

UK Puzzle Championship 2022

INSTRUCTION BOOKLET

Friday 1st July - Monday 4th July, 2022

Competition Rules & General Information

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=66> on Thursday 30th 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 1st July** 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 4th July** 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 2022 UK Puzzle Champion.
- The highest placed UK participant and the highest placed international participant will be awarded a copy of the first issue of the new magazine Pulze | Tam-Box

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=66> . 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 liane@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. The timer on the web page is only an indication and may not be accurate depending on page refresh etc. so it is your responsibility to monitor your time accurately.

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 It's Banksy Again	16		#13 Pentopia	41
#2 Fillomino	10		#14 Creek	10
#3 Aqre	14		#15 Creek	29
#4 Tapa	12		#16 Muddy Creek	36
#5 Tapa Like Loop	12		#17 Spiral Galaxies	24
#6 Kurotto	13		#18 Balance Loop	82
#7 Kurotto	27		#19 Snake Search	89
#8 Shikaku	16		#20 Line of Sight	87
#9 Double Back Loop	12		#21 Summon	82
#10 Double Back Loop	48		#22 Battleships Observers	93
#11 Tom Tom	17		#23 Ripple Effect	100
#12 Voxas	30		Total	900

PUZZLE AUTHORS

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

Ashish Kumar
Nityant Agarwal
Tawan Sunathvanichkul

Bram de Laat
Prasanna Seshadri

1 It's Banksy Again (16)

Find the 4 tiles (one in the example) that are taken from the big picture. Tiles may have been rotated and reflected. Differences will be reasonably visible and will not be due to minor pixelation or colour gradient.

Answer Key: Record the letters of the tiles in alphabetical order (without spaces or commas).

Example: B

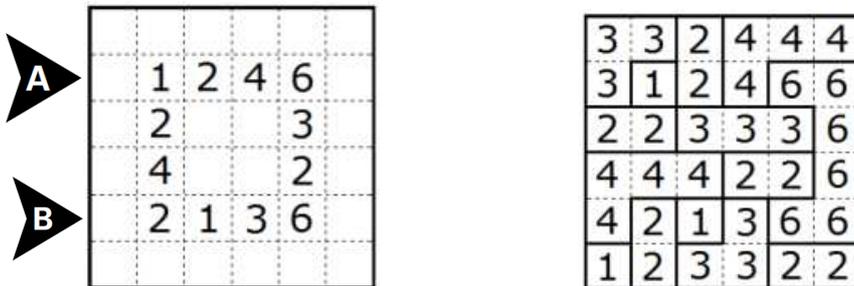


2 Fillomino (10)

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

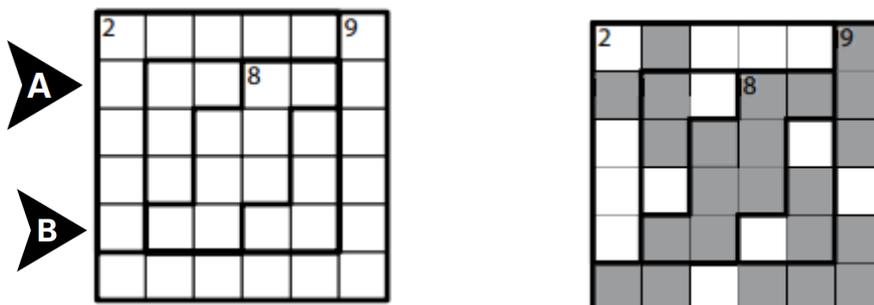


3 Aqre (14)

Shade some empty cells black. All black 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 does not connect the region.) No 1x4 or 4x1 group of squares can be entirely shaded black. No 1x4 or 4x1 group of squares can be completely unshaded. The grid is divided into regions by thick borders; a number in a region indicates exactly how many cells in that region must be shaded black. (The location of the number in the region has no significance.)

Answer Key: For each designated row, enter its contents from left-to-right. Use 'O' for a shaded cell and 'X' for an unshaded cell.

