

# akıl oyunları magazine competition

1

2012 / 1

August - 2012

7,00 TL

KKTC Fiyatı: 8,00 TL

3 Ayda Bir Yayınlanır



TÜRK BEYİN TAKIMI

[www.akiloyunlari.com](http://www.akiloyunlari.com)



[facebook.com/akiloyunlari](https://facebook.com/akiloyunlari)

**WORLD PUZZLE FEDERATION**  
Türkiye Temsilcisi

**About**

Akıl Oyunları Publishing is the Turkish representative of World Puzzle Federation. Our works are publishing puzzle magazines and books; holding team selections for World Puzzle Championship and World Sudoku Championship; organizing puzzle competitions in schools.

Akıl Oyunları Magazine is the first puzzle magazine in Turkey. It is being published since 2003 and as of August 2012, 78 issues has been published so far.

You can visit Akıl Oyunları blog for puzzle instructions in English and subscription options: [akil-oyunlari.livejournal.com](http://akil-oyunlari.livejournal.com)

The purpose of this contest is to promote the magazine and serve our goal of making it an international source for the puzzle community.

**Points**

All puzzle points will be announced between 14th - 17th August in LMI Forum.

**Page Format**

I kept Akıl Oyunları magazine's page format. So each page will contain only one puzzle type with instruction and example. Also the puzzle difficulty levels will be given at the bottom right of the page. K: Easy, O: Medium, O+: Medium+, Z: Hard, ÇZ: Very Hard

**Time Bonus**

If a puzzler can get %95 of total points, he/she will earn time bonus as 0,05 points per saved second.

**Prize**

First three solvers will get one year Akıl Oyunları magazine subscription. If any of these solvers are already subscribed, then the prize will be any 4 of the past issues.

Thanks to LMI for giving this opportunity to organize such a contest.

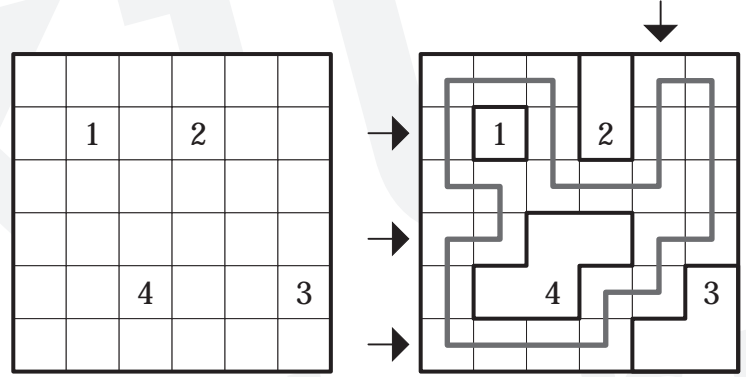
Serkan Yürekli

# 1. Nurikabe Loop - Issue 75

10 x 10 - 13 x 13

1. Create some areas, surrounded with cells which are linked to a continuous loop.
2. The numbers in the grid indicate the size of the corresponding white areas.
3. An area cannot contain more than one number.
4. White areas may touch each other only diagonally.

Answer Format: Write the length of the longest loop segment in the marked rows/columns. The answer for the example would be: 0, 1, 3; 2

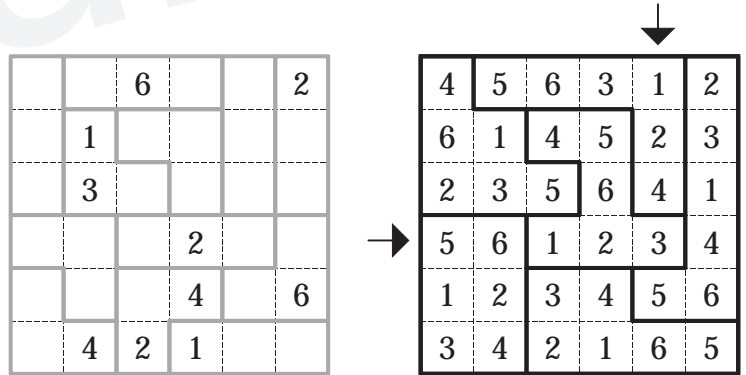


# 2. Sudoku Builder - Issue 72

6 x 6 - 8 x 8

1. Combine regions to make n contiguous regions of n squares, thus creating an nxn Irregular Sudoku.
2. Place a digit from 1 to n into each of empty squares.
3. Each digit appears exactly once in each of the following: The n rows, the n columns, and the n newly created regions.

