

# akıl oyunları magazine competition

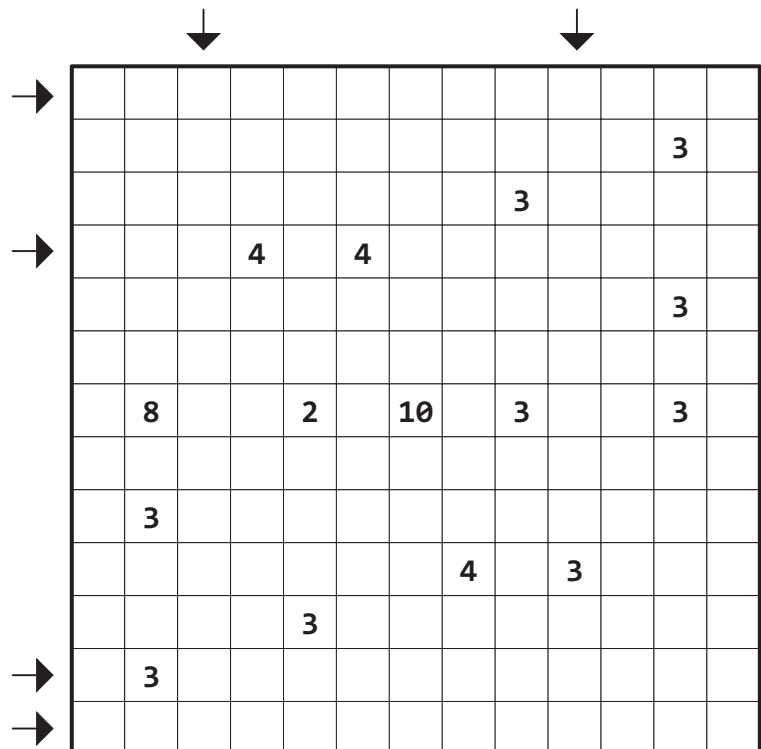
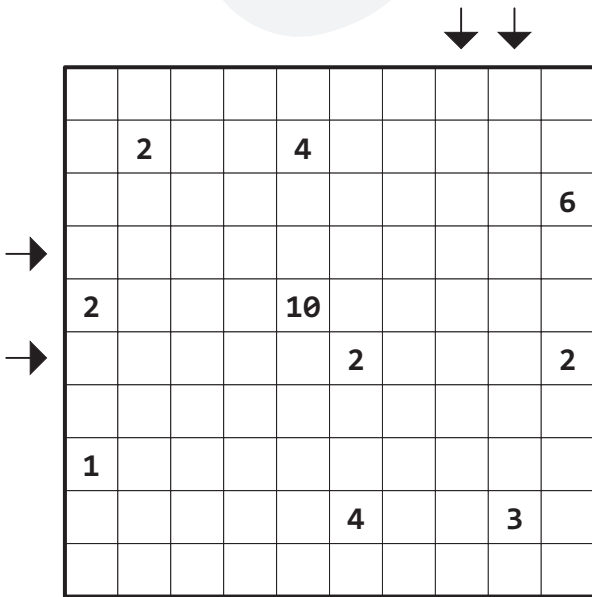
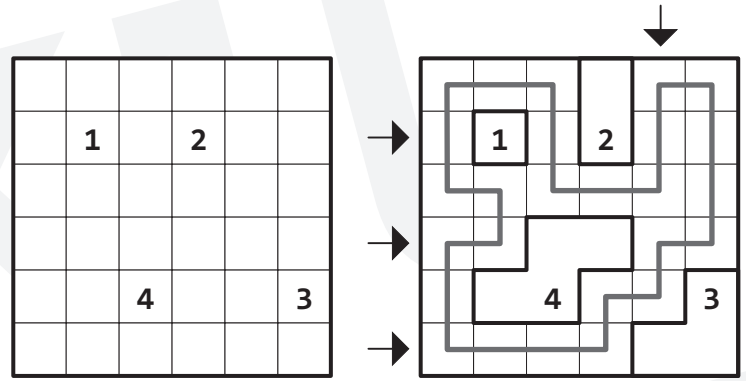
18 - 20 August  
120 Minutes  
by Serkan Yürekli

Puzzles tested by Gülce Özkütük  
Yürekli, Mehmet Murat Sevim  
and Salih Alan

**Time Bonus:** If a puzzler can  
get %90 of 1600 points (Total  
Points), he/she will earn time  
bonus as 0,05 points per saved  
second.

