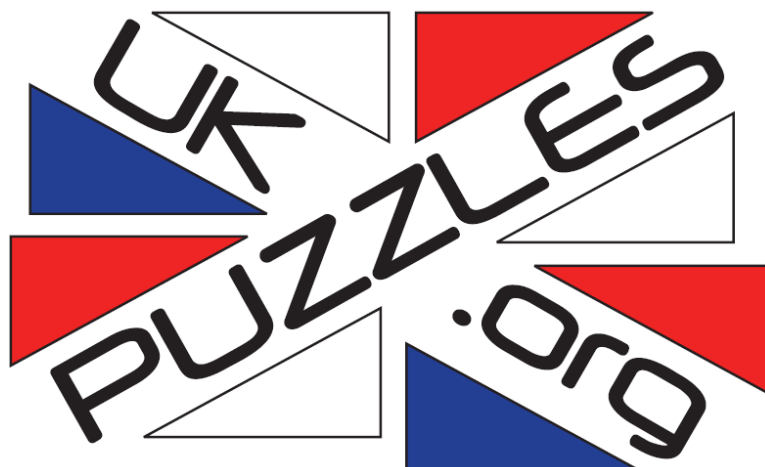


Name:		Points:	
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UKPA Open Tournament

25th February, 2024

Round 3

Puzzles by Martin Ender

	Puzzle	Points
1	Hydra	10
2	Hydra	20
3	Bosnian Hydra	14
4	Bosnian Hydra	31
5	Persistence of Memory Hydra	16
6	Persistence of Memory Hydra	10
7	Regional Hydra	12
8	Regional Hydra	37
9	First Seen Hydra	35
10	First Seen Hydra	43
11	Hydra Egg	21
12	Hydra Egg	40
13	Sea Hydra	46
14	Sea Hydra	39
	Total	386

Time: 60 minutes.

Shade some cells to form a hydra. No 2x2 area can be entirely shaded and there are no 4-way junctions of shaded cells. Swords mark all cells which contain a 3-way junction of shaded cells. All unshaded cells are orthogonally connected to the edge of the grid. Black circles are shaded and must lie on an endpoint of the hydra. White circles are shaded but must not be an endpoint. A number outside the grid represents how many cells in the corresponding row or column are shaded.

	1		7		1	
3	●	○	○			
			○			
6	○	○	🔪	○	○	
4	○					○
	○	○	●			●

3 & 4) – Bosnian Hydra (14 & 31)

Shade some cells to form a hydra. No 2x2 area can be entirely shaded and there are no 4-way junctions of shaded cells. Swords mark all cells which contain a 3-way junction of shaded cells. All unshaded cells are orthogonally connected to the edge of the grid. Black circles must lie on an endpoint of the hydra. Number clues cannot be shaded, and represent the number of shaded cells in the (up to) eight cells surrounding the clue.

