

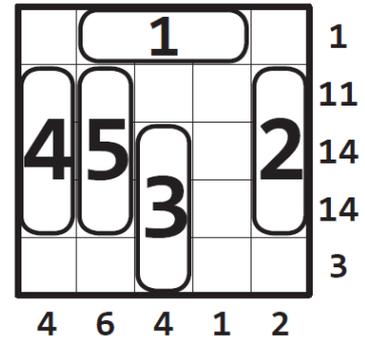
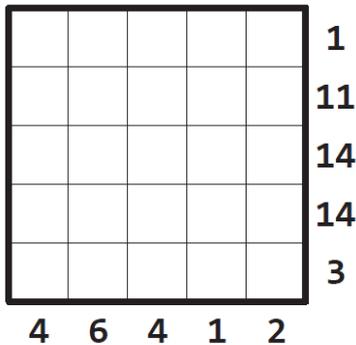
**UKPA Open Tournament**  
**2<sup>nd</sup> - 3<sup>rd</sup> March, 2019**  
**Round 1**  
**Puzzles by Alex and Liane Robinson**

	<b>Puzzle</b>	<b>Points</b>
1 & 2	Bank Notes	6 & 8
3,4 & 5	Battleships	6,12 & 11
6,7,8 & 9	Four Winds	12,17,11 & 12
10 & 11	Magnets	38 & 38
12, 13 & 14	Loose Magnets	12,28 & 44
15, 16	Masyu	15 & 8
17, 18	Paint it Black	18 & 28
19, 20	Skyscrapers	9 & 13
21, 22	Sum Skyscrapers	11 & 9
23, 24	Slitherlink	14 & 18
25, 26	Star Battle	10 & 11
27, 28	Word Search	3 & 28
	<b>Total</b>	<b>450</b>

**Time: 75 minutes.**

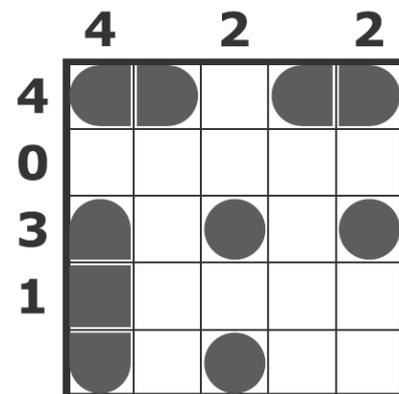
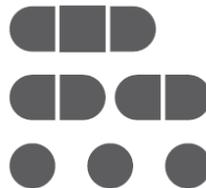
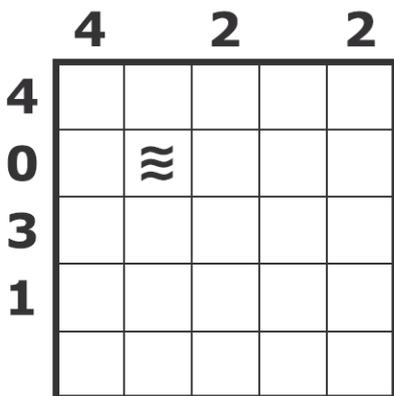
## 1 & 2 Banknotes (6 & 8)

Locate five 3x1 banknotes in the grid, each with a different value from 1 to 5. Banknotes may touch but cannot overlap. Clues outside the grid indicate the sum of all banknotes in the corresponding direction.



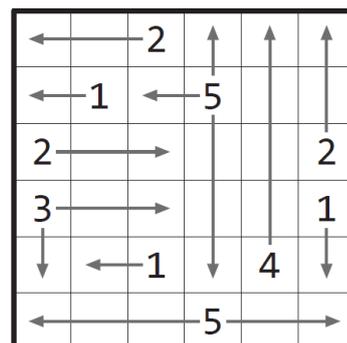
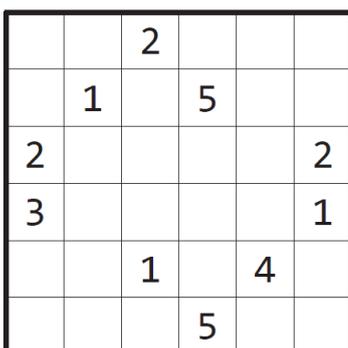
## 3,4 & 5 Battleships (6,12 & 11)

Place the given set of ships into the grid. Ships cannot touch each other, not even diagonally. Clues outside the grid show the number of occupied cells in the corresponding row or column. Cells with a '~' cannot contain any ship part.



