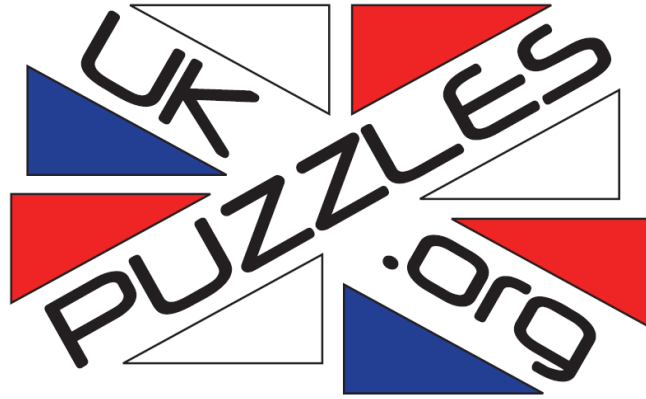


Name:		Points:	
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UKPA Open Tournament

2nd March, 2025

Round 1

PAKO Puzzle Club

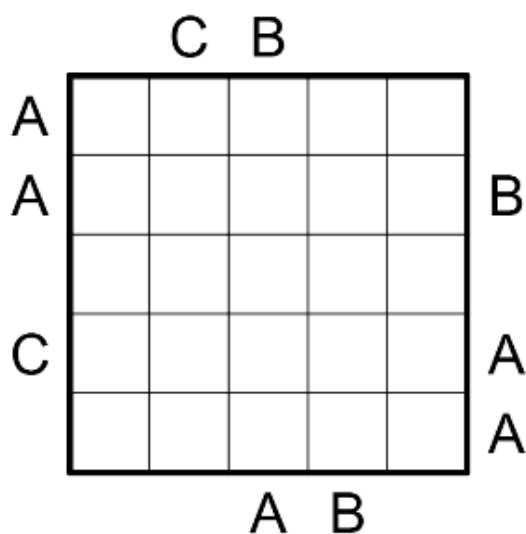
**Puzzles by: Fatih Kamer Anda, İnci Hüma Alemdar,
Nehir Boz ,Yasemin Alicioğlu. Yusuf Yücel**

	Puzzle	Points
1	Easy as ABC	10
2	Nonogram	24
3 & 4	Skyscrapers	10 & 18
5 & 6	Futoshiki	12 & 15
7 & 8	KenKen	21 & 28
9	Aqre	15
10	Minesweeper/Aqre	10
11 & 12	Slitherlink	12 & 10
13 & 14	Star Battle	10 & 20
15	Irregular Sudoku	10
16	Kakuro	13
17	Arrow Maze	25
18	Battleships	28
19 & 20	Masyu	10 & 10
21 & 22	Tapa	10 & 20
23 & 24	Scrabble	42 & 50
	Total	433

Time: 70 minutes.

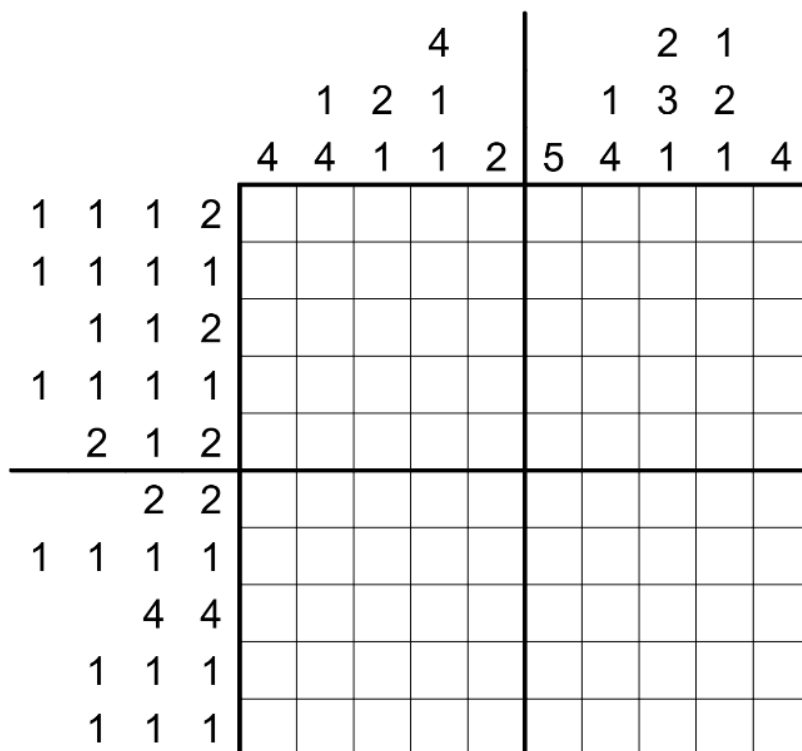
1 Easy as ABC (10)

Enter the letters A, B and C into the diagram, so that in every row and column each letter occurs exactly once. The letters outside the grid indicate the letter that comes first in the corresponding row or column from that side.



