

SNAKE

03042017 - Hns - 1* - 1643

Find a snake in the grid whose head and tail are indicated by the 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.

	5		2				3
4							
2							
5							

SUDOKU - next to nine

04042017 - Hns - 3* - 1644

Place the digits 1-9 in each column, each row and in all 3x3 regions. In this Sudoku, the digits on the outside indicate which digits are directly adjacent to the digit 9 in that row or column. The digits are not necessarily listed in order.

	25	45	15	78	15	7	28	67	2
78				5					
8			6		4				
46									
46									
38					5				
15									
13									
37					6		4		
8						1			

JAPANESE SQUARE plus

05042017 - RS - 4* - 1645

Place digits 1–9 into the grid so that no digit is repeated within a row or column. Numbers outside the grid indicate the sums of contiguous blocks of digits in that row or column. Blocks have to be separated by at least one empty square. On each row and column three squares remain empty.

8	18		25	2	15		6				
4	18	15	9	19	4	4	8	22	15		
30	14	1	26	3	21	8	2	10	9	27	27
15	19	8	4	8	3	18	39	21	14	3	18
9	36										
20	7	18									
24	14	7									
6	23	16									
16	9	7	13								
5	6	9	25								
23	17	5									
19	7	19									
1	29	15									
11	28	6									
15	2	28									
42	1	2									

SUDOKU - +3

06042017 - Hns - 4* - 1646

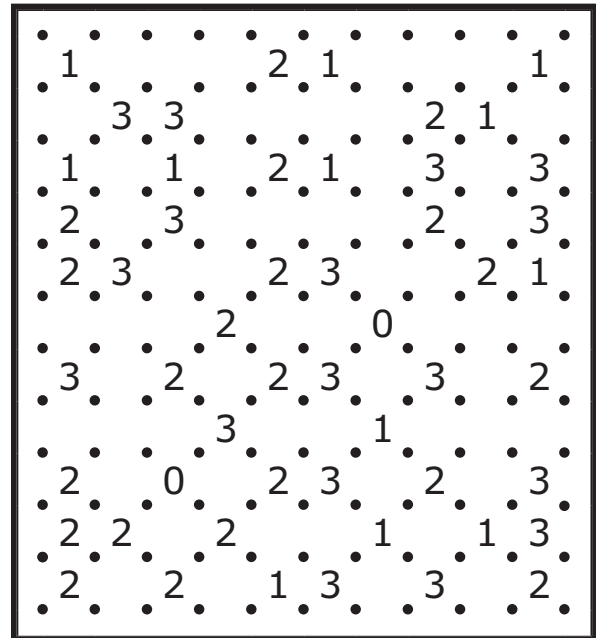
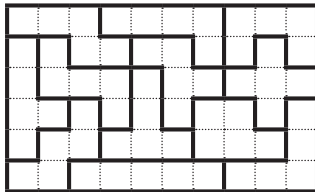
Place the digits 1-9 in each column, each row and in all 3x3 regions. **All** the places where the difference between two digits is 3 are marked with a circle.

