# The Complexity of Clickomania

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**Abstract**

We study a popular puzzle game known variously as Clickomania and Same Game. Basically, a rectangular grid of blocks is initially colored with some number of colors, and the player repeatedly removes a chosen connected monochromatic group of at least two square blocks, and any blocks above it fall down. We show that one-column puzzles can be solved, i.e., the maximum possible number of blocks can be removed, in linear time for two colors, and in polynomial time for an arbitrary number of colors. On the other hand, deciding whether a puzzle is solvable (all blocks can be removed) is NP-complete for two columns and five colors, or five columns and three colors.

## 1 Introduction

*Clickomania* is a one-player game (puzzle) with the following rules. The board is a rectangular grid. Initially the board is full of square blocks each colored one of $k$ colors. A *group* is a maximal connected monochromatic polyomino; algorithmically, start with each block as its own group, then repeatedly combine groups of the same color that are adjacent along an edge. At any step, the player can select (*click*) any group of size at least two. This causes those blocks to disappear, and any blocks stacked above them fall straight down as far as they can (the *settling* process). Thus, in particular, there is never an internal hole. There is an additional twist on the rules: if an entire column becomes empty of blocks, then this column is "removed," bringing the two sides closer to each other (the *column shifting* process).

The basic goal of the game is to remove all of the blocks, or to remove as many blocks as possible. Formally, the basic decision question is whether a given puzzle is *solvable*: can all blocks of the puzzle be removed? More generally, the algorithmic problem is to find the maximum number of blocks that can be removed from a given puzzle. We call these problems the *decision* and *optimization* versions of Clickomania.

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There are several parameters that influence the complexity of Clickomania. One obvious parameter is the number of colors. For example, the problem is trivial if there is only one color, or every block is a different color. It is natural to ask whether there is some visible difference, in terms of complexity, between a constant number of colors and an arbitary number of colors, or between one constant number of colors and another. We give a partial answer by proving that even for just three colors, the problem is NP-complete. The complexity for two colors remains open.

Other parameters to vary are the number of rows and the number of columns in the rectangular grid. A natural question is whether enforcing one of these dimensions to be constant changes the complexity of the problem. We show that even for just two columns, the problem is NP-complete, whereas for one column (or equivalently, one row), the problem is solvable in polynomial time. It remains open precisely how the number of rows affects the complexity.

### 1.1 History

The origins of Clickomania seem unknown. We were introduced to the game by Bernie Cosell [1], who suggested analyzing the strategy involved in the game. In a followup email, Henry Baker suggested the idea of looking at a small constant number of colors. In another followup email, Michael Kleber pointed out that the game is also known under the title "Same Game."

Clickomania! is implemented by Matthias Schuessler in a freeware program for Windows, available from `http://www.clickomania.ch/click/`. On the same web page, you can find versions for the Macintosh, Java, and the Palm Pilot. There is even a "solver" for the Windows version, which appears to be based on a constant-depth lookahead heuristic.

### 1.2 Outline

The rest of this paper is outlined as follows. Section 2 describes several polynomial-time algorithms for the one-column case. Section 3 proves that the decision version of Clickomania is NP-complete for 5 colors and 2 columns. Section 4 gives the much more difficult NP-completeness proof for 2 colors and 5 columns. We conclude in Section 5 with a discussion of two-player variations and other open problems.

## 2 One Column in Polynomial Time

In this section we describe polynomial-time algorithms for the decision version and optimization version of one-column Clickomania (or equivalently, one-row Clickomania). In this context, a group with more than 2 blocks is equivalent to a group with just 2 blocks, so in time linear in the number of blocks we can reduce the problem to have size linear in the number of groups, $n$.

First, in Section 2.1, we show how to reduce the optimization version to the decision version by adding a factor of $O(n^2)$. Second, in Section 2.2, we give a general algorithm for the decision question running in $O(kn^3)$ where $k$ is the number of colors, based on a context-free-grammer formulation. Finally, in Section 2.3, we improve this result to $O(n)$ time for $k = 2$ colors, using a combinatorial characterization of solvable puzzles for this case.

## 2.1 Reducing Optimization to Decision

If a puzzle is solvable, the optimization version is equivalent to the decision version (assuming that the algorithm for the decision version exhibits a valid solution, which our algorithms do). If a puzzle is not solvable, then there are some groups that are never removed. If we knew one of the groups that is not removed, we would split the problem into two subproblems, which would be independent subpuzzles of the original puzzle.

Thus, we can apply a dynamic-programming approach. Each subprogram is a consecutive subpuzzle of the puzzle. We start with the solvable cases, found by the decision algorithm. We then build up a solution to a larger puzzle by choosing an arbitrary group not to remove, adding up the scores of the two resulting subproblems, and maximizing over all choices for the group not to remove. If the decision version can be solved in $d(n, k)$ time, then this solution to the optimization version runs in $O(n^2 d(n, k) + n^3)$ time. It is easy to see that $d(n, k) = \Omega(n)$, thus proving

**Lemma 1** *If the decision version of one-column Clickomania can be solved in $d(n, k)$ time, then the optimization version can be solved in $O(n^2 d(n, k))$ time.*

## 2.2 A General One-Column Solver

In this section we show that one-column Clickomania reduces to parsing context-free languages. Because strings are normally written left-to-right and not top-down, we speak about one-row Clickomania in this subsection, which is equivalent to one-column Clickomania. We can write a one-row $k$-color Clickomania puzzle as a word over the alphabet $\Sigma = \{c_1, \ldots, c_k\}$. Such words and Clickomania puzzles are in one-to-one correspondence, so we use them interchangably.

