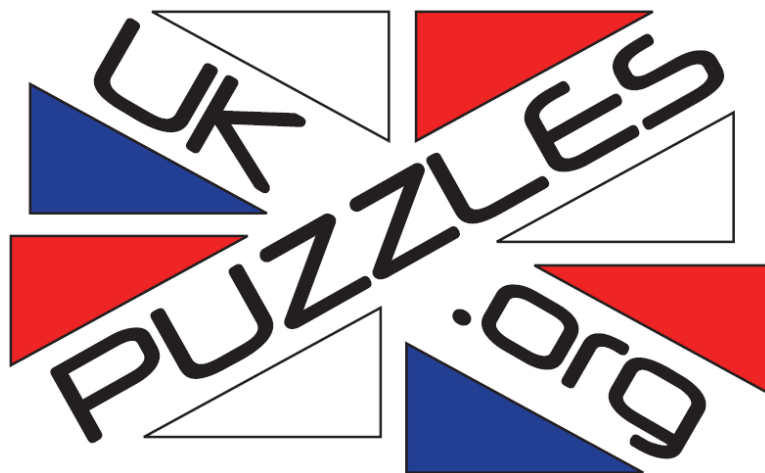




UKPA Open Tournament

2nd March, 2025

Round 2

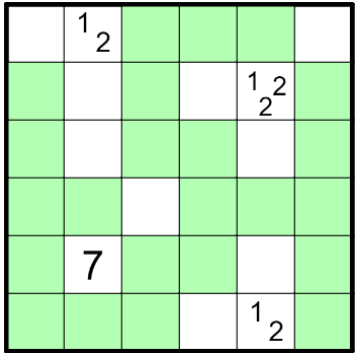
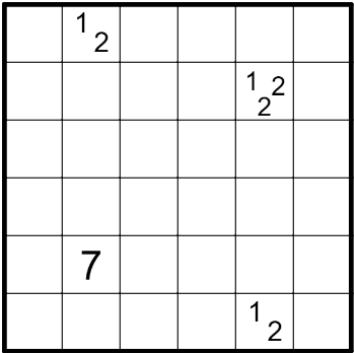
Puzzles by Prasanna Seshadri

	Puzzle	Points
1	Tapa	15
2	Tapa (Trimino)	32
3	Balance Loop	42
4	Balance Loop (Full)	26
5	Kakuro	30
6	Kakuro (Odd/Even)	21
7	Fillomino	29
8	Fillomino (Non-consecutive)	32
9	Canal View	59
10	Canal View (Windows)	59
11	Snake	30
12	Persistence of Memory	12
13	Skyscrapers	12
14	Skyscrapers (Consecutive Pairs)	48
15	Akari	14
16	Akari (Regional)	45
17	Nanro	24
18	Nanro-Kurve	20
	Total	550

Time: 60 minutes.

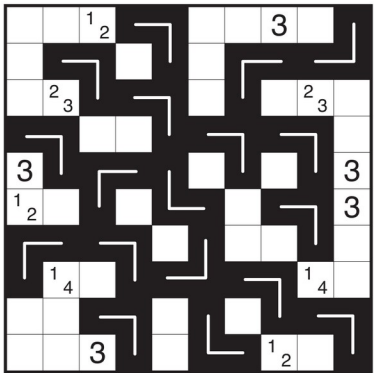
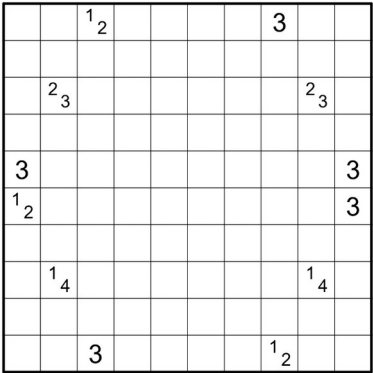
1 Tapa (15)

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.



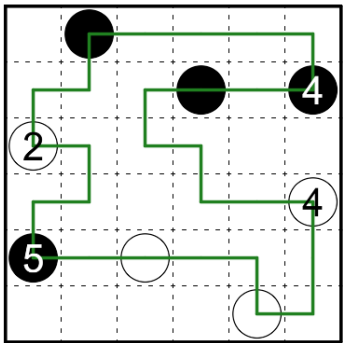
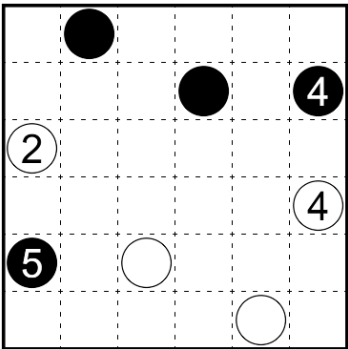
2 Tapa Trimino (32)

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. **In addition,** the entire shaded area must be made out of L triominoes, without any overlap. The triominoes can be rotated.



