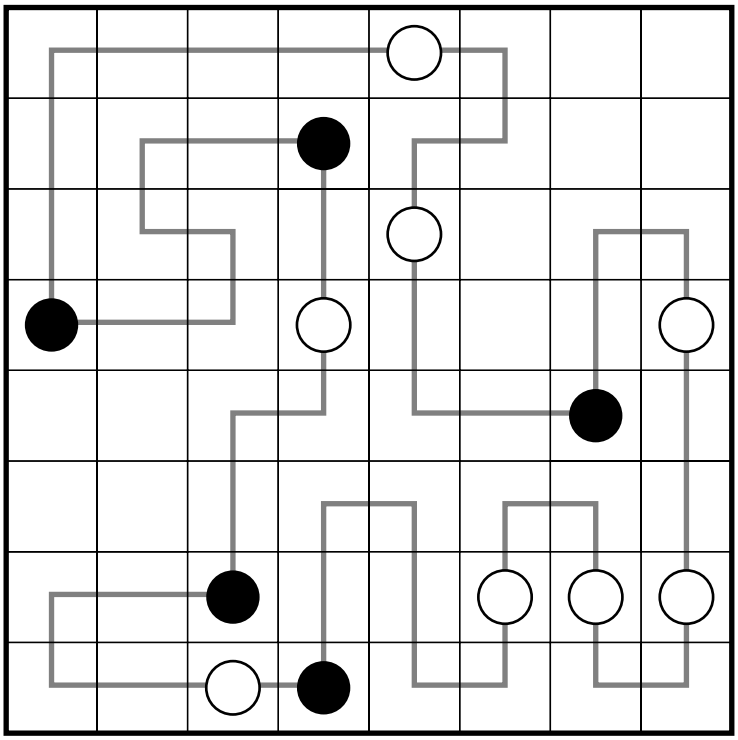
MASYU



8 x 8 (Solution)

Samples Document

by
Andrew Stuart

About Masyu

Masyu is a charming but sophisticated puzzle where you are required to “string” black and white “pearls” with a line that forms a continuous loop. The string can only be horizontal or vertical. On unmarked cells the line that is the string can enter and exit in any two of the four sides of a cell. The trick and the trouble starts when the pearls are adjacent to one another. There are two rules according to the colour of the pearl:

1) **Black pearls**: A line going through a black pearl must enter and exit at right angles on the pearl. It must also extend straight for two squares in the chosen directions.

2) **White pearls:** A line goes straight through a white pearl. In one or both directions the line must perform a turn immediately after the white pearl. It is optional for it to turn in both cells after the pearl.

Refer to the front page to see how the lines are drawn on the grid.

This can be an easy or difficult puzzle to master depending on how your mind works, but it has a lot of depth. Anyone familiar with the logic games like pushing barrels round an impossible room will enjoy this puzzle. Some tuition and examples are necessary to introduce masyu, but the strategies are simple. It will work as a on-line puzzle or downloadable game very well. We guarantee only one solution.

Some tips on how to solve Masyu are presented further in the document.

Grid Sizes

A ‘normal’ Masyu board is around 10 x 10 cells. Perfectly good and tricky puzzles can be found from as small as 6 by 6 so it’s difficult to grade. We can produce grids from 6 x 6 all the way up to 25 x 25. Pearl density is another variable we can change. More pearls make it seem more difficult, but this is often deceptive.

Ordering

To order these puzzles contact **Andrew Stuart** at andrew@sudokuwiki.org

Distribution through

http://www.syndicatedpuzzles.com
http://www.pagefiller.com

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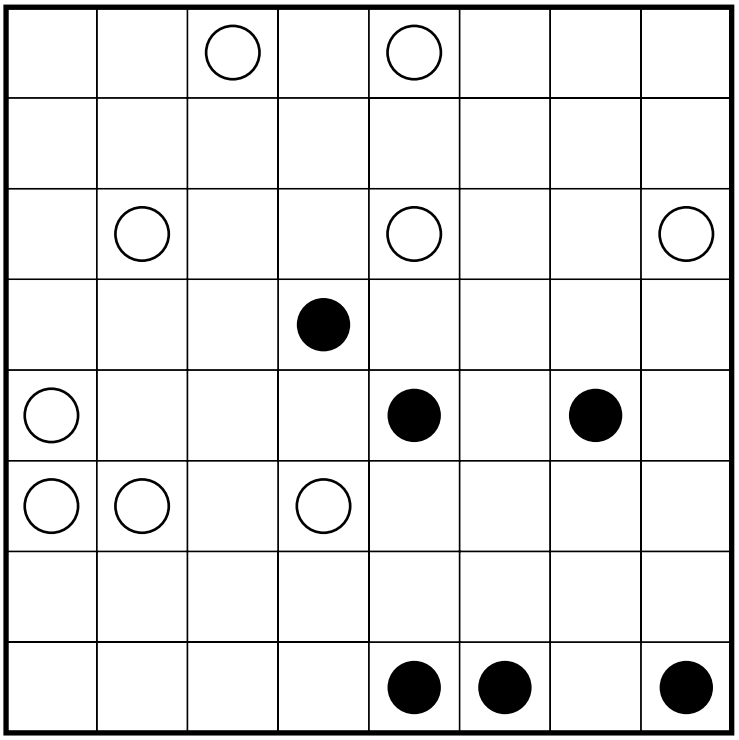