Now consider the following context-free grammar $G$:

$$\begin{array}{rrcl} G: & S & \to & \Lambda \mid SS \mid \\ & & & c_i S c_i \mid c_i S c_i S c_i \quad \forall\, i \in \{1, 2, \ldots, k\} \end{array}$$

We claim that a word can be parsed by this grammar precisely if it is solvable.

**Theorem 2** *The context-free language $L(G)$ is exactly the language of solvable one-row Clickomania puzzles.*

Any solution to a Clickomania puzzle can be described by a sequence of moves (clicks), $m_1, m_2, \ldots m_s$, such that after removing $m_s$ no blocks remain. We call a solution *internal* if the leftmost and rightmost blocks are removed in the last two moves (or the last move, if they have the same color). Note that in an internal solution we can choose whether to remove the leftmost or the rightmost block in the last move.

**Lemma 3** *Every solvable one-row Clickomania puzzle has an internal solution.*

**Proof:** Let $m_1, \ldots, m_{b-1}, m_b, m_{b+1}, \ldots, m_s$ be a solution to a one-row Clickomania puzzle, and suppose that the leftmost block is removed in move $m_b$. Because move $m_b$ removes the leftmost group, it cannot form new clickable groups. The sequence $m_1, \ldots, m_{b-1}, m_{b+1}, \ldots, m_s$ is then a solution to the same puzzle except perhaps for the group containing the leftmost block. If the leftmost block is removed in this subsequence, continue discarding moves from the sequence until the remaining subsequence removes all but the group containing the leftmost block. Now the puzzle can be solved by adding one more move, which removes the last group containing the leftmost block. Applying the same argument to the rightmost block proves the lemma. □

We prove Theorem 2 in two parts:

**Lemma 4** *If $w \in L(G)$, then $w$ is solvable.*

**Proof:** Because $w \in L(G)$, there is a derivation $S \Rightarrow^* w$. The proof is by induction on the length $n$ of this derivation. In the base case, $n = 1$, we have $w = \Lambda$, which is clearly solvable. Assume all strings derived in at most $n-1$ steps are solvable, for some $n \geq 2$. Now consider the first step in a $n$-step derivation. Because $n \geq 2$, the first production cannot be $S \rightarrow \Lambda$. So there are three cases.

- $S \Rightarrow SS \Rightarrow^* w$:

  In this case $w = xy$, such that $S \Rightarrow^* x$ and $S \Rightarrow^* y$ both in at most $n-1$ steps. By the induction hypothesis, $x$ and $y$ are solvable. By Lemma 3, there are internal solutions for $x$ and $y$, where the rightmost block of $x$ and the leftmost block of $y$ are removed last, respectively. Doing these two moves at the very end, we can now arbitrarily merge the two move sequences for $x$ and $y$, removing all blocks of $w$.

- $S \Rightarrow c_i S c_i \Rightarrow^* w$:

  In this case $w = c_i x c_i$, such that $S \Rightarrow^* x$ in at most $n-1$ steps. By the induction hypothesis, $x$ is solvable. By Lemma 3, there is an internal solutions for $x$; if either the leftmost or rightmost block of $x$ has color $i$, it can be chosen to be removed in the last move. Therefore, the solution for $x$ followed by removing the remaining $c_i c_i$ (if it still exists) is a solution to $w$.

- $S \Rightarrow c_i S c_i S c_i \Rightarrow^* w$:

  This case is analogous to the previous case. □

**Lemma 5** *If $w \in \Sigma^*$ is solvable, then $w \in L(G)$.*

**Proof:** Suppose $w \in \Sigma^*$ be solvable. We will prove that $w \in L(G)$ by induction on $|w|$. The base case, $|w| = 0$ follows since $\Lambda \in L(G)$. Assume all solvable strings of length at most $n-1$ are in $L(G)$, for some $n \geq 1$. Consider the case $|w| = n$.

Since $w$ is solvable, there is a first move in a solution to $w$, let's say removing a group $c_i^m$ for $m \geq 2$. Thus, $w = x c_i^m y$. Now, neither the last symbol of $x$ nor the first symbol of $y$

can be $c_i$. Let $w' = xy$. Since $|w'| \le |w| - 2 = n-2$, and $w'$ is solvable, $w'$ is in $L(G)$ by the induction hypothesis.

Observe that $c_i^m \in L(G)$ by one of the derivations:

$$S \Rightarrow^{\frac{m-3}{2}} c_i^{\frac{m-3}{2}} S c_i^{\frac{m-3}{2}} \Rightarrow c_i^{\frac{m-3}{2}} S c_i S c_i^{\frac{m-3}{2}} \Rightarrow^2 c_i^m$$

if $m$ is odd, or

$$S \Rightarrow^{\frac{m}{2}} c_i^{\frac{m}{2}} S c_i^{\frac{m}{2}} \Rightarrow c_i^m$$

if $m$ is even. Thus, if $x = \Lambda$, $w$ can be derived as $S \Rightarrow SS \Rightarrow^* c_i^m S \Rightarrow^* c_i^m y = w$. Analogously for $y = \Lambda$. It remains to consider the case $x, y \neq \Lambda$.