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. Each area should contain exactly 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



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: 561234;124356

		6			2
	1				
	3				
			2		
			4		6
	4	2	1		

4	5	6	3	1	2
6	1	4	5	2	3
2	3	5	6	4	1
5	6	1	2	3	4
1	2	3	4	5	6
3	4	2	1	6	5

	2		1		3
2					
			3		
		1			2
				2	
5		4			

7	4		8			2	1
				1			5
3			7			6	
						4	8
2	5						
	8			7			3
4			1				
5	2			8		3	4

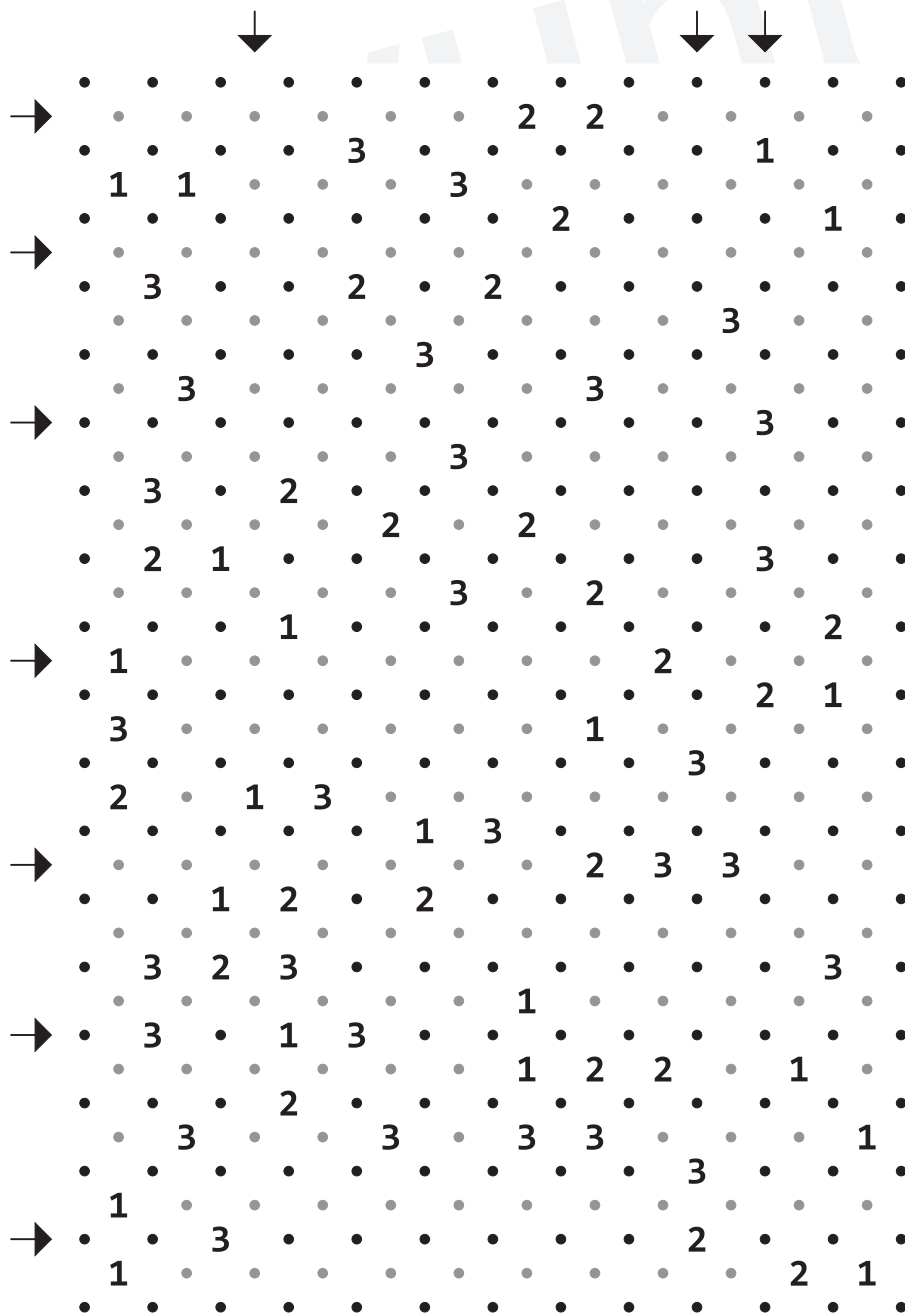
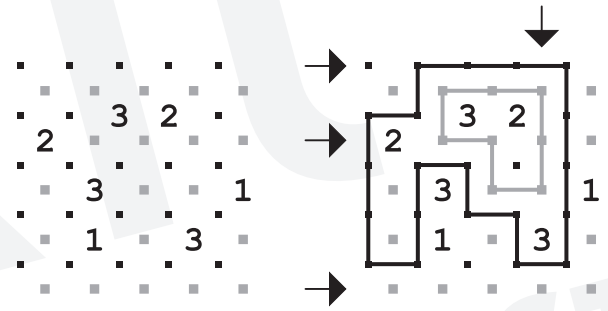
1. Draw two separate continuous loops by connecting neighboring dots along the dotted lines.

