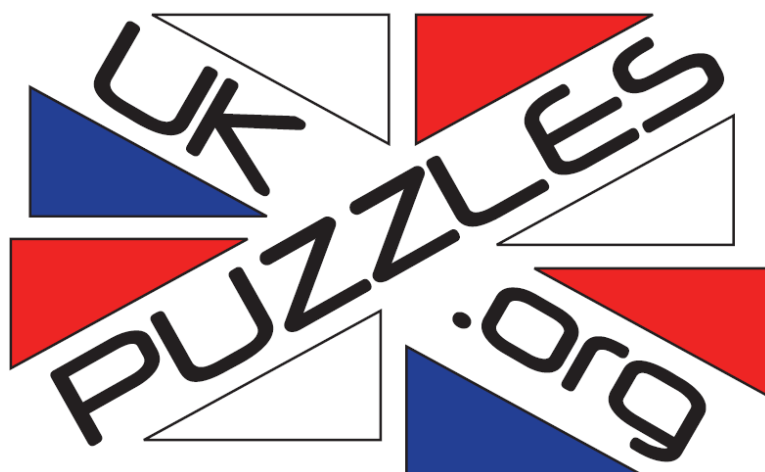


Name:		Points:	
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UKPA Open Tournament

7th March, 2026

Round 2

PAKO Puzzle Club

**Puzzles by: Fatih Kamer Anda, Nehir Boz, Yusuf Yücel,
Yağız Aber Ferah**

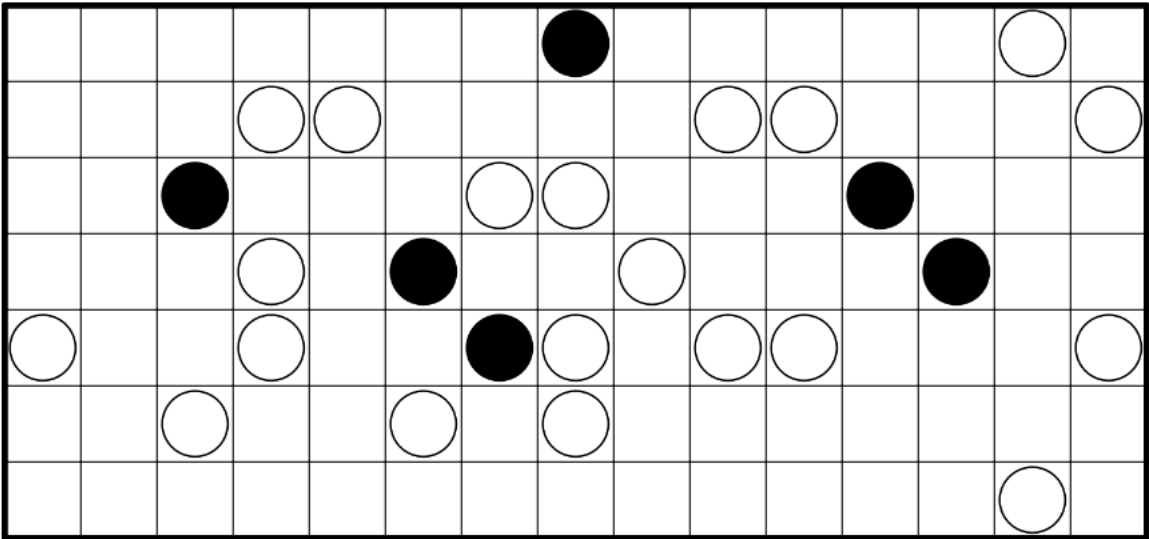
	Puzzle	Points
1	Masyu	12
2	Latin Square Products	47
3	Castle Wall	20
4	Slitherlink	19
5	Slitherlink	12
6	Skyscrapers	14
7	Skyscrapers	36
8	Tapa	37
9	Tapa	26
10	Battleships	14
11	Battleships	44
12	Context	34
13	Arithmetic Square	10
	Total	325

Time: 50 minutes.

The children in PAKO Puzzle Club and their tutor hope that you enjoy this round that they have created. The age range of the children who have created the puzzles is 11 to 14.

