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

1-4. Previously On OAPC

1-2: Psycho Killer: Fill the grid with digits 1-6 so that each digit appears exactly once in every row and column. The puzzle is a Killer Sudoku puzzle with missing regions. Determine the regions and solve the puzzle. Each region contains its sum in the cell which is the first left cell of the topmost cells. There is no region that contains only one digit. No digit can be repeated within a sum.

3-4: Tank: Locate 3 tanks (2 for the example) in each grid, without touching each other even diagonally. A number in the diagram indicate the amount of tank pieces in the row and column it sees. There cannot be tank pieces on the cells with numbers.

Answer format:
1-2: *Write the content of the marked row/column. The answer for the example would be: 532416*
3-4: *Write the coordinates of white circles in each tank, from top left to bottom right. The answer for the example would be: B2, E5*

5-8. Hide and Seek
The grid is divided into some regions. Locate one blackened cell and one circle in each region so that all unblackened cells are interconnected and no circle sees one another. Blackened cells cannot touch each other from the sides. The numbers outside the grid indicate the amount of circles in the corresponding directions.

Answer format: *Write the amount of the blackened squares in every row, from top to bottom. The answer for the example would be: 21121*

9-12. Pentomino Islands
Paint some cells black so that the remaining cells form islands of given pentominoes and the black cells form a continuous wall separating all islands. There cannot be any 2x2 square fully painted black. The letters inside the grid represent the segments of corresponding pentominoes. Pentominoes may be rotated and/or reflected, and may touch only diagonally.

Answer format: *Write the content of the marked row/column. Use the corresponding letters for the pentominoes and B for blackened cells. The answer for the example would be: BLBUBU*

13-16. ± 1

Each word in the clue list should either be added one letter or one letter taken out, in order to obtain a valid Crossword puzzle. The meanings of the words are not important. No cell may remain empty. Given clues are not necessarily in order.

Across
1- TEA, GUZU
2- MEZKUR
3- LEGEN
4- KABAK
5- RAKAM
6- ARA, ILIK

Down
1- KUMBARA
2- ZER, BABA
3- ULAK
4- KEKLIK
5- MAL, ERKE
6- ANEMI

U	Z	U		E	A
M	E	Z	K	R	
B		L	E	E	N
A	B	A	K		E
R	A	K	L	A	M
A	A		I	L	I
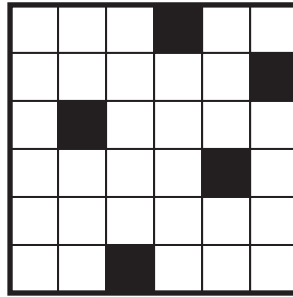
Answer format: Write the added or taken out letter/s every row, from left to right, top to bottom. The answer for the example would be: GTUGKLRK

17-20. 4x4 Minesweeper

Place some mines in each diagram so that the numbers inside the grid indicate the amount of mines in the neighbouring cells. When all four puzzles are solved, every single coordinate should exactly contain one mine. The example is for two grids only.

	1	2	3	4
A		3	3	
B				
C		4		
D	2		3	

	1	2	3	4
A	2			1
B				2
C				
D		4		
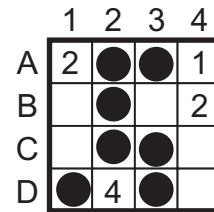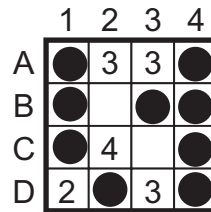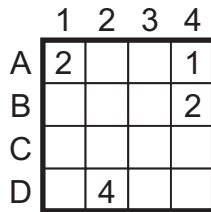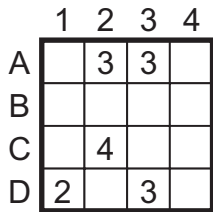
Answer format: For each grid, write the amount of the mines in every row, from top to bottom. The answer for the example would be: 2322, 2122

21-24. First Letter

Locate the given words in the diagram, reading either from left to right or top to bottom. All words should be interconnected and there cannot exist any word which is not on the list. The circles in the diagram indicate the first letters of the words and all circles are given.
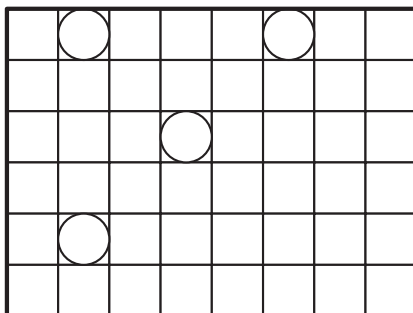
ANTALYA
PUZZLE
CORAP
PAZI

