OĞUZ ATAY PUZZLE CONTEST

Hi to all puzzle friends!

As you know puzzlers from all over the world are getting together twice a year in different countries decided by WPF. This year Turkey is hosting the 18th WPC in Antalya.

Counting down to the 18th WPC, we have decided to hold online competitions every month, as a preparation & practice for the event. Until October, we will organise an online contest at the third Saturday of every month. This set of competitions will help puzzlers get familiar with the Turkish puzzles, the types some of which may be used in the WPC.

We named this competition set “Oğuz Atay Puzzle Contest”, having the name of one of the best Turkish writers, who passed away early as most of the bests.

The contest is made up of 10+1 puzzle types, four puzzles of each type plus an optimizer. The duration for the contest is 150 minutes. Do not be discouraged with the amount of 41 puzzles, the more of each puzzle helps to solve every next better. Four puzzles of ten types are more useful for solving than many different types!

The + sign used in separating puzzles and the puzzle scores is the symbol of OAPC.

For any questions about OAPC, view forum: http://www.wpc2009.org/forum/

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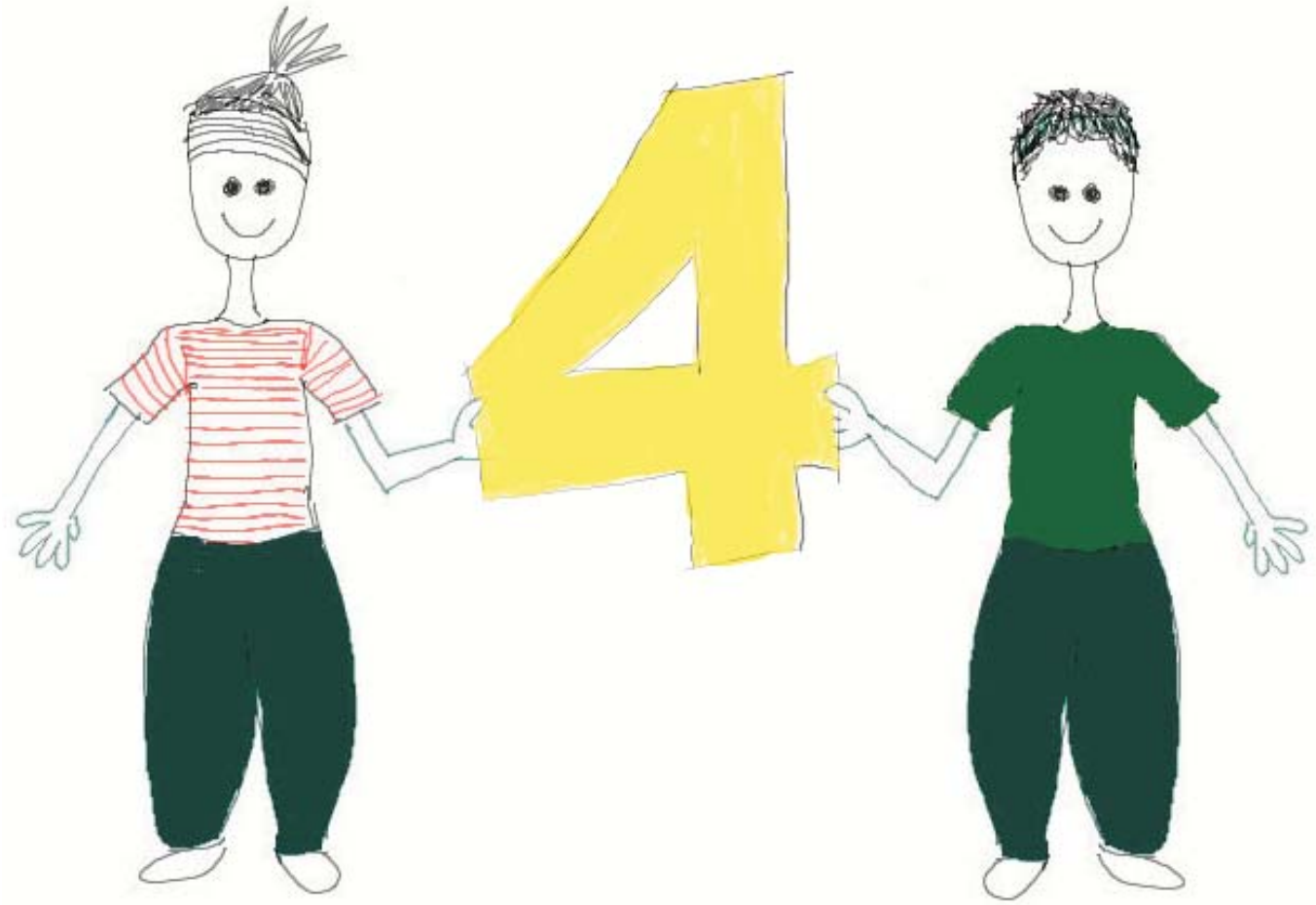
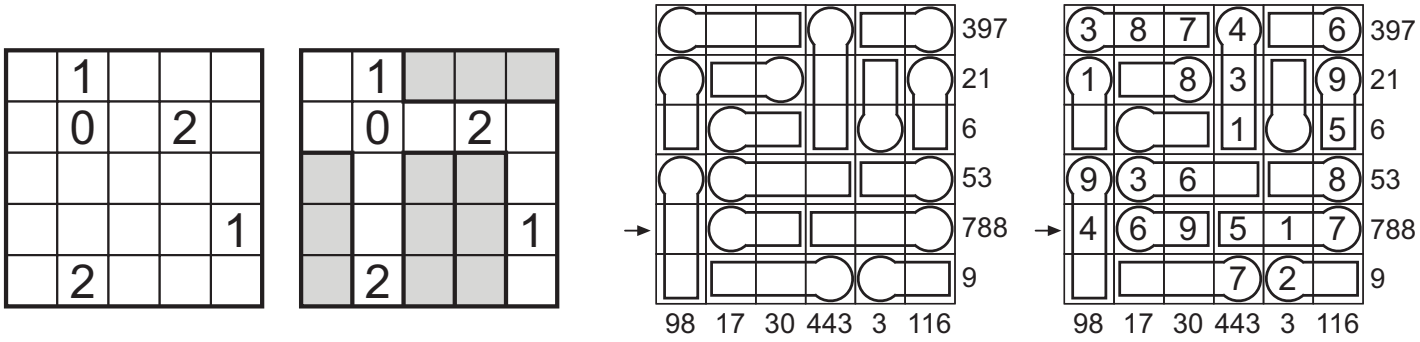