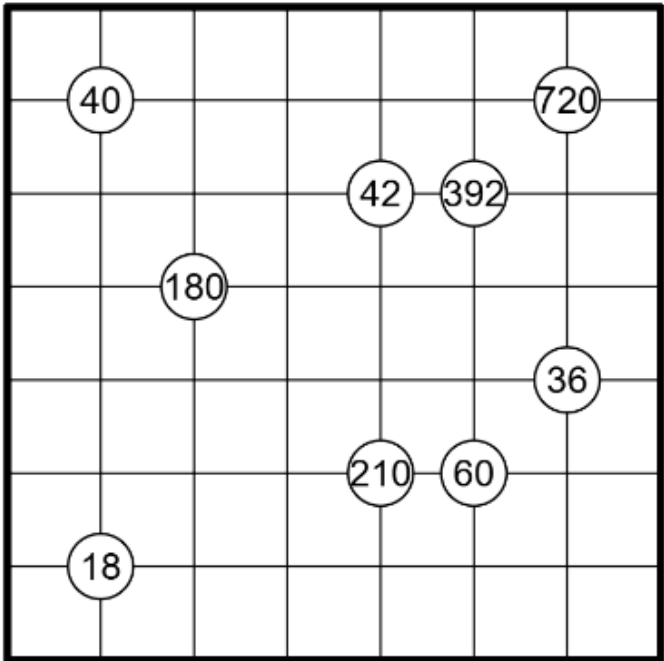
1 Masyu (12)

Draw a single loop, travelling horizontally and vertically, connecting the centres of some cells. The loop must pass through every cell containing a circle. At each cell containing a black circle, the loop must make a 90 degree turn and must travel straight for at least two cells on either side of the circle. At each cell containing a white circle, the loop must pass straight through the circle and must make a 90 degree turn in at least one of the cells immediately before or after the circle.



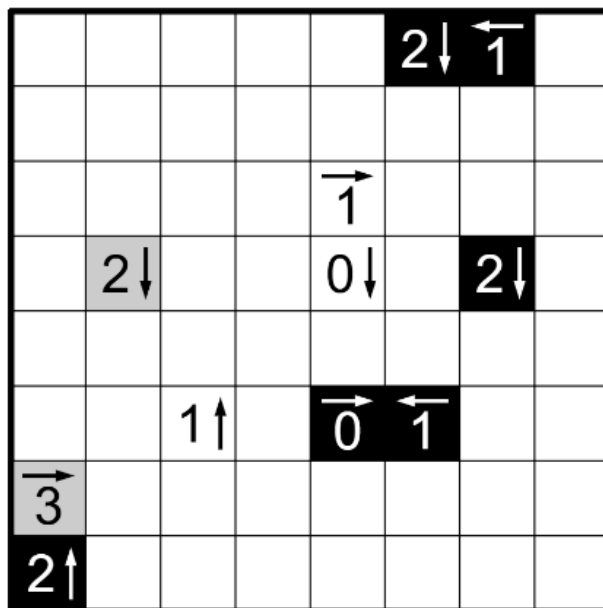
2 Latin Square Products (47)

Place a digit from 1 to 7 in each cell so that each digit appears once in each row and each column. Numbers in circles identify the product of the digits in the surrounding four cells.



