

Meta-Loop

LMI Fun Contest: April 24–29, 2020

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Brief rule summary: (for full rules, see the IB)

Match the room rules, circle rules, and ?-values to the zones.

- Country Road:** At most one visit per room. Clue = number of cells used, no empty cells are adjacent across a room border.
- Detour:** Use all cells! Clue = number of turns in the room.
- Haisu:** Use all cells! Clue = number of visits to the room.
- Liar:** Use all cells! Clue \neq length of any visit to the room.
- Maxi:** Use all cells! Clue = length of longest visit to the room.
- Variety:** Clue = number of distinct cell contents in the room.

- Balance:** White balance loop pearl.
- Empty:** Unused cell (overriding "use all cells" room rules).
- Ice:** Loop must pass straight through, can cross itself here.
- Masyu:** Black or white masyu pearl.
- Palindrome:** In each visit to each room, location of circles along loop is palindromic.
- Persistence:** Loop makes the same shape in each circle.

Answer Entry: Record the length (in cells) of each visit to the marked rows that the loop makes, from left to right. Ignore vertical segments in Ice Barn crossings. Also, in order A-F, record the rules and ? value for each zone as a 3-digit number using the digits 1-6 as ordered in the matchmaker grid, separating zones by commas. See example below.

Example:

The main grid has clues: Variety A (rule: 1-2, circle: 1), Detour B (rule: 1-2, circle: 1), Haisu C (rule: 1-2, circle: 1), Liar D (rule: 1-2, circle: 1), Maxi E (rule: 1-2, circle: 1), Country F (rule: 1-2, circle: 1). The matchmaker grid shows the mapping of rules and ?-values to zones A-F.

Key explanation: Grid A has the 6th room rule, 5th circle rule, and ?-value 5 in the matchmaker grid, so its code is 655.

Example key:

A: 1142

B: 122213

Matchmaker: 655, 232, 363, 421, 544, 116

