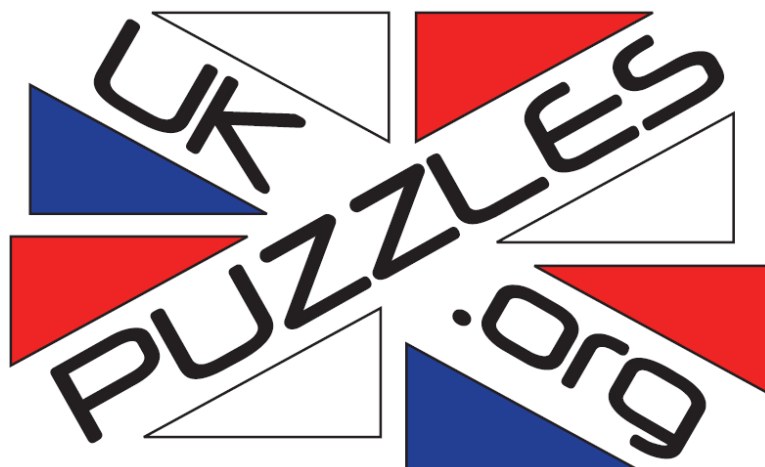


Name:		Points:	
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UKPA Open Tournament

1st -2nd April, 2023

Round 3

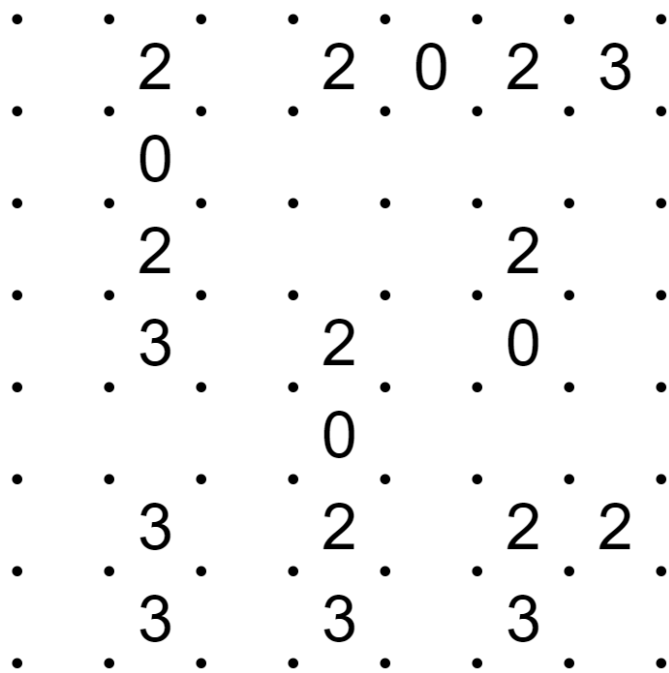
Puzzles by James McGowan

	Puzzle	Points
1	Slitherlink	10
2	Skyscrapers (Product)	10
3	Sombor	21
4	Yajisan Kazusan (Loop)	15
5	Stostone	15
6	Country Road (Tetromino)	10
7	Shimaguni	20
8	Chained Block	26
9	Magnets (Square)	33
10	Croque Monsieur	60
	Total	220

Time: 45 minutes.

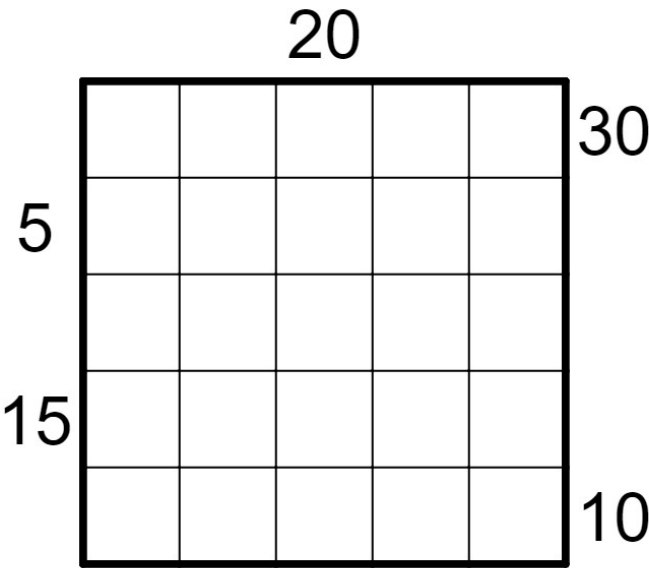
1 Slitherlink (10)

Draw a single closed loop in the 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.