Two typical 8 by 8 puzzles

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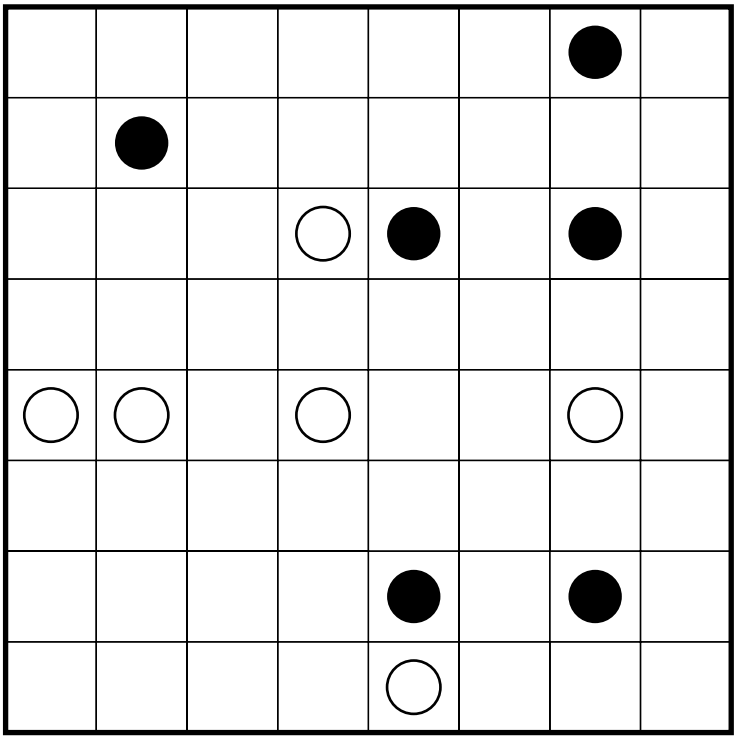

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10 by 10 puzzles

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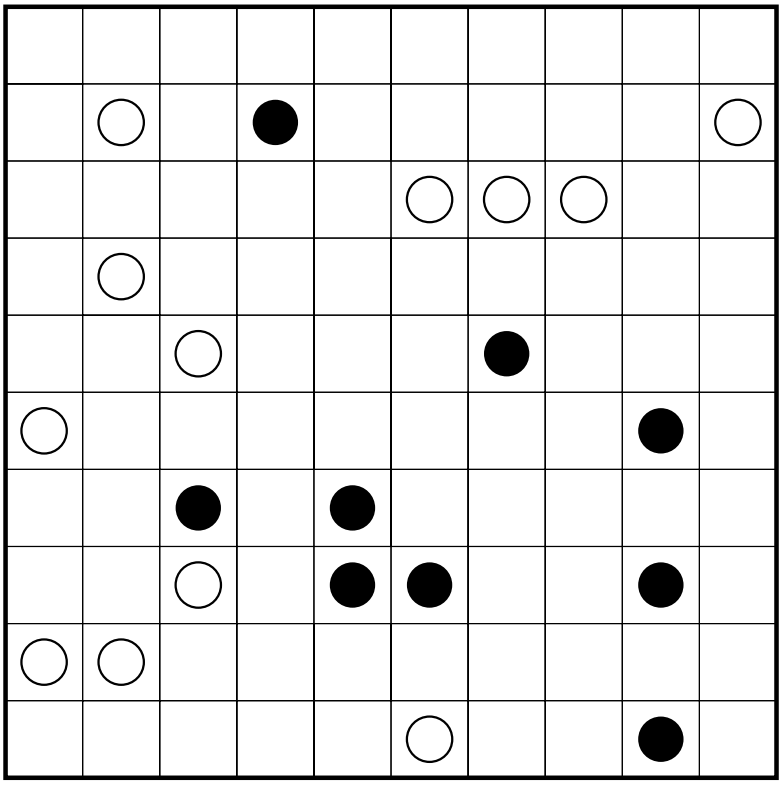