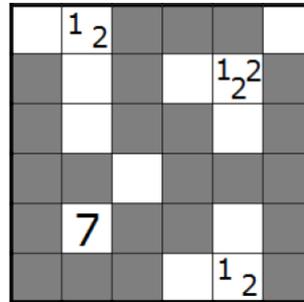
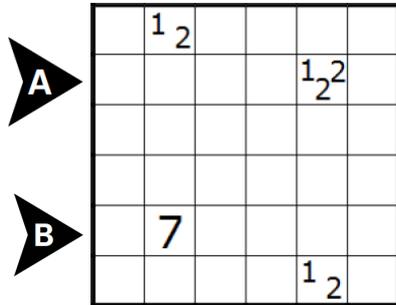
Example: OOXOOO,XOOXOO



4 Tapa (12)

Shade some empty cells to form a single orthogonally connected wall. The wall may not cover a 2x2 area anywhere in the grid. Clue cells indicate how many consecutive cells the wall covers around that cell. If there is more than one clue in a cell there must be at least one unshaded cell between those wall sections.

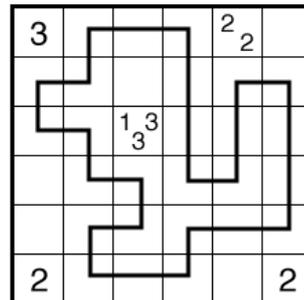
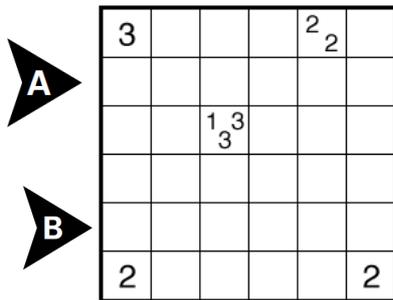
Answer Key: Enter the length (number of cells) of each shaded section in the marked rows/columns.
Example: 111,121



5 Tapa Like Loop (12)

Draw a closed loop in the grid. 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. There is no 2x2 Tapa rule in this puzzle (i.e. the loop can visit cells that cover a 2x2 area).

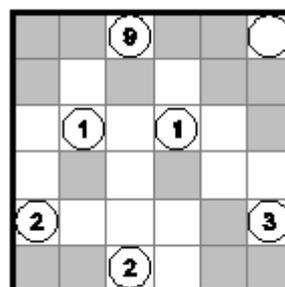
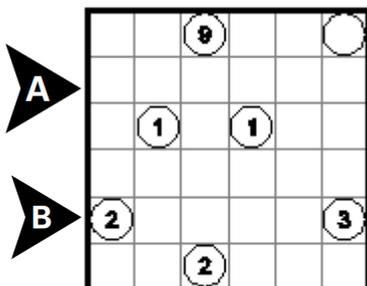
Answer Key: Enter the lengths of the loop sections in the marked rows/columns in the direction of the arrow.
 Enter 0 if there are none.
Example: 11,12



6 & 7 Kurotto (13, 27)

Shade some cells to form regions. The number in a circle gives the sum of the number of cells covered by the regions that are connected to it orthogonally. Regions may touch each other only diagonally. Cells with circles cannot be shaded and empty circles may have any number of shaded regions connected to them.

Answer Key: Enter the contents of the marked rows/columns using O for shaded and X for unshaded cells.
Example: OXOXOO,XXXXOX

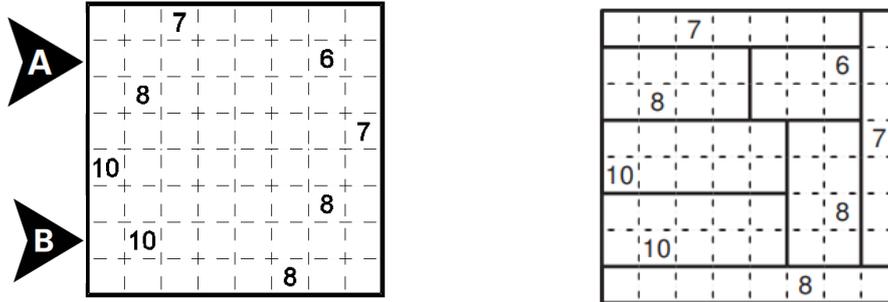


8 Shikaku (16)

Divide the whole grid into rectangles (squares or rectangles) so that each of the rectangles contains just one number. Numbers indicate the number of cells in the rectangle.

Answer Key: Enter the length of the rectangle sections in the marked rows/columns.

