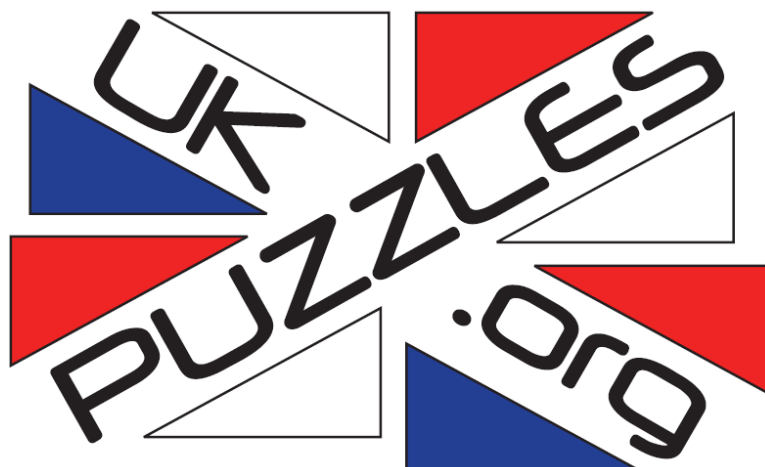


Name:		Points:	
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UKPA Open Tournament

2nd March, 2025

Round 5

Tour Down Under

Puzzles by Anthea McMillan, Helen Arnold, James McGowan and Bram de Laat

	Puzzle	Points
1	ACT: Roundabout Hashi	25
2	NSW: Skyscrapers	47
3	QLD: Cassowaries and Drop Bears	13
4	NT: Crocodile Hunters	55
5	WA: Minesweeper	25
6	SA: Ripple Effect	37
7	VIC: Akari	14
8	TAS: Nurikabe	13
9	NZ: Sheep	37
	Total	266

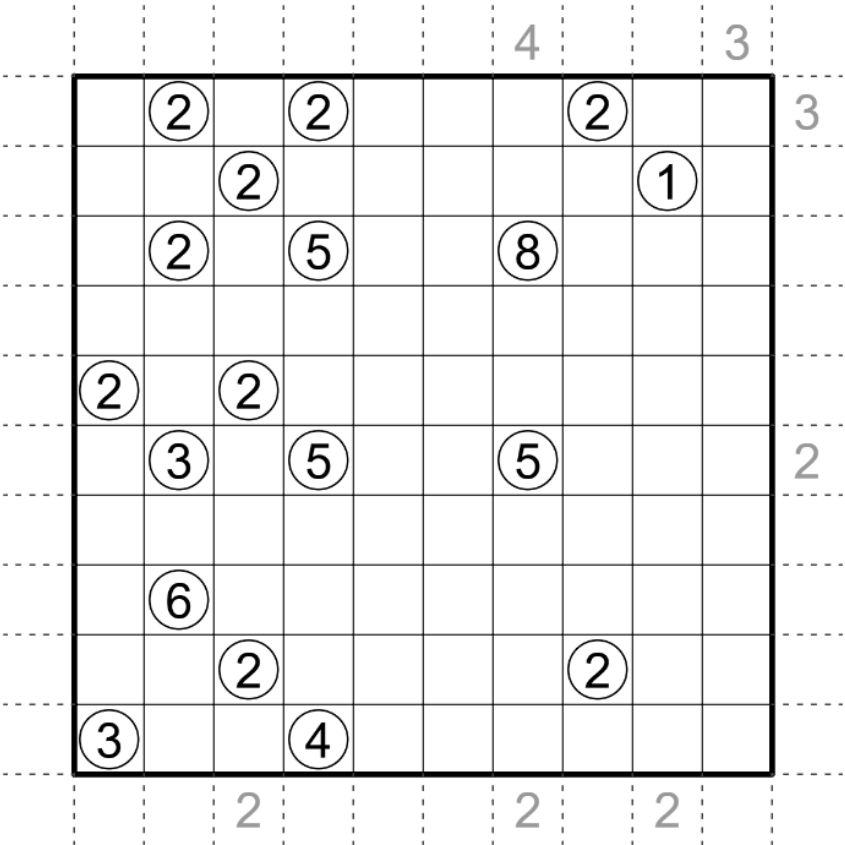
Time: 45 minutes.