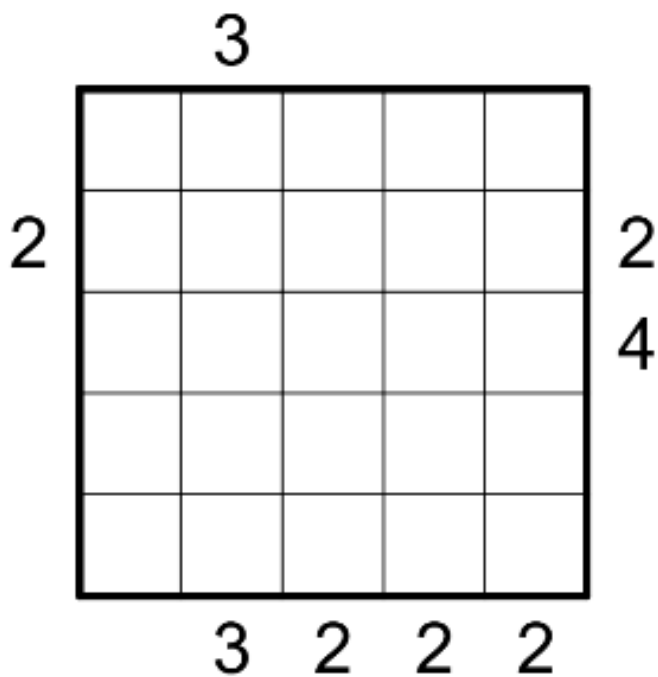
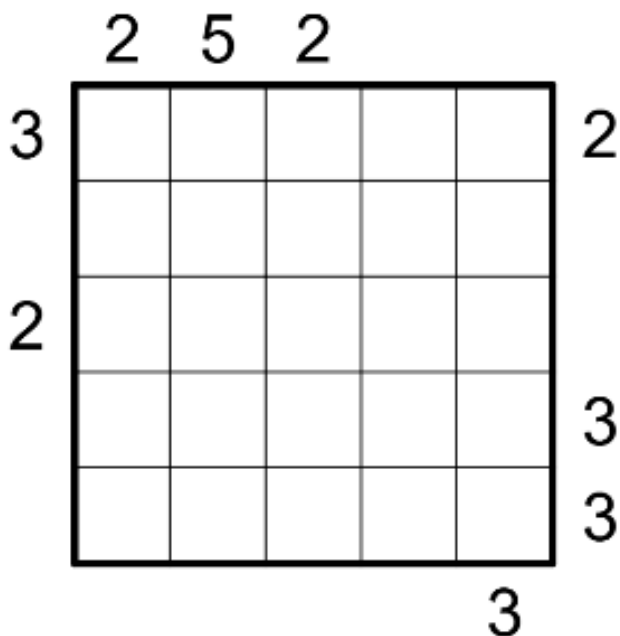
2 Nonogram (24)

Shade some cells in the grid to find the hidden picture. The numbers outside the grid give the length of each block of shaded cells in that row/column. If there are two or more blocks of shaded cells in a row/column, there must be at least one unshaded cell between them.



3 & 4 Skyscrapers (10 & 18)

Place a number from 1 to 5 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.



5 & 6 Futoshiki (12 & 15)

Fill the grid with digits 1 to 5 so that each digit appears exactly once in each row and column. All the given inequalities must be satisfied.

$$\square < \square \quad \square > \square > \square$$

$$\square \quad \square \quad \square \quad \square \quad \square$$

$$\square < \square \quad \square \quad \square \quad \square$$

v

$$\square \quad \square \quad \square > \square \quad \square$$

v

v

$$\square < \square < \square \quad \square \quad \square$$

$$\square \quad \square \quad \square \quad \square > \square$$

v

^

$$\square < \square \quad \square < \square \quad \square$$

v

^

$$\square < \square \quad \square < \square \quad \square$$

v

$$\square \quad \square < \square \quad \square \quad \square$$

v

v

$$\square \quad \square \quad \square \quad \square > \square$$

7 & 8 KenKen (21 & 28)

