Name:		Points:	

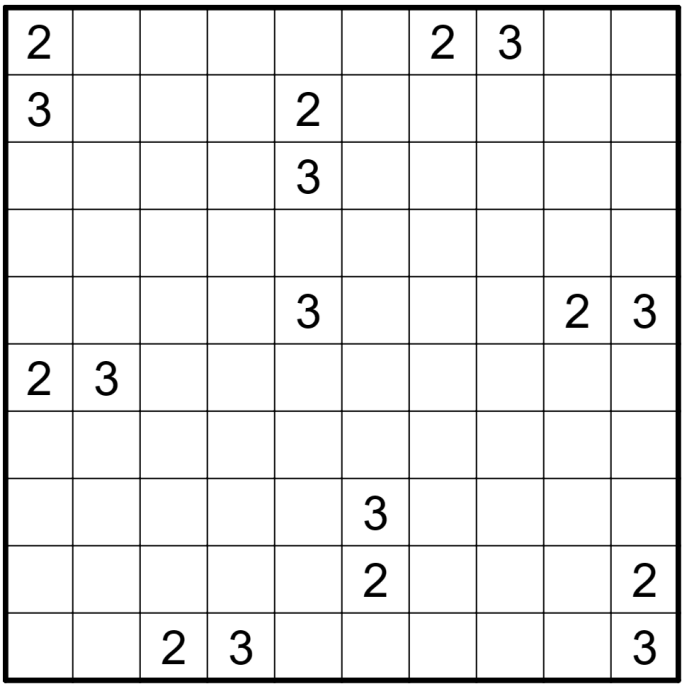
UKPA Open Tournament
1st -2nd April, 2023
Round 1
Puzzles by Bram de Laat

	Puzzle	Points
1	Canal View	16
2	Chained Block	52
3	Doppelblock	39
4	Fillomino	43
5	Heteromino	11
6	Norinori	10
7	Pentomino Blokus	21
8	Rail Pool	15
9	Sea Battle	53
10	Skyscrapers	21
11	Vertex Slitherlink	20
12	Yajisan Kazusan	54
	Total	**370**

Time: 60 minutes.

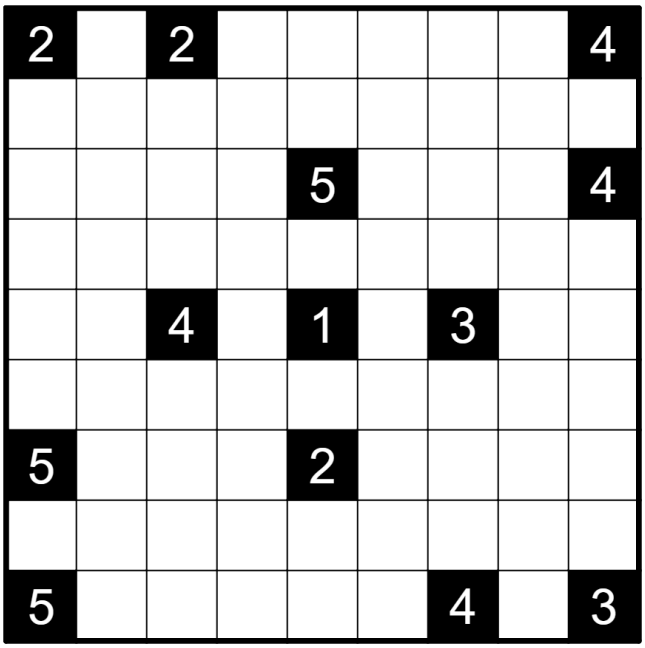
1 Canal View (16)

Shade some cells so that all shaded cells form one orthogonally connected area. Clues cannot be shaded and represent the number of shaded cells connected in a straight line horizontally or vertically to the clue. No 2x2 region may be entirely shaded.