1-4. Previously On OAPC

1-2: Wittgenstein Briquet: Locate some blocks in the grid, each having the size 1x3. The numbers in the diagram indicate the number of blocks touching their cell from the sides. All remaining cells should be connected to each other orthogonally.

3-4: Thermometer Degree: Place digits 1-9 in the grid so that no digit is repeated within a row/column. Thermometers should be filled regularly, starting from the rounded part. Numbers outside the grid indicate the sum of numbers that can be read in the thermometers, in the corresponding directions. A number in a thermometer is read starting from the rounded part, so this reading may be in any of the four directions.

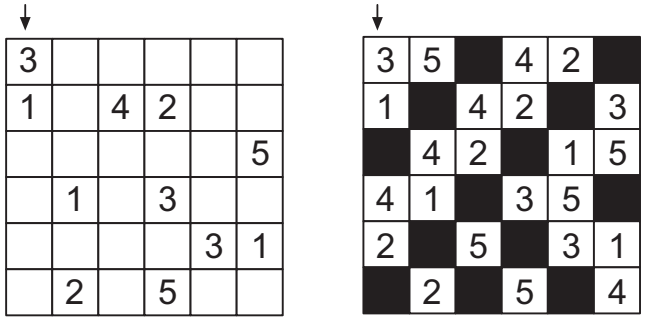


Answer format:

