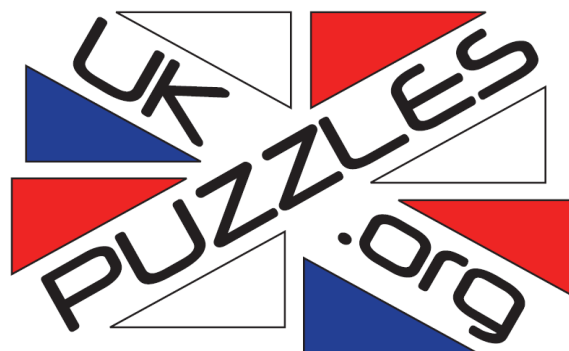




UK Puzzle Championship 2020

INSTRUCTION BOOKLET

Friday 26th - Monday 29th June, 2020

REGISTRATION

To participate in the championship, you will need to register online at the UKPA forums – <http://forum.ukpuzzles.org>. During the registration process, you will be required to enter your real name, and your nationality. International participants are welcomed.

PREPARATION

In order to participate in the championship, you will need access to a printer (with sufficient toner/ink!) to print out the puzzle booklet. To solve the puzzles you will need a pen or a pencil, and possibly an eraser.

COMPETITION SCHEDULE

- The password protected puzzle booklet will be made available online at <http://www.ukpuzzles.org/contests.php?contestid=58> on Thursday 25th June. It is recommended that you download this password-protected pdf before you start the competition.
- The competition will start at **12:00 BST (11:00 GMT) on Friday 26th June** when the password for the pdf will be made available. Upon retrieving the password, you will have **2 1/2 hours** to solve the puzzles, and submit your answers via the entry page. The last time to start will be **21:30 BST on Monday 29th June** in order to submit your entries with the full 2 ½ hours.
- The results will be publicly announced at <http://www.ukpuzzles.org> a few days after the contest. The highest scoring UK participant will be declared the 2020 UK Puzzle Champion.

ENTERING & SUBMITTING ANSWERS

To submit your answers, you will need to go to the answer submission page found via <http://www.ukpuzzles.org/contests.php?contestid=58>. Here, for each puzzle, you will be required to enter the relevant answer keys into the form on the page. The answer keys for each puzzle are defined as part of the instructions.

Upon hitting the submit button, your answers will be sent to the server. You may submit answers as many times as you like, but only the last received keys will be subject to scoring.

Unless specifically stated otherwise, multiple answer key parts must be entered in the solution box separated by a comma, with no spaces. Participation is anticipated to be very high and appeals will only be upheld in exceptional circumstances. Therefore, it is VERY IMPORTANT that you check that each answer key submitted is correct.

Urgent matters arising during the contest should be directed towards chairman@ukpuzzles.org. In the event of the web hosting service failing during your participation, email your answer keys before your 2 ½ hours are completed. Answers submitted this way will only be accepted if a hosting failure, or equivalent, has occurred.

CODE OF CONDUCT

All participants are expected to solve the puzzles honestly and fairly. You are not permitted to use any external solving aids of any form or receive assistance from any other individual.

It is strictly forbidden to discuss any details of the championship puzzles, or make their contents known to others, directly or implicitly, via any medium while the contest is live.

The Championship organisers reserve the right to disqualify any participant judged to have acted with improper conduct. The decisions made by the organisers are final.

POINTS & BONUSES

Points will be awarded according to the table on the following page. Participants who submit error free entries to all of the puzzles before the allotted time is up will be awarded 6 points per minute, as recorded by the last submission time to the server. Late submissions will not be accepted (as in a WPC environment), so you are advised to submit answers as you solve them, rather than waiting until your time is running out.

N.B. – although the points allocated to a particular puzzle are a general indication of its difficulty and the time expected to solve it, it is possible that your individual experience may vary greatly. Please read the instructions fully and carefully!

Puzzle Examples

The remainder of this instruction booklet gives the instructions as they will appear in the competition booklet, with answer key descriptions, and examples of puzzle types used in the contest. Instructions will be repeated in the competition booklet, but not the examples.

The competition booklet will not have a cover page.

For answer keys that require the information from some rows/columns these should be entered rows from top to bottom followed by columns from left to right with a comma between each row/column. For answer keys that require information about each row then these should be entered as a continuous string without separating commas.

The puzzle types and the points attached to them are detailed below.

