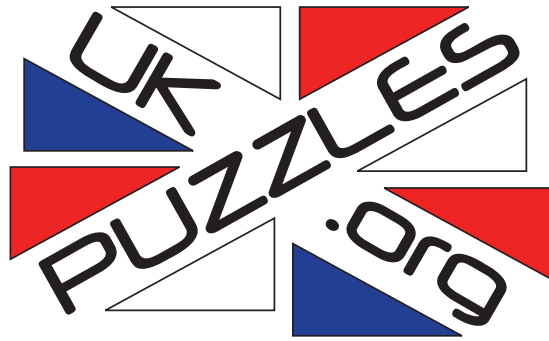




UKPA Yajilin Contest

INSTRUCTION BOOKLET

Friday 10 September - Monday 13 September

2 hours

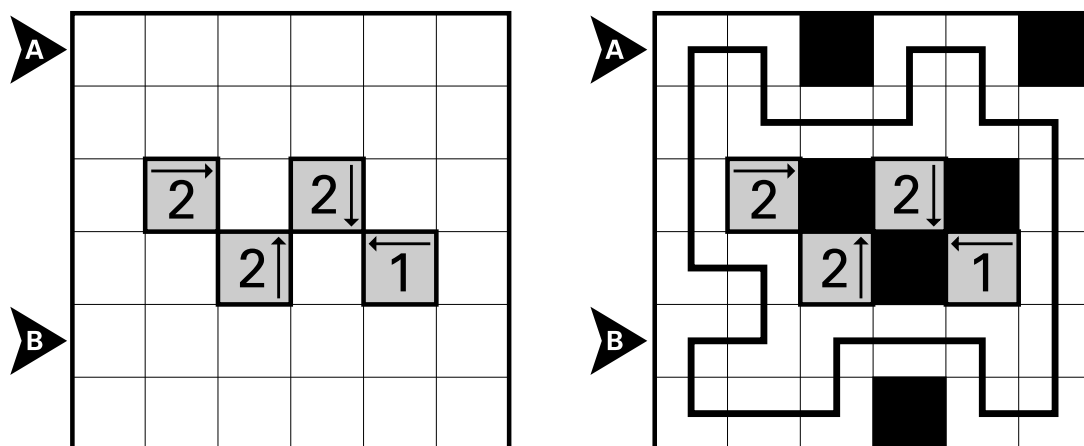
Registration. To participate in the contest you will need to be registered online at the UKPA forums. You can register here: <http://forum.ukpuzzles.org/ucp.php?mode=register>.

Schedule. Shortly before the contest starts, the password protected PDF file will be made available at <http://www.ukpuzzles.org/contests.php?contestid=64>. It is recommended you download the PDF before you retrieve the password.

The contest will start at **09:00 BST (GMT+1), Friday 10 September 2021**, when the password for the PDF will be made available. Upon retrieving the password, you will have **2 hours** to solve the puzzles and submit your answers via the entry page. You will not be able to submit any answers after your two hours are up. The contest will end at **01:55 BST (GMT+1), Tuesday 14 September**; as such it is highly recommended that you retrieve the password and start solving before **23:55 BST (GMT+1), Monday 13 September**.

Answer Entry & Submission. To submit your answers, you will need to go to the answer submission page: <http://www.ukpuzzles.org/answers.php?contestid=64>. This is a form with entries corresponding to each puzzle.

In each puzzle, there are several rows indicated by arrows labelled with uppercase letters. For each labelled row, the lengths of the distinct loop segments within the row should be entered as a single string without any spaces, and the strings corresponding to each row should be separated by a comma without a space. Caution: please note that a loop segment which visits N consecutive cells is only of length N-1.



The correct key for this solved puzzle is: **11,12**.

It is **VERY IMPORTANT** that you check that each answer key submitted is correct. Upon hitting the submit button, your answers will be sent to the server. You may submit answers as many times as you like, but only the last received keys will be subject to scoring.

Scoring. Points for successfully solved puzzles will be awarded according to the following table.

Puzzle	Points	Puzzle	Points
Standard Yajilin	10	Double Yajilin	45
Standard Yajilin	15	Triple Yajilin	80
Standard Yajilin	15	Minesweeper Yajilin	65
Standard Yajilin	30	Diagonal Yajilin	50
Standard Yajilin	30	Transparent Yajilin	75
Standard Yajilin	40	Myopia Yajilin	20
Standard Yajilin	40	Myopia Yajilin	60
Standard Yajilin	50	Look-Air Yajilin	30
No Touch Yajilin	25	Look-Air Yajilin	100
Anti-Knight Yajilin	45	Castle Wall Yajilin	60
Regional Yajilin	50	Castle Wall Yajilin	55
Regional Yajilin	85	Yajiring-ring	50
Double Yajilin	25	Yajiring-ring	50
TOTAL:		1200	

Participants with the same total score will be ordered by the length of time taken up to their final recorded submission.