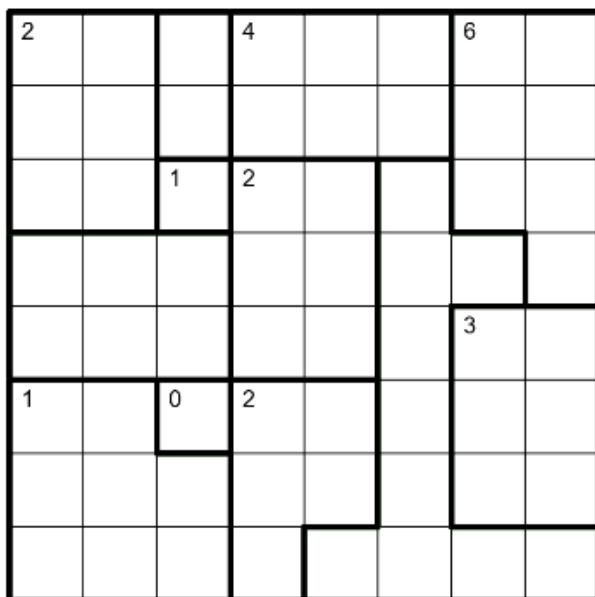
Fill the grid with digits 1 to N where N is the number of cells in a row/column so that each digit appears exactly once in every row and column. Clues at the corner of each region represent the result of the given mathematical operation applied to all digits in that region. **NB:** for division and subtraction, start with the largest number.

+6				
x24		- 1		
			- 3	
				+5
- 3				

x18		x24		x16	
+11		x18		+12	
+12		+15			+7

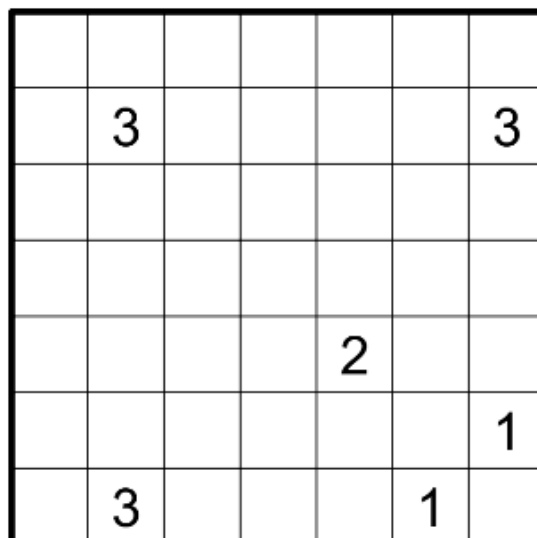
9 Aqre (15)

Shade some cells so that all shaded cells connect along edges to create a single connected region (it is permissible for the region to touch itself at a corner, but touching at a corner is not a connection). No 1x4 or 4x1 group of cells can be either completely shaded or completely unshaded. Numbers in regions indicate how many cells in that region must be shaded. The location of the number in the region has no significance.



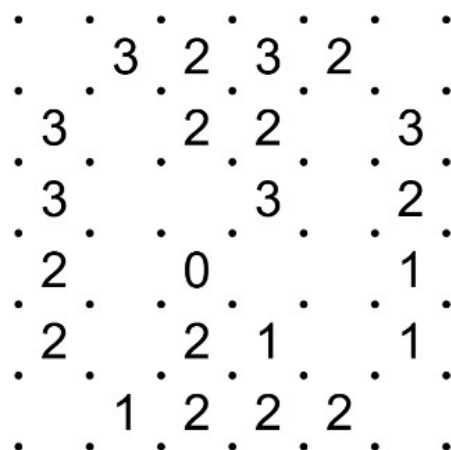
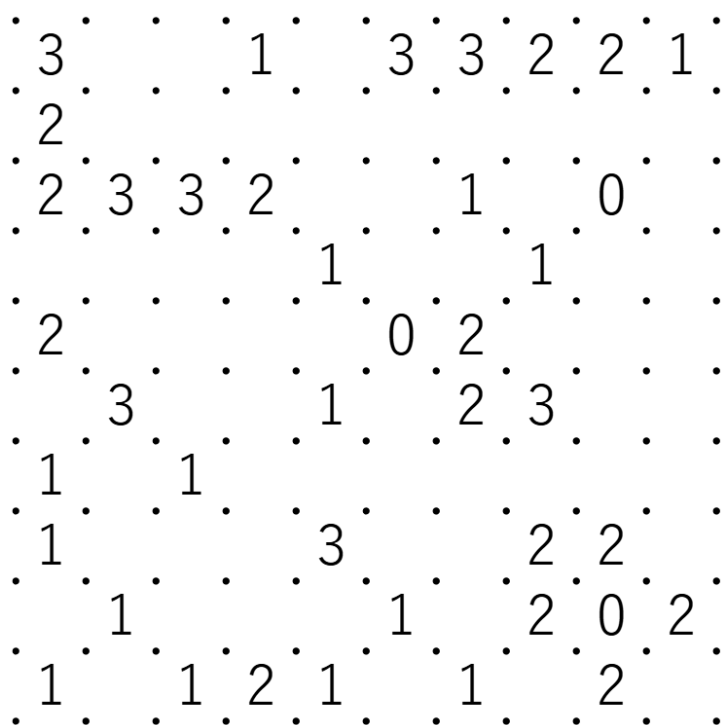
10 Minesweeper/Aqre (10)

