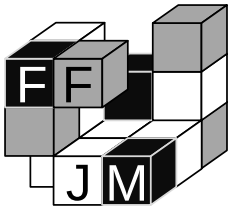
Part I	Name

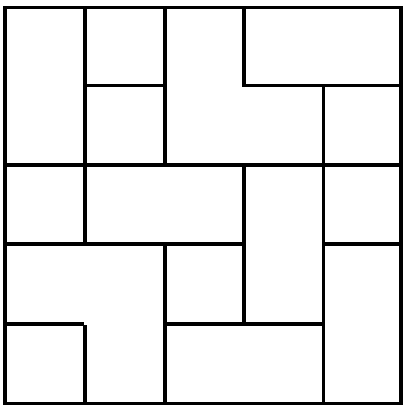
Crack it On	**10 points**
Fences	**10 points**
Trisquares	**15 points**
Domino Hunt	**15 points**
Balancing Art	**20 points**
Mastermind	**20 points**
Battleships	**20 points**
Word Search	**25 points**
Paint it Black	**25 points**
Number Crossword	**40 points**
Skyscrapers	**50 points**
Magic Square	**50 points**

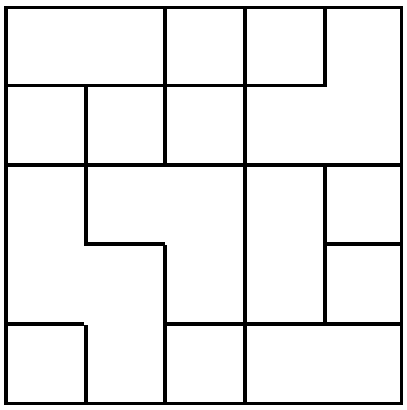


Part I

1. Crack it On — 10 points

Enter all the given words into the two grids in such a way that each area contains exactly one letter. The words should read across and down in every row and column of each grid.



