

Instruction Booklet

20th World Puzzle Championship

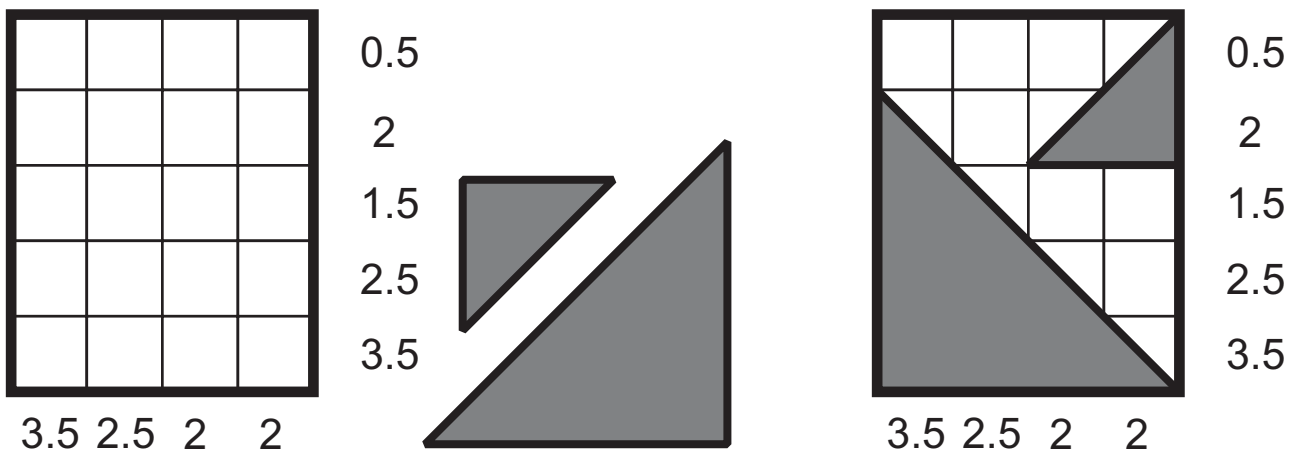
Round 6 – Board Games (Team Round)



Puzzle 1 – Tangram Battleships

Place the given Tangram shapes (representing battleships) into the grid so that they do not touch each other, not even diagonally. Pieces can be rotated and/or reflected. Numbers around the grid indicate the number of squares covered by battleships in that row/column.

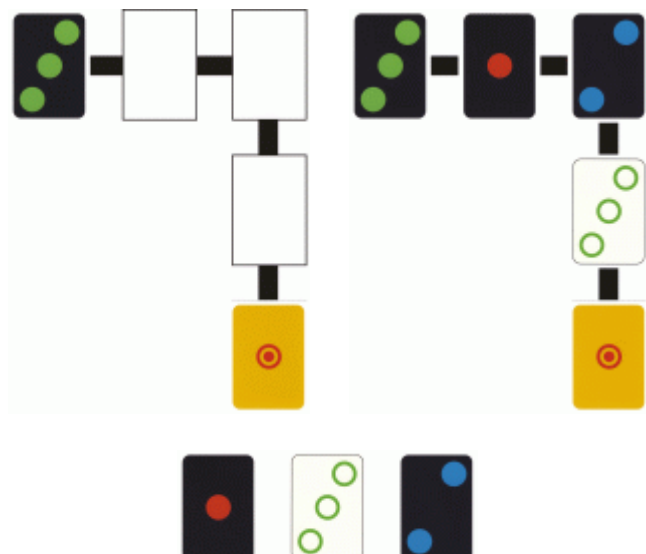
Please use the given Tangram pieces.



Puzzle 2 – Terc

Place all the given cards into the grid. Some triplets are connected with a straight line, they have to form a "terc". Three cards form a "terc" if and only if all four properties (background colour, dots colour, dots count and dots boldness) are either all the same or all different.

E.g. in the horizontal "terc" of the example, background colour and dots boldness are all the same while dots count and dots colour are all different. In the vertical "terc", the three cards are all different along all three properties.

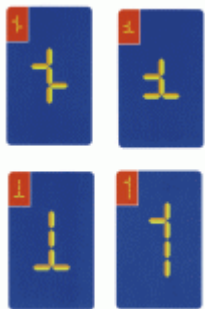
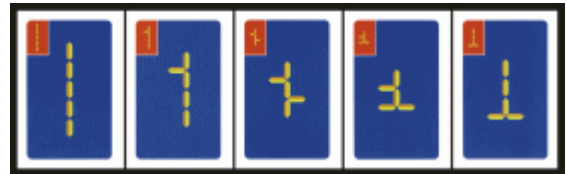


Please use the cards in the Terc box.

Puzzle 3 – Digit

Place the given set of cards into the grid. All cards contain a shape of five matchsticks. Cards that are edge adjacent should have shapes on them that can be obtained from each other with moving a single matchstick without touching the other four. Cards cannot be rotated and/or flipped over, their orientation should be such that the little red picture remains in the top left corner.