							7	
8								
7			2					8
								3
	7							

FILLED LOOP

07042017 - RS - 5* - 1647

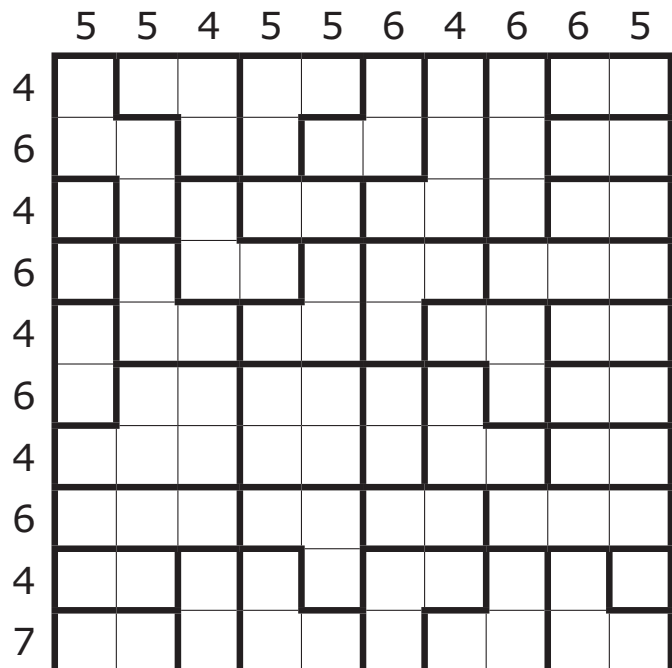
Draw a single closed loop along the grid lines. The loop does not cross or touch itself. The numbers in the grid indicate how many sides of the cell are used for the loop. Fill the loop with the 12 pentominos; inside the loop are 60 cells. Adjacent pentominos touch each other at exactly one border segment. There are no points where three or more pentominos meet. Pentominos may be rotated and/or mirrored.



CRAZY PAVING

10042017 - Hns - 3* - 1648

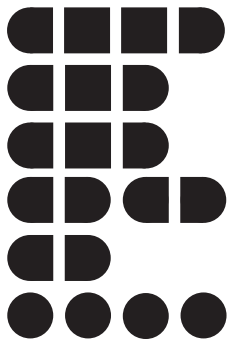
The grid is divided into a number of black outlined regions. Colour some cells so that each region is either completely filled or completely empty. Numbers on the outside indicate how many cells are coloured in that row or column.



BATTLESHIPS

11042017 - Hns - 4* - 1649

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



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

TENTS aka CAMPING

12042017 - Hns - 3* - 1650

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.

				3			
3							



SUDOKU - renban

13042017 - RS - 3* - 1651

Place the numbers 1 to 9 on each row, in all columns and in the nine 3x3 regions. Numbers in coloured regions are consecutive.

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

ABC aka alphacipher

14042017 - RS - 5* - 1652

Every letter of the alphabet has a different value from 1 to 26. The numbers behind the words are the sum of the letters of that word.

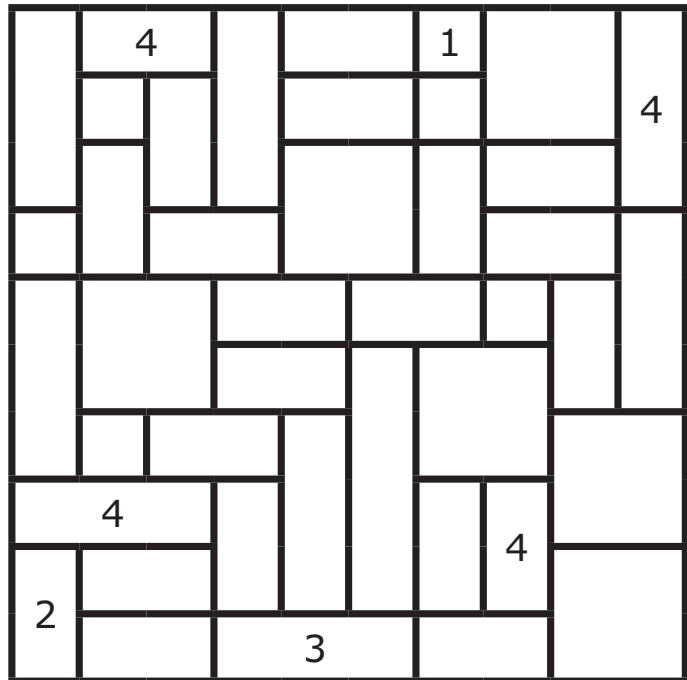
SAGA	50
SCORE	111
SELF	89
SEVEN	98
SEXY	69
SIZE	66
SKINK	63
SMILE	74
SOBER	87
SOUTH	73
SQUID	77
STOUT	87
STRONG	111
STUPID	70
STYLE	95
SWARM	58