C	O	R	A	P	
				U	
	P	A	Z	I	
				Z	
A	N	T	A	L	Y	A
				E	

Answer format: Write the content of all circles, starting with the first row, from left to right, top to bottom. The answer for the example would be: CPPA

25-28. Hungarian Pentomino

Locate the given pieces inside the diagram in such a way that they don't touch each other anywhere, not even diagonally. Pentominoes may be rotated but not mirrored. From the left to the right, next from above to the bottom of the grid every THIRD elements of the pentominoes are marked with a circle.
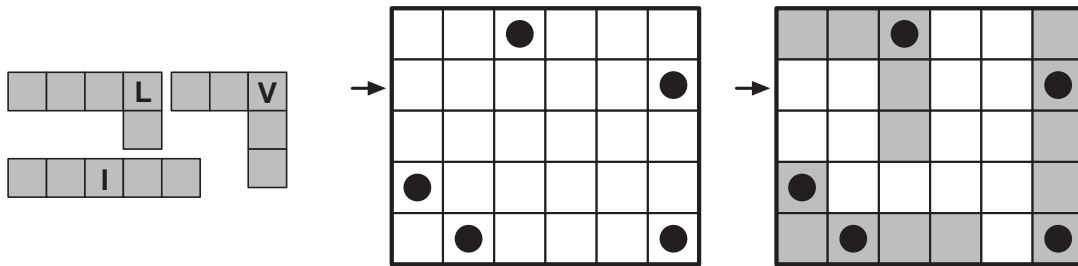
Answer format: Write the content of the marked row/column. Use the corresponding letters for the pentominoes and B for blackened cells. The answer for the example would be: BBVBBI

29-32. Hex By Numbers

Paint some cells black so that the numbers at the sides of the hexagonal grid indicate the length of the first sequence of consecutive black hexagons in each direction. All blackened cells must be interconnected.
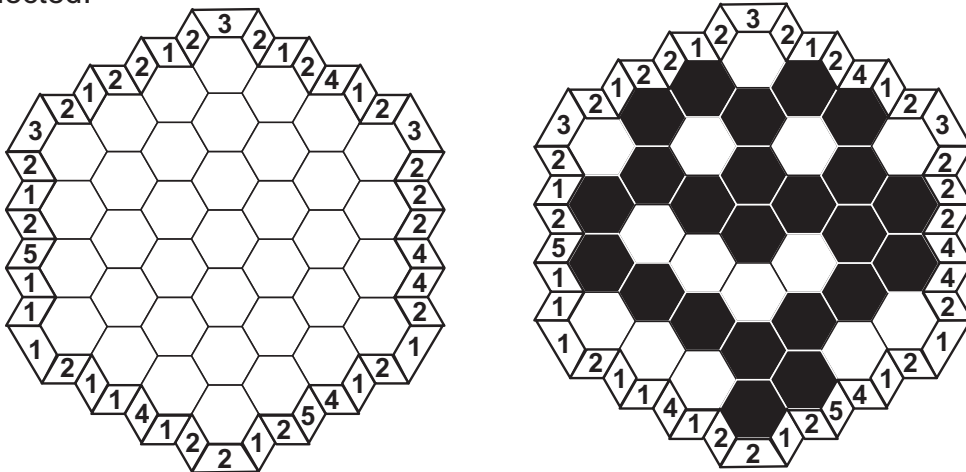
Answer format: Write the sizes of unpainted areas larger than 1, in increasing order. The answer for the example would be: 234