N.B. Although the points allocated to a particular puzzle are a general indication of its difficulty and the time expected to solve it, it is possible that your individual experience may vary greatly.

Code of Conduct. All participants are expected to solve the puzzles honestly and fairly. You are not permitted to use any external solving aids of any form or receive assistance from any other individual.

It is strictly forbidden to discuss any details of the contest puzzles, or make their contents known to others via any medium whilst the contest is live.

Acknowledgements. The contest has been organised and coordinated by Sam Cappleman-Lynes. The competition puzzles have been provided by Sam Cappleman-Lynes. Example puzzles have been provided by Sam Cappleman-Lynes. We thank Walker Anderson, Eric Fox, Jonas Gleim, Giuliano Montelucci, Matthew Schulz, Matej Uher, Robert Vollmert and shye for helping to test the puzzles and Priyam Bhushan, Lydia Woodroff and Pangis10 for helping to test the example puzzles and instructions.

Rules and Example Puzzles

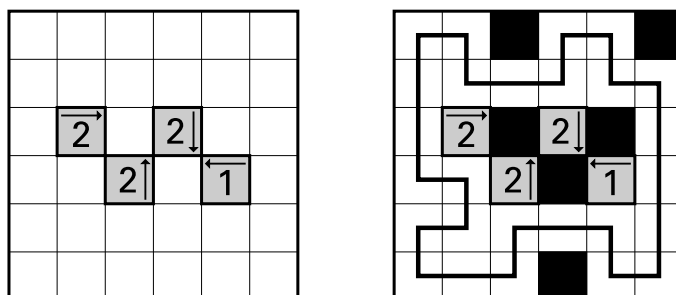
N.B. The example puzzles are a true reflection in format of the corresponding competition puzzles. The competition puzzles will use grid sizes between 7x7 and 11x11 and will appear at a larger size (2 per page). The difficulty of an example puzzle may not be reflective of the difficulty of the corresponding competition puzzle.

It is recommended that both example and competition puzzles are printed from a PDF viewer, and not directly from a web browser.

1-8. Standard Yajilin

10, 15, 15, 30, 30, 40, 40, 50 points

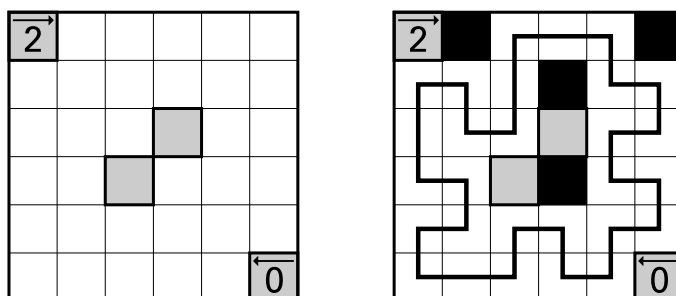
Rules: Blacken some white cells and then draw a single closed loop through the centres of all remaining white cells. Blackened cells cannot share an edge with each other. Numbered clues indicate the total number of blackened cells in the given direction, until the edge of the grid.



9. No Touch Yajilin

25 points

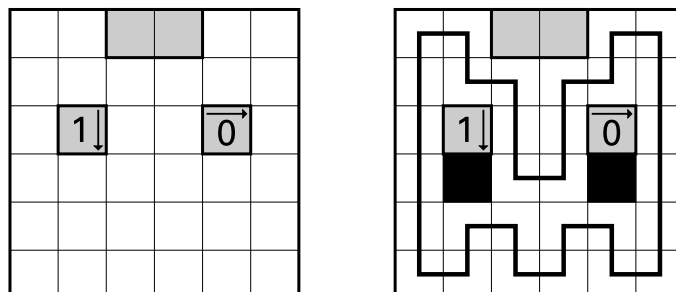
Rules: Standard Yajilin rules apply. Additionally, blackened cells must not share a corner with each other.



10. Anti-Knight Yajilin

45 points

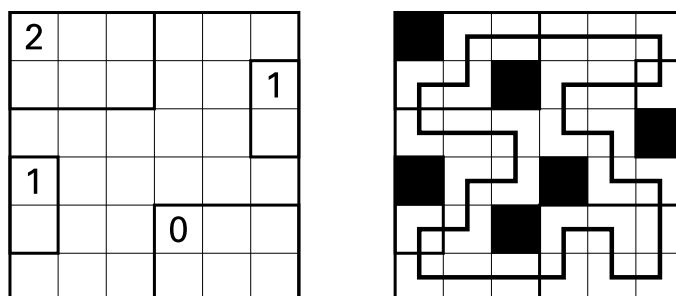
Rules: Standard Yajilin rules apply. Additionally, blackened cells must not be a knight's move (as in chess) away from each other.



