

### 1. Yajilin [India - Prasanna Seshadri]

Blacken some white cells and then draw a single closed loop (without intersections or crossings) through all remaining white cells. The loop may not intersect itself, go through a cell corner, or go through a cell more than once. The loop must go through the center of every cell it goes through and all turns in the loop must be at cell centers. Blackened cells cannot share an edge with each other. Some cells are outlined and in gray and cannot be part of the loop. Numbered arrows in such cells indicate the total number of blackened cells along the direction of the arrow, starting in the arrowed cell and going along a row or column to the edge of the grid.

Heat:

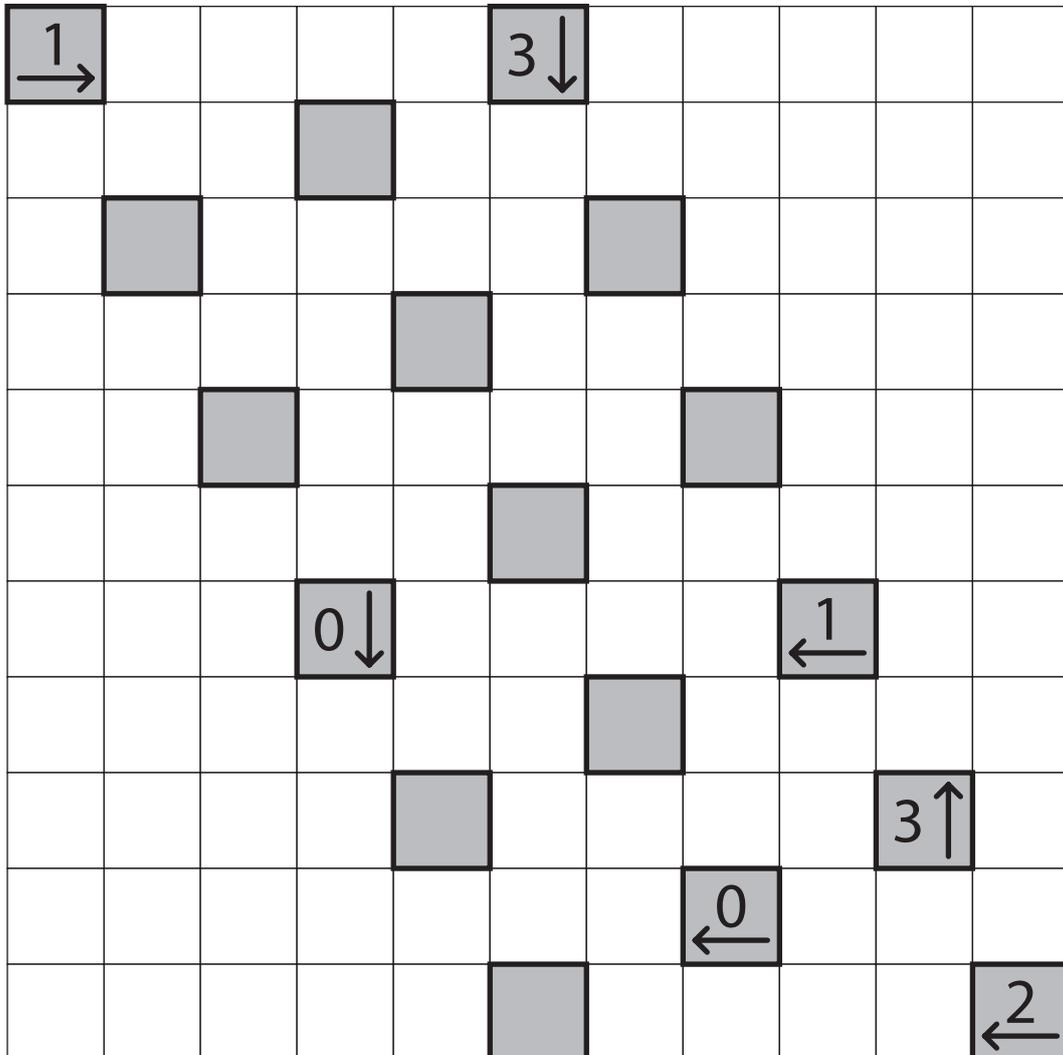
Bracket:

Seed:

Rank:

Competitor Name:

Match Code:



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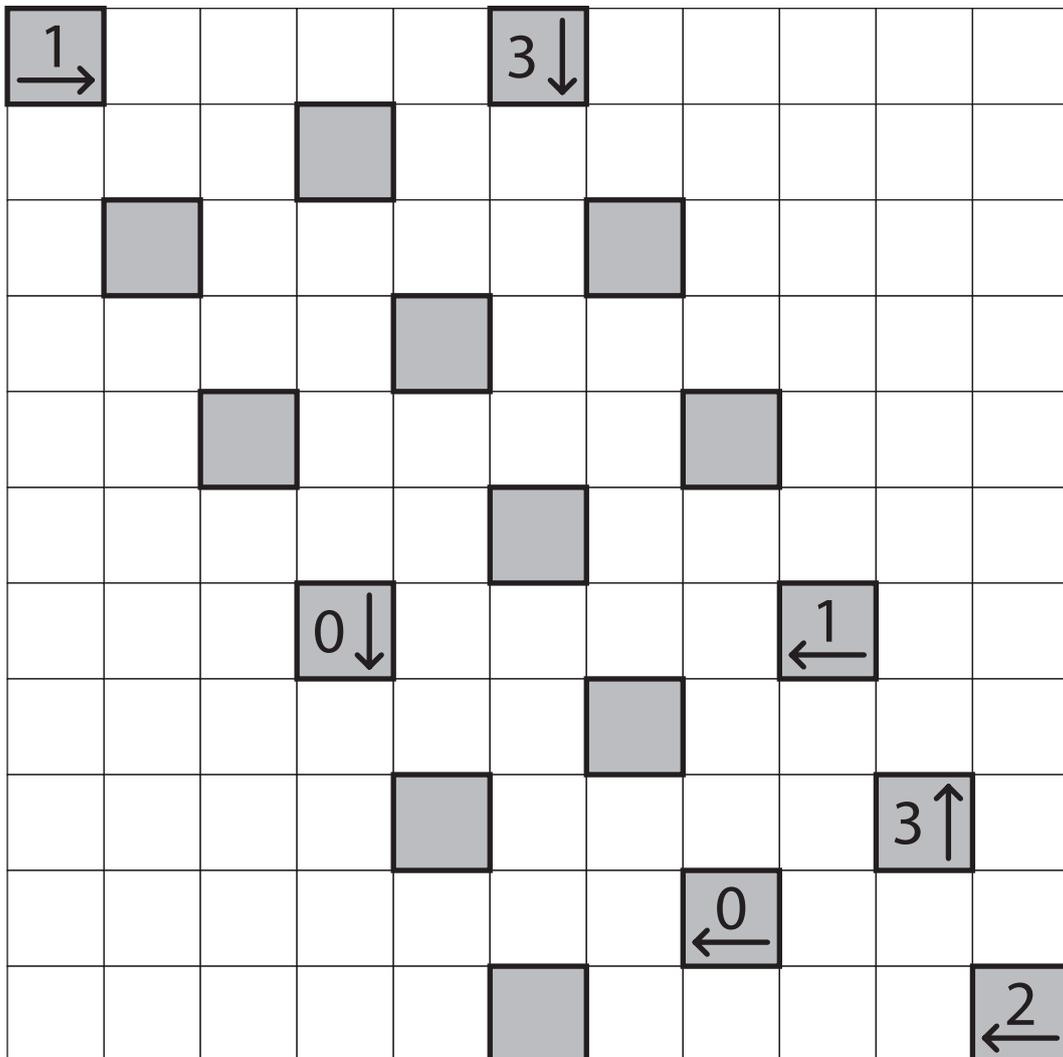
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# Thomas Snyder



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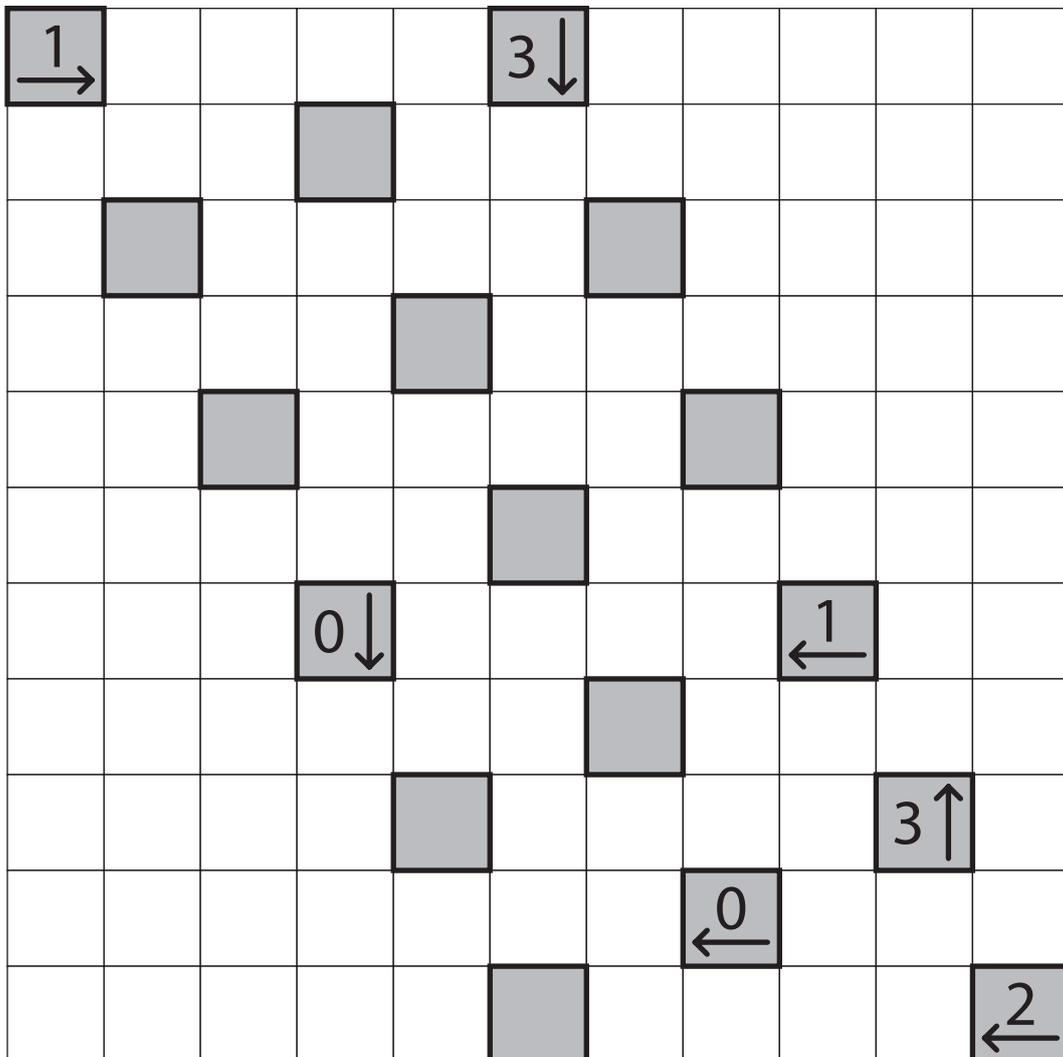
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# Tomoya Kimura



