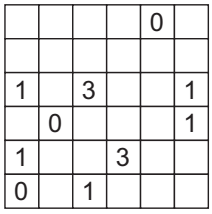
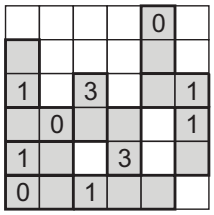
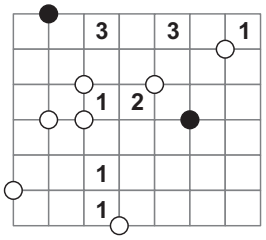
1-4. Previously On OAPC

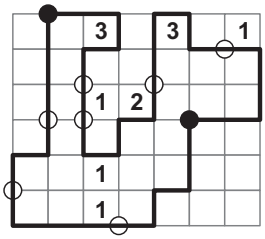
1-2: Tren: Locate some blocks in the grid, having the size either 1x2 or 1x3. Each number in the grid should be part of a block, indicating the amount of the possible movements of the block. Blocks can only move in the direction of their short edge.

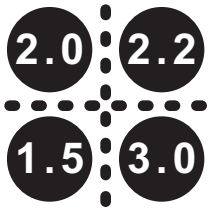
3-4: Masyu Rundweg: Draw a loop into diagram following the gridlines, which does not touch or cross itself. A digit in a cell indicate the amount of its edges used by loop.The circles in the diagram follow the Masyu-rules: The path must turn at every black circle, but cannot turn immediately before or after. And the path cannot turn at any white circle, but must turn immediately before and/or after.







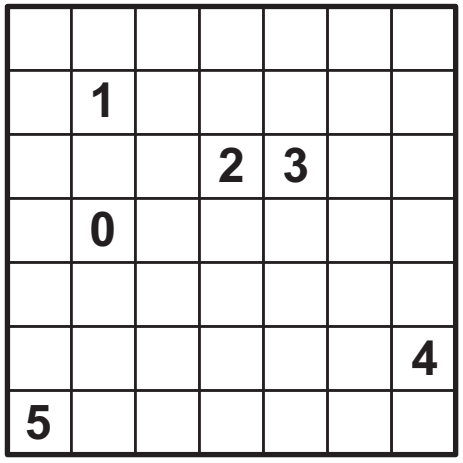


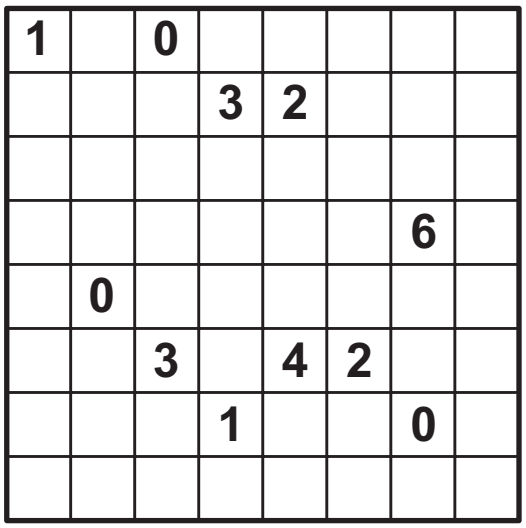


Answer format:

1-2: Write the sizes of the empty areas for every row, from top to bottom. The answer for the example would be: 41,31,11,1,11,1

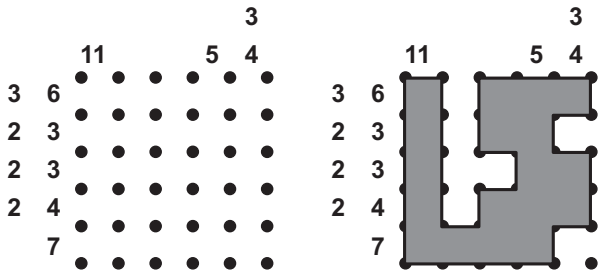
3-4: Write the sizes of the areas outside the loop, beginning with the top left corner of the loop, moving clockwise. The answer for the example would be: 6,2,7,4