3

	5			4			●	
			5					
	6						5	
					3			
	●			6			3	

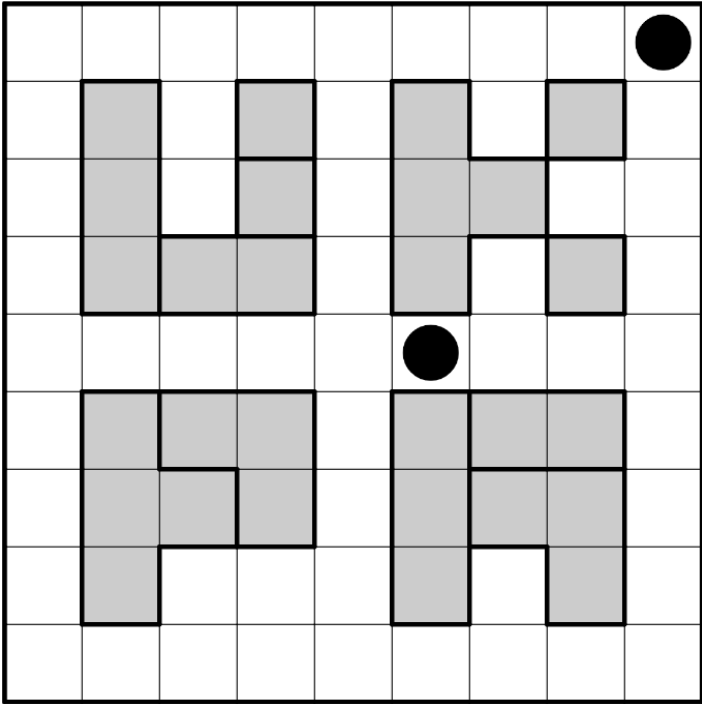
4

	5					5		
				5				
							🔪	
		5		🔪		5		
🔪							5	
	5		🔪				5	

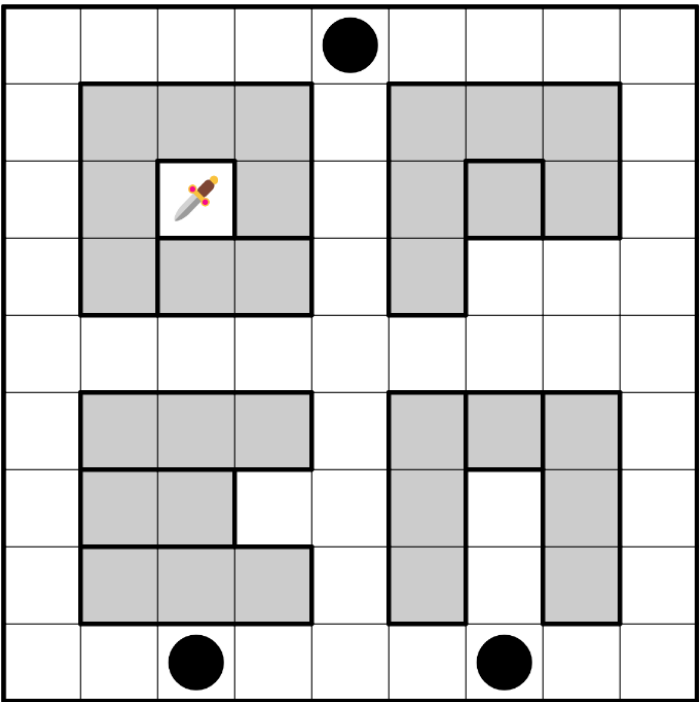
5 & 6) – Persistence of Memory Hydra (16 & 10)

Shade some cells to form a hydra. No 2x2 area can be entirely shaded and there are no 4-way junctions of shaded cells. Swords mark all cells which contain a 3-way junction of shaded cells. All unshaded cells are orthogonally connected to the edge of the grid. Black circles must lie on an endpoint of the hydra. Every shaded region contains at least one cell of the hydra. If two shaded regions are the same shape and orientation, their contents must be identical (including where the hydra crosses the region's border).