Place mines into some of the empty cells (one per cell) so that each number represents the total number of mines in the neighbouring cells, including diagonally adjacent cells. In addition, the mines must form one orthogonally connected area. There may not be more than three horizontally or vertically groups of cells anywhere in the grid that contain all mines or remain empty. Numbered cells must remain empty.



11 & 12 Slitherlink (12 & 10)

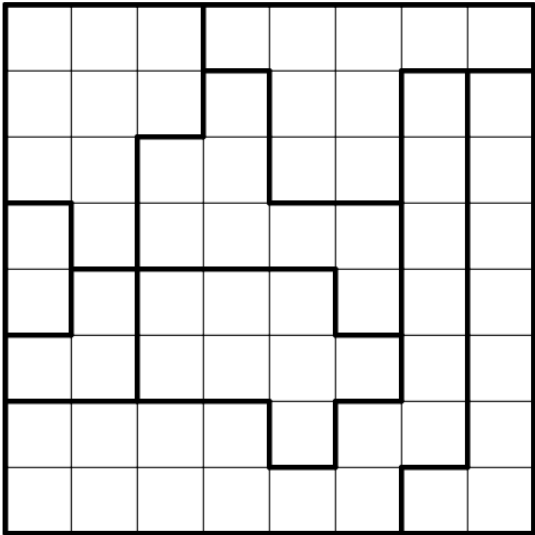
Draw a single closed loop in the grid. The loop may only go horizontally and vertically, and may only turn on the dots. Each number in a cell indicates the number of edges of the cell that are part of the loop.



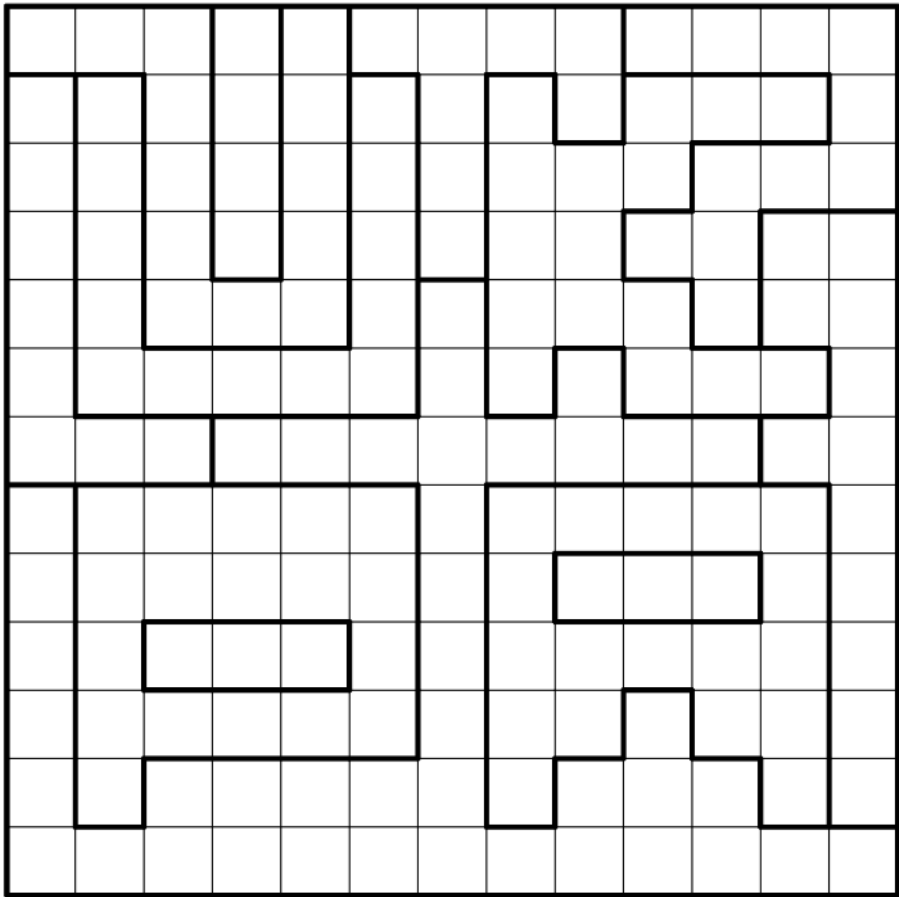
13 & 14 Star Battle (10 & 20)

