

Simplified Pure PC

History:

DPC looping has existed for a long time. A few years ago, a player by the name of stickmancomic created the [Simplified Jigsaw](#) loop, a simple DPC loop to be used by beginners that doesn't require much skill or knowledge. Similarly, Pure PC looping has also existed for a long time. However, Pure PC has been known for a long time to be very hard and requires a lot of knowledge or solving skill as well as some RNG. But not anymore. Now, you can finally do Pure PC Ultra with neither RNG nor braincells, with my Simplified Pure PC, which is what you are about to read right now.

Multiple loops are presented, their differences are explained below. All technically have a chance to get a PC every 4 lines. Only the minimum required to keep looping is shown, they are not optimised for %. All are 28L loops. Loops are ordered by their time of finding.

Note: Technically this doesn't really work for Pure PC Ultra as it doesn't bypass a rule that says how much score the PCs need to make up, unless you get really good rng. Let's just ignore that.

Loop 1

This is simpler than loop 2, but only guarantees 1 PC every 28L loop.

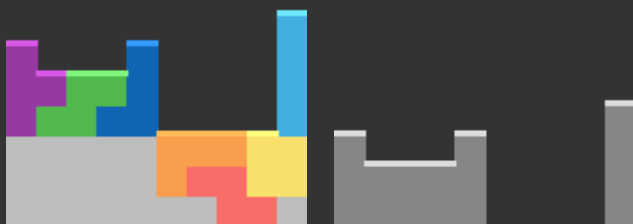
1st Bag (1st setup)

Determine which setup to use based on order of TSZ: 1st image T last, 2nd image Z last, 3rd image S last.



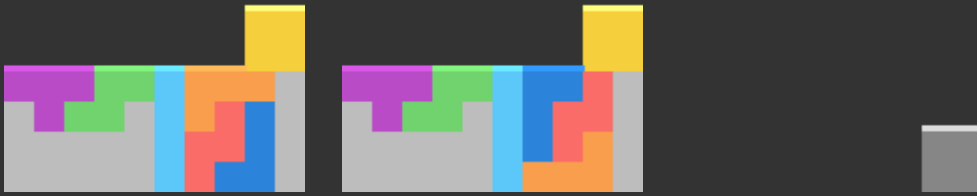
2nd Bag (1st solve, 2nd setup)

This can always be built.



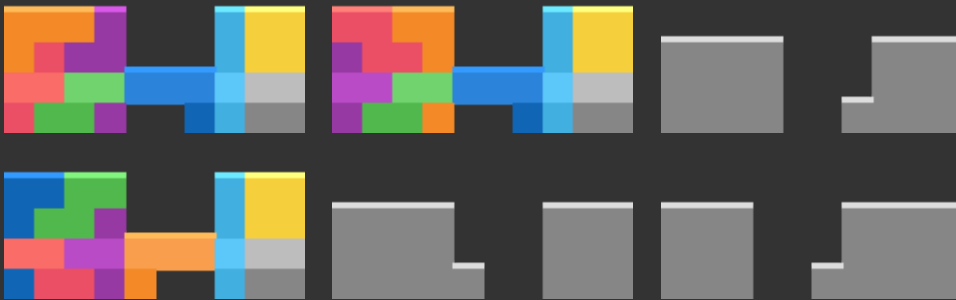
3rd Bag (2nd solve, 3rd 1p)

1st image J<L, 2nd image L<J.