5



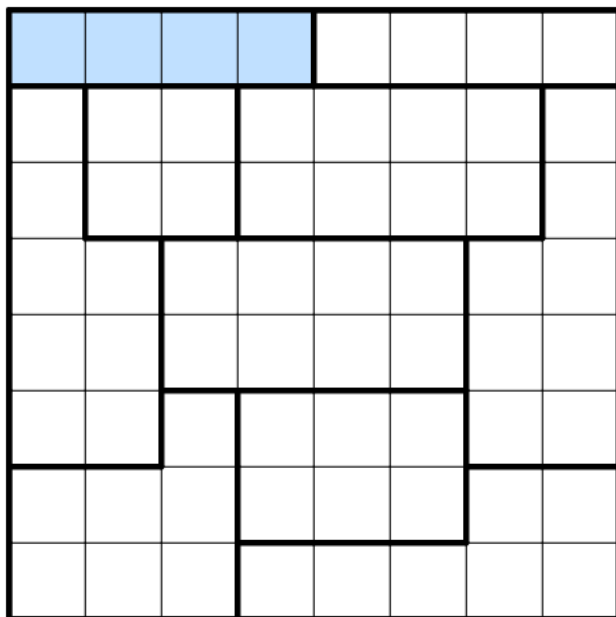
6



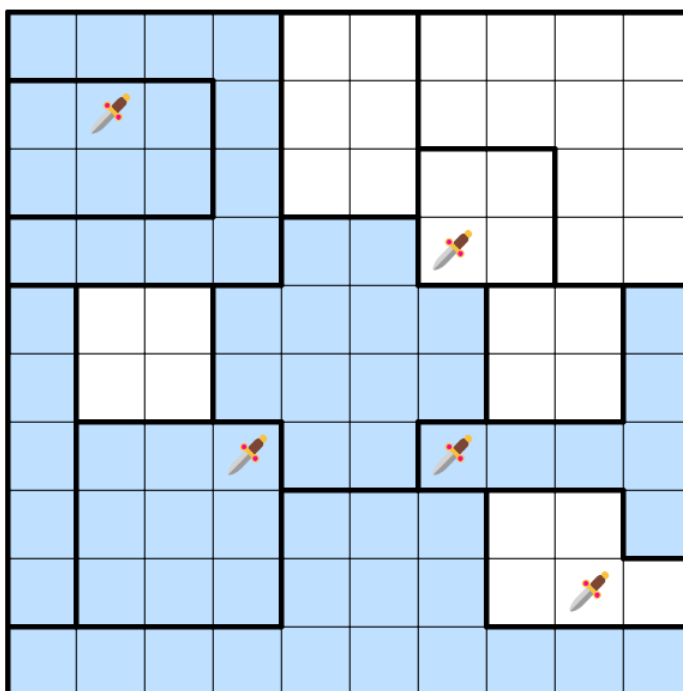
7 & 8) – Regional Hydra (12 & 37)

Shade some cells to form a hydra. No 2x2 area can be entirely shaded and there are no 4-way junctions of shaded cells. Swords mark all cells which contain a 3-way junction of shaded cells. All unshaded cells are orthogonally connected to the edge of the grid. Each outlined region contains exactly three shaded cells. Shaded regions contain at least one endpoint of the hydra. **Post competition note:** In puzzle 7 all ends must be in the shaded region.