Place the given number of stars in every row, column and region. Cells with stars in are not allowed to touch each other, even at a point.

1 Star



2 Stars



15 Irregular Sudoku (10)

Place the digits from 1 to 6 once each into every row, column and bold lined region.

6					
3	1				6
		1		5	
	4		3		
5				6	1
					3

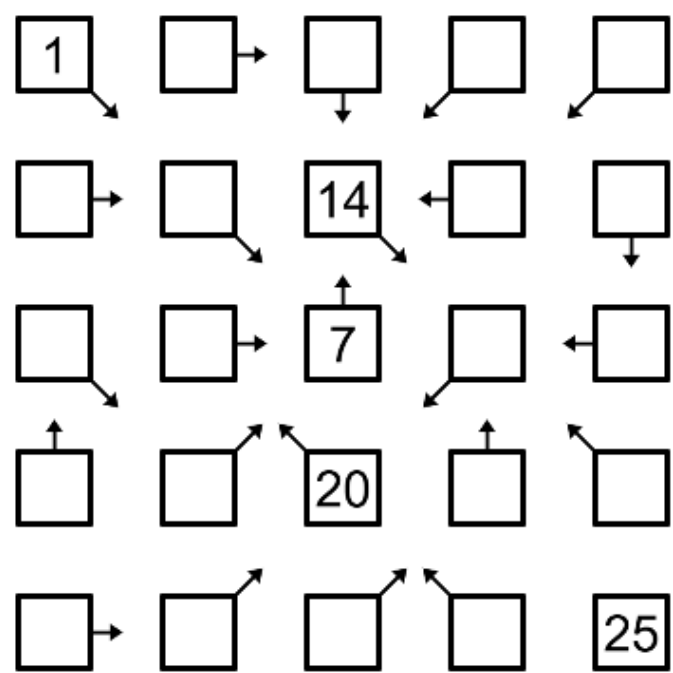
16 Kakuro (13)

Place a digit from 1 to 9 into each empty cell so that the sum of digits in each across entry equals the value given to the left of the entry, and the sum of digits in each down entry equals the value given above the entry. No digit may be repeated within a single entry (i.e. a group of cells connected horizontally or vertically without any shaded cells between).

	12	18		35	10	7
8				8		
14				22		
	23				16	7
22				20		
10			10			
		12				
18				5		

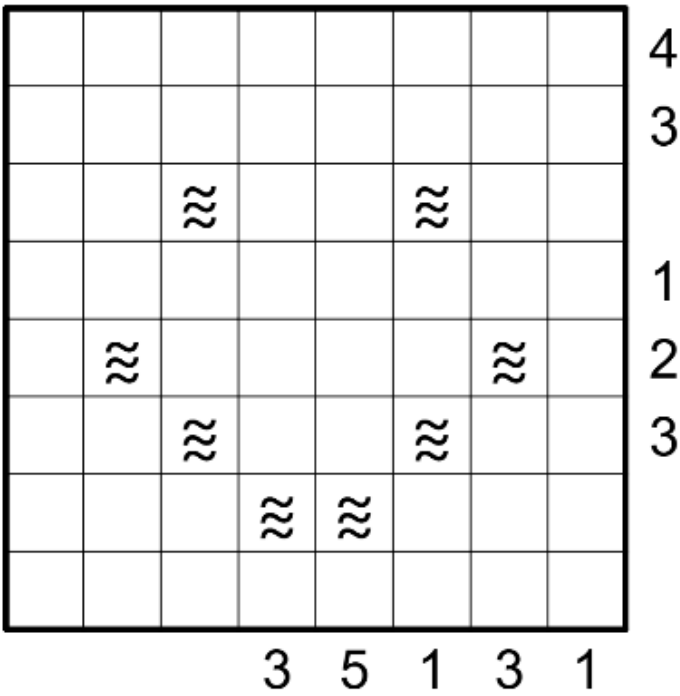
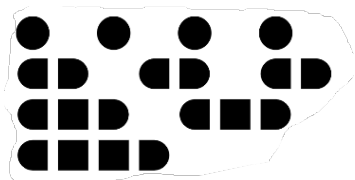
17 Arrow Maze (25)

