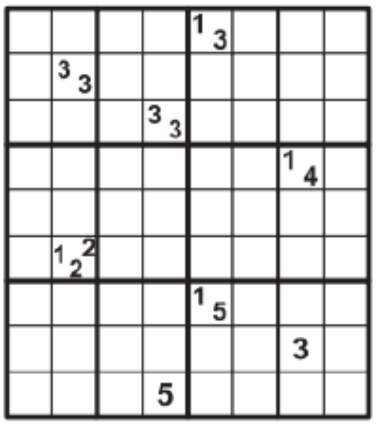
UKPA Open Tournament
14th – 15th March, 2020
Round 3 – Silk Road
Puzzles by Tawan Sunathvanichkul

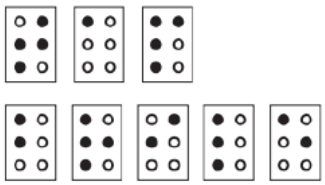
	Puzzle	Points
1	Braille Tapa	70
2	Pentominous Borders	31
3	Pentominous Borders	29
4	Calcudoku	26
5	Calcudoku	60
6	Greater Wall	24
7	Greater Wall	60
8	Easy as Word Snake	60
	Total	**360**

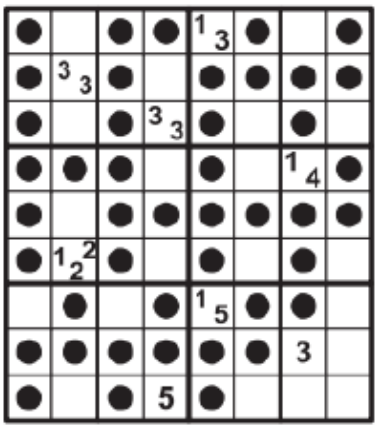
Time: 60 minutes.

1 Braille Tapa (70)

Shade some empty cells to create a single connected wall. Numbers in a cell indicate the length of consecutive shaded blocks in the neighbouring cells. If there is more than one number in a cell, then there must be at least one white (unshaded) cell between the shaded cell groups. Cells with numbers cannot be shaded and shaded cells cannot form a 2x2 square anywhere in the grid.
Additionally, each outlined region shall contain one of the given Braille letters. Each letter can be used any number of times including none at all. The Braille letters cannot be rotated or reflected.

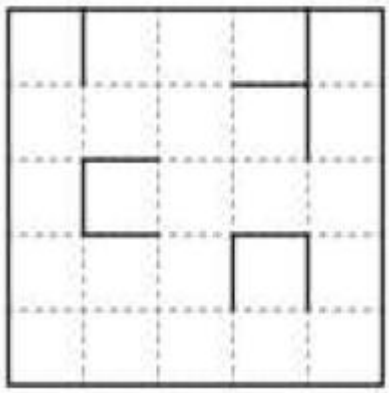


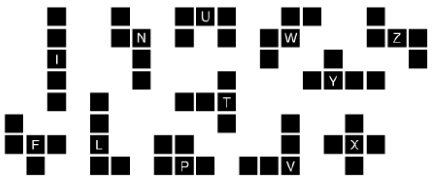


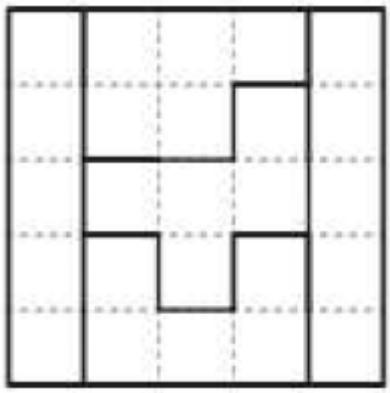


2 & 3 Pentominous Borders (31 & 29)

Divide the grid into pentominoes (five-cell regions) so that no two pentominoes of the same shape (including rotations/reflections) share an edge. Some borders between shapes have already been given;

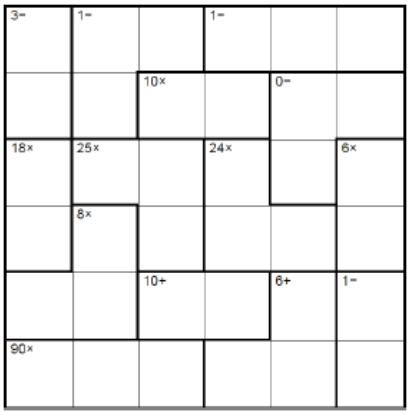


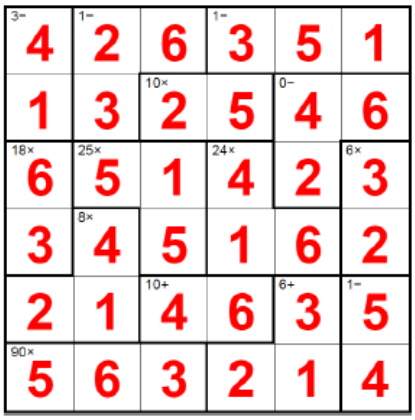




4 & 5 Calcudoku (26 & 60)