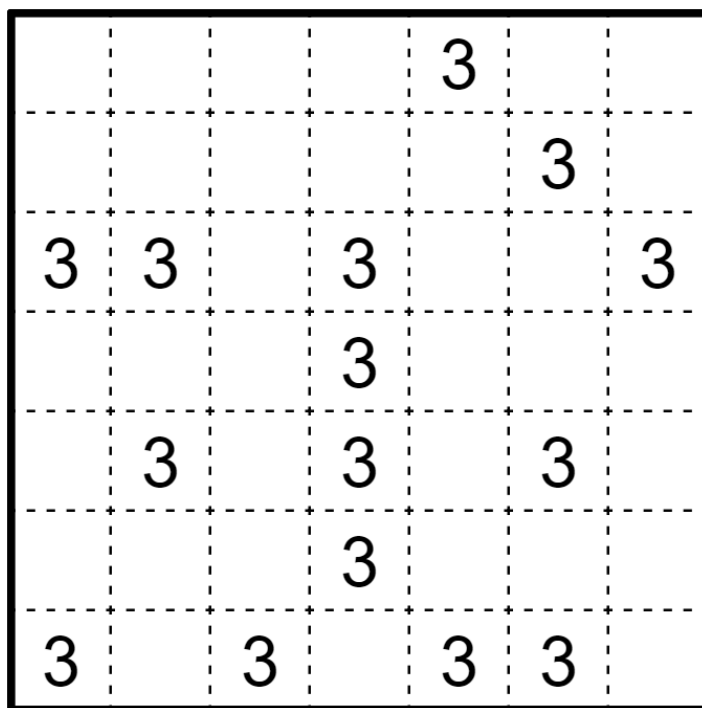
2 Skyscrapers (Product) (10).

Fill each cell of the grid with a number from 1-N (where N is the number of cells in a row), 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 product of the heights of the buildings that are visible from that point, with taller buildings hiding lower ones.



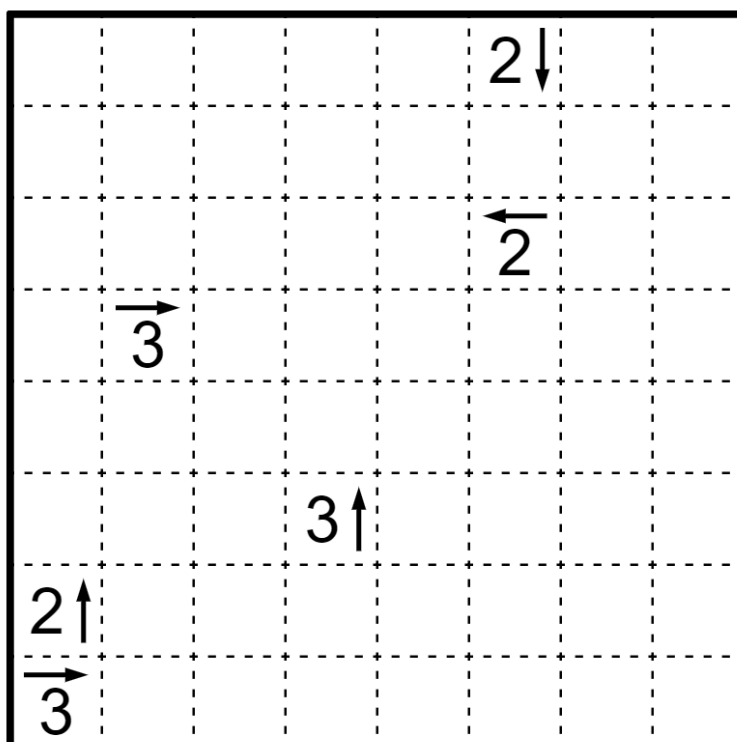
3 Sombor (21)

Divide the grid into regions of size 3 or 4. Within each region, put different numbers 1,2,3 (and 4 if the region is of size 4) in top-to-bottom, left-to-right order (that is, numbers in higher rows are smaller, and within a row numbers to the left are smaller). Regions of size 4 cannot share an edge or a corner. The locations of all the 3s are given.