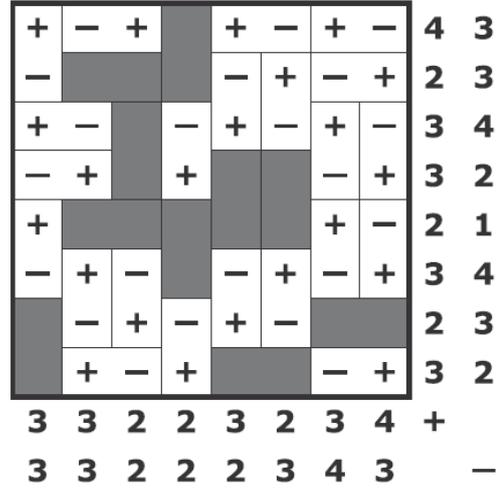
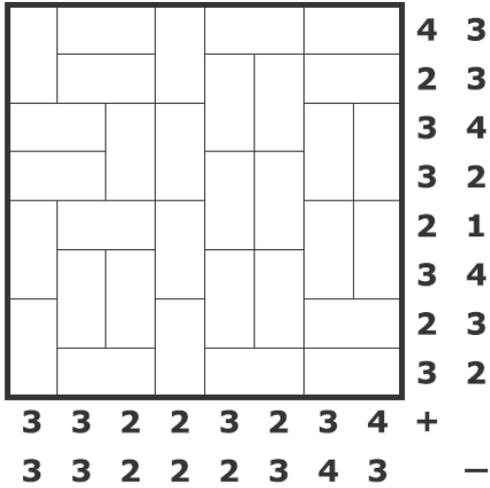
## 6,7,8 & 9 Four Winds (12, 17, 11 & 12)

Draw one or more horizontal and/or vertical lines from each number in the grid. Each number indicates the number of cells covered by all lines starting from that number (the cell with the number is not counted). Lines cannot cross or overlap.



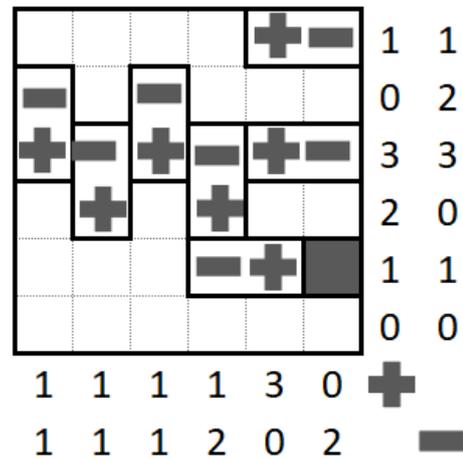
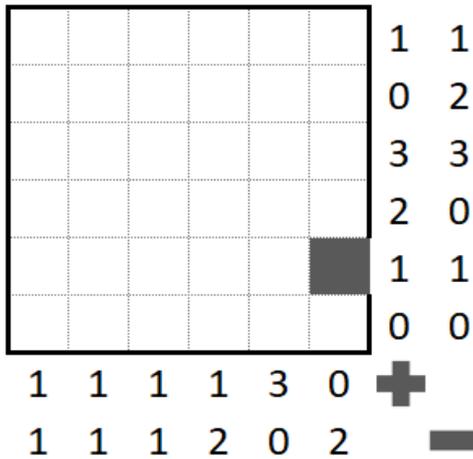
### 10 & 11 Magnets (38 & 38)

Place some magnets into the grid so that the number of positive and negative poles in each row and column is equal to the number given outside the corresponding row or column. Each magnet consists of one positive and one negative pole. Poles with the same charge cannot touch each other by a side.



### 12, 13 & 14 Loose Magnets (12,28 & 44)

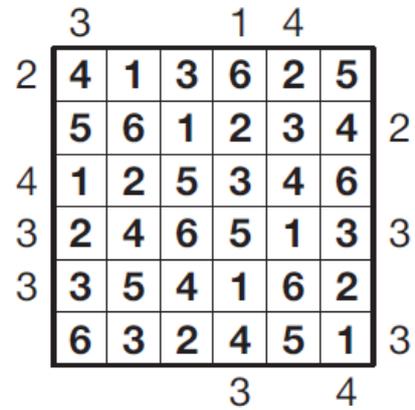
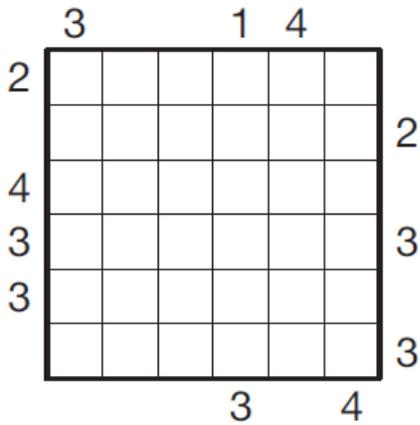
Place some magnets into the grid so that the number of positive and negative poles in each row and column is equal to the number given outside the corresponding row or column. Each magnet is 1x2 cells in size and consists of one positive and one negative pole. Poles with the same charge cannot touch each other by a side. Some cells will remain empty and shaded cells cannot contain magnets.





