

References

- [1] conceptispuzzles. Cross-a-pix history. <https://www.conceptispuzzles.com/index.aspx?uri=puzzle/cross-a-pix/history#:~:text=SingleClue%20Cross%20a%20Pix%20are,by%20Toshiharu%20Yamamoto%20in%20Japan.>, November 2022. Accessed: 2022-11-21.
- [2] Weng Ting-Sheng. Enhancing Problem-Solving Ability through a Puzzle-Type Logical Thinking Game. *Scientific Programming*, 2022:1–9, 03 2022.
- [3] Erik D Demaine. Playing games with algorithms: Algorithmic combinatorial game theory. In *International Symposium on Mathematical Foundations of Computer Science*, pages 18–33. Springer, 2001.
- [4] Graham Kendall, Andrew Parkes, and Kristian Spoerer. A survey of NP-complete puzzles. *ICGA Journal*, 31(1):13–34, 2008.
- [5] Robert A Hearn and Erik D Demaine. *Games, puzzles, and computation*. CRC Press, 2009.
- [6] Chuzo Iwamoto and Tatsuya Ide. Five cells and tilepaint are NP-complete. *IEICE Transactions on Information and Systems*, 105(3):508–516, 2022.
- [7] Chuzo Iwamoto and Tatsuaki Ibusuki. Computational Complexity of Two Pencil Puzzles: Kurotto and Juosan. In *Discrete and Computational Geometry, Graphs, and Games: 21st Japanese Conference, JCDCGGG 2018, Quezon City, Philippines, September 1-3, 2018, Revised Selected Papers 21*, pages 175–185. Springer, 2021.
- [8] Richard Kaye. Minesweeper is NP-complete. *Mathematical Intelligencer*, 22(2):9–15, 2000.
- [9] Chuzo Iwamoto and Tatsuya Ide. Moon-or-Sun, Nagareru, and Nurimeizu are NP-complete. *IEICE Transactions on Fundamentals of Electronics, Communications and Computer Sciences*, 105(9):1187–1194, 2022.
- [10] Nobuhisa Ueda and Tadaaki Nagao. NP-completeness results for Nonogram via parsimonious reductions. Technical report, Department of Computer Science, Tokyo Institute of Technology, 1996.
- [11] Jeffrey Bosboom, Erik D Demaine, Martin L Demaine, Adam Hesterberg, Roderick Kimball, and Justin Kopinsky. Path puzzles: Discrete tomography with a path constraint is hard. *Graphs and Combinatorics*, 36(2):251–267, 2020.
- [12] Takayuki Yato and Takahiro Seta. Complexity and completeness of finding another solution and its application to puzzles. *IEICE transactions on fundamentals of electronics, communications and computer sciences*, 86(5):1052–1060, 2003.
- [13] Léo Robert, Daiki Miyahara, Pascal Lafourcade, Luc Libralesso, and Takaaki Mizuki. Physical zero-knowledge proof and NP-completeness proof of Suguru puzzle. *Information and Computation*, 285:104858, 2022.
- [14] Aviv Adler, Jeffrey Bosboom, Erik D. Demaine, Martin L. Demaine, Quanquan C. Liu, and Jayson Lynch. Tatamibari is NP-Complete. In Martin Farach-Colton, Giuseppe Prencipe, and Ryuhei Uehara, editors, *10th International Conference on Fun with Algorithms (FUN 2021)*, volume 157 of *Leibniz International Proceedings in Informatics (LIPIcs)*, pages 1:1–1:24, Dagstuhl, Germany, 2020. Schloss Dagstuhl–Leibniz-Zentrum für Informatik.
- [15] Erik D. Demaine, Jayson Lynch, Mikhail Rudoy, and Yushi Uno. Yin-Yang Puzzles are NP-complete. In *33rd Canadian Conference on Computational Geometry (CCCG) 2021*, 2021.
- [16] Erik D Demaine, Yoshio Okamoto, Ryuhei Uehara, and Yushi Uno. Computational complexity and an integer programming model of Shakashaka. *IEICE Transactions on Fundamentals of Electronics, Communications and Computer Sciences*, 97(6):1213–1219, 2014.
- [17] Tjark Weber. A SAT-based Sudoku solver. In *LPAR*, pages 11–15, 2005.
- [18] Inês Lynce and Joël Ouaknine. Sudoku as a SAT Problem. In *AI&M*, 2006.
- [19] Curtis Bright, Jürgen Gerhard, Ilias Kotsireas, and Vijay Ganesh. Effective problem solving using SAT solvers. In *Maple Conference*, pages 205–219. Springer, 2019.