11-12. Regional Yajilin

50, 85 points

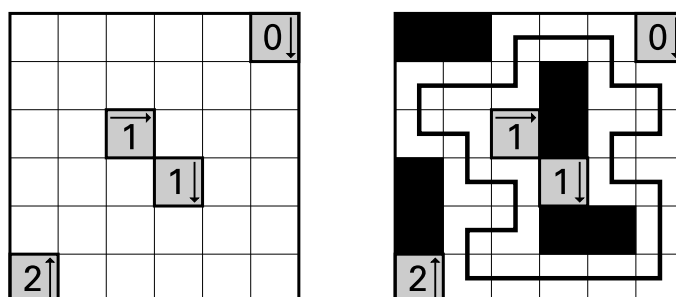
Rules: Blacken some white cells and then draw a single closed loop through the centres of all remaining white cells. Blackened cells cannot share an edge with each other. A number in an outlined region indicates the total number of blackened cells in that region. Numbered cells may be blackened.



13-14. Double Yajilin

25, 45 points

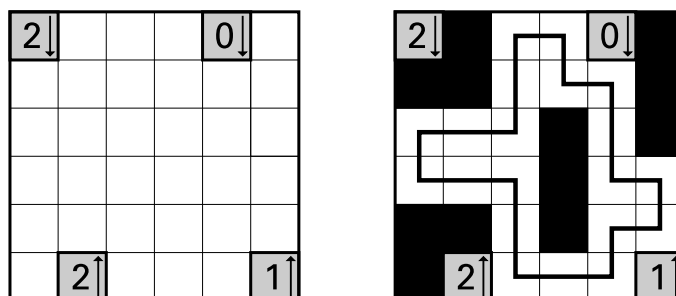
Rules: Blacken some *dominoes* of white cells (a *domino* is a pair of cells sharing an edge) and then draw a single closed loop through the centres of all remaining white cells. Blackened dominoes cannot share an edge with each other. Numbered clues indicate the total number of *different dominoes* wholly or partially located in the given direction.



15. Triple Yajilin

80 points

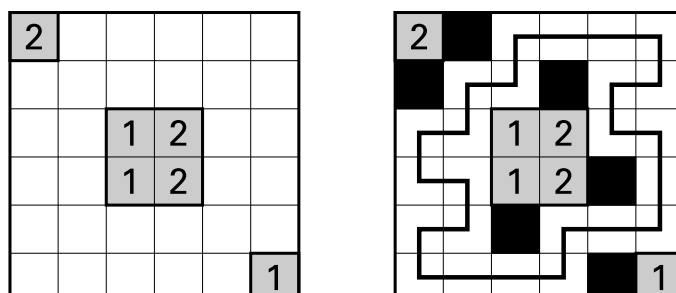
Rules: Blacken some *trominoes* of white cells (a *tromino* is an edge-connected group of three cells) and then draw a single closed loop through the centres of all remaining white cells. Blackened trominoes cannot share an edge with each other. Numbered clues indicate the total number of *different trominoes* wholly or partially located in the given direction.



16. Minesweeper Yajilin

65 points

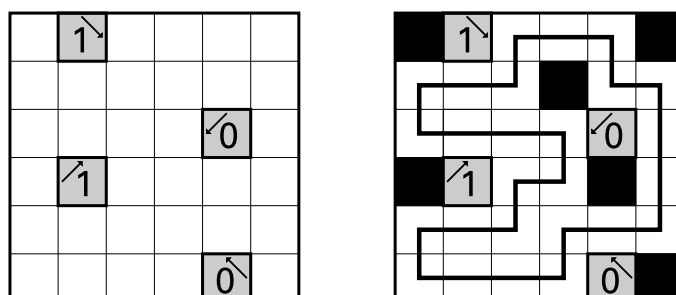
Rules: Blacken some white cells and then draw a single closed loop through the centres of all remaining white cells. Blackened cells cannot share an edge with each other. Numbered clues indicate the total number of blackened cells in the up to 8 cells surrounding the clue.



