

**UKPA Open Tournament**  
**14<sup>th</sup> – 15<sup>th</sup> March, 2020**  
**Round 2**  
**Puzzles by Bram de Laat**

	<b>Puzzle</b>	<b>Points</b>
1	Fillomino	27
2	Light and Shadow	28
3	Latin Pointers	17
4	Nemo	16
5	Masyu	12
6	Dutch Loop	32
7	Minesweeper	34
8	Pentomino Minesweeper	42
9	Nine Snails	73
10	Meandering Words	52
11	Snake	23
12	Finnish Snake	14
13	Star Battle	19
14	Gaps	24
15	Tapa	15
16	Tapa Line	22
	<b>Total</b>	<b>450</b>

**Time: 75 minutes.**

### 1 Fillomino (27)

Divide the grid into a number of regions along the grid lines. Numbers in the grid indicate the size of the region that the cell belongs to. Regions can contain none, one or multiple clue cells. Regions of the same size cannot touch by a side.

	1	2	4	6	
	2			3	
	4			2	
	2	1	3	6	

3	3	2	4	4	4
3	1	2	4	6	6
2	2	3	3	3	6
4	4	4	2	2	6
4	2	1	3	6	6
1	2	3	3	2	2

### 2 Light and Shadow (28)

Divide the grid into a number of white or grey regions along the grid lines. Each region must contain exactly one clue cell, matching the colour of the region. Clues indicate the size of the region that the clue is a part of. Regions of the same colour cannot touch by a side.

5	5				
			6		
				3	
6					
	5				
			1	5	

5	5				
			6		
				3	
6					
	5				
			1	5	

### 3 Latin Pointers (17)

Place the digits 0, 1, 2 and 3 (0, 1 and 2 in the example) once in each row and column. A number of arrows are given in the grid. Digits placed in cells with an arrow indicate the number of digits that can be seen in the direction of the arrow. Each cell with an arrow must contain a digit.

	→	↓	
			↑
	←		

0	→	↓	
1	2		0
2		0	↑
	0	1	2

### 4 Nemo (16)

Place the digits 1, 2, 3 and 4 (1, 2 and 3 in the example) once in each row and column. A number of arrows are given in the grid. Digits placed in cells with an arrow indicate the distance to the first empty cell in the direction of the arrow. Each cell with an arrow must contain a digit.

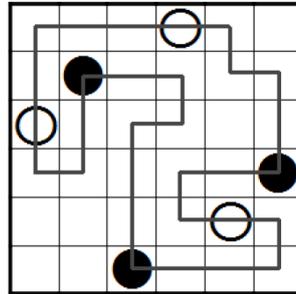
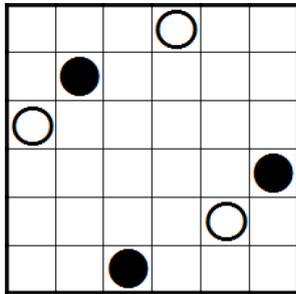
	→	↓	
			↑
	←		

3	→	↓	
2	3		1
1		3	↑
	←	2	3



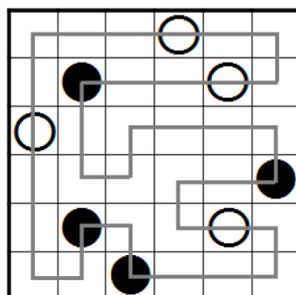
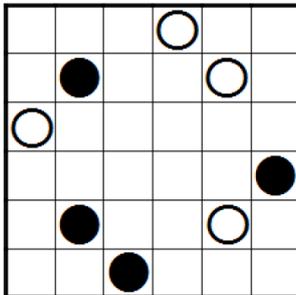
### 5 Masyu (12)

Draw a closed loop in the grid by connecting the centres of cells horizontally and vertically. The loop may not touch or cross itself. A number of black and white circles are given in the grid. The loop must pass through all circles. When the loop passes through a white circle it must always go straight and turn in at least one of the cells directly before or after the white circle. When the loop passes through a black circle it must always turn and go straight in both cells directly before and after the black circle.



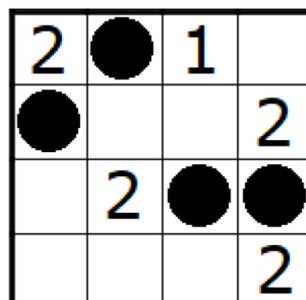
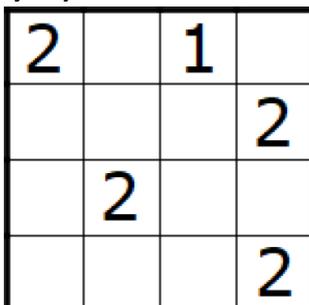
### 6 Dutch Loop (32)

Draw a closed loop that passes through every cell exactly once and does not cross itself. The path travels horizontally and vertically through the centres of the cells. The loop must turn in every black circle and pass straight through every white circle.