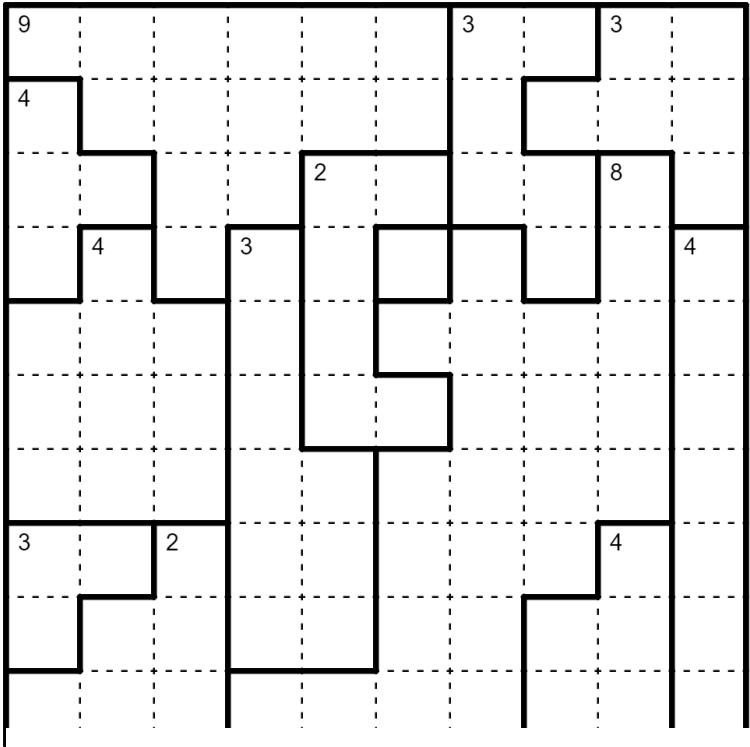
4 Yajisan Kazusan (Loop) (15)

Divide the grid into regions of size 3 or 4. Within each region, put different numbers 1,2,3 (and 4 if the region is of size 4) in top-to-bottom, left-to-right order (that is, numbers in higher rows are smaller, and within a row numbers to the left are smaller). Regions of size 4 cannot share an edge or a corner. The locations of all the 3s are given.



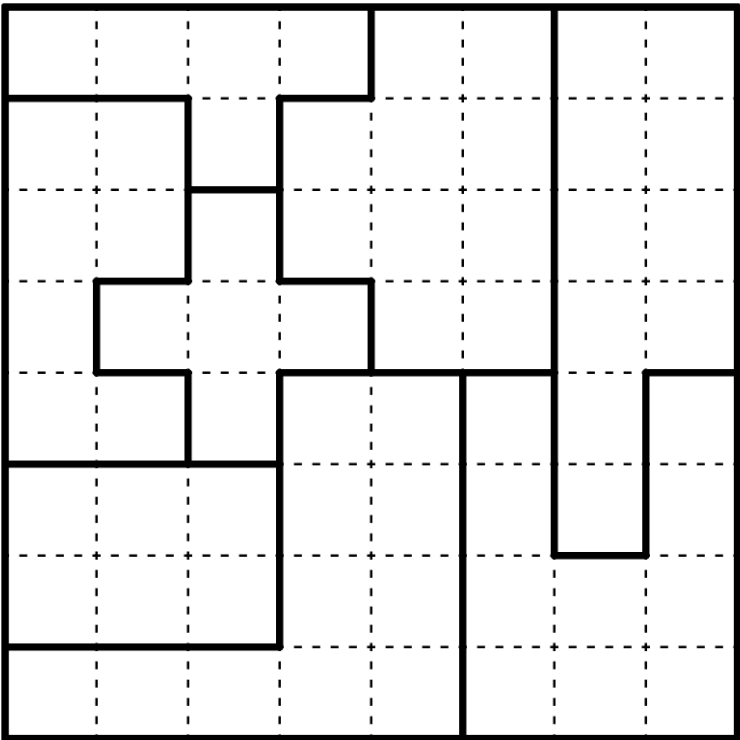
5 Stostone (15)

Shade some cells such that every region has exactly one polyomino (a group of orthogonally connected shaded cells). If two cells that touch along an edge belong to different regions, then at least one of them must be unshaded. The shading must be such that if all the polyominoes move as far downward as they can without intersecting another polyomino, the bottom half of the grid will be shaded and the top half of the grid will be unshaded. If a region contains a number, that number must be the area of the polyomino in that region.