Locate a path from 1~25 (1~16 in the example) in the grid, one number per cell. Arrows in each cell identify the direction the path must travel from that number to reach the next in the sequence. Some numbers are already given.



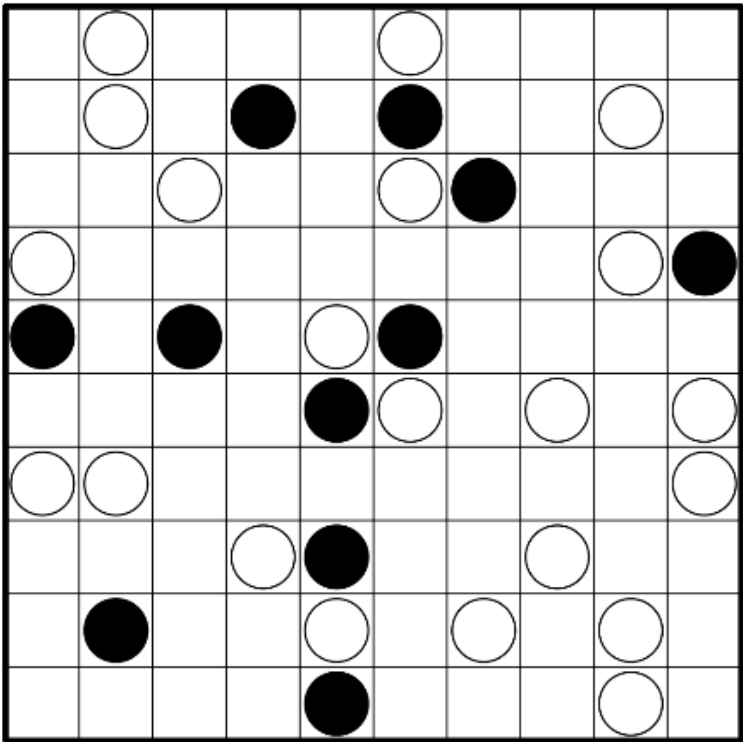
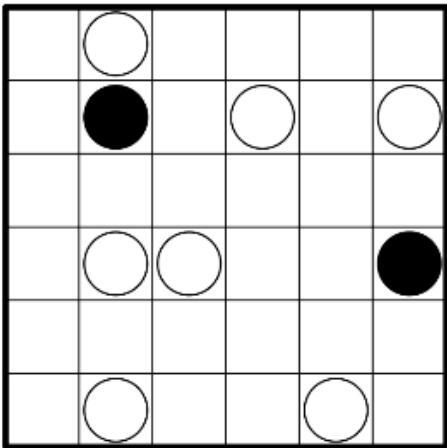
18 Battleships (28)

Place the given set of ships into the grid. Cells with ships in cannot touch each other, even at a point. Clues outside the grid show the number of occupied cells in the corresponding row or column. Ships cannot be placed in cells marked with waves.



19 & 20 Masyu (10 & 10)

Draw a single loop, travelling horizontally and vertically, connecting the centres of some cells. The loop must pass through every cell containing a circle. At each cell containing a black circle, the loop must make a 90 degree turn and must travel straight for at least two cells on either side of the circle. At each cell containing a white circle, the loop must pass straight through the circle and must make a 90 degree turn in at least one of the cells immediately before or after the circle.