1-2:*Write the amount of horizontal blocks, followed by the amount of vertical blocks.The answer for the example would be: 1,3*
3-4:*Write the content of the marked row/column.Use 0 for empty cells.The answer for the example would be: 469517*

5-8. Paravan

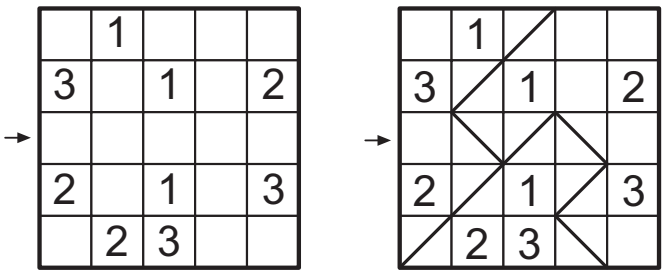
Place digits 1-5 / 1-6 (1-5 for the example) to the grid so that no digit is repeated within a row/column. Some cells should be blackened in order to avoid a digit see its consecutives in a row/column. A digit can see others in a straight line until its view is blocked with a black cell. Blackened cells cannot touch each other from the sides. No cell can remain empty.



Answer format: Write the content of the marked row/column. Use 0 for blackened cells. The answer for the example would be: 310420

9-12. Slash Pack

Divide the grid into shapes, using only the diagonals of the squares, without any loose ends. Each shape must contain numbers from 1 to 5 (1 to 3 for the example). Two diagonals cannot cross in one square.

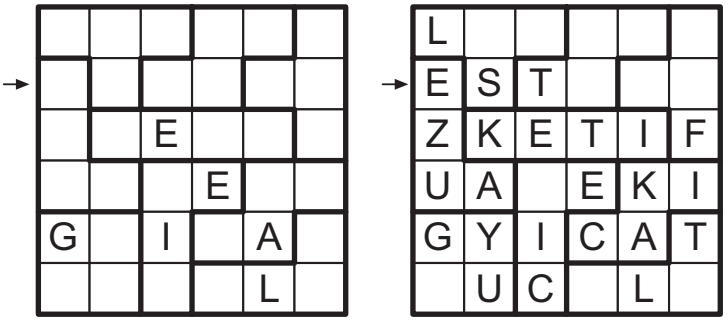


Answer format: For the marked row/column, write the sizes of white cell blocks which are not separated with lines, from left to right or top to bottom. Use the triangle as a unit, so a square counts two. The answer for the example would be: 3,2,2,3

13-16. Great Writers

The grid is divided into some pentominoes (tetrominoes for the example). Place the given names of writers into the grid so that no letter is repeated within a row/column/pentomino. Each name will be a snakelike strip of squares connected horizontally and vertically, that doesn't touch and cross itself. There will be no gap between the name and surname. The two letters given next to the names indicate the starting and ending pentomino for each one, in order. Names can overlap each other. Some letters are already given.

GUZEL: O - T
UYAK: O - I
LATIF: L - T
CICEK: L - Z
ESTETIK: L - Z



Answer format: *Write the content of the marked row/column. Use - for empty cells. The answer for the example would be: EST---*