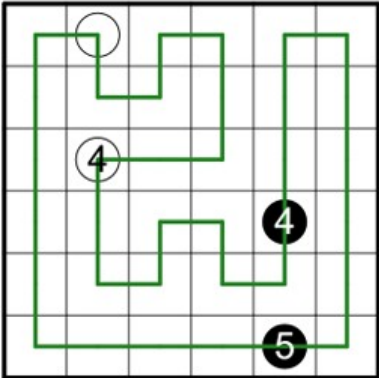
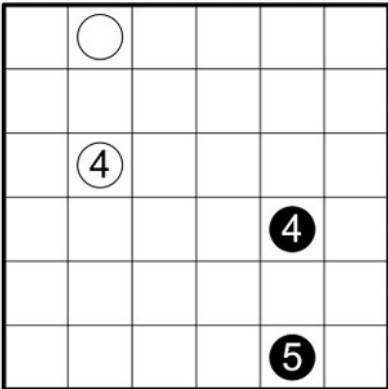
3 Balance Loop (42)

Draw a non-intersecting loop through the centres of some cells that passes through every circle. The straight line segments coming out of a white circle must have equal length, while the straight line segments coming out of a black circle must have different lengths. A clue in a circle represents the sum of the lengths of these two line segments.



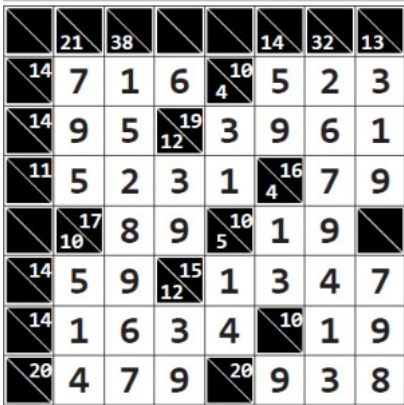
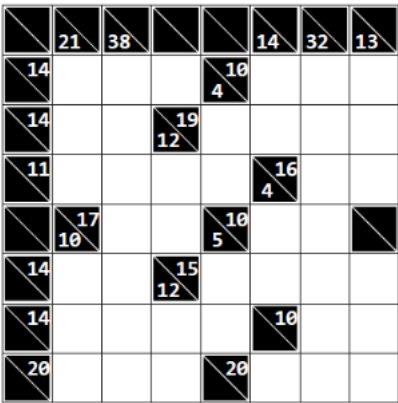
4 Balance Loop (Full) (26)

Draw a non-intersecting loop through the centres of some cells that passes through every circle. The straight line segments coming out of a white circle must have equal length, while the straight line segments coming out of a black circle must have different lengths. A clue in a circle represents the sum of the lengths of these two line segments. In addition, the loop must visit all cells of the grid.



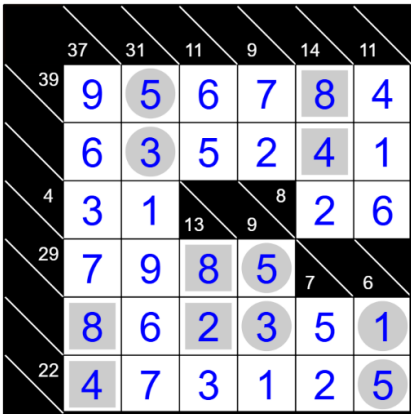
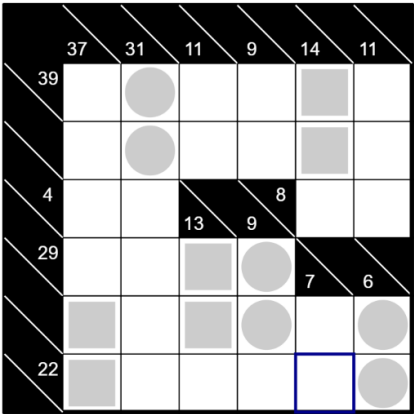
5 Kakuro (30)

Place a digit from 1 to 9 into each empty cell so that the sum of digits in each across entry equals the value given to the left of the entry, and the sum of digits in each down entry equals the value given above the entry. No digit may be repeated within a single entry (i.e. a group of cells connected horizontally or vertically without any shaded cells between).