- [20] Made Indrayana Putra, Muhammad Arzaki, and Gia Septiana Wulandari. Solving Yin-Yang Puzzles Using Exhaustive Search and Prune-and-Search Algorithms. (*IJCSAM*) *International Journal of Computing Science and Applied Mathematics*, 8(2):52–65, 2022.
- [21] Enrico Christopher Reinhard, Muhammad Arzaki, and Gia Septiana Wulandari. Solving Tatamibari Puzzle Using Exhaustive Search Approach. *Indonesia Journal on Computing (Indo-JC)*, 7(3):53–80, Dec. 2022.
- [22] Christian Bessiere, Clément Carbonnel, Emmanuel Hebrard, George Katsirelos, and Toby Walsh. Detecting and exploiting subproblem tractability. In *IJCAI: International Joint Conference on Artificial Intelligence*, pages 468–474, 2013.
- [23] HJ Ryser. Combinatorial Properties of Matrices of Zeros and Ones. *Canadian Journal of Mathematics*, 9:371–377, 1957.
- [24] Gabor T Herman and Attila Kuba. *Discrete tomography: Foundations, algorithms, and applications*. Springer Science & Business Media, 2012.
- [25] Jan Dreier, Sebastian Ordyniak, and Stefan Szeider. CSP Beyond Tractable Constraint Languages. In *28th International Conference on Principles and Practice of Constraint Programming (CP 2022)*. Schloss Dagstuhl-Leibniz-Zentrum für Informatik, 2022.
- [26] Michael R Garey and David S Johnson. *Computers and intractability*, volume 174. W. H. Freeman San Francisco, 1979.
- [27] Martin Horenovsky. Modern sat solvers: fast, neat, and underused. <https://codingnest.com/modern-sat-solvers-fast-neat-underused-part-1-of-n/>, November 2018. Accessed: 2022-11-21.
- [28] Michael Huth and Mark Ryan. *Logic in Computer Science: Modelling and Reasoning about Systems*. Cambridge university press, 2nd edition, 2004.
- [29] Thomas H Cormen, Charles E Leiserson, Ronald L Rivest, and Clifford Stein. *Introduction to algorithms*. MIT press, 3 edition, 2009.
- [30] Mordechai Ben-Ari. *Mathematical Logic for Computer Science*. Springer Science & Business Media, 3rd edition, 2012.
- [31] Michael Sipser. *Introduction to the Theory of Computation*. Cengage Learning, 3rd edition, 2013.
- [32] Thomas Dueholm Hansen, Haim Kaplan, Or Zamir, and Uri Zwick. Faster k -sat algorithms using biased-PPSZ. In *Proceedings of the 51st Annual ACM SIGACT Symposium on Theory of Computing*, pages 578–589, 2019.
- [33] Richard Neapolitan and Kumarss Naimipour. *Foundations of algorithms*. Jones & Bartlett Publishers, 2010.
- [34] Bengt Aspvall, Michael F Plass, and Robert Endre Tarjan. A linear-time algorithm for testing the truth of certain quantified boolean formulas. *Information processing letters*, 8(3):121–123, 1979.
- [35] Sara Brunetti and Alain Daurat. An algorithm reconstructing convex lattice sets. *Theoretical Computer Science*, 304(1):35–57, 2003.
- [36] Arjen Pieter Stolk. *Discrete tomography for integer-valued functions*. PhD thesis, Leiden University, 2011.
- [37] Sualeh Asif, Michael Coulombe, Erik D Demaine, Martin L Demaine, Adam Hesterberg, Jayson Lynch, and Mihir Singhal. Tetris is NP-hard even with $O(1)$ Rows or Columns. *Journal of Information Processing*, 28:942–958, 2020.
- [38] Boaz Barak. Introduction to theoretical computer science. https://introtocs.org/public/lec_12_NP.html, 2023. Accessed: 2023-3-27.
- [39] Karl Abrahamson. The subset sum problem. <http://www.cs.ecu.edu/karl/6420/spr16/Notes/NPcomplete/ss.html>, 2016. Accessed: 2023-6-19.
- [40] Lutz Prechelt. An empirical comparison of seven programming languages. *Computer*, 33(10):23–29, 2000.
- [41] Otto Janko. Tairupainto. <https://www.janko.at/Raetsel/Tairupeinto/index.htm>, October 2022. Accessed: 2022-10-11.