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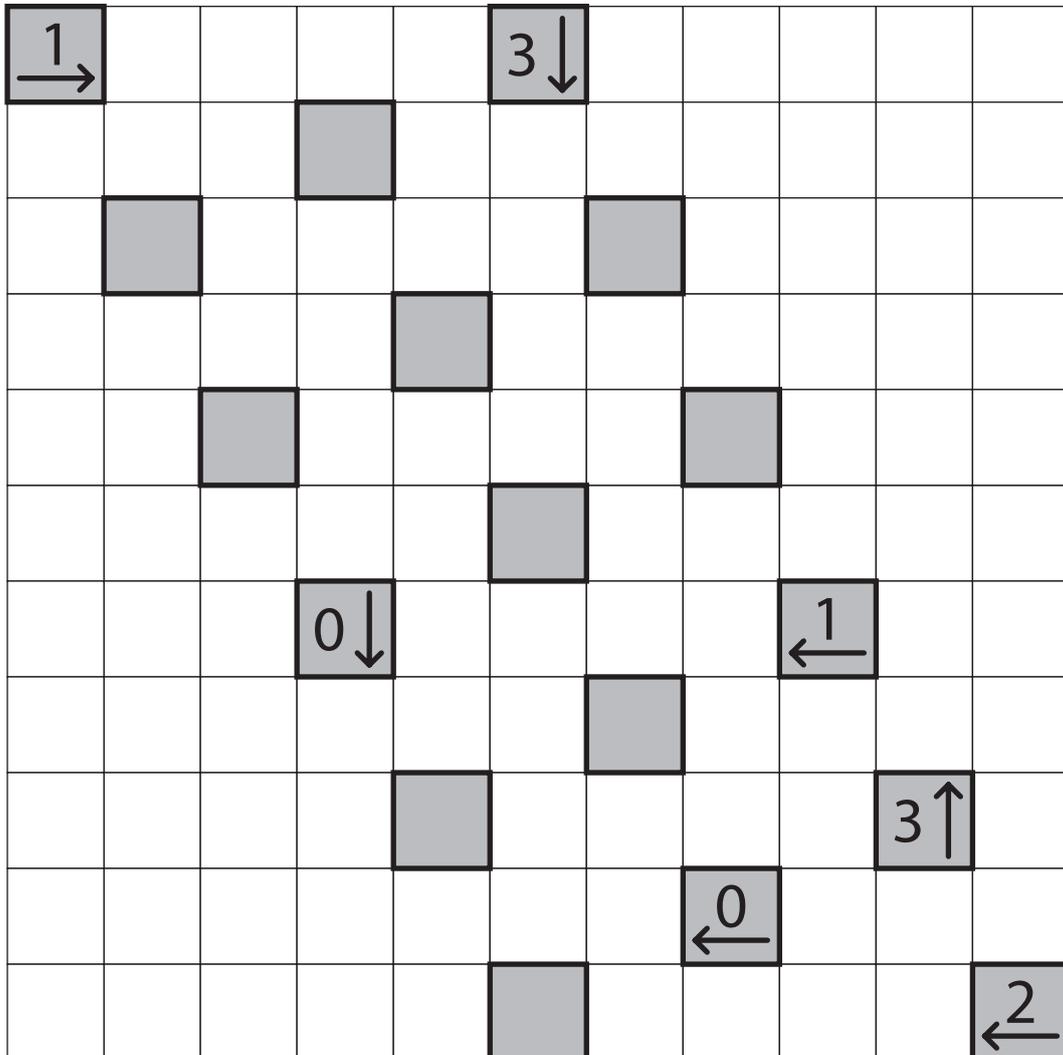
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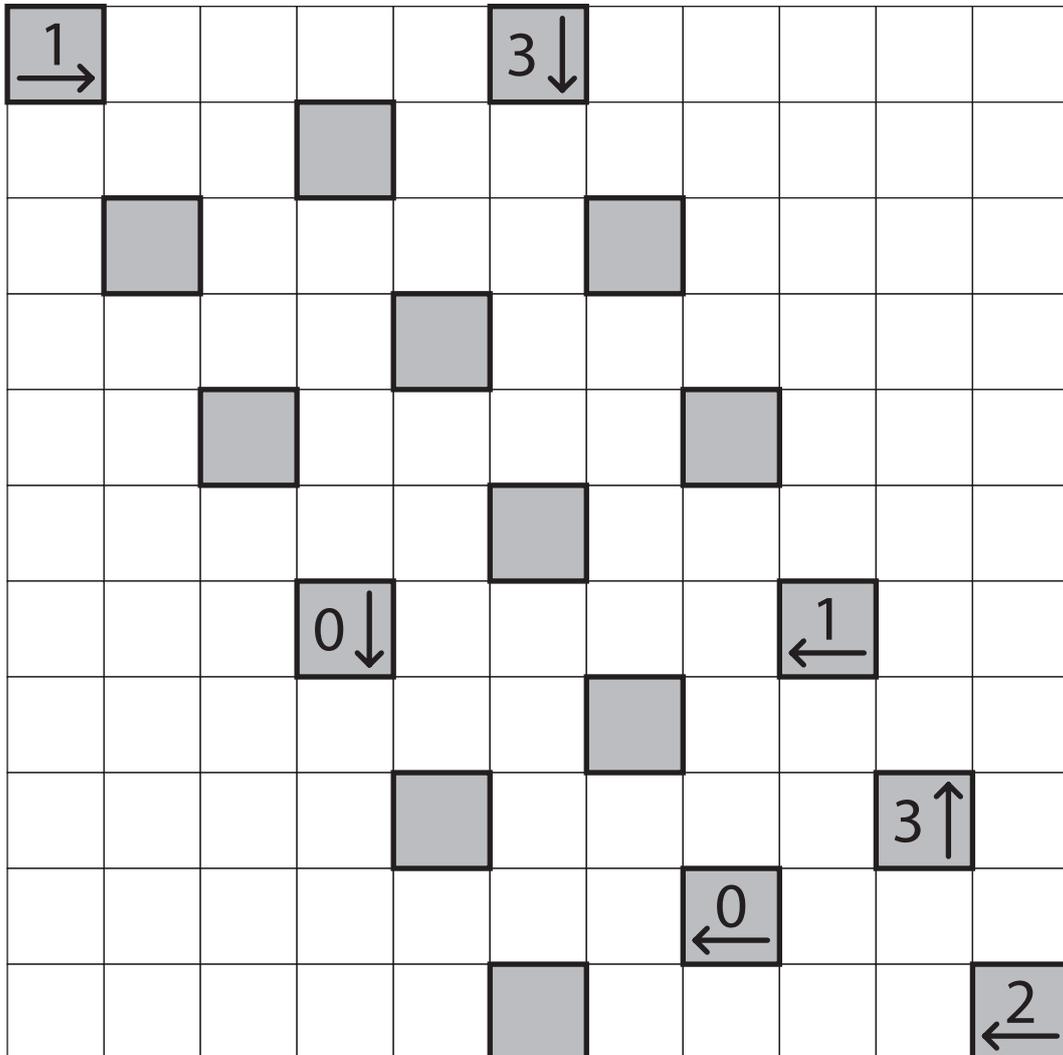
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**5**

Competitor Name:

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**Nikola Zivanovic**



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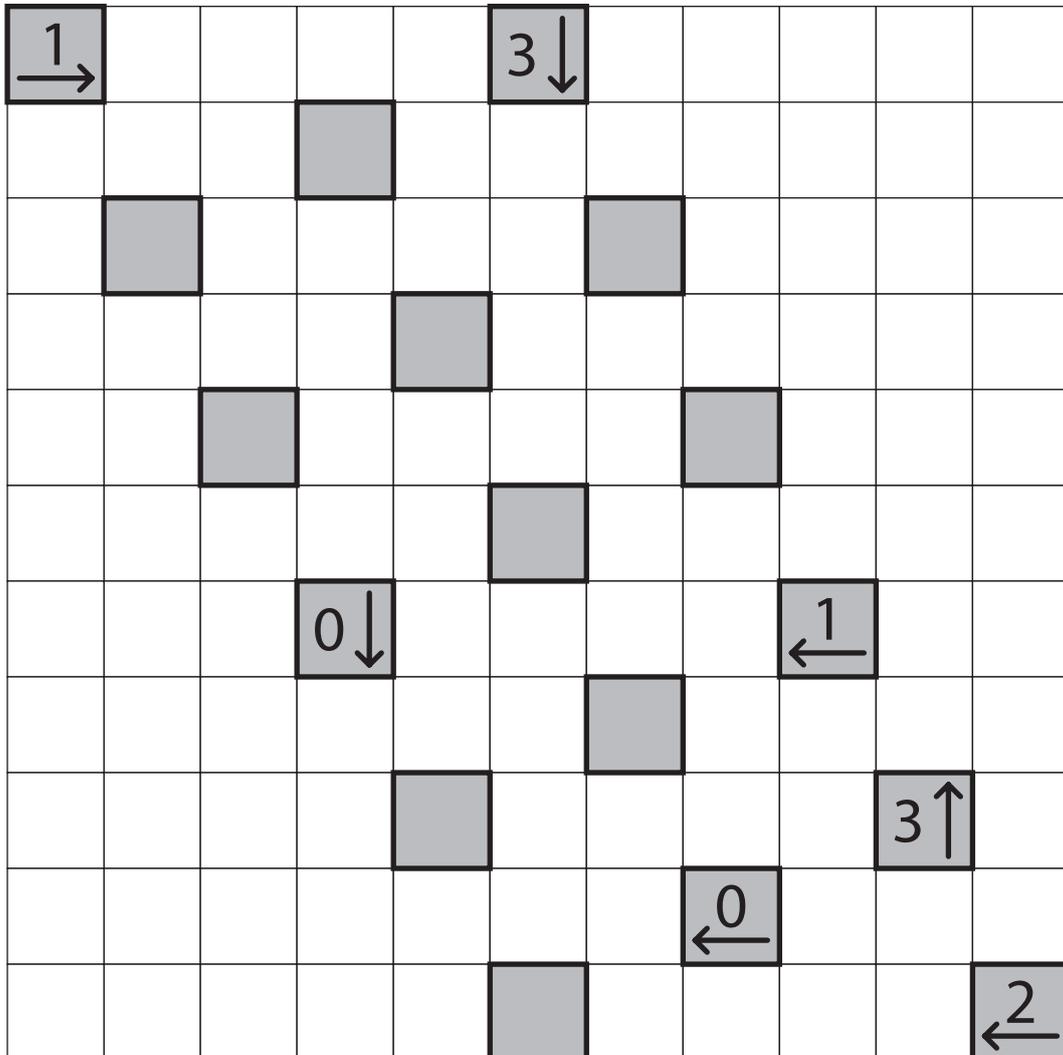
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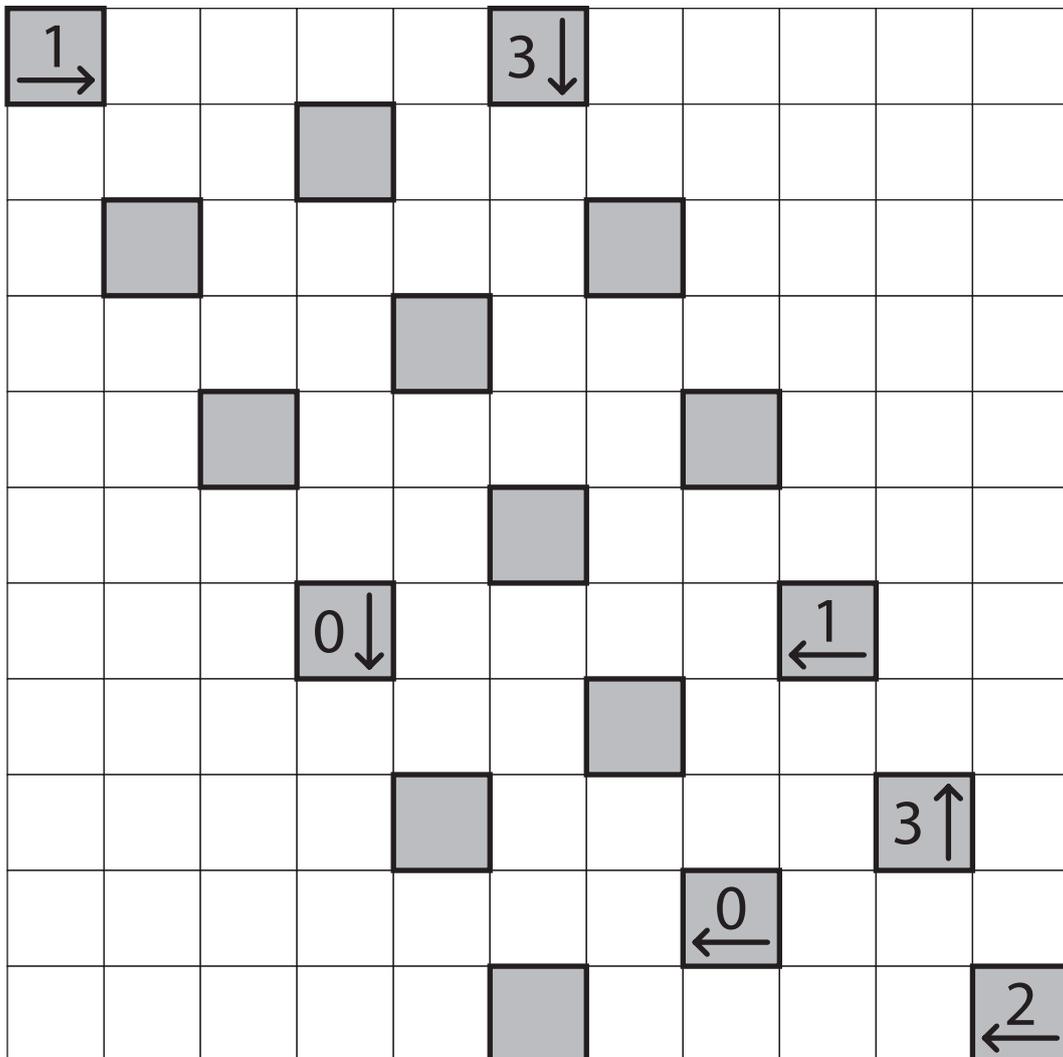
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# Bram de Laat



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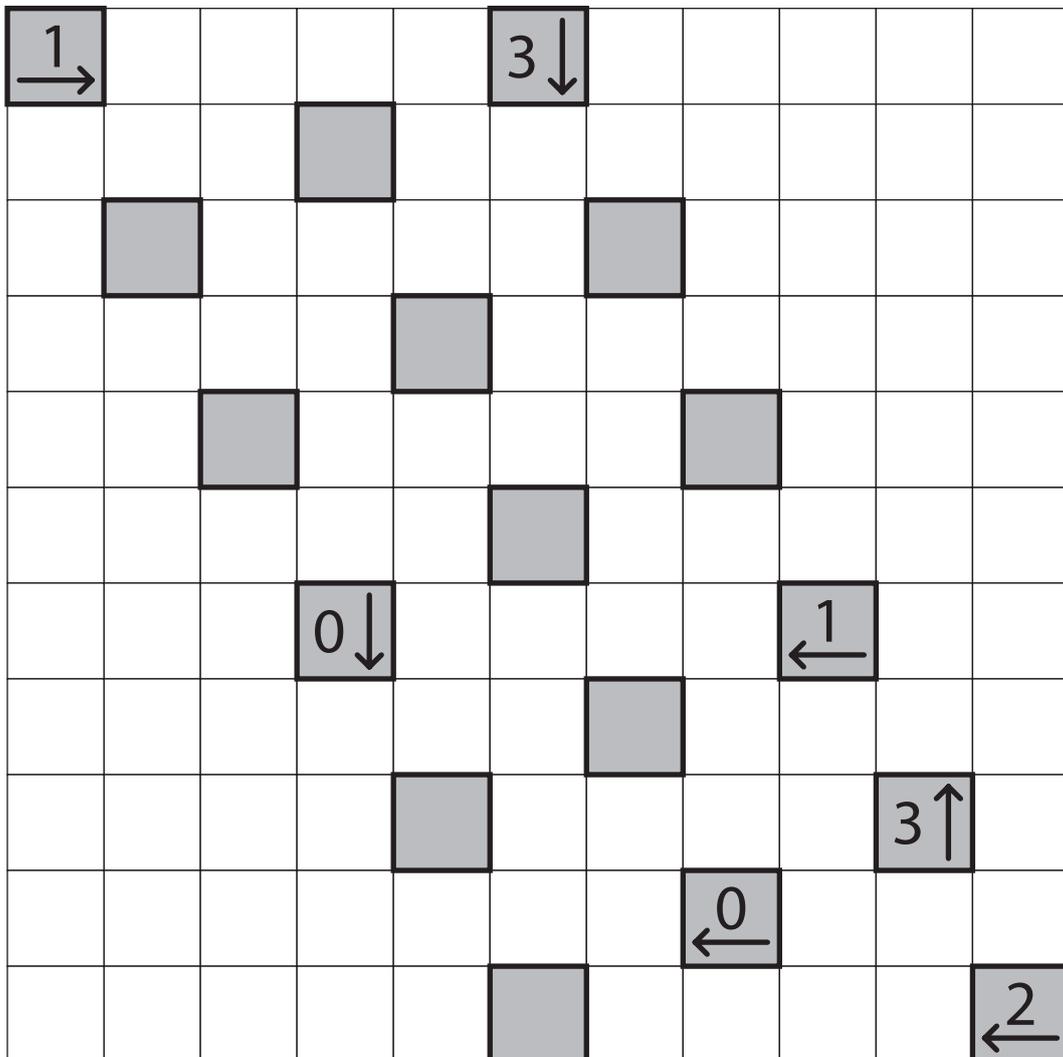
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# Walker Anderson