Answer Format: Write the content of the marked rows/columns. The answer for the example would be: 614523; 561234

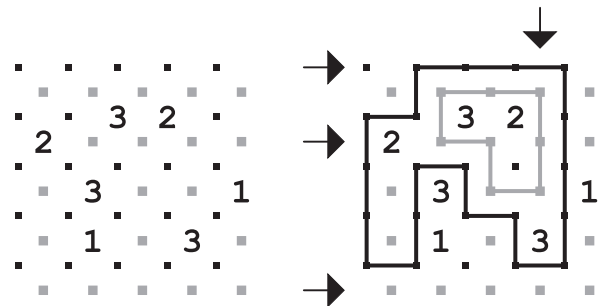


# 3. Double Loop - Issue 68

12 x 18

1. Draw two separate continuous loops by connecting neighboring dots along the dotted lines.
2. Black dots belong to the black loop and grey dots belong to the grey loop.
3. The numbers indicate how many edges of a cell are used for the loop.
4. The loops may not touch themselves or each other, or the other loop's clues.

Answer Format: Write the length of the longest loop segment in the marked rows/columns. The answer for the example would be: 3, 1, 0; 2



## 4. Spiral Battleships - Issue 71

8 x 8 - 8 x 8

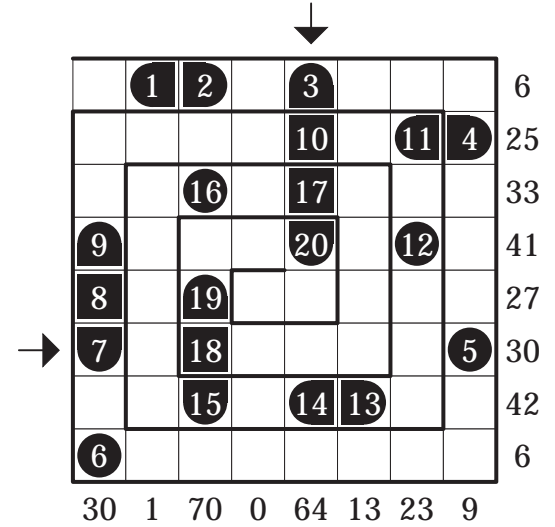
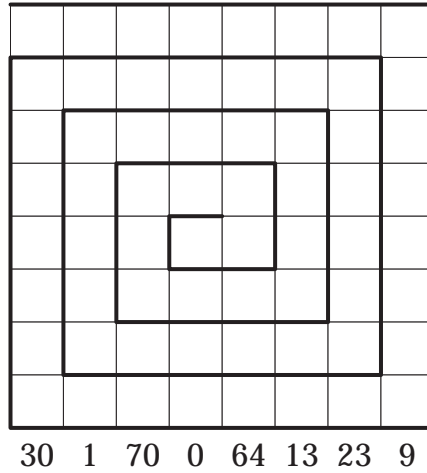
1. Locate the given fleet in the grid. The ships cannot touch each other, not even diagonally.

2. Clues outside the grid indicate the sum of ship segments in the corresponding directions.

3. Ship segments are numbered from 1 to 20, starting from the entrance of the spiral and moving towards the center.

Answer Format: Write the numbers in the marked rows/columns in order. The answer for the example would be:

7, 18, 5; 3, 10, 17, 20, 14



## 5. New Style Crossword - Issue 70

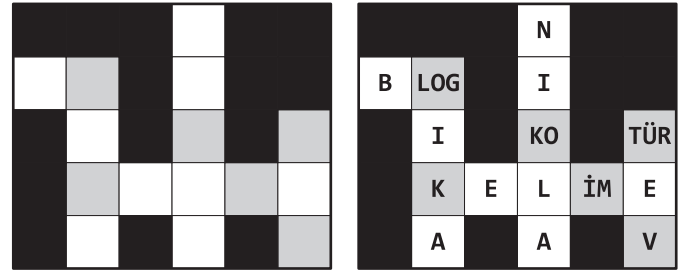
19 x 19

1. Locate the given words in the grid, reading across or down.

2. Each cell can contain only one letter, except grey cells.

3. Grey cells can contain one or more letters, and those letters should be read in order.

Answer Format: Write the unused words in alphabetical order. The answer for the example would be: ÇÖZÜM, ORADA



LOGIKA, NIKOLA, BLOG,  
KELİME, TÜREV, ÇÖZÜM,  
ORADA

## 6. Calculations - Issue 70

8 x 8 - 8 x 8

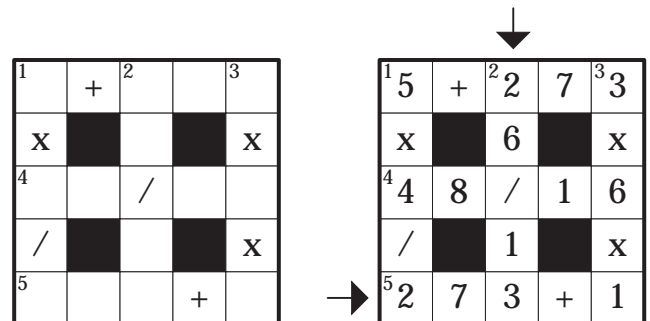
1. Some row/column includes an operation, read from either left to right or top to bottom.