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

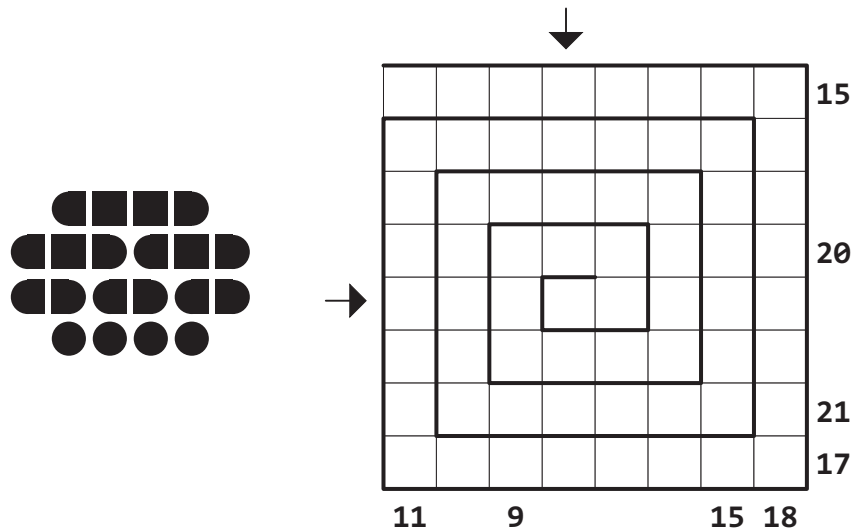
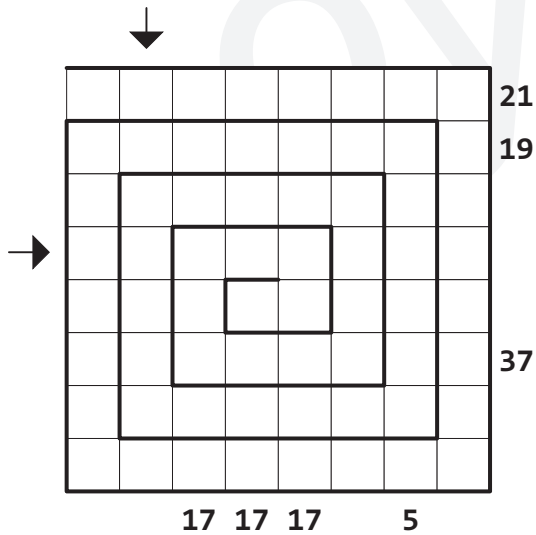
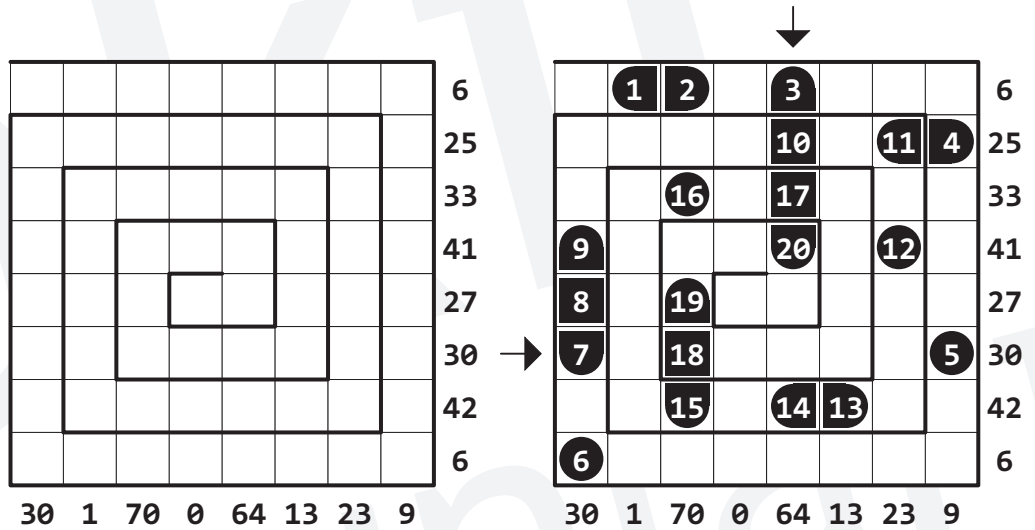