Example: 431,521

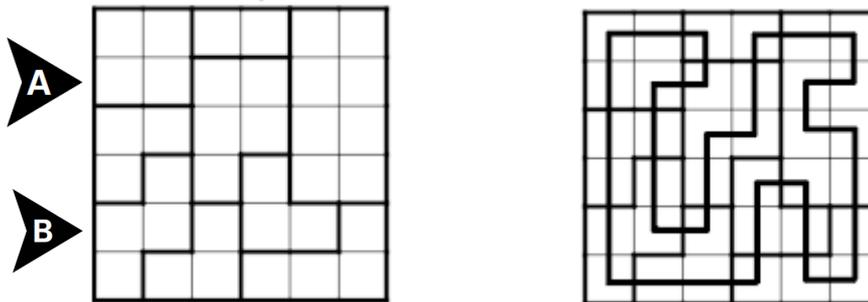


9 & 10 Double Back Loop (12, 48)

Draw a single closed loop passing through all cells in the grid. The loop must pass through each boldly marked region exactly twice.

Answer Key: Enter the lengths of the loop sections in the marked rows/columns in the direction of the arrow. Enter 0 if there are none.

Example: 11,1

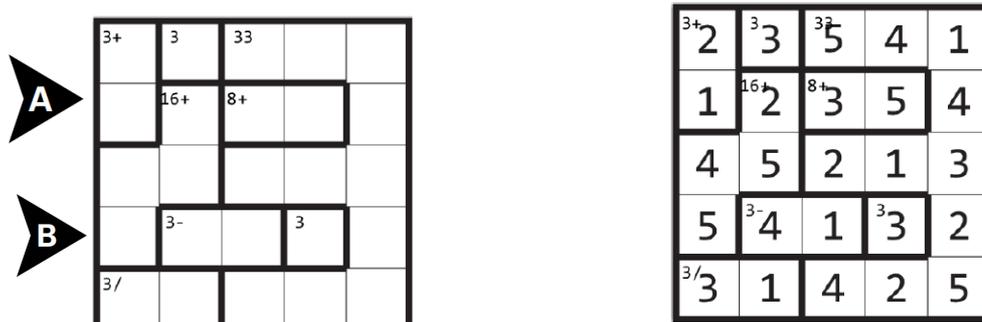


11 Tom Tom (17)

Place a number from 1-6 (1-5 in the example) into each cell so that no number repeats in any row or 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.

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

Example: 12354,54132

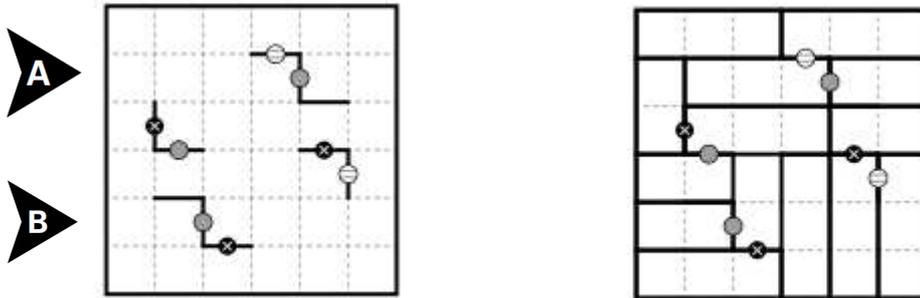


12 Voxas (30)

Divide the grid into rectangular-shaped regions along the grid lines. Every region must have a height of 1 cell ("horizontal") or a width of 1 cell ("vertical"), and the other dimension must be 2 ("short") or 3 ("long"). Some region boundaries are given to you. Additionally, some region boundaries are marked with a dot. A white dot (with an "=" symbol) must touch two regions with identical height and width. A black dot (with an "X" symbol) must touch a horizontal region and a vertical region; it must also touch a short region and a long region. A gray dot (with no symbol) means that that boundary cannot be marked with a white dot nor a black dot.

Answer Key: Enter the length of the horizontal sections for the marked rows/columns.

Example: 132,21111

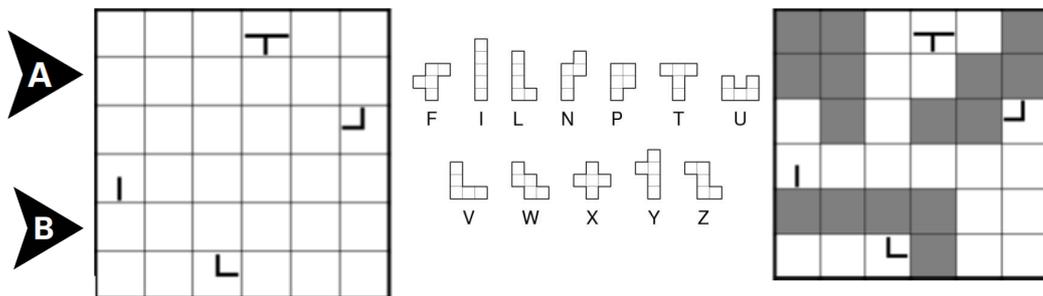


13 Pentopia (41)

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.