Puzzle	Points	Puzzle	Points
#1 Simple Loop	10	#13 Pentopia	37
#2 Loop Finder	20	#14 Magnetic Fields	38
#3 Linesweeper	16	#15 Slitherlink	30
#4 Yin Yang	10	#16 Slitherlink	50
#5 Star Battle	19	#17 Shakashaka	33
#6 Four Snails	10	#18 Tapa LITS	57
#7 Fillomino	23	#19 Letter Pairs	28
#8 Anglers	33	#20 Light & Shadow	45
#9 Half Dominoes	26	#21 Eulero	36
#10 Skylines	35	#22 Pentomino Minesweeper	72
#11 You're Missing a Six	15	#23 Panoramic Yajilin	30
#12 You're Missing a Six	15	#24 Pentomino Sums	82
		Total	770

PUZZLE AUTHORS

We are indebted to the following authors for designing and test solving the puzzles used in this contest:

Ashish Kumar
Esra Aydemir
Nikola Zivanovic

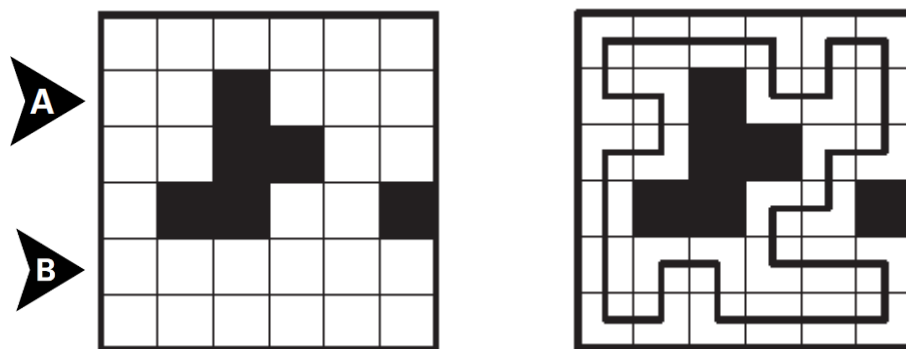
Bram de Laat
David McNeill
Prasanna Seshadri

1 Simple Loop (10)

Draw a single closed loop that travels through all white cells moving horizontally or vertically. The loop cannot cross itself

Answer Key: Enter the contents of the marked rows/columns using L to identify where the loop turns, I to identify where the loop goes straight through. Ignore shaded cells.

Example: LLLLI,ILLLIL

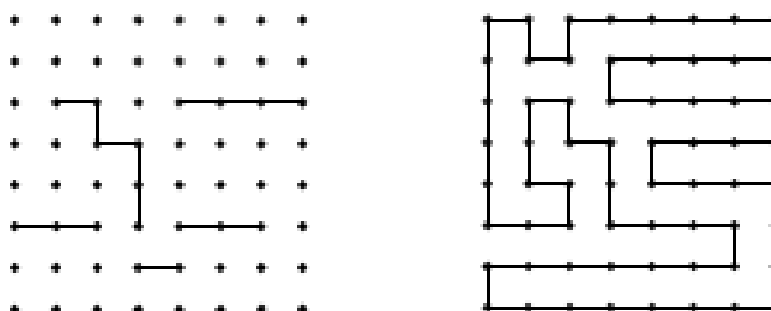


2 Loop Finder (20)

Draw a single closed loop that visits all dots. The loop only has horizontal and vertical line segments. Some line segments are already drawn.

Answer Key: Enter the number of turns in each row.

Example: 44444422

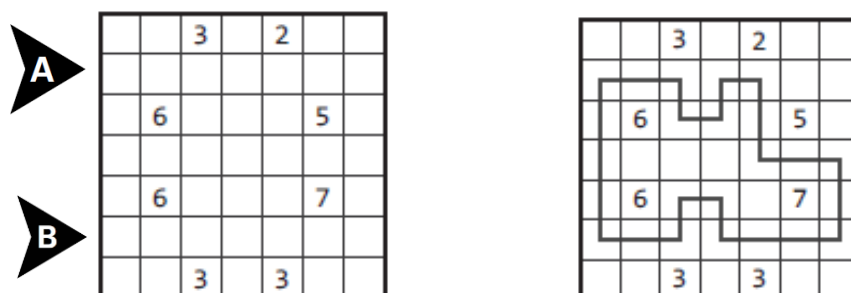


3 Linesweeper (16)

Draw a closed loop passing through centres of cells horizontally and vertically. Numbers in the grid show the number of cells visited by the loop in the eight neighbouring cells, including the diagonal ones. The loop cannot pass through cells with numbers.

Answer Key: Enter the contents of the marked rows/columns using L to identify where the loop turns, I to identify where the loop goes straight through. Ignore empty cells.

