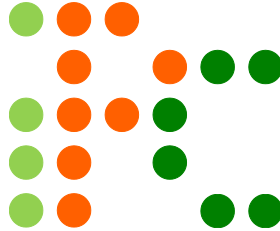


# puzzle रामायण

and



Episode – 1  
16<sup>th</sup> – 22<sup>nd</sup> January 2026

Classics  
by  
Chandrachud Nanduri & Subodh Jamgade

Puzzle Ramayan rounds will also serve as qualifiers for Indian Puzzle Championship for year 2026. Please check <http://logicmastersindia.com/PR/2026pr.asp> for details.

## Important Links

Submission Page: <http://logicmastersindia.com/live?contest=PR202601>

Discussion Thread: <http://logicmastersindia.com/t/?tid=6455>

F. A. Q. (contests): <http://logicmastersindia.com/t/?tid=2773>

F. A. Q. (online solving): <https://logicmastersindia.com/live/faq-online-solving.asp>

Registration, if required: <http://logicmastersindia.com/register.asp>

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## About this Episode

This episode has 22 Puzzles from the following puzzle types:

- 3\* Skyscrapers
- 3\* Yajilin
- 3\* Snake
- 3\* Battleships
- 3\* Araf
- 3\* LITS
- 2\* Skyscrapers [Sum]
- 2\* Yajilin [Masyu]

## How to participate?

- Understand the rules of different puzzles that will appear in this episode. This Instruction Booklet has rules for each puzzle.
- Any time on or after 16<sup>th</sup> January (but on or before 22<sup>nd</sup> January), login at the submission page using your LMI user-id and password. Please check the submission page for exact timing.
- **If you plan to solve on paper:**
  - a) Download the password protected Puzzle booklet (will be uploaded before the test starts). The Puzzle booklet contains the actual Puzzles to be solved. It is password protected, so you won't be able to open it.
  - b) Click on "Start". At this time, password for pdf will be shown and timer will start. **The contest duration is 60 minutes.**
  - c) The puzzle booklet can be downloaded, printed and solved on paper.
  - d) We advise you to have a printer accessible with enough paper.
  - e) You are allowed to use writing implements, eraser, blank paper (including commercial graph paper), ruler, scissors, and tape.
- **If you plan to solve on LMI's Penpa-Integrated Interface:**
  - a) Click on this link and understand the instructions - <https://logicmastersindia.com/live/fag-online-solving.asp>
  - b) It is noted on the link too, but we note it here as well to be clear – the participants must still input the answer keys in the boxes below the puzzle and submit them to receive credit as given below.
- Outside solving help of any kind is not permitted. This includes but is not limited to: assistance of any kind from any other person; prepared notes, books, calculators, computers, or tools other than items explicitly permitted.
- Participants may use both paper solving and online solving, even interchangeably. Eventually our system will only count anything submitted in the submission boxes in either mode.

If you are participating at LMI for first time, it will be useful to check the F.A.Q. at <http://logicmastersindia.com/t/?tid=2773>.

## About answer keys and Submission

- Each puzzle has some answer keys, as described in the instructions.
  - After solving the puzzle, you need to submit the puzzle using the answer keys.
  - You may submit the answer keys anytime during the test duration. You may consider submitting a puzzle as soon as you solve it.
  - Answer keys are always to be entered from left to right or top to bottom
  - Don't enter any separator unless specified in the answer key
  - If one row and one column is marked, enter the row first and then the column
-

- If multiple rows are marked, enter from top to bottom for marked rows
- If multiple columns are marked, enter from left to right for marked columns
- Uppercase or lower case does not matter for answer keys where letters must be entered.
- Characters other than the ones explicitly expected by the answer key will cause the red highlight to appear around the submission box.

## Points Table and Scoring

Points typically indicate difficulty of the Puzzles and time required to solve them. You will get full points if you enter the correct answer key. While the organizers have made best efforts to match them, **your personal experience and preference may differ.**

Skyscrapers	4, 9, 8
Yajilin	1, 2, 3
Snake	1, 2, 3
Battleships	2, 8, 6
Araf	2, 8, 5
LITS	1, 3, 4
Skyscrapers [Sum]	12, 9
Yajilin [Masyu]	4, 3

This test uses instant grading where a solver can submit any individual Puzzle and receive confirmation that the solution is correct or not. Each incorrect submission reduces the puzzle's potential score. The first, second, third, and fourth incorrect submissions reduce the potential score to 90%, 70%, 40%, and 0% respectively. A demonstration for this is shown below.