2. Fill the grid with digits 1 to 9 so that no digit is repeated in a row/column.

3. All operations in the grid have been numbered, and the results of the operations are listed under the grid as crossword clues.

4. Operation priority does not hold.

Answer Format: Write the numbers in the marked rows/columns in order. The answer for the example would be: 273, 1; 26, 13



Across

1. 278

4. 3

5. 274

Down

1. 10

2. 2

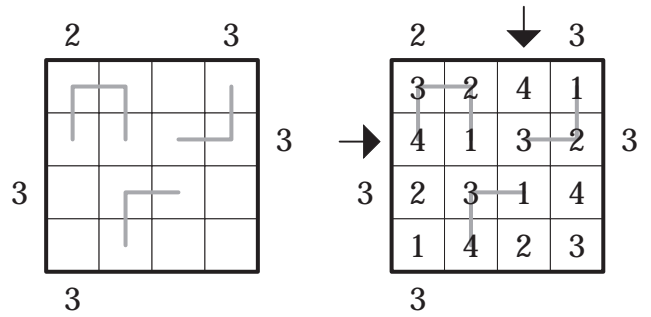
3. 18

## 7. Skyscrapers Rising - Issue 61

5 x 5 (x2) - 6 x 6 (x2)

1. Fill the grid with digits from the given range, so that each digit appears exactly once in every row and column.
2. Each digit represents a building, with the height of that digit itself.
3. Clues outside the grid indicate the number of buildings that can be seen from the corresponding directions, taking into account that the higher buildings block the view of lower ones.
4. The digits on the grey lines should be in increasing order, from one end to another.

Answer Format: Write the content of the marked rows/columns. The answer for the example would be: 4132; 4312

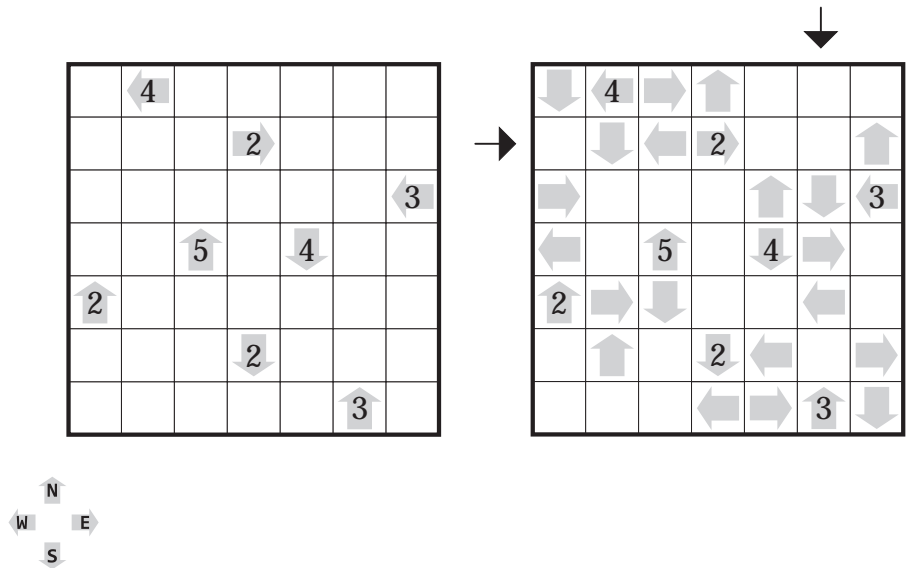


## 8. Signage - Issue 68

7 x 7 - 9 x 9

1. Every row and column should contain four arrows, pointing at four main directions.
2. Clues in the grid represent the number of arrows contained in a chain that starts from that cell and leaves the grid at the grid edge, following a route guided by first encountered arrows along the way.

Answer Format: Write the content of the marked rows/columns. Use NSEW letters for the directions and - for empty cells. The answer for the example would be: -SWE--N; --SEW-N