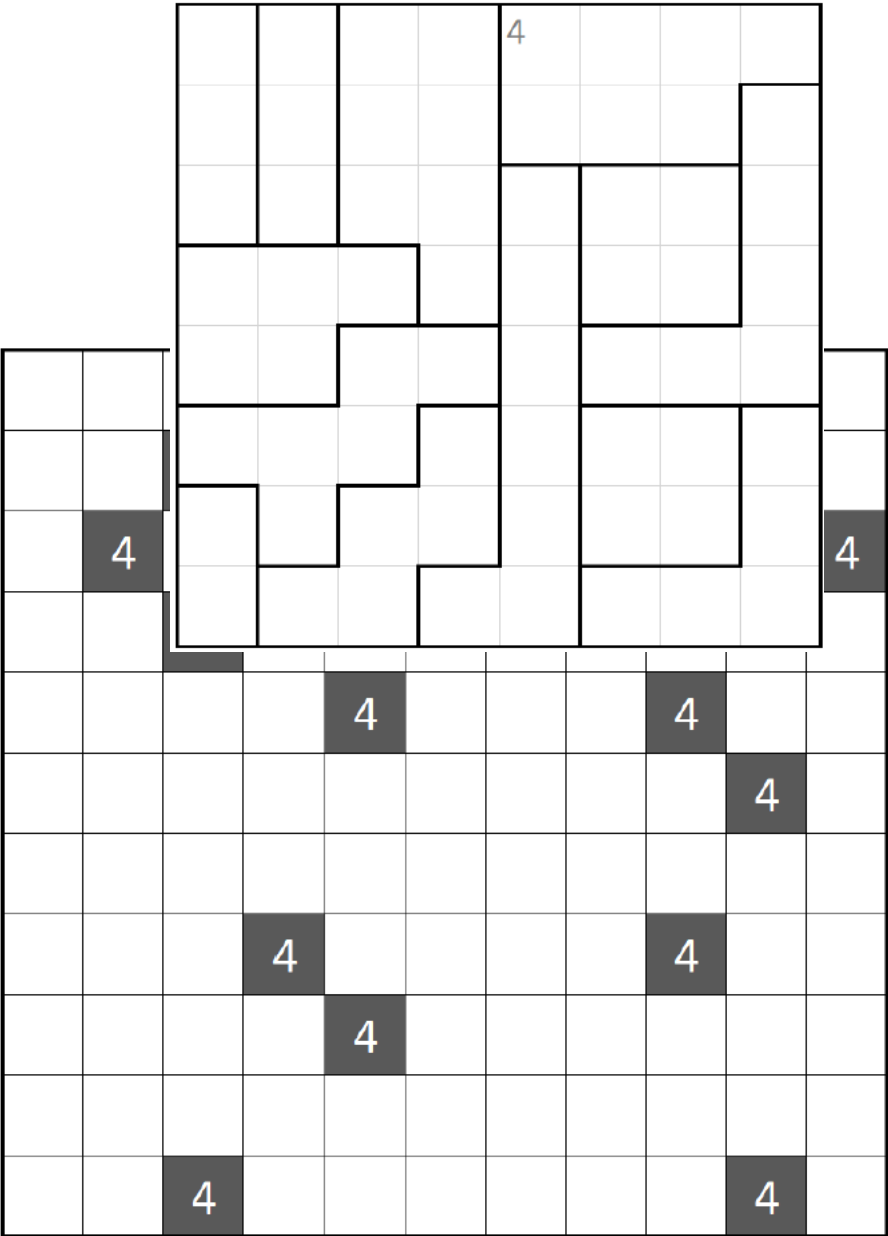
6 Country Road (Tetromino)
(10)

Draw a non-intersecting loop travelling orthogonally through the centres of some cells which passes through each region exactly once. A number in a region represents how many cells in the region are visited by the loop. Orthogonally adjacent cells across a region border may not both be visited.



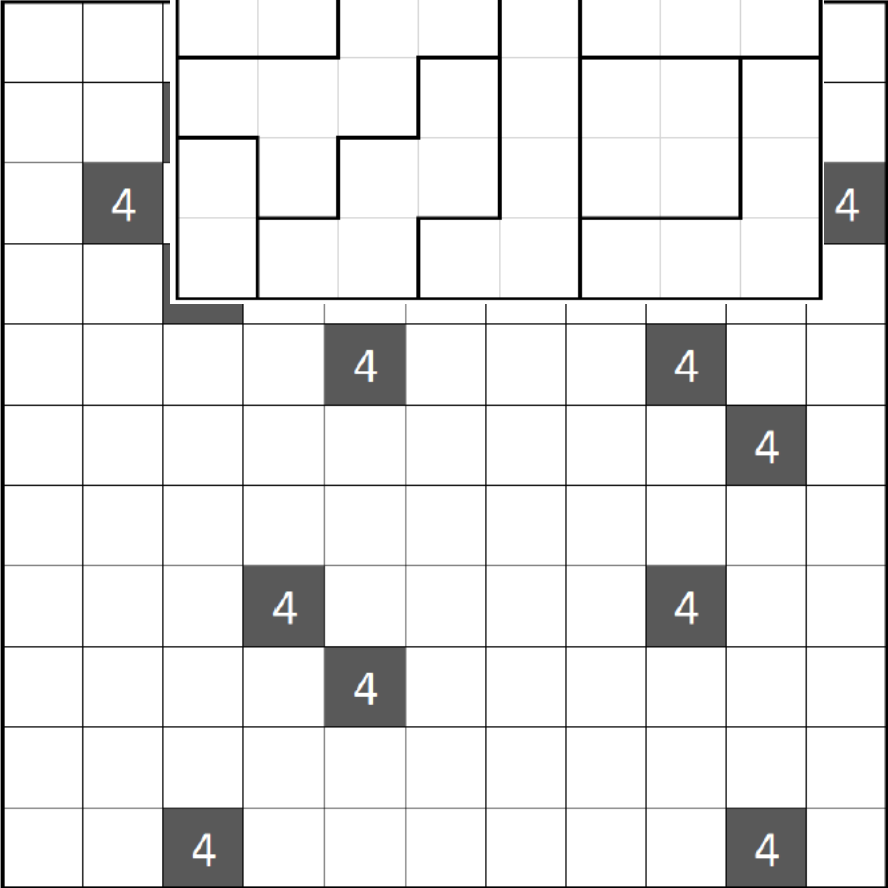
7 Shimaguni (20)

