

Logic Masters 2017
Round 7 – Shooting Gallery

Time: 30 minutes

7.1 Kakuro	5 points
7.2 Kakuro	5 points
7.3 Rekuto	5 points
7.4 Rekuto	15 points
7.5 Transposed Multi Loop	5 points
7.6 Transposed Multi Loop	15 points
7.7 ABC	10 points
7.8 ABC	20 points
7.9 Tapa	10 points
7.10 Tapa	20 points
7.11 Touching Pentominoes	10 points
7.12 Touching Pentominoes	20 points
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Total	140 points
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Bonus for every minute remaining	4 points

PUNKTE

7.1 Kakuro

5 Punkte

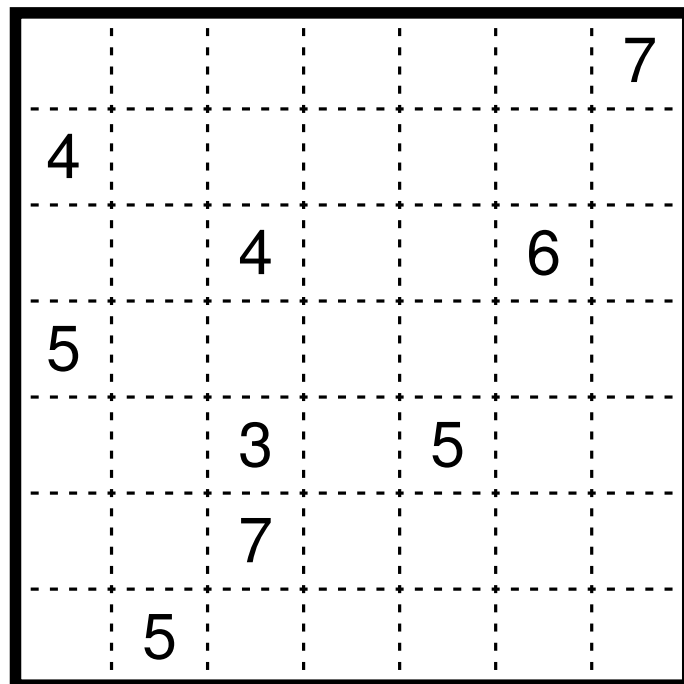
Fill the grid with numbers from 1 to 9. Given numbers are the sum of all numbers in the respective row or column up to the next black cell. Within a sum, no number is repeated. **Caution:** Only one number is uniquely determined.

	22	23	24	25	
27					
28					
29					
30					

7.3 Rekuto

5 Punkte

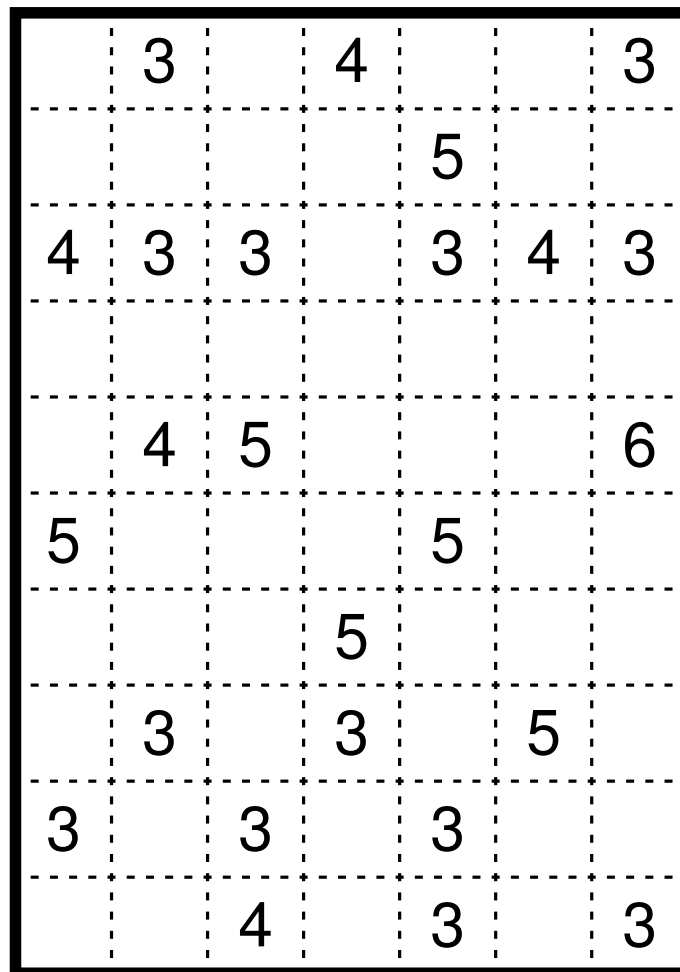
Divide the grid along the dotted lines to create rectangles. Every rectangle contains exactly one number. The number is the sum of the height and width of the rectangle. **Caution:** Only one rectangle is uniquely determined.



