Name

Number

WCPN Dutch Puzzle Championships 2017

Saturday June 17th, 2017

Part I - Classic

20 minutes

	puzzle	points
1	Easy as ORTEC	15
2	Four winds	10
3	Number tree	35
4	No four in a row	25
5	Minesweeper	10
6	Snake	15
7	Tents	10
8	Skyscrapers	30
9	Battleships	35
10	Number place	15
		200

1 EASY AS ORTEC

Fill the grid with letters ORTEC so that each row and each column contains each letter exactly once. Some cells remain empty. Letters outside the grid indicate the first letter in that row or column from that direction.
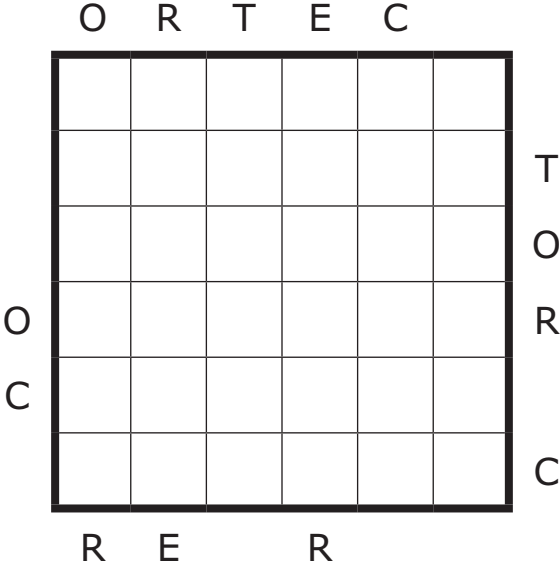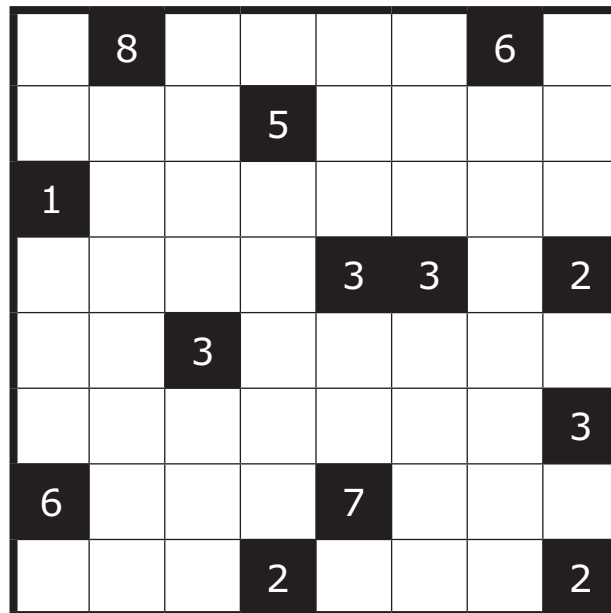

15 points

2 FOUR WINDS

Draw one or more straight lines from each numbered cell so that each number indicates the total length of lines that are drawn from that cell, excluding the cell itself. Lines are either horizontal or vertical and connect the centers of adjacent cells without crossing or overlapping each other and the given numbers.
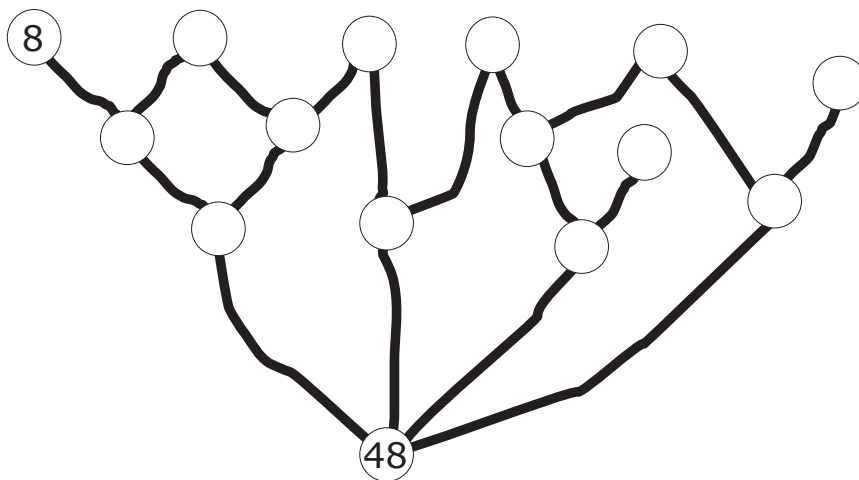

10
points

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3 NUMBER TREE

Fill in the numbers 1 to 14 in such a way that the number in each circle is equal to the sum of the numbers in the circles into which it branches off from bottom to top.