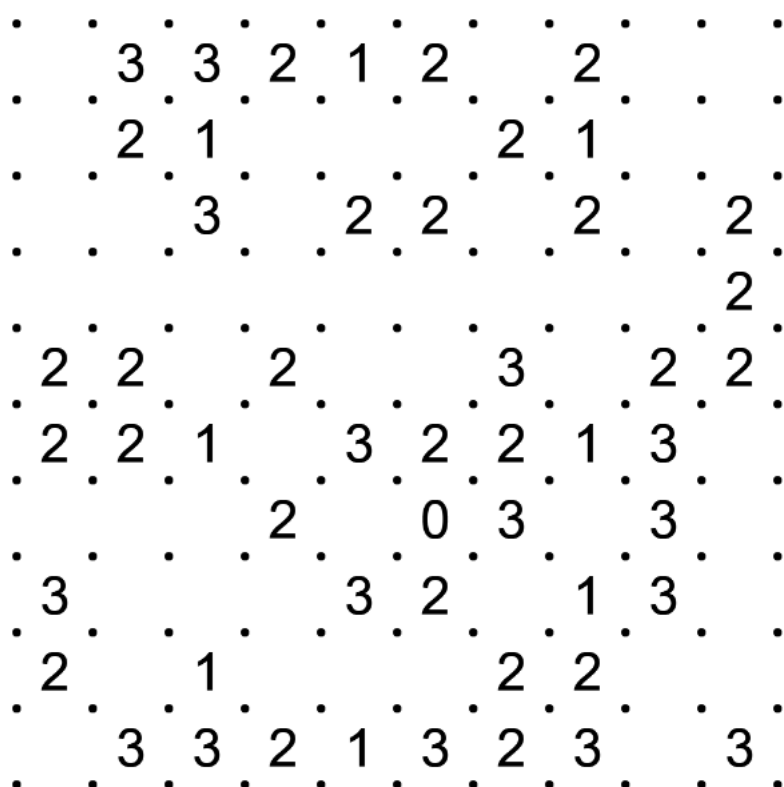
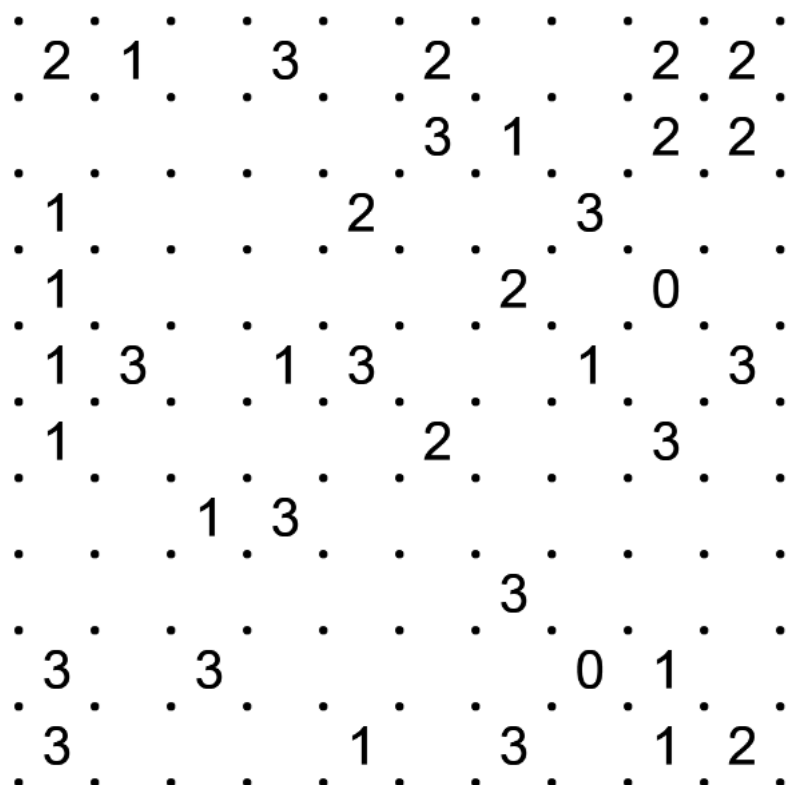
3 Castle Wall (20)

Draw a single closed loop through the grid. The loop travels horizontally and vertically and must not touch or cross itself. There are black, white and grey clue cells in the grid. White clue cells must be inside the loop; black clue cells must be outside the loop, and grey clue cells may be inside or outside the loop. Numbers in clue cells indicate the total length of the loop segments in the direction of the arrow.



4 & 5 Slitherlink (19 & 12)

Draw a single closed loop in each grid. The loop may only go horizontally and vertically, and may only turn on the dots. Each number in a cell indicates the number of edges of the cell that are part of the loop.



Place a number from 1 to 5 in the first puzzle and 1 to 6 in the second puzzle in 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 & 9 Tapa (37 & 26)

