

OĞUZ ATAY PUZZLE CONTEST

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.

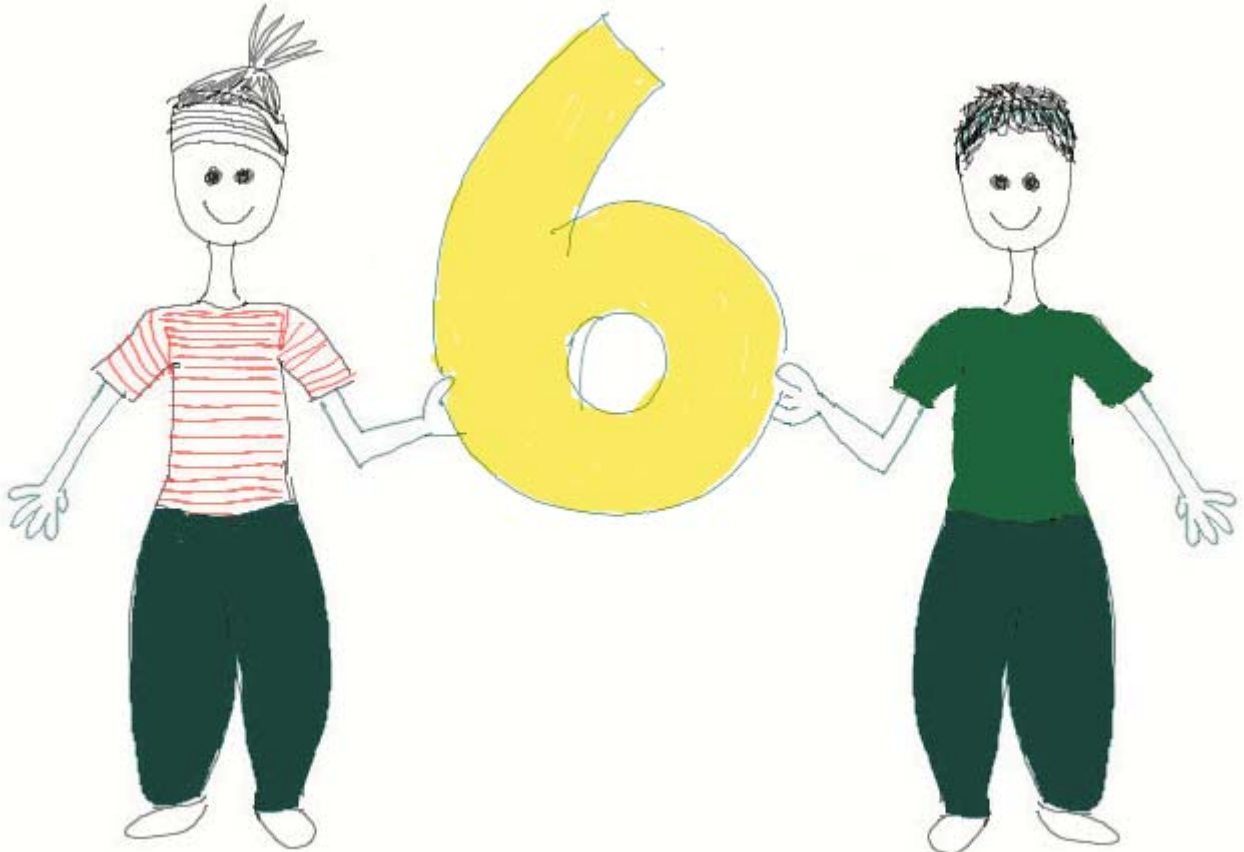
The contest is made up of 10+1 puzzle types, four puzzles of each type plus an optimizer. The duration for the contest is 150 minutes. Do not be discouraged with the amount of 41 puzzles, the more of each puzzle helps to solve every next better. Four puzzles of ten types are more useful for solving than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