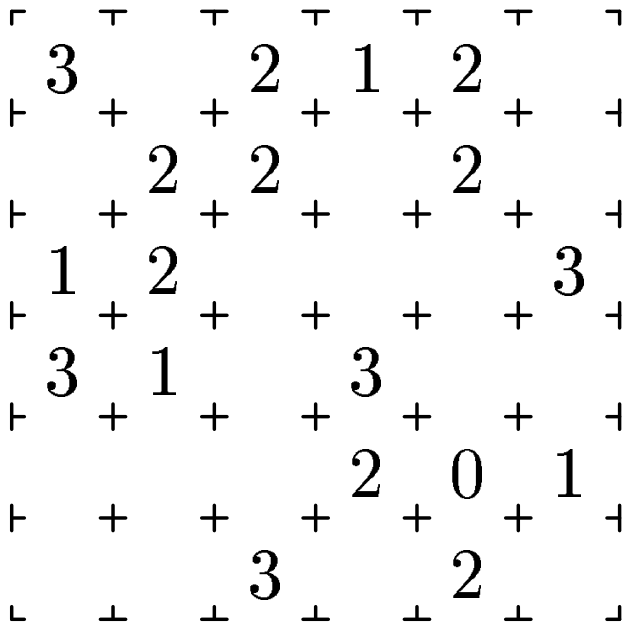


ADUL	ATAI	LAND	NORN
AINE	DANA	LANN	OETA
ALIA	DOIT	LILA	ONIN
ANDA	IOTA	LOAL	RIOU
ARNO	LADA	LUNA	URIA

Part I		

2. Fences — 10 points

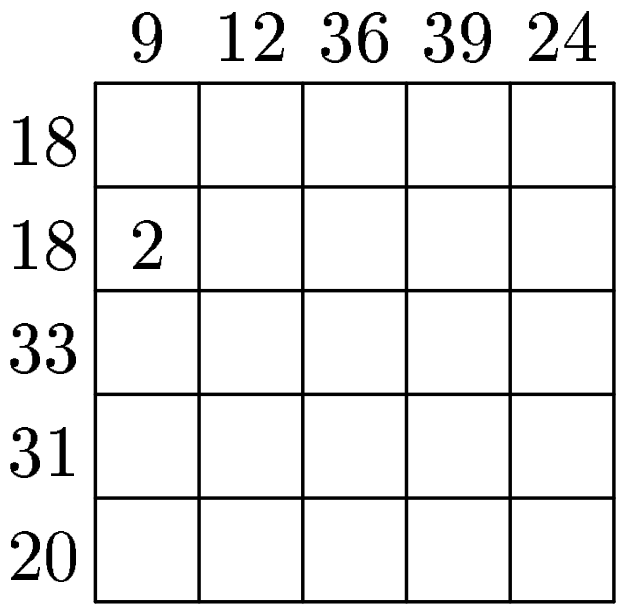
Draw a single continuous loop by connecting neighboring dots horizontally or vertically (but not diagonally). A numbered square indicates exactly how many of its four edges are used in the loop.



Part I		

3. Trisquare — 15 points

Place the numbers 1 to 15 into the grid, in order, so that each number is in the same row or column as the number preceding it. The resulting path may cross or double-back on itself, and successive numbers need not be adjacent. There must be exactly three numbers placed in each row and column. The numbers outside the grid reveal the sum of the numbers in the corresponding row or column.

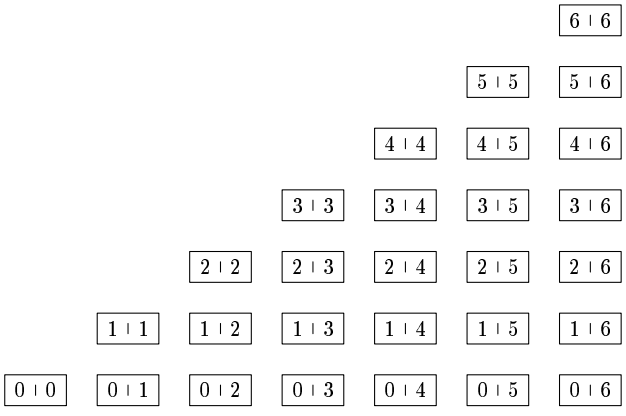


Part I		

4. Domino Hunt — 15 points

A complete domino set (28 dominos from 0-0 to 6-6) has been placed in the grid. The sides of the dominoes have been erased and the spots have been replaced by numbers. Draw the edges of the dominoes in the grid.

2	2	3	3	0	6	6	3
4	0	2	0	4	4	5	5
4	6	5	1	0	2	5	2
0	1	1	2	4	5	0	6
0	1	4	5	5	1	6	3
3	1	1	6	0	2	4	3
6	5	2	1	3	4	6	3