1 ACT: Roundabout Hashi (25)

Each circle containing a number represents an island. Connect each island with vertical or horizontal bridges so that the number of bridges connected to an island equals the number inside the island and there must be a continuous path connecting all the islands. There can be up to two bridges between two islands. Bridges cannot cross islands or other bridges.

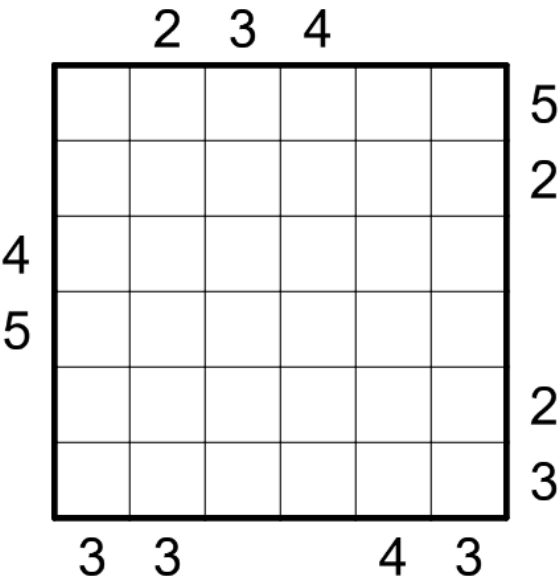
The grid is a projective plane, meaning that the first row is adjacent to the last row (in reversed order) and similarly the first column is adjacent to the last column in reversed order). For example, the top left corner of the grid is the same point as the bottom right corner. The top right corner of the grid is the same point as the bottom left corner. If a circle connects to itself both endpoints of the connections are included in the count (i.e. the segment will be counted twice).

The first and last row and column are duplicated on the opposite sides of the grid (in reversed order) in light grey for convenience. It is sufficient to draw the connections within the main part of the grid.



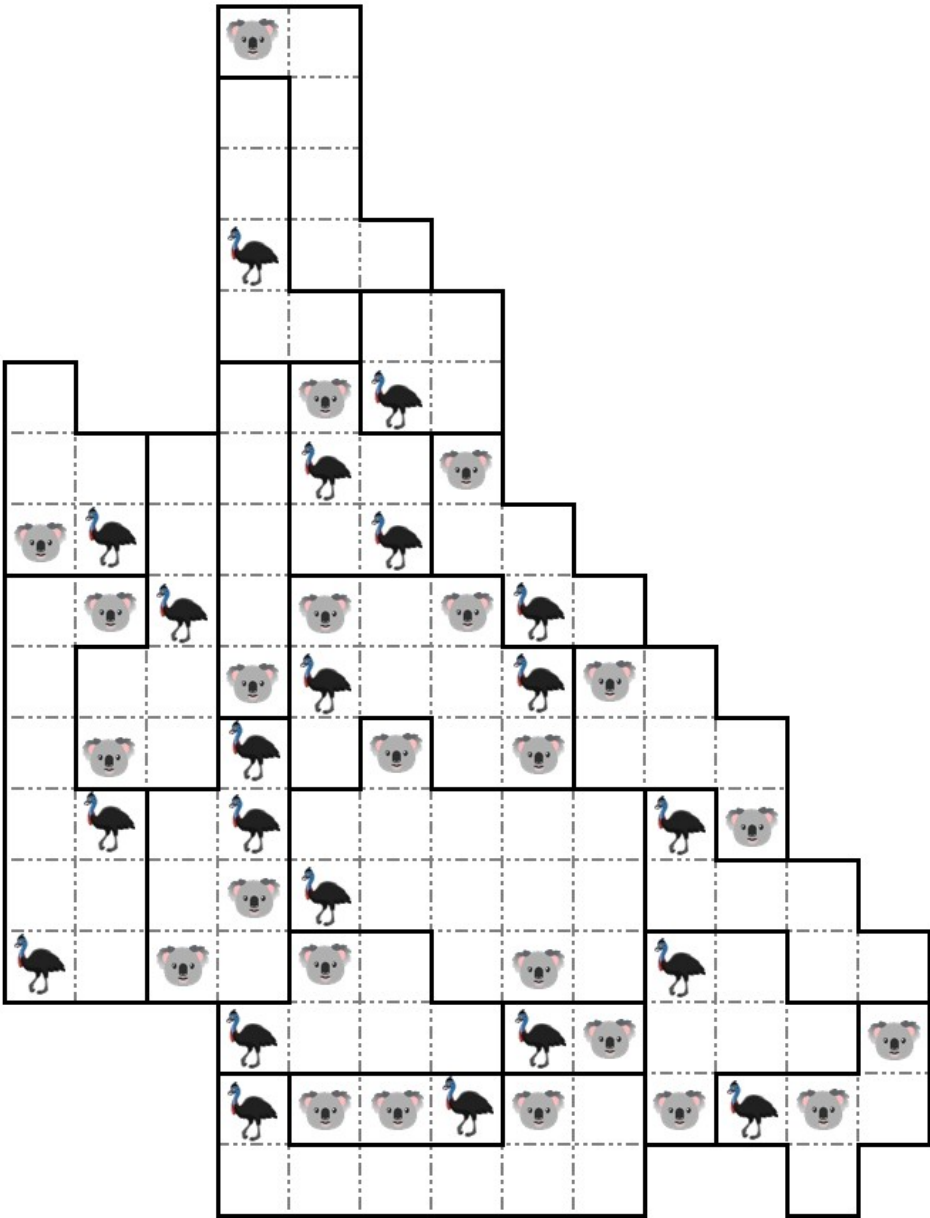
2 NSW: Skyscrapers (47)

