

Latticeforge — Concept Poster

Print this and pin it up — an at-a-glance map of the Latticeforge cast and the ideas each one carries. Come back to it whenever you want to remember who teaches what.

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Meet the cast — and what each one teaches

Character	What they carry
Onlie	Sudoku — Latin-square uniqueness: sets her lantern on the only place a number can go in its row, column, and box
Cage	KenKen — arithmetic-cage: fills a fenced region so its numbers hit the plaque's target under its operation
Kaku	Kakuro — cross-sum: fills a run so it sums to its clue with no digit repeated; the total names its parts
Pica	Nonogram/Picross — run-length deduction: reads the edge numbers and fills the overlap that must be filled
Chevron	Futoshiki — inequality/ordering: obeys the $<$ / $>$ flags between neighbours to force the numbers into order
Umbra	Hitori — elimination + connectivity: shades out duplicates so none touch and the rest stays whole
Serra	Skyscrapers — visibility count: places towers so each edge clue counts how many can be seen, taller hiding shorter
Lasso	Slitherlink — single-loop edge deduction: draws one closed loop so each number uses exactly that many edges
Vega	Star Battle — partition + non-adjacency: places the stars so each row, column, and region holds its quota and none touch
Ada	Mentor host — keeps the puzzle guild; teaches 'every grid hides one rule — find the forced cell, never guess'

Key ideas at a glance

The big concepts this cast helps you master:

- Latin-square uniqueness — each symbol appears exactly once in every row, column, and box (Sudoku)
- deduction

- arithmetic cages
 - cross-sums
 - line clues
 - inequalities
 - elimination
 - visibility ordering
 - loop building
 - placement & spacing
 - propagation
 - parity
 - partitions
 - proof
 - uniqueness
 - synthesis
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