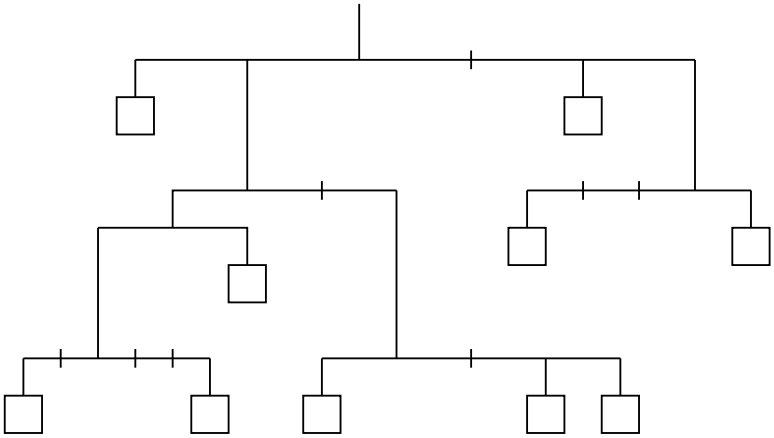


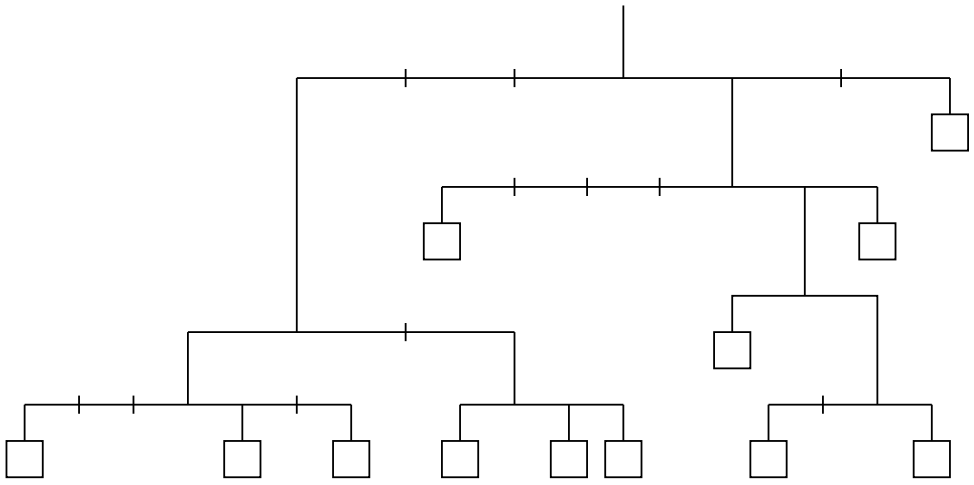
Part I		

5. Balancing Art — 20 points

(5 points if you solve one puzzle).

Assign the values 1 to 10 (1 to 12 in the second puzzle) to the weights in the diagram so that everything balances as shown. Each value will be used exactly once.





Part I		

6. Mastermind 20 points

(5 points for the solution to one puzzle, 10 points for two puzzles)

Find out the correct configuration of digits. The number of black dots of a row shows the number of digits of that row that are in the correct position; the number of white dots shows how many other digits are correct, but in the wrong position. The same digit (1-9) can occur more than once.

5 6 9 1 1	● ○
4 3 1 3 8	●
6 5 4 1 7	○ ○ ○ ○
4 4 5 8 5	● ○ ○
? ? ? ? ?	● ● ● ● ●

---

5 9 3 3 4	● ○ ○
1 3 4 2 2	● ● ○ ○
1 3 6 1 9	○ ○ ○
4 6 9 2 7	● ○ ○
? ? ? ? ?	● ● ● ● ●

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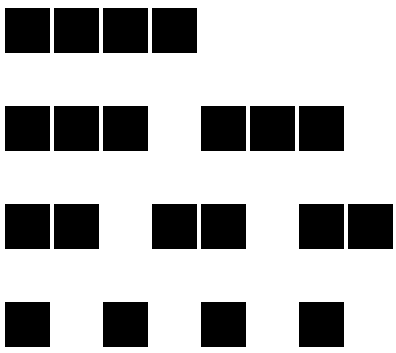
3 9 2 2 4	●
7 7 4 6 3	● ○ ○
7 7 1 2 4	○ ○ ○
2 9 1 8 1	● ○
? ? ? ? ?	● ● ● ● ●

Part I		

7. Battleships — 20 points

The grid represents a part of the ocean in which a fleet of ten ships is hiding (one ship of length 4, two ships of length 3, three ships of length 2, four ships of length 1). The ships may be oriented horizontally or vertically, and no two ships can occupy adjacent cells, not even diagonally. The digits indicate the number of cells in the corresponding rows and columns that are occupied by parts of ships.

	2	3	1	1	0	2	4	1	4	2
2									≈	
4										
1										
0										
3	≈	≈				≈		≈		
0										
7										
0										
1										
2						≈				



Part I		

8. Word Search — 25 points

Enter the missing letters into the grid so that 30 of the 31 given words can be found in it (reading horizontally, vertically or diagonally, forward or backwards). Which word is left over?

You must give both the missing letters and the discarded word in order to get credit for this puzzle.