1. Locate the given fleet in the grid. The ships cannot touch each other, not even diagonally.

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



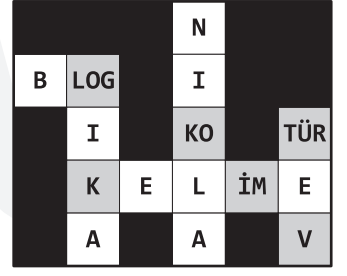
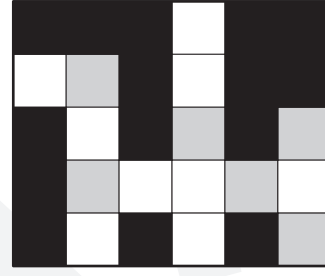
1. Locate the given words in the grid, reading across or down.

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

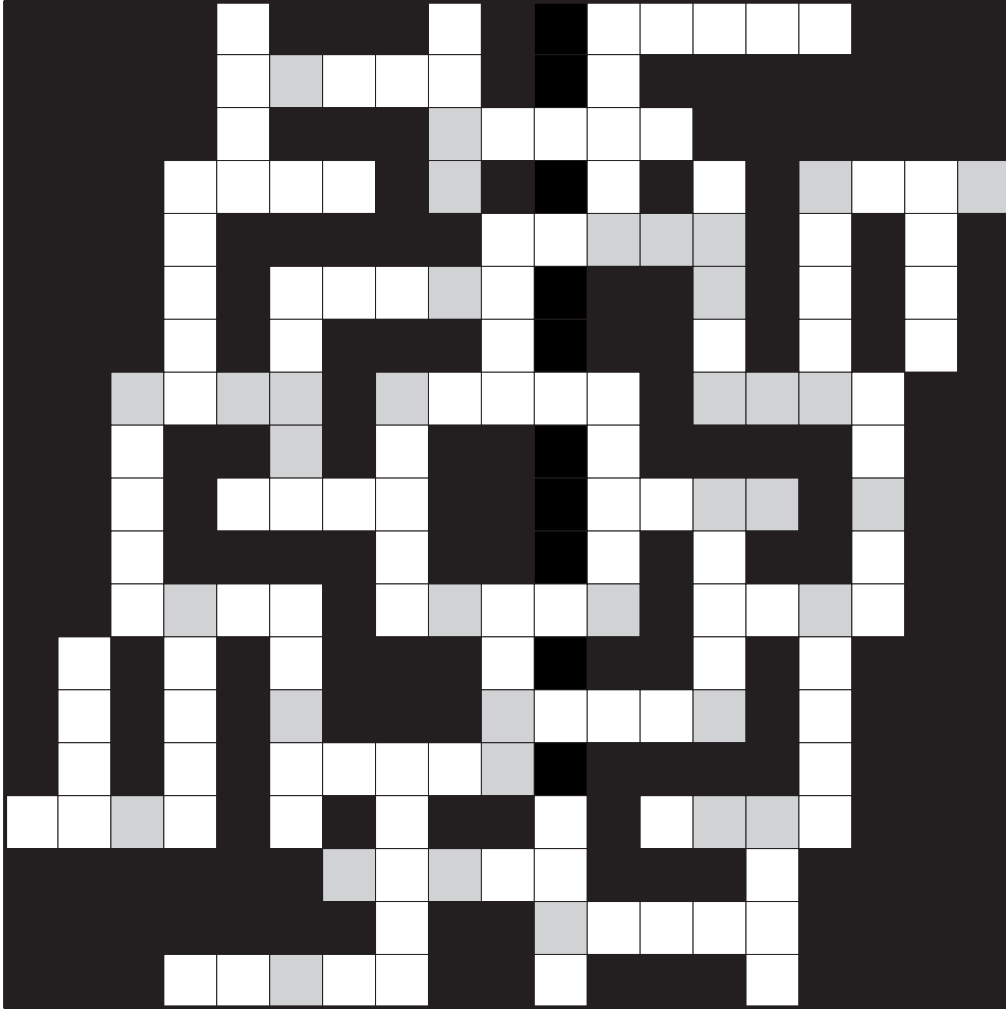
3. Grey cells can contain one or more letters, and those letters should be read in order.

