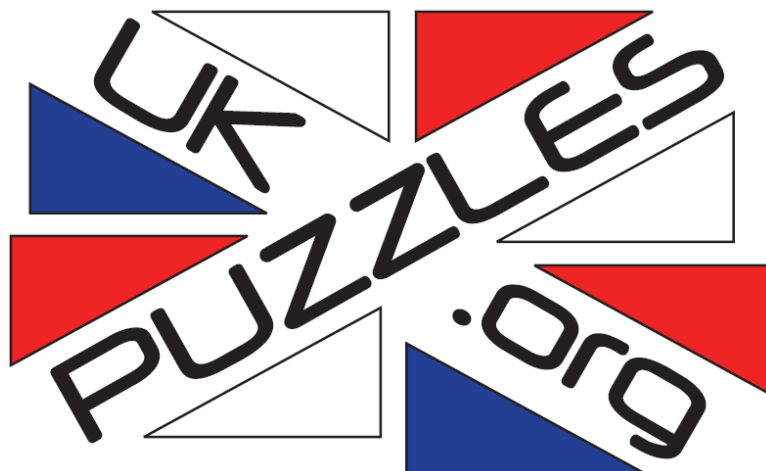




UKPA Open Tournament

1st -2nd April, 2023

Round 4

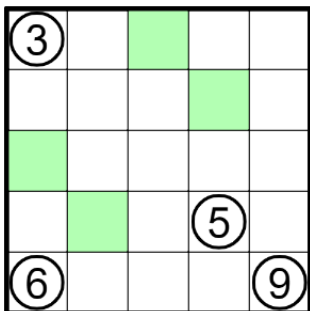
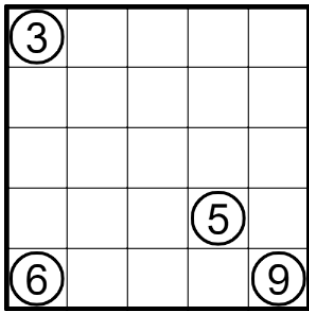
Puzzles by Prasanna Seshadri & Chandrachud Nanduri

	Puzzle	Points
1	Kurodoko	18
2	Kurodoko / Pentomino	24
3	Rail Pool	26
4	Rail Pool / Pentomino	60
5	Masyu	14
6	Masyu / Pentomino	22
7	Japanese Sums	75
8	Japanese Sums / Battleships	57
9	LITS	18
10	LITS / Battleships	26
11	Tapa Like Loop	39
12	Tapa Like Loop / Battleships	23
	Total	402

Time: 60 minutes.

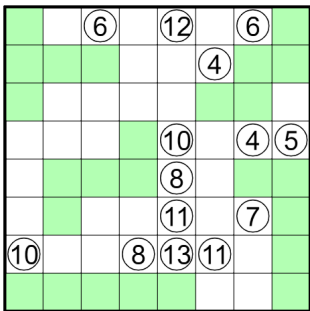
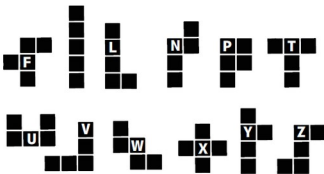
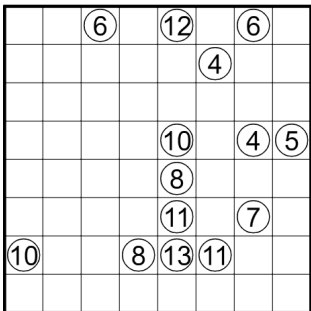
1 Kurodoko (18)

Shade some cells. No numbered cell may be shaded. A number indicates how many cells can be seen (including the cell itself) from that cell horizontally or vertically up to the edge of the grid or a shaded cell (whichever is reached first). No two shaded cells may share an edge. All the white cells must form a single orthogonally connected area.



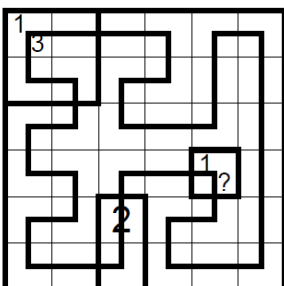
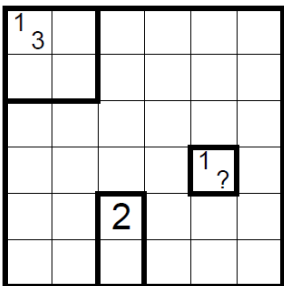
2 Kurodoko / Pentomino (24)

Shade some cells to form some different pentominoes. No numbered cell may be shaded. A number indicates how many cells can be seen (including the cell itself) from that cell horizontally or vertically up to the edge of the grid or a pentomino (whichever is reached first). All the white cells must form a single orthogonally connected area. Pentominoes cannot touch even diagonally.