21 & 22 Tapa (10 & 20)

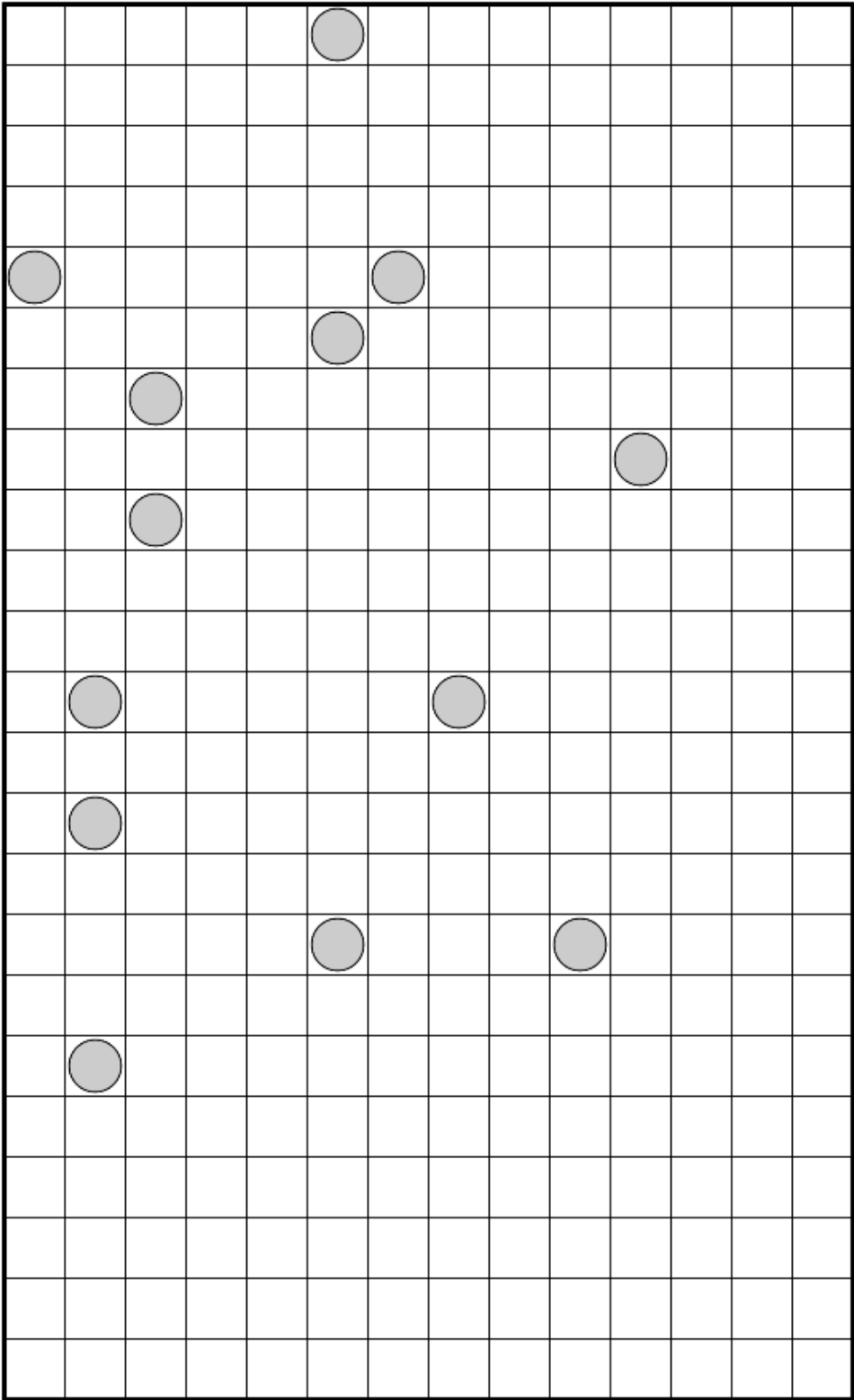
Shade some cells to create a continuous wall. Numbers in a cell indicate the length of shaded cell blocks in its neighbouring cells. If there is more than one number in a cell there must be at least one unshaded cell between the shaded cell blocks. Shaded cells cannot form a 2x2 square anywhere in the grid. Clues cannot be shaded.

	1 ₃				2
		3 ₃			2 ₂
2			2 ₄		

	3	5			2 ₂			3	1 ₂	
			1 ₂				1 ₂			
	5								6	
			1 ₁				1 ₂			
	1 ₃	2 ₂			5			2 ₃	2 ₂	