Locate a single polyomino (a group of one or more connected cells) in each region. Polyominoes must not share a cell edge with other polyominoes. A number in a region indicates the area of the polyomino in that region. (Cells with numbers may or may not be part of a polyomino.) Regions that share a cell edge must not have polyominoes of the same area.



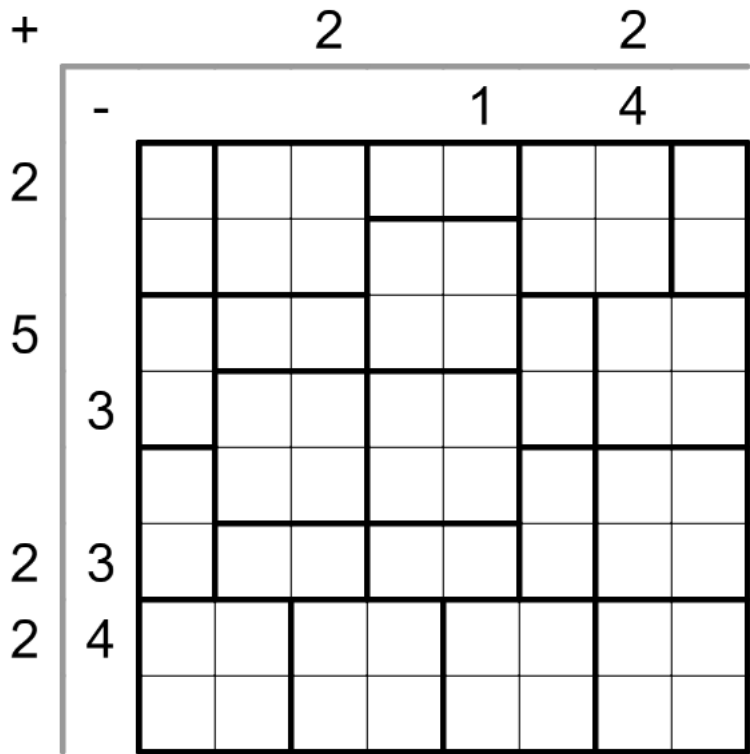
8 Chained Block (26)

Locate a single polyomino (a group of one or more connected cells) in each region. Polyominoes must not share a cell edge with other polyominoes. A number in a region indicates the area of the polyomino in that region. (Cells with numbers may or may not be part of a polyomino.) Regions that share a cell edge must not have polyominoes of the same area.



9 Magnets (Square) (33)

The grid is partitioned into some regions of two (2x1) cells and some regions of four (2x2) cells. Put “positive” (+) and “negative” (–) symbols into some cells, such that each region is either filled completely with symbols or has no symbols at all. If a 2x2 region is filled with symbols, it must contain two “positive” symbols along one edge and two “negative” symbols along the opposite edge. In all other cases, adjacent cells must never contain the same symbol. The numbers above and to the left of the grid indicate the exact number of symbols of the specified type that must be placed in each column or row, respectively. If a number is not given, there might be any number of symbols of the specified type.



10 Croque Monsieur (60)

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Place ham and bread symbols into cells, no more than one symbol per cell, so that the given (multi)set of symbols appears in each row and column. The numbers outside the grid indicate the number of hams that are between **the first two breads** seen in that respective row or column from the respective direction. Some symbols may already be filled in for you. You may use your own notation eg. B = bread, H = ham as long as it is clear.