A	B	C	D	E	F	G	H	I	J	K	L	M
N	O	P	Q	R	S	T	U	V	W	X	Y	Z

DIFFERENT NEIGHBOURS

17042017 - RS - 2* - 1653

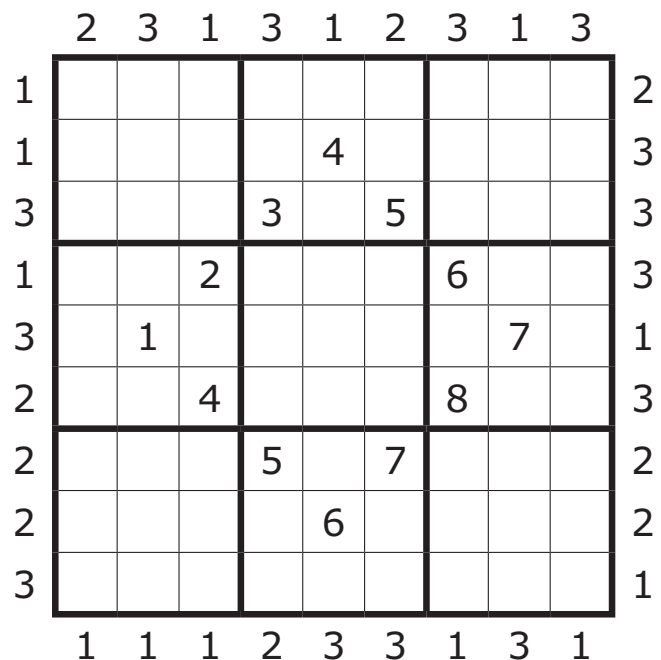
Place a digit from 1 to 4 in each black outlined region so that adjacent regions never contain the same digit, not even diagonally. Some regions have already been filled.



SUDOKU - position

18042017 - RS - 2* - 1654

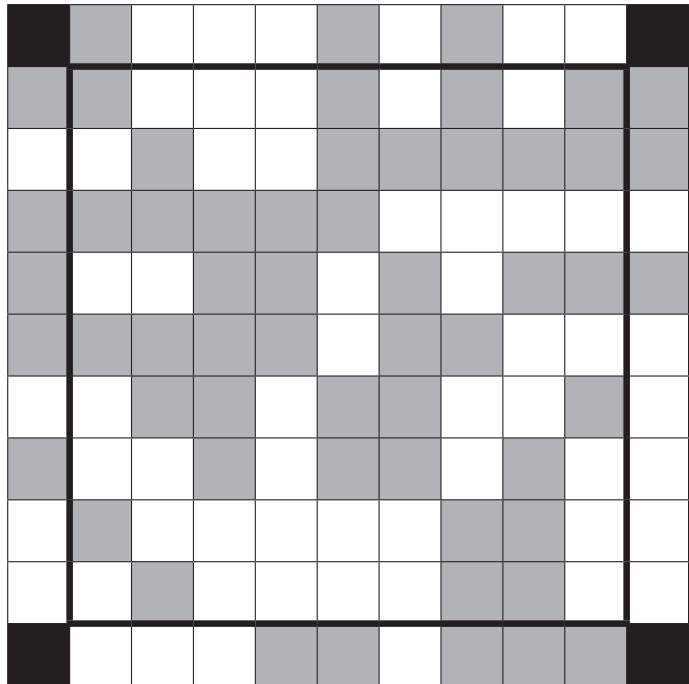
Place the digits 1-9 in each column, each row and in all nine 3x3 regions. Clues outside the grid indicate the position of the largest digit in the first three cells.