Place the digits 1-6 (1-4 in the example) once in every row and column. Digits in the grid indicate skyscrapers of that height. Clues on the outside indicate the number of skyscrapers visible in that row or column from that side. Larger skyscrapers block the sight of smaller skyscrapers.



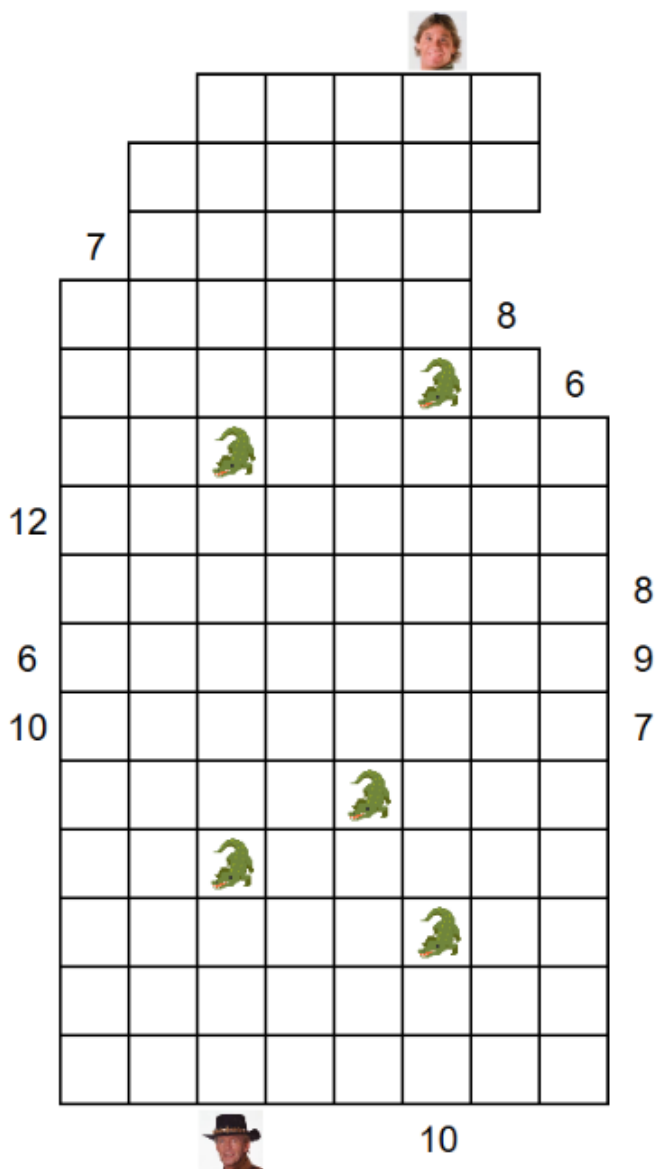
3 QLD: Cassowaries and Drop Bears (13)

