



UKPA Beginners Contest #1:
Nurikabe, Shikaku and Slitherlink
18th May 2012-18th June 2012

Instruction Booklet

Important Information:

1. To participate in the contest, you will need to be registered online with the UKPA forums, <http://forum.ukpuzzles.org>. During the registration process, you will be required to enter your real name, and your nationality.
2. The password protected puzzle pdf will be made available online at <http://www.ukpuzzles.org/contests.php?contestid=26> at least a day before the contest begins. **It is recommended that you download this pdf before you start the contest.**
3. The competition will start at 15:00 BST (14:00 GMT) on Friday 18th May, when the password for the pdf will be made available. Upon retrieving the password, you will have until the end of the contest window to solve the puzzles, and submit your answers via the entry page. You will be able to submit answers until 03:00 BST (02:00 GMT) on Monday 18th June.
4. To submit your answers, you will need to go to the answer submission page found at <http://www.ukpuzzles.org/contests.php?contestid=26>. Here, for each puzzle, you will be required to enter the relevant answer keys into the form on the page. The answer keys for each puzzle are defined as part of the instructions.
5. Upon hitting the submit button, your answers will be sent to the server. You may submit answers as many times as you like, but only the last received keys will be subject to scoring. **Please take care when entering the answer keys!**
6. Results will be made available on the contest page shortly after the contest is finished.
7. **All participants are expected to solve the puzzles honestly and fairly.** You are not permitted to use any external solving aids of any form or receive assistance from any other individual.

The contest organisers reserve the right to disqualify any participant judged to have acted with improper conduct.

Thanks & Copyright:

The puzzles found in both the instruction and contest booklets are © UKPA 2012. All rights are reserved.

We are indebted to **Alan O'Donnell** for organisation, **Tom Collyer** for design and puzzles and **Gareth Moore** for testing.

Puzzle Rules & Examples:

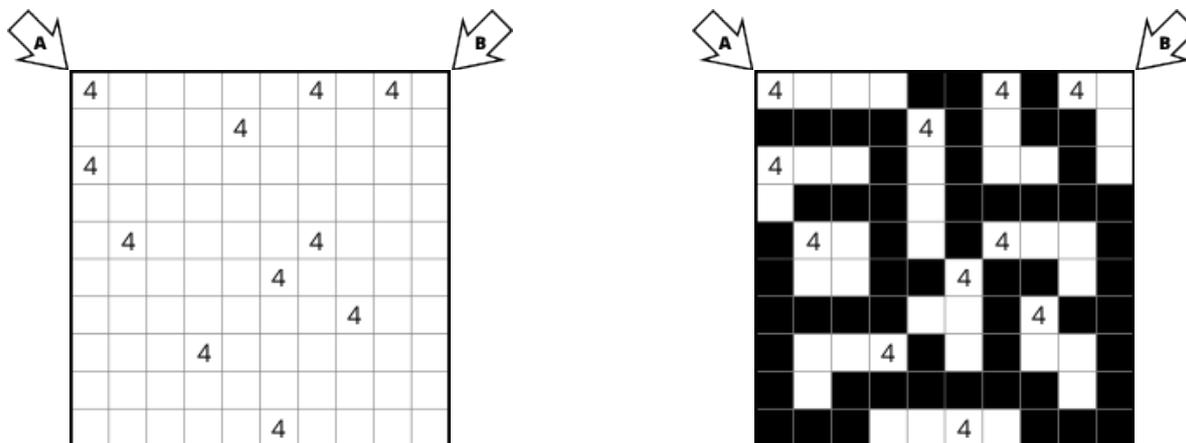
The contest will be divided into three parts, with each part containing four puzzles of one particular type to solve. Each puzzle is worth 10 points, so there is a total of 120 points available. No bonuses for finishing all the puzzles is available, however results will be sorted by the fastest submitted times.

Part 1: Nurikabe

Rules: Shade some cells in the grid so that the shaded cells form a connected area via horizontal and vertical paths, and so that there are no 2x2 area of shaded cells. The remaining unshaded cells should form several connected islands. Each island should contain exactly one given number in the grid, and this number represents the number of cells in its corresponding island.