Original points

04 Araf	50 points	4A	Sum should be 10
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Potential points after 1 incorrect submission

04 Araf	45 / 50	4A	1234
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Potential points after 2 incorrect submissions

04 Araf	35 / 50	4A	23311
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Potential points after 3 incorrect submissions

04 Araf	20 / 50	4A	111111111
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Potential points after 4 incorrect submissions

04 Araf	0 / 50	4A	541
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## Bonus and Ranking

If you submitted all Puzzles correctly, you can have bonus points 1 point per minute saved, computed up to seconds.

Ranking will be based on following rules in order:

1. Most total points
2. Earliest final submission time, up to seconds (ignoring incorrect submissions)

## Credits

- **Botaku & David Altizio** for test solving the puzzles and providing invaluable feedback.
- The original creator **opt-pan** for penpa edit - <https://opt-pan.github.io/penpa-edit/>
- **Swaroop Guggilam** for his recent efforts in adding features to Penpa-edit - <https://swaroopg92.github.io/penpa-edit/> and also working to integrate it with our contest engine.

## About the Puzzle Booklet

The password protected Puzzle booklet will have 9 pages. This is relevant only for paper solvers.

*Solutions and keys (including the key explanation) to examples are towards the end of the booklet in the Solutions section.*

## 1-3 Skyscrapers

Place a number from 1 to N into each cell so that each row and each column contains every number from that range with no repeats, where N is the side length of the grid. A clue outside the grid represents how many cells in the corresponding row or column contain a larger number than all cells before it in that row or column from the direction of the clue.

[The puzzles in the contest will be of sizes 6x6, 7x7 and 7x7. This example is 4x4.]

Penpa for example:

<https://tinyurl.com/2ayo8hwx>

## 4-6 Yajilin

Shade some cells so that no two shaded cells are orthogonally adjacent and draw a non-intersecting loop through the centers of all the remaining empty cells. Clues cannot be shaded, and represent the number of shaded cells in a straight line in the indicated direction.

[The puzzles in the contest will be of sizes 8x8, 10x10 and 10x10. This example is 6x6.]

Penpa for example: <https://tinyurl.com/2gx8x3k7>

## 7-9 Snake

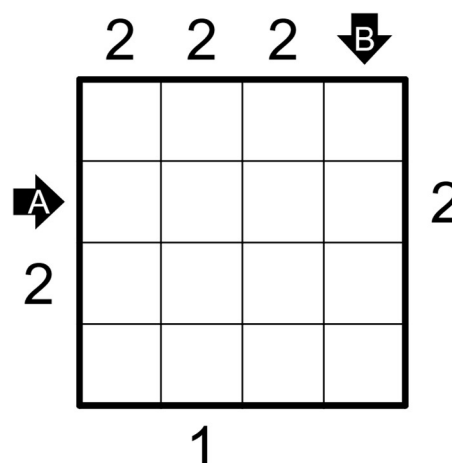
Shade some cells to form a non-intersecting path of 1-cell width which does not touch itself, not even diagonally. A black circle must lie on an end of the path. A white circle must lie somewhere along the path, but not at an end.

A number outside the grid represents how many cells in the corresponding row or column are shaded.

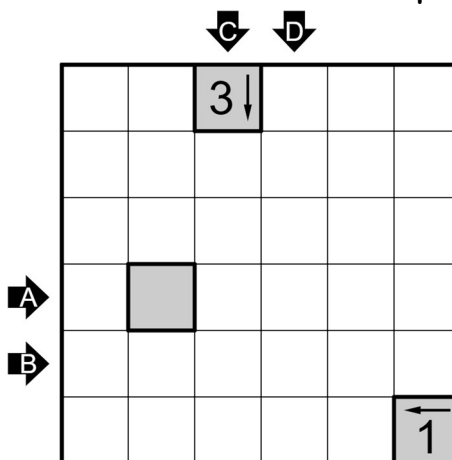
[The puzzles in the contest will be of sizes 8x8, 9x9 and 10x10. This example is 6x6.]