Example: LLLL,LILLIL

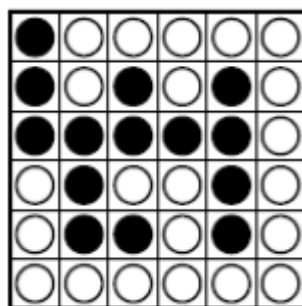
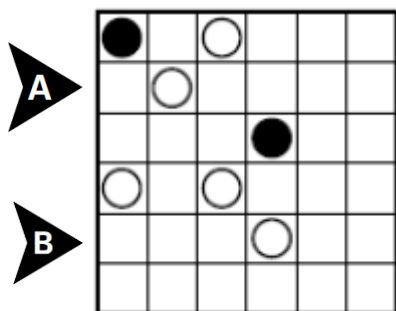


4 Yin Yang (10)

Place a black or white circle in every cell. All cells with black circles should be connected by edge to form a single area. All cells with white circles should be connected by edge to form a single area. No 2x2 area can be completely black or completely white.

Answer Key: Enter the contents of the marked rows/columns using B for black circles and W for white circles.

Example: BWBWBW,WBBWBW

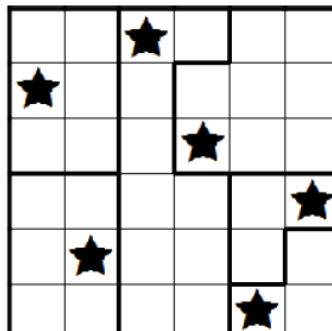
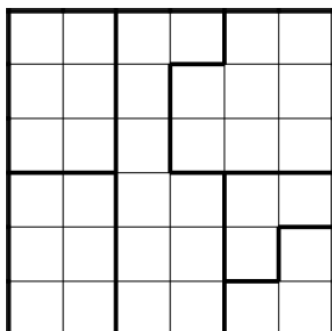


5 Star Battle (19)

Place two stars (one star in the example) in every row, column and region. Cells with stars in are not allowed to touch each other, even at a point.

Answer Key: Enter the column number of the first star in each row.

Example: 314625

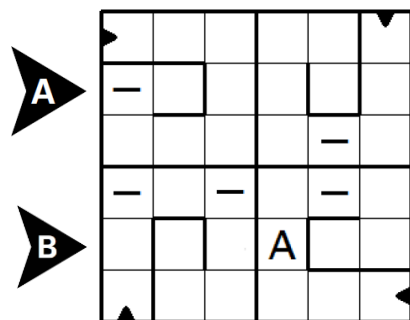


6 Four Snails (10)

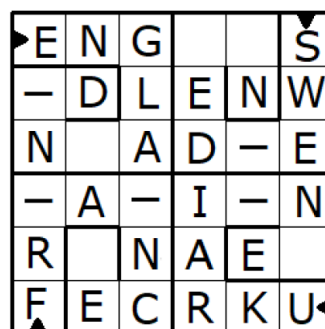
Place each of the given words in a snail, so that each cell contains at most one letter. Words go from the outer point of each snail towards the centre. Cells with dashes must remain empty. No letter may appear more than once in any row or column.

Answer Key: Enter the contents of the marked rows/columns using – for empty cells.

Example: -DLENW,R-NAE-



ENGLAND
FRANCE
SWEDEN
UKRAINE

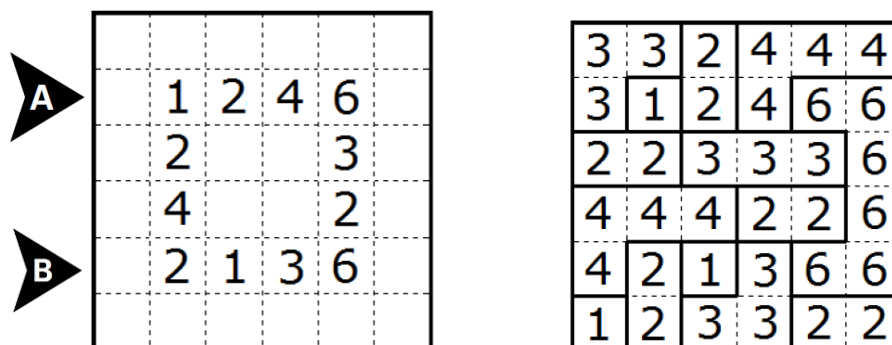


7 Fillomino (23)

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.

Answer Key: Enter the contents of the marked rows/columns.