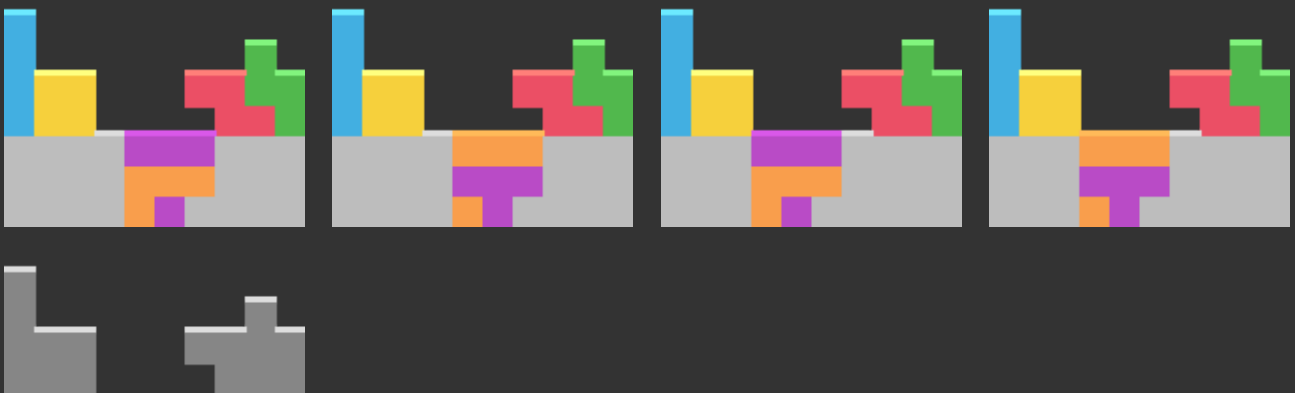
4th Bag (3rd setup)

Similar to 1st bag, determine which setup to use based on order of TSZ: 1st image T last, 2nd image Z last, 3rd image S last. 3rd image residue is mirrored and shifted by 1.



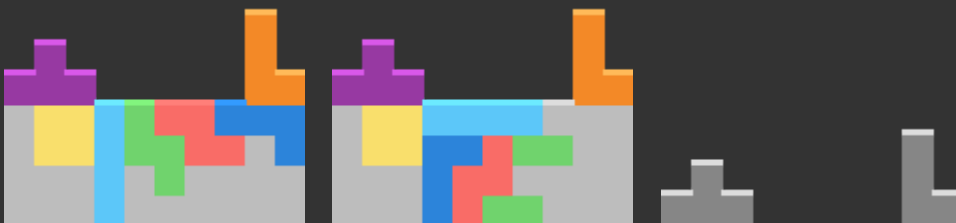
5th Bag (3rd solve, 4th setup)

Both residues from above recover pretty much the same way into the same residue. J is kept on hold.



6th Bag (4th solve, 5th 2p)

4 setups that go into 2 residues are required to cover all bags. Where the first J is placed is shown in grey.





7th Bag (5th setup)

Both residues from above can recover into the same residue but mirrored.



8th Bag (5th solve, 6th setup)

1st image $T < J$, 2nd image $J < T$.



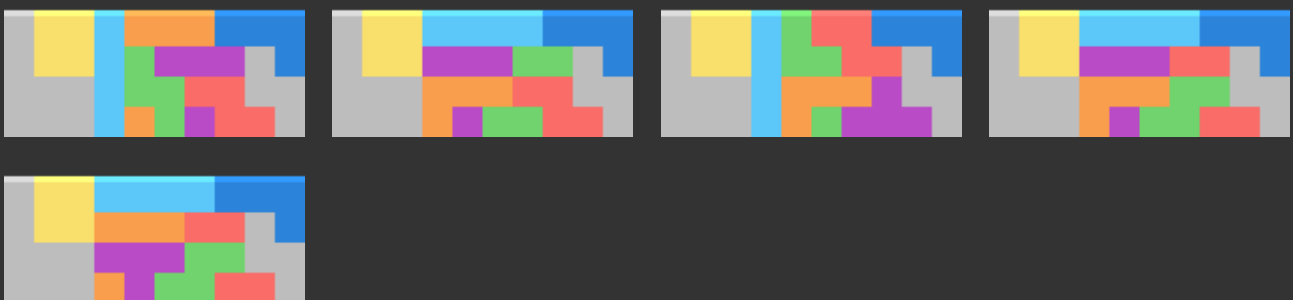
9th Bag (6th solve, 7th setup)

You can always build this.