Consider the first step in a derivation for $w'$. There are three cases.

- $S \Rightarrow SS \Rightarrow^* uS \Rightarrow^* uv = w'$:

  We can assume that $u, v \neq \Lambda$, otherwise we consider the derivation of $w'$ in which this first step is skipped. By Lemma 4, $u$ and $v$ are both solvable. Consider the substring $c_i^m$ of $w$ that was removed in the first move. Either $w = u_1 c_i^m u_2 v$ ($u_2$ possibly empty) or $w = u v_1 c_i^m v_2$ ($v_1$ possibly empty). Without loss of generality, we assume the former case, i.e., $u = u_1 u_2$. Then $u' = u_1 c_i^m u_2$ is solvable because $u$ is solvable and $m$ was maximal. Since $v \neq \Lambda$, it follows that $|u'| < |w|$, and by the induction hypothesis, $u' \in L(G)$. Hence $S \Rightarrow SS \Rightarrow^* u'S \Rightarrow^* u'v = w$ is a derivation of $w$ and $w \in L(G)$.

- $S \Rightarrow c_j S c_j \Rightarrow^* c_j u c_j = w'$:

  Since $x, y \neq \Lambda$, it must be the case that $w = c_j u_1 c_i^m u_2 c_j$, where $u = u_1 u_2$. By Lemma 4, $u$ is solvable, hence so is $u' = u_1 c_i^m u_2$ because $m$ was maximal. Moreover, $|u'| = |w| - 2$ and thus $u' \in L(G)$ by the induction hypothesis and $S \Rightarrow c_j S c_j \Rightarrow^* c_j u' c_j = w \in L(G)$.

- $S \Rightarrow c_j S c_j S c_j \Rightarrow^* c_j u c_j v c_j = w'$:

  Since $x, y \neq \Lambda$, either $w = c_j u_1 c_i^m u_2 c_j v c_j$ and $u = u_1 u_2$, or $w = c_j u c_j v_1 c_i^m v_2 c_j$ and $u = v_1 v_2$. Without loss of generality, assume $w = c_j u_1 c_i^m u_2 c_j v c_j$. Analogously to the previous case, $u' = u_1 c_i^m u_2 \in L(G)$, hence $S \Rightarrow c_j S c_j S c_j \Rightarrow^* c_j u' c_j v c_j = w \in L(G)$. □

Thus, deciding if a one-row Clickomania puzzle is solvable reduces to deciding if the string $w$ corresponding to the Clickomania puzzle is in $L(G)$. Since deciding $w \in L(G)$ is in $P$, so is deciding if a one-row Clickomania is solvable. This completes the proof of Theorem 2. In particular, we can obtain a polynomial-time algorithm for one-row Clickomania by applying standard parsing algorithms for context-free grammars.

**Corollary 6** *We can decide in $O(kn^3)$ time whether a one-row (or one-column) $k$-color Clickomania puzzle is solvable.*

**Proof:** The context-free grammar can be converted into a grammar in Chomsky normal form of size $O(k)$ and with $O(1)$ nonterminals. The algorithm in [4, Theorem 7.14, pp. 240–241] runs in time $O(n^3)$ times the number of nonterminals plus the number of productions, which is $O(k)$. □

Applying Lemma 1, we obtain

**Corollary 7** *One-row (or one-column) $k$-color Clickomania can be solved in $O(kn^5)$ time.*

## 2.3 A Linear-Time Algorithm for Two Colors

In this section, we show how to decide solvability of a one-column two-color Clickomania puzzle in linear time. To do so, we give necessary and sufficient combinatorial conditions for a puzzle to be solvable. As it turns out, these conditions are very different depending on whether the number of groups in the puzzle is even or odd, with the odd case being the easier one.

We assume throughout the section that the groups are named $g_1, \ldots, g_n$. A group with just one block is called a *singleton*, and a group with at least two blocks in it is called a *nonsingleton*.

The characterization is based on the following simple notion. A *checkerboard* is a maximal-length sequence of consecutive groups each of size one. For a checkerboard $C$, $|C|$ denotes the number of singletons it contains. The following lemma formalizes the intuition that if a puzzle has a checkerboard longer than around half the total number of groups, then the puzzle is unsolvable.

