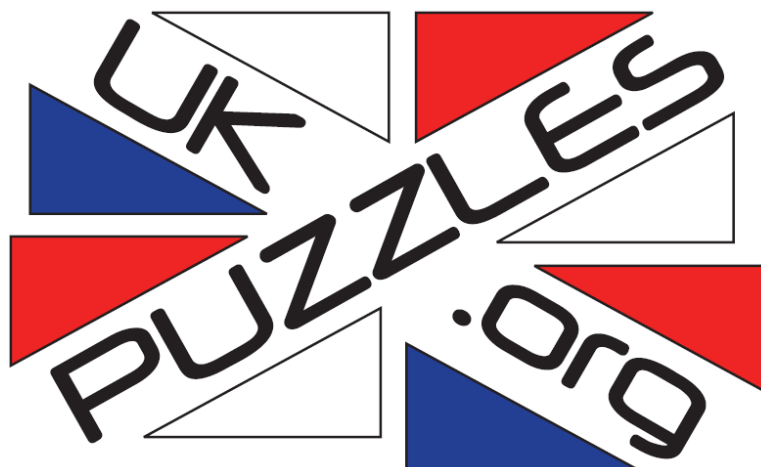


Name:		Points:	
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UKPA Open Tournament

25th February, 2024

Round 4

Transfer Mania

Puzzles by Prasanna Seshadri

	Puzzle	Points
1	LITS	40
2	Tetromino Kuromasu	40
3	Slitherlink (Big Regions)	40
4	Fillomino	40
5	TomTom (Mystery Set)	40
6	Star Battle	40
7	Tapa Like Loop	40
	Total	280

Time: 50 minutes.

Overview: This round is a relay of seven puzzles with unique ways to take information from one puzzle to the next. It is intended to start with puzzle 1 and work through to puzzle 7. In order that anyone doesn't become completely stuck with a puzzle and unable to move on there will be hint system to provide the necessary information to progress to the next puzzle. If you utilise the hint system you will not receive any points for the puzzle that you were 'stuck' on and will be unable to obtain bonus points for the round.

1 – LITS (40)

Shade four cells in each region in the shape of a tetromino. All shaded must form a single orthogonally connected shape. This shape may not cover a 2x2 area anywhere. Two tetrominoes of the same shape in different regions may not share an edge. Rotations and reflections are considered the same shape.



2 – Tetromino Kuromasu (40)

Shade some cells so that the remaining white cells form a single orthogonally connected area. Shaded cells form tetrominoes and cannot touch other tetrominoes by a side. Clues in the grid indicate the number of white cells that can be seen from that cell, including the cell itself. Clue cells cannot be shaded.

3 – Slitherlink (Big Regions) (40)

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 region indicates the number of unit cell edges of the region that are part of the loop.

4 – Fillomino (40)

Divide the grid into a number of regions along the grid lines. Numbers in the grid indicate the size of the region that the cell belongs to. Regions can contain none, one or multiple clue cells. Regions of the same size cannot touch by a side.

5 – TomTom (Mystery Set) (40)

Place a number from an unknown set (between 1 & 99) into each cell so that no number repeats in any row or column and each appears once in each row and column. The number in the upper left corner of each bold cage indicates the value of a mathematical operation (addition, subtraction, multiplication or division) applied successively to all the numbers in the cage, starting with the largest for subtraction and division. The operation may or may not be given in the cage, but one of the four operations must apply. Numbers can repeat within a cage.

6 – Star Battle (40)

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

7 – Tapa Like Loop (40)

Draw a single non-intersecting loop. Clues inside the grid represent the number of neighbouring cells visited by the loop. If there is more than one number in a cell, each number represents a separate loop segment. Some clues may be replaced by question marks (?) which will need to be determined.

Transfer Rules

LITS to Tetromino Kuromasu

Some regions within the LITS puzzle are marked with a X. The only tetrominoes that may be formed within the Tetromino Kuromasu must appear within one of the regions marked with an X in the LITS puzzle.