7



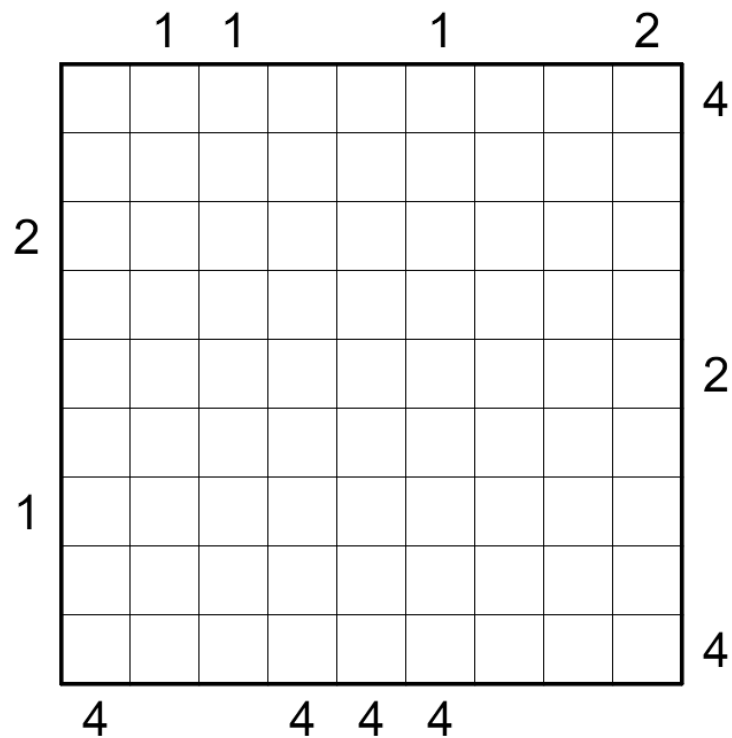
8



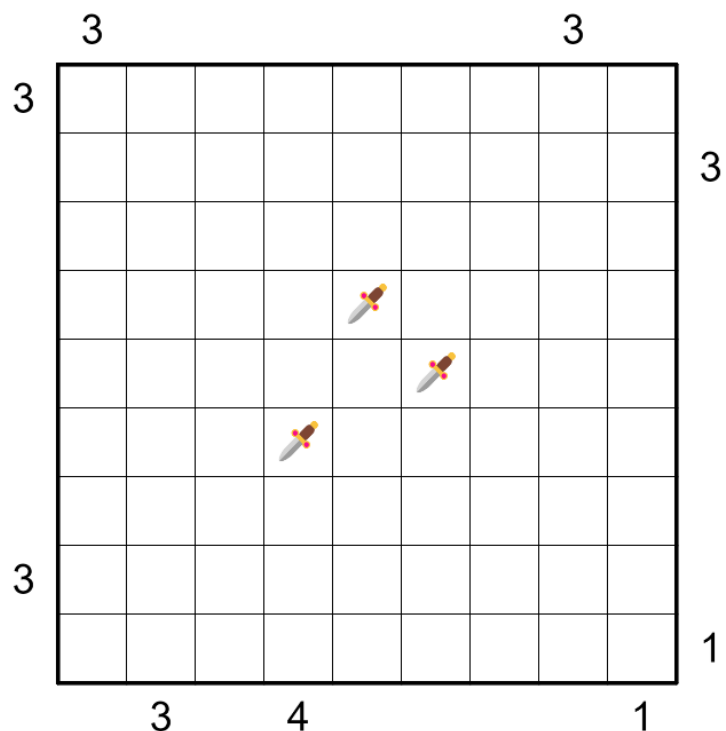
9 & 10) – First Seen Hydra (35 & 43)

Shade some cells to form a hydra. No 2x2 area can be entirely shaded and there are no 4-way junctions of shaded cells. Swords mark all cells which contain a 3-way junction of shaded cells. All unshaded cells are orthogonally connected to the edge of the grid. Black circles must lie on an endpoint of the hydra. A number outside the grid represents the length of the first run of consecutive shaded cells in the corresponding row or column from the direction of the clue.

9



10



11 & 12) – Hydra Egg (21 & 40)

Shade some orthogonally connected cells to form a hydra. The shaded cells cannot form any loops (including 2x2s) but may touch diagonally. There are no 4-way junctions of shaded cells. Swords mark all cells which contain a 3-way junction of shaded cells. Black circles must lie on an endpoint of the hydra. Exactly one orthogonally connected area of unshaded cells must exist of each size from the range given outside the grid. Cells with numbers cannot be shaded, and represent the size of the area they're in. A question mark (?) can represent any number. An area can contain zero, one or multiple (identical) numbers.

11

1-8

1								2
	?							
			?					
8								
4								3

12

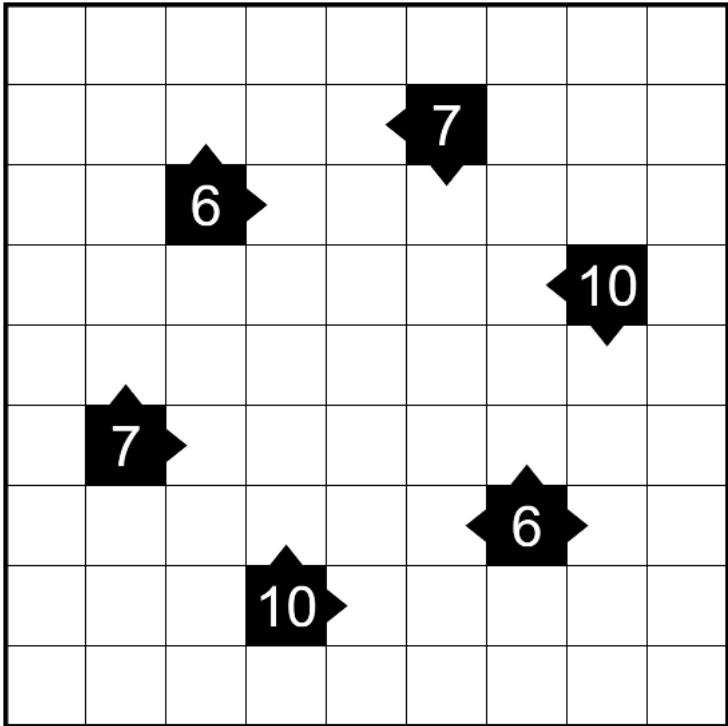
1-8

								
								
			3					
	8							
					2			
								
								
				6				

13 & 14) – Sea Hydra (46 & 39)

Shade some orthogonally connected cells to form a hydra. The shaded cells cannot form any loops (including 2x2s) but may touch diagonally. There are no 4-way junctions of shaded cells. Swords mark all cells which contain a 3-way junction of shaded cells. Black circles must lie on an endpoint of the hydra. Clues cannot be shaded, and represent the total number of shaded cells that appear in the indicated directions.

13



14

