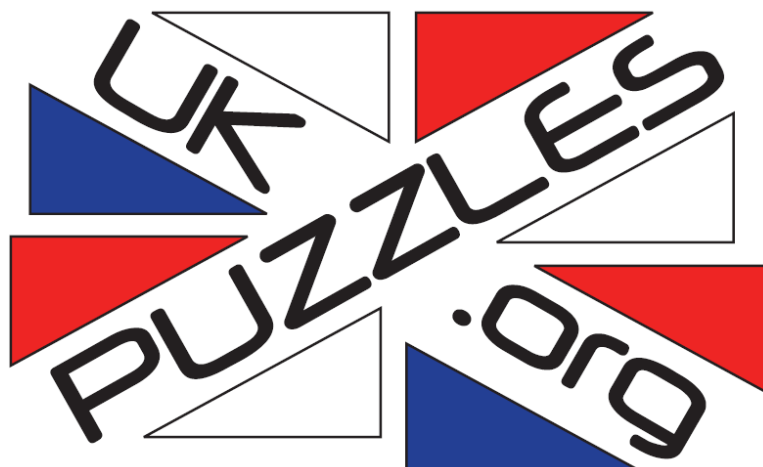


Name:		Points:	
-------	--	---------	--



UKPA Open Tournament

25th February, 2024

Round 5

Puzzles by Tawan Sunathvanichkul

	Puzzle	Points
1	Aqre	30
2	Bosnian Road	30
3	Cross the Streams	30
4	Kurotto	30
5	Pentopia	30
6	Tapa	30

Time: 40 minutes.

This round consists of 6 shading puzzles. Each puzzle is laid out in a 2x3 matrix such that some of the grids' sides are adjacent to a neighbouring grid. When two sides are adjacent, they will have the same shading pattern. In other words, two cells that belong to shared grid edges will either be both shaded or both unshaded.

The layout of each genre will be given beside the grid.

Individual puzzles may or may not have a unique solution on their own. However, when taking into account the interaction across all the grids, there is one solution. Partial points will only be given for fully solved individual grids that is part of the final solution.

1 - Aqre (30)

Shade some cells so that all shaded cells form one orthogonally connected area. Regions with numbers must contain the indicated number of shaded cells. There may not be more than three horizontally or vertically, consecutive, shaded or unshaded cells anywhere in the grid.

2 - Bosnian Road (30)

Shade some cells to form a one cell wide loop which does not touch itself, not even diagonally. Clue numbers represent the number of cells occupied by the loop in the neighbouring cells around that cell. Clue cells cannot be shaded, and their numbers represent the number of shaded cells surrounding that cell.

3 – Cross the Streams (30)

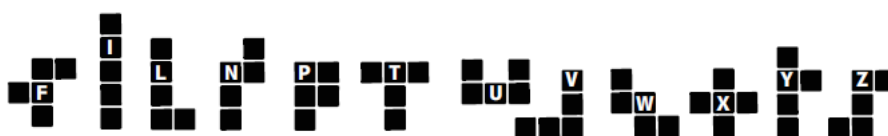
Shade some cells to create a single orthogonally connected group of shaded cells. No 2x2 area can be entirely shaded. Clues outside the grid indicate the lengths of groups of consecutive shaded cells in that row/column in that order. Different groups of shaded cells must be separated by at least one white cell. A question mark (?) represents a single unknown number and an asterisk (*) represents any number of unknown clues, including zero.

4 – Kurotto (30)

Shade some empty cells so that each circled clue represents the total count of connected shaded cells sharing an edge with that clue. Cells with circles cannot be shaded. A blank circle means the clue can be any number, including zero.

5 – Pentopia (30)

Locate several pentominoes in the grid. Pentominoes can be rotated and reflected but they may not touch each other, not even at a point. Arrows indicated all the cardinal directions where the nearest pentominoes are located when viewing from that cell. Each pentomino may only be used at most once. Not all pentominoes are necessarily used.



6 - Tapa (30)

Shade some empty cells to create a single connected wall. Numbers in a cell indicate the length of consecutive shaded blocks in the neighbouring cells. If there is more than one number in a cell, then there must be at least one white (unshaded) cell between the black cell groups. Cells with numbers cannot be shaded, and the shaded cells cannot form a 2x2 square anywhere in the grid.

				?		*		2	
		1	2		2	2	*	1	3
	?	?	1	3	2	1	2	2	2
	1	1	1	*	?	*	*	*	*
* 2 ? ?									
* 3 * 3 *									
? 4 ?									
* 3 *									
? ? ?									
? ?									
? ? ?									
3 *									
* 3 *									
3 3									

				4		7			3
		5	3					6	
									3
					10				
1									
				7			4	5	
3				4		7			

Cross the Streams	Kurotto
Bosnian Road	Tapa
Pentopia	Aqre

					4				
	5								
			5		4				
4									
							5		
	3			3					
					4				
		4							

					2 4				
	1 2						1 4		
	1 3						1 2 1		
	1 2						1 2 1		
	1 2						3		



3	4			1			3		
				6					
			4						
						8			
7									
				4			2		
							5		
1									