



UKPA Beginners Contest #2:

Battleships, Masyu & Skyscrapers

July 2012

Introduction:

The UKPA Beginners contests are a monthly series of logic puzzles, aimed at the solver who would like to familiarise themselves further with a wide variety of style of puzzles. The puzzles will be small, but not necessarily trivial to solve, and aim to get the less experienced solver more familiar with various puzzle styles within the framework of a friendly competition. The puzzles are suitable for enthusiastic school children.

You should not expect to solve all the puzzles in one sitting, and if you do get stuck you are actively encouraged to engage in a little trial and error to uncover new solving techniques.

This month's contest will not feature online answer submission, or a separate instruction booklet.

Credits & Copyright:

We are indebted to **Tom Collyer** for templates, design and puzzles and to **Alan O' Donnell, James McGowan** and **Liane Robinson** for puzzles and testing.

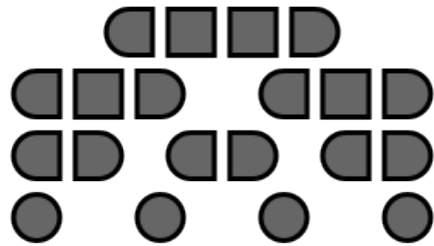
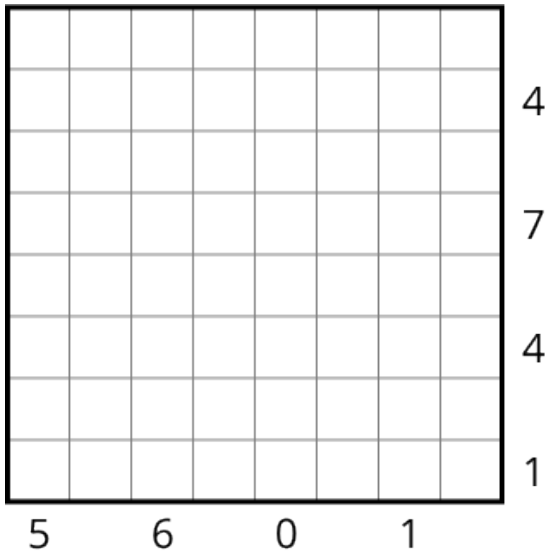
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Part 1: Battleships

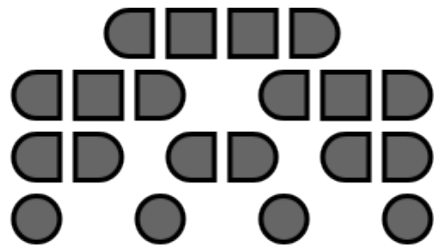
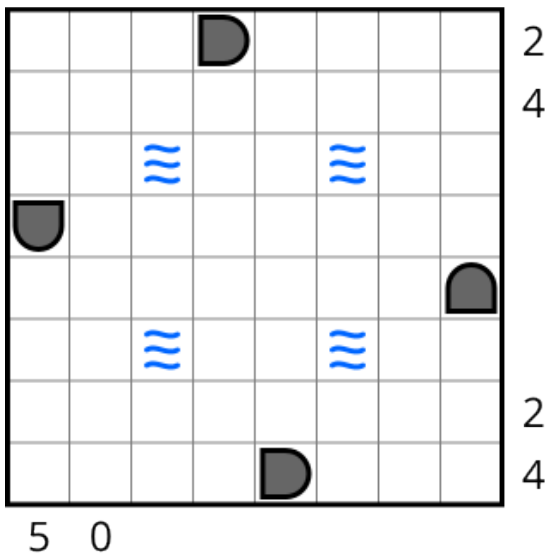
Rules: Locate the position of the 10 ship fleet in the grid. Each segment of a ship occupies a single cell, and ship is oriented either horizontally or vertically. Ships may not touch each other, even diagonally. The clues outside the grid indicate the totally number of segments in the relevant row or column.

Online Answer Entry: N/A

Puzzle 1.1



Puzzle 1.2



Part 2: Masyu

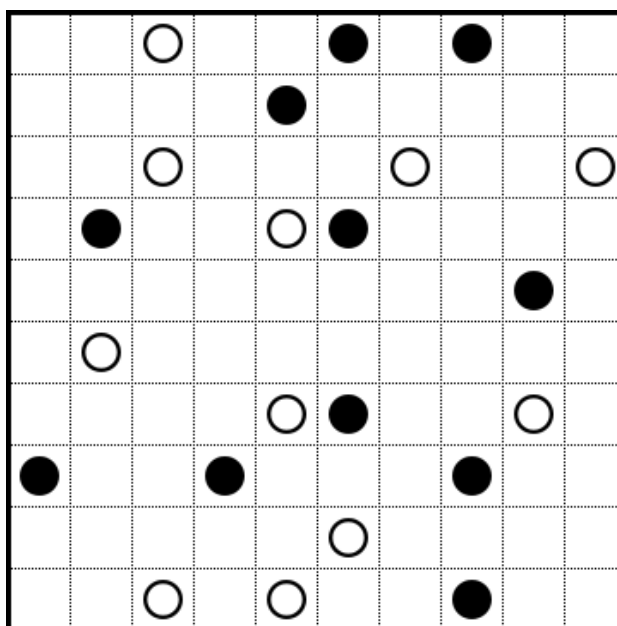
Rules:

Draw a single closed loop in the grid, travelling horizontally and vertically through the centres of each empty cell it passes through. The loop must not intersect or overlap itself. The loop should also pass through each circle in the grid:

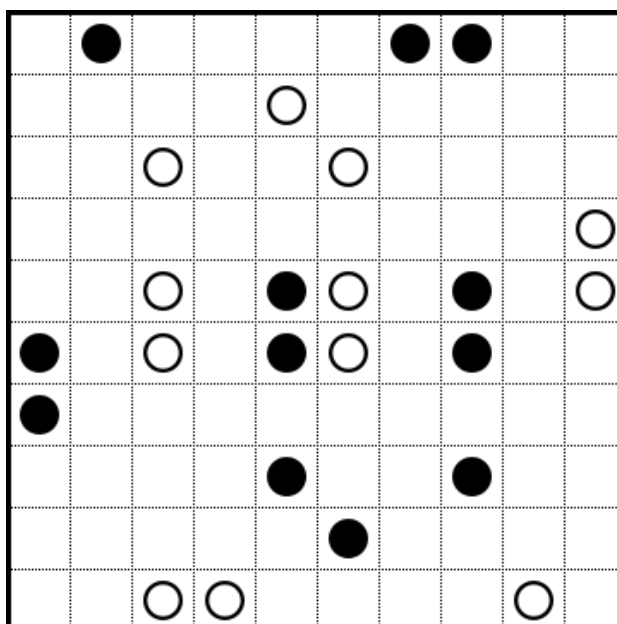
- At a white circle, the loop should travel straight through and make a 90° turn in the cell immediately before or after (or both).
- At a black circle, the loop should make a 90° turn and extend in the relevant two directions for at least two cells.

Online Answer Entry: N/A

Puzzle 2.1



Puzzle 2.2



Part 2: Masyu (Continued)

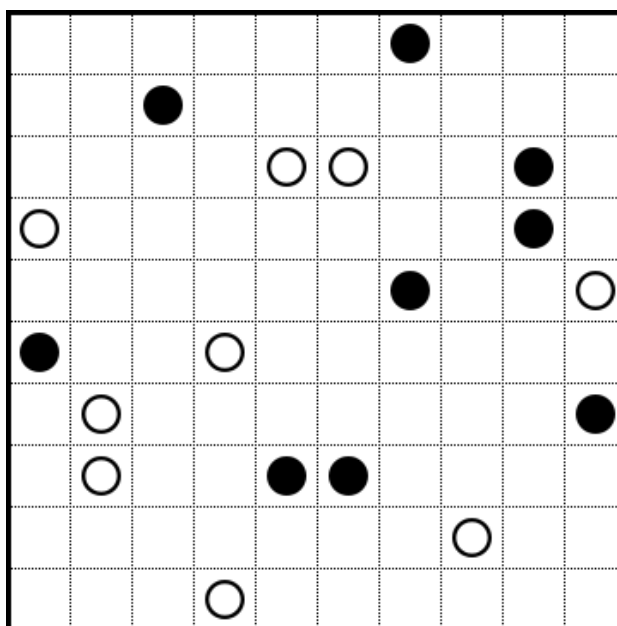
Rules:

Draw a single closed loop in the grid, travelling horizontally and vertically through the centres of each empty cell it passes through. The loop must not intersect or overlap itself. The loop should also pass through each circle in the grid:

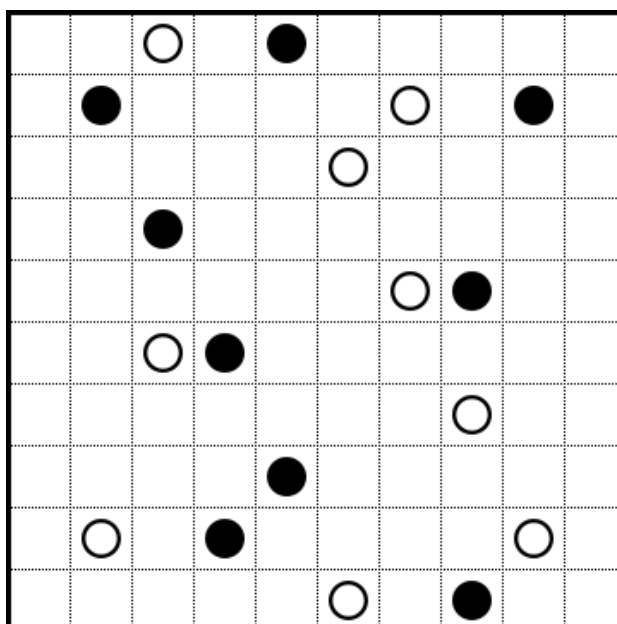
- At a white circle, the loop should travel straight through and make a 90° turn in the cell immediately before or after (or both).
- At a black circle, the loop should make a 90° turn and extend in the relevant two directions for at least two cells.