Answer Key: Enter the letter associated with each pentomino encountered in the marked rows/columns.

Example: PW,L

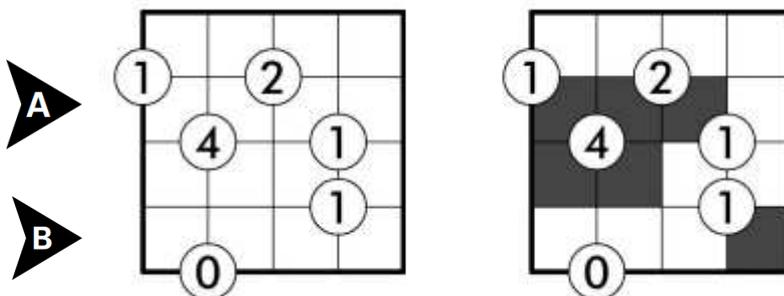


14 & 15 Creek (10, 29)

Shade some cells so that each number represents the number of shaded cells around that clue. All remaining unshaded cells must form a single connected region.

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

Example: OOOX,XXXO

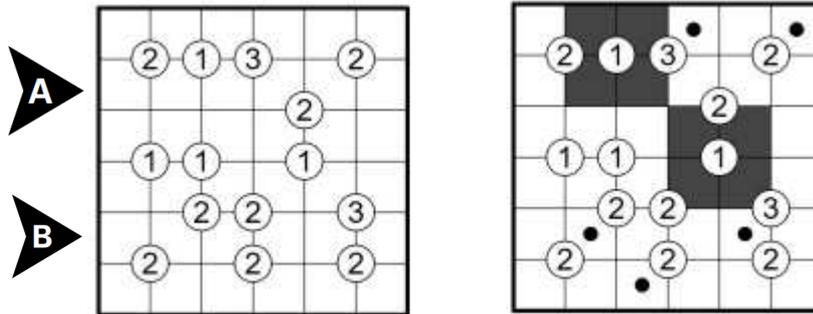


16 Muddy Creek (36)

Shade some cells and mark dots into some empty cells. Shaded cells form 2x2 squares and these may not be orthogonally adjacent to each other. Dotted cells may not be orthogonally adjacent to each other. All remaining blank cells must be orthogonally connected. Clues on an intersection represent how many types of cells (blank, shaded and dotted) appear in those four cells.

Answer Key: Enter the contents of the marked rows/columns using O for shaded, X for unshaded and D for dotted cells.

Example: XOOXXX,XDXXDX

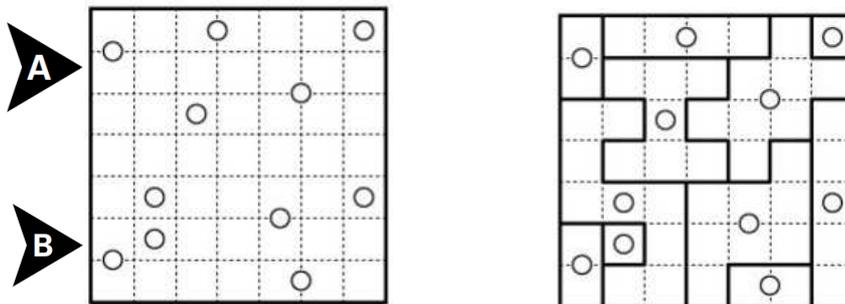


17 Spiral Galaxies (24)

Divide the grid along the grid lines into connected regions (galaxies) with rotational symmetry. Each cell must belong to exactly one galaxy. Every galaxy must have exactly one circle as its centre of rotational symmetry.

Answer Key: Enter the lengths of the galaxy segments in the marked rows/columns.

Example: 133,11131

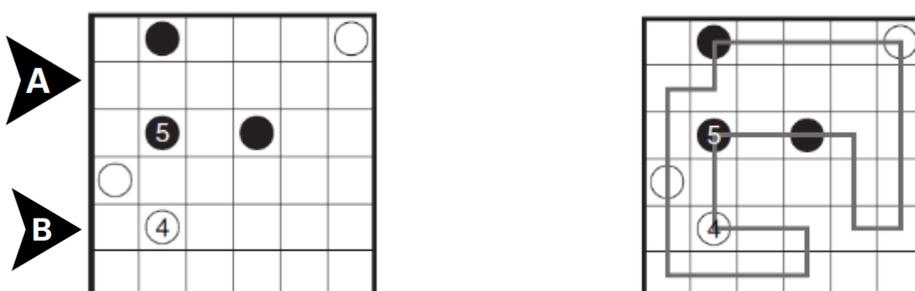


18 Balance Loop (82)

Draw a single, non-intersecting loop that passes through all circled cells. All white circles must have equal segment lengths on both sides of the circle before turning. All black circles must have unequal segment lengths on both sides of the circle before turning. Numbers indicate the sum of the segment lengths on both sides of the circle.