Example: 312466,421366

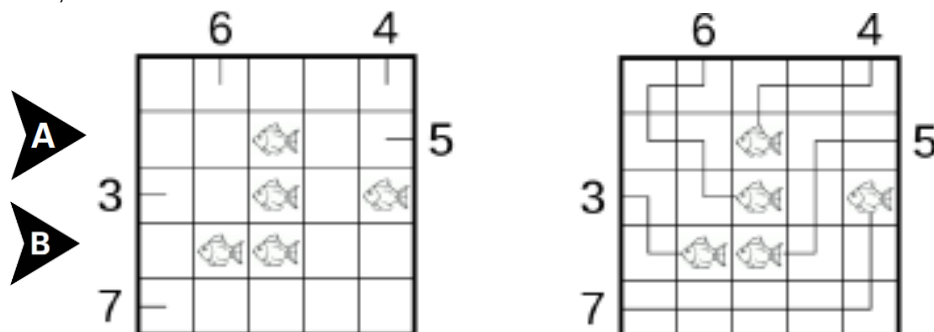


8 Anglers (33)

Each number outside the grid represents an angler and the length of his fishing line. Each angler catches one fish. The lines run horizontally and vertically connecting the centres of cells. Each cell may only contain one fishing line.

Answer Key: Enter the length of the fishing line to which each cell belongs for the marked rows/columns. Use only the last digit for two digit numbers e.g. enter 0 for line of length 10

Example: 66455,33557

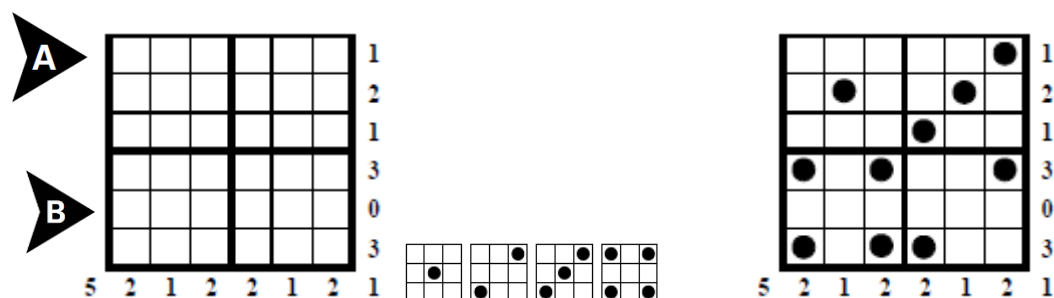


9 Half Dominoes (26)

Place the given half dominoes into the grid. Numbers outside the grid indicate the sum of the dots in the given row or column. The pieces cannot be rotated, mirrored or overlap. **NB: The example also includes diagonal clues. This will NOT be the case for the competition puzzle.**

Answer Key: Enter the value of each domino in the marked rows/columns.

Example: 13,42

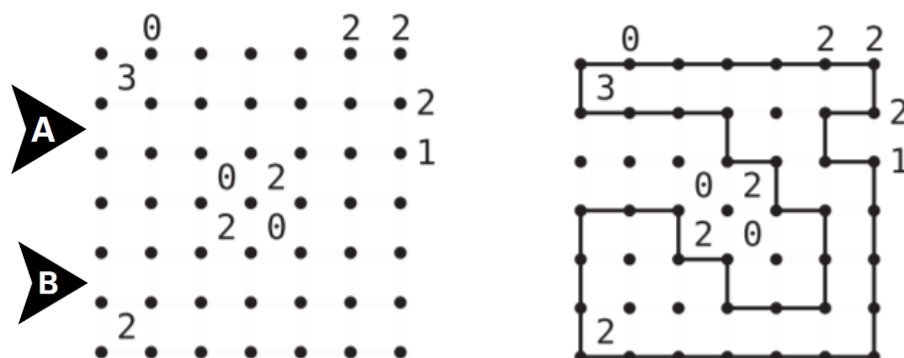


10 Skyslines (35)

Draw a single closed loop that does not touch or cross itself. Digits inside the grid indicate the number of edges of that cell that are used by the loop. Loop segment lengths in any direction represent the height of a building. The clues outside the grid indicate how many buildings can be seen when looking from that point into the grid, with taller buildings blocking the view of smaller buildings and those of the same height. A '0' skyscraper clue means that there are no loop segments in that direction.

Answer Key: Enter the lengths of groups of cells inside the marked rows/columns, using 0 if there are no inner cells in that row/column.

Example: 2,31

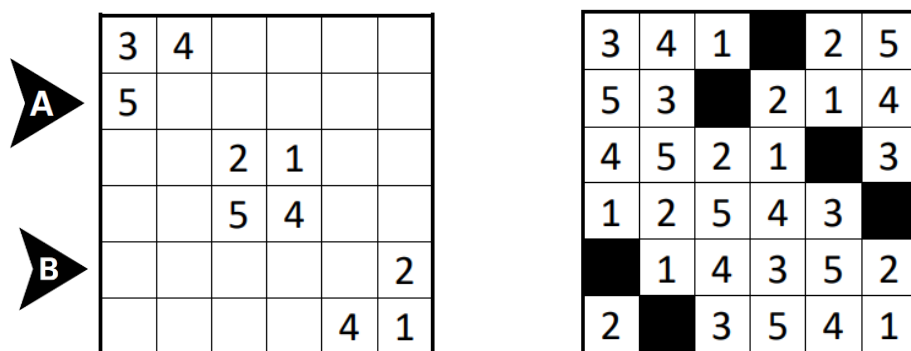


11 & 12 You're Missing a Six (15, 15)