Draw a single closed loop in the grid. The loop may only go horizontally and vertically and may only turn on centres of cells. The loop visits each outlined region exactly once. In each region the loop must either visit all of the cassowaries (at least one) and none of the drop bears or all of the drop bears (at least one) and none of the cassowaries. The loop must alternate between the two symbols as it visits consecutive regions. Note: The example uses sun and moon symbols.



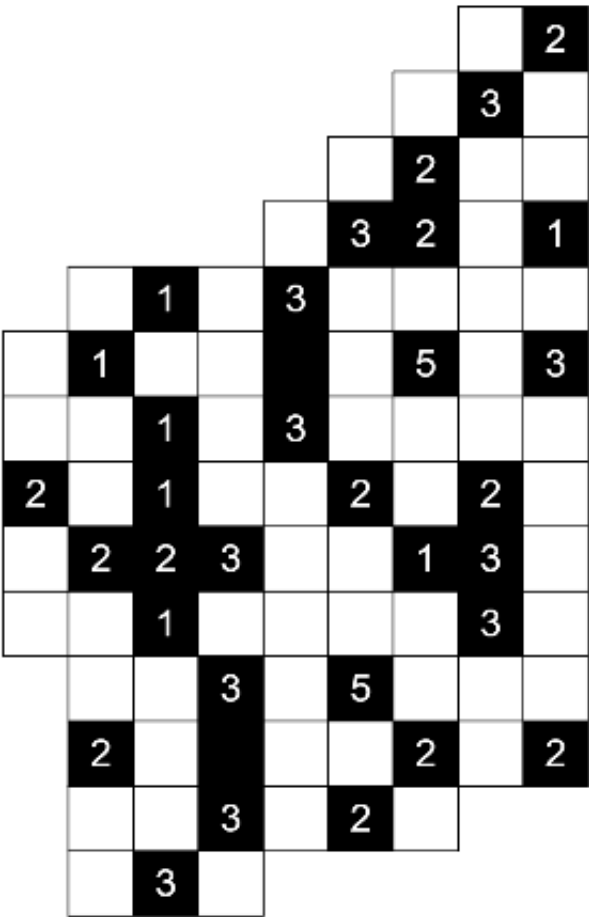
4 NT: Crocodile Hunters (55)

Each number outside the grid represents a crocodile hunter and the length of his rope. Each hunter helps to catch one crocodile. The ropes run horizontally and vertically connecting the centres of cells. Crocodiles are tough. Every crocodile needs to be caught by at least 3 crocodile hunters. However, Steve Irwin and Crocodile Dundee are even tougher. They each have the strength of 3 crocodile hunters by themselves so may capture a crocodile without help. They can both have any length rope. Apart from cells with crocodiles, each cell may only contain one rope and all cells must contain a rope segment.