6 Kakuro (Odd/Even) (21)

Place a digit from 1 to 9 into each empty cell so that the sum of digits in each across entry equals the value given to the left of the entry, and the sum of digits in each down entry equals the value given above the entry. No digit may be repeated within a single entry (i.e. a group of cells connected horizontally or vertically without any shaded cells between). In addition, cells with circles must contain odd numbers and cells with squares must contain even numbers.



7 Fillomino (29)

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

8 Fillomino Non-Consecutive (32)

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. **In addition**, regions that touch by a side must not be consecutive in size.

8	2			3	
					4
		6			
			2		
					5
		2			

8	2	6	3	3	1
8	2	6	3	1	4
8	6	6	6	4	4
8	6	2	2	4	1
8	8	8	5	1	5
8	2	2	5	5	5

9 Canal View (59)

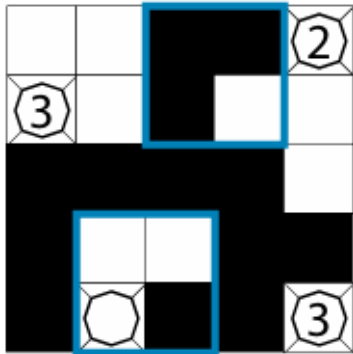
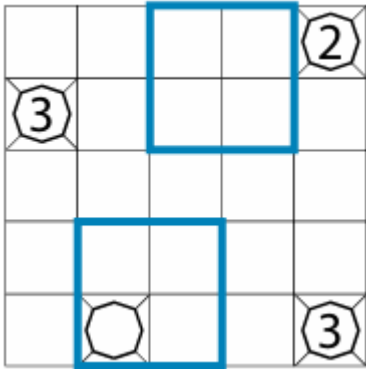
Shade some cells so that all shaded cells form one orthogonally connected area. Clues cannot be shaded and represent the number of shaded cells connected in a straight line horizontally or vertically to the clue. No 2x2 region may be entirely shaded.

	5				2		
						6	
	3			4			3
3			4			4	
	3						
		5				3	

		5				2		
							6	
	3			4				3
3			4			4		
	3							
		5					3	

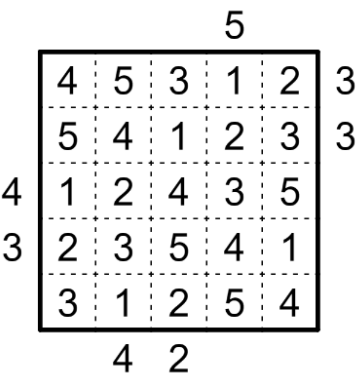
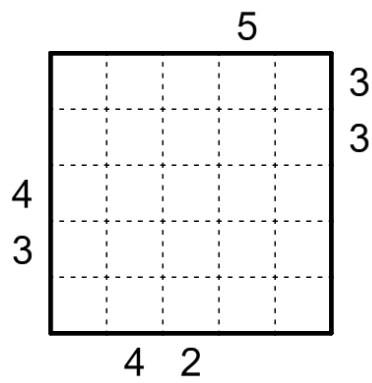
10 Canal View (Windows) (59)

Shade some cells so that all shaded cells form one orthogonally connected area. Clues cannot be shaded and represent the number of shaded cells connected in a straight line horizontally or vertically to the clue. No 2x2 region may be entirely shaded. **In addition**, the two outlined regions in the grid are negatives of each other, i.e. a cell that is shaded in one will be unshaded in the same position of the other and vice versa.



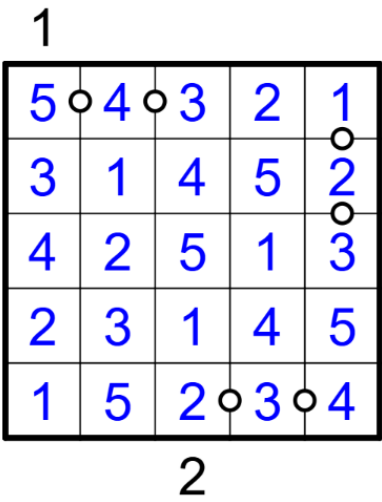
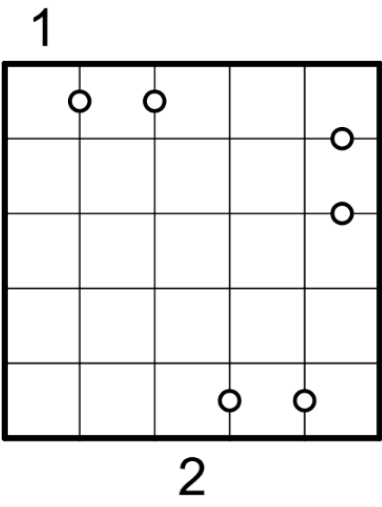
13 Skyscrapers (12)

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.