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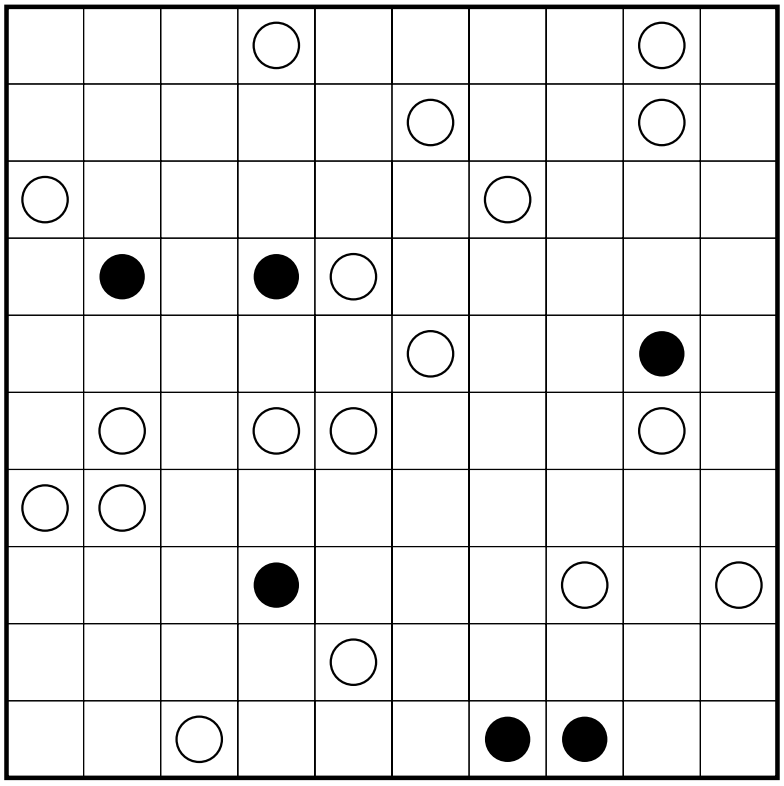

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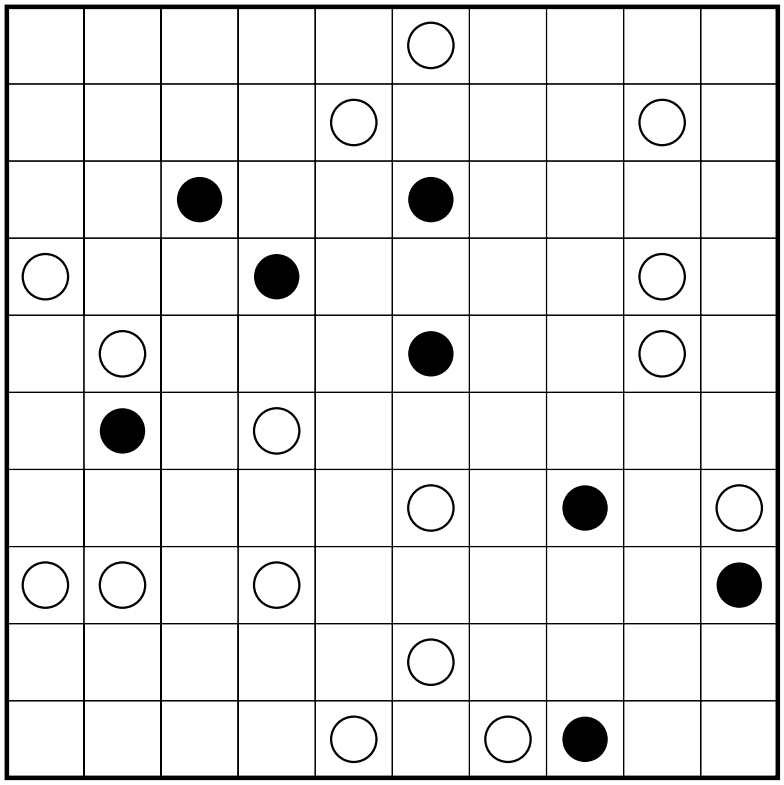