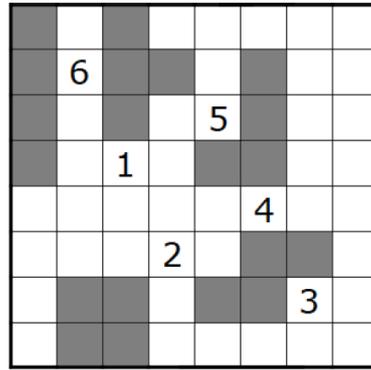
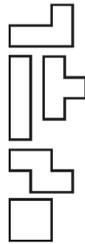
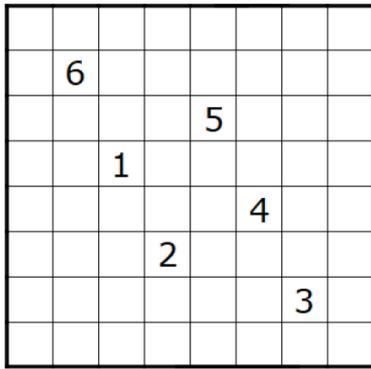
### 7 Minesweeper (34)

Place a mine into some of the empty cells so that each number represents the total number of mines in the neighbouring cells, including diagonally adjacent cells.



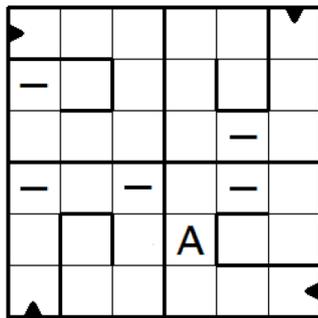
### 8 Pentomino Minesweeper (42)

Place all 12 pentominoes (5 tetrominoes in the example) in the empty cells in the grid so they don't touch each other, even at a point. Clues in the grid indicate how many of the neighbouring cells, including diagonally adjacent, are occupied by a part of a pentomino.

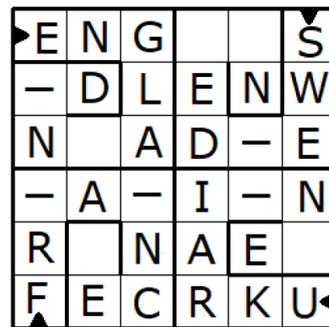


### 9 Nine Snails (73)

Place each of the given words in a snail, so that each cell contains at most one letter. **The letters must be placed in order in the direction of the arrow.** Cells with dashes must remain empty. No letter may appear more than once in any row or column.

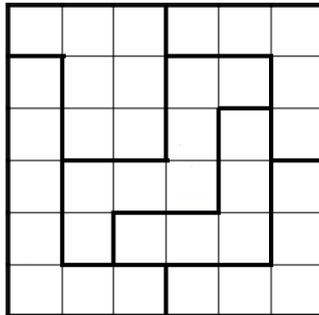


England  
France  
Sweden  
Ukraine



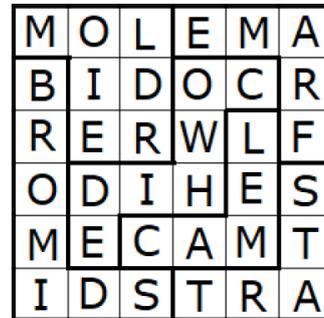
### 10 Meandering Words (52)

Place each of the given words into the grid, one per region, so that a path can be drawn through the letters in order. Each cell may contain at most one letter. Some cells may remain empty. Identical letters cannot be placed in cells that touch either horizontally, vertically or diagonally.



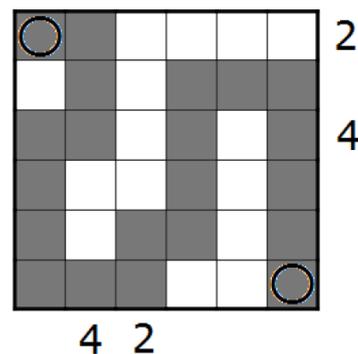
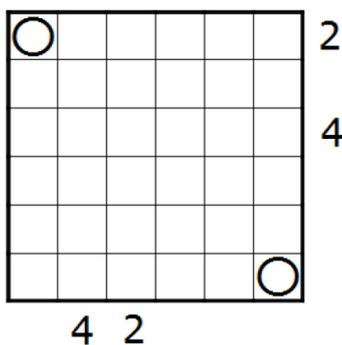
CAMEL  
FRAME  
START