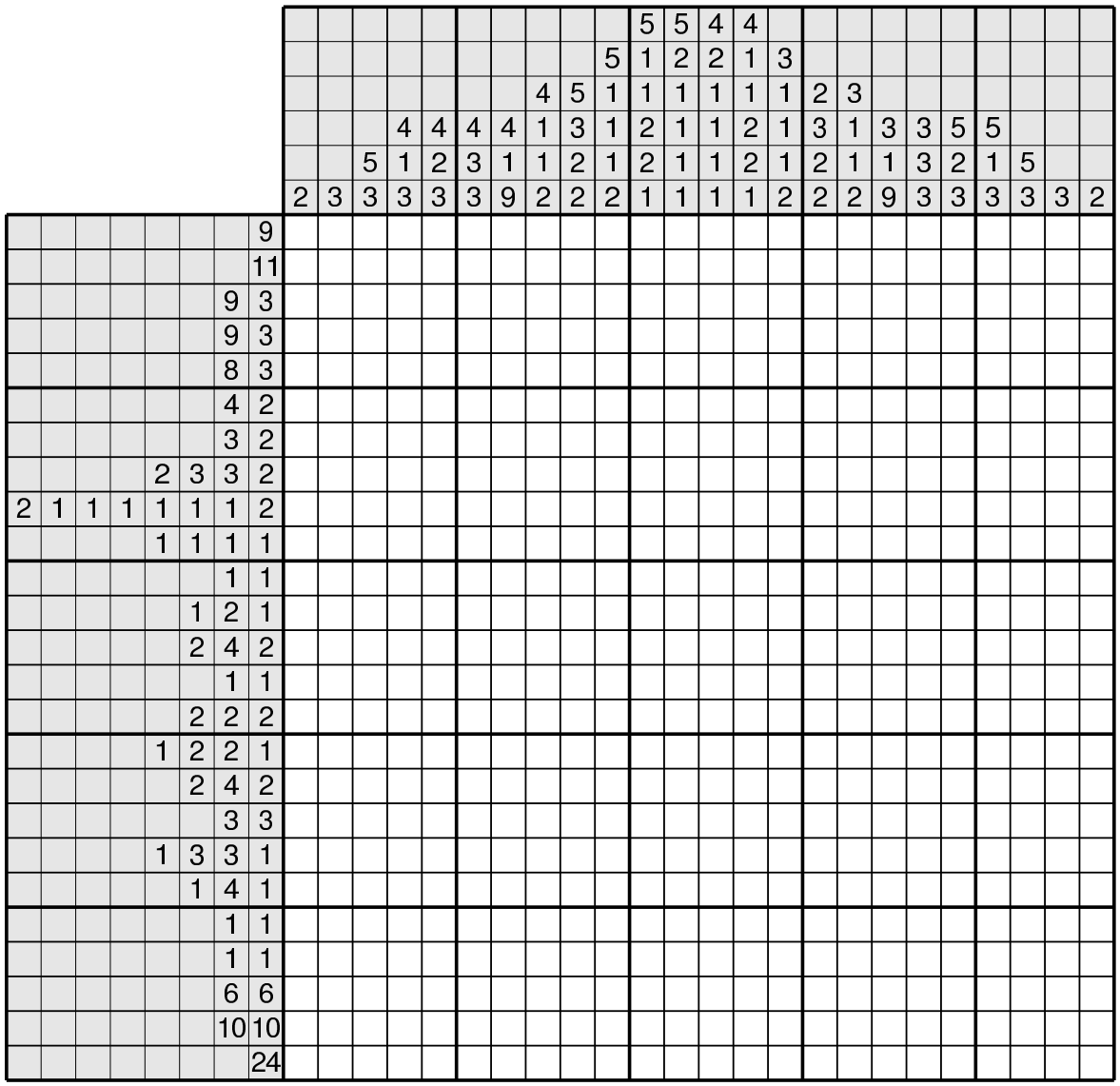
U	R	I	P	K	P	L	O	K	Š	T	U	M	A	Ą
I	P	M	I	S	A	T	K	A	R	Ž	U	S	S	S
G	I	I	K	E	L	T	I	S	I	Ž	A	A	A	A
L	M	T	I	S	A	V	Ė	T	T	P	Ą	M	T	R
I	O	L	M	A	N	I	O	E	R	M	I	Y	S	T
V	D	O	A	I						J	S	T	I	E
Ž	K	T	S	M						Ž	Y	L	Ž	M
T	Y	U	P	L						B	L	A	A	I
A	V	N	I	M						S	O	B	D	S
S	Į	E	A	V						A	U	K	Ė	Ė
O	E	I	E	I	Ė	E	Š	N	P	L	D	R	J	L
S	N	R	S	B	Ž	K	I	M	A	S	N	I	I	A
M	I	U	A	E	E	Š	A	P	O	K	A	P	M	G
A	N	K	B	T	A	I	T	Y	D	O	R	Į	O	E
T	S	K	I	R	T	U	M	A	S	M	B	R	K	N