Answer Key: Enter the lengths of the loop sections in the marked rows/columns in the direction of the arrow. Enter 0 if there are none.

Example: 1,21



19 Snake Search (89)

Find the listed words in the grid. Words appear as snakes; they are read across vertically or horizontally adjacent cells and do not touch themselves. (In other words, if two cells in the same word touch orthogonally, then they must be exactly one cell apart along the path of the word, and if two cells in the word touch diagonally, then they must be exactly two cells apart along the path of the word.) Words may not touch each other, even at a point.

Answer Key: Enter the letters in the marked rows/columns that are part of the snakes.
Example: EHR,WRN

The grid is 7x7. The words to find are AIR, EARTH, FIRE, WATER, WIND. The solution shows the words highlighted in the grid.

A	R	T	R	E	I	F
E	T	H	T	R	A	T
A	R	T	N	I	W	A
E	E	R	I	F	N	W
A	T	E	R	D	W	I
W	E	R	R	I	A	N
F	I	A	I	E	T	D

AIR
 EARTH
 FIRE
 WATER
 WIND

A	R	T	R	E	I	F
E	T	H	T	R	A	T
A	R	T	N	I	W	A
E	E	R	I	F	N	W
A	T	E	R	D	W	I
W	E	R	R	I	A	N
F	I	A	I	E	T	D

20 Line of Sight (87)

Draw a single closed loop in the grid by connecting dots horizontally and vertically. Clues in the grid indicate the length of the first loop segment seen in the direction of the arrow.

The grid is 5x5. Clues are: Row 1: 1 (down), 2 (down), 3 (left); Row 2: 2 (left), 3 (left); Row 3: 2 (left), 3 (left); Row 4: 1 (left), 2 (right); Row 5: 2 (right). The solution shows a closed loop.

Answer Key: Enter the contents of the marked rows/columns using O for cells inside the loop and X for cells outside the loop.
Example: XXOOXX,OOXXO

21 Summon (82)

Place digits 1, 2 and 3 once in every black-bordered region. Equal digits can't touch each other, not even diagonally. Adjacent digits within each row and column form numbers. The numbers have to be read from left to right or top to bottom. Clues at the outside of a row or column indicate the sum of the numbers in that row or column. Question marks in clues may be replaced by any digit. Multi digit clues can't have a leading 0.

The grid is 5x5. Clues are: Row 1: 1; Row 2: 2, 3, 2, 3, 2; Row 3: 1, 1; Row 4: 3, 2; Row 5: 3, 1, 2, 1, 3. The solution shows the digits placed in the grid.

					1
					2
					5
					44

		1			1
2	3	2	3	2	
1			1		2
		3		2	5
3	1	2	1	3	
					44

Answer Key: Enter the contents of the marked rows/columns using X for empty cells.
Example: 23232,XX3X2

22 Battleships Observers (93)

Place the given fleet in the grid so that ships don't touch each other, not even diagonally. Ships can't be placed in clue cells. Clues in the grid indicate the number of unoccupied cells that can be seen from that cell, not including the cell itself. The view of the cell is blocked by ship segments. (Numbers and letters outside the grid are for answer key purposes only).

	A	B	C	D	E	F
1	1					
2						
3	2			3		
4			4			5
5						
6						6



	A	B	C	D	E	F
1	1		2	2		
2	2					
3	2		2	3		
4			4			5
5	2					
6				2	2	6

Answer Key: Enter the co-ordinates of the single cell ships

Example: A2,C3,A5

23 Ripple Effect (100)

Place digits 1-n in each boldly marked area, where n equals the size of the area. Equal digits in the same row or column are separated by at least a number of squares equal to that digit. (e.g. Two 3s are separated by at least 3 squares).

A					
B					

1	2	1	3	4	2
2	1	3	2	1	4
1	3	2	1	5	3
3	2	1	4	3	1
2	1	4	3	1	2
1	4	3	1	2	5

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

Example: 213214,214312