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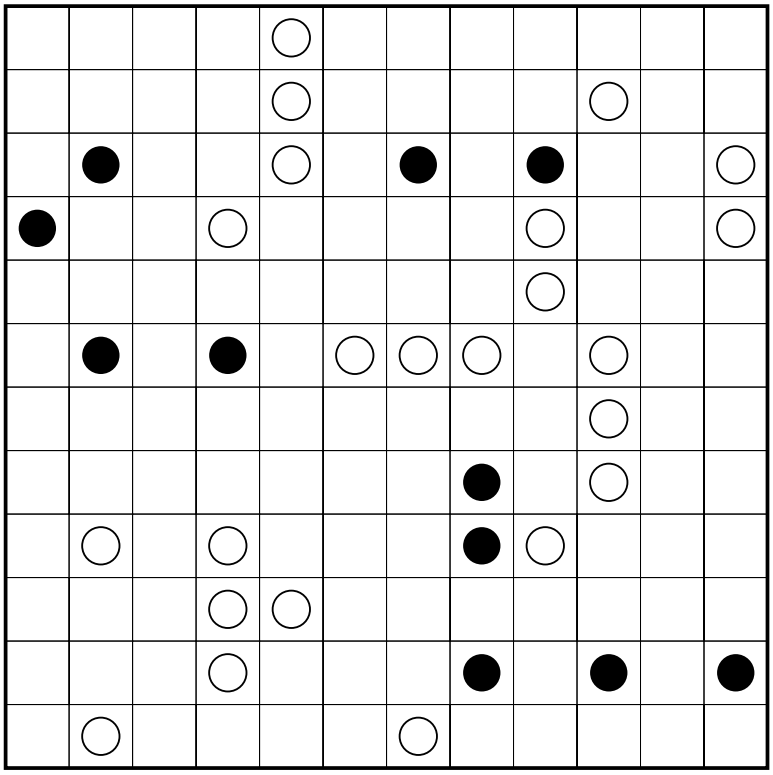

12 by 12 puzzles

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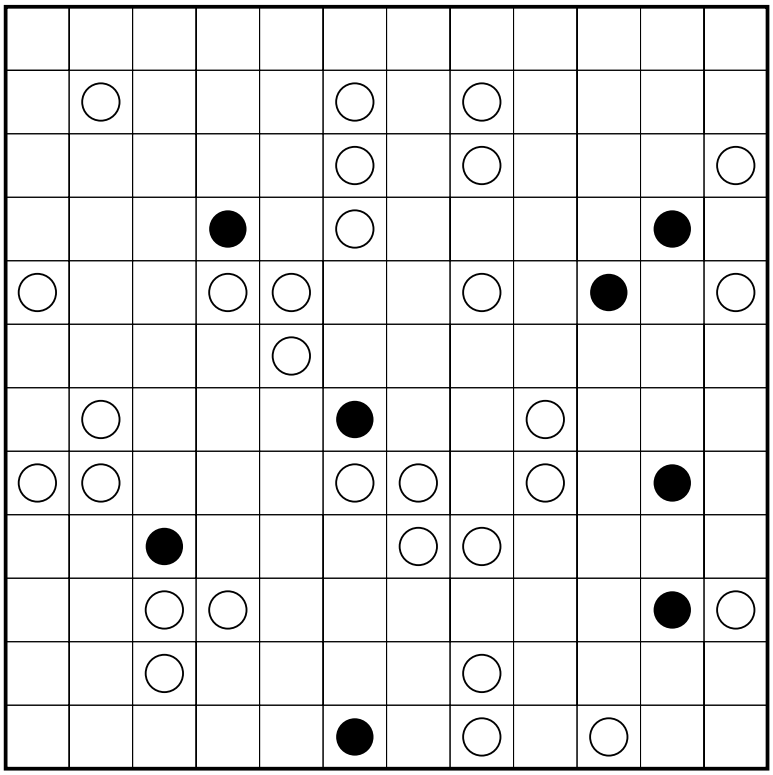