17-20. Mr. Universe

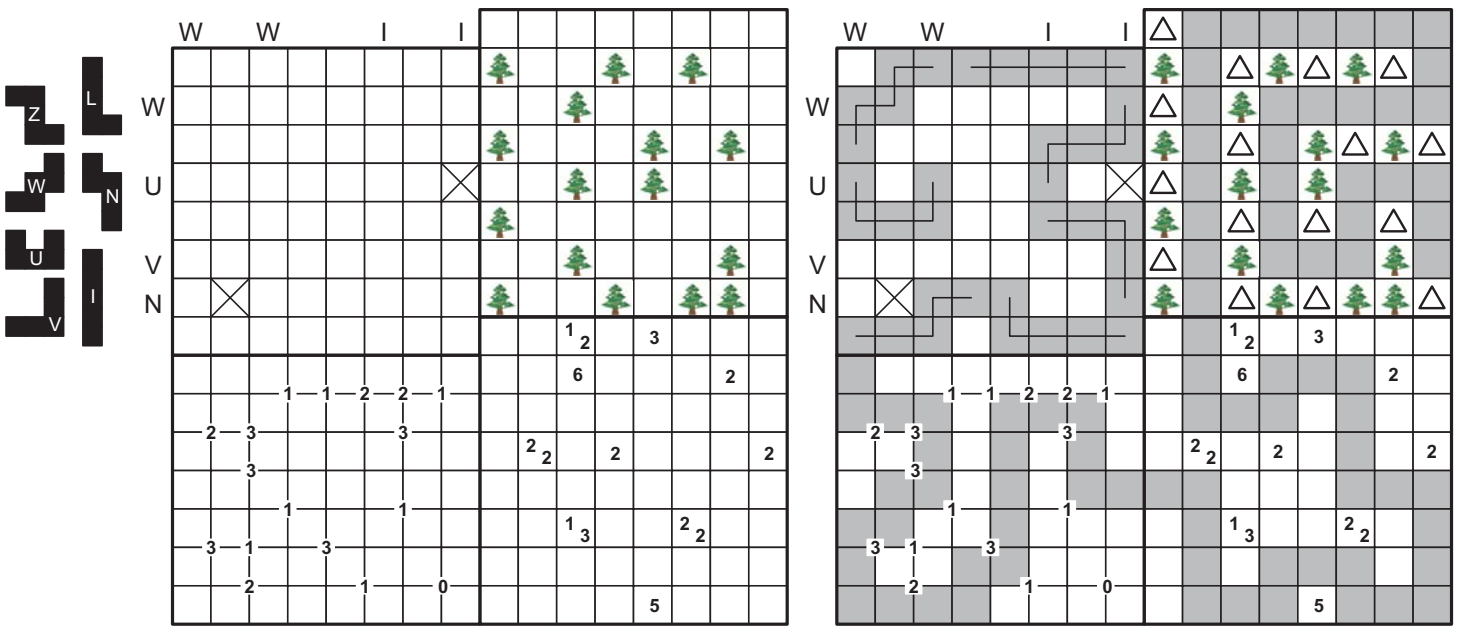
Locate a snake in the grid, that travels only horizontally and vertically, without touching itself even at a point. The snake travels along four grids, each of the grids belong to a different puzzle. The instructions for each grid are listed below. Every rule in the instructions is valid only for the cells of the corresponding grid. The head and tail of the snake may be anywhere in any grid.

1. Obtain snake segments with linking all the given pentomino pieces. The letters outside the grid indicate the pentominoes that can be seen first in the corresponding row / column. Pentominoes may be rotated and/or mirrored. There are no pentomino pieces in crossed cells.

2. Every tree in the diagram has a tent, connected from the side. Tents cannot touch each other even at a point. All cells which are not occupied by a tree or a tent are parts of the snake.

3. Blacken some cells to obtain snake segments. Numbers in the grid indicate the amount of blackened cells in their neighbouring squares.

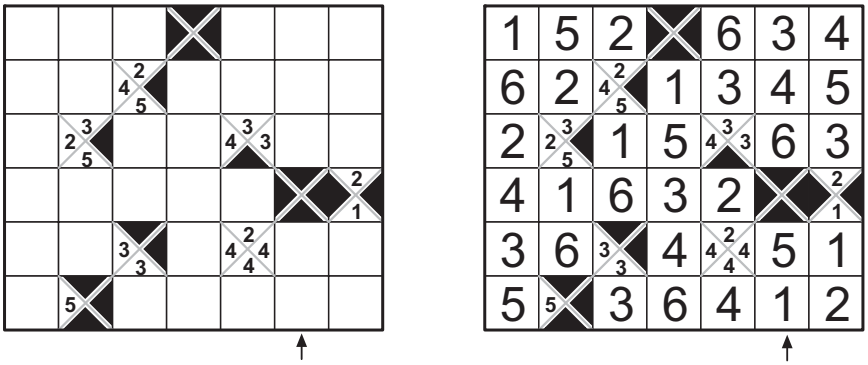
4. Paint some squares black to obtain snake segments. Number/s in a square indicate the length of black cell blocks on its neighbouring cells. If there is more than one number in a square, there must be at least one white cell between the black cell blocks.