Answer Entry: Enter the contents of the cells on the two main diagonals from top to bottom, using 1 for a shaded cell and 0 for an unshaded cell.

Example Puzzle:



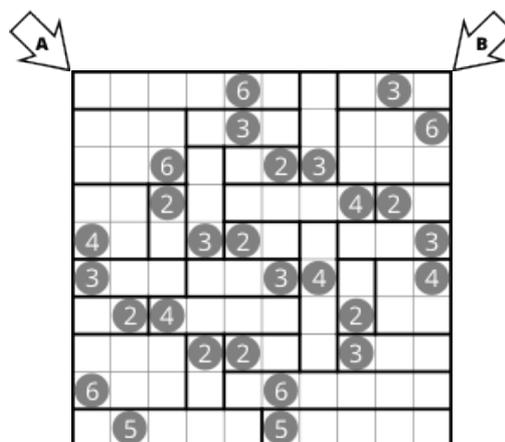
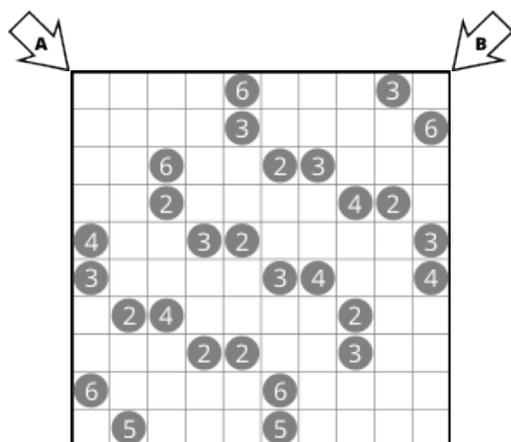
The correct answer keys are: **0101001001, 0101111001.**

Part 2: Shikaku

Rules: Divide the grid into rectangles so that each rectangle contains exactly one number. Each number represents the number of cells of its corresponding rectangle.

Answer Entry: Enter the units digit of the size of rectangle that each cell on the main diagonal is contained in, from top to bottom.

Example Puzzle:



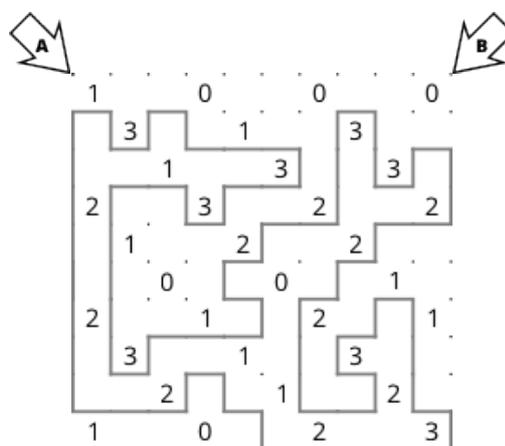
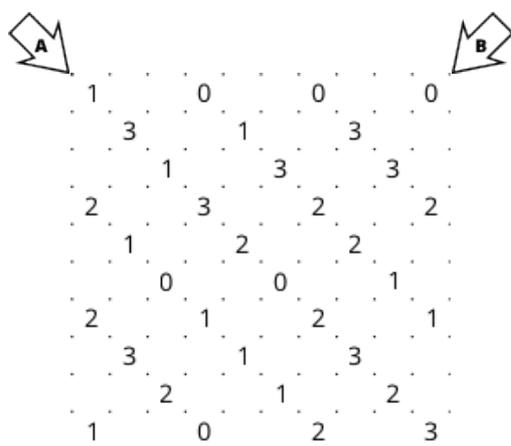
The correct answer keys are: **6663234365, 3664234665.**

Part 3: Slitherlink

Rules: Draw a single closed loop in the grid, travelling horizontally and vertically between the lattice points. The loop must not intersect/overlap itself. Numbers in some cells of the grid indicate how many edges of that cell are contained in the loop.

Answer Entry: Enter the contents of the cells on the two main diagonals from top to bottom, using 1 for a cell contained inside the loop and 0 for a cell contained outside the loop.

Example Puzzle:



The correct answer keys are: **0011010111, 0010110110.**