NEIGHBOURS - skyscrapers

19042017- RS - 3* - 1655

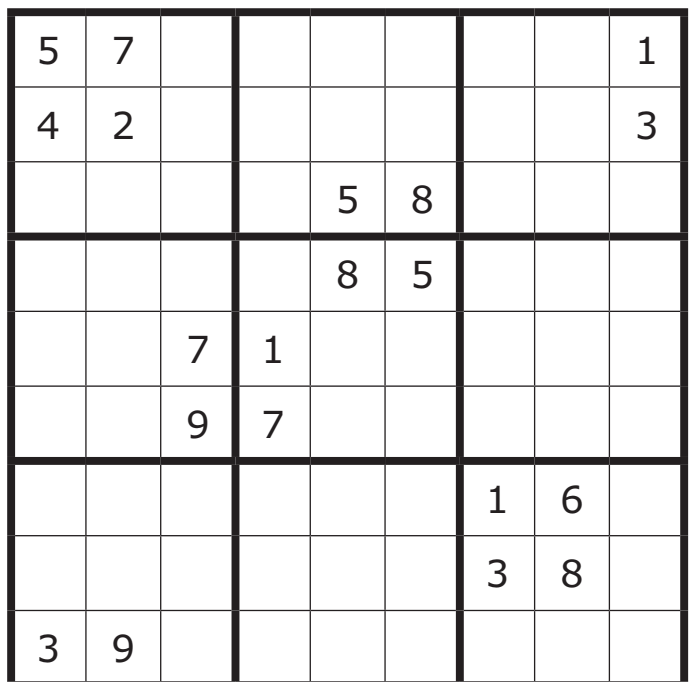
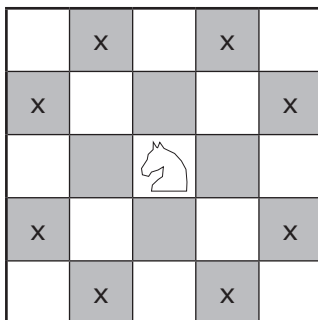
Place digits 1–3 in the grid so that in each row and column, each digit appears three times in the bold outlined 9x9-box. Numbers in grey cells do not share an edge with a cell containing the same number. Numbers in white cells share an edge with at least one cell containing the same number. All grey cells are given. Also, the digits in the bold outlined 9x9 box each represent skyscrapers of their respective heights. The digits outside the grid indicate how many skyscrapers can be seen in the respective row or column from the respective direction. (A skyscraper hides all skyscrapers behind it that are of equal or lower height.)



SUDOKU - anti-knight

20042017 - RS - 4* - 1656

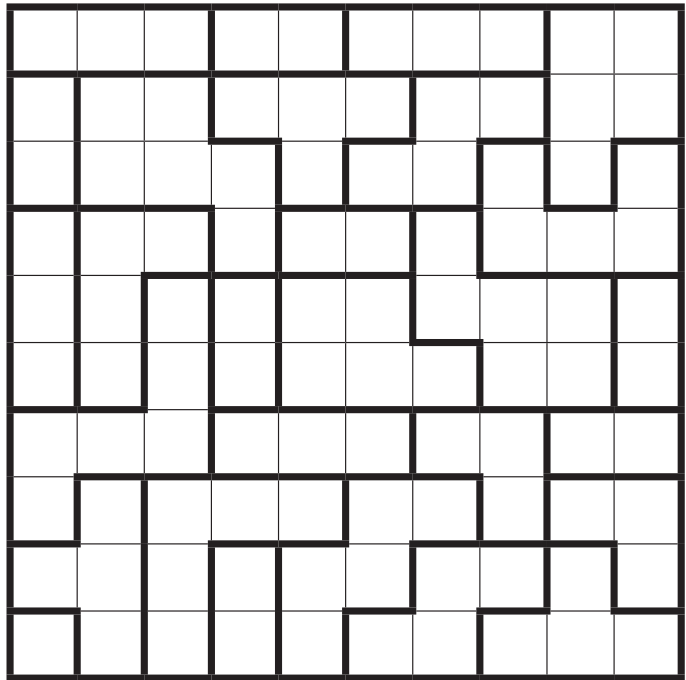
Place the digits 1-9 in each column, each row and in all nine 3x3 regions. No cell that is a knight-step (chess) away will contain the same digit.