23 Scrabble (42)

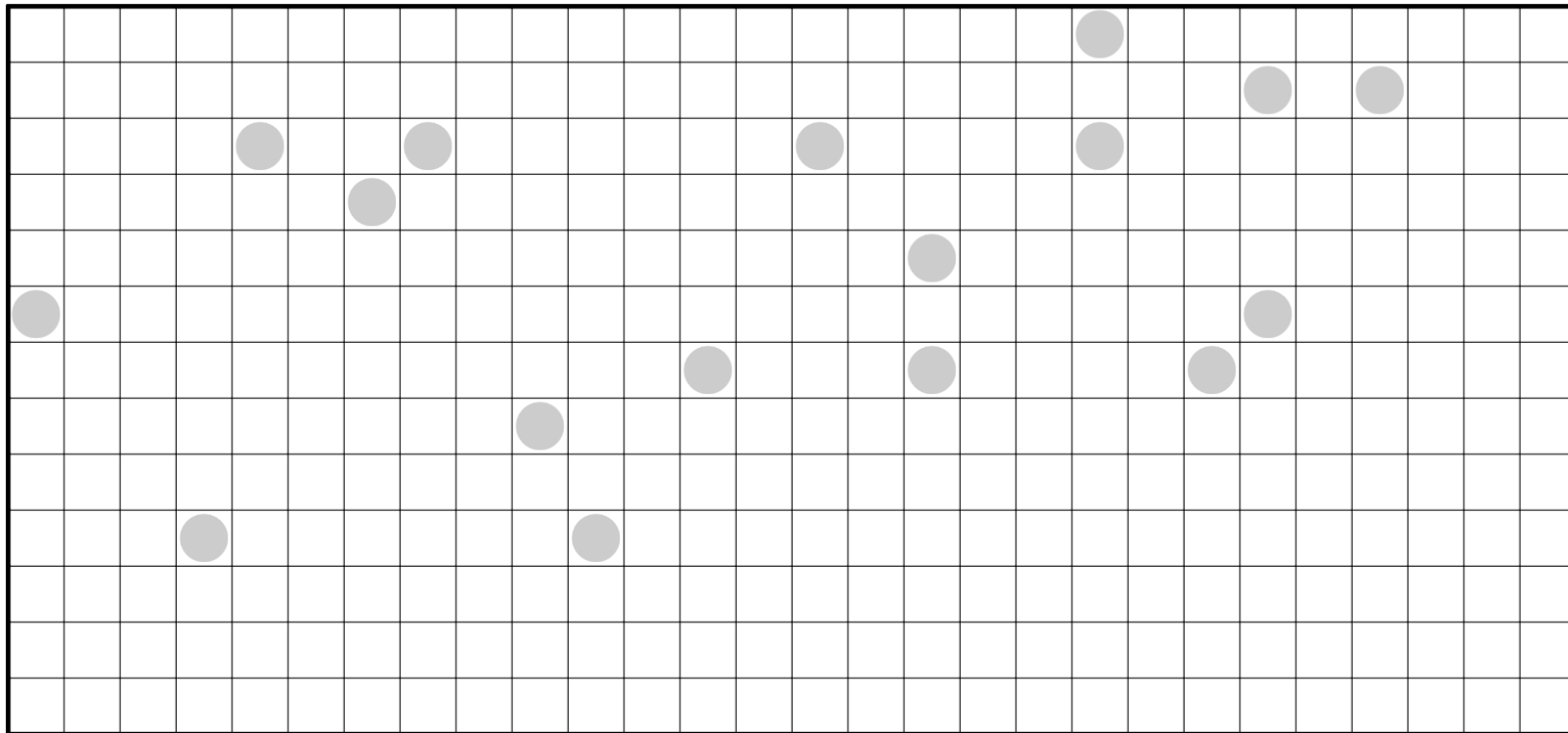
Place all the given words in the grid, one letter per cell. The given words can be read either left to right or top to bottom, Every word must appear in the grid exactly once and not other words may appear (even two letter words). All words must interconnect. All cells containing the initial letters of the words are marked.



- BIRMINGHAM
- BRADFORD
- CANTERBURY
- DUNDEE
- DURHAM
- EDINBURGH
- LICHFIELD
- LISBURN
- NOTTINGHAM
- OXFORD
- PLYMOUTH
- PRESTON
- SALFORD

24 Scrabble (50)

Place all the given words in the grid, one letter per cell. The given words can be read either left to right or top to bottom. Every word must appear in the grid exactly once and not other words may appear (even two letter words). All words must interconnect. All cells containing the initial letters of the words are marked.



AMSTERDAM

DUSHANBE

LONDON

MORONI

SARAJEVO

WASHINGTON

ATHENS

GABORONE

LUXEMBOURG

QUITO

THIMPHU

YOMOUSSOUKRA

CARACAS

HONIARA

MANAMA

RIGA

VICTORIA