Serkan Yürekli & Gülce Özkütük

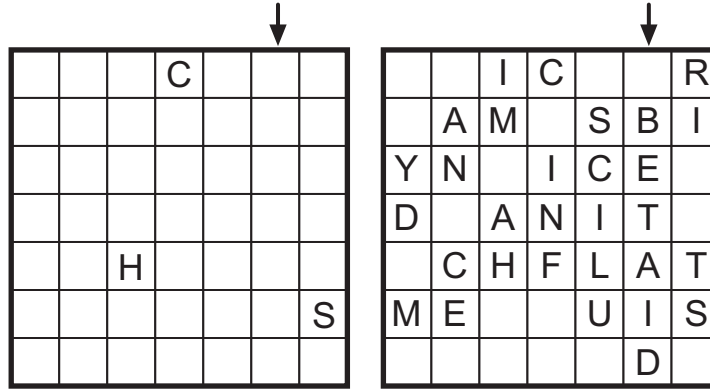
oapc@wpc2009.org



13-16. Word Stairs

Place all given words in the diagram so that no letter is repeated within a row/column. All words should be placed like stairs (e.g. up-left-up-left). Words can cross or overlap each other. Some letters are already given.

FLUID
MECHANICS
DYNAMIC
STATIC
CEBIR



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

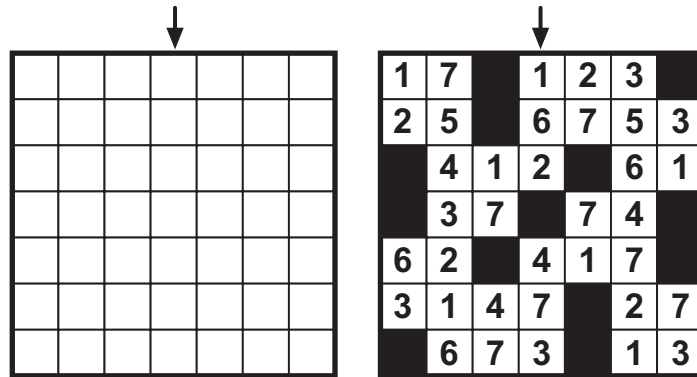
17-20. Diagramless Kakuro

Place the digits 1-n (1-7 for the example) and some black squares into the grid to form a valid kakuro puzzle. The black squares in the grid have 180-degree rotational symmetry, all white squares are connected, and all digits belong to a sum of two or more numbers in both directions.

Clues given next to the grid indicate the sums that are formed in the grid. For the row clues, this means all clues in the first row (from left to right) are listed before clues in the second row, and so on. For the column clues, all sums that have their uppermost cell in the first row (from left to right) are listed before clues that have their uppermost cell in the second row, and so on.

Across (in order):
8,6,7,21,7,7,10,11,8,12,15,9,16,4

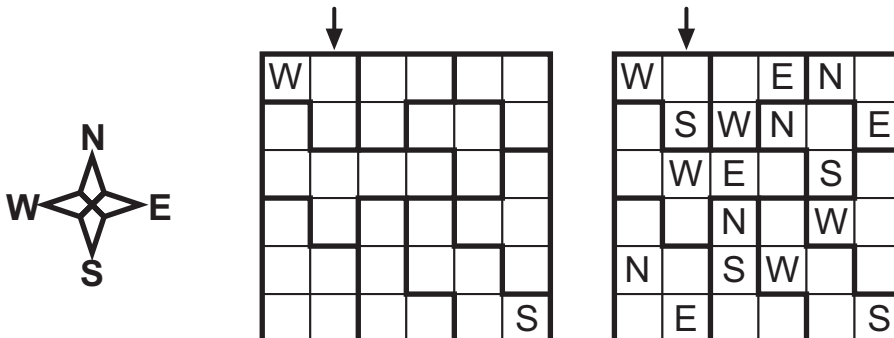
Down (in order):
3,28,9,9,28,4,8,8,9,14,11,10



Answer format: Write the content of the marked row/column. Use 0 for blackened cells. The answer for the example would be: 1620473

21-24. NEWS

Place the given directions in the grid so that each region contains exactly two directions. Directions in one region should satisfy their positions to each other. No direction can be repeated within a row or column.