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4 NO FOUR IN A ROW

Fill in the grid with 'X' or 'O' such that four consecutive 'X's and 'O's do not appear horizontally, vertically or diagonally.

				O		O	O
O						O	O
X			O				O
O		O	O		X		
X			O				
						O	
	X					X	
	O	O	O			X	X

25 points

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5 MINESWEEPER

Place 17 mines into empty cells in the grid. The numbers in the grid represent the number of mines in the neighbouring cells, including diagonal ones.
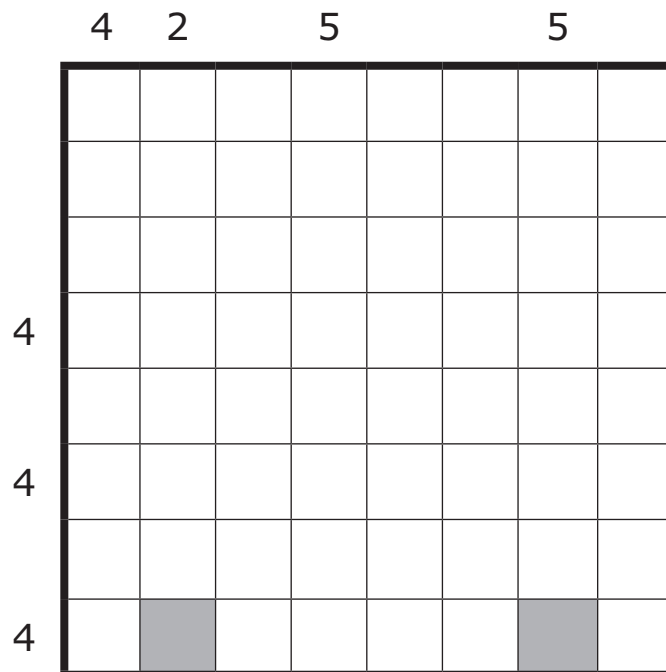
					2		
2							
			5				3
	4						
			5				4
					5		
	2		3				

10 points

6 SNAKE

Find a snake in the grid whose head and tail are indicated by grey cells. The snake wriggles horizontally and vertically and never touches itself, not even diagonally. The digits outside the grid indicate the number of cells occupied by the snake in that row or column.
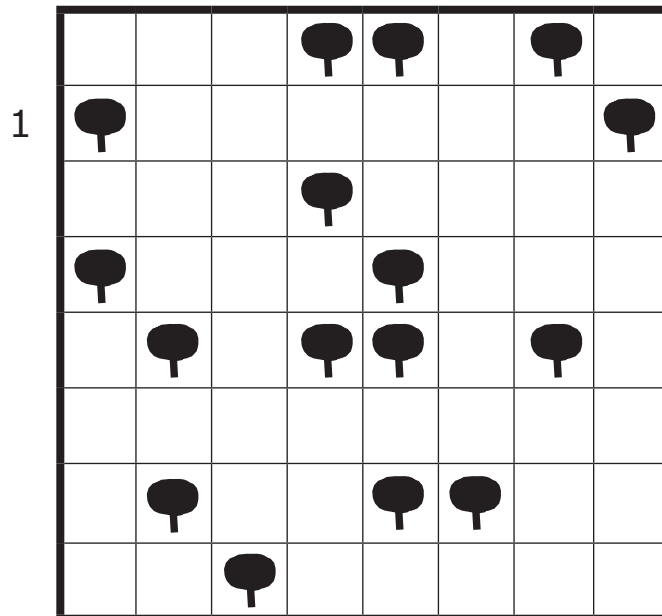