Answer Format: Write the **unused 3 words** in alphabetical order. The answer for the example would be: COZUM, ORADA

**IGNORE THE TURKISH LETTERS WHEN SUBMITTING ANSWER!**



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



4: ACAR, ALEV, ARMA, ERİK, ETAP, FERT, ISKA, ORUÇ, ÖREN, TERK

5: ALKIŞ, ANTİK, ANTİL, AYRIM, LAĞIM, NAHOŞ, SAYAÇ, UĞRAŞ, VAZİH, VİRAN

6: AÇILIM, AKILCI, ANAMUR, BAŞIŞ, CEMEVİ, KADEME, MİNTAN, ZIKKIM, ZIRNIK

7: ARMAĞAN, ARMATÖR, ÇİLEKEŞ, İSPANAK, İNTİSAP, KADAVRA, KADIKÖY, METELİK, MUHTEVA, SENELİK, TELEFON, YAĞMACI, ZIMPARA

8: EKSELANS, KRİPTEKS, NİHİLİST, PANTOLON

9: AKİMÖLÇER

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

1		+	2		3
X	■		■		X
4			/		
	/	■		■	X
5				+	

↓

1	5	+	2	7	3
X	■		6	■	X
4	4	8	/	1	6
	/	■		1	X
5	2	7	3	+	1

→

- |               |             |
|---------------|-------------|
| <b>Across</b> | <b>Down</b> |
| 1. 278        | 1. 10       |
| 4. 3          | 2. 2        |
| 5. 274        | 3. 18       |

↓

	1		-	2		3	
		■		4	X		X
6	+	7			+		/
	8		+	9			
10		11		+		12	
	+		+		13		+
14	X		X				
				15		-	

→

- |               |             |
|---------------|-------------|
| <b>Across</b> | <b>Down</b> |
| 1. 5          | 1. 101      |
| 4. 28         | 2. 425      |
| 6. 80         | 3. 273      |
| 8. 135        | 5. 4        |
| 11. 112       | 7. 807      |
| 13. 51        | 9. 502      |
| 14. 54        | 10. 7       |
| 15. 6         | 12. 36      |

↓

1				2		3	
4		+	5		6	+	
	/	■			■		+
7	8		/	9	+	10	
		11		X		+	12
			■				+
13	X				14	X	

→

- |               |             |
|---------------|-------------|
| <b>Across</b> | <b>Down</b> |
| 4. 10         | 1. 12       |
| 6. 66         | 2. 200      |
| 7. 77         | 3. 118      |
| 11. 186       | 5. 7        |
| 13. 42        | 8. 648      |
| 14. 18        | 9. 516      |
|               | 10. 31      |
|               | 12. 35      |