**Lemma 8** *Consider a solvable one-column two-color Clickomania puzzle with $n$ groups, and let $C$ be the longest checkerboard in this puzzle.*

1. *If $C$ is at an end of the puzzle, then $|C| \leq \frac{n-1}{2}$.*
2. *If $C$ is strictly interior to the puzzle, then $|C| \leq \frac{n-2}{2}$.*

**Proof:**

1. Each group $g$ of the checkerboard $C$ must be removed. This is only possible if $g$ is merged with some other group of the same color not in $C$, so there are at least $|C|$ groups outside of $C$. These groups must be separated from $C$ by at least one extra group. Therefore, $n \geq 2|C| + 1$ or $|C| \leq \frac{n-1}{2}$.
2. Analogously, if $C$ is not at one end of the puzzle, then there are two extra groups at either end of $C$. Therefore, $n \geq 2|C| + 2$ or $|C| \leq \frac{n-2}{2}$. □

### 2.3.1 An Odd Number of Groups

The condition in Lemma 8 is also sufficient if the number of groups is odd (but not if the number of groups is even). The idea is to focus on the *median* group, which has index $m = \frac{n+1}{2}$. This is motivated by the following fact:

**Lemma 9** *If the median group has size at least two, then the puzzle is solvable.*

**Proof:** Clicking on the median group removes that piece and merges its two neighbors into the new median group (it has two neighbors because $n$ is odd). Therefore, the resulting puzzle again has a median group with size at least two, and the process repeats. In the end, we solve the puzzle. □

**Theorem 10** *A one-column two-color Clickomania puzzle with an odd number of groups, $n$, is solvable if and only if*

- *the length of the longest checkerboard is at most $(n-3)/2$; or*
- *the length of the longest checkerboard is exactly $(n-1)/2$, and the checkerboard occurs at an end of the puzzle.*

**Proof:** If the puzzle contains a checkerboard of length at least $m = \frac{n+1}{2}$, then it is unsolvable by Lemma 8. If the median has size at least two, then we are also done by Lemma 9, so we may assume that the median is a singleton. Thus there must be a nonsingleton somewhere to the left of the median that is not the leftmost group, and there must be a nonsingleton to the right of the median that is not the rightmost group. Also, there are two such nonsingletons with at most $\frac{n-2}{2}$ other groups between them.

Clicking on any one of these nonsingletons destroys two groups (the clicked-on group disappears, and its two neighbors merge). The new median moved one group right [left] of the old one if we clicked on the nonsingleton left [right] of the median. The two neighbors of the clicked nonsingleton merge into a new nonsingleton, and this new nonsingleton is one closer to the other nonsingleton than before. Therefore, we can continue applying this procedure until the median becomes a nonsingleton and then apply Lemma 9. Note that if one of the two nonsingletons ever reaches the end of the sequence then the other singleton must be the median. $\square$

Note that there is a linear-time algorithm implicit in the proof of the previous lemma, so we obtain the following corollary.

**Corollary 11** *One-column two-color Clickomania with $n$ groups can be decided in time $O(n)$ if $n$ is odd. If the problem is solvable, a solution can also be found in time $O(n)$.*

### 2.3.2 An Even Number of Groups

The characterization in the even case reduces to the odd case, by showing that a solvable even puzzle can be split into two solvable odd puzzles.

**Theorem 12** *A one-column two-color Clickomania puzzle, $g_1, \ldots, g_n$, with $n$ even is solvable if and only if there is an odd index $i$ such that $g_1, \ldots, g_i$ and $g_{i+1}, \ldots, g_n$ are solvable puzzles.*

**Proof:** Sufficiency is a straightforward application of Lemma 3. First solve the instance $g_1, \ldots, g_i$ so that all groups but $g_i$ disappear and $g_i$ becomes a nonsingleton. Then solve instance $g_{i+1}, \ldots, g_n$ so that all groups but $g_{i+1}$ disappear and $g_{i+1}$ becomes a nonsingleton. These two solutions can be executed independently because $g_i$ and $g_{i+1}$ form a "barrier." Then $g_i$ and $g_{i+1}$ can be clicked to solve the puzzle.

For necessity, assume that $m_1, \ldots, m_l$ is a sequence of clicks that solves the instance. One of these clicks, say $m_j$, removes the blocks of group $g_1$. (Note that this group might well have been merged with other groups before, but we are interested in the click that actually removes the blocks.) Let $i$ be maximal such that the blocks of group $g_i$ are also removed during click $m_j$.

Clearly $i$ is odd, since groups $g_1$ and $g_i$ have the same color and we have only two colors. It remains to show that the instances $g_1, \ldots, g_i$ and $g_{i+1}, \ldots, g_n$ are solvable.

The clicks $m_1, \ldots, m_{j-1}$ can be distinguished into two kinds: those that affect blocks to the left of $g_i$, and those that affect blocks to the right of $g_i$. (Since $g_i$ is not removed before $m_j$, a click cannot be of both kinds.)

Consider those clicks that affect blocks to the left of $g_i$, and apply the exact same sequence of clicks to instance $g_1, \ldots, g_i$. Since $m_j$ removes $g_1$ and $g_i$ at once, these clicks must have removed all blocks $g_2, \ldots, g_{i-1}$. They also merged $g_1$ and $g_i$, so that this group becomes a nonsingleton. One last click onto $g_i$ hence gives a solution to instance $g_1, \ldots, g_i$.

Consider those clicks before $m_j$ that affect blocks to the right of $g_i$. None of these clicks can merge $g_i$ with a block $g_k$, $k > i$, since this would contradict the definition of $i$. Hence it does not matter whether we execute these clicks before or after $m_j$, as they have no effect on $g_i$ or the blocks to the left of it.