Answer format: *Write the number of turns in the snake. The answer for the example would be: 50*

21-24. Range

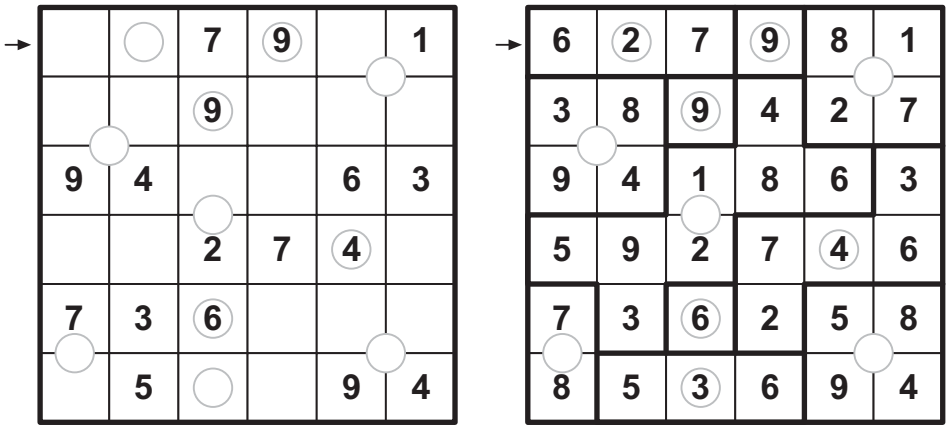
Place digits 1-6 in the grid so that no digit is repeated within a row/column.Numbers in the diagram indicate the difference between the biggest and smallest digit in the visible cells. A digit can see others until its view is blocked with a triangled cell. If there is only one cell in sight, the number indicates the digit itself. No cell may remain empty.



Answer format: *Write the content of the marked row/column. Use 0 for triangled cells. The answer for the example would be: 150643*

25-28. Rotational Sudoku

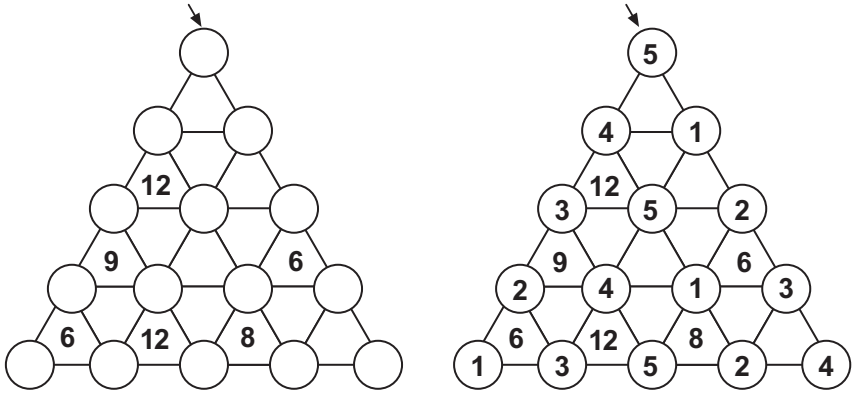
Place digits 1-9 in the diagram and divide the grid into some regions, where the given circles represent the point of symmetry. No digit is repeated within any row/column/region. Symmetrical pairs of cells in one region should always contain consecutive digits. All digits in one region should be different. All regions should contain a circle and all circles are given. No cell may remain empty.



Answer format: *Write the content of the marked row/column. The answer for the example would be: 627981*

29-32. Trid

Place digits 1-6 / 1-9 (1-5 for the example) in each of the circles so that no digit is repeated within any straight line. Each number in a triangle equals to the sum of digits in the triangle's vertices.



