UKPA Open Tournament
7th March, 2026

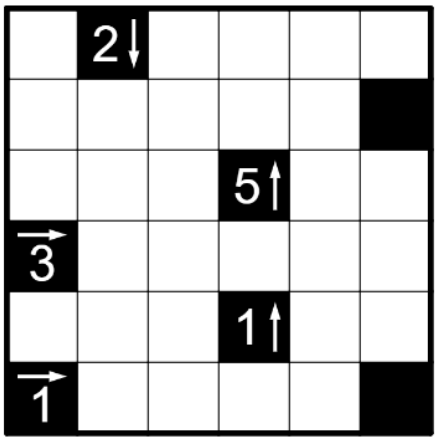
Round 3
Puzzles by Murat Can Tonta

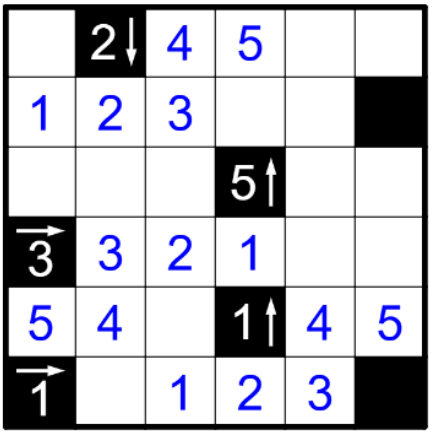
	Puzzle	Points
1	Hebi-Ichigo	20
2	Yajilin	80
3	Sansa Road	15
4	Nuri Maze	25
5	Sashigane	30
6	Guide Arrows	35
7	Stostone	60
8	Pentominous	35
	Total	**300**

Time: 45 minutes.

1 Hebi-Ichigo (20)

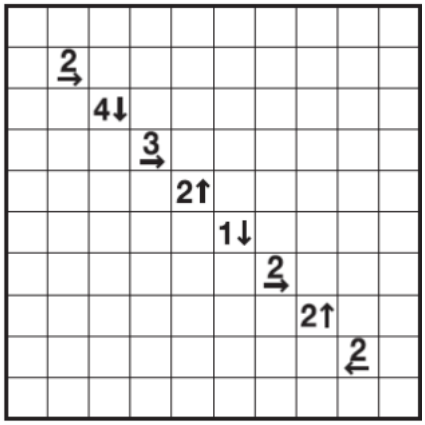
Place numbers into some empty cells such that each orthogonally connected group forms a sequence of consecutive numbers from 1 to 5 (“snakes”). Each number in the sequence must be orthogonally adjacent to the next. Different snakes may not share an edge with one another. The 1 in a snake must not be able to see any numbers in a straight line in the direction it is looking at (away from its adjacent 2). A number clue in a black cell represents the first number seen in the indicated direction. Lines of sight for both snakes and number clues are blocked by the nearest black cell (if there is any). Example from LMI Puzzle Ramayan

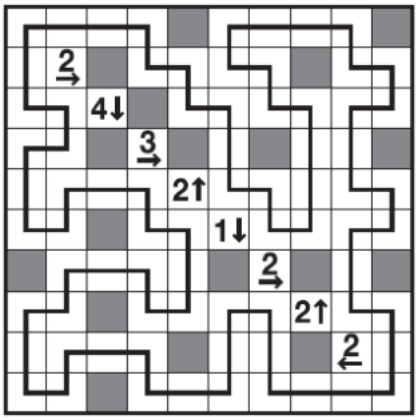




2 Yajilin (80)

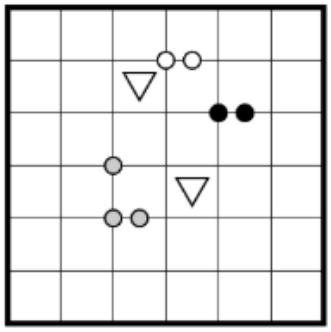
Shade some white cells and then draw a single closed loop (without intersections or crossings) through all remaining white cells. Shaded cells cannot share an edge with each other. Some cells are outlined and in gray, they can neither be shaded nor be part of the loop. Numbered arrows in such cells indicate the total number of shaded cells that exist in that direction.

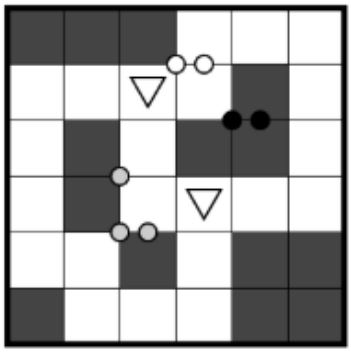




3 Sansa Road (15)

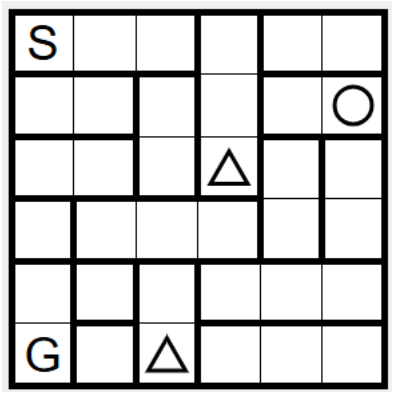
Shade some empty cells. Black circles indicate there are more shaded than unshaded cells among the cells the circle overlaps. White circles indicate more unshaded cells. Grey circles indicate the amount of shaded and unshaded cells is equal. Cells containing a triangle are unshaded and are orthogonally adjacent to exactly 3 other unshaded cells. All unshaded empty cells must be orthogonally adjacent to exactly 2 other unshaded cells. All unshaded cells must be orthogonally connected and they cannot form a 2x2 square Example from Puzsq.

