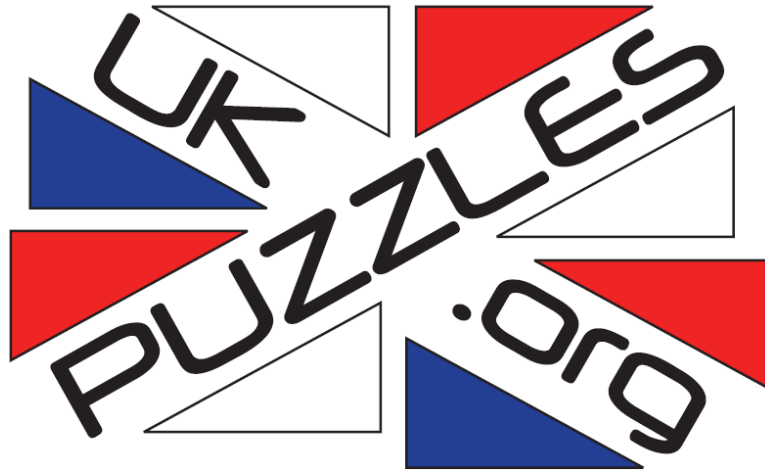




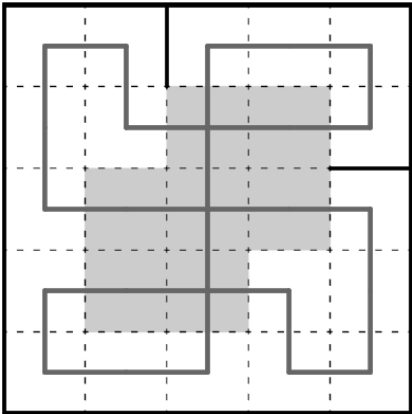
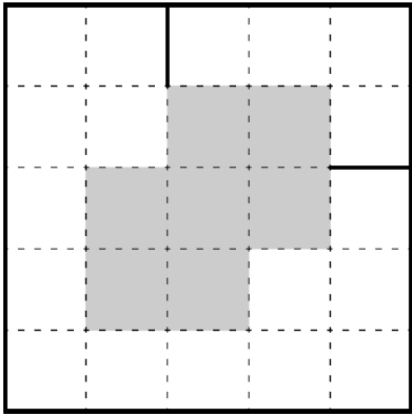
UKPA Open Tournament
2nd March, 2025
Round 3
Puzzles by Bram de Laat

	Puzzle	Points
1	Barns	32
2	Barns Hex	25
3	Fillomino	27
4	Fillomino Hex	47
5	Pentopia	44
6	Pentopia Hex	28
7	Skyscrapers	15
8	Skyscrapers Hex	45
9	Tapa	21
10	Tapa Hex	36
11	Territory	34
12	Territory Hex	32
	Total	386

Time: 45 minutes.

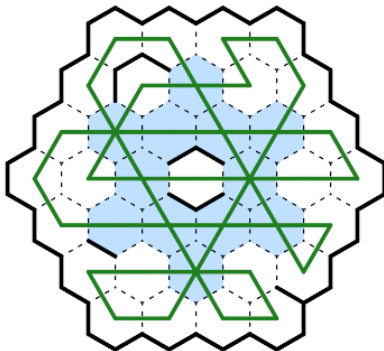
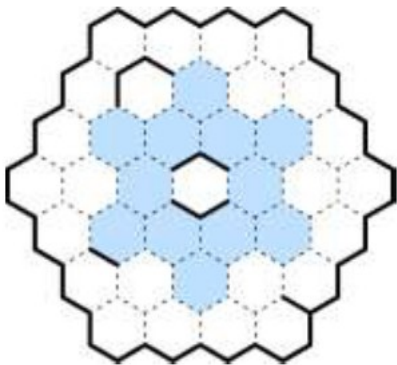
1 Barns (32)

Draw a loop that travels through the centres of all cells. The loop may not pass through any thick borders. The loop may not turn on shaded “icy” cells. Two line segments may intersect each other only on shaded “icy” cells, but they must not otherwise overlap.