ATSIVERIA
ATSIŽADĖJIMO
ATŽVILGIU
BALTYMAS
BARŠKETI
BEŽEMIS
BRANDUOLYS
EILIUOTI
ĮRODYTI
KABĖTI
KELTIS
KURIE
METRAS
MOKSLAS
NEGALĖSIME
NEĮVYKDOMI
NUSISTATYMĄ
NUTOLTI
PAKOPA
PALANKIAI
PIRKIMAS
PLOKŠTUMA
PRISIIMTI
RAŠINYS
SKIRTUMAS
TAMSOS
TARPAS
TĖVAS
TIKĖJIMAS
UŽRAKTAS
UŽTENKAMAI

Part I		

9. Paint it Black — 25 points

The numbers outside the grid indicate the sizes of all maximal blocks of consecutive black squares in the corresponding rows or columns, in the order in which they occur. Rebuild the picture.



Part I

10. Number Crossword 40 points

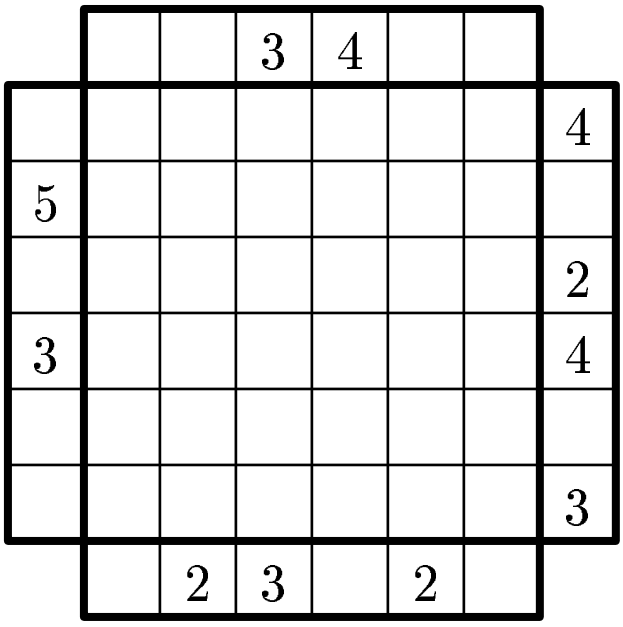
Enter digits in the grid (one per square) so that the digits in each series of white squares add up to the number given in the grey-colored cell at the top or to the left. A number above a diagonal bar refers to the digits to be filled in to the right of that cell. A number under a diagonal refers to the digits to be filled in under that cell. The digit 0 is not used, and no digit is ever repeated in a group.

		30	12	15	9				13	21	10	17	
	12 \ 12					45		27 \ 12					7
22							24 \ 32						
16			28 \ 44								4 \ 37		
11				30	22 \ 15				6	20 \ 29			
	30							11 \ 22					
		45 \ 18										17	
	13 \ 11				18				10				23
18					11 \ 19				19 \ 10				
22				31 \ 14						18 \ 16			
39							35						
	27							13					

Part I		

11. Skyscrapers — 50 points

The grid symbolizes a group of skyscrapers. Each row and column contains skyscrapers of different heights (1-6). The numbers outside the grid indicate how many skyscrapers are visible from that direction (a building located behind a taller one in the same row is completely hidden).



Part I		

12. Magic Squares — 50 points

Fill digits 1-9 into the grid in such a way that every digit appears once in each row, each column, and each black-edged 3x3 region.

	5			7				
	9				8			4
2	7	1						
6		9	4	2				
5	2		3		9			
							4	
					1			7
	4						5	
	6		9					1