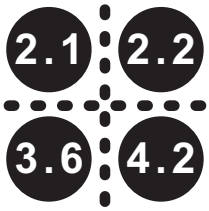




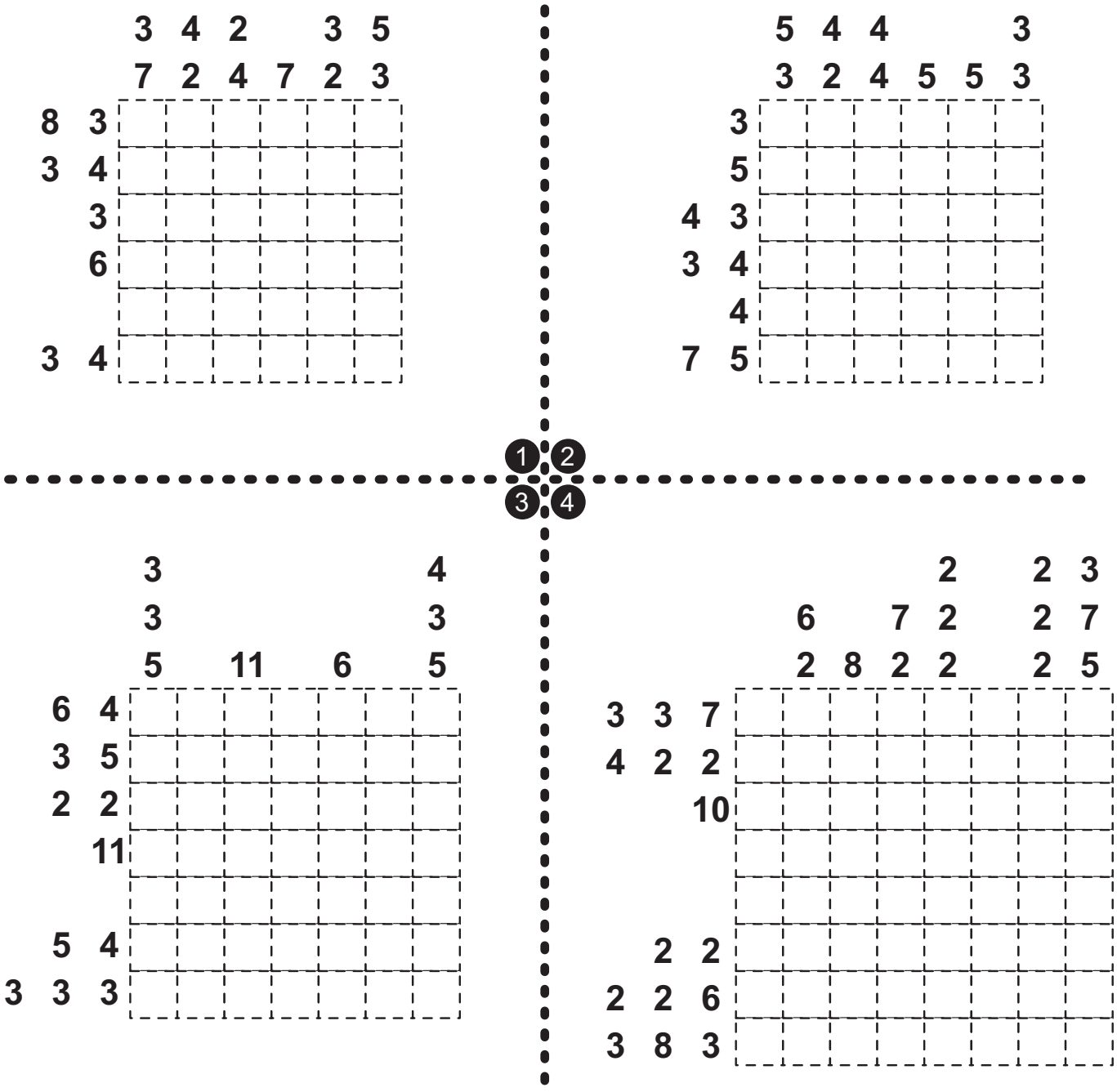
5-8. Summenbild Rundweg

Draw a loop into the diagram along the dotted lines. Not all dots must be passed and the loop must not touch or cross itself. Each number outside the diagram represents one group of connected fields within the loop in this row/column. Each number is equal to the edges of the fields of its group which are used by the loop. Different groups must have at least one field outside the loop between them. The order of the numbers is the same as the order of the groups.



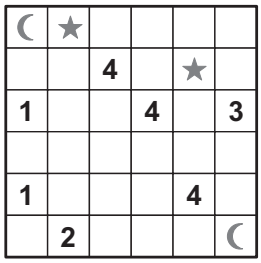


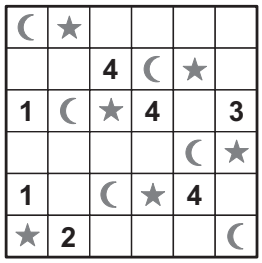
Answer format: Write the sizes of the areas outside the loop, beginning with the top left corner of the loop, moving clockwise. The answer for the example would be: 5,1,1

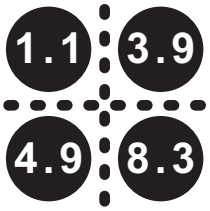


9-12. Magisches Minesweeper

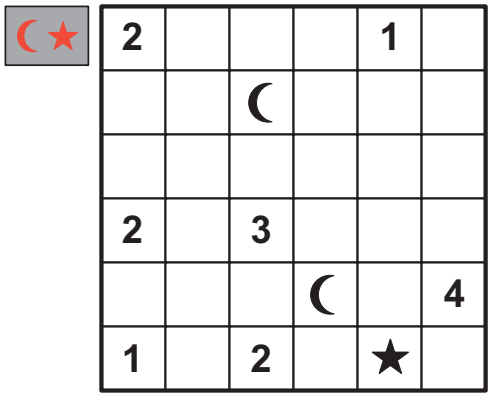
Find the positions of the given symbols (all are moon, star, triangle and square) in each grid so that each given symbol appears exactly once in every row/column. The numbers in the grid indicate the number of symbols on adjacent cells (including diagonally adjacent symbols). Symbols cannot be placed in the cells with numbers.

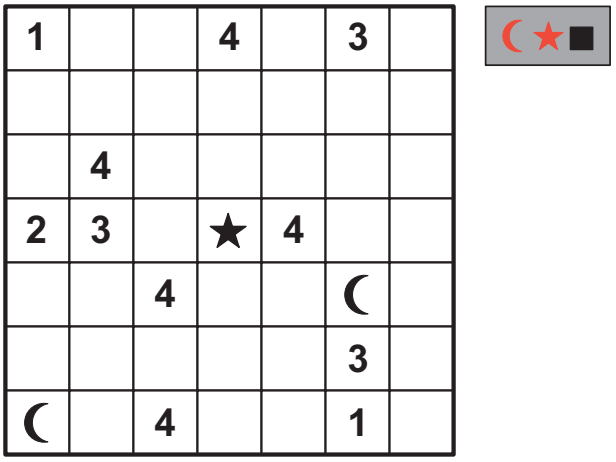


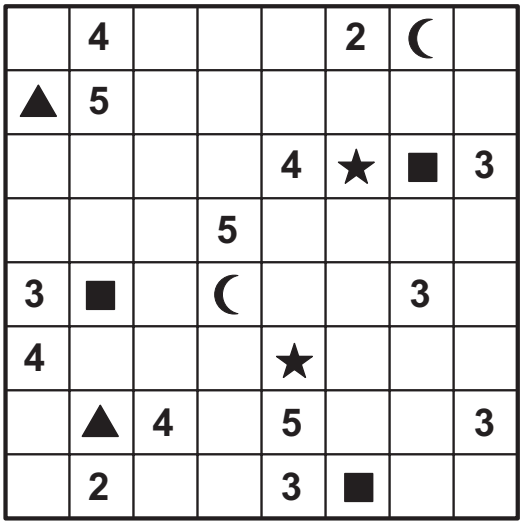


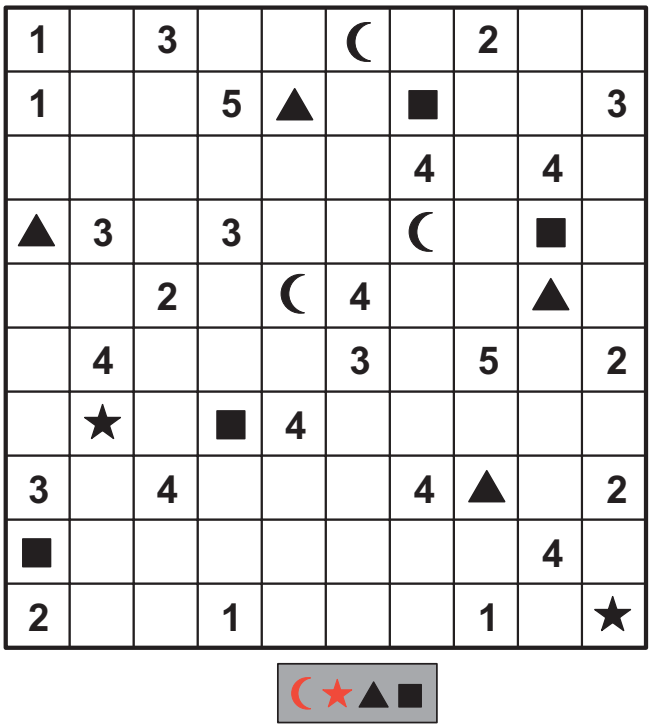


Answer format: Write the column numbers of the stars for every row, from top to bottom. The answer for the example would be: 253641







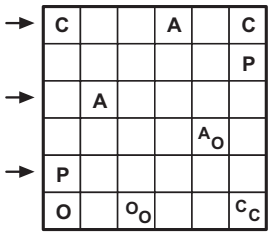


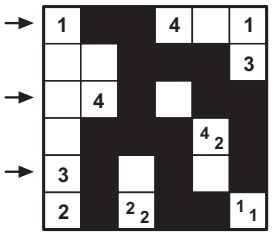
13-16. TAPA LOGIC

Paint some squares black to create a continuous wall. 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. Painted cells cannot form a 2x2 square or larger.