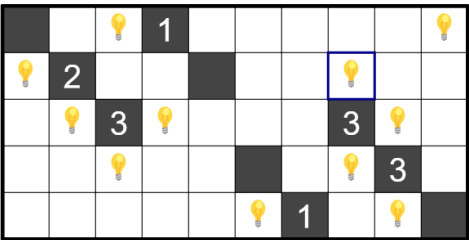
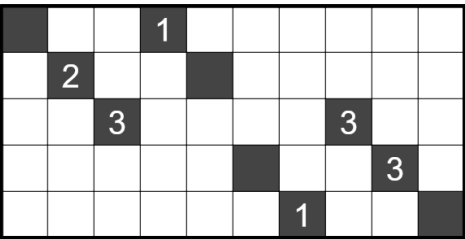
14 Skysrapers (Consecutive Pairs) (48)

Place a number from 1 to 8 (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. In addition, numbers on either side of a white dot must be consecutive.



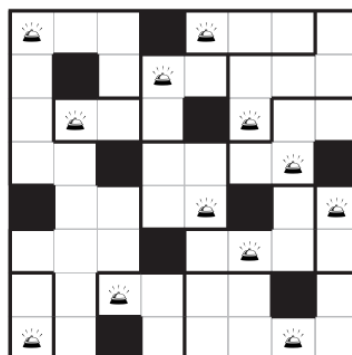
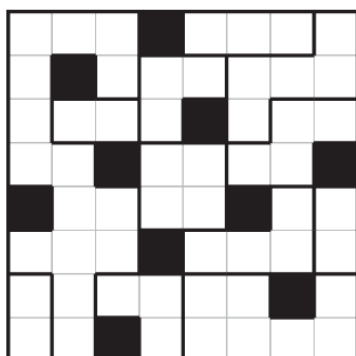
15 Akari (14)

Place light bulbs in some white cells in the grid so that every white cell is illuminated. A cell is illuminated by a light bulb if they are in the same row or column, and if there are no black cells between them. No light bulb may illuminate another light bulb, i.e two bulbs cannot be in the same row or column unless separated by a black cell). A number in a black cell indicates the number of light bulbs sharing an edge with that cell.



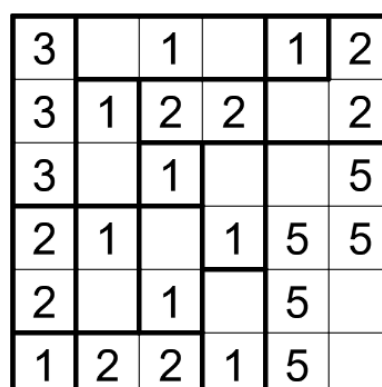
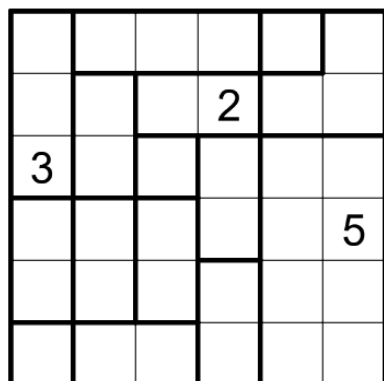
16 Akari (Regional) (45)

Place exactly one light bulb in every region so that every white cell is illuminated. A cell is illuminated by a light bulb if they are in the same row or column, and if there are no black cells between them. No light bulb may illuminate another light bulb, i.e two bulbs cannot be in the same row or column unless separated by a black cell).



17 Nanro (24)

Enter numbers in some cells such that each bold outlined area contains at least one number. Each number within a bold lined area must equal the count of numbered cells in that area. When two numbers are orthogonally adjacent across an area boundary they must be different. No 2x2 area can be fully occupied by numbers. All numbers must form a single connected region.



18 Nanro-Kurve (20)

Enter numbers in some cells such that each bold outlined area contains at least one number. Each number within a bold lined area must equal the count of numbered cells in that area. When two numbers are orthogonally adjacent across an area boundary they must be different. No 2x2 area can be fully occupied by numbers. All numbers must form a single connected region. Some cells are connected by grey lines. The 2x2 restriction does not apply across grey lines, only within the 9 rectangles (4 in the example).

