

Dear puzzle(d) friends,

This is already my 11th booklet with logic puzzles made especially for all you puzzlers in the world. This 11th booklet was also supposed to be my last due to lack of feedback, which, for me, automatically meant I was making puzzles for a (very) small audience. This lack of feedback already changed my plans from issuing a booklet every two months in issuing a booklet whenever I felt like it. But thanks to a lot of positive reactions during this years WPC, I'll give it another go. I also think it's time that I give you all a proper introduction. So here's some background information about how I became a puzzle addict.

In high school I first discovered my ability to make and solve puzzles. Every now and then I made a practice test for the physics exams, and went in discussion with our mathematics teacher about the answers in the answer booklet. (I remember a discussion about how many cartons of orange juice fit in a special sized box. Everybody stacked the cartons in an upright position in the box, but I tried to put in cartons on their side and on their back as well, resulting in two extra cartons that would fit in.)

I became a real puzzle addict after I qualified for the 8th WPC in Budapest back in 1999. I just managed to get through the qualification round and the Dutch national round to enter the team. On one of our first meetings before the event in Budapest, Niels Roest (our nations best puzzler) handed in two retrograde battleship puzzles. He made those for Breinbrekers and was awarded a free subscription for the forthcoming year. Since I still had no subscription to Breinbrekers, I also started to develop some puzzles. I drove Hans Eendebak, team captain and editor of Breinbrekers, mad with all the stuff I "invented". I would send him two or three puzzles every two weeks. I was also looking for a place to do my practical (I was studying mathematics at the time (what else would you expect)) and also that request I mailed to Hans. After this all went very quickly. Hans offered me the chance to fill the "yellow section" of Breinbrekers for the 3rd issue of 2000. All these kind of puzzles also feature in my booklets and two concepts even made it through the WPC 2003 puzzle selection. (Checkers and tournament, puzzle 3 and 13 of part II). I also did my practical at Puzzelsport in the summer of 2000. I developed (another) "Swedish crossword puzzle generator" for them. After this I became a regular puzzle maker for Breinbrekers, and I'm doing this ever since.

In 2001, after a disappointing 9th place in the national finals in 2000, I again made it to the WPC. On that event Hans made clear that he wanted to nominate the Netherlands to host the event in 2003. He was making an inventory of all people he wanted to help him with the content. I was one of them. And although I finished 6th that year, in my heart I felt more a puzzle maker rather than a puzzle solver. (The 2001 WPC was very maths-orientated, so it was very easy for me to do well in the event).

Here I am, in 1999 struggling to get to the event as a puzzle solver, and now making puzzles for the event. I would like to thank a number of people for this:

First of all Hans Eendebak who not only hired me to work for Puzzelsport but also did a great job as a team captain in the 1999 and 2001 event, and as the responsible man for this years WPC-puzzles. It is an honor to work with you. I hope this won't be our last event together!

Secondly there are all the Dutch team members I've served with in 1999 and 2001 (in alphabetical order): Jan Beelen, Paul Jacobs, Delia Keetman, Jeroen Meewisse and Niels Roest. Damn good puzzlers you all.

Further more all the people I worked with this 12th WPC: Rob Geensen and Jan Lam from the organizing staff, Delia and Stef Keetman as fellow puzzlemakers, Rick Uppelschoten my roommate for the event, for listening to my on- and ongoing stories, even way past 4 AM. And last but definitely not least all the people who either helped to check the solutions, handed out and took in the "exams" or organized the excursions and all the people at Papendal, who made this a great championship. Congratulations all on a fantastic event.

