

# Changelog – WPC IB v2

This note provides the list of updates in the WPC 2025 Instruction Booklet between its first online release on 10<sup>th</sup> September and its current, intended final 2<sup>nd</sup> version.

Have fun!

## Changes in content

### **All individual rounds with multiple independent puzzle types:**

- A scoring table for these rounds is now included in the IB.

### **Round 03 Hitori Variants:**

- The scores were updated for multiple individual puzzles
- The round total score was updated from 900 to 950
- The order of the puzzles was changed (Skyscraper + Hitori coming in at 4<sup>th</sup> instead of being last)

### **Round 14 Solar System:**

- Solving time will be 75 minutes (not 60) and total score is 3000 points (not 1000).

### **Round 05 Fish & Ships / Round 14 Solar System:**

- Appendices containing cuttable pieces of the example puzzles is not included but can be separately downloaded from:

[https://www.wspc2025.hu/wpc2025\\_practice\\_materials/](https://www.wspc2025.hu/wpc2025_practice_materials/)

## Rule clarifications

### **Round 02 Evergreens:**

- Puzzle 01-02 Triangle Maze: The line cannot go through cells with numbers.
- Puzzle 21-22 Domino: You need to clearly indicate domino boundaries in addition to filling in all the numbers to receive credit for this puzzle.

### **Round 06 Tapa Mastermind:**

- Puzzle 04 Knapp Daneben Tapa: clarified that a 1 can possibly turn into a zero (even if there are multiple digits in a clue, e.g. a transition like “111” -> “002” is possible).
- Puzzle 09 Totally False Tapa: Zero is not a valid clue in this variation (considering both the given false and the true set of clues).

### **Round 09 Assorted Puzzles:**

- Puzzle 31 X-Crosswords: Cells of any given letters cannot be shaded black.

### **Round 13 Pangaea Proxima:**

- Puzzle 01 Scrabble + Nurikabe Snakes: cell wide path without self-touching in any way, branching or containing a 2x2 area”
- Puzzle 02 Ice Walk + Double Choco: The loop must go through at least one cell of every shaded region within the Ice Walk sub-puzzle. If two or more shaded regions are not connected within the Ice Walk sub-puzzle but connected when considering the entire puzzle, then they need to be considered as separate regions for the Ice Walk sub-puzzle and the loop needs to go through each of them.

## **Round 16 Coded Puzzles:**

- Puzzle 03 Products: A cell with a “–” sign cannot contain any number.
- Handling:
  - Please do not use coded letters for solving puzzles that require writing numbers. For Math Path and Meandering Numbers puzzles, it is acceptable to draw the path(s) as a solution, as long as (1) that path notation is consistently used across the entire puzzle, and (2) for each path its direction is clearly indicated, e.g. by an arrow or by writing “1” into the path’s starting cell, etc.
  - No number clues are given for this round, so if you see “O”, “I”, etc, those always represent letters and should not be treated as numbers.
- Scoring: added the following information.

The score of a puzzle will only be awarded if its solution is identical to the solution to that puzzle in the entire round’s solution. There may be puzzles that are solvable using a different encoding of the numbers, but that encoding won’t work with the rest of the round – such solutions will not be awarded the points associated to that puzzle.

The total score associated with the puzzles is 490 points. There is an additional 260 points to be scored by identifying the mapping between the letters and the numbers (10 points each). As shown in the example round, two additional coding grids will be provided – one listing the numbers and another one listing the letters. The 10 points available for identifying the mapping between a letter and a number will be awarded if and only if at least one of the following is true:

- If every puzzle in the entire round is solved correctly (in this case we don’t even check the grids and award the 260 points automatically)
- A pairing between a letter and a number is correctly indicated in both grids, and neither the letter nor the number is duplicated in either grid
- A pairing between a letter and a number is correctly indicated in exactly one grid, and is left blank in the other grid, and neither the letter nor the number is duplicated in either grid

You have the option to cross out one of the grids and mark it as draft – in that case only the other grid will be considered for scoring the mapping points.

## **Round 18 Full Loops:**

- Added clarification on Equal segments region rules: “the loop must go through an equal number of cells within the region every time it visits the region.”

## Miscellaneous

- Example puzzle fixes (R01 Scrabble, R05 Fish&Ships, R14 Kropki, R16 Kakurasu)
- Typos