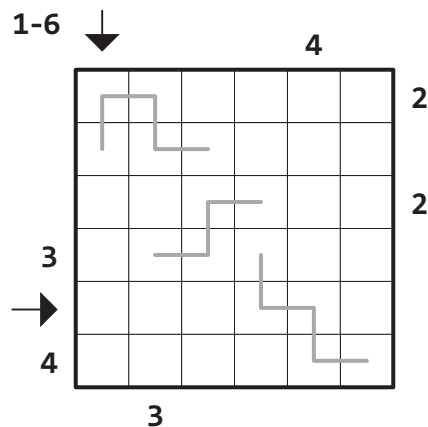
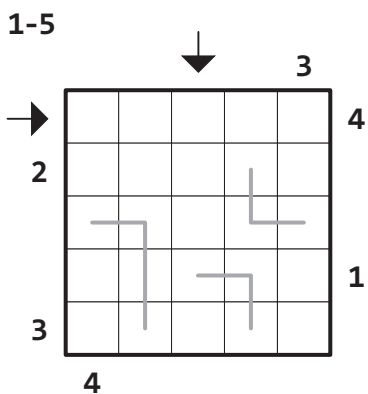
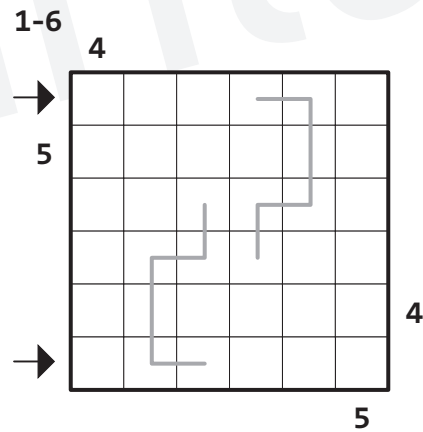
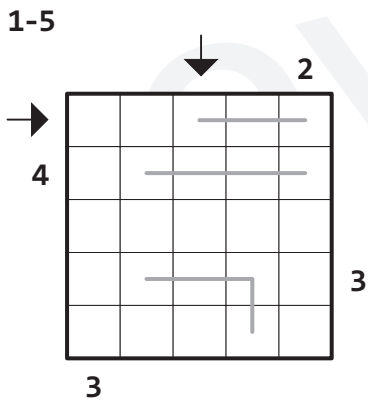
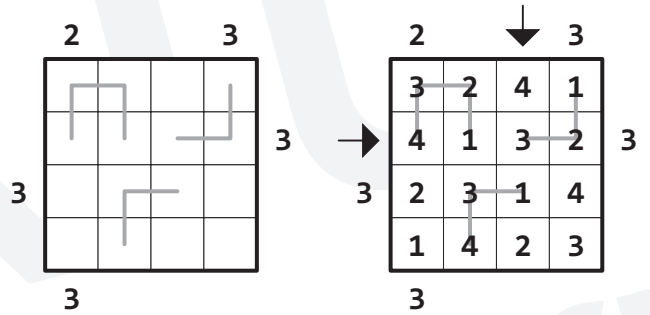
1. Fill the grid with digits from the given range, so that each digit appears exactly once in every row and column.