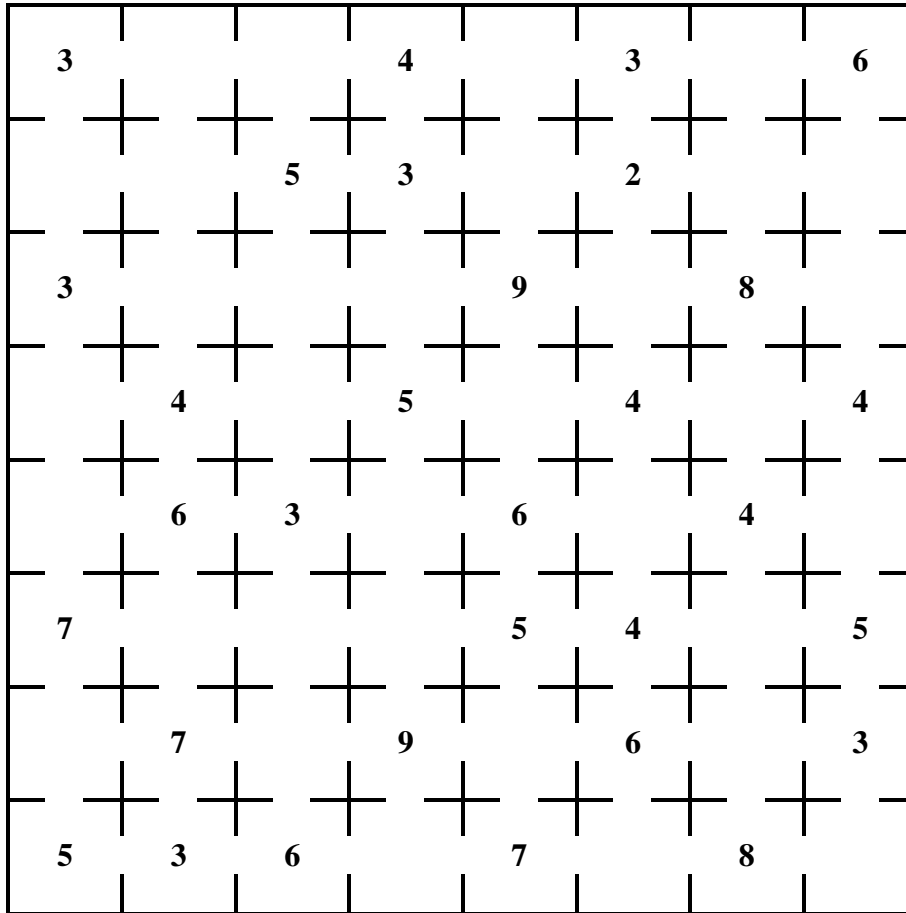
Also all puzzlers present at the last WPC and all puzzlers enjoying my booklets, thank you very much for all your interest. In particular I'd like to thank Otto Janko who translated all my puzzles into the German language. And all the others who link to my home page.

And finally I would like to thank my wife Sonja, I love you, and also my family for their support, I couldn't have done it without you!!!

Tim Peeters
October 2003

Spy hole (***)

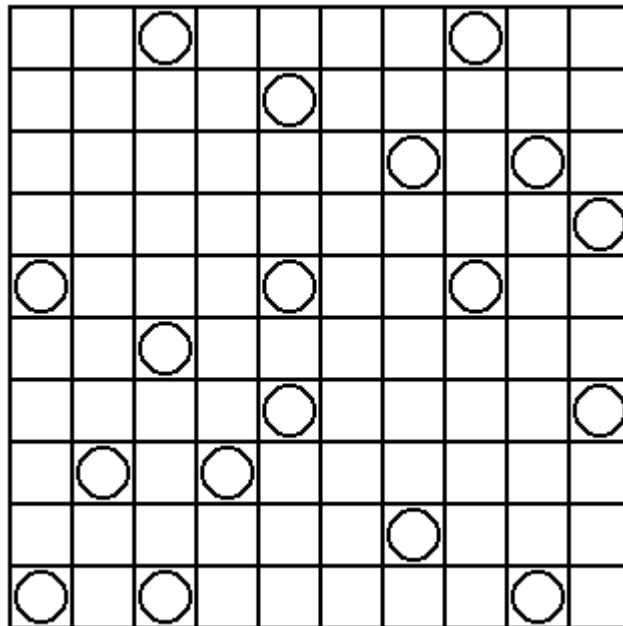
The floor has been divided into 64 rooms, which are all interconnected by doors. Some doors are open, others are closed. In some rooms there is a figure that indicates how many other rooms can be looked into. Which doors are closed?