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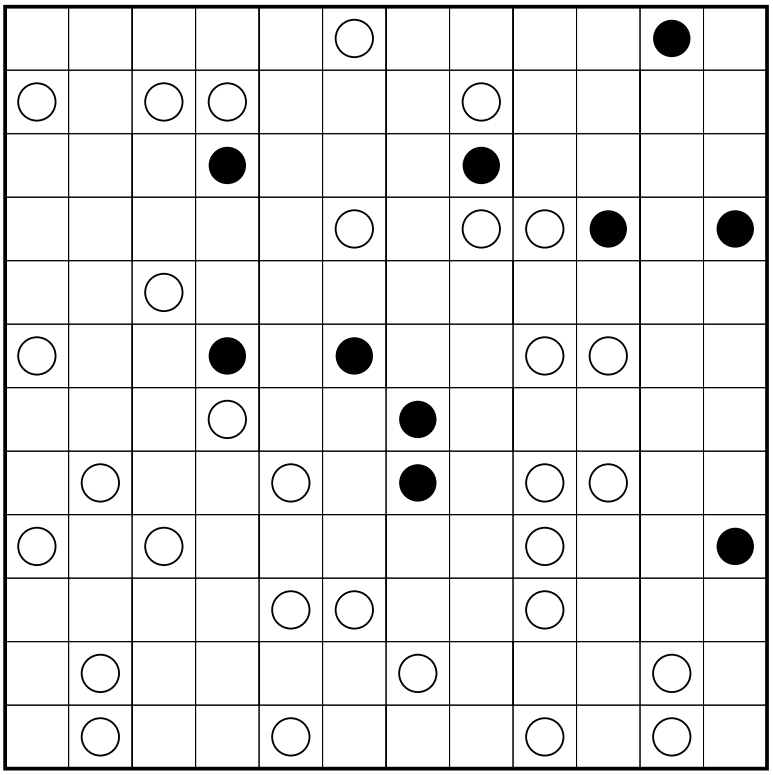

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Strategies

Every pearl will have two lines coming out of it so it's a question of looking at which directions are possible and whether they satisfy the rules. When drawing a line think of the centre of each cell as the start and end point of each line segment.

Four tips are useful

1) White cells on the outside can only go in one direction, so you can mark lines out from that cell. They won't go far unless there is a corner or obstruction.

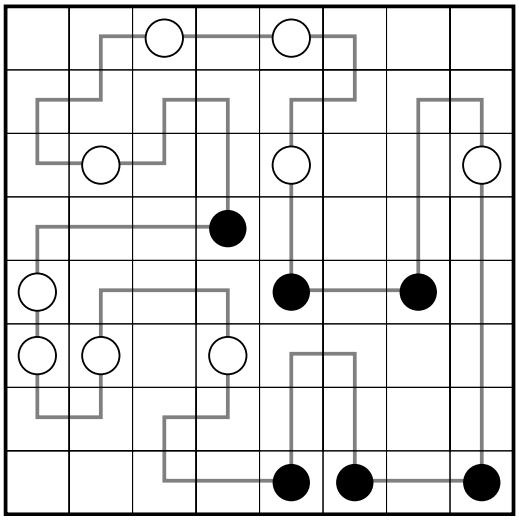
2) Black cells can have lines that emanate in one of four patterns. If they are close to the edge or in a corner you can see that certain directions are impossible. Draw in the possible lines.

3) If a line is being drawn that goes into a cell and then out, you have two other sides which are like the edges of the board. They are effectively 'walls' and you can test nearby pearls to see if these walls force a line.

4) Because of the continuous looping nature of the line you'll find cells which must extend in a certain direction creating more walls.

Solutions to Examples

1.



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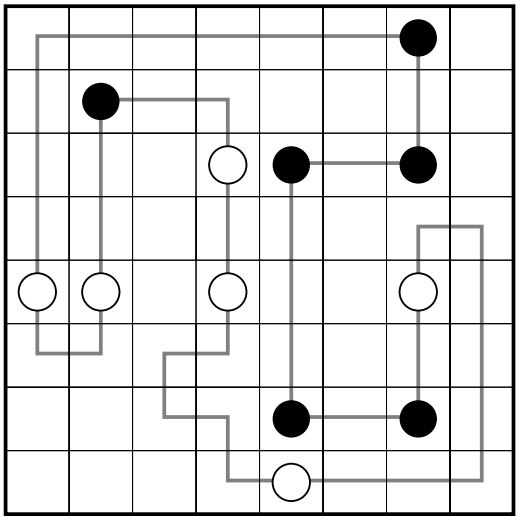