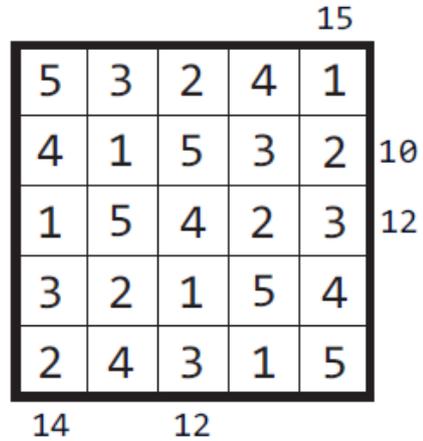
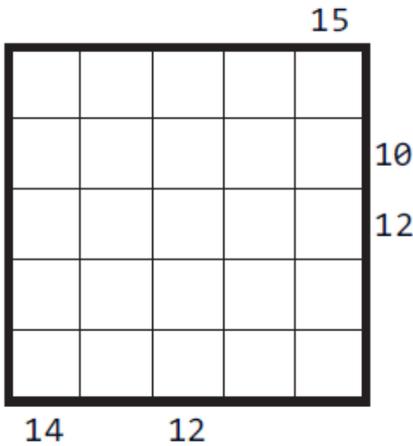
### 19 & 20 Skyscrapers (9 & 13)

Fill each cell of the grid with a number from 1-6, so that each number appears once in each row and column. Each number represents a building with the height of that number. Numbers outside the grid show the number of buildings that are visible from that point, with taller buildings hiding lower ones.



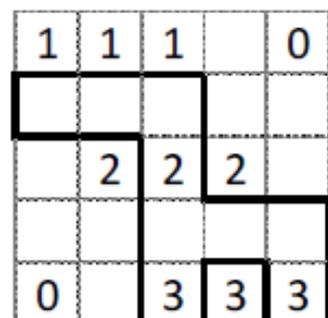
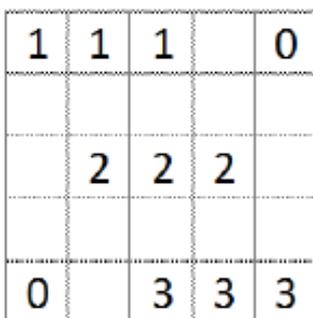
### 21 & 22 Sum Skyscrapers (11 & 9)

Fill each cell of the grid with a number from 1-6 (1-5 in the example), so that each number appears once in each row and column. Each number represents a building with the height of that number. Numbers outside the grid show the sum of the heights of buildings that are visible from that point, with taller buildings hiding lower ones.



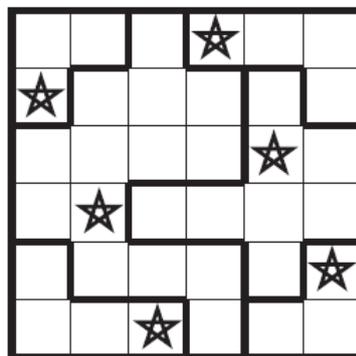
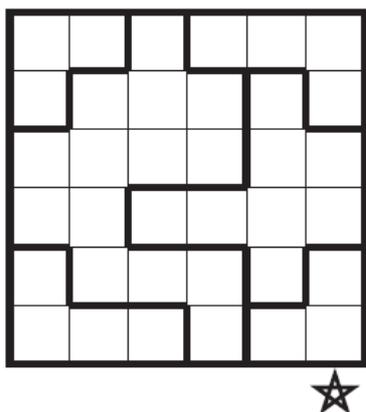
### 23 & 24 Slitherlink (14 & 18)

Draw a single continuous loop along the dotted lines. A clue in a cell indicates how many edges of that cell are used for the loop. The loop may not touch or cross itself.



## 25 & 26 Star Battle (10 & 11)

Place stars in some cells such that each row, column and boldly outlined region contain the indicated number of stars. Cells with stars in cannot touch each other even at a point.



## 27 & 28 Word Search (3 & 28)

Place a letter into each of the blank cells to enable all the given words to be located in the grid, running in one of the eight possible directions horizontally, vertically or diagonally. In order to gain the points for the puzzle it will only be necessary to correctly complete the blank cells.

F	I	V	E	B	N
D			E	T	I
C			F	V	O
V	T	H	R	E	E

ONE  
TWO  
THREE  
FOUR  
FIVE

F	I	V	E	B	N
D	O	N	E	T	I
C	W	U	F	V	O
V	T	H	R	E	E