RIPPLE EFFECT

21042017 - RS - 3* - 1657

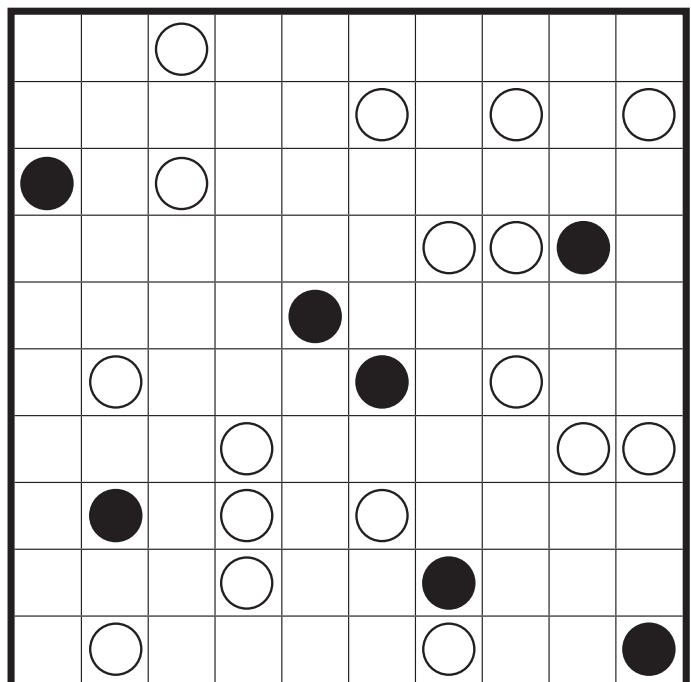
Every black bordered shape must contain the consecutive integers from 1 to the quantity of cells in that shape. If two identical numbers appear in the same row or column, at least that many cells with other numbers must separate them. For example, two cells both containing '3' must have at least three cells with other numbers between them in that row or column.



MASYU

24042017 - RS - 2* - 1658

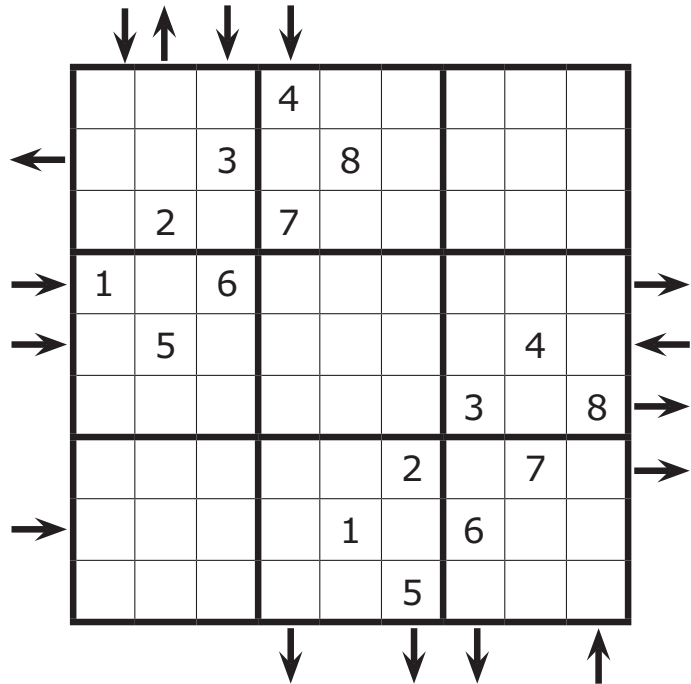
Draw a single closed loop that travels horizontally and vertically, passing through all circles in the grid. The loop must make a 90° angle in all black circles and go straight for at least two cells in both directions before turning again. The loop must go straight through all white circles and make a 90° angle in at least one of the neighboring cells.