If we took these clicks to the right of $g_i$, and combine them with the clicks after $m_j$ (note that at this time, block $g_i$ and everything to the left of it is gone), we obtain a solution to the instance $g_{i+1}, \ldots, g_n$. This proves the theorem. $\square$

Using this theorem, it is possible to decide in linear time whether an even instance of one-column two-color Clickomania is solvable, though the algorithm is not as straightforward as in the odd case. The idea is to proceed in two scans of the input. In the first scan, in forward order, we determine for each odd index $i$ whether $g_1, \ldots, g_i$ is solvable. We will explain below how to do this in amortized constant time. In the second scan, in backward order, we determine for each odd index $i$ whether $g_{i+1}, \ldots, g_n$ is solvable. If any index appears in both scans, then we have a solution, otherwise there is none.

So all that remains to show is how to determine whether $g_1, \ldots, g_i$ is solvable in amortized constant time. (The procedure is similar for the reverse scan.) Assume that we are considering group $g_i$, $i = 1, \ldots, n$. Throughout the scan we maintain three indices, $j$, $k$ and $l$. We use $j$ and $k$ to denote the current longest checkerboard from $g_j$ to $g_k$. Index $l$ is the minimal index such that $g_l, \ldots, g_i$ is a checkerboard. We initialize $i = j = k = l = 0$.

When considering group $g_i$, we first update $l$. If $g_i$ is a singleton, then $l$ is unchanged. Otherwise, $l = i + 1$. Next, we update $j$ and $k$, by verifying whether $i - l > k - j$, and if so, setting $j = l$ and $k = i$. Clearly, this takes constant time.

For odd $i$, we now need to verify whether the instance $g_1, \ldots, g_i$ is solvable. This holds if $(k+1) - j \leq (i-3)/2$, since then the longest checkerboard is short enough. If $(k+1) - j \geq (i+1)/2$, then the instance is not solvable. The only case that requires a little bit of extra work is $(k+1) - j = (i-1)/2$, since we then must verify whether the longest checkerboard is at the beginning or the end. This, however, is easy. If the longest checkerboard has length $(i-1)/2$ and is at the beginning or the end, then the median group of the instance $g_1, \ldots, g_i$, i.e., $g_{(i-1)/2}$ must be a nonsingleton. If the longest checkerboard is not at the beginning or the end, then the median group is a singleton. This can be tested in constant time. Hence we can test in amortized constant time whether the instance $g_1, \ldots, g_i$ is solvable.

**Corollary 13** *One-column two-color Clickomania with $n$ groups can be decided in time $O(n)$ if $n$ is even. If the problem is solvable, a solution can also be found in time $O(n)$.*

# 3 Hardness for 5 Colors and 2 Columns

**Theorem 14** *Deciding whether a Clickomania puzzle can be solved is NP-complete, even if we have only two columns and five colors.*

It is relatively easy to reduce two-column six-color Clickomania from the weakly NP-hard set-partition problem: given a set of integers, can it be partitioned into two subsets with equal sum? Unfortunately this does not prove NP-hardness of Clickomania, because the reduction would represent the integers in unary (as a collection of blocks). But the partition problem is only NP-hard for integers that are superpolynomial in size, so this reduction would not have polynomial size. (Set partition is solvable in pseudo-polynomial time, i.e., time polynomial in the sum of the integers [3].)

Thus we reduce from the 3-partition problem, which is strongly NP-hard [2, 3].

**3-Partition Problem.** Given a multiset $A = \{a_1, \ldots, a_n\}$ of $n = 3m$ positive integers bounded by a fixed polynomial in $n$, with the property that $\sum_{i=1}^{n} a_i = tm$, is there a partition of $A$ into subsets $S_1, \ldots, S_m$ such that $\sum_{a \in S_i} a = t$ for all $i$?

Such a partition is called a *3-partition*. The problem is NP-hard in the case that $t/3 \leq a_i \leq 2t/3$ for all $i$. This implies that a 3-partition satisfies $|S_i| = 3$ for all $i$, which explains the name.

The construction has two columns; refer to Figure 1. The left column encodes the sets $S_1, \ldots, S_m$ (or more precisely, the sets $U_j = S_1 \cup \ldots \cup S_j$ for $j = 1, \ldots, m-1$, which is equivalent). The right column encodes the elements $a_1, \ldots, a_{3m}$, as well as containing separators and blocks to match the sets.

Essentially, the idea is that in order to remove the singleton that encodes set $U_j$, we must remove three blocks that encode elements in $A$, and these elements exactly sum to $t$, hence form the set $S_j$.

The precise construction is as follows. The left column consists, from bottom to top, of the following:

- $3m$ squares, alternately black and white
- $m-1$ sections for the $m-1$ sets $U_1, \ldots, U_{m-1}$, numbered from bottom to top. The section for $U_j$ consists of $4mt - 1$ black and white squares, follows by one "red" square (indicated hashed in Figure 1). This red square is called the *$j$th set-indicator*.

  The black and white squares are colored alternatingly black and white, even across a set-indicator. That is, if the last square below a set-indicator is white, then the first one above it is black and vice versa.
- Another long stretch of alternating black and white squares. There are exactly as many black and white squares above the last set-indicator as there were below, and they are arranged in such a way that if we removed all set-indicators, the whole left column could collapse to nothing.