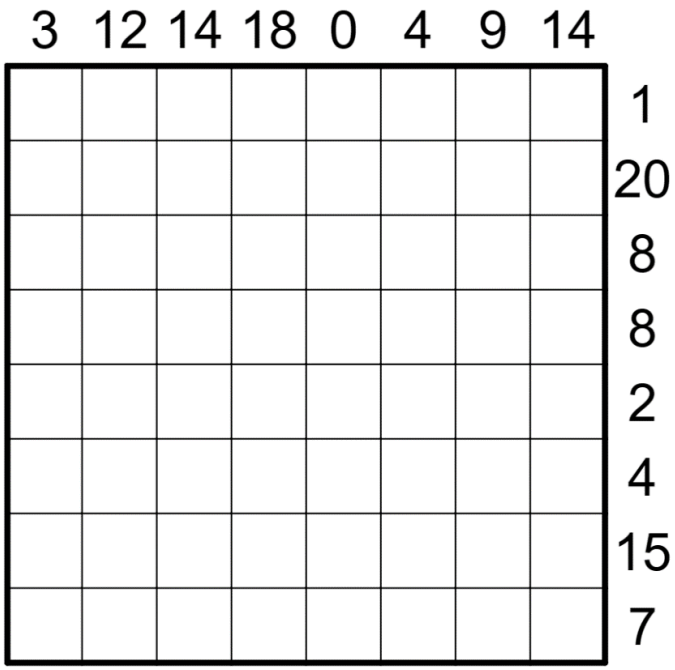
2 Chained Block (52)

Shade some cells such that each connected group of shaded cells contains exactly one clue. Clues indicate the size of their shaded group. Each group of shaded cells must be connected by a corner to at least one other, forming networks. Two shaded groups in the same network cannot have the same shape and size as each other (counting rotations and reflections as the same).



3 Doppelblock (39)

Shade two cells in every row and column. Place a number from 1 to 6 (1 to 3 in the example) in the remaining cells so that each row and column contains each number exactly once. A clue outside the grid indicates the sum of the digits that appear between the two shaded cells in the corresponding row or column.



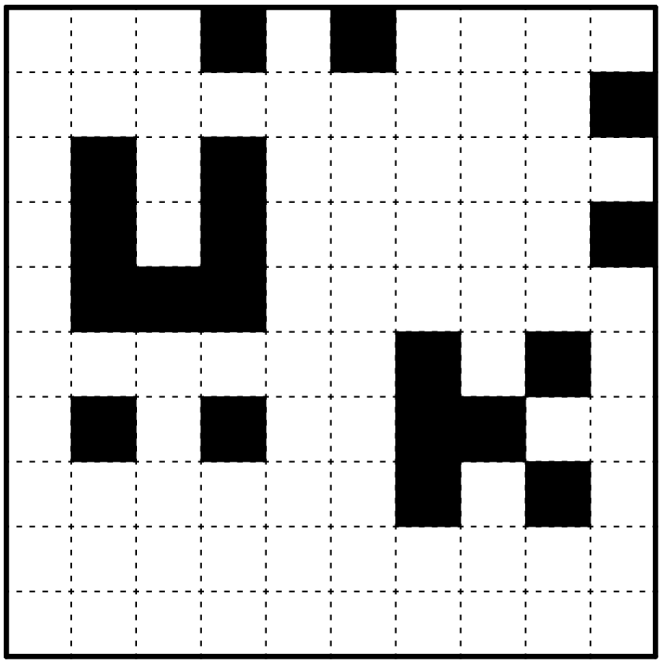
4 Fillomino (43)

Divide the grid into different regions along the grid lines. Regions of the same size cannot share an edge. Numbers in the grid indicate the size of the region the cell is part of. Clued cells must belong to a region containing the indicated number of cells and regions may contain one, none or multiple clue cells.

	2	3					2		
					2		3		4
2	3		1		4				5
			5			4	1		
	1	3							
							1	2	
		1	4			4			
2				5		5		2	3
4		2		7					
		5					2	3	