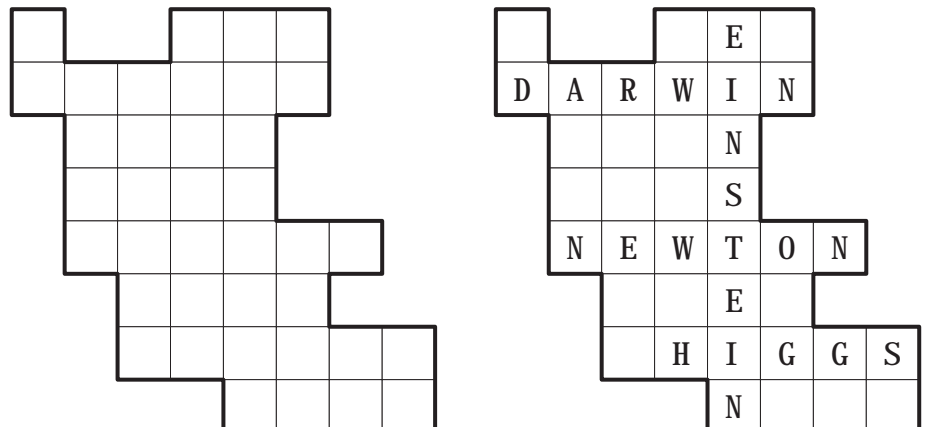


## 9. Clueless Scrabble - Issue 56

12 x 12

1. Locate the given words in the grid, reading across or down.
2. No words should be formed that is not in the given list.
3. All words should be interconnected.

Answer Format: Write the unused 3 words in alphabetical order. The answer for the example would be: GALILEO, KEPLER, PASCAL



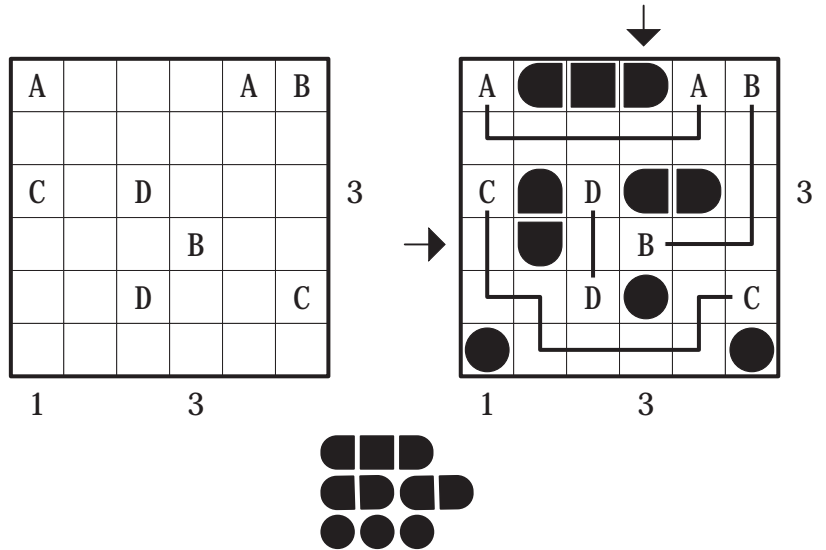
DARWIN, EINSTEIN, GALILEO, HIGGS,  
KEPLER, NEWTON, PASCAL,

1. Locate the given fleet in the grid. The ships cannot touch each other, not even diagonally.

2. The clues outside the grid indicate the number of ship segments in the corresponding directions.

3. All cells that do not contain ship segments include some lines that connect the same letters, moving horizontally or vertically.

Answer Format: Write the content of the marked rows/columns. Use - for ships. The answer for the example would be: C-DBBB; -A-B-C

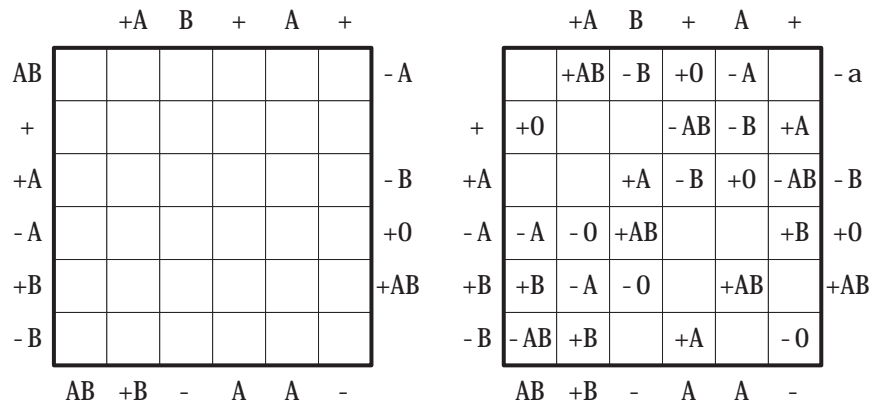


1. Fill the grid with blood types, so that each type appears exactly once in every row and column.

2. Each row and column should contain two positive (+) and two negative (-) types.

3. Clues outside the grid are given in two different situations:  
 i) Sign: First seen sign in the corresponding direction  
 ii) Letter with or without sign: Should be able to donate blood to the first seen type in the corresponding direction. See donation rules below.

Answer Format: Write the column number of every "-AB" type in each row. The answer for the example would be: 0, 4, 6, 0, 0, 1



Donation rules:

- AB: to AB
- A: to A and AB
- B: to B and AB
- 0: to 0, A, B and AB
- Negative(-): to negative (-)
- Positive(+): to positive (+)