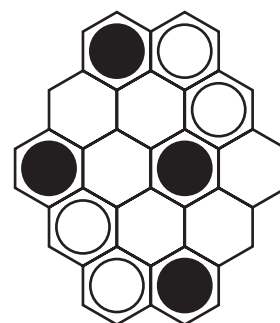
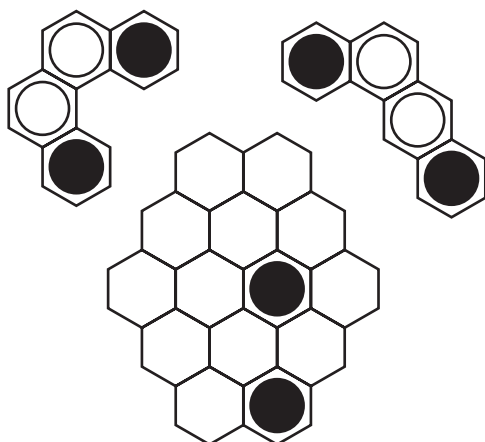
Please use the cards in the Digit card box.



Puzzle 4 – Abalone S-Policy

Place the given black and white balls onto the grid such that the given pieces appear there, with colours also matching. The pieces can be rotated but not reflected. Some black and/or white balls are given.

Please use the Abalone game pack to solve this puzzle, based on the puzzle received on paper.



Puzzle 5 – Rummikub

In this game, each card is specified by its number and its colour. Let us define a "rummi" as a set of at least three, but possibly more, cards so that they satisfy one of the following two properties:

1. Each of them has the same colour and their numbers are consecutive.
2. Each of them has the same number (colours do not matter).

In this puzzle, some cards are already put onto the table as a set of "rummi" sequences (there are four of them in the example). You also receive a deck of cards separately (also four of them, numbered 1-4).

Your task is to put down all but one cards from those in the separate deck, so that the set of cards on the table still forms a set of "rummies". It is allowed to re-arrange the cards already on the table in any way, the number of "rummies" may also change during this process. However, you cannot put any cards from the table into the separate deck.

It is impossible to put down all cards from the deck so that the table only contains "rummies", so in the end, one of the cards in the deck will remain there.

Use the pieces in the Rummikub game box to solve this puzzle.



Puzzle 6 – Pentago Black&White

In this game, black and white balls are placed onto a 6 by 6 grid. However, each quarter of the grid can be rotated separately.

In the puzzle, you will be given such a grid with some of the balls pre-placed. The task is to put in some more balls so that in the end there should be 18 white balls and 18 black balls on the grid. All white balls need to be connected and all black balls also need to be connected. There cannot be any 2x2 square occupied by balls all having the same colour.

It is part of the puzzle to figure out if and how each quarter needs to be rotated.

Please use the Pentago game to solve this puzzle, based on the puzzle received on paper.

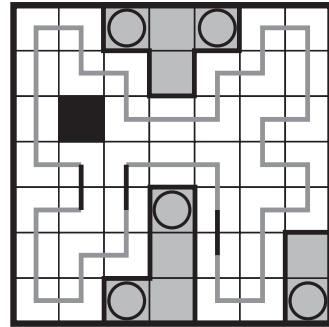
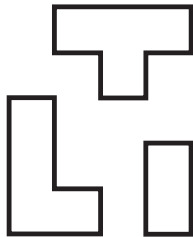
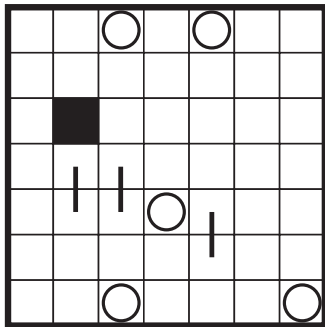


Puzzle 7 – Callisto Loop

Place the given pieces into the grid so that they do not touch each other, not even diagonally. Pieces can be rotated and/or reflected. No piece should cover any of the black cells. The cells that remain empty (i.e. those that neither contain a piece nor are black) contain a single closed loop travelling through all of them.

Two cells are marked by circles from each of the pieces covering at least three cells. From two-cell pieces, one cell is marked with a circle. Some loop fragments are also given.

Please choose a colour and use the tiles in the Callisto game pack from that colour to solve this puzzle on the grid received on paper. Ignore the 1 by 1 tiles.



Puzzle 8 – Makao mio Skyscrapers

In this puzzle, the cards, having colours and numbers, represent colourful skyscrapers, with the numbers denoting their heights.

Place cards into the grid so that each row and each column has four different colours and four different numbers. Cards outside the grid provide two types of clues:

- Colours of outside cards indicate the colour of the first card in that row/column from that direction.
- Numbers on outside cards indicate the number of skyscrapers seen in that row/column from that direction, with taller buildings blocking smaller ones from being seen.

The actual competition puzzle will be of size 6x6, a total of 25 cards will be provided, so one of them will not be used.

Please use the cards to solve this puzzle on the grid received on paper.