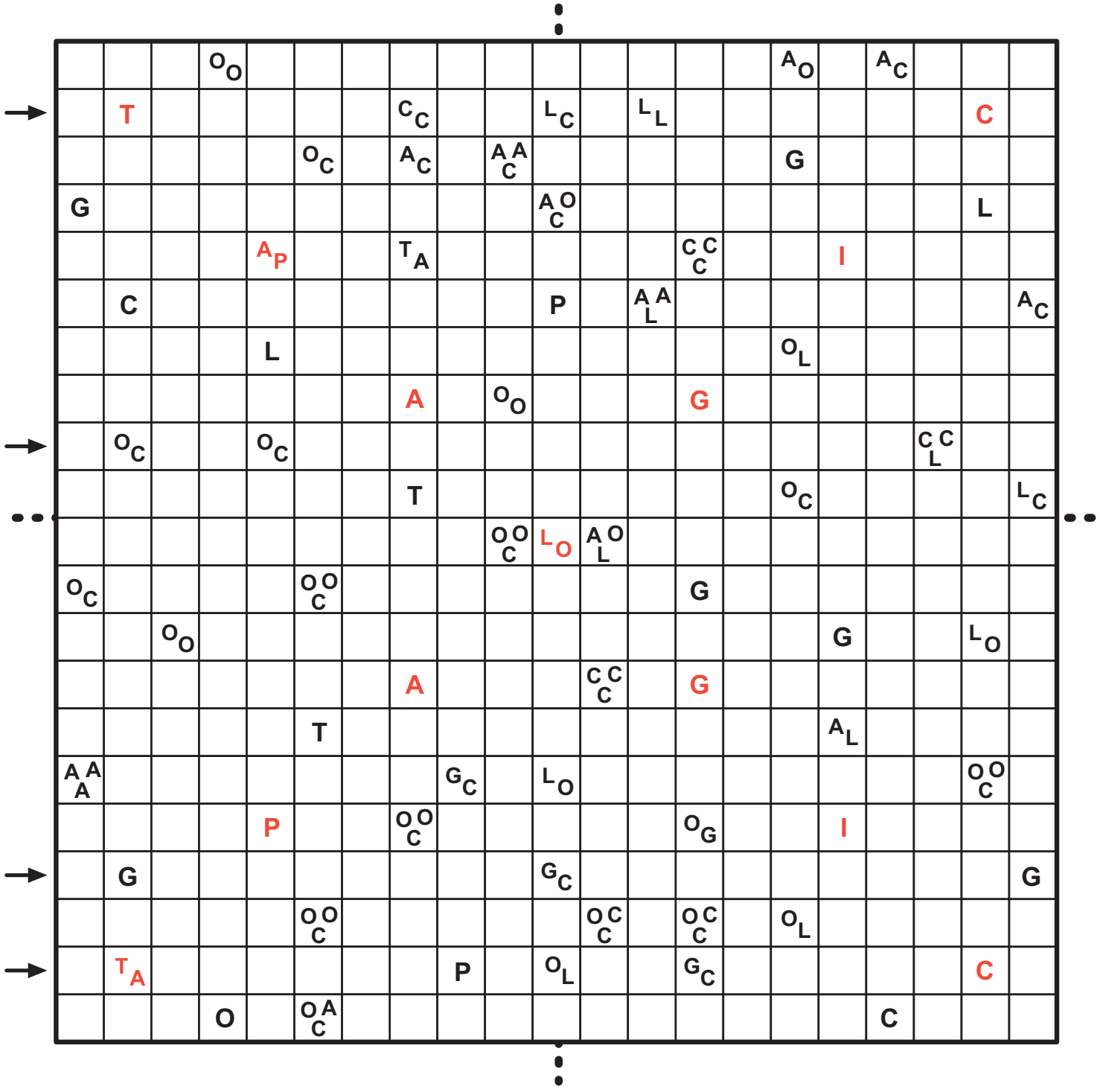
Each letter in “TAPA LOGIC” are encrypted with a digit from 0 to 8. Same letters mean the same digit, different letters mean different digits.

OAPC : 0 - 4



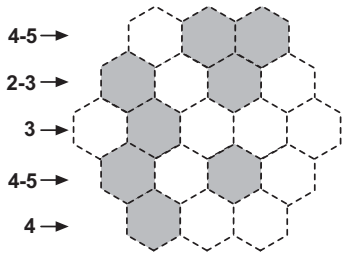


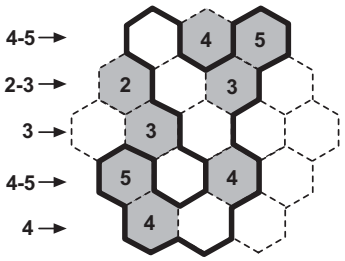
Answer format: Write the sizes of blackened cell blocks for the marked rows, from top to bottom. The answer for the example would be: 2,12,111

