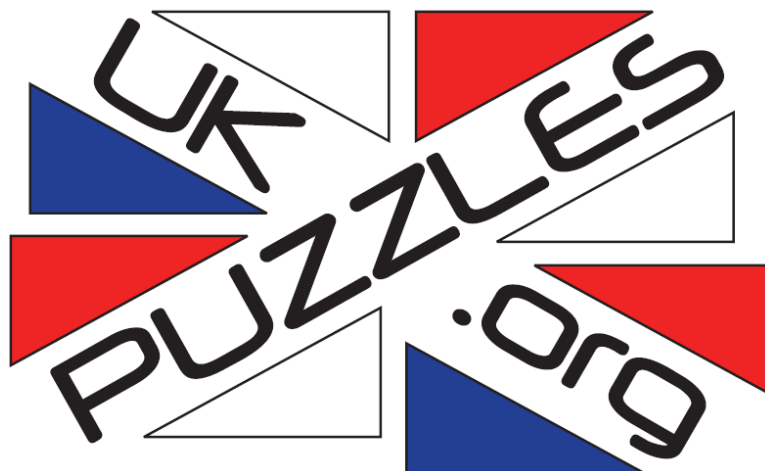




UKPA Open Tournament

25th February, 2024

Round 2

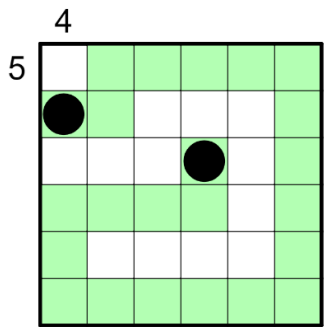
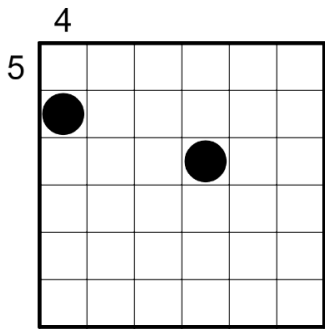
Puzzles by Mark Sweep

	Puzzle	Points
1	Snake	24
2	Snake/Pentominous	15
3	Pentominous	14
4	Pentominouse/Castle Wall	27
5	Castle Wall	22
6	Castle Wall/Kurodoko	57
7	Kurodoko	26
8	Kurodoko/Japanese Sums	58
9	Japanese Sums	46
10	Japanese Sums/Snake	33
	Total	322

Time: 55 minutes.

1 Snake (24)

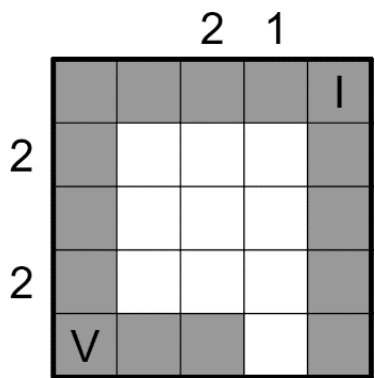
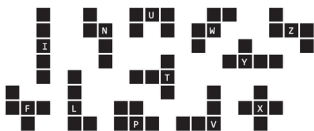
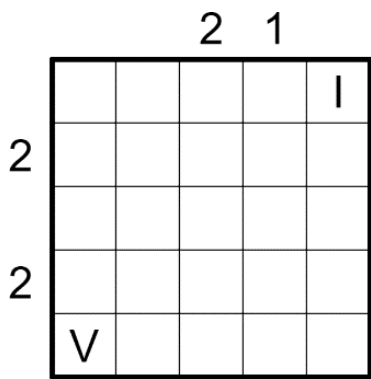
Shade some cells to form a 1 cell wide snake of unknown length, whose head and tail are given. The snake does not touch itself, not even diagonally. Numbers outside the grid indicate the number of cells in that row/column that are occupied by the snake.



2 Snake/Pentominous (15)

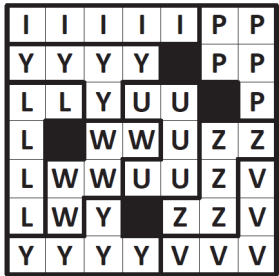
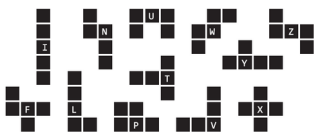
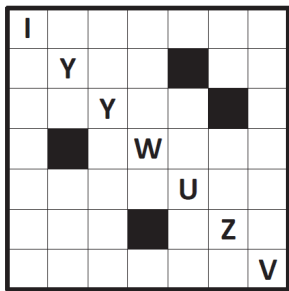
Shade some cells to form a 1 cell wide snake of unknown length, whose head and tail are not given. The snake does not touch itself, not even diagonally.