This type of puzzle, with a figure in all the rooms, Hans first came across in Games magazine. He used it in the 2002 Dutch finals and asked me afterwards to make some puzzles of this type for Breinbrekers. I did, and soon omitted a lot of figures from the puzzles to make them more difficult. This alteration made it on the A-list for the WPC.

Take circles (**)

Find a path from the top left corner to the bottom right corner so that you pass through every circle once. The path may not touch itself, not even diagonally.



This was an alternative "step 4 puzzle" for the individual medley. Instead of the "every second breakpoint"-puzzle.

Double Domino (**)

Two sets of dominos are hidden in the grid. One is placed vertically and the other set is placed horizontally. Draw the sides in the diagram so that it becomes clear how the dominos are positioned.

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

We wanted a domino variations part. So I started to think of some variations. From the three I invented only the cross-sums domino made the A-list. Because of the extra rule (one set horizontally and one set vertically) this puzzle was rejected in favor of one without this rule.

Strange Domino (***)

A strange set of dominos is hidden in the grid. Draw the sides in the diagram so that it becomes clear how the stones are positioned.

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

[1] [2] [3] [1 1] [1 2]

[1 3] [2 2] [2 3] [3 3]

[1 1 1] [1 1 2] [1 1 3]

[1 2 1] [1 2 2] [1 2 3]

[1 3 1] [1 3 2] [1 3 3]

[2 1 2] [2 1 3] [2 2 2]

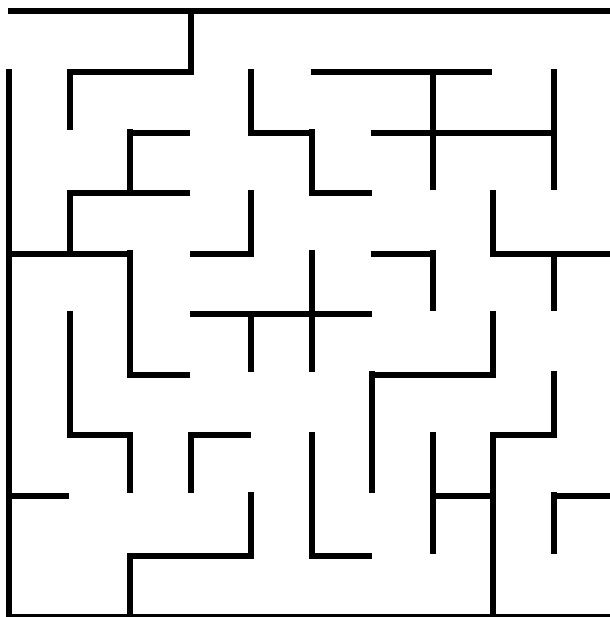
[2 2 3] [2 3 2] [2 3 3]

[3 1 3] [3 2 3] [3 3 3]

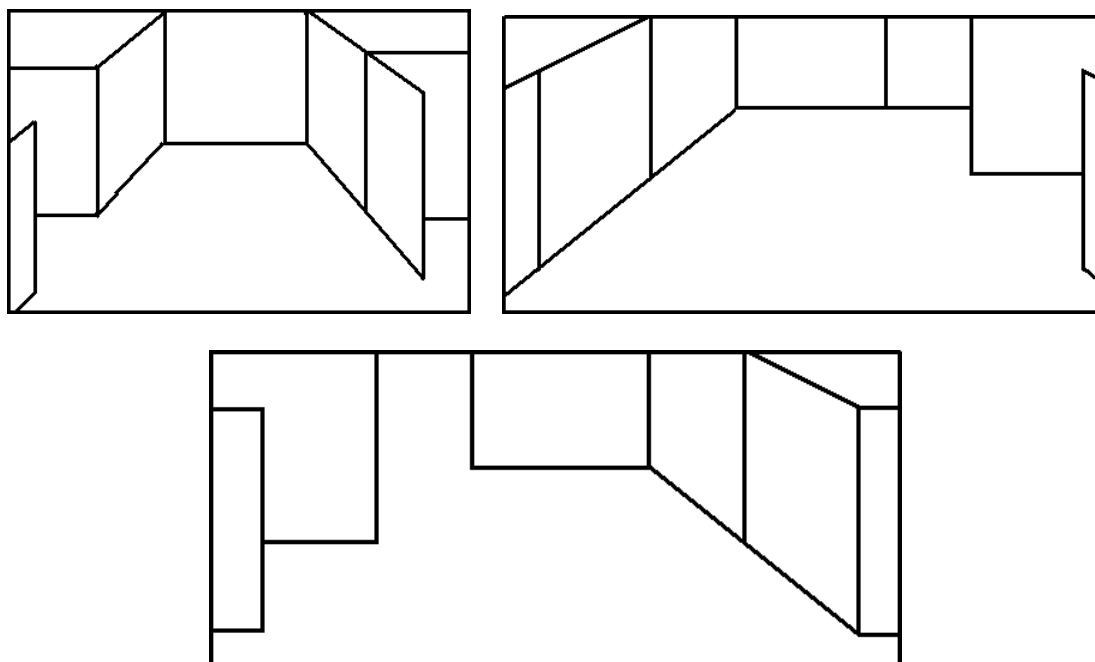
Although this is a full set of strange dominos, which can't be said about the WPC-puzzle, it didn't make it to the A-list because this puzzle was too hard.