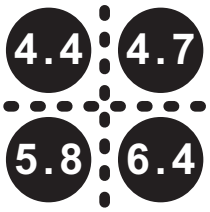


17-20. Magic Fence

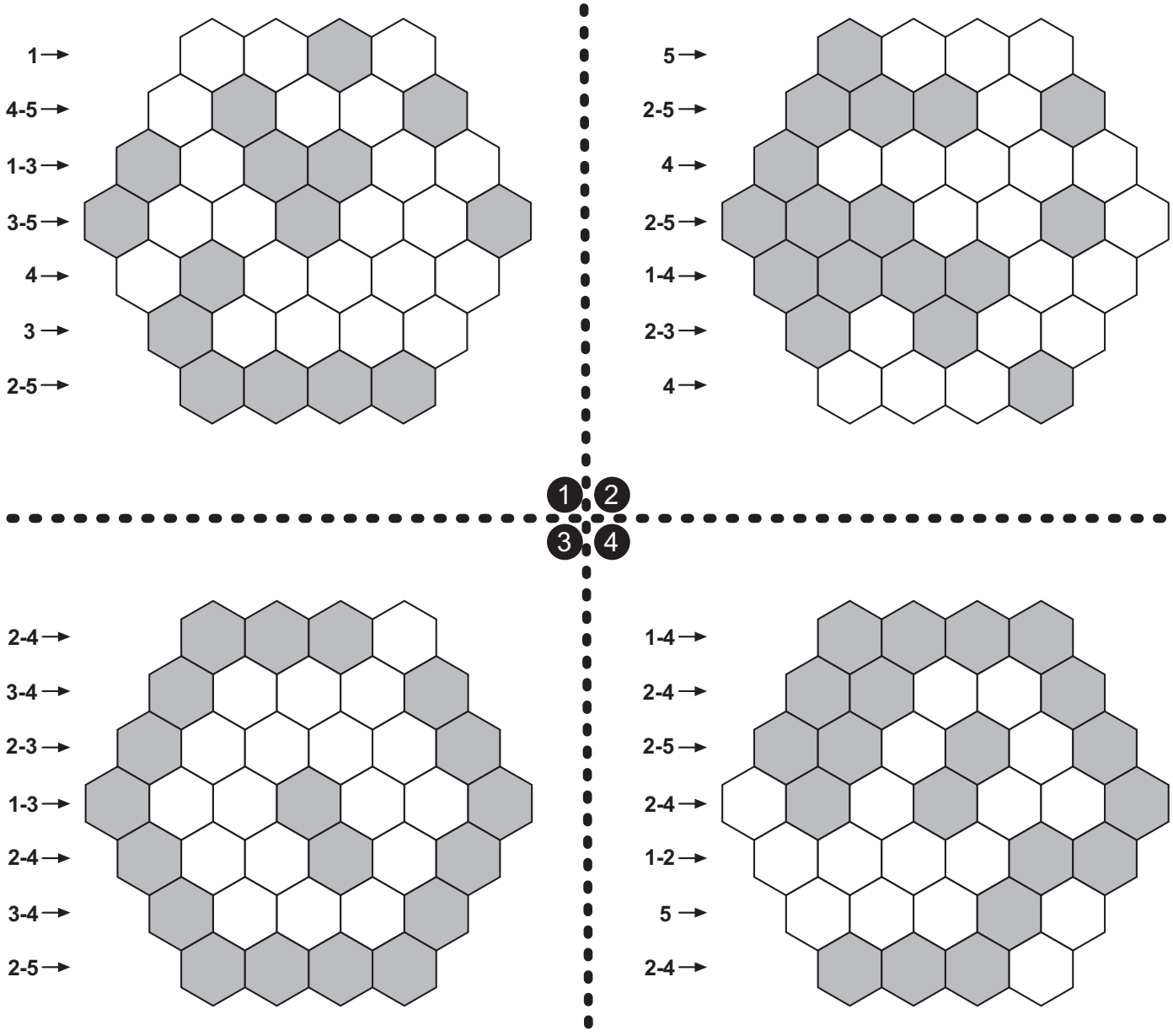
Fill in marked cells with digits from given range for horizontal rows (at the left of the grid). Digits in any row (of all three directions) cannot repeat and should form consecutive sequence. Then draw a fence - closed loop going along grid lines, which cannot touch or intersect itself. Digits in a cell shows the number of cell's edges which belong to the fence.





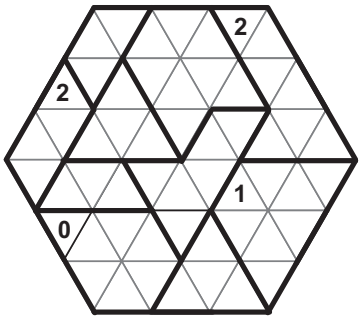


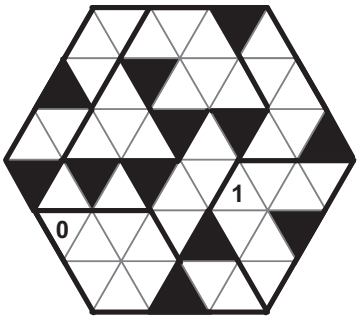
Answer format: Write the sizes of the areas outside the loop, beginning with the top left corner of the loop, moving clockwise. The answer for the example would be: 1,5,4

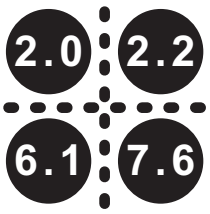


21-24. Triangular Heyawake

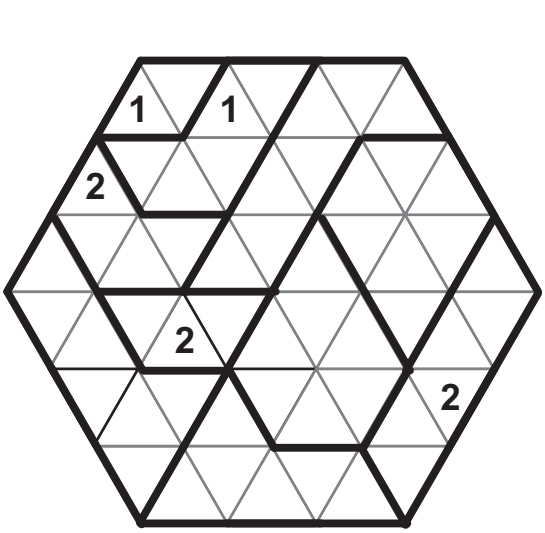
Paint some cells black so that blackened cells do not touch each other from the sides and all white cells are interconnected. Numbers in the grid indicate the amount of blackened cells in that outlined region. A straight line of white cells in any of the three directions cannot expand to more than two different regions.