SUDOKU - Rossini

25042017 - RS - 3* - 1659

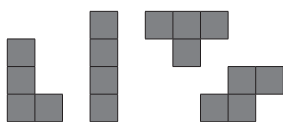
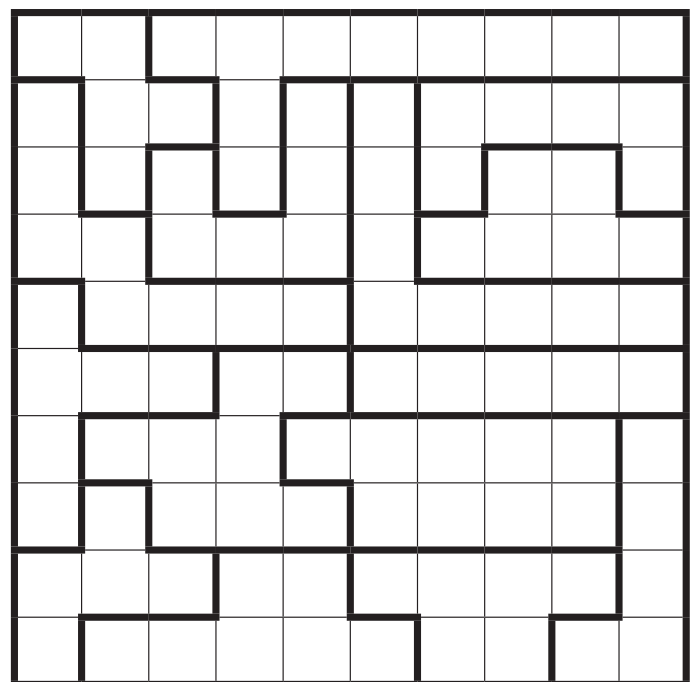
Place the digits 1-9 in each column, each row and in all 3x3 regions. Arrows outside the grid indicate that the first three digits are in ascending or descending order - the highest digit is at the sharp end of the arrow. If there is no arrow outside the grid the first three digits cannot be ordered in either ascending or descending order.



LITS

26042017 - RS - 3* - 1660

Shade exactly four cells in each of the outlined regions so that they are orthogonally interconnected within the region and form one of the given shapes. Identical pieces may not touch each other orthogonally. Tetrominoes may be rotated and reflected, however they are still considered as the same type. All the shaded cells must be interconnected. Shaded cells cannot form a 2x2 square.



SUDOKU - prime sums

27042017 - RS - 4* - 1661

Place the digits 1-9 in each column, each row and in all 3x3 regions. A dot means that the sum of the digits in the two neighbouring cells is a prime number. All possible dots are placed in the grid.

	9					4		
2								7
				5				
6								3
	1						8	

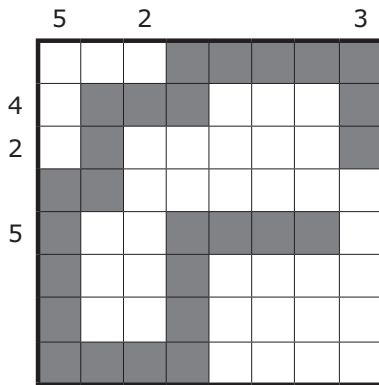
NEIGHBOURS

28042017 - Hns - 4* - 1662

Place digits 1-3 in the grid so that in each row and column, each digit appears three times. Numbers in grey cells do not share an edge with a cell containing the same number. Numbers in white cells share an edge with at least one cell containing the same number. All grey cells are given.