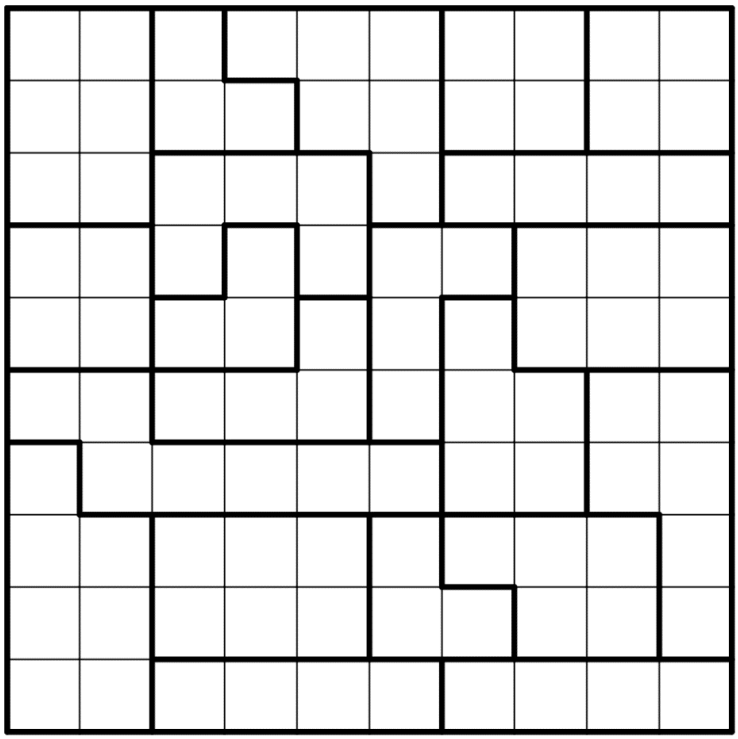
5 Heteromino (11)

Divide the grid into regions of three orthogonally connected cells. Two regions which are the same shape and orientation may not share an edge.



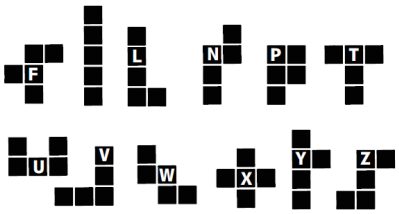
6 Norinori (10)

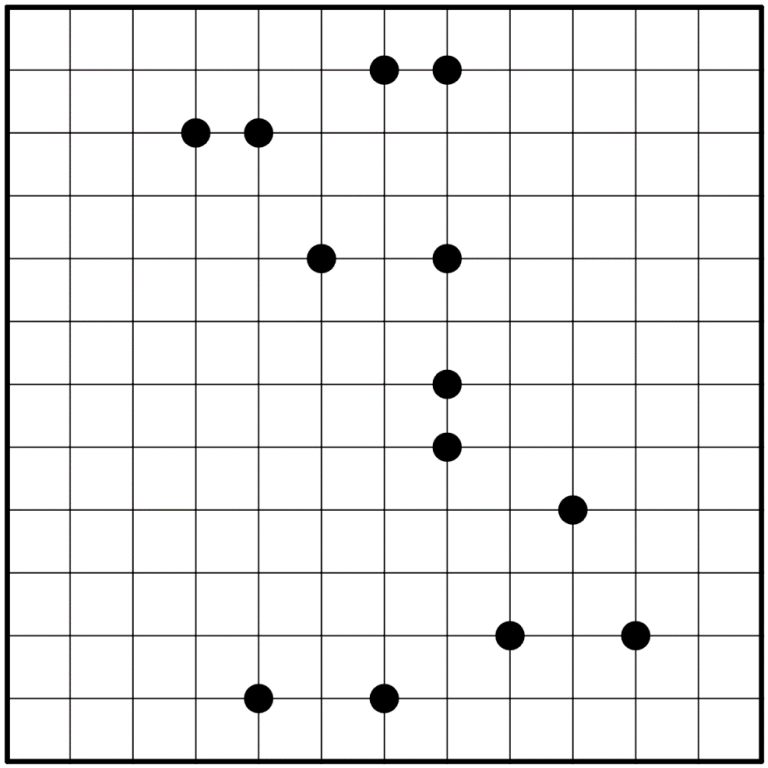
Shade some cells in the grid such that there are two shaded cells in each region and each shaded cell shares a side with exactly one other shaded cell.