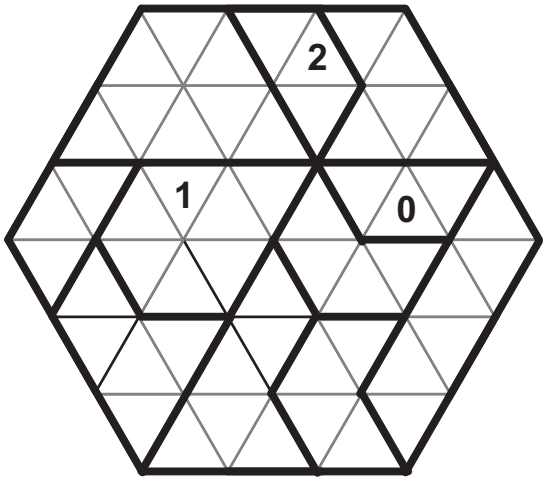


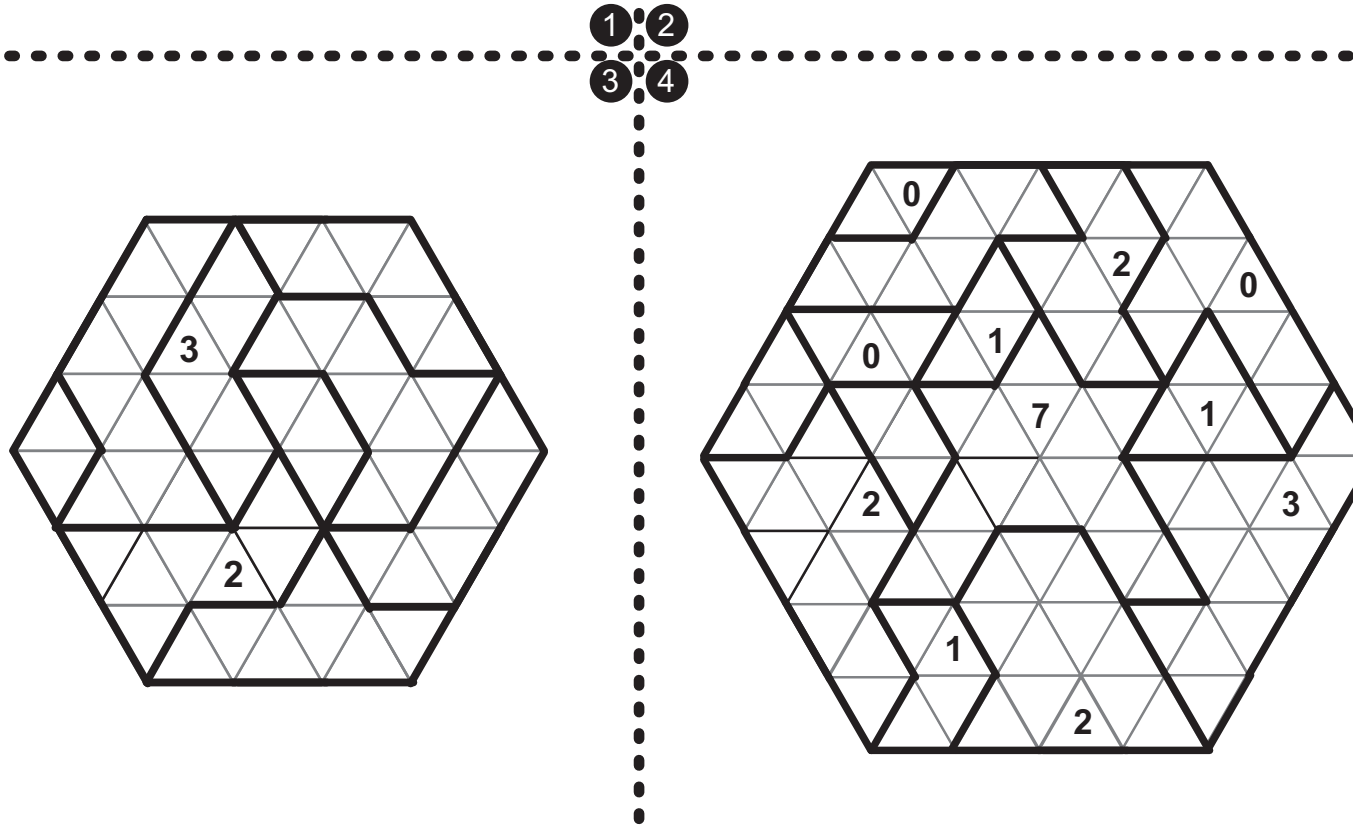




Answer format: Write the amount of blackened cells for every row, from top to bottom. The answer for the example would be: 123321

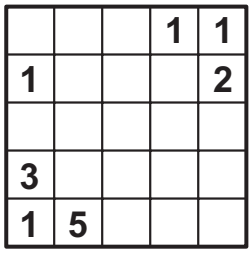


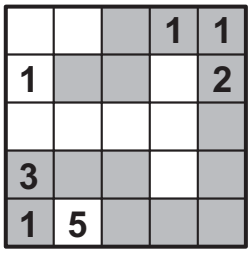


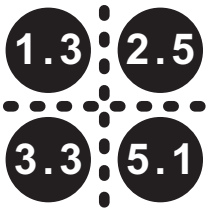


25-28. Akkara Snake

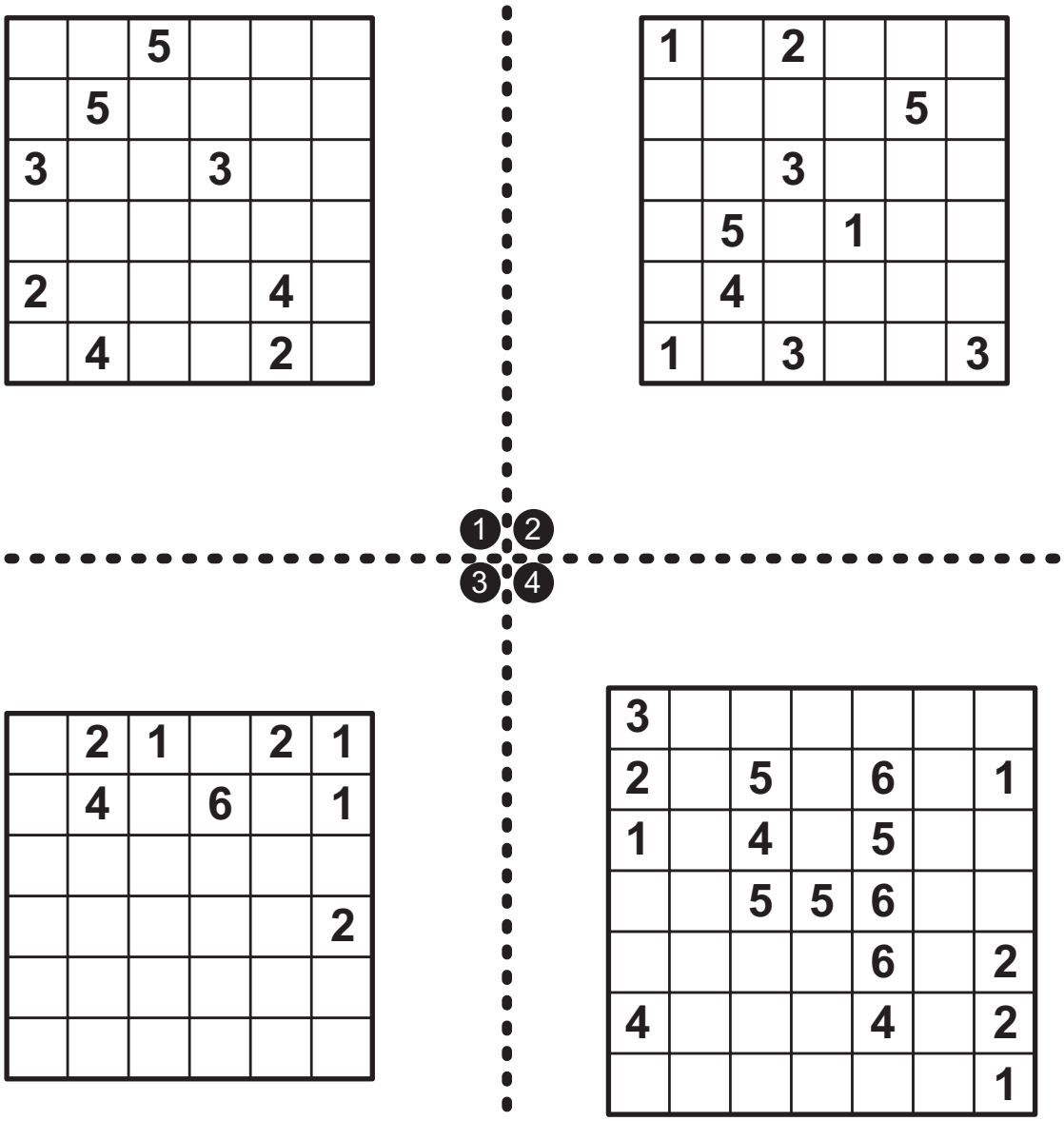
Paint some cells to form a single snake that does not touch itself even diagonally. Painted numbers indicate the amount of unpainted neighbouring cells (including diagonals). Unpainted numbers indicate the amount of painted neighbouring cells (including diagonals).