Additionally, the snake can be divided into pentominoes in such a way that each cell of the snake is part of exactly one pentomino, and no two pentominoes of the same shape (including rotations and reflections) exist within the snake. Letters inside the grid are on the snake. A cell with a letter must also be part of the pentomino associated with that letter. Clues outside the grid indicate the number of shaded cells in that row/column.



3 Pentominous (14)

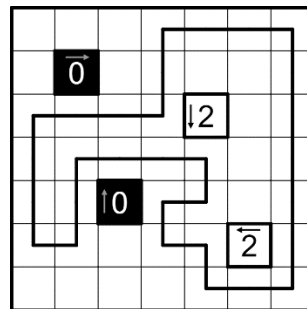
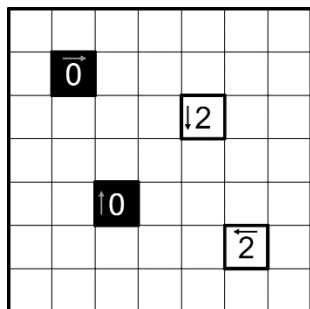
Divide the grid into pentominoes (five cell regions) so that no two pentominoes of the same shape (including rotations and reflections) share an edge. Black cells cannot be part of any pentomino shape. A cell with a letter in it must be part of the pentomino associated with that letter. Not all pentomino shapes need to be used.



4 Pentominous/Castle Wall (27)

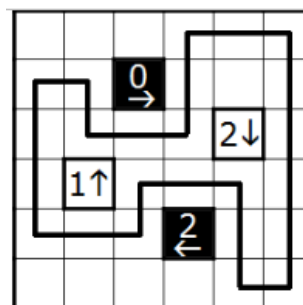
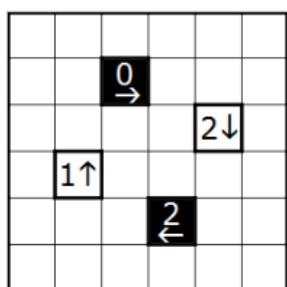
Draw a single closed loop through the grid. The loop travels horizontally and vertically and must not touch or cross itself. There are black and white clue cells in the grid. White clue cells must be inside the loop; black clue cells must be outside the loop. Numbers in clue cells indicate the total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

Additionally, empty cells not used by the loop form pentominoes, such that no two pentominoes touch orthogonally, and no two pentominoes of the same shape (including rotations/reflections as the same) occur in the grid.



5 Castle Wall (22)

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

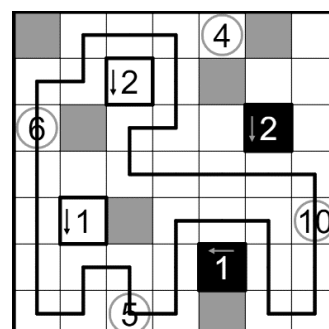
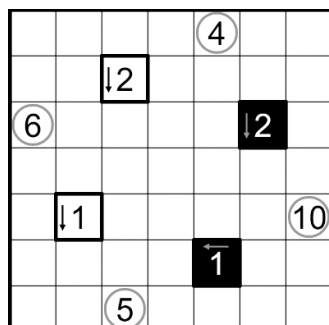


6 Castle Wall/Kurodoko (57)

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

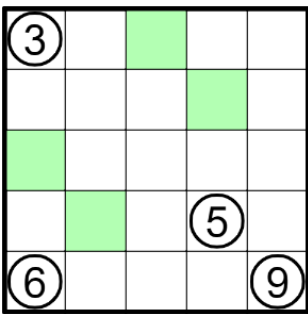
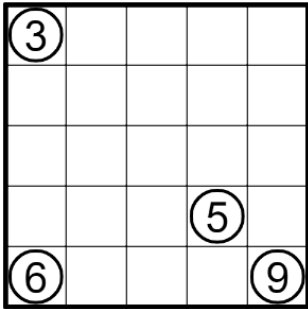
Kurodoko rules: Shade some cells. No numbered cell may be shaded. A number indicates how many cells can be seen (including the cell itself) from that cell horizontally or vertically up to the edge of the grid or a shaded cell (whichever is reached first). No two shaded cells may share an edge. All the white cells must form a single orthogonally connected area.