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

25-28. Four Squares

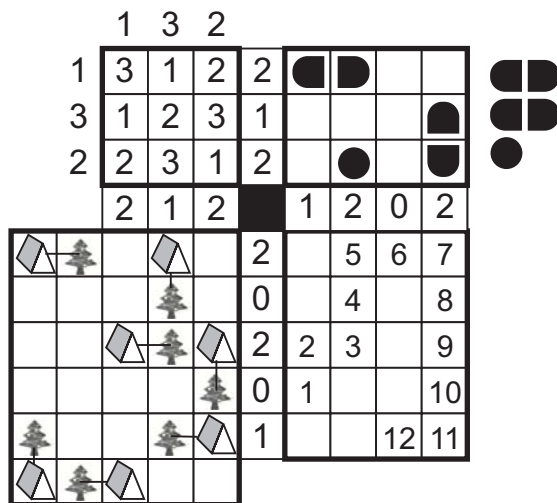
The four puzzle types: Skyscrapers, Battleships, Tents and Snake all rely on clue numbers around the outside of the grids. Find the missing clues that are shared between the grids so that all four puzzles can be solved.

Skyscrapers: Place digits 1-6 into the grid so that each digit appears exactly once in each row and column, and so that the clue numbers are the number of buildings that can be seen from the corresponding direction.

Battleships: Place the given fleet into the grid so that ships do not touch each other, not even diagonally. The clue numbers are the number of ship segments in the corresponding direction.

Tents: Locate the tents in the grid. Trees and tents appear in distinct pairs, in horizontally or vertically adjacent squares. Tents do not touch each other, not even diagonally. The clue numbers are the total number of the tents in the corresponding direction.

Snake: Find a path of sequentially numbered and edge-connected squares starting from 1, passing through 17 and 24, and ending at 30 (1-12 for the example). The path cannot loop back to touch itself, not even diagonally. The clue numbers are the number of times the snake makes a 90-degree turn in the corresponding direction.



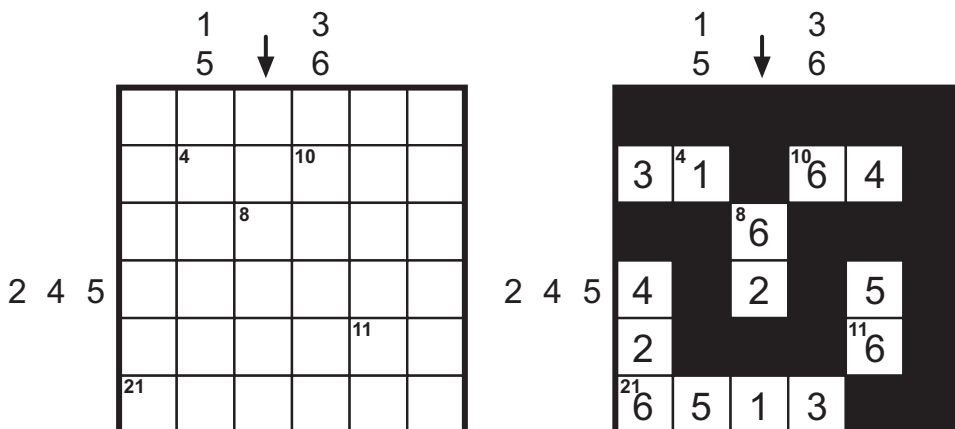
Answer format: Write the row of missing clue numbers, followed by the column of missing clue numbers. The answer for the example would be: 2121202, 21220201

29-32. Sum Islands

1) The numbers in the diagram represent the sum of the cells in a region. Determine the regions and use digits 1-6/1-7 (1-6 for the example) so that no digit is repeated within any row, column and region. All sums are given and are formed of at least two digits.

2) All regions should be separated from each other with a continuous wall, which cannot form any 2x2 areas and occupies every cell not used by the regions.

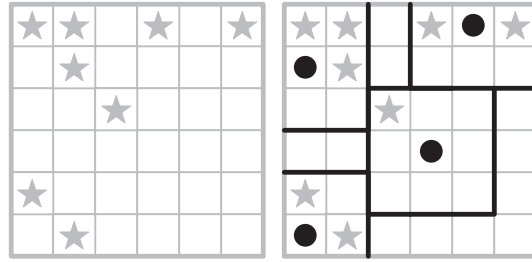
3) The digits outside the grid indicate the digits in the corresponding direction, in increasing order.