BROMIDS  
COWHIDE  
MOLDIER



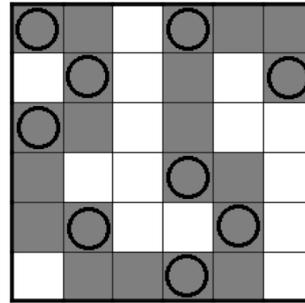
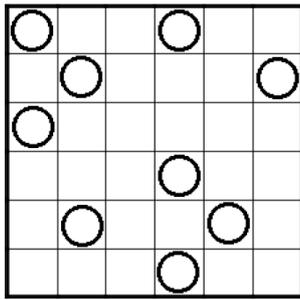
### 11 Snake (23)

Draw a one cell wide snake in the grid. The snake cannot touch itself, not even diagonally (cells that have one other cell between them can touch diagonally where the snake turns). The head and the tail of the snake are given. Numbers outside the grid indicate the number of cells occupied by the snake in that row or column.



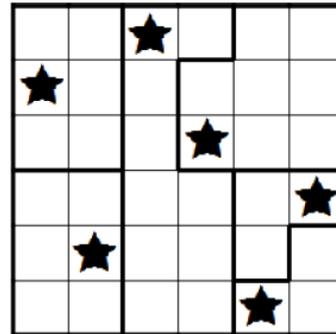
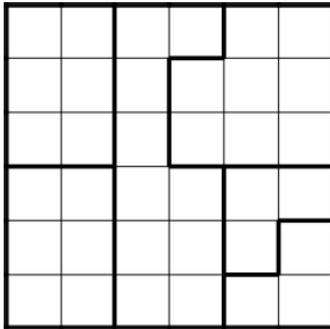
### 12 Finnish Snake (14)

Draw a one cell wide snake in the grid. The snake cannot touch itself, not even diagonally (cells that have one other cell between them can touch diagonally where the snake turns). All circles in the grid are part of the snake.



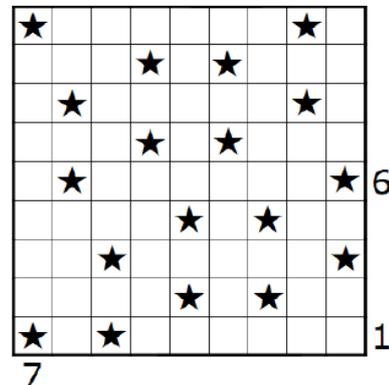
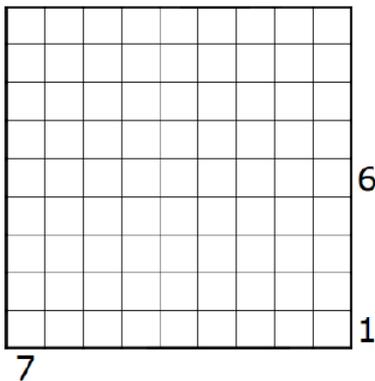
### 13 Star Battle (19)

Place two stars (one star in the example) in every row, column and region. Cells with stars in are not allowed to touch each other, even at a point.



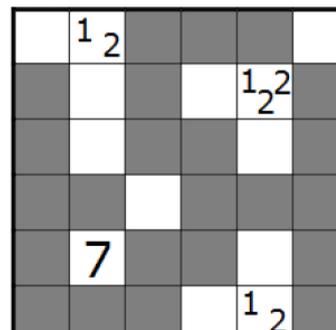
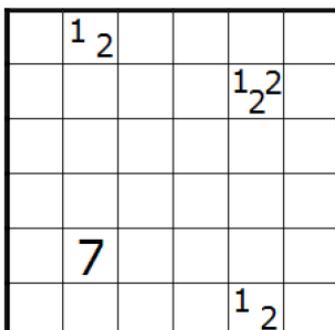
### 14 Gaps (24)

Place two stars in every row and column. Cells with stars in are not allowed to touch each other, even at a point. Numbers outside the grid indicate the number of blank cells between the two stars in that row or column.



### 15 Tapa ()

Shade some empty cells to form a single orthogonally connected wall. The wall may not cover a 2x2 area anywhere in the grid. Clue cells indicate how many consecutive cells the wall covers around that cell. If there is more than one clue in a cell there must be at least one unshaded cell between those wall sections.



### 16 Tapa Line ()

Shade some empty cells to form a single orthogonally connected wall. The wall may not cover a 2x2 area anywhere in the grid. Clue cells indicate how many consecutive cells the wall covers around that cell. If there is more than one clue in a cell there must be at least one unshaded cell between those wall sections. Additionally, the wall must not cover more than three cells consecutively in any row or column.

1					3
			2 <sub>2</sub>		
		5			
3					1

1					3
			2 <sub>2</sub>		
		5			
3					1