Answer format: *Write the content of the marked line. The answer for the example would be: 51234*

33-36. Matchmaker

You are given four different puzzles and five different instructions. Match the grids with the instructions and solve the puzzles. One instruction will be left out. You need to solve all the puzzles in order to get points.

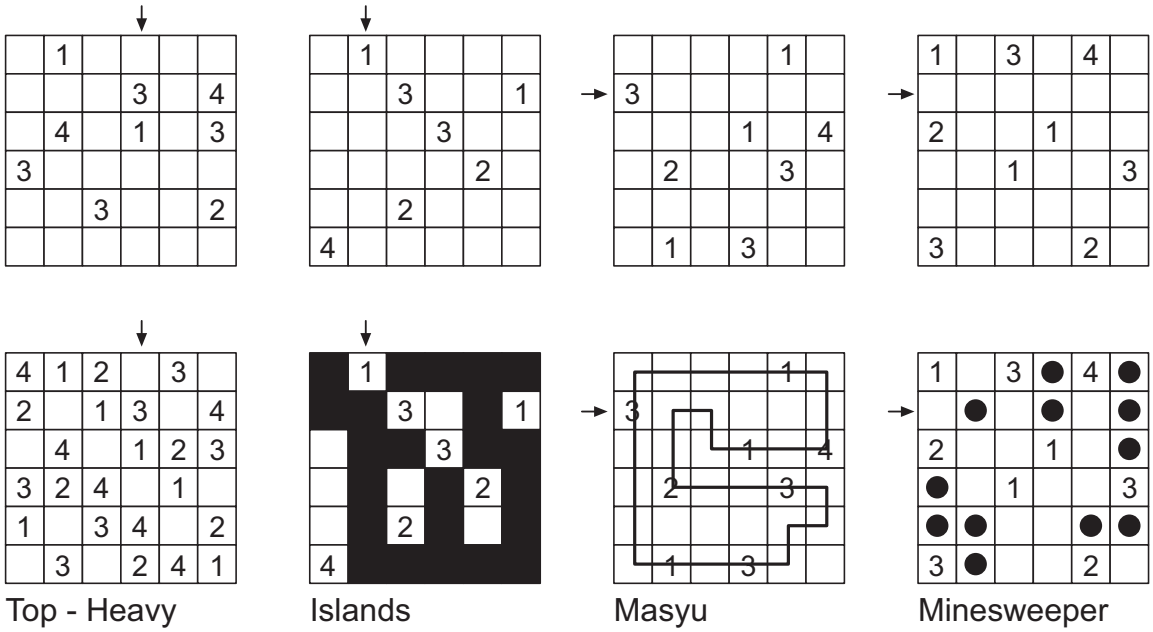
Islands: Create white areas, surrounded with blackened cells which are linked to a continuous wall. The numbers in the grid indicate the size of the corresponding white areas. The wall cannot form any 2x2 square. White areas may touch each other only diagonally.

Masyu: Moving between edge-to-edge neighbouring cells, draw a closed path that passes through every digit and doesn't cross itself. The path must turn at every even digit, but can not turn immediately before or after. And the path can not turn at any odd digit, but must turn immediately before and/or after.

Minesweeper: Locate 21 mines (12 for the example) in the diagram. The numbers inside the grid indicate the amount of mines in neighbouring cells. The cells with numbers do not contain any mines.

Top - Heavy Number Place: Fill the grid with digits 1-5 (1-4 for the example) so that each digits appears exactly once in every row/column. Where the digits adjoin vertically, the upper digit must be bigger.

Tapa: Paint some squares black to create a continuous wall. Numbers in the grid indicate the length of black cell blocks on its neighbouring cells. Painted cells cannot form a 2x2 square or larger. There are no wall segments on cells containing numbers.