Answer format: Write the content of the marked row/column. Use 0 for blackened cells. The answer for the example would be: 006201

33-36. Stardust

Locate some squares (each having the size 3x3) in the grid so that all stars are surrounded by squares. Some cells of the squares can be outside the grid, but the central cell should always be inside the grid. Squares cannot overlap each other, but they can share edges. There shouldn't remain any star which is not surrounded by a square. Central cells of squares cannot overlap the stars.



Answer format: Write the sizes of areas not occupied by any square, in increasing order. The answer for the example would be: 2,2,7

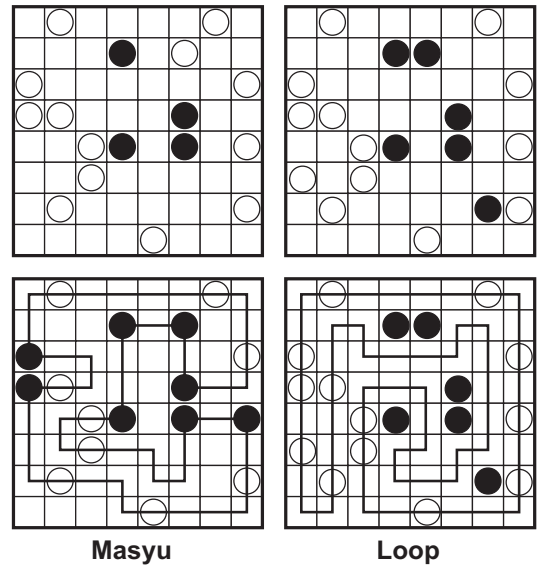
37-40. Black Or White*

"Not every white is as white as it seems." - Cevdet İnanç

Two of the puzzles are Masyu and two of them are Loop puzzles. You need to determine the types for solving.

Masyu: Moving between edge-to-edge neighbouring cells, draw a closed path that passes through every circle and doesn't cross itself. The path must turn at every black circle, but can not turn immediately before or after. And the path can not turn at any white circle, but must turn immediately before and/or after. Some white circles may be painted, becoming black circles.

Loop: Draw a closed loop in the grid, passing through every cell, avoiding black circles. The loop goes straight in white circles.



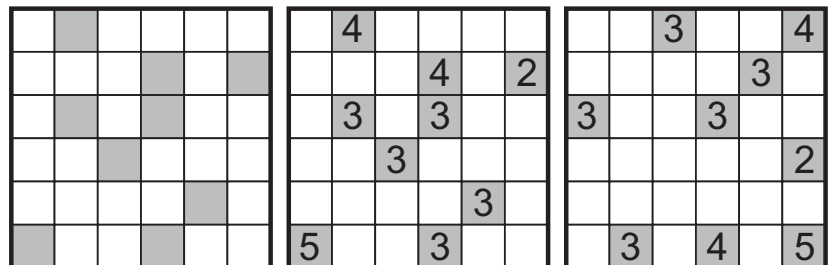
Answer format: For Masyu, write the sizes of empty cell blocks in increasing order. The answer for the example would be: 22233. For Loop, write the number of corners in the loop. The answer for the example would be: 20

41. Go West!**

Write some numbers into the grey cells and move every grey cell in one of the four directions so that the numbers you wrote indicate the length of their moves. When all moves are done, all white cells should be interconnected and grey cells should not touch each other from the sides. Each direction has a score to be multiplied by the number written into the cell. Maximize the total of all products.

Scoring:
North:0,25 South: 0,15 West: 0,1 East: 0,4

Scoring for the example:
 $(4 \times 0.4) + (4 \times 0.15) + (2 \times 0.15) + (3 \times 0.15) + (3 \times 0.1) + (3 \times 0.25) + (3 \times 0.25) + (5 \times 0.4) + (3 \times 0.25) = 7.5$ points



Answer format: Write all the numbers before movings, from top left to bottom right, followed by their moving direction (N,S,W or E). The answer for the example would be: 4E,4S,2S,3S,3W,3N,3N,5E,3N



Some puzzle ideas are obtained as follows: Diagramless Kakuro from Thomas Snyder, NEWS and Stardust from JPC, Four Squares from Aziz Ateş.

* Famous song by Michael Jackson

** Famous song by Pet Shop Boys