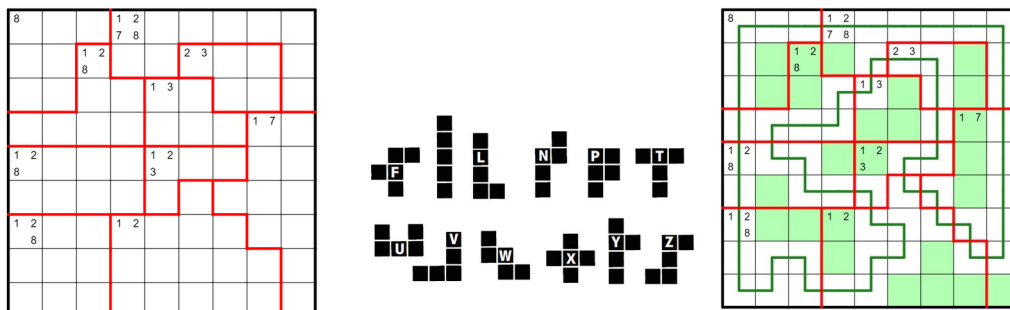
3 Rail Pool (26)

Draw a non-intersecting loop through the centres of all cells. Clues represent all of the different lengths of the straight line segments that are at least partially contained within the region. Each number within a region must be represented by at least one line segment. Each ? Represents a positive integer, and numbers cannot repeat within a region.



4 Rail Pool / Pentomino (60)

Draw a non-intersecting loop through the centres of some cells. Clues represent all of the different lengths of the straight line segments that are at least partially contained within the region. Each number within a region must be represented by at least one line segment. Each ? Represents a positive integer, and numbers cannot repeat within a region. Cells that are not visited by the loop must form some different pentominoes which cannot touch even diagonally. Each region must have at least one cell belonging to the loop and at least one belonging to a pentomino.



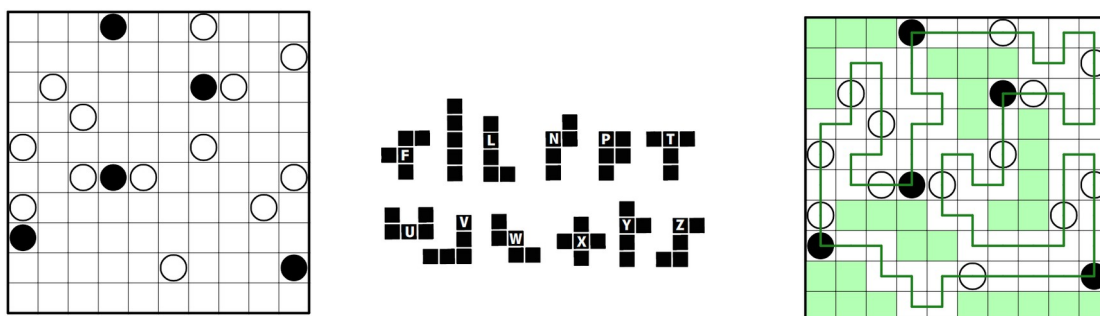
5 Masyu (14)

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.



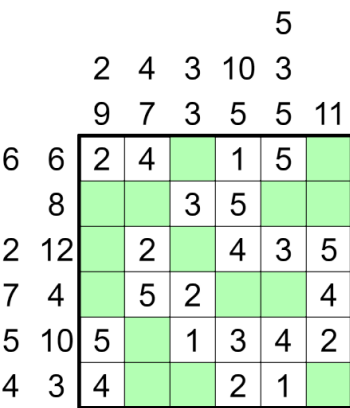
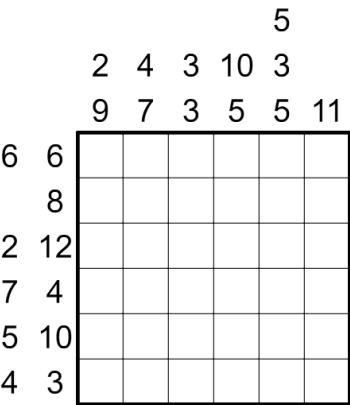
6 Masyu / Pentomino(22)

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. Cells that are not visited by the loop must form different pentominoes which cannot touch, even diagonally.