Tetromino Kuromasu to Slitherlink (Big Regions)

Identify the 'missing' clue numbers from the circles within the Tetromino Kuromasu.

The big regions (any that have more than four unit length edges round it) must all have a clue added which can only be one of the 'missing' clues from the Tetromino Kuromasu.

Slitherlink (Big Regions) to Fillomino

Some edges between rows of the Slitherlink are marked. Note the segment lengths of the loop in these edges from left to right for each marked edge, creating a group of 'options'.

The edges between rows of the Fillomino may only have segment lengths that are taken from this set of 'options' with the order preserved.

Fillomino to TomTom (Mystery Set)

Within the Fillomino there are 'hidden' polyominoes – i.e. they do not contain a given clue in them. The sizes of these hidden polyominoes are NOT allowed as numbers in the TomTom set. To clarify, if 4 isn't allowed, 14 can still be allowed.

TomTom to Star Battle

Within the TomTom one number does not touch itself, even diagonally. Wherever this number appears, the corresponding cells in the Star Battle grid CANNOT have a star.

Star Battle to Tapa Like Loop

Note the column numbers where the stars are placed in each row from top to bottom to form a 7 digit series.

Multiple digit clues within the Tapa Like Loop may only contain numbers that are consecutive within this series and/or have the same number repeating.

Puzzle Order

The order/layout of puzzles in the competition puzzle will be the same as the example puzzle

LITS

Tetromino Kuromasu

Slitherlink (Big Regions)

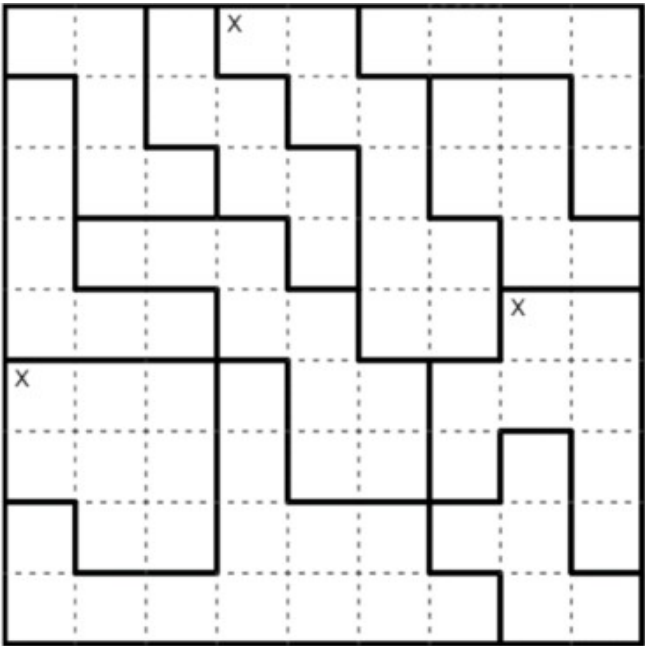
Fillomino

TomTom (Mystery Set)

