CAMPIXU

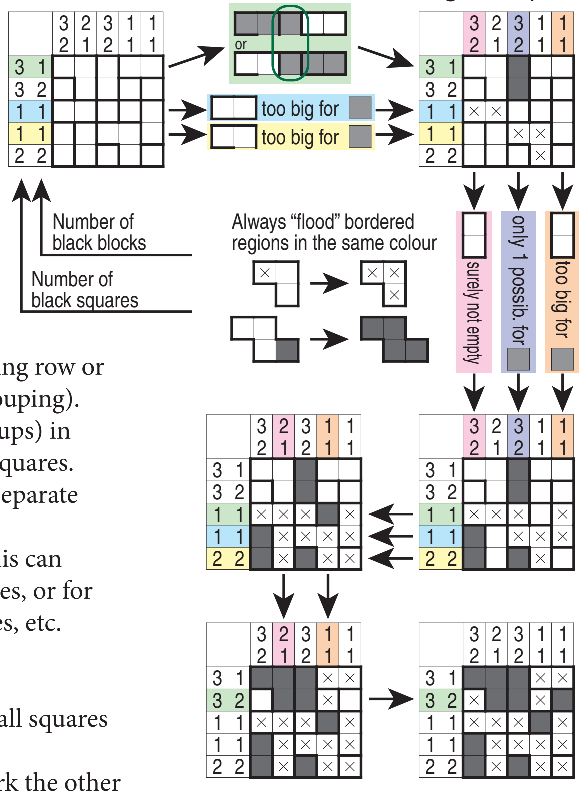
Introduction

The idea behind Campixu

Similar to Hanjie puzzles, the aim of Campixu is to colour in certain squares and to mark other squares as empty in order to get a picture. The solution picture is completely determined by the numbers and the bordered regions (fields).

The numbers here have a different meaning than the numbers of Hanjie puzzles!

Example of solving a Campixu



What is the meaning of the numbers?

- Each row and each column holds exactly two numbers.
- The first number tells us how many squares in the corresponding row or column are to be coloured in black (independently of their grouping).
- The second number indicates the number of black blocks (groups) in the row or column. A block is a sequence of (at least 1) black squares. Between two blocks there is always at least 1 empty square to separate them.
- Thus, [5 3] reads: "5 black squares are grouped in 3 blocks." This can be a block of 1, another block of 1 and a block of 3 black squares, or for example a block of 2, a block of 1 and a block of 2 black squares, etc.

What is the meaning of the regions bordered by think lines?

- All squares within a region must have the same colour. Either all squares are black or all squares are empty.
- This means, if you know the colour of one square, you can mark the other squares the same way, black or empty. (Flooding a region)

Tips for solving Campixu successfully

1. Never guess! All puzzles are solvable by pure logic. If you are stuck for a long time, rather take a look at the solution and transfer some squares.
2. Always mark squares that have to be empty, with an X.
3. On the next page you find some typical problems and the techniques for solving them.

Attention!

Don't mix up Campixu with Hanjie puzzles! For example, here [1 1] means exactly 1 square as 1 block, and not two blocks of one square each. The numbers [3 1] mean 1 block of length 3, and not a block of 3 and a block of 1 square.

See next page for solving techniques →

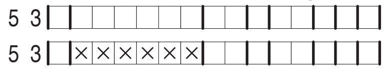
CAMPIXU

Basic solving techniques

Regions that have to be empty

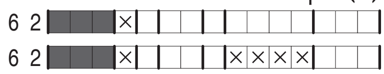
Regions containing more squares than required by the first number, have to be empty – as the region in example (a).

Example (a)



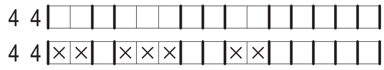
If colouring a region would exceed the required total number of black squares, then this region must be empty. This is why the region of 4 squares in example (b) must be empty.

Example (b)



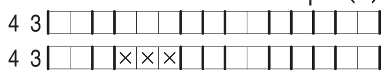
If both numbers are identical, the number of black squares equals the number of blocks. This means, there are only single blocks (i.e. blocks of length 1). All longer regions must be empty as shown in example (c).

Example (c)

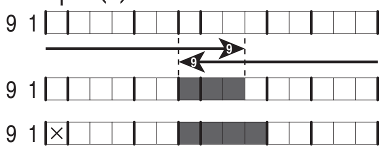


If the first number exceeds the second number by 1, there are certainly no blocks longer than 2 squares, see example (d).

Example (d)



Example (e)



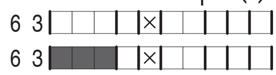
Long singular blocks

If exactly 1 block is required and this block is long enough, then we place this block in our mind to the left as far as possible and to the right as far as possible. If these extreme positionings overlap, we can colour in the corresponding squares.

Regions that have to be black

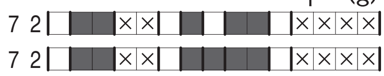
If we didn't colour in the first region in example (f), there still would be 6 squares available; but since the 6 black squares should be grouped in 3 blocks, there have to be 2 empty squares in between. Thus, the first region must be black.

Example (f)

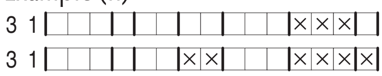


If the 8th square in example (g) was not black, there would be 3 blocks. But since only 2 blocks are required, this square must be black.

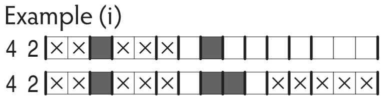
Example (g)



Example (h)



Example (i)



Further examples

Some regions in example (h) are not suited for the required block of 3 black squares because of their adjacent regions.

Two blocks are required in example (i). One of them is already completed. Because of the already existing black square in the middle of the row, there are only two possibilities for placing the missing block of 3 squares. Hence, one more square can be coloured in while other squares to the right are certainly empty.