2 Barns Hex (25)

Draw a loop that travels through the centres of all cells. The loop may not cross any thick borders. The loop may not turn on shaded “icy” cells. Line segments may intersect each other only on shaded “icy” cells, but they must not otherwise overlap.



3 Fillomino (27)

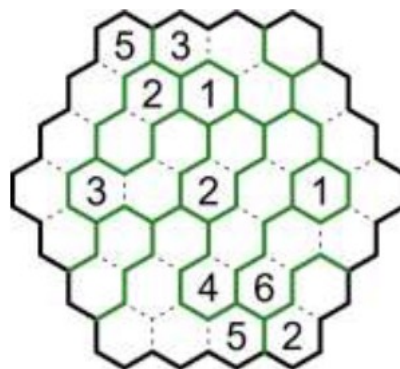
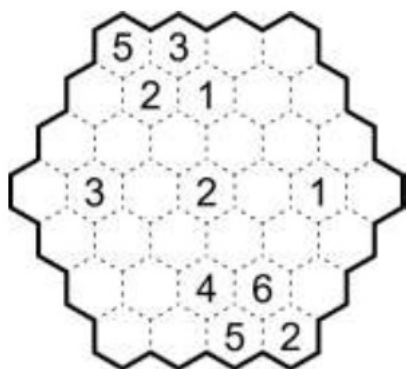
Divide the grid into different regions along the grid lines. Regions of the same size cannot share an edge. Numbers in the grid indicate the size of the region the cell is part of. Clued cells must belong to a region containing the indicated number of cells and regions may contain one, none or multiple clue cells.

	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

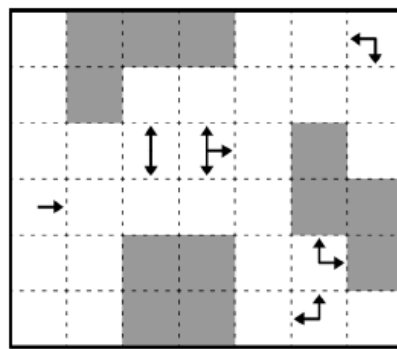
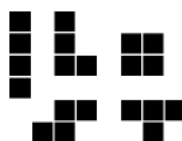
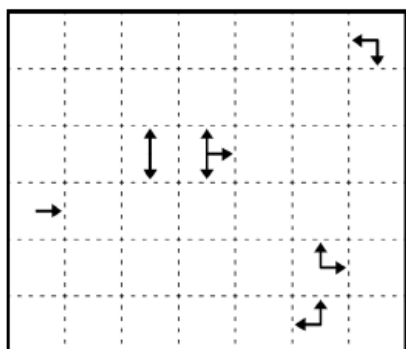
4 Fillomino Hex (47)

Divide the grid into different regions along the grid lines. Regions of the same size cannot share an edge. Numbers in the grid indicate the size of the region the cell is part of. Clued cells must belong to a region containing the indicated number of cells and regions may contain one, none or multiple clue cells.



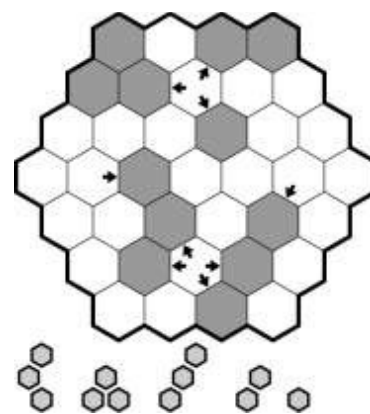
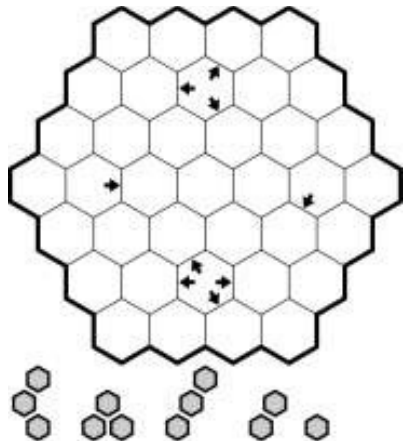
5 Pentopia (44)