Place digits 1 to 5 in the grid so that there are no repeated digits in any row or column. One cell will remain blank in each row and column. In addition, no set of consecutive cells in any row or column can contain digits which add to 6. **NB: A blank cell breaks any chain of consecutive cells.**

Answer Key: Enter the contents of the marked rows/columns using – for empty cells.

Example: 53-214,-14352

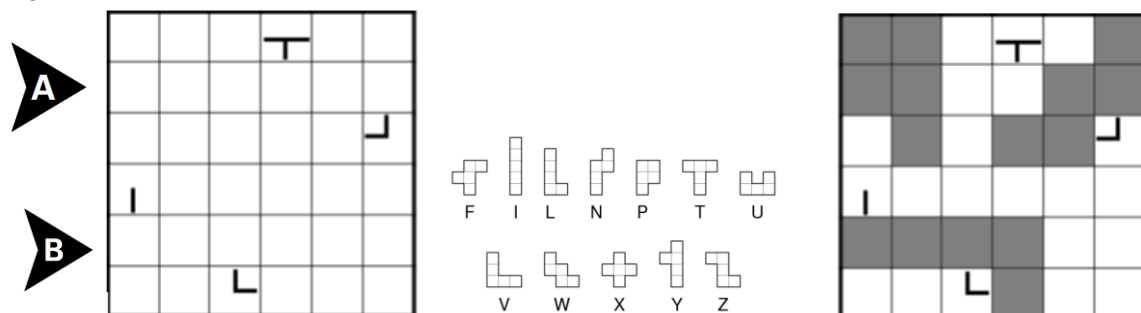


13 Pentopia (37)

Place different pentominoes in the grid so that they don't touch each other even at a point. Rotations and reflections are considered to be the same shape. Clues in the grid indicate the direction of the closest pentomino(es) when looking from that cell. Pentominoes cannot cover clue cells. Not all pentominoes need to be used.

Answer Key: Enter the contents of the marked rows/columns using the letters of the pentominoes for shaded cells ignoring empty cells.

Example: PPWW,LLLL

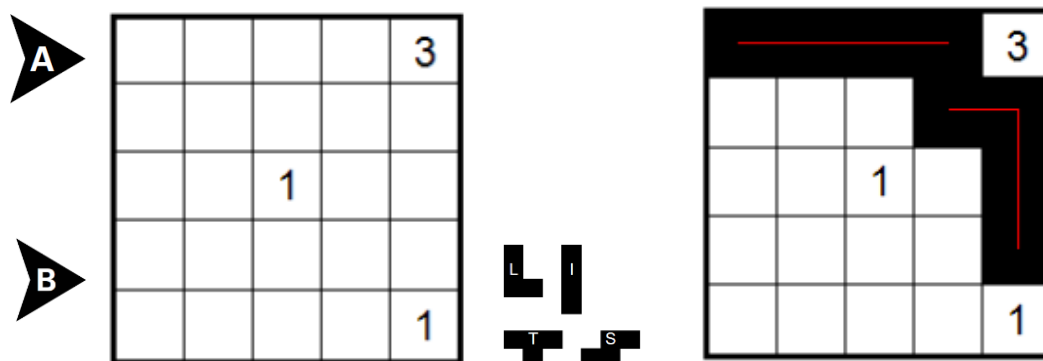


18 Tapa LITS (57)

Shade some cells. Cells with numbers cannot be shaded. All shaded cells connect along edges to create a single connected region. No 2x2 group of cells can be entirely shaded. Numbers in a cell indicate the length of contiguous black cell groups along the 'ring' of 8 cells touching that cell (fewer for cells along the outside edge). If there is more than one number in a cell, then there must be at least one unshaded cell between the shaded cell groups. The order of the numbers does not matter. It must be possible to divide the shaded area into only tetrominoes such that when two tetrominoes share an edge, they are not of the same shape. Rotations and reflections are considered the same shape.

Answer Key: Enter the lengths (number of cells) of the shaded segments of the marked rows/columns. Use only the last digit for two digit numbers e.g. enter 0 for a shaded segment of length 10.