The right column contains at the bottom the elements in $A$, and at the top squares to remove the set-indicators. More precisely, the right column consists, from bottom to top, of the following:

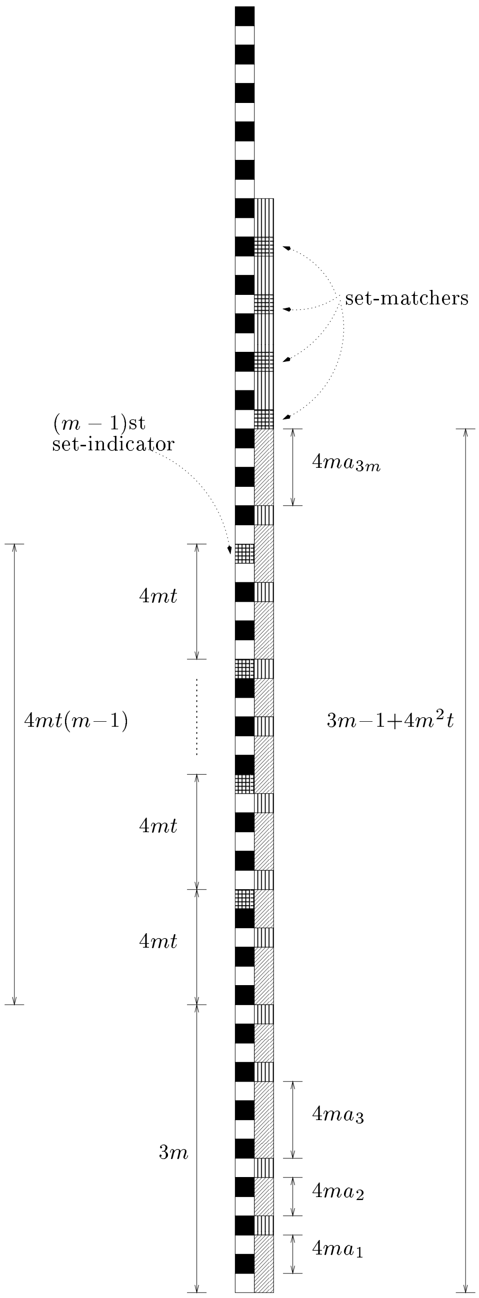



Figure 1: Overall construction, not to scale.

- $3m$ sections for each element in $A$. The section for $a_i$ consists of 1 "blue" square (indicated with vertical lines in Figure 1) and $4ma_i$ "green" squares (indicated with diagonals in Figure 1). Element $a_1$ does not have a separator.

  The blue squares are called *separators*, while the green squares are the one that encode the actual elements.

- $m-1$ sections for each set. These consist of three squares each, one red and two blue. The red squares will also be called *set-matchers*, while the blue squares will again be called *separators*.

The total height of the construction is bounded by $8m^2t + 6m$, which is polynomial in the input. And it is not difficult to see that solutions to the puzzle correspond uniquely to solutions to the 3-partition problem.

# 4 Hardness for 3 Colors and 5 Columns

**Theorem 15** *Deciding whether a Clickomania puzzle can be solved is NP-complete, even if we have only five columns and three colors.*

The proof is by reduction from 3-SAT. We now give the construction.