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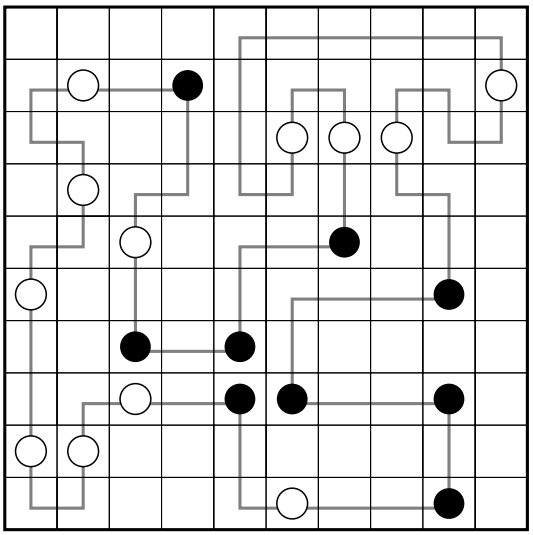

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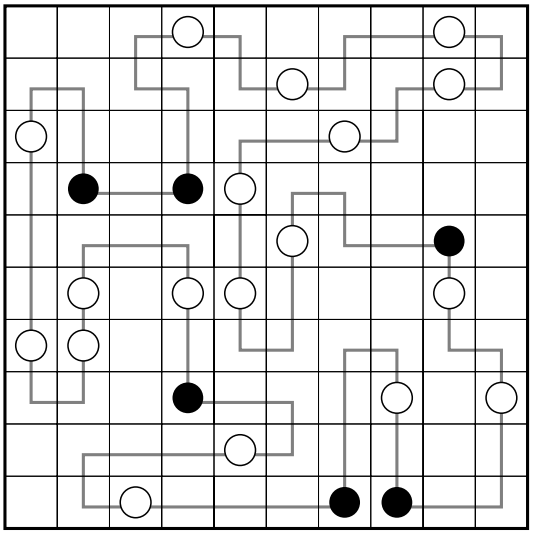

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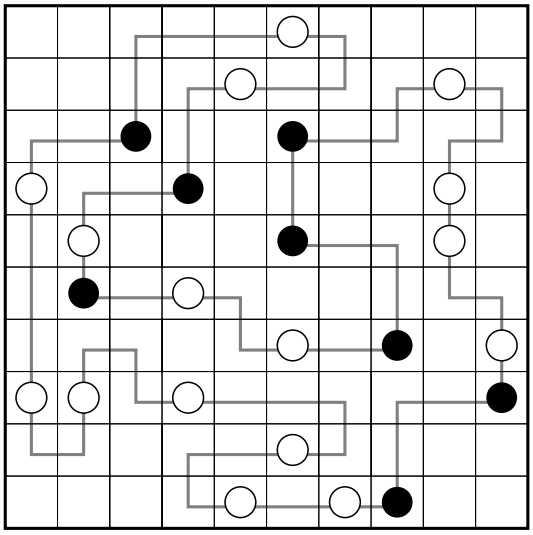

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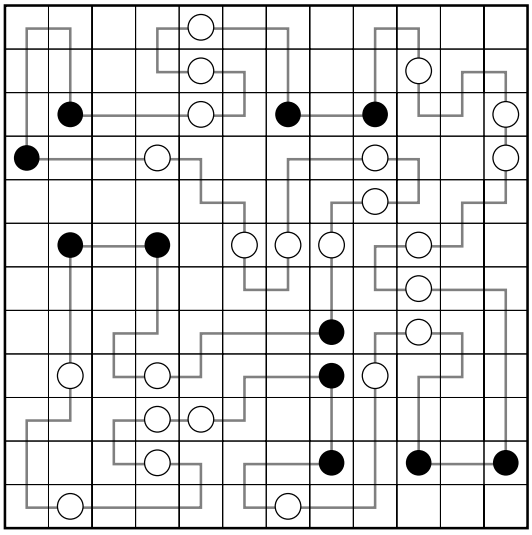

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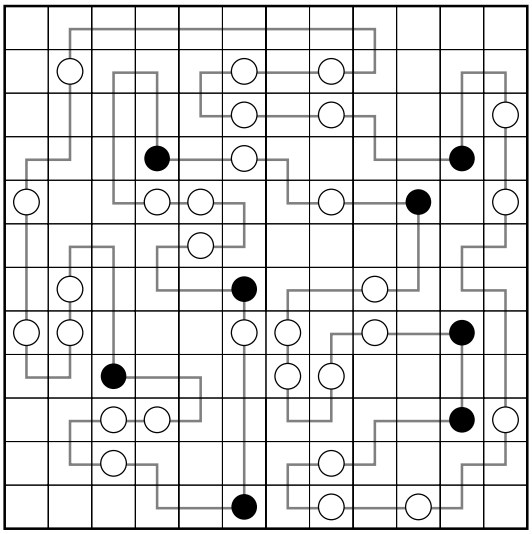

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