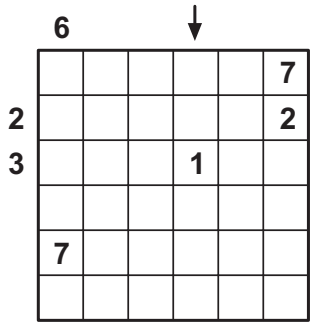


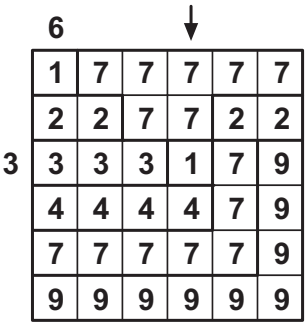
Answer format: Write the sizes of blackened cell blocks for each row, from top to bottom. The answer for the example would be: 3,21,1,31,13



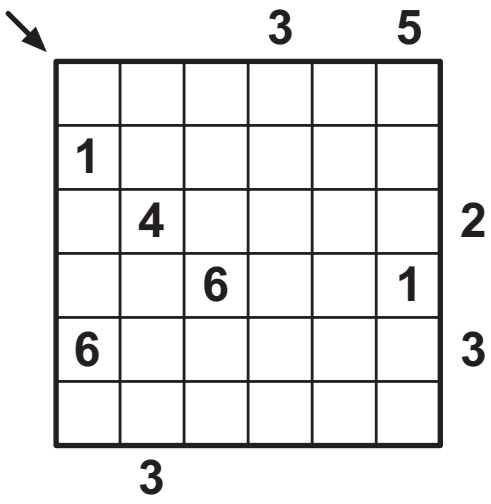
29-32. Fillomino Skyscrapers

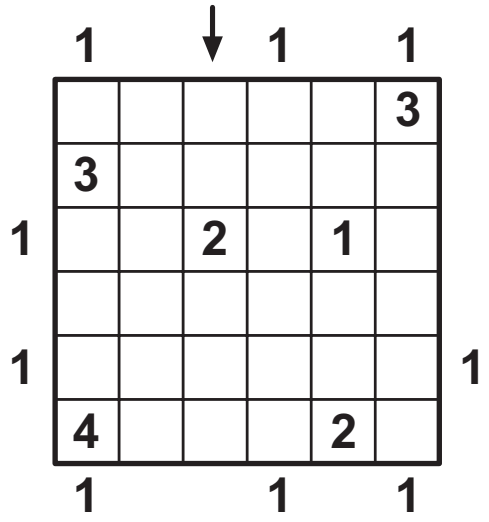
Write a number into each square of the grid. Fields with same numbers must form horizontally and vertically connected ranges, which consist of as many fields as the number indicates. Two different horizontally or vertically adjacent ranges may not have the same size. The numbers outside grid indicate how many buildings are visible from that direction.

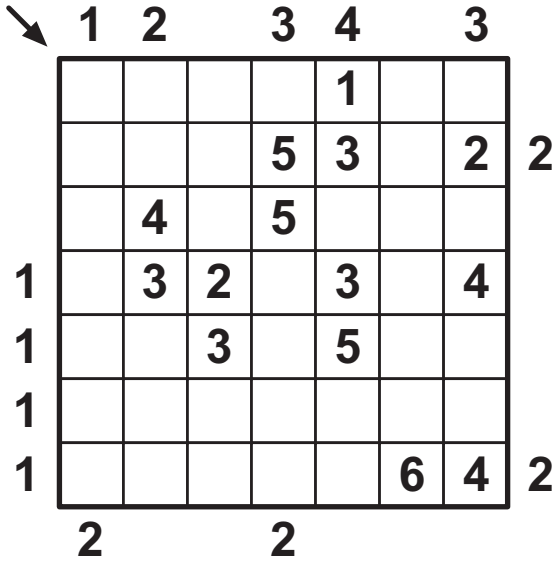


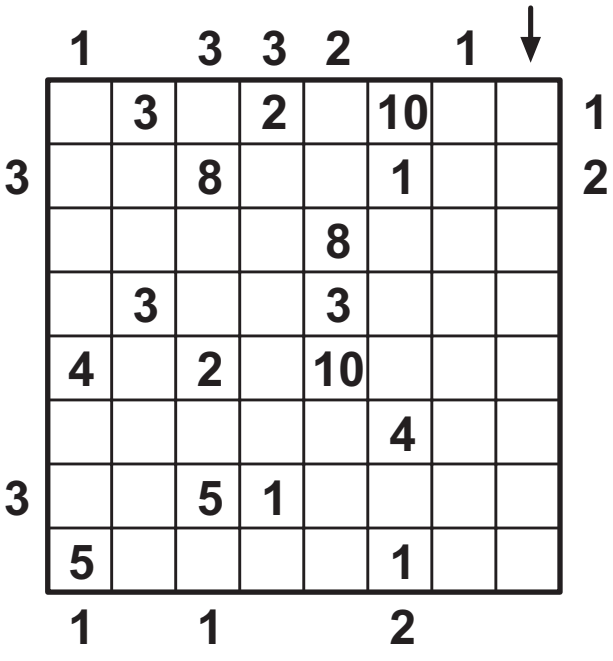


Answer format: *Write the content of the marked row/column. The answer for the example would be: 771479*



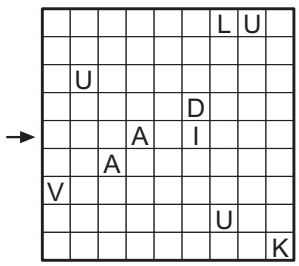




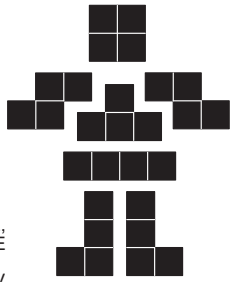


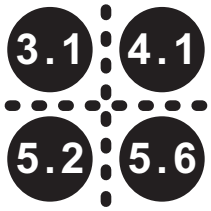
33-36. Tetroword

Place all given words in the grid and construct the correct interconnected crossword. Words may be read in any of four directions. All empty cells should form given tetrominoes, without touching each other, from the sides. Some letters are already given.

