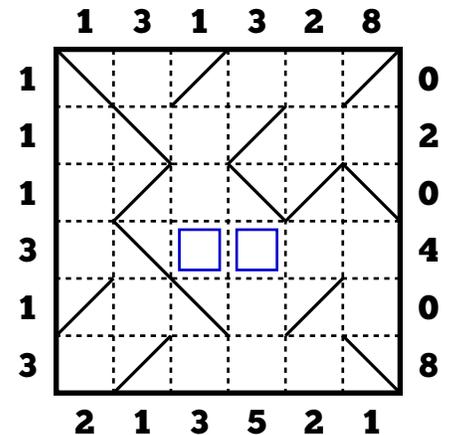


Submit your answer by listing the letters going left to right, top row to bottom row through the grid, ignoring spaces.

## Haunted Mirror Maze

Place 7 of each monster in the grid at right so that the spaces outside the grid tell how many can be seen from that viewing point looking into the row or column. Mirrors inside the maze reflect a line of sight 90 degrees, as with a laser.

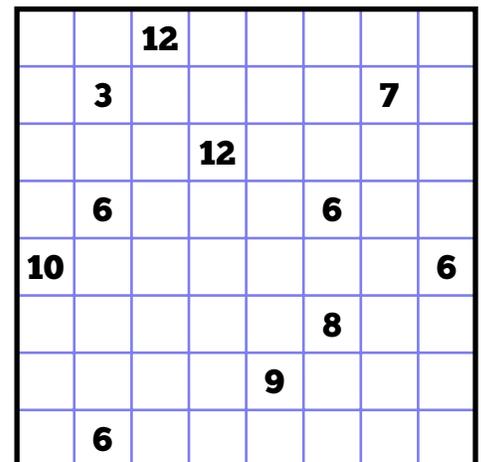
Zombies are always seen, Vampires are seen only head-on (not reflected in a mirror) and Spectres are only seen in mirrors (not head-on). Marked cells must contain the same monster.



Submit your answer by listing the monsters (by first letter) going left to right, top row to bottom row through the grid, ignoring mirrors.

## Itznotyerzitz Mine Mapping

Use the clues in the grid at right to shade in some of the cells to make walls. Each number tells the number of non-wall spaces that can be seen from that space up, down, left, and right - plus it's own space. All white spaces must be connected using those 4 directions. Numbered cells may not contain a wall.



Submit your answer by listing each row left to right, top row to bottom row; treat spaces as 0 and walls as X.