3D Dungeon (*)

Find your way through this maze. You can't cross your path. On your way you make three pictures. Find a route from the left upper corner to the right bottom using the three pictures in the order you took them.



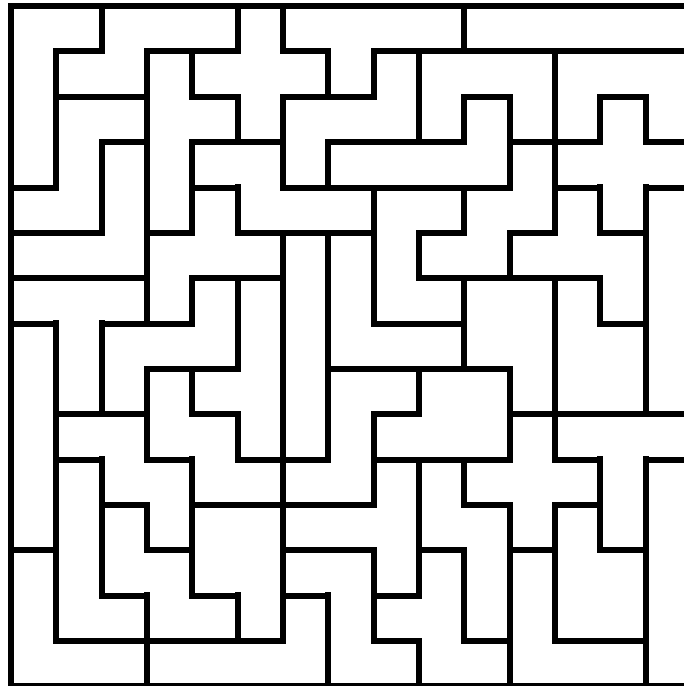
Pictures 1, 2 & 3



This puzzle was planned for the dirty dozen (instead of Hiroimono). But we believed it was too complicated to explain. In these pictures you can look over some walls. What is there? In the last picture you can't see the end of one of the corridors. Does it go on forever? All kinds of questions you can answer with: "you don't need that information to solve the puzzle". So to avoid all these questions we just skipped this puzzle.

Retro pentomino (****)

A full set of twelve different pentominos can be found in the diagram. They do not touch each other, not even diagonally. Find their placing.



The problem with this puzzle is that there are mirrored pentominos in this diagram. A puzzler might think that the L-shape in the top left corner is a different shape than the L-shape on the bottom, which is mirrored. I corrected this flaw and that puzzle made the A-list.