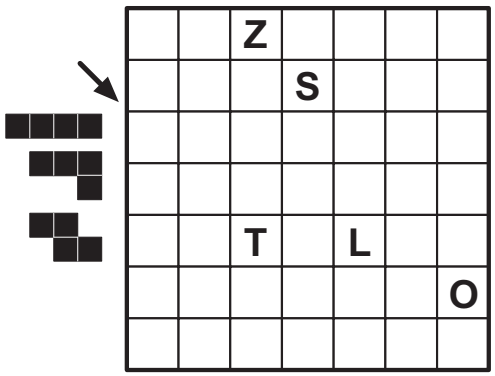


9: LEVAZIMAT
8: BEDAVACI, KURABIYE, MUHAKEME
7: MULAYIM
5: IVEDI, VELEV
4: KAMA, KAYI
3: AKA, ALI, EKE, IDE, KUL, UYE
2: AD, AL, AR, AV, CE, EY, HI

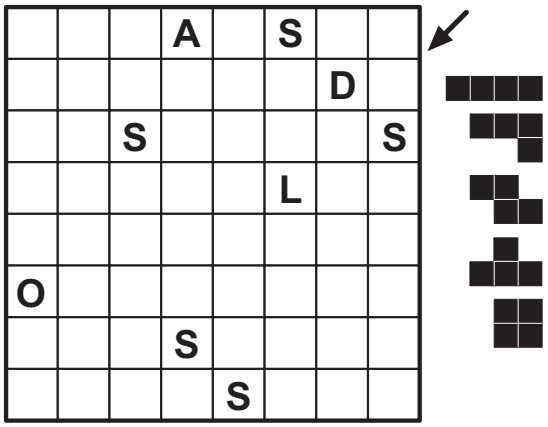




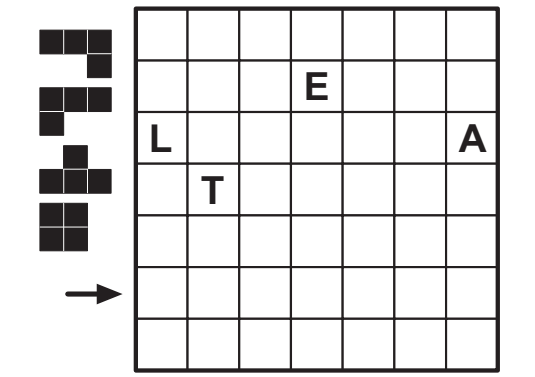
Answer format: Write the content of the marked row/column. Use - for empty cells. The answer for the example would be: Z--A-IYAK



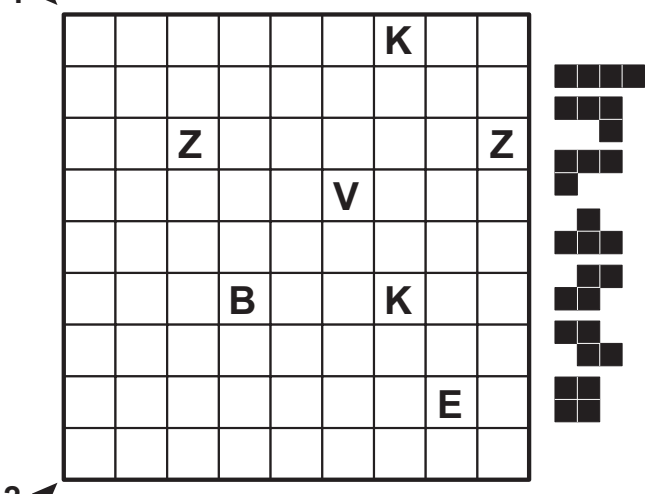
7: ENIKONU, KIZILAY, KELEBEK
6: YOGURT
5: ANALI
4: EKOL, ONUR, SERT, ZATI
3: BAT, ELA, GOL, KOZ, KUR
2: LA



8: LASTIKCI
7: ARKADAS
6: FERSAH, MAHSUL, TAKLIT
5: KUMAS, ORTAM
4: KASK, MEST, SARI
3: DUA, IDA, KOF
2: AH, AL, ER, IS, RE, TR, UD



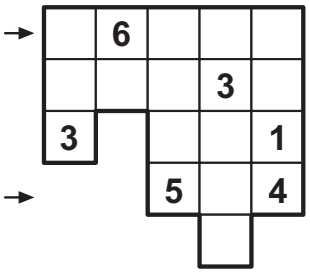
6: KUZGUN
5: ALAKA, ARIZA, ZEHIR
4: ALAN, HATA, IRAK, KIRA, TAZI
3: ALT, KIL, TUZ
2: AT, AZ, UZ

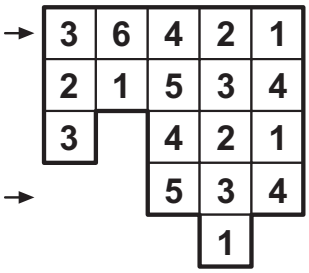


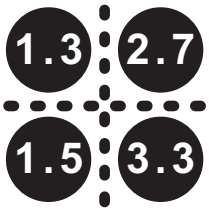
9: AYIKLAMAK, UHREVIYET
8: DUMBELEK
6: BELEME, KAVALA
5: CEZVE, VISKI
4: ARIK, SERA
3: AHI, AKS, ATI, ISA, KAZ, MAT, ZOM
2: AC, AK, EK, ID, IL, OK, RE, TR