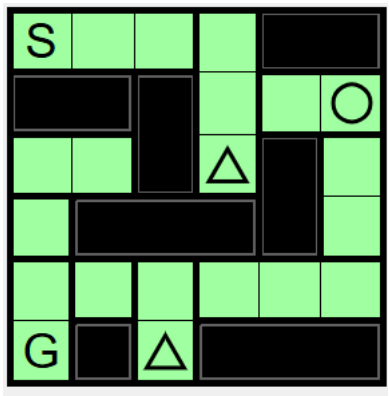




4 Nuri Maze (25)

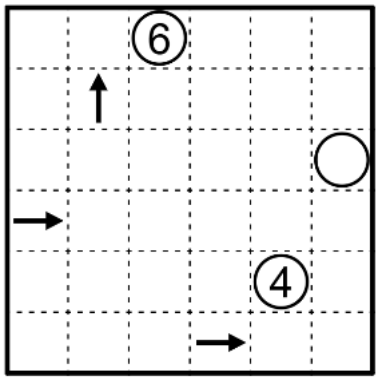
Shade some cells so that each region is either fully shaded or fully unshaded and all unshaded cells form one orthogonally connected area with no loops. No 2x2 area may be entirely shaded or unshaded. Clues must be unshaded. All circles must be on the shortest path from the S (start) to the G (goal), while triangles must not be on this path. Example from Puzz.link

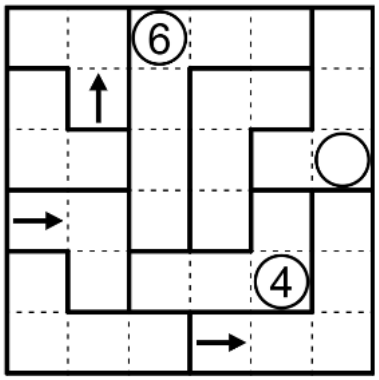




5 Sashigane (30)

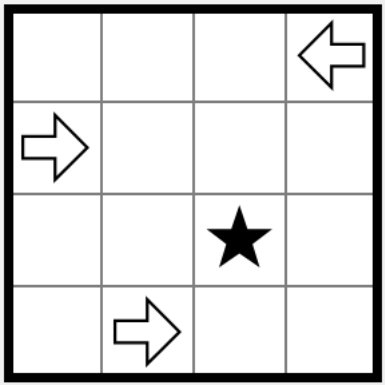
Divide the grid into regions of orthogonally connected cells. Each region must be an L shape with a width of one cell. Arrows must lie at one end of an L and point toward the bend. Circles must lie at the bend of an L, and if one contains a number, the L it is inside must contain the indicated amount of cells.

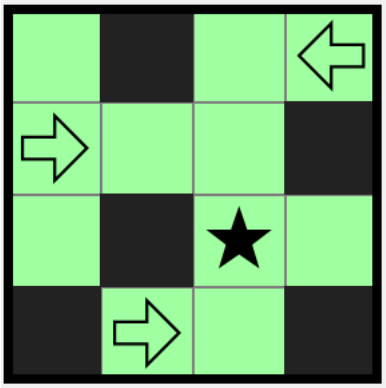




6 Guide Arrows (35)

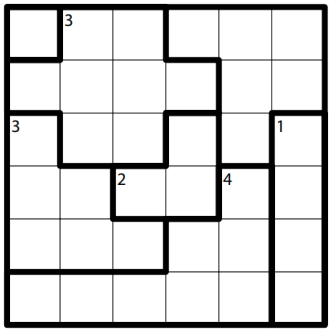
Shade some empty cells so that no two shaded cells are orthogonally adjacent and the remaining unshaded cells form one orthogonally connected area. No complete loop of cells may be unshaded (including 2x2s). An arrow indicates the only direction in which one could begin a path to the star without going through a shaded cell or backtracking. Example from Puzz.link.

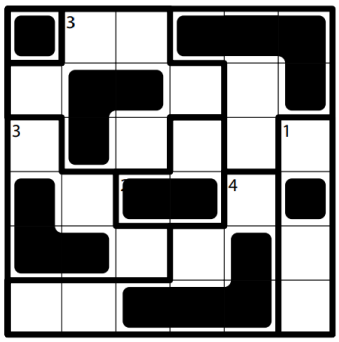


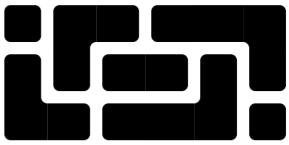


7 Stostone (60)

Shade a single group of orthogonally connected cells in each region. Shaded groups may not share a bold border. Regions with numbers must contain the indicated amount of shaded cells. If all of the shaded groups were to fall straight down without changing shape, they must completely fill the bottom half of the grid.







8 Pentominous (35)

Divide the grid into regions of five orthogonally connected cells so that no two regions of the same shape share an edge, counting rotations and reflections as the same. Clued cells must belong to a region with the pentomino shape associated with that letter.