Just twelve steps (****)

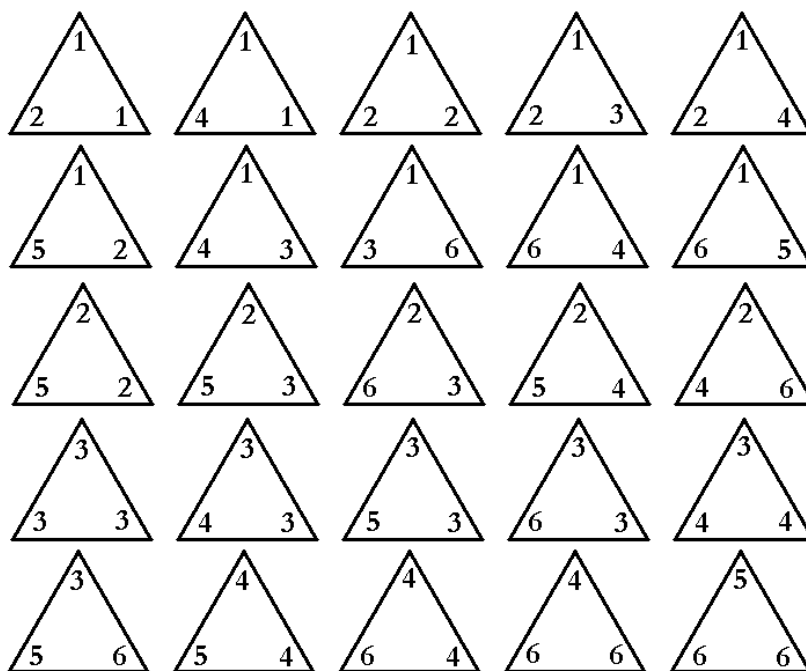
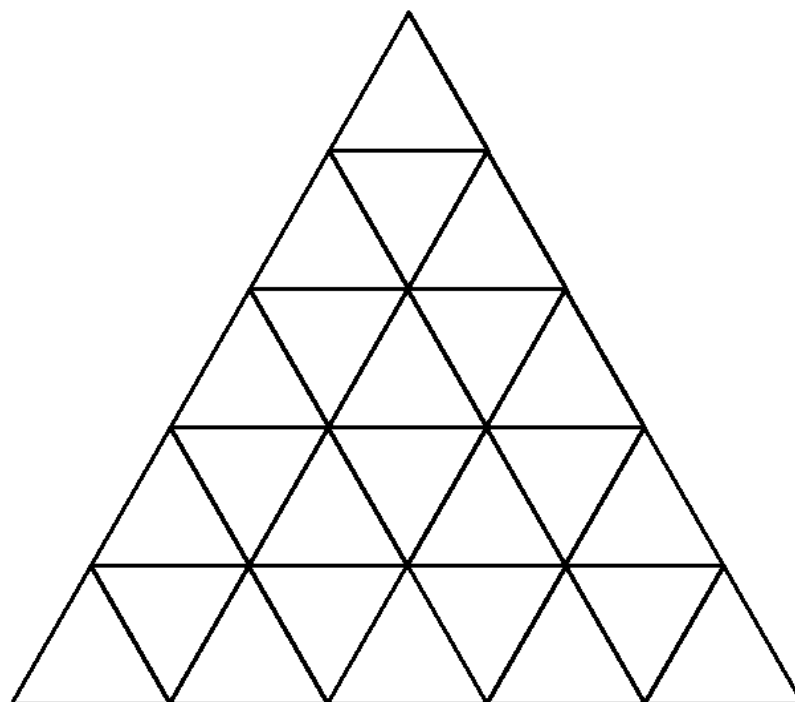
Start in the upper left square. Jump in every direction you want. The number in a square indicates the distance of your jump. You're not allowed to jump outside the grid. Your goal is to travel exactly to F in exactly twelve steps.

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

This was one of the hardest puzzles to crack this year. It was possible to go to F in less than twelve steps, but that was not the question... In this puzzle there is a unique solution in both eleven and twelve steps. Can you find them both?

Triminos (***)

Use the 25 pieces to fill in the pyramid. Only edges and corners with the same numbers can touch.



This was my idea for the weakest link round. Every puzzler who finishes gets some of these tiles to form their team's pyramid. This couldn't be realized due to practical reasons. All those bags of tiles, the costs,...

This concludes my 11th booklet. Comments, feedback, questions are all welcome at kostunix@zonnet.nl