33-36. Sudoku With Names

Fiil in the grid with given letters so that each letter appears exactly once in every row/column/outlined region. The words outside the grid should be read in the corresponding direction, in the same order.
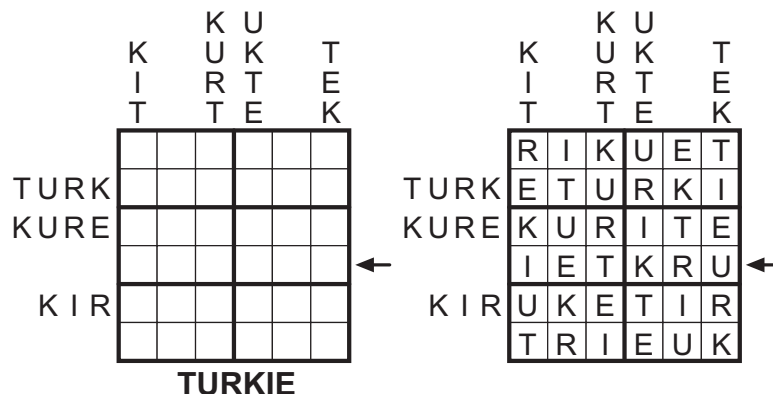
Answer format: Write the content of the marked row/column. The answer for the example would be: URKTEI

37-40. Zahlenbild - Rundweg

Draw a loop into the diagram following the usual "Rundweg"(Slitherlink) rules (A digit inside a cell indicates the amount of its edges used by the loop). The numbers outside the diagram provide additional information about how many fields of this column/row are inside the loop. Each number represents one group of fields inside the loop. Each group contains linked fields equal to its number. Different groups must have at least one field outside the loop between them. Given clues are in increasing order.
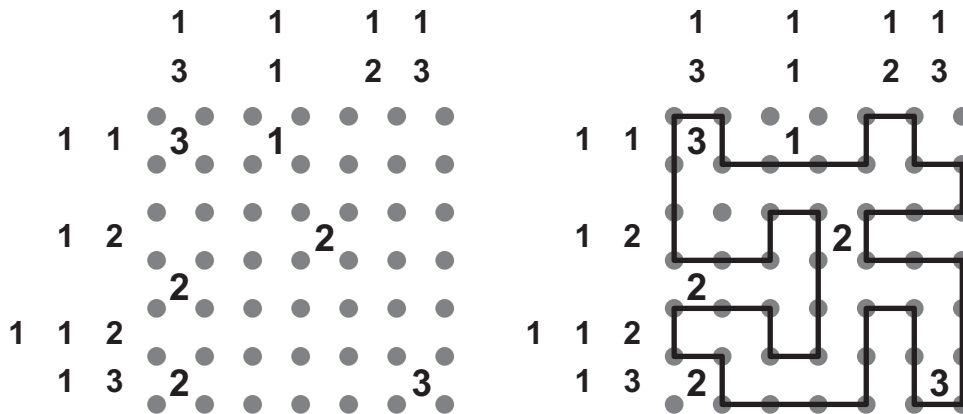
Answer format: Write the sizes of areas outside the loop, in increasing order. The answer for the example would be: 1,1,2,2,3,5

41. - + 1 Optic

Locate some of the given words in the grid.Each word in the clue list should either be added one letter or one letter taken out, in order to obtain a valid crossword puzzle. There cannot exist any one-letter word.

LA, AZI, CAM, ACUN, AMAC, HATA, TULU, UZUV, AYMAZ, HURRA, AVANAK

H	U	R	A	-
A	Z	-	C	A
T	U	L	U	M
A	V	A	N	A
Y	M	A	Z	-
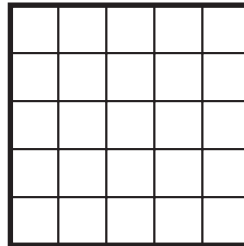
Scoring:
Constant value: 10 for the example
Each letter-added word: 1 point
Each missing-letter word: -1 point
Each blackened cell: -1.5 point
Each unused word: -1 point per letter.

Scoring for the example:
10 + (1x5) - (1x6) - (3x1.5) = 4.5 points

Answer format: Write the content of every row, from left to right, top to bottom. Use "-" for the blackened cells. The answer for the example would be: HURA, AZ-CA,TULUM,AVANA,YMAZ-

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The puzzle ideas are obtained as follows:
Psycho Killer from Mehmet Murat Sevim,
Tank from Anonymous,
Hide and Seek from 15th JPC,
Pentomino Islands from Ali Rıza Demirtaş,
± 1 from 2007 Logic Korona (Romania),
4x4 Minesweeper from Ali Aldaş,
First Letter from 11th JPC,
Hungarian Pentomino from G. Nagy Lazslo (7th 24 HPC),
Hex By Numbers from WPC 2002 (Finland),
Sudoku With Names from Riad Khanmagomedov,
Zahlenbild-Rundweg from Nils Miehe (Rätsel Portal LM Deutschland).