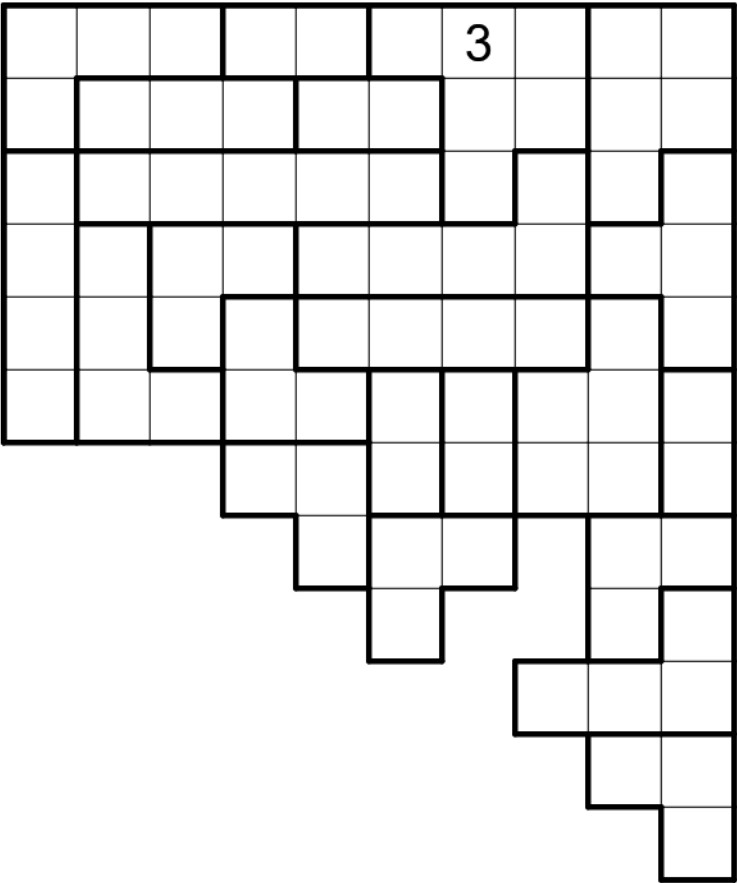
5 WA: Minesweeper (25)

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.



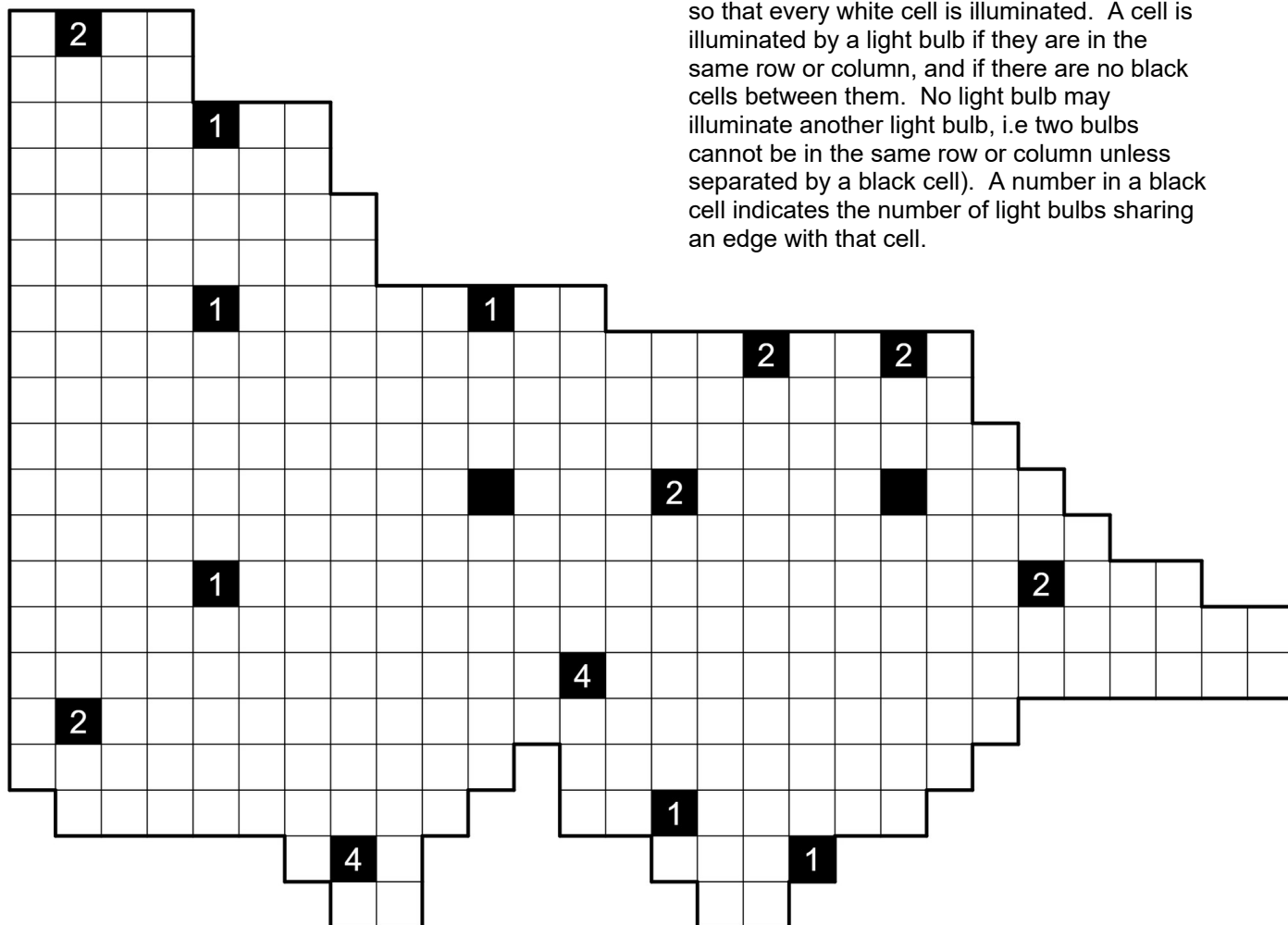
6 SA: Ripple Effect (37)