2				3				2
		3				1		
3								3
		2				1		
3				1				1

03042017 - Hns - 1* - 1643



04042017 - Hns - 3* - 1644

	25	45	15	78	15	7	28	67	2
78	2	1	4	5	8	9	7	3	6
8	9	8	6	3	4	7	2	5	1
46	5	7	3	2	1	6	9	4	8
46	1	5	7	6	9	4	8	2	3
38	3	9	8	1	5	2	6	7	4
15	6	4	2	8	7	3	1	9	5
13	4	2	1	9	3	8	5	6	7
37	8	3	9	7	6	5	4	1	2
8	7	6	5	4	2	1	3	8	9

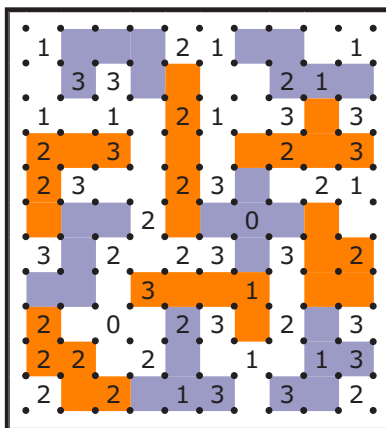
05042017 - RS - 4* - 1645

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

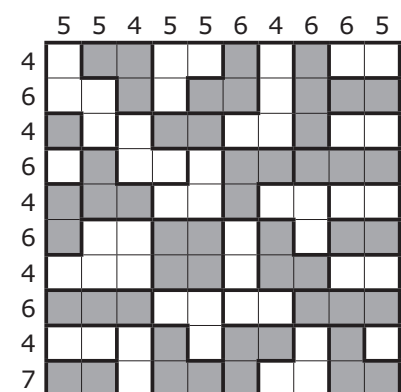
06042017 - Hns - 4* - 1646

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

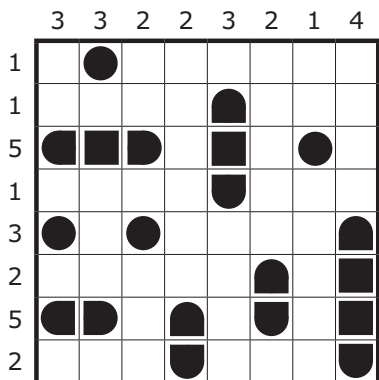
07042017 - RS - 5* - 1647



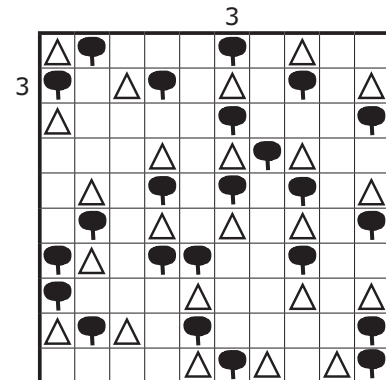
10042017 - Hns - 3* - 1648



11042017 - Hns - 4* - 1649



12042017 - Hns - 3* - 1650



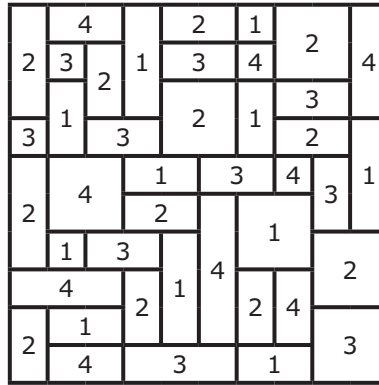
13042017 - RS - 3* - 1651

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

14042017 - RS - 5* - 1652

A	B	C	D	E	
7	2	26	15	23	
F	G	H	I	J	
24	14	3	5	8	
K	L	M	N	O	
9	20	4	18	21	
P	Q	R	S	T	
1	25	19	22	17	
U	V	W	X	Y	Z
10	12	6	11	13	16