7 Pentomino Blokus (21)

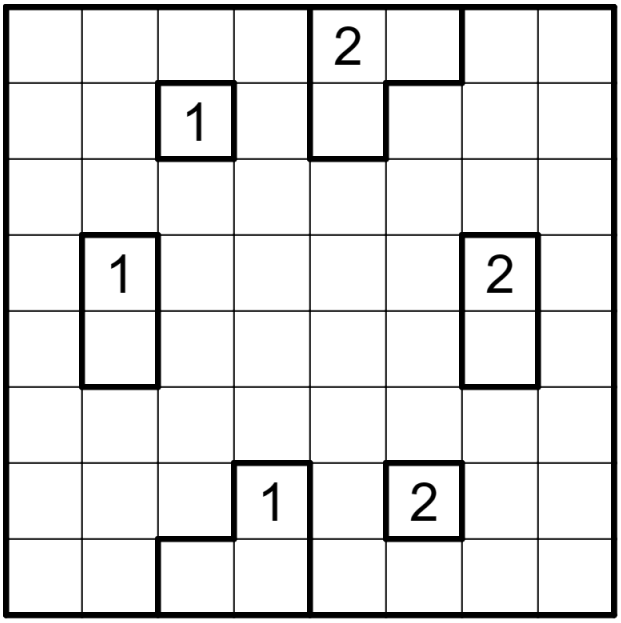
Place every pentomino once into the grid so that no pentominoes touch one another orthogonally. Rotating and reflections are considered the same pentomino. Every grid point on which two pentominoes touch diagonally is marked with a dot





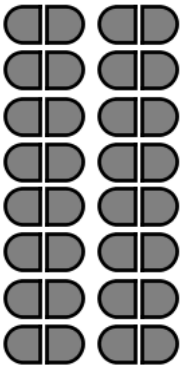
8 Rail Pool (15)

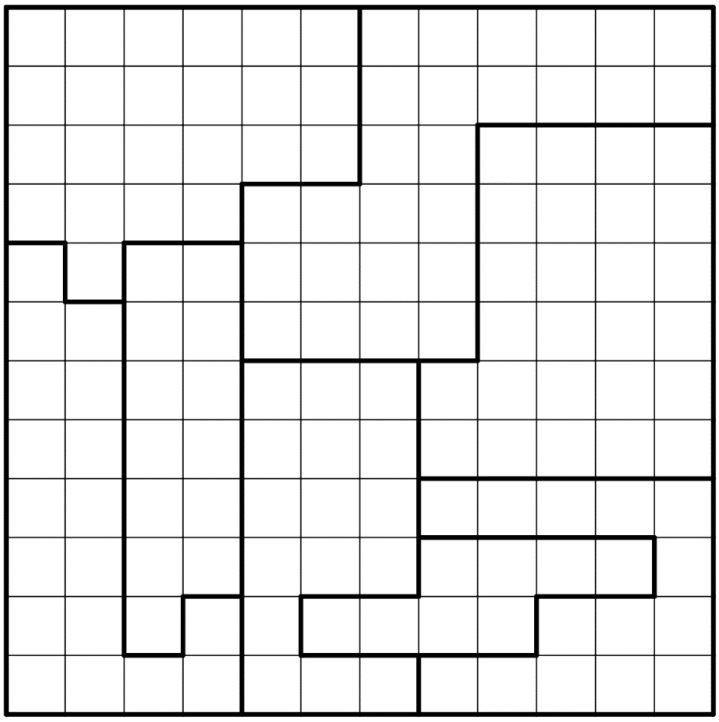
Draw a non-intersecting loop through the centres of all cells. Clues represent all of the different lengths of the straight line segments that are at least partially contained within the region. Each number within a region must be represented by at least one line segment. Each ? Represents a positive integer, and numbers cannot repeat within a region.



9 Sea Battle (53)

Place the given fleet in the grid so that every row, column and region contains two ships. Ships are not allowed to touch each other, not even diagonally. Ships may not lay across region borders.