15 points

7 TENTS

Attach a tent to each tree, in a horizontally or vertically adjacent cell. Cells with tents do not touch each other, not even diagonally. Numbers outside the grid indicate the number of tents in that row or column.
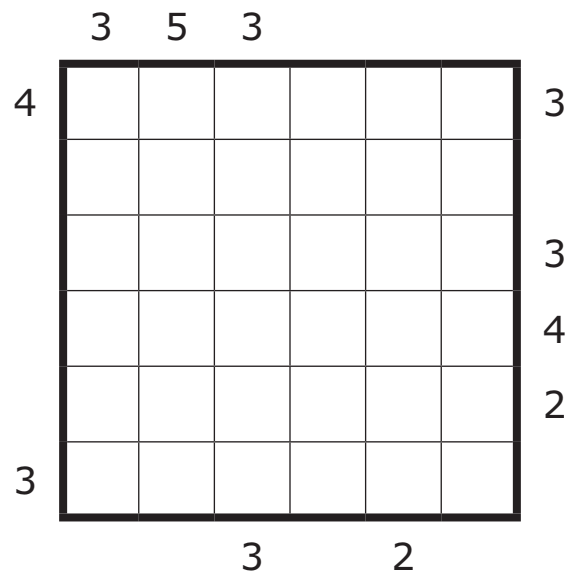

10 points

8 SKYSCRAPERS

Place the digits 1-6 in every row and column. Each digit indicates a skyscraper of that height. Numbers outside the grid indicate how many buildings are visible when looking from that side. Higher buildings block the view of lower buildings.

	3	5	3				
4							3
							3
							4
							2
3							
		3		2			

30
points

9 BATTLESHIPS

Place the given ships in the grid, so that they do not touch each other, not even diagonally. Numbers outside the grid indicate how many cells are occupied by ship segments.
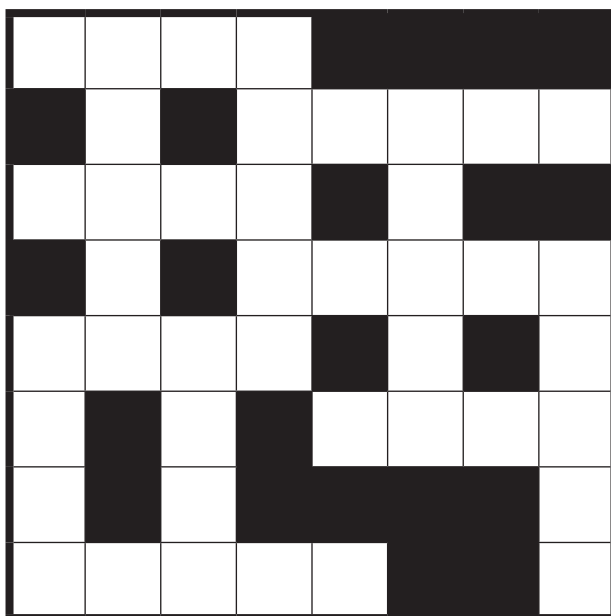
10 NUMBER PLACE

Place the 4- and 5-digit numbers in the grid, from left to right or from top to bottom.

☐ 2143
☐ 2307
☐ 2844
☐ 3916
☐ 4920
☐ 5507

☐ 21932
☐ 26485
☐ 56928
☐ 63579
☐ 66723
☐ 73014
☐ 91571

15
points

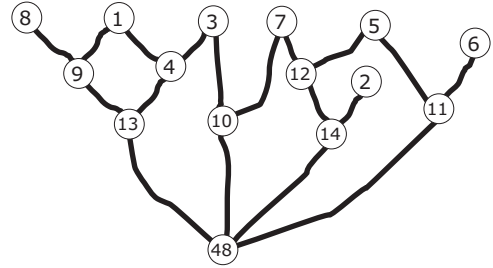# WCPN Dutch Puzzle Championships 2017

Part I - Classic - solutions

1 EASY AS ORTEC

2 FOUR WINDS

3 NUMBER PLACE

4 NO FOUR ...

5 MINESWEEPER

6 SNAKE

7 TENTS

8 SKYSCRAPERS

9 BATTLESHIPS

10 NUMBER PLACE

Puzzle design:
Hns Eendebak

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