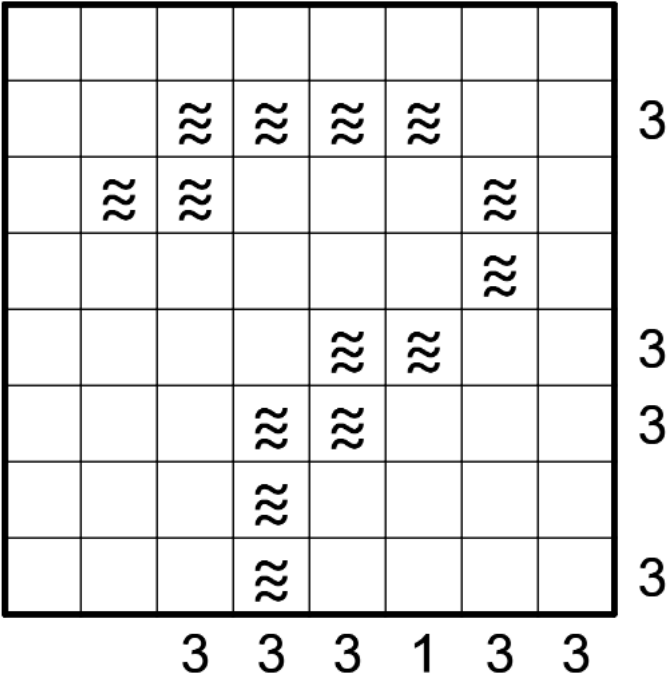
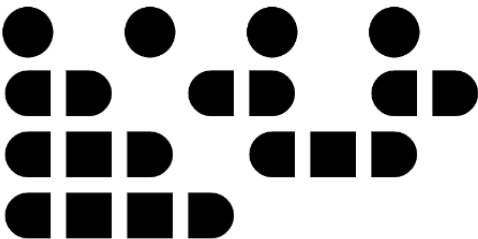
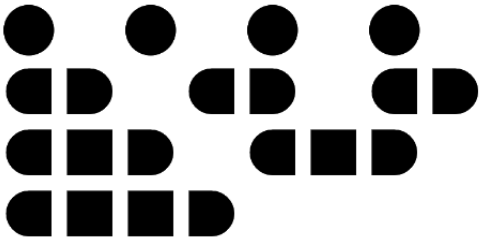
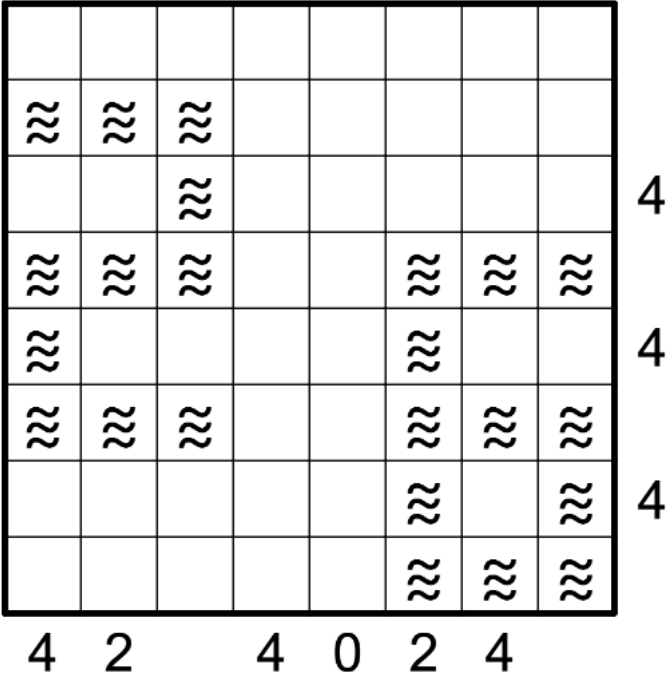
Shade some cells to create a continuous wall. Numbers in a cell indicate the length of shaded cell blocks in its neighbouring cells. If there is more than one number in a cell there must be at least one unshaded cell between the shaded cell blocks. Shaded cells cannot form a 2x2 square anywhere in the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

	1 2				1 2				
								1 1	
			1 2	1					
1 2									
							1 1		
		1 2							
								1 2	
						1 2			
1 1									
				1 3				1 1	

	6			1 5		3 3		3	
	1 2			1 2		1 2			
		3 3			1 3	1	2 3	1 2	
3		7			1 5			1 5	

10 & 11 Battleships (14 & 44)

Place the given set of ships into the grid. Cells with ships in cannot touch each other, even at a point. Clues outside the grid show the number of occupied cells in the corresponding row or column. Ships cannot be placed in cells marked with waves.



12 Context (34)

Shade some cells so that all other cells are connected orthogonally, and no two shaded cells share an edge. If a numbered cell is shaded, then that number must equal the number of other shaded cells that share a corner with the numbered cell. If a numbered cell is not shaded, then that number must equal the number of shaded cells that share an edge with the numbered cell.

									1
	3	1			2	1			
			3			3			2
	2			2			1		
					3				
		3				1		3	
					0				
	2		2				1		

13 Arithmetic Square (10)

Place the numbers from 1 to 9 into the cells (a different single number in each cell) so that the indicated equations are correct. Calculations should be carried out from left-to-right and top-to-bottom (ignore the normal order of the operators).

+

×

-

= 5

+

+

= 20

×

+

= 26

=

20

=

25

=

-5