7.4 Rekuto

15 Punkte

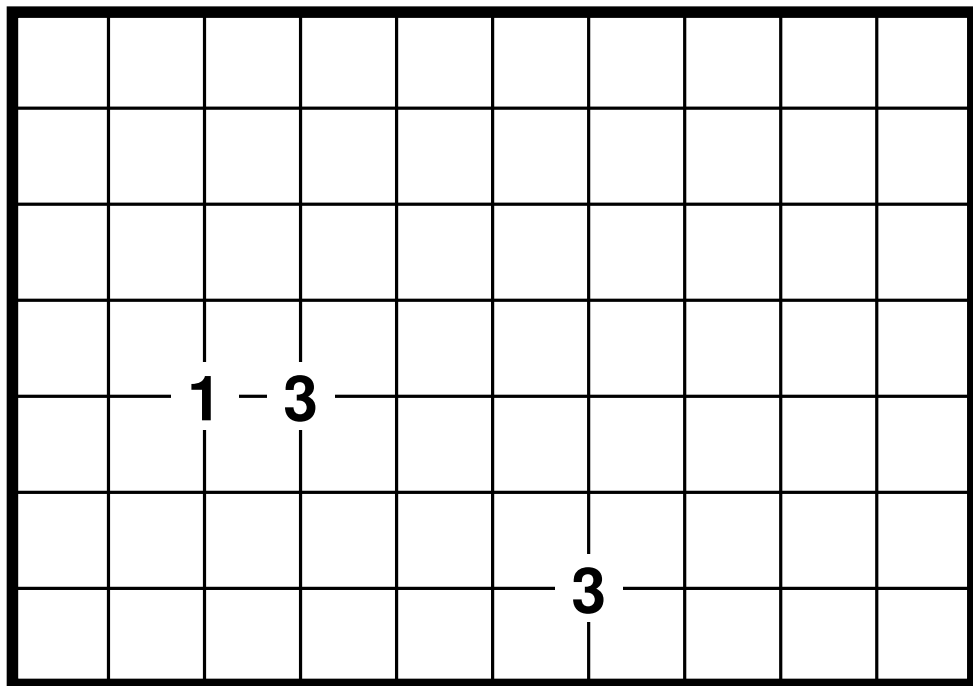
Divide the grid along the dotted lines to create rectangles. Every rectangle contains exactly one number. The number is the sum of the height and width of the rectangle. **Caution:** Only one rectangle is uniquely determined.



7.5 Transposed Multi Loop

5 Punkte

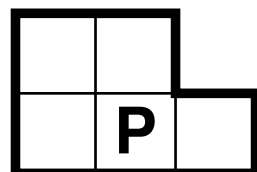
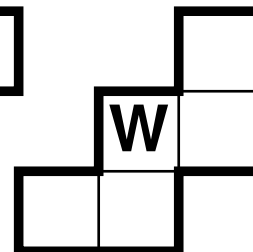
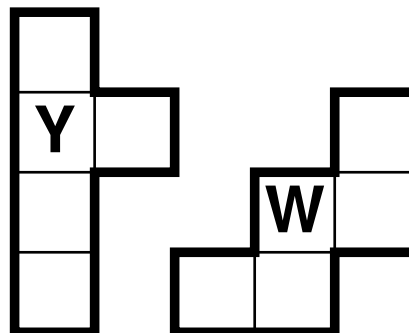
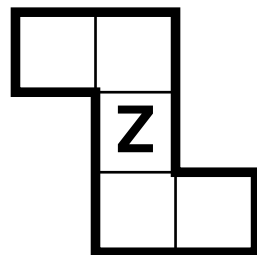
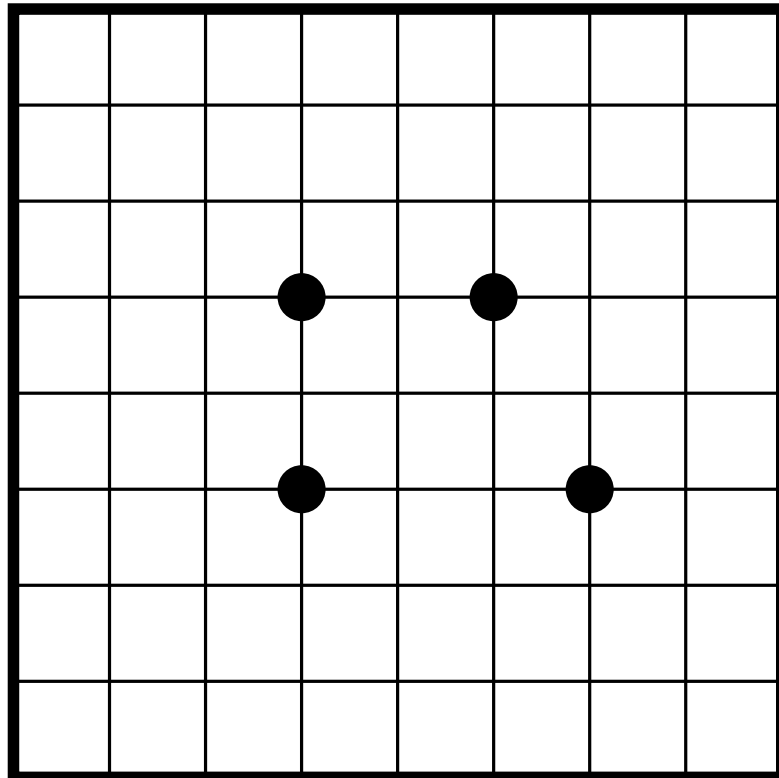
Draw one or more loops into the grid connecting the centers of horizontally or vertically adjacent cells using every cell exactly once. Numbers appear on the intersections of the grid lines and determine how many different loops pass through the four adjacent cells. **Caution:** Only one loop is uniquely determined.



7.11 Touching Pentominoes

10 Punkte

Place the given pentominoes in the grid. All points where two pentominoes touch each other diagonally are marked with circles. Pentominoes do not touch at any other points and do not share edges. There may be pentominoes that do not touch any of the circles. Pentominoes may be mirrored and rotated. **Caution:** Only one pentomino is uniquely determined.



7.12 Touching Pentominoes

20 Punkte

Place the given pentominoes in the grid. All points where two pentominoes touch each other diagonally are marked with circles. Pentominoes do not touch at any other points and do not share edges. There may be pentominoes that do not touch any of the circles. Pentominoes may be mirrored and rotated. **Caution:** Only one pentomino is uniquely determined.