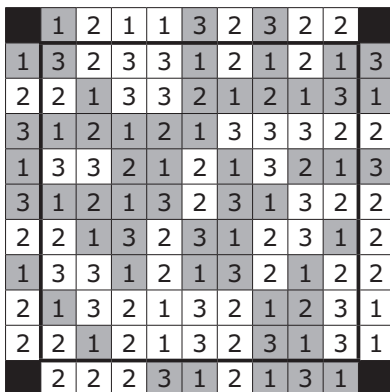
17042017 - RS - 2* - 1653



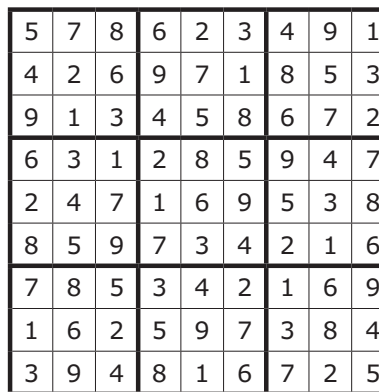
18042017 - RS - 2* - 1654

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

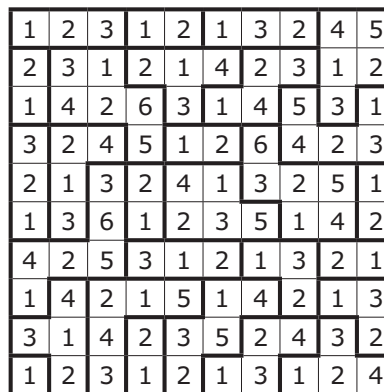
19042017- RS - 3* - 1655



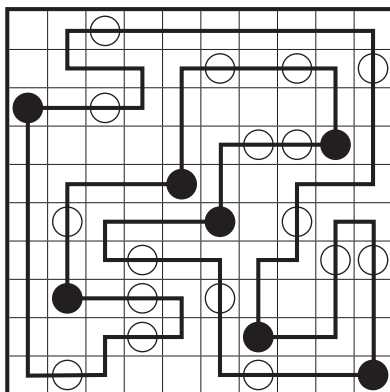
20042017 - RS - 4* - 1656



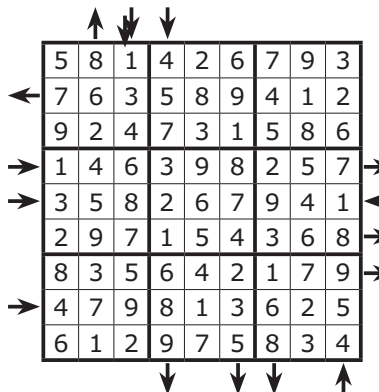
21042017 - RS - 3* - 1657



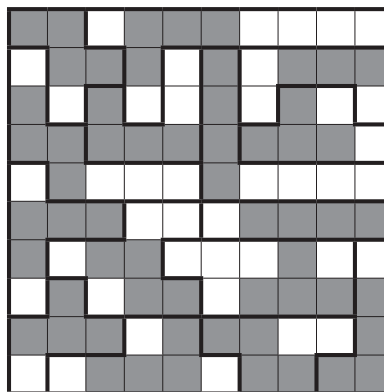
24042017 - RS - 2* - 1658



25042017 - RS - 3* - 1659



26042017 - RS - 3* - 1660



27042017 - RS - 4* - 1661

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

28042017 - Hns - 4* - 1662

2	2	3	1	3	1	3	1	2
3	3	1	2	3	1	2	1	2
1	2	3	1	2	3	1	2	3
2	1	3	3	1	2	3	2	1
3	2	1	1	2	3	1	2	3
1	3	2	3	2	1	2	3	1
2	1	2	2	1	3	1	3	3
1	3	1	3	3	2	2	1	2
3	1	2	2	1	2	3	3	1

Spring contest - solution

Ten friends know all one different joke. They can only communicate by phone. How many phonecalls have to be made before all friends know all jokes?

The solution is sixteen calls. There's a general rule: if the amount of friends (N) is 4 or more the solution is $2N-4$.

Tom Groot Kormelink is the winner of the puzzle-related price. He will receive his award at June 17th, during the championships.

puzzle authors

RS - Richard Stolk
BdL - Bram de Laat
WZ - Wilbert Zwart
AB - Arvid Baars
Hns - Hns Eendebak

puzzle names

date (ddmmyyyy) - author - difficulty level - wcpn puzzle ID



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info@wcpn.nl