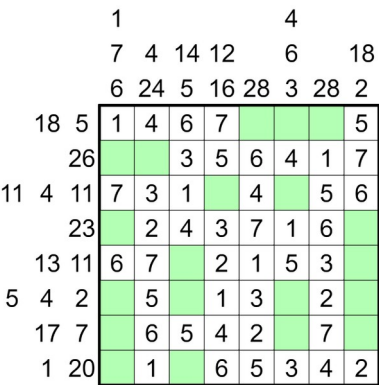
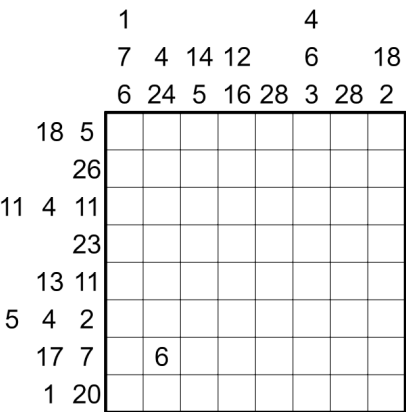
7 Japanese Sums (75)

Place the digits 1 to 9 (1 to 5 in the example) in some cells, so that no digit is repeated in any row or column. Numbers on the outside indicate the sums of consecutive digits in that row or column. The sums are given in the order they appear in the grid. Each sum is separated by at least one empty cell.



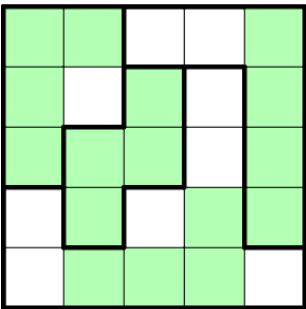
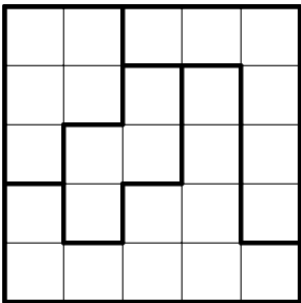
8 Japanese Sums / Battleships (57)

Place the digits 1 – 8 (1-7 in the example) in some cells, so that no digit is repeated in any row or column. Numbers on the outside indicate the sums of consecutive digits in that row or column. The sums are given in the order they appear in the grid. Each sum is separated by at least one empty cell. Empty cells form the given battleship fleet which must not touch each other, even diagonally.



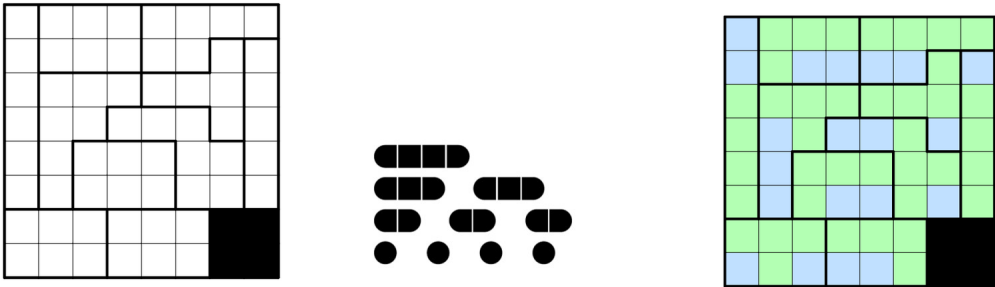
9 LITS (18)

Shade four cells in each region in the shape of a tetromino. All shaded must form a single orthogonally connected shape. This shape may not cover a 2 by 2 area anywhere. Two tetrominoes of the same shape in different regions may not share an edge. Rotations and reflections are considered the same shape.



10 LITS / Battleships (26)

Shade four cells in each region in the shape of a tetromino. All shaded must form a single orthogonally connected shape. This shape may not cover a 2 by 2 area anywhere. Two tetrominoes of the same shape in different regions may not share an edge. Rotations and reflections are considered the same shape. The empty cells must form the given battleship fleet which must not touch each other, even diagonally.



11 Tapa Like Loop (39)

Draw a single non-intersecting loop. Clues inside the grid represent the number of neighbouring cells visited by the loop. If there is more than one number in a cell, each number represents a separate loop segment.



12 Tapa Like Loop / Battleships (23)

Draw a single non-intersecting loop. Clues inside the grid represent the number of neighbouring cells visited by the loop. If there is more than one number in a cell, each number represents a separate loop segment. All cells that do not contain part of the loop or a clue must form the given battleship fleet which must not touch each other, even diagonally.