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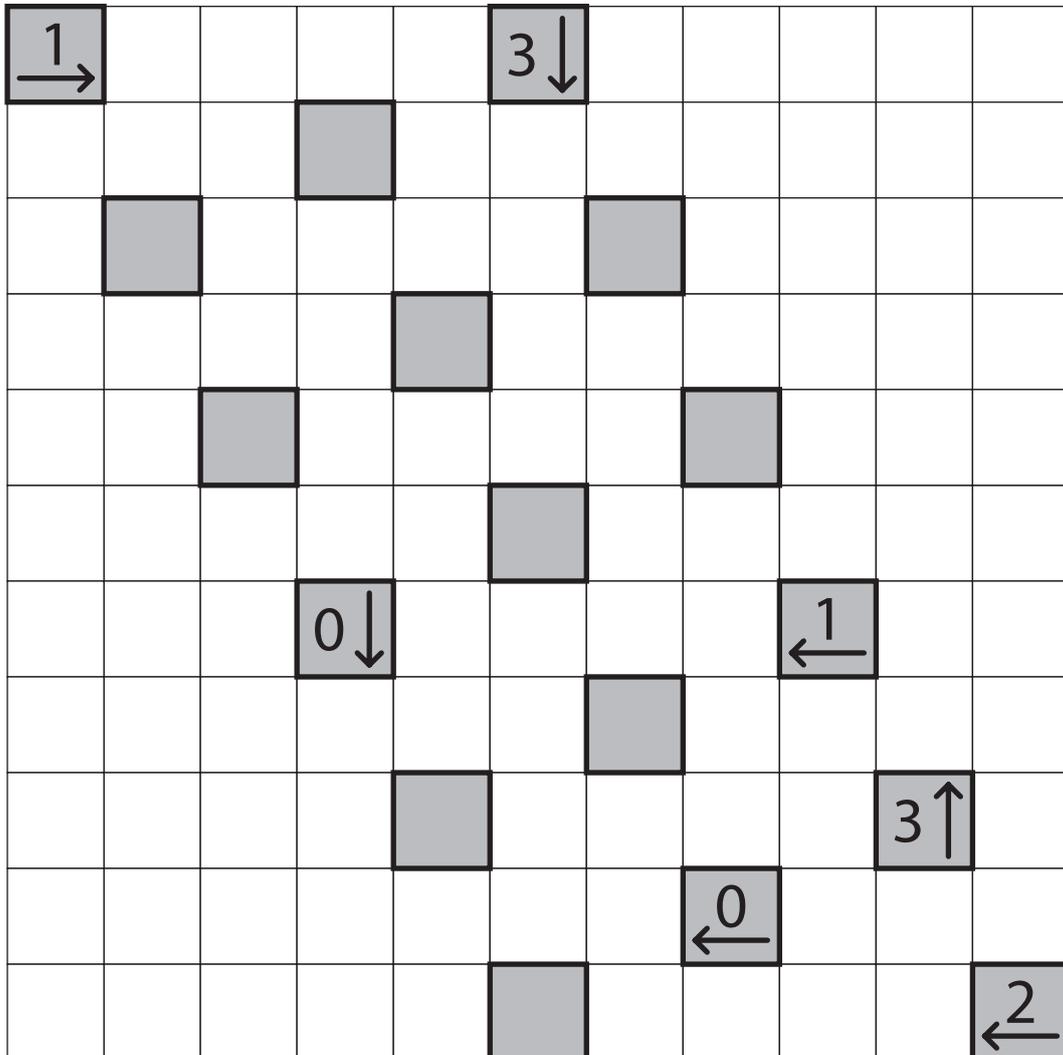
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9

Competitor Name:

Match Code:

**Michael Ley**



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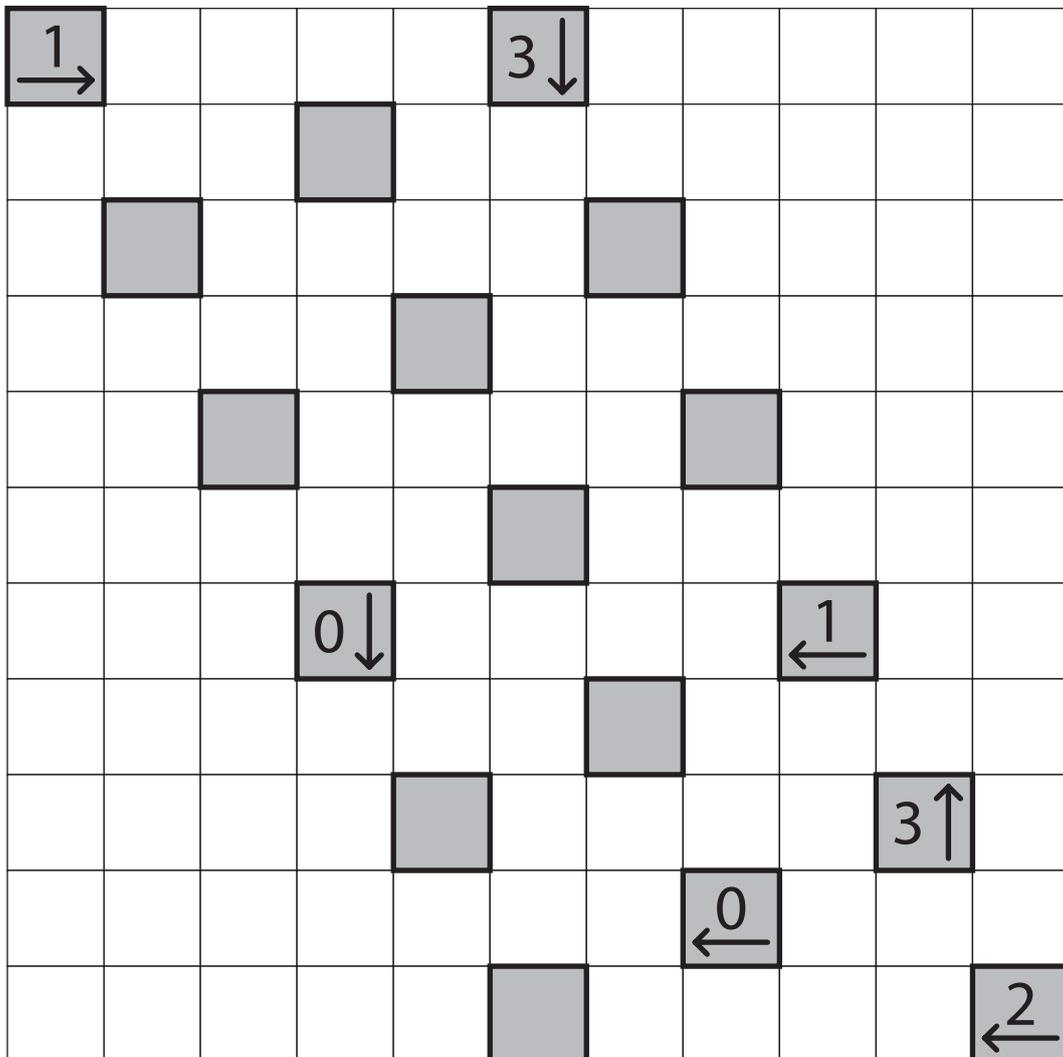
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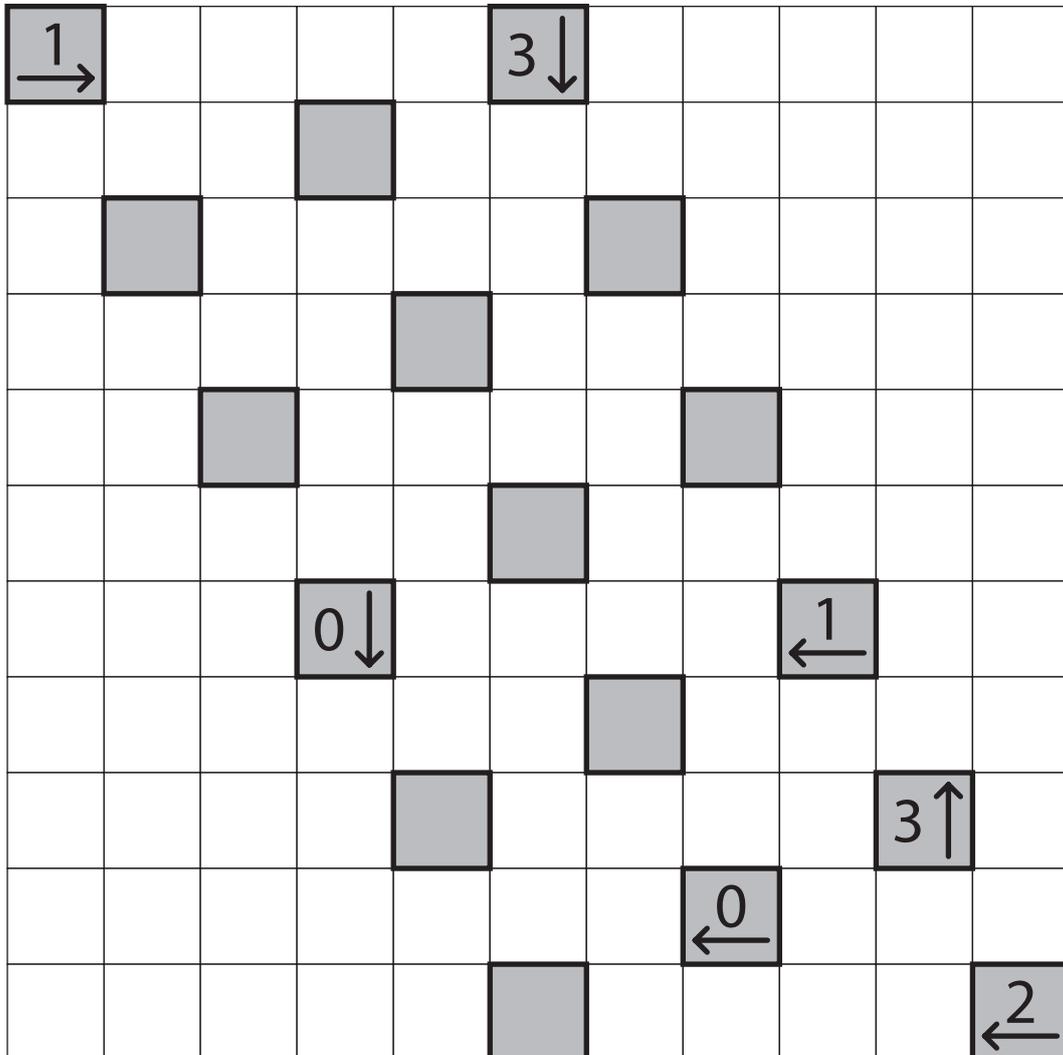
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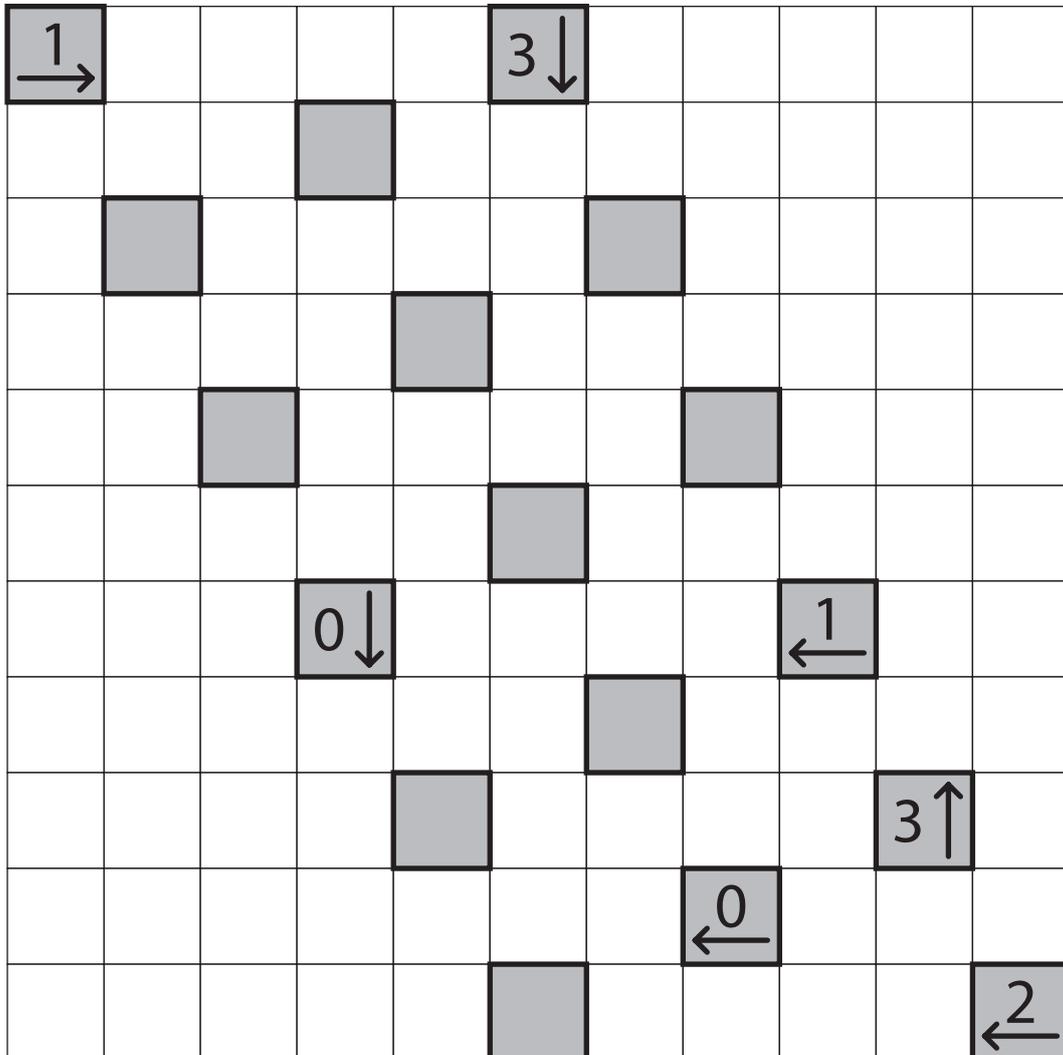
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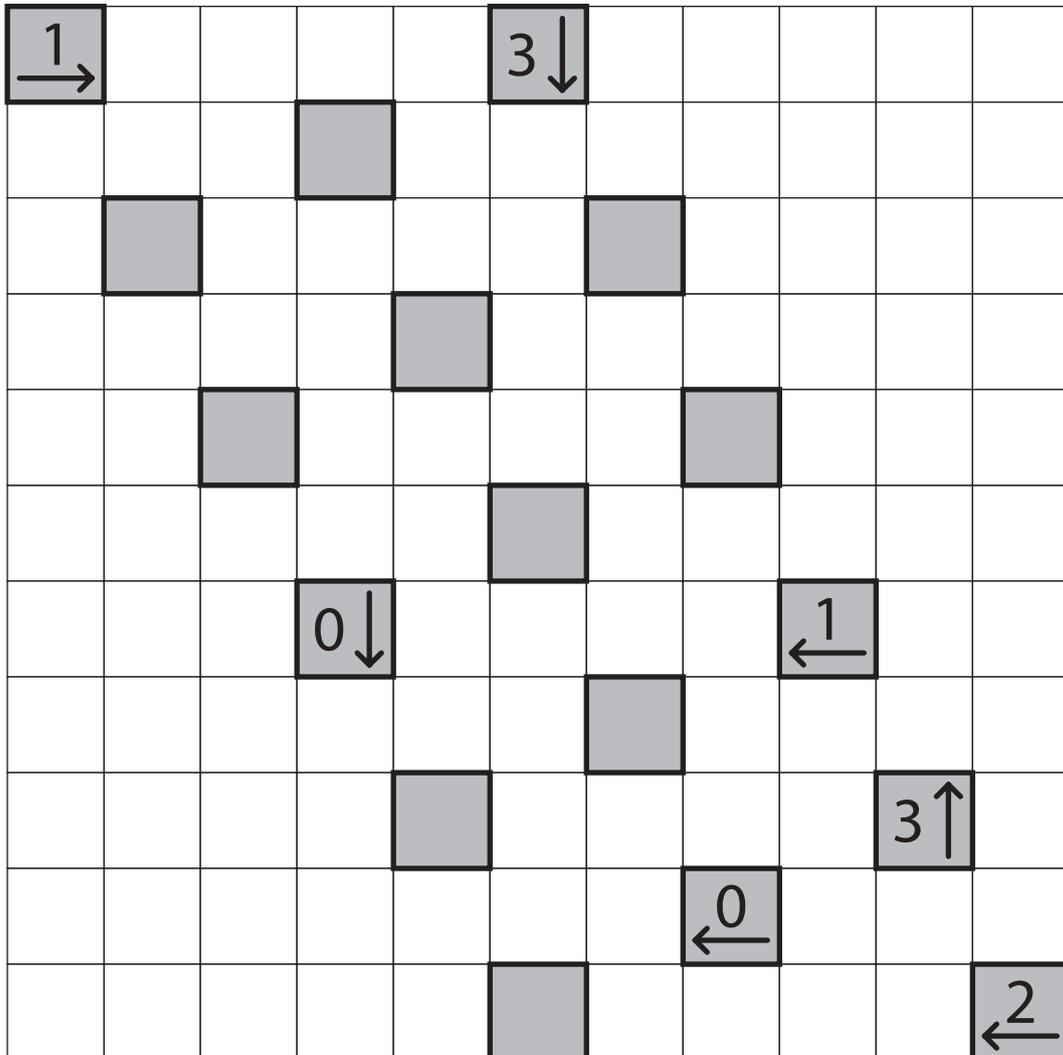
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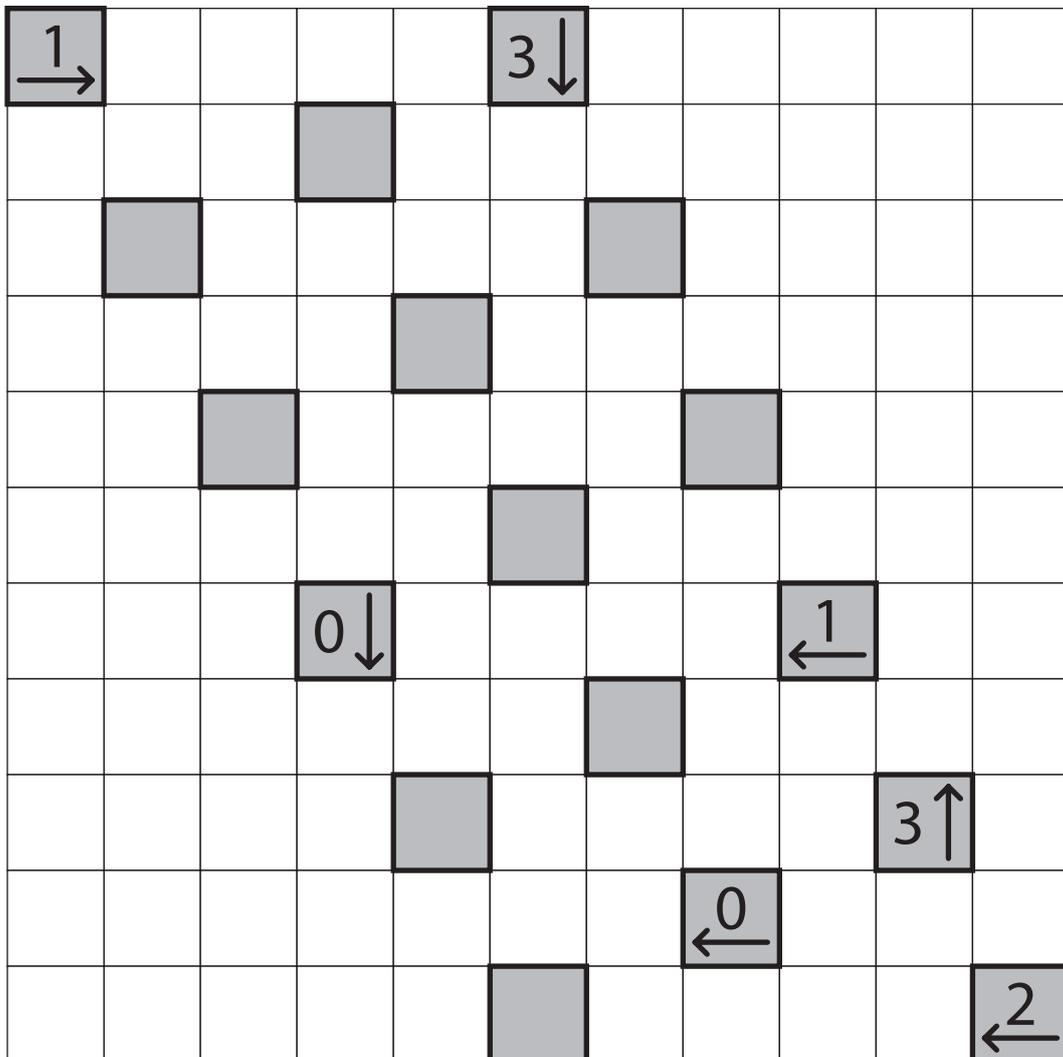
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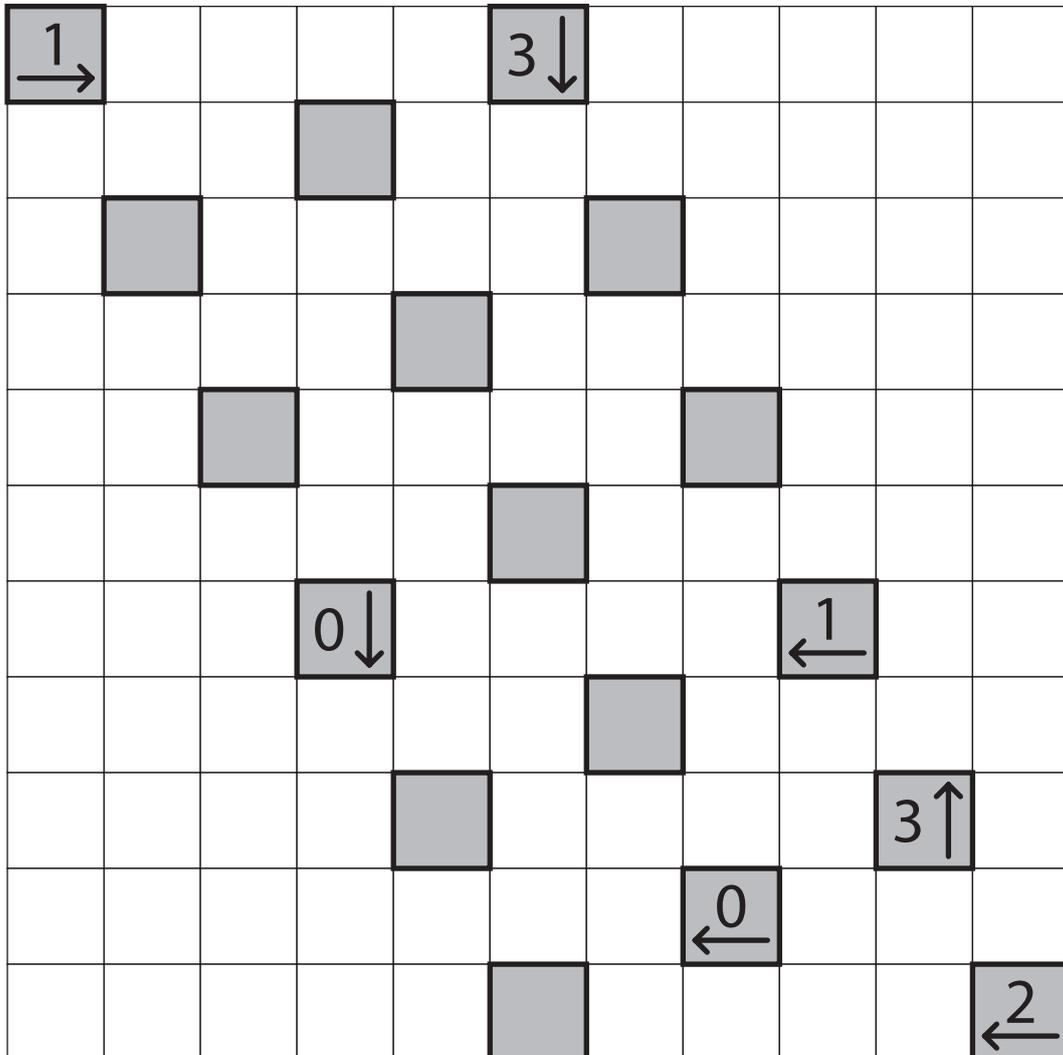
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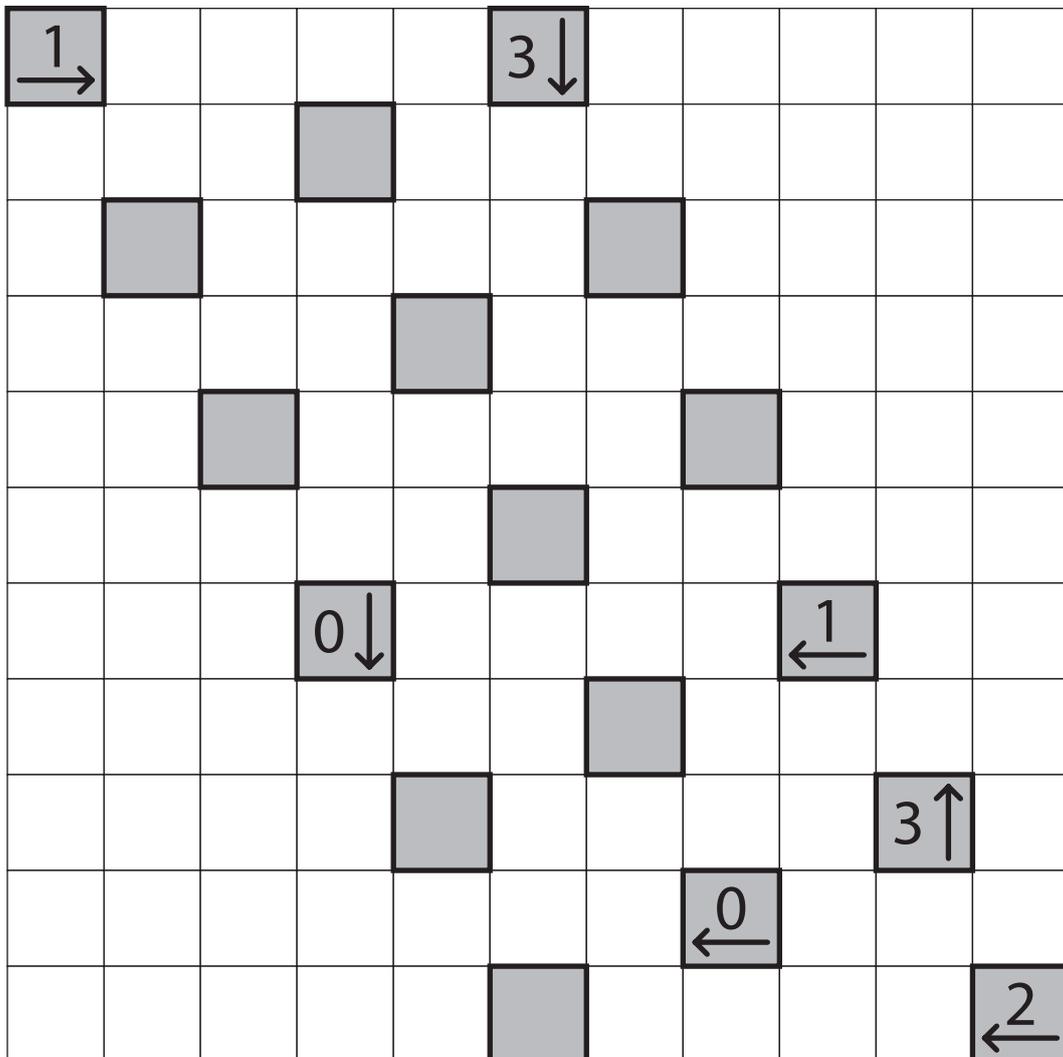
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### 3. Skyscrapers [Serbia - Zoran Tanasic]