37-40. Offspring

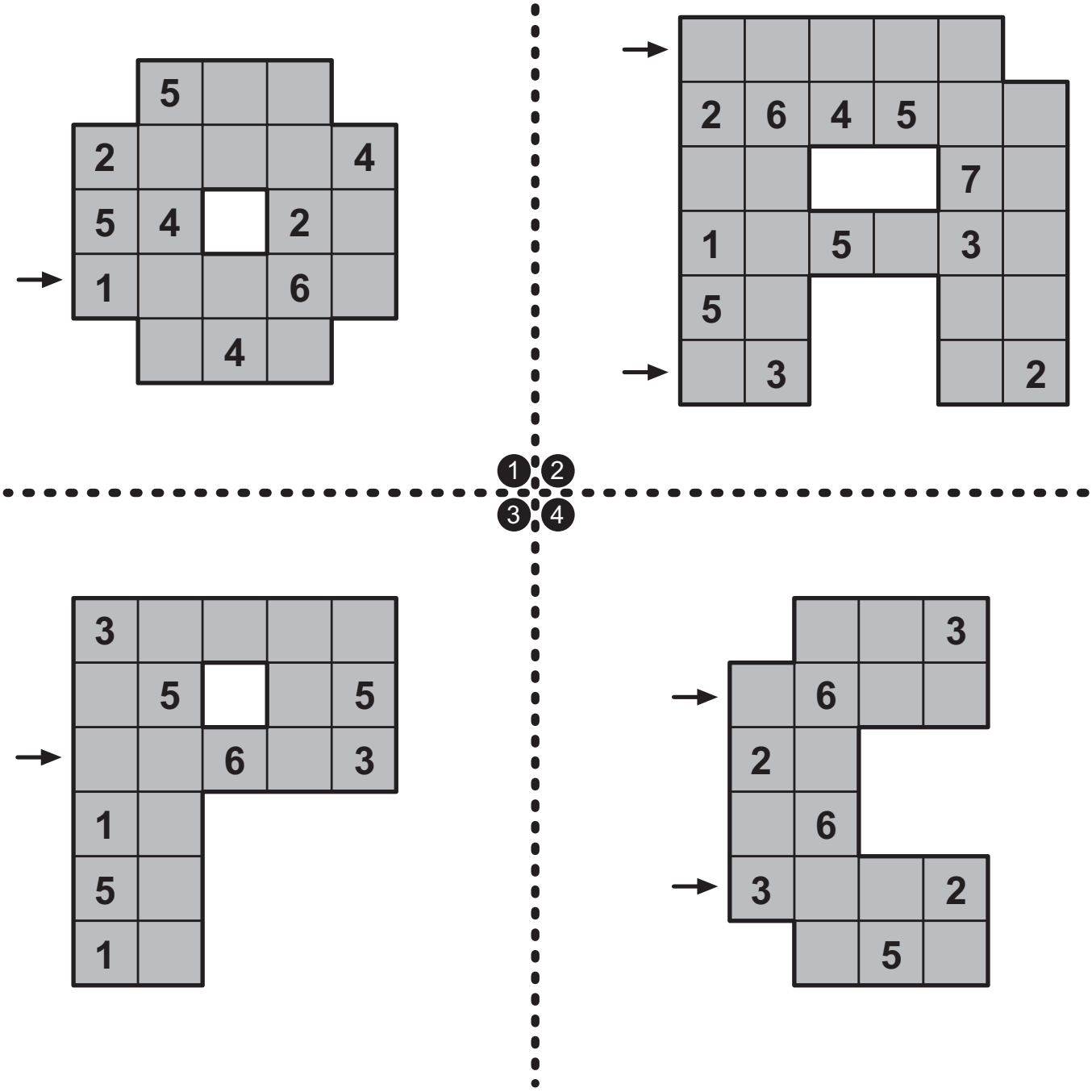
Locate a digit from 1 to 9 into each cell of grid, so that identical digits don't touch each other, not even diagonally. Every digit -except 1- must have all digits smaller than itself in its immediate neighbourhood (cells sharing edge or a corner).







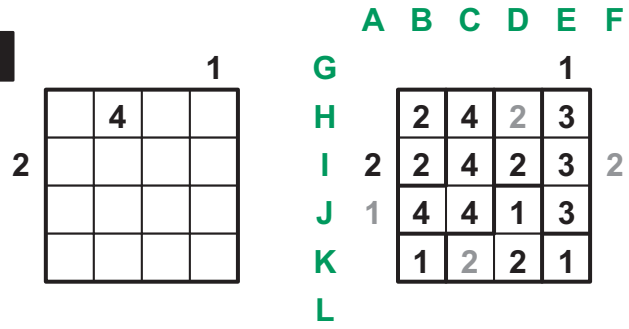
Answer format: *Write the content of the marked rows/columns. The answer for the example would be: 36421, 534*



41. Opti Fillosky

Write a number into each square of the grid. Fields with same numbers must form horizontally and vertically connected ranges, which consist of as many fields as the number indicates. Two different horizontally or vertically adjacent ranges may not have the same size. The numbers grid indicate how many buildings are visible from that direction.
Make the given puzzle a unique-solution puzzle with adding the minimum amount of clues.

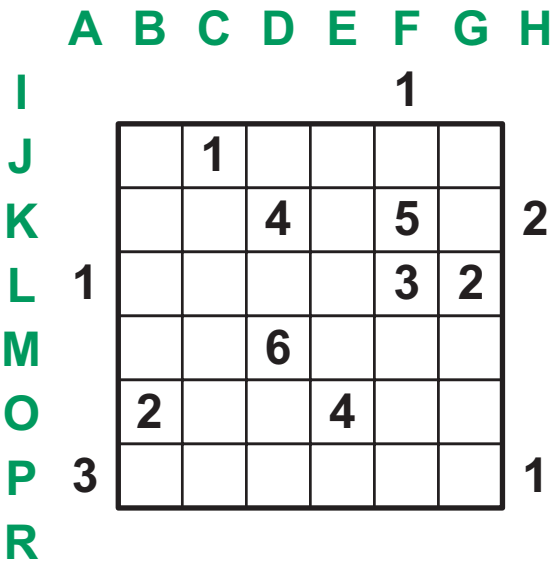
1- 4



Scoring: (20 - number of inside clues x 2.7 - number of outside clues x 4.6) / number of solutions

Scoring for the example with two solutions:
20 - (2 x 2.7) - (2 x 4.6) / 2 = 2.7 points

1-6



Answer format: Write the added numbers and their coordinates respectively from top left to bottom right.The answer for the example would be: 2HD, 1FI, 1JA, 2KC

The puzzle ideas are obtained as follows:

Tren from 15th JPC
Masyu Rundweg, Summenbild Rundweg from Nils Miehe (Rätsel Portal LM Deutschland),
Magicshes Minesweeper from Uwe Wiedeman (Rätsel Portal LM Deutschland),
Magic Fence and Tetroword from Riad Khanmagomedov (IPST),
Triangular Heyawake from Bryce Herdt,
Akkara Snake from Hasan Yurtoğlu,
Fillomino Skyscrapers from Nikola Zivanovic',
Offspring from Mehmet Murat Sevim.