Answer format:

Islands: Write the content of the marked row/column.Use B for blackened cells and W for empty cells. The answer for the example would be: WBBBBB

Masyu: Write the number of corners in the marked row/column.The answer for the example would be: 2

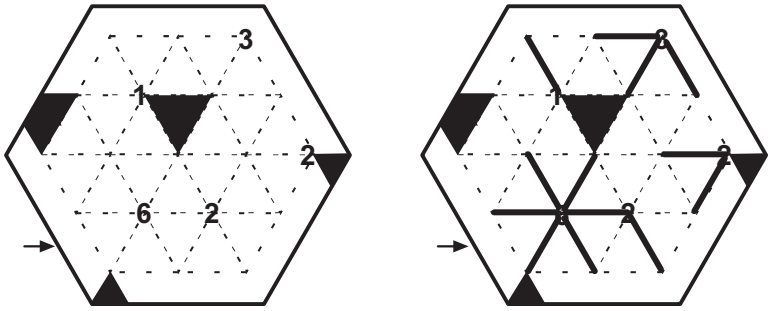
Minesweeper: Write the content of the marked row/column.Use 1 for mines and 0 for empty cells. The answer for the example would be: 010101

Tapa: Write the content of the marked row/column.Use B for blackened cells and W for empty cells.

Top - Heavy Number Place: Write the content of the marked row/column.Use 0 for empty cells. The answer for the example would be: 031042

37-40. Foton

Connect some of the intersection points with straight lines. Numbers in the grid indicate how many lines will be drawn from that point. Blackened parts are walls and lines cannot overlap the walls. All white areas should be interconnected.



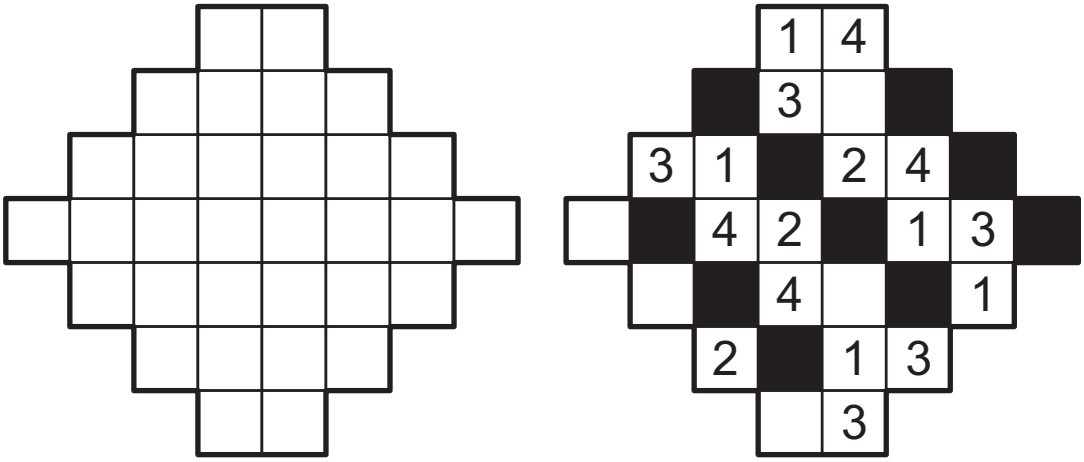
Answer format: For the marked row/column, write the amounts of white triangular blocks which are not separated with lines. The answer for the example would be: 1,1,2,1

41. Parabol

Place digits 1-7 (1-4 for the example) to the grid so that no digit is repeated within a row/column. Some cells should be blackened in order to avoid a digit see its consecutives in a row/column. A digit can see others in a straight line until its view is blocked with a black cell. Blackened cells cannot touch each other from the sides. Some cells may remain empty. Minimize the amount of blackened and empty cells.

Scoring: 28 - (amount of blackened cells) - (amount of empty cells x 1.3)

Scoring for the example: 28 - 10 - (5x1.3) = 11.5 points



Answer format: Write the content of the grid, row by row from top to bottom. Use 0 for empty cells and B for blackened cells. The answer for the example would be:14,B30B,31B24B,0B42B13B,0B40B1,2B13,03

Some puzzle ideas are obtained as follows: Wittgenstein Briquet and Slash Pack from JPC 16, Top - Heavy Number Place from JNPC 2009, Trid from Riad Khanmagomedov.