Place a number from 1 to X (integers only) into each cell so that each number appears exactly once in each row and column. (X is the number of cells in each row.) Each number represents a skyscraper of its respective height. The numbers outside the grid indicate how many skyscrapers can be seen in the respective row or column from the respective direction; smaller skyscrapers are hidden behind higher ones. Some numbers may already be filled in for you.

Heat:

Bracket:

Seed:

Rank:

Competitor Name:

Match Code:

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

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Heat:

Bracket:

Seed:

Rank:

Competitor Name:

Match Code:

**Thomas Snyder**

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

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Bracket:

Seed:

Rank:

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	1						3
2		3					5
3			3				1
1				1			5
3							3
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**Nikola Zivanovic**

Match Code:

	1						3
2		3					5
3			3				1
1				1			5
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2							
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**Kota Morinishi**

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	1						3
2		3					5
3			3				1
1				1			5
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	1						3
2		3					5
3			3				1
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2		3					5
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**4. Parade Sums [Russia - Ivan Grishchenko]**

Place numbers into some cells, no more than one number per cell, such that all the numbers in each outlined region are in consecutive numerical order (starting with 1) when read starting at the cell with the small arrow and continuing along the region's path. (For example, if there are three numbers in a region, they must be "1", "2", and "3", in that order, possibly with empty cells before, between, or after them.) It is possible for a region to have no numbers at all. Numbers outside the grid indicate the sum of all numbers in that row or column.

**Heat:**

**Bracket:**



**Seed:**

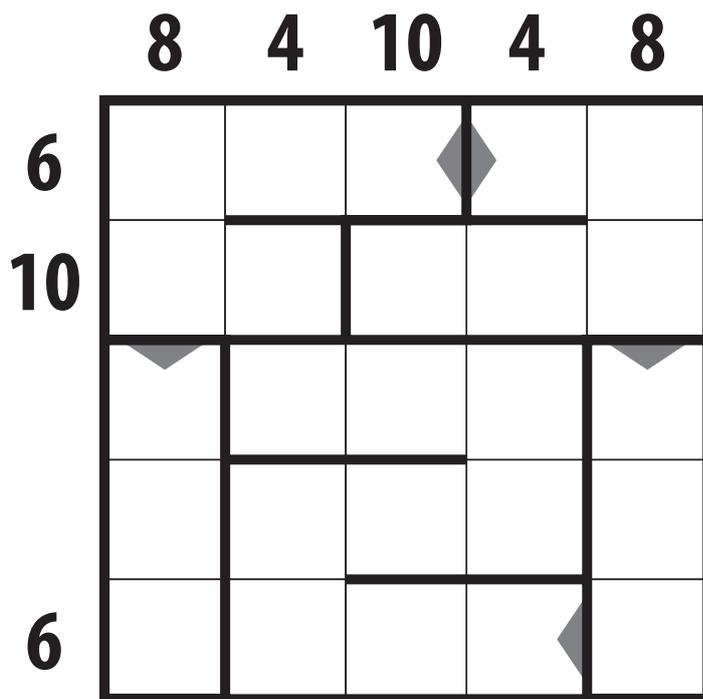
**Rank:**

**1**

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**Ken Endo**



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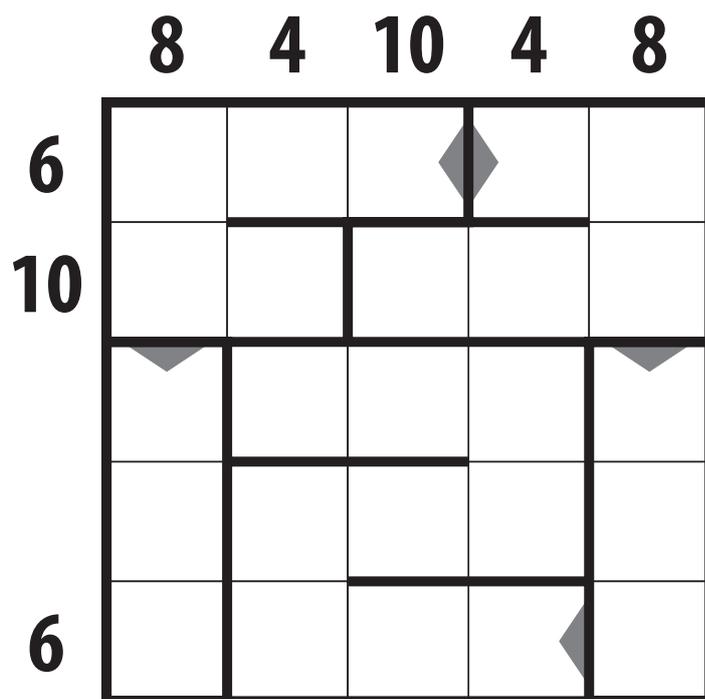
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# Thomas Snyder