Penpa for example: <https://tinyurl.com/3uhznn2c>

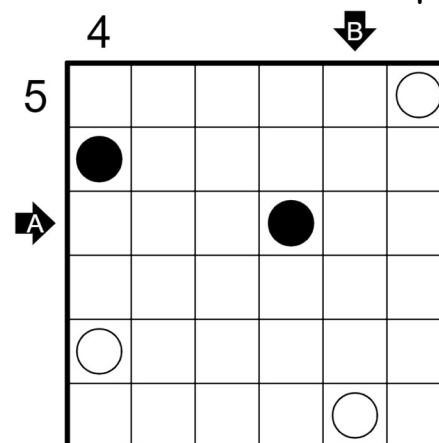
4 + 9 + 8 points



1 + 2 + 3 points



1 + 2 + 3 points



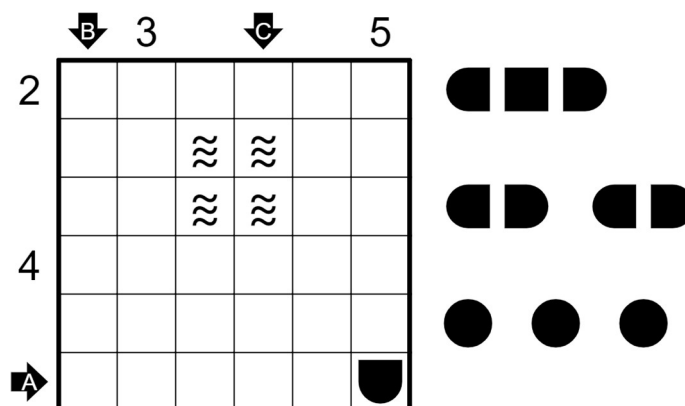
## 10-12 Battleships

2 + 8 + 6 points

Place the given fleet of ships into the grid so that no two ships are touching, not even diagonally. Rotating ships is permitted. A clue outside the grid indicates the number of cells in the corresponding row or column that are occupied by ships. Cells with waves cannot be occupied by a ship. A given ship segment must be used as the part of a ship that its shape represents.

[The puzzles in the contest will be of sizes 9x9, 10x10 and 10x10. This example is 6x6.]

Penpa for example: <https://tinyurl.com/26895pmb>



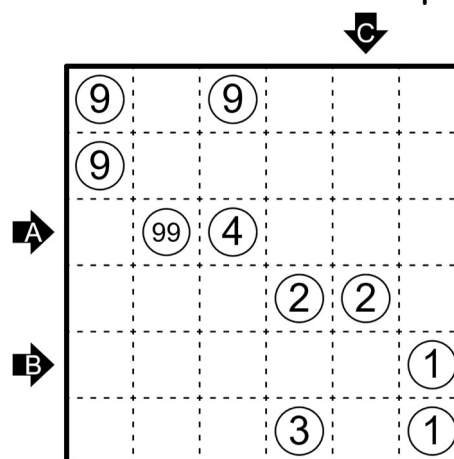
## 13-15 Araf

2 + 8 + 5 points

Divide the grid into regions of orthogonally connected cells. Each region must contain exactly two circles and have an area that lies between the two numbers in the circles, exclusive.

[The puzzles in the contest will be of sizes 8x8, 9x9 and 9x9. This example is 6x6.]

Penpa for example: <https://tinyurl.com/27v9wnxt>



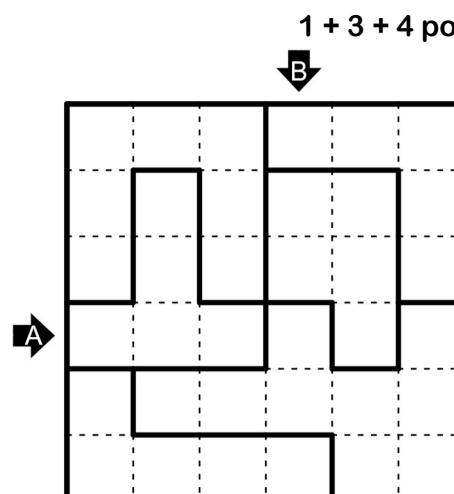
## 16-18 LITS

1 + 3 + 4 points

Shade one tetromino of cells in each region so that all shaded cells form one orthogonally connected area. Two tetrominoes of the same shape may not touch orthogonally, counting rotations and reflections as the same. No 2x2 region may be entirely shaded.