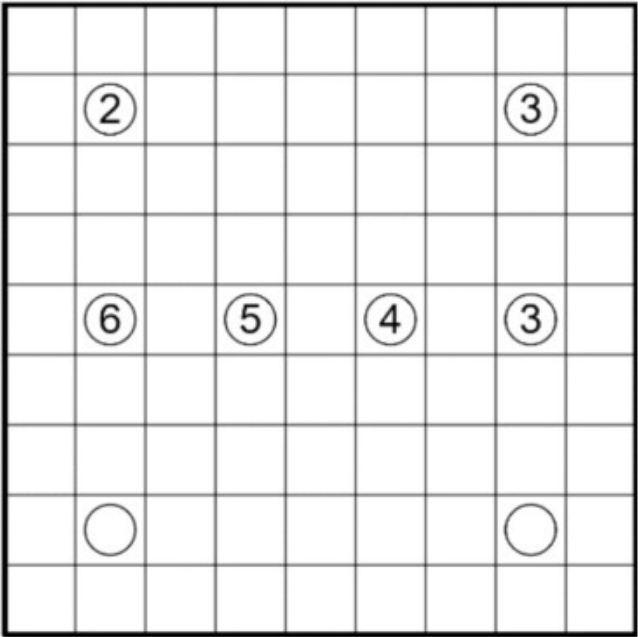
Star Battle

Tapa Like Loop

1 – LITS



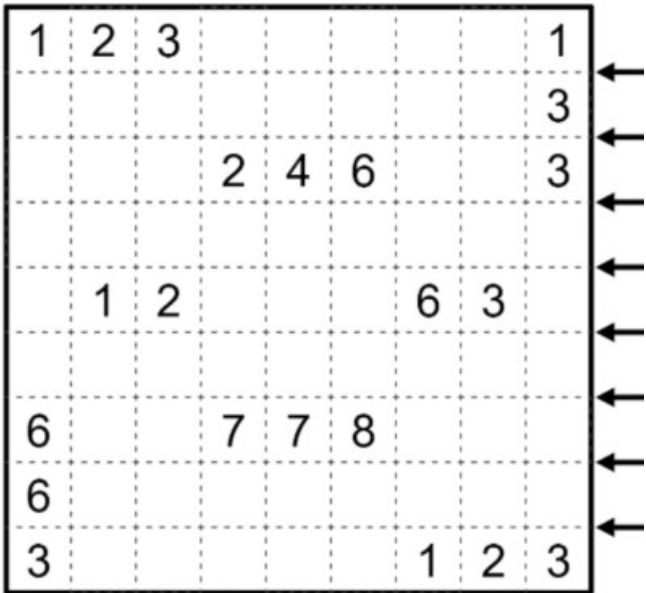
2 Tetromino Kuromasu



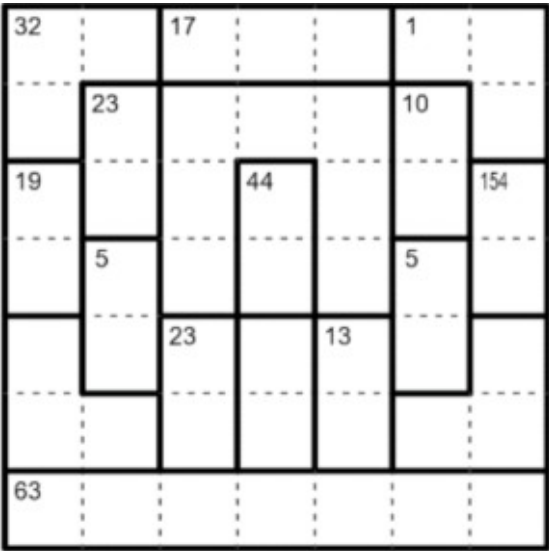
3 Slitherlink (Big Regions)



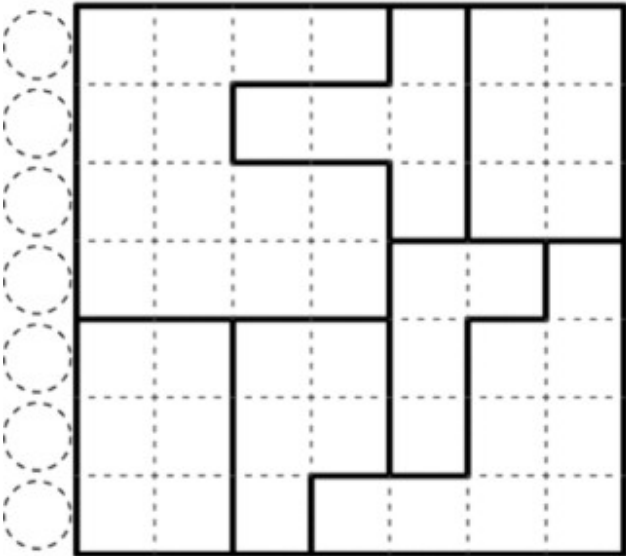
4 Fillomino



5 TomTom



6 Star Battle



7 Tapa Like Loop