Additionally, Castle Wall clues act as walls for the Kurodoko, meaning that Kurodoko clues can only see up to a Castle Wall clue, and unshaded cells cannot connect through a Castle Wall clue. Shaded cells can touch a black clue cell.



7 Kurodoko (26)

Shade some cells. No numbered cell may be shaded. A number indicates how many cells can be seen (including the cell itself) from that cell horizontally or vertically up to the edge of the grid or a shaded cell (whichever is reached first). No two shaded cells may share an edge. All the white cells must form a single orthogonally connected area.

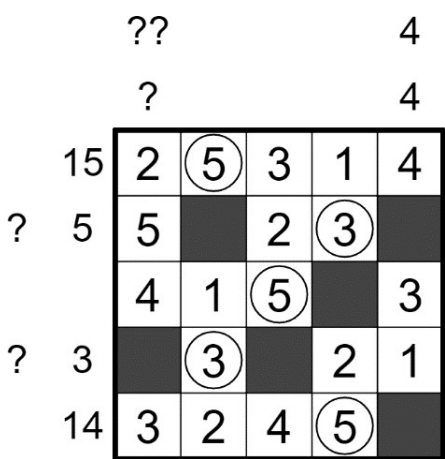
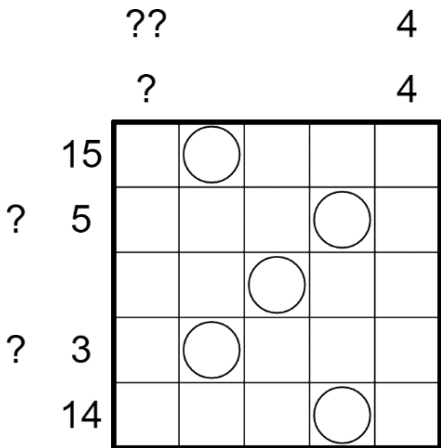


8 Kurodoko/Japanese Sums (58)

Kurodoko rules: Shade some cells. No numbered cell may be shaded. A number indicates how many cells can be seen (including the cell itself) from that cell horizontally or vertically up to the edge of the grid or a shaded cell (whichever is reached first). No two shaded cells may share an edge. All the white cells must form a single orthogonally connected area.

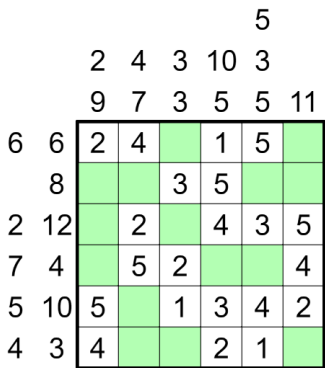
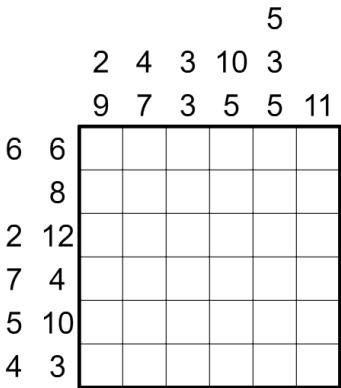
Japanese sums rules: Place the digits 1 to 7 (1 to 5 in the example) in some cells, so that no digit is repeated in any row or column. Numbers on the outside indicate the sums of consecutive digits in that row or column. The sums are given in the order they appear in the grid. Each sum is separated by at least one empty cell.

Additionally, empty cells of Japanese sums are shaded cells of the Kurodoko. Cells with circles may not be shaded and are valid Kurodoko clues once a digit has been entered.



9 Japanese Sums (46)

Place the digits 1 to 7 (1 to 5 in the example) in some cells, so that no digit is repeated in any row or column. Numbers on the outside indicate the sums of consecutive digits in that row or column. The sums are given in the order they appear in the grid. Each sum is separated by at least one empty cell.



10 Japanese Sums/Snake (33)

Place the digits 1 to 7 (1 to 5 in the example) in some cells, so that no digit is repeated in any row or column. Numbers on the outside indicate the sums of consecutive digits in that row or column. The sums are given in the order they appear in the grid. Each sum is separated by at least one empty cell

Additionally, the empty cells form a snake (i.e. a non-intersecting path that does not touch itself, even diagonally). The outside clues are all Japanese Sums clues and do not say anything about the snake itself!

	1				3
14					
3					
4	5				
2					
13					

	1				3
14		2	5	4	3
3		3			
4	5		4		5
2				2	
13	1	5	4	3	