

LIMBO

While on a job, the team descends too far into a target's mind, and find themselves in a recursive hellscape. They stumble upon a child stuck in a cloud of dust and dirt, who hands them these logic puzzles.

Logic Puzzle Instructions

Nurikabe

Shade in some cells in the grid so that they form a connected group and so that no two-by-two area is completely shaded. Each unshaded area must be contiguous and contain exactly one number, giving the number of cells in that area. Cells with numbers cannot be shaded.

Slitherlink

Draw a **single** closed loop of horizontal and vertical line segments along the dotted edges of the grid. A number in a cell tells how many sides of the cell's perimeter are segments in the loop.

Fillomino

Divide the grid into regions called polyominoes. No two polyominoes with the same area may share an edge. Some cells in the grid have numbers; each number must represent the area of the polyomino that it is inside. A polyomino **may** contain zero, one, or more of the given numbers.

Tapa

Shade in some empty cells so that they form a connected group and so that no two-by-two area is completely shaded. Numbers in the grid give the lengths of each consecutive block of shaded squares in the surrounding cells. Distinct blocks of shaded squares must have at least one unshaded square between them.

Akari

Fill in light bulbs into some of the empty cells so that no two bulbs shine on each other, and the entire grid is lit up. Bulbs will illuminate their entire row and column unless blocked by a black cell. Some black cells contain numbers between 0 and 4. Those indicate how many bulbs are adjacent to that cell horizontally or vertically.

Kakuro

Fill in each cell with a digit from 1 to 9 so that the numbers above and to the left of each grid add up to the total listed. Digits are not allowed to be repeated within a single entry.

BPHL 14

Pandemonium: Nurikabe

1		1		1							
					1		2				1
2											
									4		
4											
					3						
						1					
	1				3						
						14					
					3						
						10					
4			2		1						

Inferno: Slitherlink

Cells within the loop are considered to be shaded.

1	3	3	3	2	3			2	2
2					1		0		3
	1		1			0			1
		1			2		1		1
	3		1	3	2				2
3		3		2	2	3		3	
2				3			1		
2			2			1	0	2	
3		1		3					1
2	2			1	3	1	2	3	1

BAPHL 14

Gehenna: **Fillomino**

Odd-numbered cells are considered to be shaded.

4		2		9			
5		4	1	4		1	
			3	1			
		4		3		2	
	5		3		4	9	
4	2			5			
			2				2
	4	5		3		2	1

Purgatory: **Tapa**

		13			
			24		4
	15				
	7		6		
				12	

BAPHL 14

Earth Prison (地獄): Akari

Cells with lights in them are considered shaded.

1			
			2

Naraka: Kakuro

Cells with even numbers are considered shaded.

	4	8
3		
9		