10th Bag (7th solve PC)

You now have an 100% chance to PC with 5 solves minimum.



Loop 2

This is slightly more complex than loop 2, but guarantees 2 PCs every 28L loop.

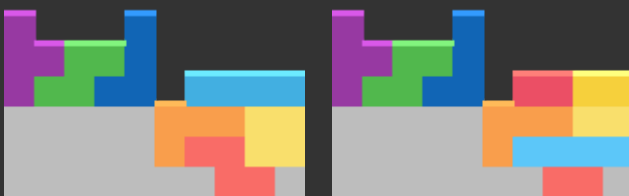
1st Bag (1st setup)

Same as loop 1. Determine which setup to use based on order of TSZ: 1st image T last, 2nd image Z last, 3rd image S last.



2nd Bag (1st solve, 2nd setup)

1st image L/Z<I/O, 2nd image IO<LZ.



3rd Bag (2nd solve PC, 3rd 1p)

You now have an 100% chance to PC with 2 solves minimum. 1st solve O<L/J, 2nd solve LJ<O. Then, place the S piece as below, 1 from wall.



4th Bag (3rd setup)

You can always build this. T is kept on hold.



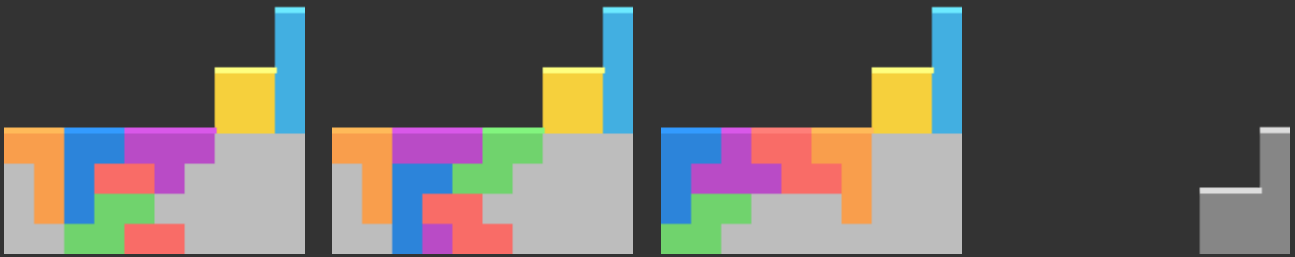
5th Bag (3rd solve, 4th setup)

1st image T<L/S, 2nd image LS<T.



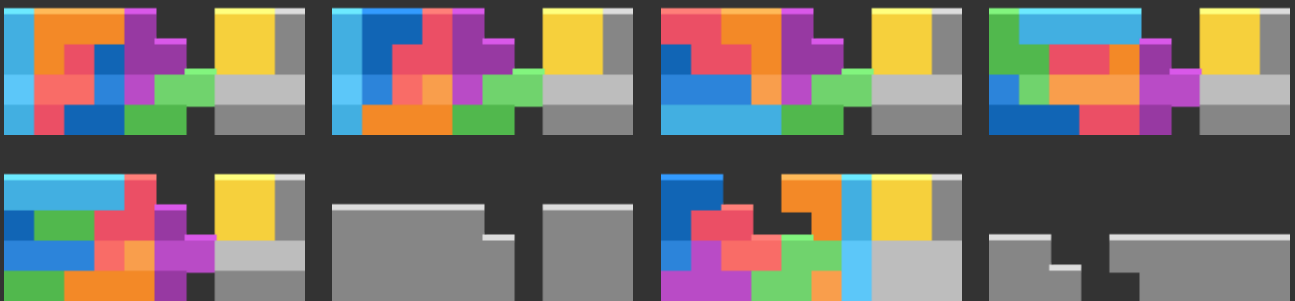
6th Bag (4th solve, 5th 2p)

Both residues from above can recover into the same residue below. For 1st residue from above, 1st image $S < Z$, 2nd image $Z < S$.