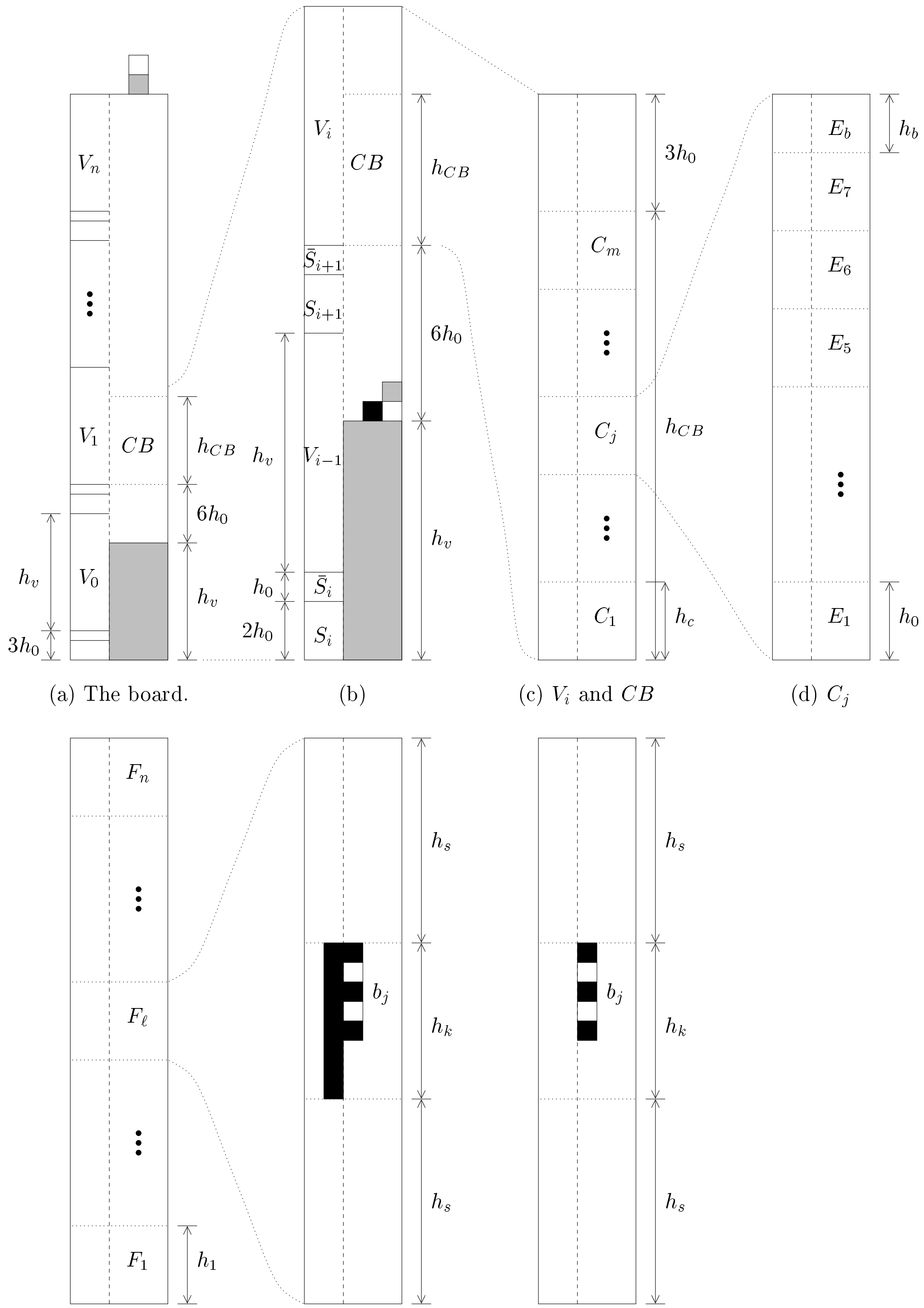
Let $F = C_1 \wedge \cdots \wedge C_m$ be a formula in conjunctive normal form with variables $x_1, \ldots, x_n$. We will construct a 5-column Clickomania puzzle using three colors, white, gray, and black, where the two leftmost columns, the *v-columns*, represent the variables, and the three rightmost columns, the *c-columns*, represent the clauses (see Fig. 2(a)). Most of the board is white, and gray blocks are only used in the c-columns. In particular, a single gray block sits on top of the fourth column, and another white block on top of the gray block. We will show that this gray block can be removed together with another single gray block in the rightmost column if and only if there is a satisfying assignment for $F$.

All clauses occupy a rectangle $CB$ of height $h_{CB}$. Each variable $x_i$ occupies a rectangle $V_i$ of height $h_v$. The variable groups are slightly larger than $CB$, namely $h_v = h_{CB} + 3h_0$. The lowest group $V_0$ represents a dummy variable $x_0$ with no function other than elevating $x_1$ to the height of $CB$. The total height of the construction is therefore approximately $(n+1) \cdot (h_v + 3h_0)$.

For all $i$, there are two *sliding groups* $S_{i+1}$ and $\bar{S}_{i+1}$ of size $2h_0$ and $h_0$, respectively, underneath $V_i$; their function will be explained later. The variable groups and the sliding groups are separated by single black rows which always count for the height of the group below. The variable groups contain some more black blocks in the second column to be explained later.

$CB$ sits above a gray rectangle of height $h_v$ at the bottom of the c-columns, a white row with a black block in the middle, a white row with a gray block to the right, and a white rectangle of height $6h_0 - 2$. Fig. 2(b) shows the board after we have removed $V_0, \ldots, V_{i-2}$ from the board, i.e., assigned a value to the first $i-1$ variables.

$CB$ and $V_i$ are divided into $m$ chunks of height $h_c$, one for each clause (see Fig. 2(c)). Note that $V_i$ is larger than $CB$, so it also has a completely white rectangle on top of these




(a) The board. (b) (c) $V_i$ and $CB$ (d) $C_j$

(e) $E_5$ after removing $S_i$ (f) $\ell = i$ (g) $\ell \neq i$

(f+g) $x_i$-key in $V_i$ and $x_\ell$-lock in $C_j$

Figure 2: The Clickomania puzzle. The white area is not drawn to scale.

$m$ chunks. Each clause contains three *locks*, corresponding to its literals, each variable having a different lock (we distinguish between different locks by their position within the clause, otherwise the locks are indistinguishable). Each variable group $V_i$ on the other hand contains matching $x_i$*-keys* which can be used to open a lock, thus satisfying the clause. After we have unlocked all clauses containing $x_i$ we can slide $V_i$ down by removing the white area of $V_{i-1}$ which is now near the bottom of the v-columns. Thus we can satisfy clauses using all variables, one after the other.