Online Answer Entry: N/A

Puzzle 2.3



Puzzle 2.4



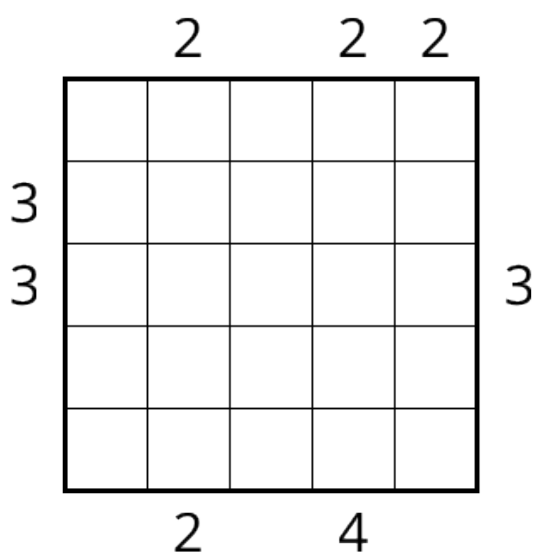
Part 3: Skyscrapers

Rules:

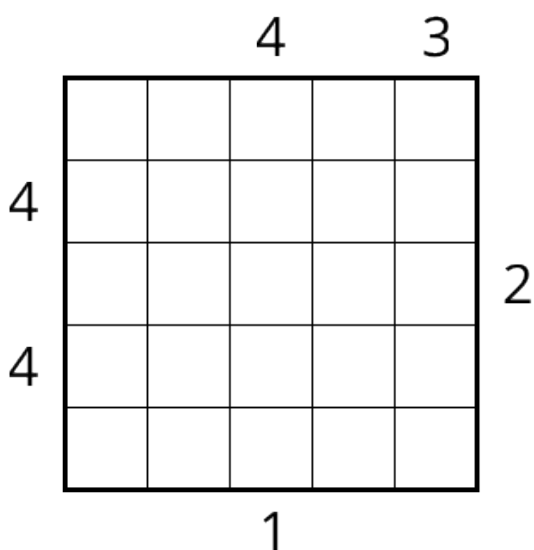
Place a number from 1-N (where N is the size of the grid) in each empty cell in the grid such that each row and column contains each number exactly once. Each number represents the height of a building. The numbered clues outside the grid indicate the number of buildings visible from the relevant direction. A taller building will hide any shorter buildings behind it.

Online Answer Entry: N/A

Puzzle 3.1



Puzzle 3.2

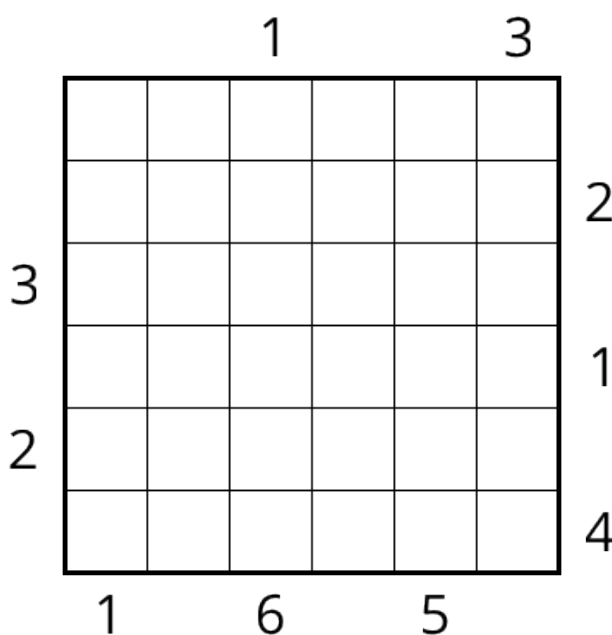


Part 3: Skyscrapers (Continued)

Rules: Place a number from 1-N (where N is the size of the grid) in each empty cell in the grid such that each row and column contains each number exactly once. Each number represents the height of a building. The numbered clues outside the grid indicate the number of buildings visible from the relevant direction. A taller building will hide any shorter buildings behind it.

Online Answer Entry: N/A

Puzzle 3.3



Puzzle 3.4