[The puzzles in the contest will be of sizes 8x8, 10x10 and 10x10. This example is 6x6.]

Penpa for example: <https://tinyurl.com/ytm65shu>



## 19-20 Skyscrapers [Sum]

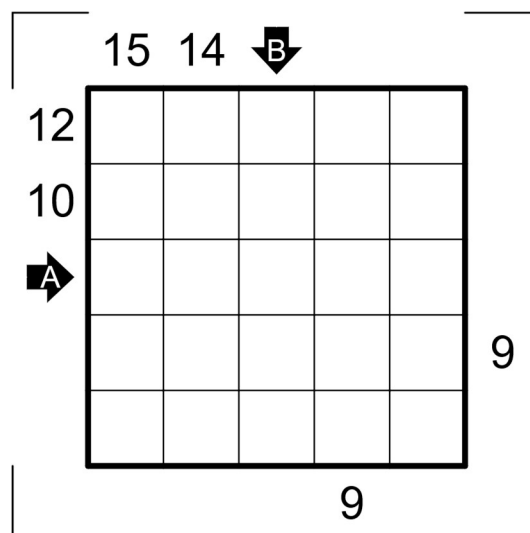
12 + 9 points

Place a number from 1 to N into each cell so that each row and column contains every number from that range with no repeats, where N is the side length of the grid. A clue outside the grid represents the sum of the numbers in the corresponding row or column which are larger than all of the numbers seen before it in that row or column from the direction of the clue.

[The puzzles in the contest will be of sizes 7x7 and 7x7. This example is 5x5.]

Penpa for example:

<https://tinyurl.com/28kceshw>



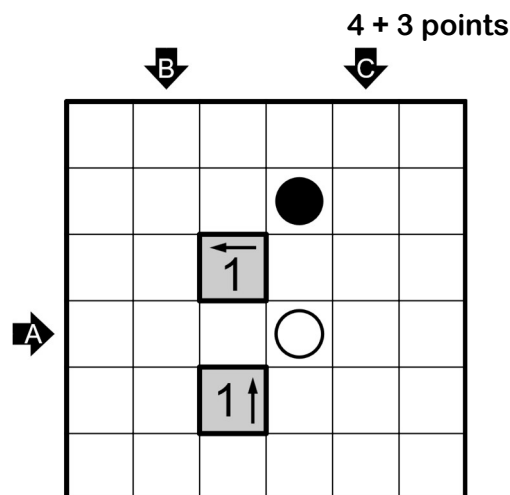
## 21-22 Yajilin [Masyu]

Apply regular Yajilin rules.

Additionally, **the loop visits all circles.** The loop must turn on black circles and travel straight through the cells on either side. The loop must go straight through white circles, and turn in at least one of the cells on either side.

[The puzzles in the contest will be of sizes 10x10 and 9x9. This example is 6x6.]

Penpa for example: <https://tinyurl.com/2c6uc78o>



## Solutions

For this round, all answer keys will NOT be the same for all puzzles.

The keys are given section by section.

**Skyscrapers, Skyscrapers [Sum]** – For each marked row/column, enter the digits in the direction of the arrow, ignoring outside clues but including given digits inside the grid, if any.

**Yajilin, Yajilin [Masyu]** – For each marked row/column, enter the lengths of separate loop segments in the direction of the arrow. Use unit's digit for double digit values. Enter 0 if there are no segments.

**Snake** – For each marked row/column, enter the number of consecutive shaded and unshaded cells in the direction of the arrow. Use unit's digit for double digit values.

**LITS** – For each marked row/column, enter the number of consecutive shaded and unshaded cells in the direction of the arrow. Use unit's digit for double digit values.

**Battleships** – For each marked row/column, enter either the size of the ship that has a segment in the cell, or X for cells without ship segments, in the direction of the arrow.

**Araf** – For each marked row/column, enter the number of consecutive cells belonging to separate regions in the direction of the arrow.