7th Bag (5th setup)

You can always go into 1 of the 2 residues below.

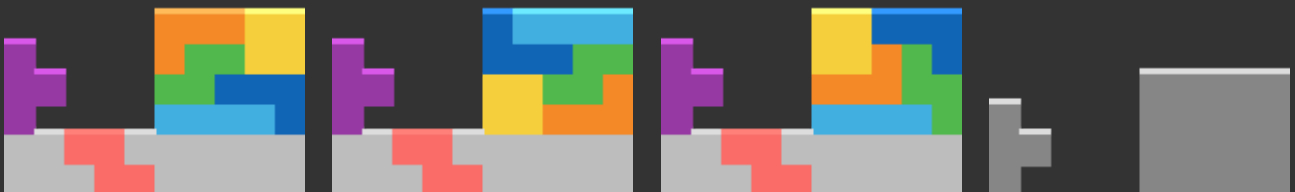


8th Bag (5th solve, 6th setup)

For the 1st residue, 1st image is $T < J$, 2nd image is $J < T$.

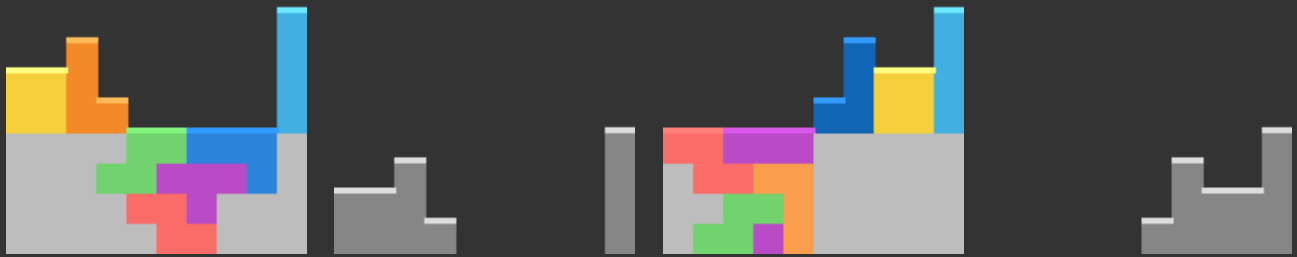


For the 2nd residue, there are 3 congruents that cover all bags.



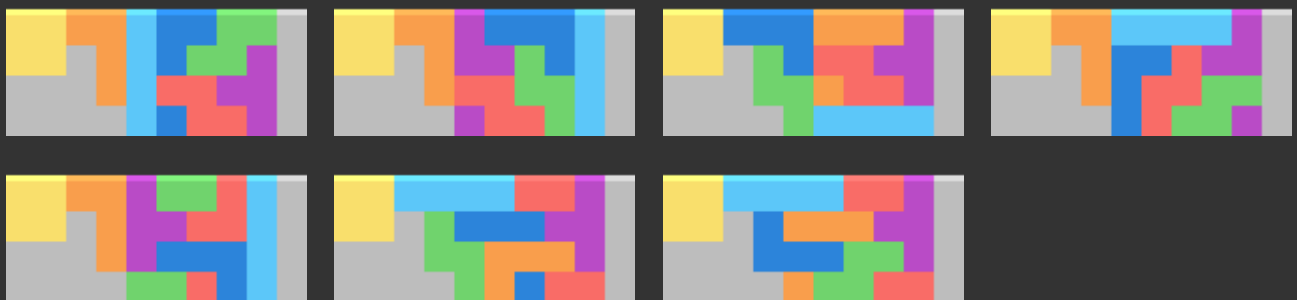
9th Bag (6th solve, 7th setup)

Both residues from above can recover into the same residue but mirrored and shifted, which does not affect solves on bag 10.



10th Bag (7th solve PC)

You now have an 100% chance to PC with 7 solves minimum. Shifting and mirroring does not affect solves.