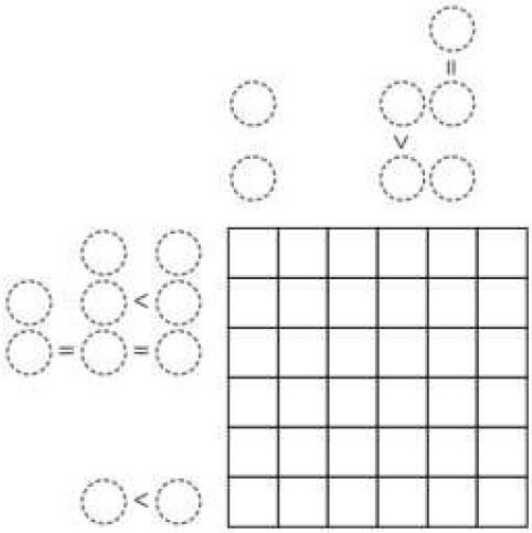
Insert digits from 1 to N (where NxN is the size of the grid) so that no number repeats in any row or column. The number in the upper-left corner of each bold lined region indicates the value of a mathematical operation applied to the digits in that region. For subtraction and division, the operation always starts with the largest number. Digits can be repeated in a region.

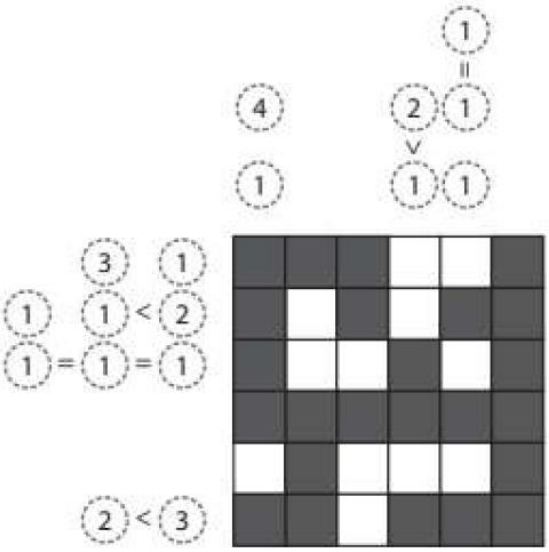




6 & 7 Greater Wall (24 & 60)

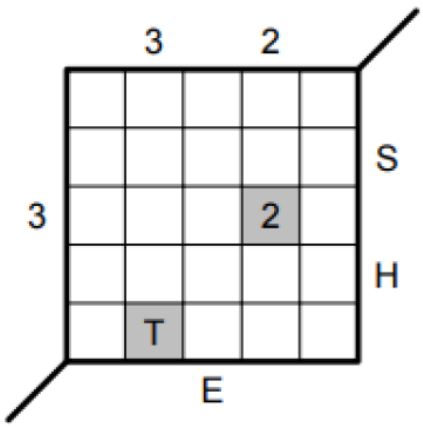
Shade some cells to form a wall that is connected by edge and doesn't contain any 2x2 group of shaded cells. Clues outside the grid indicate the length of connected blocks of shaded cells in that row or column in the correct order. However, the actual numbers are missing and placeholders are given instead. Some relations between the number clues are given. Rows and columns are either fully clued or not clued at all (in other words, you cannot add more placeholders in an already-clued row or column. (You will not need to enter the values of the place holders to be awarded points for the puzzle, but the grid must be fully solved.)





8 Easy as Word Snake (60)

Locate a one-cell wide snake in the grid whose path cannot cross or touch itself, not even diagonally (cells that have one other cell between then can touch diagonally where the snake turns). All cells of the snake will spell out the given phrase/ sentence, in order, with one letter per cell with no spacing. Clues above and to the left of the grid indicate how many cells are used by the snake in that row or column. Clues to below and to the right of the grid indicate the first character on that row or column seen from that point. The head and the tail of the snake are marked.



THE ANSWER IS 42