Place different pentominos in the grid so that they don't touch each other, not even at a point. Rotations and reflections are considered to be the same shape. Clues in the grid indicate the direction of the closest pentomino(es) when looking from that cell. Pentominos cannot cover clue cells. Not all pentominos need to be used. The example uses tetrominoes. Not all pentominos need to be used.



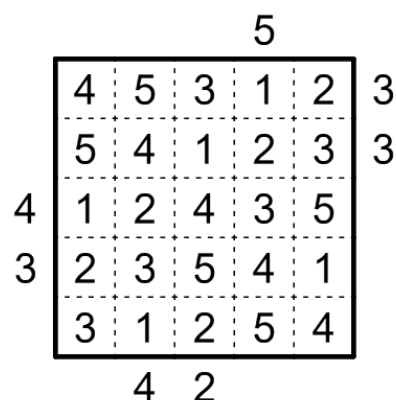
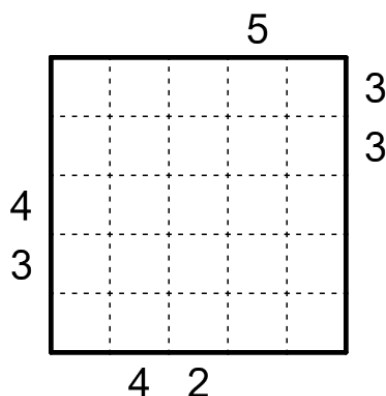
6 Pentopia Hex (28)

Place the given shapes in the grid so that they do not touch each other, not even at a point. No shape may appear more than once, counting rotations and reflections as the same shape. Clues in the grid indicate the direction of the closest shapes when looking from that cell in the (up to) six possible directions from that cell. Clued cells cannot be shaded. At least one shaded cell must appear in the direction of an arrow.



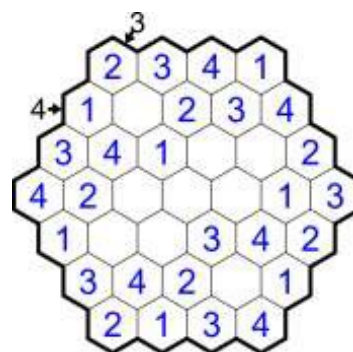
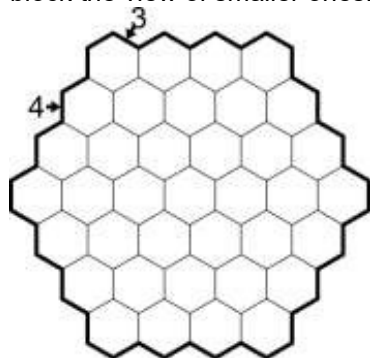
7 Skyscrapers (15)

Place a number from 1 to 6 (1 to 5 in the example) into each cell so that each row and column contains every number exactly once. Each number represents a skyscraper of that height. A clue outside the grid indicates how many numbers are visible from that side. Larger numbers block the view of smaller ones.



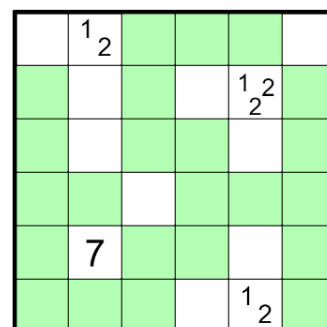
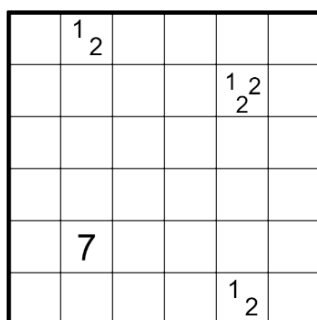
8 Skyscrapers Hex (45)

Place a number from 1 to 4 into some cells so that each row and diagonals in both directions contain each number exactly once. A clue outside the grid represents how many numbers are visible in the corresponding direction. Larger numbers block the view of smaller ones.