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

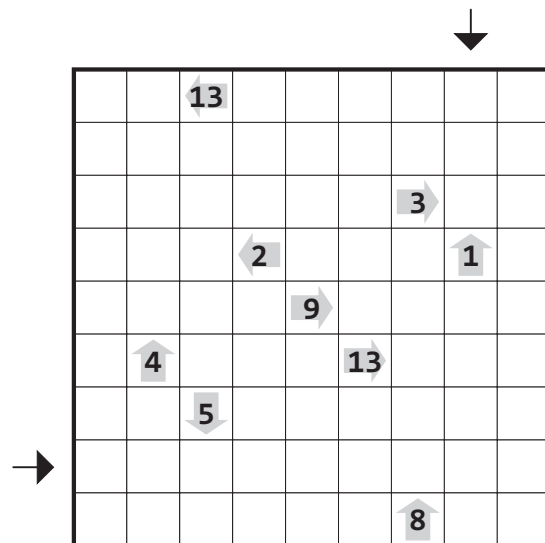
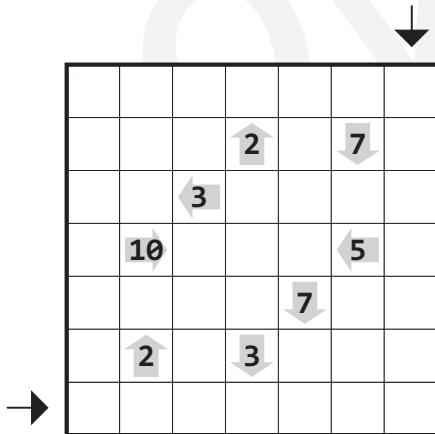
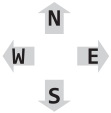
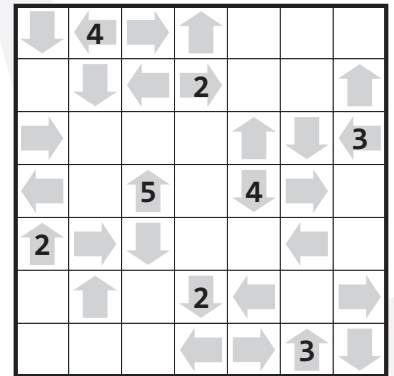
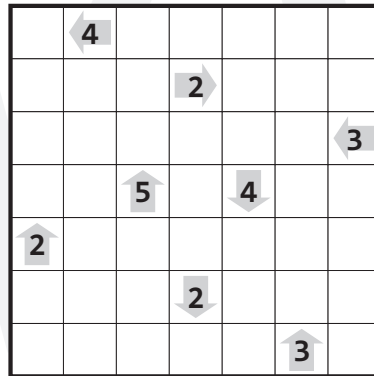




1. Every row and column should contain four arrows, pointing at four main directions.

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

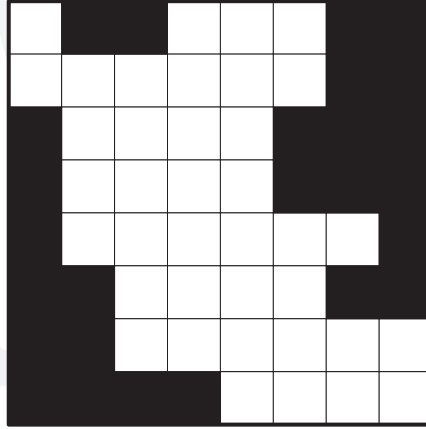


1. Locate the given words in the grid, reading across or down.

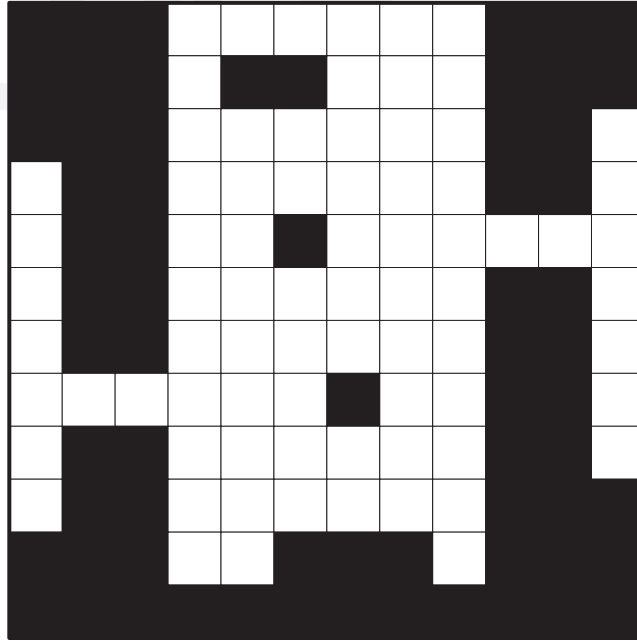
2. No words should be formed that is not in the given list.