Place a number into each empty cell so that each region contains the numbers from 1 to N, where N is the number of cells in that region. Identical numbers in the same row or column must be separated by at least as many cells (including holes) as the value of the number. Some numbers may be already placed in the grid.



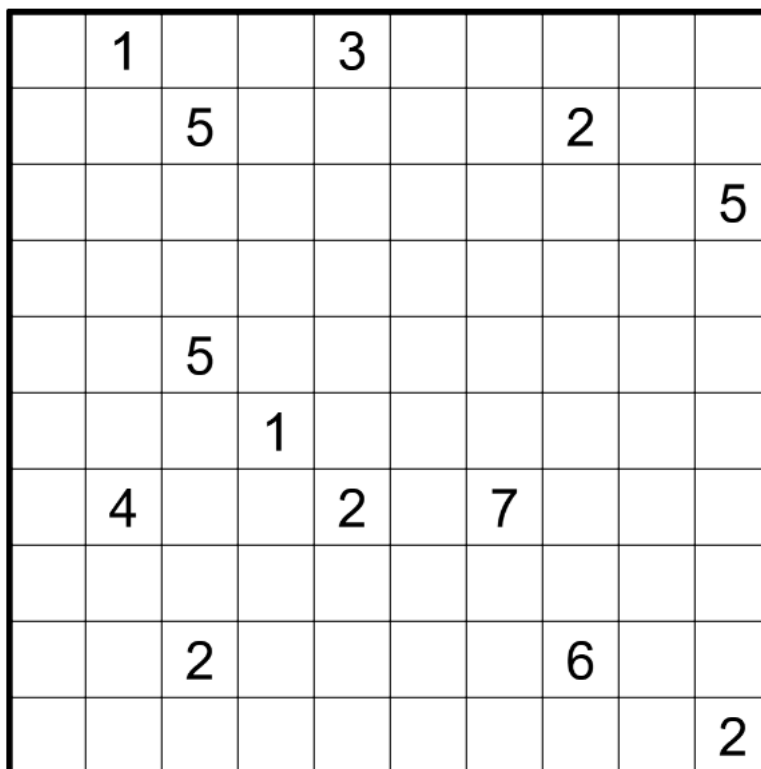
7 VIC: Akari (14)

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.



8 TAS: Nurikabe (13)

Shade some cells to form a single connected wall. This wall cannot occupy a 2x2 area anywhere. Each number in the grid is part of a separate unshaded area, with the number indicating the number of cells in that area. Unshaded areas cannot touch each other by a side. Each unshaded area must contain exactly one number.



9 NZ: Sheep (37)

Although sheep generally live in flocks, it has been necessary to quarantine this flock with each sheep in its separate corral 5 cells in size in the shape of an N or Z pentomino. The pentominoes may be rotated and/or reflected, however, they cannot touch each other, not even diagonally.