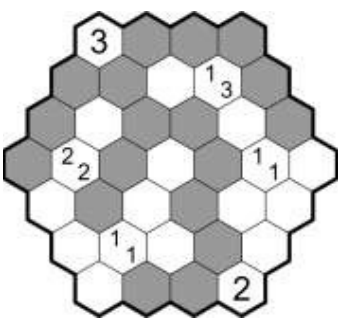
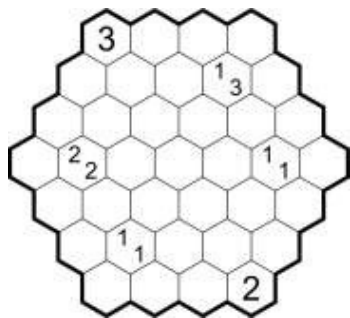
9 Tapa (21)

Shade some cells to create a continuous wall. Numbers in a cell indicate the length of shaded cell blocks in its neighbouring cells. If there is more than one number in a cell there must be at least one unshaded cell between the shaded cell blocks. Shaded cells cannot form a 2x2 square anywhere in the grid. Clues cannot be shaded.



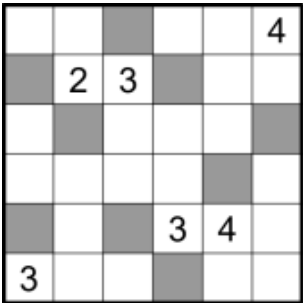
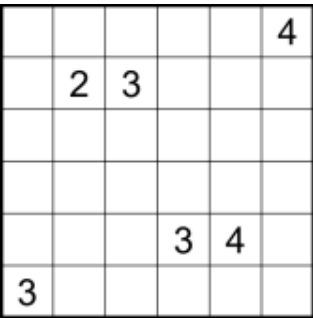
10 Tapa Hex (36)

Shade some cells so create a continuous wall. Numbers in a cell indicate the length of shaded cell blocks in its neighbouring cells. If there is more than one number in a cell there must be at least one unshaded cell between the shaded cell blocks. No vertex point may have three shaded cells touching it. Clues cannot be shaded.



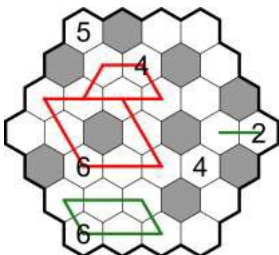
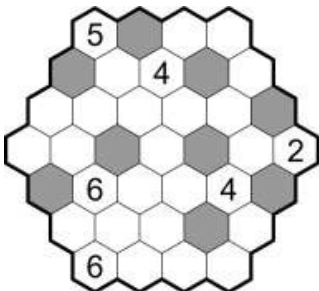
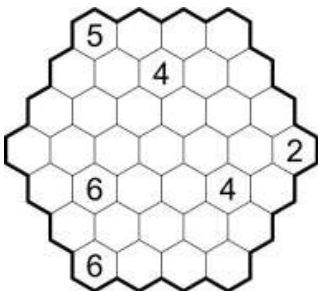
11 Territory (34)

Shade some cells so that no two shaded cells touch by a side and the remaining unshaded cells for a single orthogonally connected area. Clues cannot be shaded, and represent the area of the largest rectangle of unshaded cells containing the clue.



12 Territory Hex (32)

Shade some cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. Clues cannot be shaded, and represent the area of the largest “parallelogram” of unshaded cells containing the clue. One cell wide areas are considered “parallelograms”.



Green lines are a legal “parallelogram”.

Red lines from the 4 are not a “parallelogram”.

Red lines from the 6 are not a completely unshaded area.