Variables can appear as positive or negative literals, and we must prevent $x_i$-keys from opening both positive and negative locks. Either all $x_i$-keys must be used to open only $x_i$-locks (this corresponds to the assignment $x_i = 1$), or they are used to open only $\bar{x}_i$-locks (this corresponds to the assignment $x_i = 0$). To achieve this we use the sliding groups $S_i$ and $\bar{S}_i$. Initially, a clause containing literal $x_i$ has its $x_i$-lock $2h_0$ rows below the $x_i$-key; if it contains the literal $\bar{x_i}$ then the $x_i$-lock is $h_0$ rows below the $x_i$-key; and if it does not contain the variable $x_i$ there is no $x_i$-lock. So before we can use any $x_i$-key we must slide down $V_i$ by either $h_0$ (by removing $\bar{S_i}$) or by $2h_0$ (by removing $S_i$). Removing both $S_i$ and $\bar{S}_i$ slides $V_i$ down by $3h_0$ which again makes the keys useless, so either $x_i = 0$ in all clauses or $x_i = 1$.

To prevent removal of the large gray rectangle at the bottom of the c-columns prematurely, we divide each clause into seven chunks $E_1, \ldots, E_7$ of height $h_0$ each and a barrier group $E_b$ (see Fig. 2(d)). The locks for positive literals are located in $E_5$, and the locks for negative literals are in $E_6$. The keys are located in $E_7$. As said before, we can slide them down by either $h_0$ (i.e., $x = 0$), or by $2h_0$ (i.e., $x = 1$). The empty chunks $E_1, \ldots, E_5$ are needed to prevent misuse of keys by sliding them down more than $2h_0$.

We only describe $E_5$, the construction of $E_6$ is similar (see Fig. 2(e)). To keep the drawings simple we assume that the v-columns have been slid down by $2h_0$, i.e., the chunk $E_7$ in the v-columns is now chunk $E_5$. $E_5$ is divided into $n$ rectangle $F_1, \ldots, F_n$ of height $h_1$, one for each variable. In $V_i$, only $F_i$ contains an $x_i$-key which is a black rectangle of height $h_k$ in the second column (see Fig. 2(f)), surrounded on both sides by white space of height $h_s$. In the c-columns, rectangle $F_\ell$ contains an $x_\ell$-lock if and only if the literal $x_\ell$ appears in the clause. The lock is an alternating sequence of black and white blocks, where the topmost black block is aligned with the topmost black block of the $x_\ell$-key (see Fig. 2(f) and (g)). The number of black blocks in a lock varies between clauses, we denote it by $b_j$ for clause $C_j$, and is independent of the variable $x_i$. Let $B_j = b_1 + \cdots + b_j$.

The barrier of clause $C_j$ is located in the chunk $E_b$ of that clause (see Fig. 3). It is a single black block in column 4. There is another single black block in column 3, the *bomb*, $B_j$ rows above the barrier. The rest of $E_b$ is white. As long as the large white area exists, the only way to remove a barrier is to slide down a bomb to the same height as the barrier.

With some effort one can show that this board can be solved if and only if the given formula has a satisfying assignment.

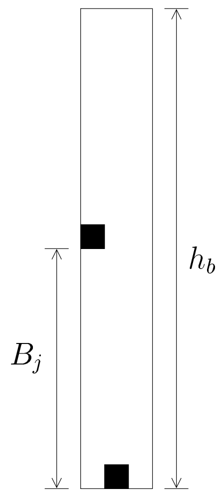



Figure 3: A barrier in $E_b$

# 5 Conclusion

One intriguing direction for further research is *two-player Clickomania*, a combinatorial game suggested to us by Richard Nowakowski. In the impartial version of the game, the initial position is an arbitrary Clickomania puzzle, and the players take turns clicking on groups with at least two blocks; the last player to move wins. In the partizan version of the game, the initial position is a two-color Clickomania puzzle, and each player is assigned a color. Players take turns clicking on groups of their color with at least two blocks, and the last player to move wins.

Several interesting questions arise from these games. For example, what is the complexity of determining the game-theoretic value of an initial position? What is the complexity of the simpler problem of determining the outcome (winner) of a given game? These games are likely harder than the corresponding puzzles (i.e., at least NP-hard), although they are more closely tied to how many *moves* can be made in a given puzzle, instead of how many *blocks* can be removed as we have analyzed here. The games are obviously in PSPACE, and it would seem natural that they are PSPACE-complete.

Probably the more interesting direction to pursue is tractability of special cases. For example, this paper has shown polynomial solvability of one-column Clickomonia puzzles, both for the decision and optimization problems. Can this be extended to one-column games? Can both the outcome and the game-theoretic value of the game be computed in polynomial time? Even these problems seem to have an intricate structure, although we conjecture the answers are yes.

In addition, several open problems remain about one-player Clickomania:

1. What is the complexity of Clickomania with two colors?

2. What is the complexity of Clickomania with two rows? $O(1)$ rows?

3. What is the precise complexity of Clickomania with one column? Can any context-free-grammar parsing problem be converted into an equivalent Clickomania puzzle?

Alternatively, can we construct an LR($k$) grammar?

4. In some implementations, there is a scored version of the puzzle in which removing a group of size $n$ results in $(n-2)^2$ points, and the goal is to maximize score. What is the complexity of this problem? (This ignores that there is usually a large bonus for removing all blocks, which as we have shown is NP-complete to decide.)

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