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**  
**IGNORE THE TURKISH LETTERS WHEN SUBMITTING ANSWER!**



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



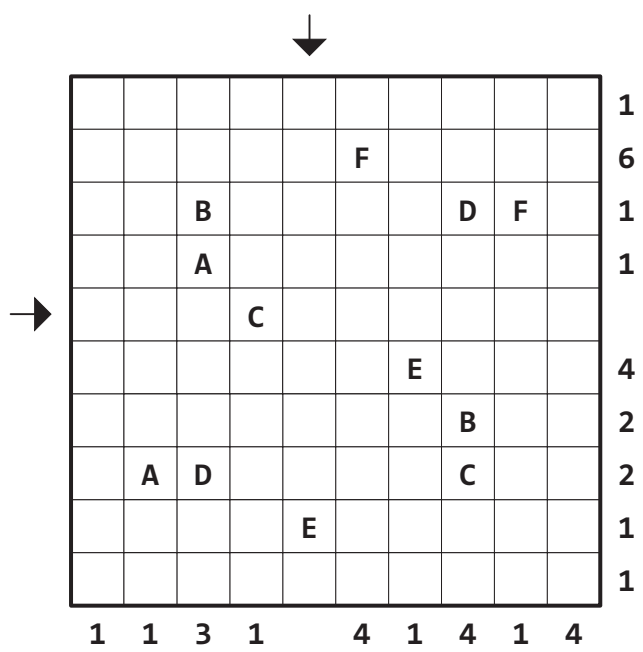
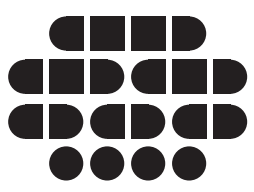
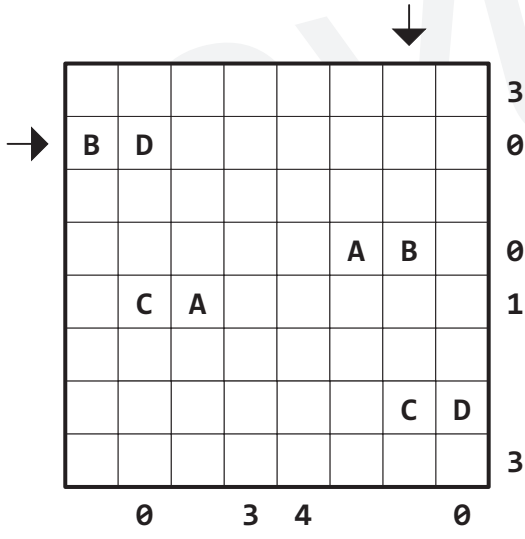
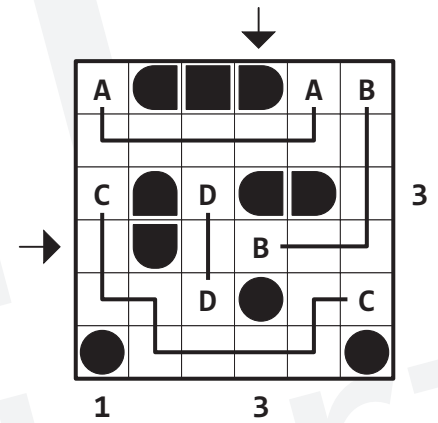
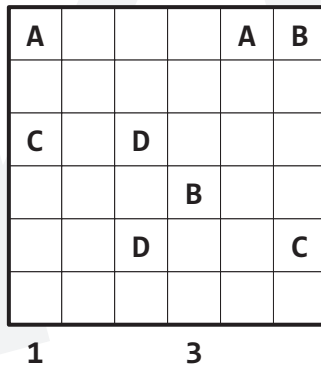
BEZELİ, BİLDİK, EKABİR, ELALEM, İTİMAT, İZOMER, KASKET, KEZZAP,  
 LEKELİ, MAKSAT, MEHTER, MİSKET, SEMBOL, SETTAR, TAMTAM, TERKOS

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

		+A	B	+	A	+	
AB							-A
+							
+A							-B
-A							+0
+B							+AB
-B							
	AB	+B	-	A	A	-	

		+A	B	+	A	+	
	+AB	-B	+0	-A			-A
+	+0		-AB	-B	+A		
+A		+A	-B	+0	-AB		-B
-A	-A	-0	+AB			+B	+0
+B	+B	-A	-0		+AB		+AB
-B	-AB	+B		+A		-0	
	AB	+B	-	A	A	-	

**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 (+)

		+	-	+A	+AB	
-AB						-B
						A
B						-AB
-B						0
A						A
+A						
	-	-A	B	+		

		+A	-B	A	
+AB					+B
					-A
+AB					-
B					
+B					A
	-B	-	B		