Example: 4,1

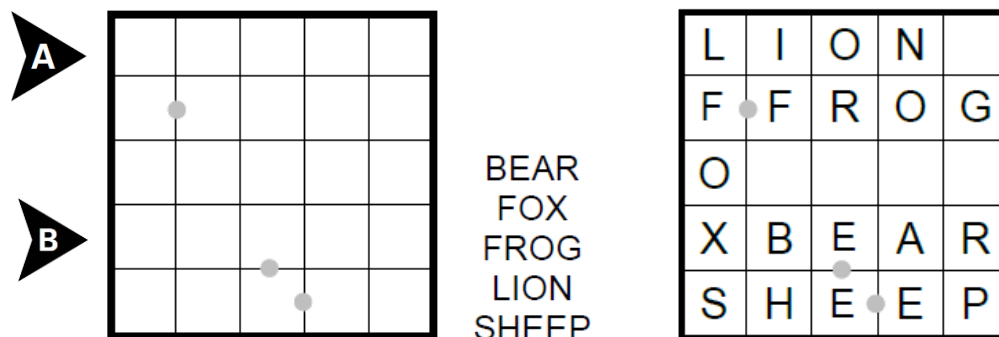


19 Letter Pairs (28)

Place the given words in the grid, one letter per cell, so they can be read from left to right or from top to bottom, without crossing or overlapping other words. A dot between two cells indicates that both cells must contain the same letter. All possible dots are given.

Answer Key: Enter the contents of the marked rows/columns ignoring empty cells.

Example: LION,XBEAR

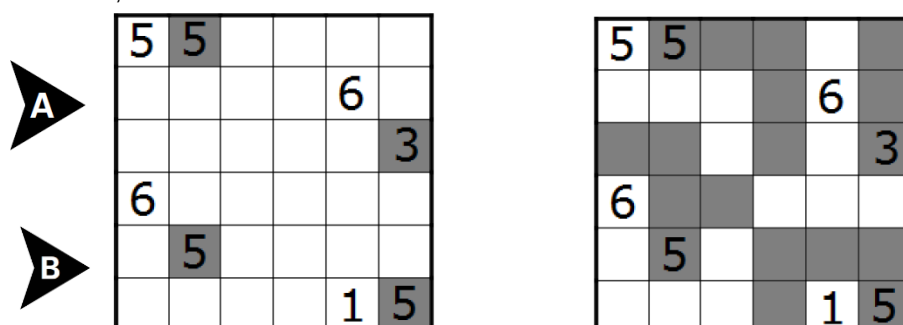


20 Light & Shadow (45)

Divide the grid into a number of white or grey regions along the grid lines. Each region must contain exactly one clue cell, matching the colour of the region. Clues indicate the size of the region that the clue is part of. Regions of the same colour cannot touch by a side.

Answer Key: Enter the contents of the marked rows/columns using W for unshaded cells and B for shaded cells.

Example: WWWBWB,WBWB

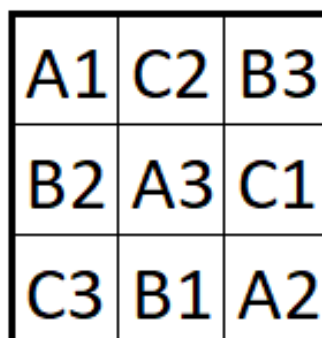
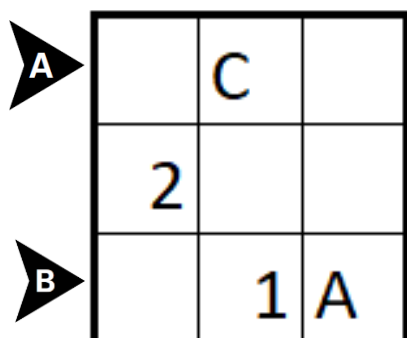


21 Eulero (36)

Fill each cell with one number from 1 to 5 (1 to 3 in the example) and one letter from A to E (A to C in the example) such that no number and no letter appears twice in any row or column. In addition, each combination of a number and letter appears once in the whole grid.

Answer Key: Enter the contents of the marked rows/columns.

Example: A1C2B3,C3B1A2

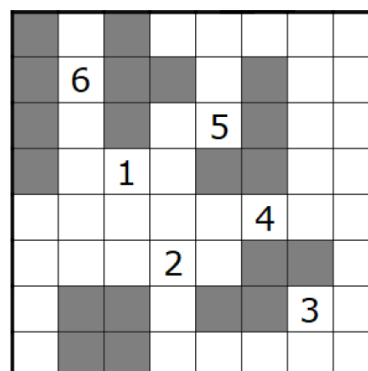
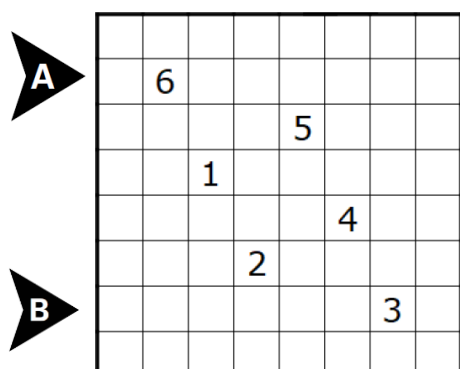


22 Pentomino Minesweeper (72)

Place all 12 pentominoes (5 tetrominoes in the example) in the empty cells in the grid so that they don't touch each other, even at a point. Clues in the grid indicate how many of the neighbouring cells, including diagonally adjacent, are occupied by a part of a pentomino.