Loop 3

This is probably the “best” loop so far in terms of simplicity. The first 3 bags are the same as loop 1.

1st Bag (1st setup)

Determine which setup to use based on order of TSZ: 1st image T last, 2nd image Z last, 3rd image S last.



2nd Bag (1st solve, 2nd setup)

This can always be built.



3rd Bag (2nd solve, 3rd 1p)

1st image $J < L$, 2nd image $L < J$. Both result in the same residue.



4th Bag (3rd setup)

1st image $L/J < S/Z$, 2nd image $S < Z < LJ$, 3rd image $Z < S < LJ$. Residues are pretty much identical except shifted by 1, which doesn't affect the next bag.



5th Bag (3rd solve, 4th setup)

Can always be built for both 4th bag residues. Both result in the same residue.



6th Bag (4th solve, 5th 2p)

1st image $S < J$, 2nd image $J < S$. May require some funny kicks. Both result in the same residue.



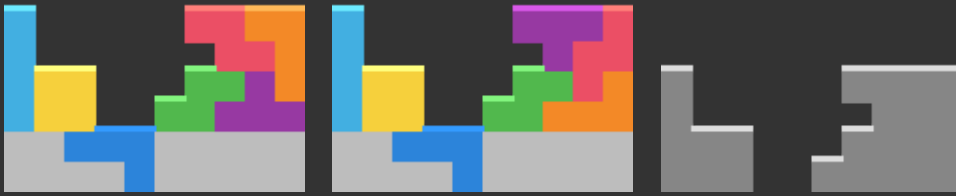
7th Bag (5th setup)

1st image $J < O/S$, 2nd image $OS < J$. Both result in the same residue.



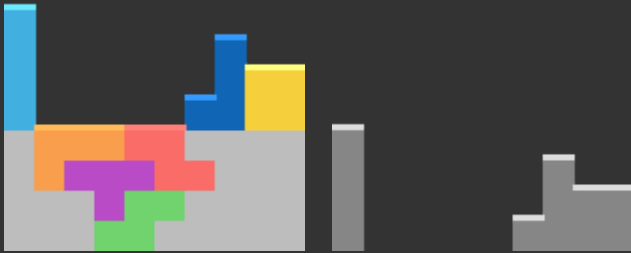
8th Bag (5th solve, 6th setup)

1st image $T < L$, 2nd image $L < T$. Both result in the same residue.



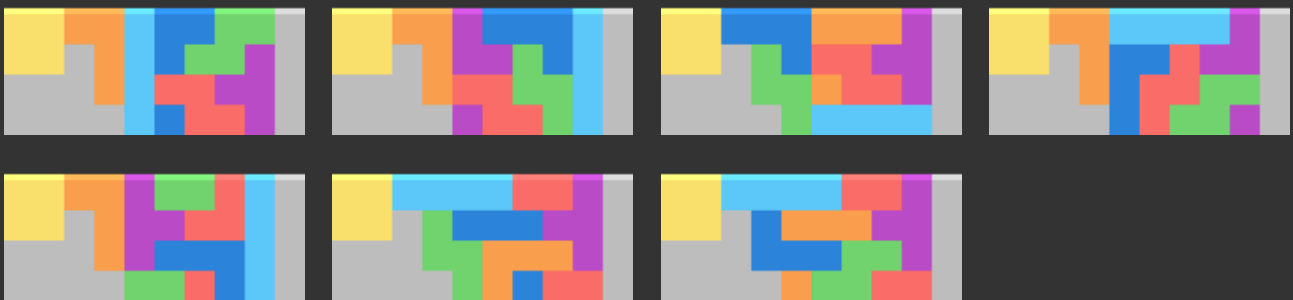
9th Bag (6th solve, 7th setup)

This can always be built.



10th Bag (7th solve PC)

Same as loop 2, you now have an 100% chance to PC with 7 solves minimum. Shifting and mirroring does not affect solves.



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