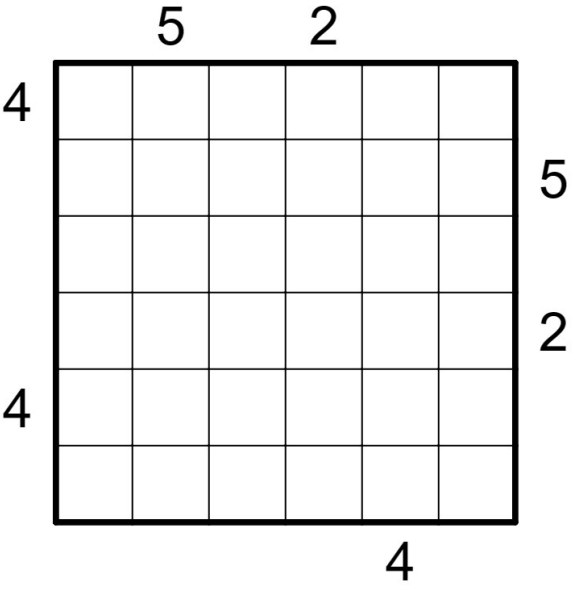




10 Skyscrapers (15)

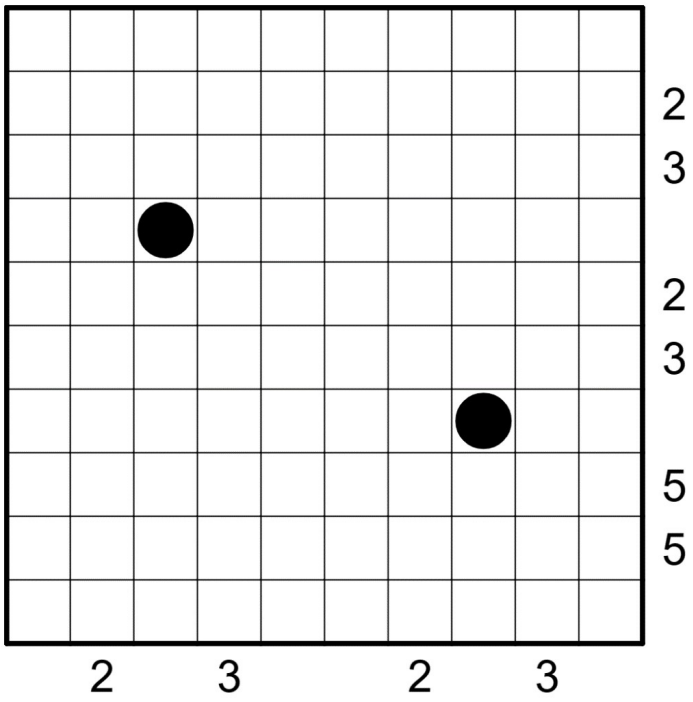
.

Place a number from 1 to 6 (1 to 5 in the example) into 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.



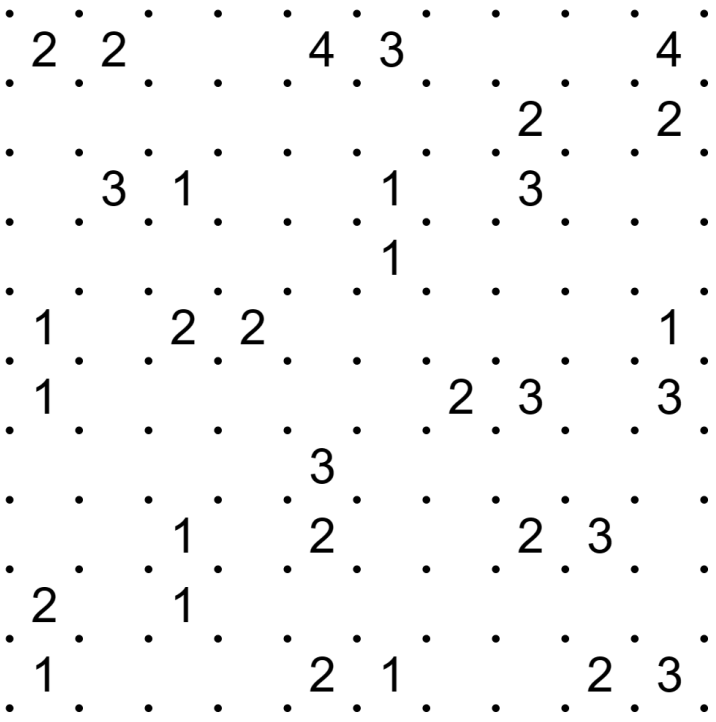
11 Snake (21)

Shade some cells to form a 1 cell wide snake of unknown length, whose head and tail are given. The snake does not touch itself, even diagonally. Numbers outside the grid indicate the number of cells in that row/column that are occupied by the snake.



12 Vertex Slitherlink (20)

Connect some pairs of orthogonally adjacent dots to form a single non-intersecting loop. A clue represents the number of vertices adjacent to the clue which are used by the loop.



13 Yajisan Kazusan (54)

Shade some cells so that the remaining unshaded cells form a single connected area. Shaded cells cannot share an edge. Clue cells may be shaded. The unshaded clues indicate the number of shaded cells in the direction of the arrow. When shaded, a clue cell no longer has to be correct.