Answer Key: Enter the contents of the marked rows/columns using the letters of the pentominoes for shaded cells ignoring empty cells. (The letters will be shown with the pentominoes).

Example: ITTL,OOSS

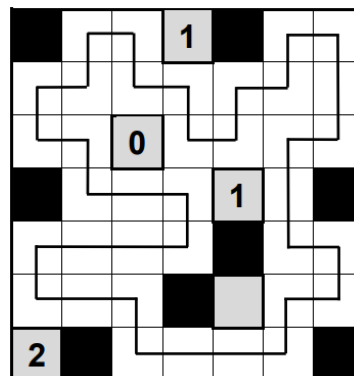
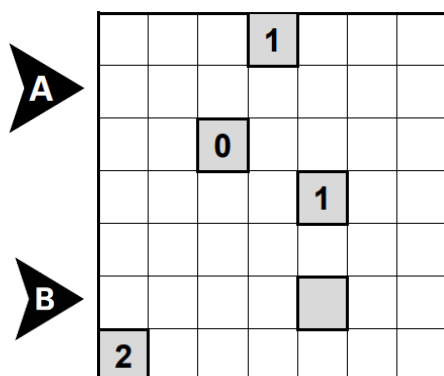


23 Panoramic Yajilin (30)

Shade some cells black and then draw a single closed loop through all remaining white cells. Black cells cannot touch at an edge. Some cells are shaded grey and cannot form part of the loop. Numbered clues in grey cells indicate the number of cells which must be blackened in **each of the 4 cardinal directions**, excluding directions pointing away from the edge of the grid.

Answer Key: Enter the number of turns in the marked rows/columns. If there are 10 or more turns in a row enter the unit digit only, i.e. for 10 enter 0

Example: 6,4

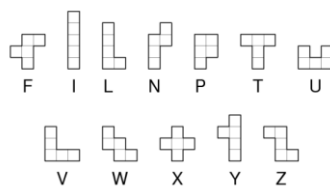
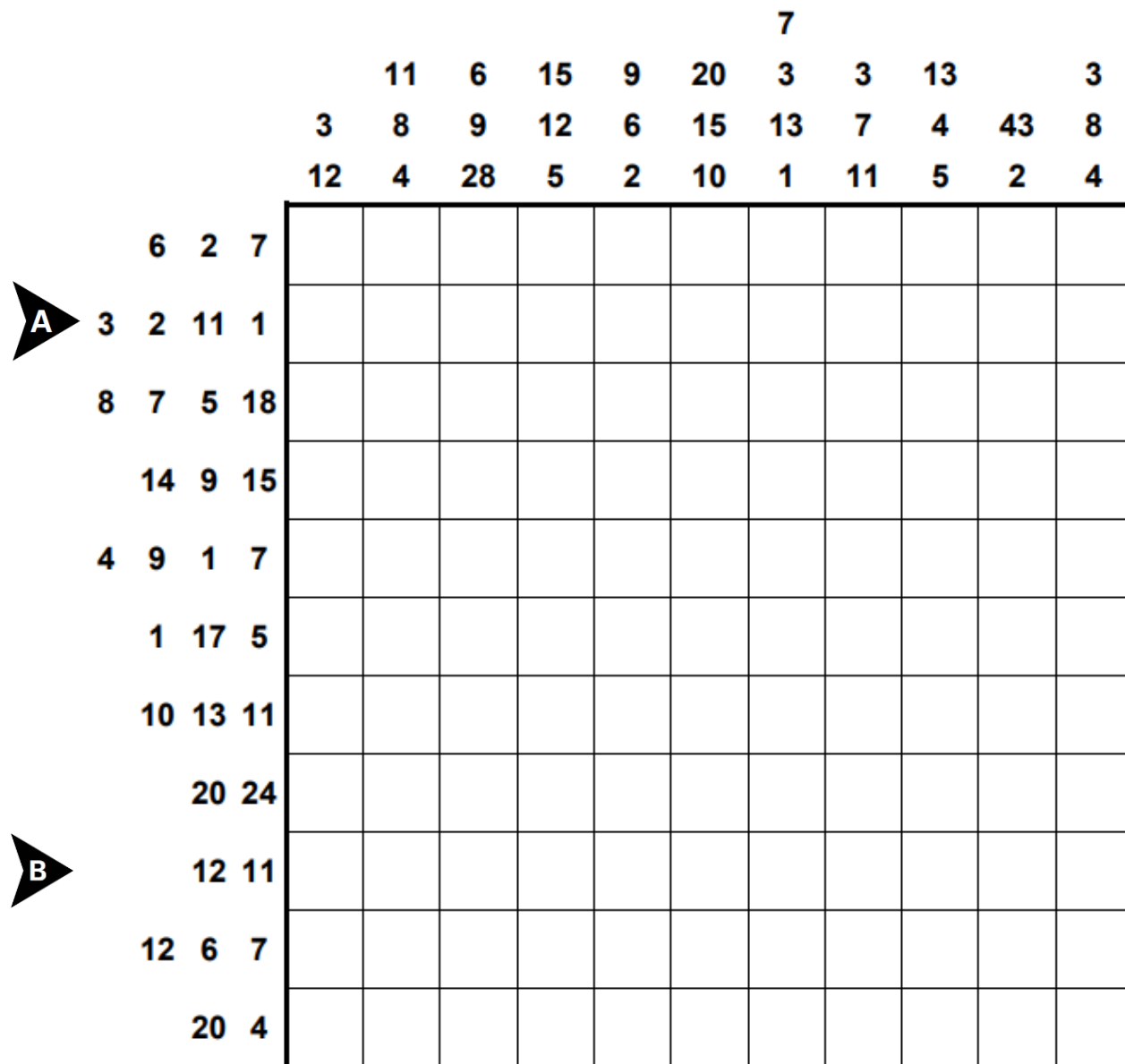