17. Diagonal Yajilin

50 points

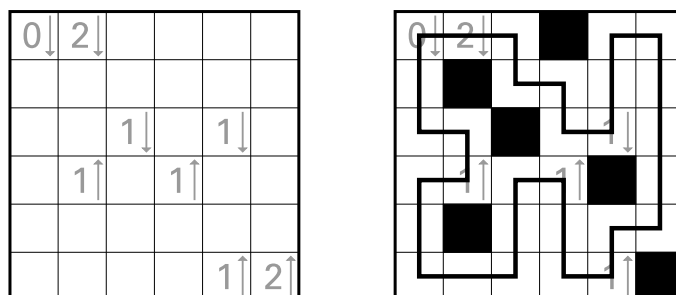
Rules: Blacken some white cells and then draw a single closed loop through the centres of all remaining white cells. Blackened cells cannot share an edge with each other. Numbered clues indicate the total number of blackened cells in the given 45-degree diagonal direction from the clue cell, until the edge of the grid.



18. Transparent Yajilin

75 points

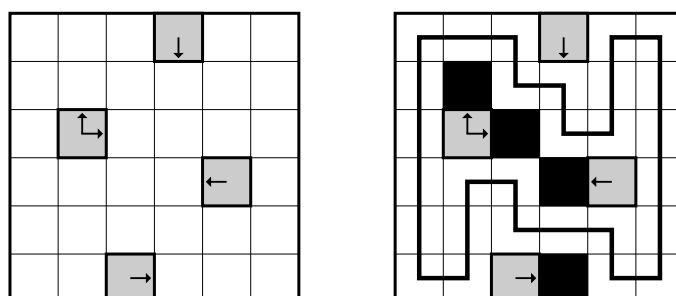
Rules: Blacken some white cells and then draw a single closed loop through the centres of all remaining white cells. Blackened cells cannot share an edge with each other. Clue cells can be blackened or part of the loop. If part of the loop, they indicate the total number of blackened cells in the given direction, until the edge of the grid. If blackened, they are meaningless.



19-20. Myopia Yajilin

20, 60 points

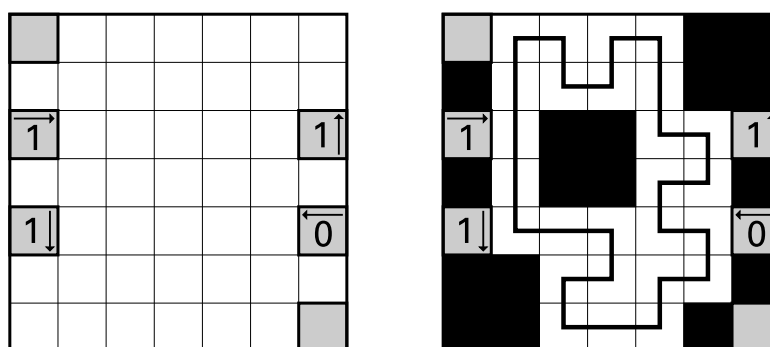
Rules: Blacken some white cells and then draw a single closed loop through the centres of all remaining white cells. Blackened cells cannot share an edge with each other. Clue cells indicate all orthogonal directions in which the nearest shaded cell appears relative to the clue cell.



21-22. Look-Air Yajilin

30, 100 points

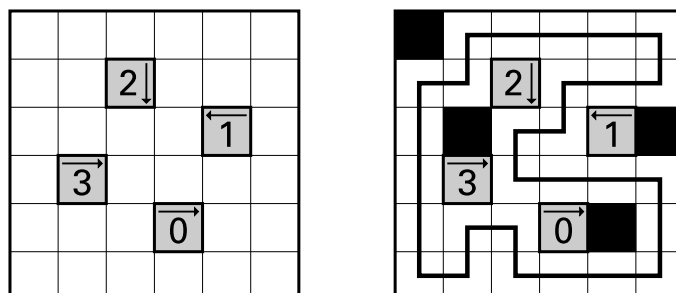
Rules: Blacken some white cells and then draw a single closed loop through the centres of all remaining white cells. Each connected region of blackened cells must form a perfect square. Between two blackened squares of the same size there must not be an unobstructed vertical or horizontal run of white cells. Numbered clues indicate the total number of *different squares* wholly or partially located in the given direction, until the edge of the grid.



23-24. Castle Wall Yajilin

60, 55 points

Rules: Blacken some white cells and then draw a single closed loop through the centres of all remaining white cells. Blackened cells cannot share an edge with each other. Numbered clues indicate the total length of all loop segments which are pointed at by and travel parallel to the arrow, until the edge of the grid.



25-26. Yajiring-ring

50, 50 points

Rules: Blacken some white cells and draw rectangular loops which pass through the centres of all remaining white cells. Blackened cells cannot share an edge with each other. Different rectangles may intersect each other, but may not turn at their points of intersection or otherwise overlap. Numbered clues indicate the total number of blackened cells in the given direction, until the edge of the grid.