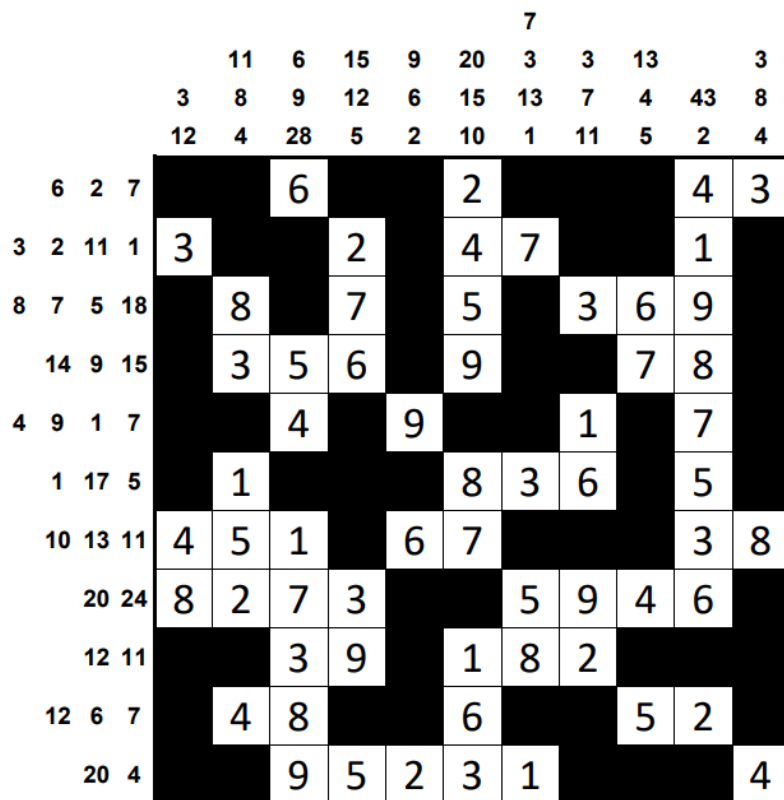
24 Pentomino Sums (82)

Place the digits 1-9 in some of the cells, so that no digit is repeated in any row or column and shade remaining empty cells. Numbers on the outside of the grid indicate the sums of adjacent digit groups in that row or column, in order. Each sum is separated by at least one shaded cell. Shaded cells must form a complete set of 12 pentominoes, which do not touch each other by an edge.

Answer Key: Enter the contents of the marked rows/columns using the letters of the pentominoes for the shaded cells.

Example: 3WW2L47PP1I,UU39Z182TTT





Amendments from first version:

Points added for all puzzles.

#4 – Yin Yang – Rule that no 2x2 area can be completely black or completely white added.

#9 – Half Dominoes – Clarified that diagonal clues are not given for the competition puzzle (they are given in example).

#9 – Half Dominoes – Missing word added to Answer key.

#21 – Eulero – Answer key example corrected.