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Place numbers into some cells, no more than one number per cell, such that all the numbers in each outlined region are in consecutive numerical order (starting with 1) when read starting at the cell with the small arrow and continuing along the region's path. (For example, if there are three numbers in a region, they must be "1", "2", and "3", in that order, possibly with empty cells before, between, or after them.) It is possible for a region to have no numbers at all. Numbers outside the grid indicate the sum of all numbers in that row or column.

Heat:

Bracket:

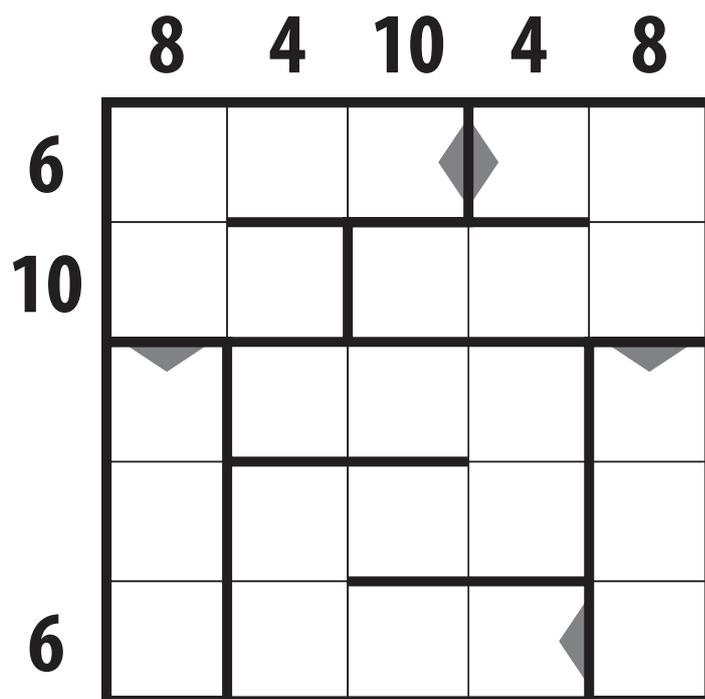
Seed:

Rank:

Match Code:

Competitor Name:

**Tomoya Kimura**



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Heat:

Bracket:



Seed:

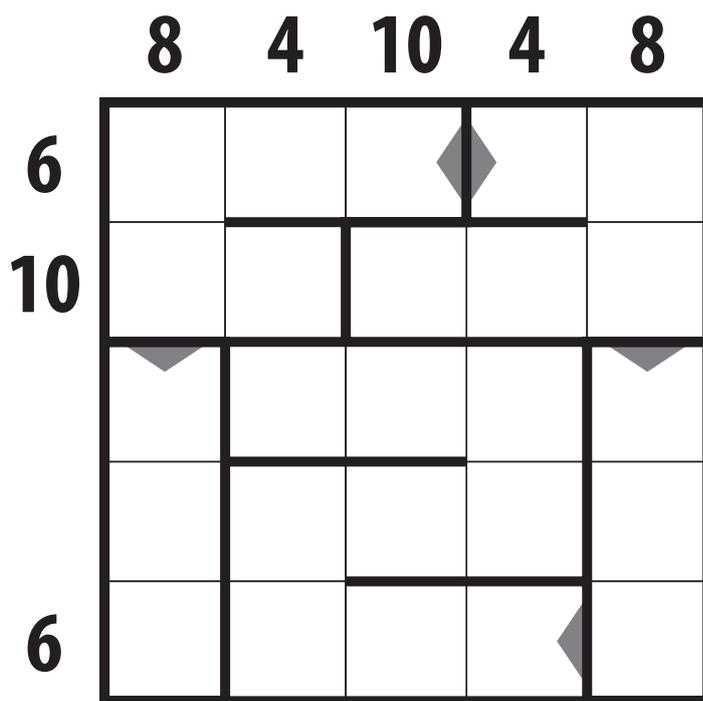
Rank:

4

Match Code:

Competitor Name:

Hideaki Jo



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Bracket:



Seed:

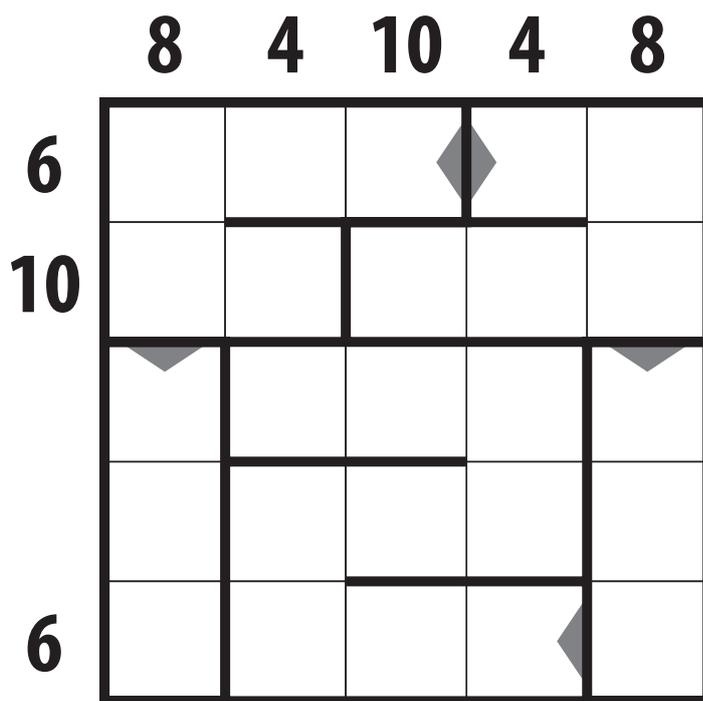
Rank:

**5**

Match Code:

Competitor Name:

**Nikola Zivanovic**



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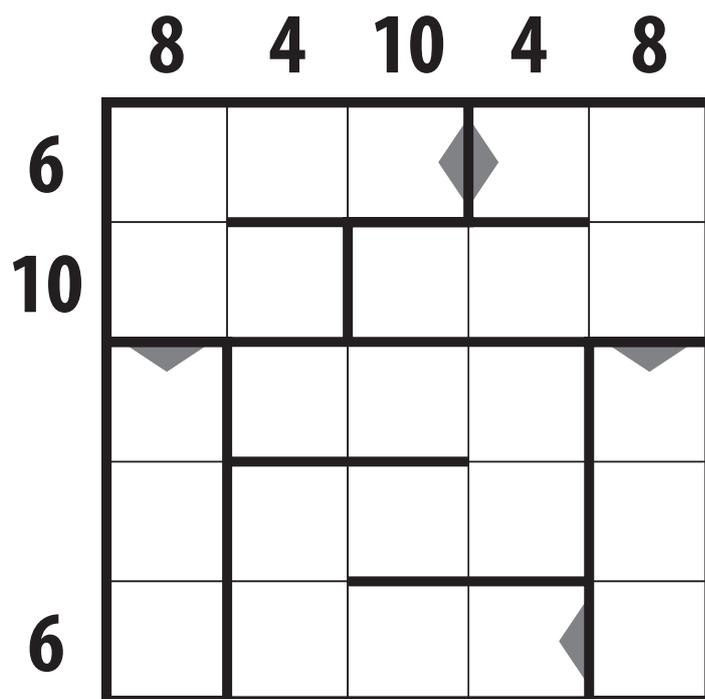
Seed:

Rank:

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Competitor Name:

# Kota Morinishi



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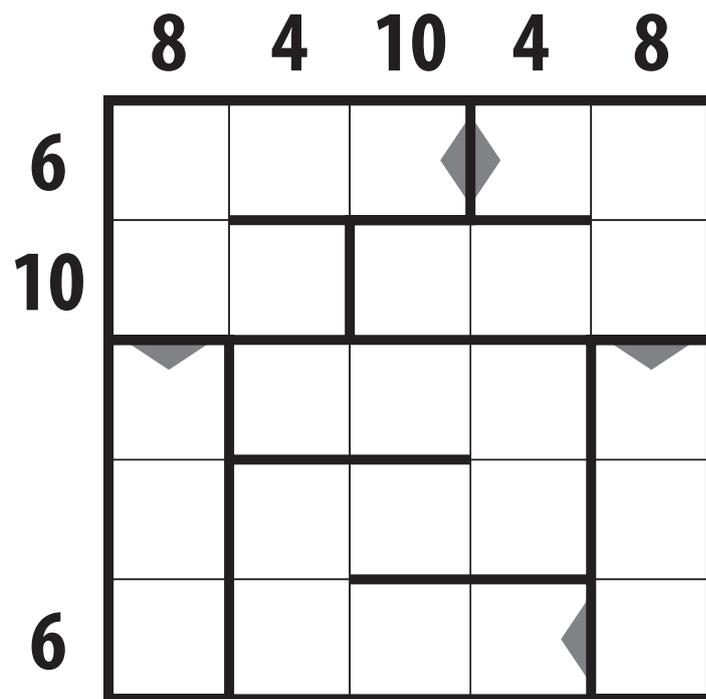
Bracket:

Seed:

Rank:

Competitor Name:

Match Code:



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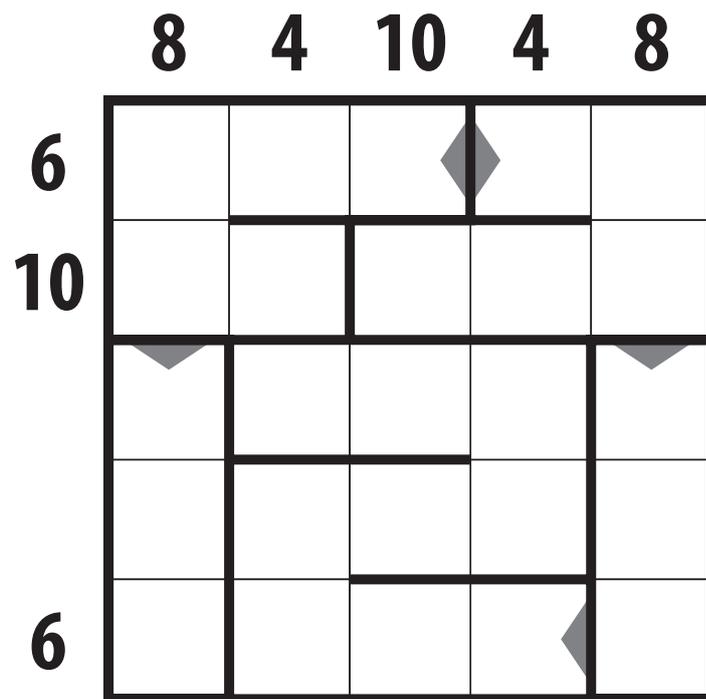
Seed:

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Competitor Name:

**Walker Anderson**

Match Code:



#### 4. Parade Sums [Russia - Ivan Grishchenko]

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Heat:

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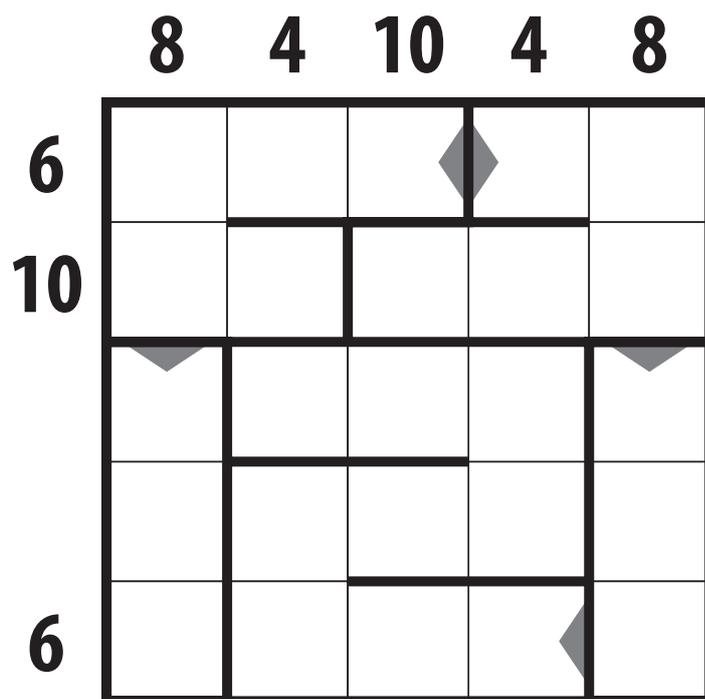
Rank:

9

Competitor Name:

Match Code:

**Michael Ley**



**4. Parade Sums [Russia - Ivan Grishchenko]**

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**Heat:**

**Bracket:**



**Seed:**

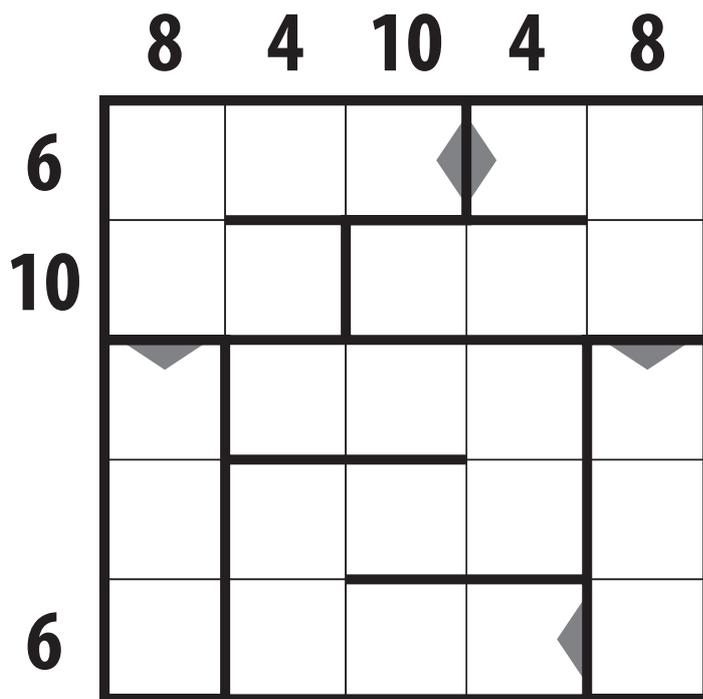
**Rank:**

**10**

**Match Code:**

**Competitor Name:**

**Yuki Kawabe**



#### 4. Parade Sums [Russia - Ivan Grishchenko]

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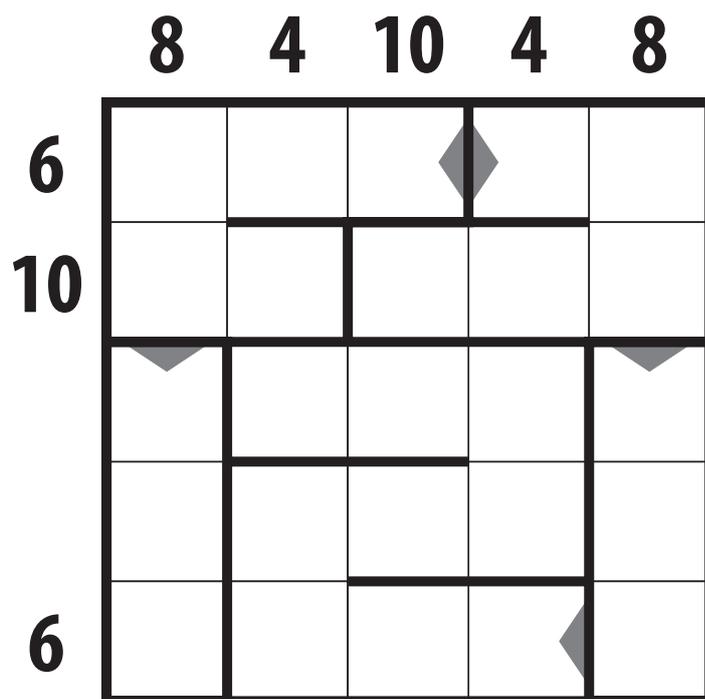
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Competitor Name:

Match Code:



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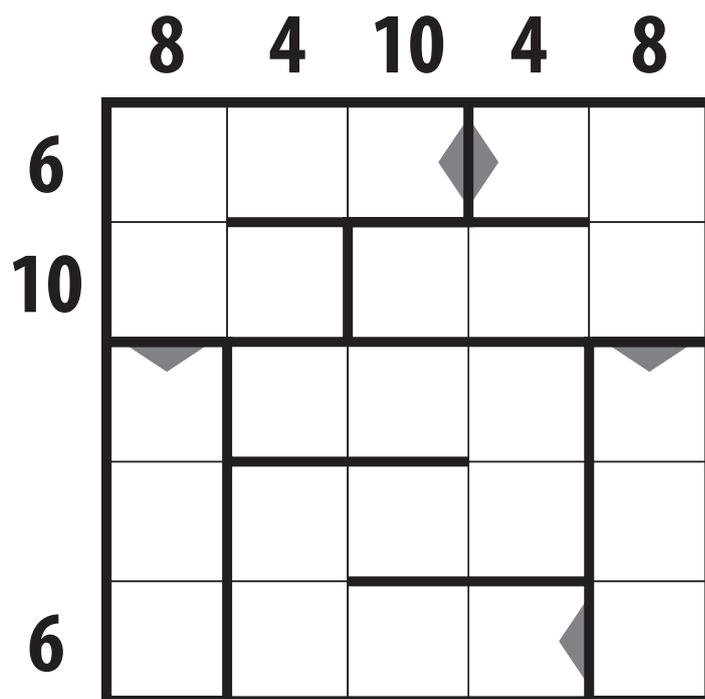
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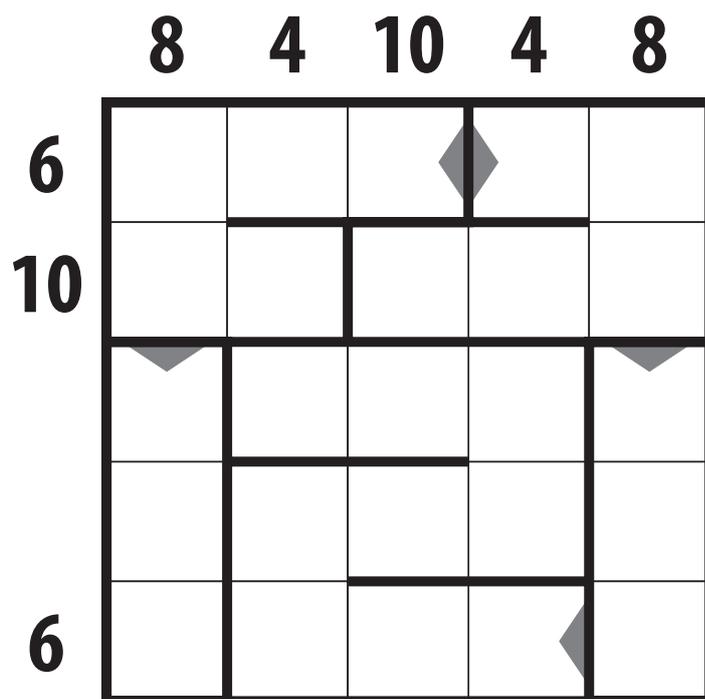
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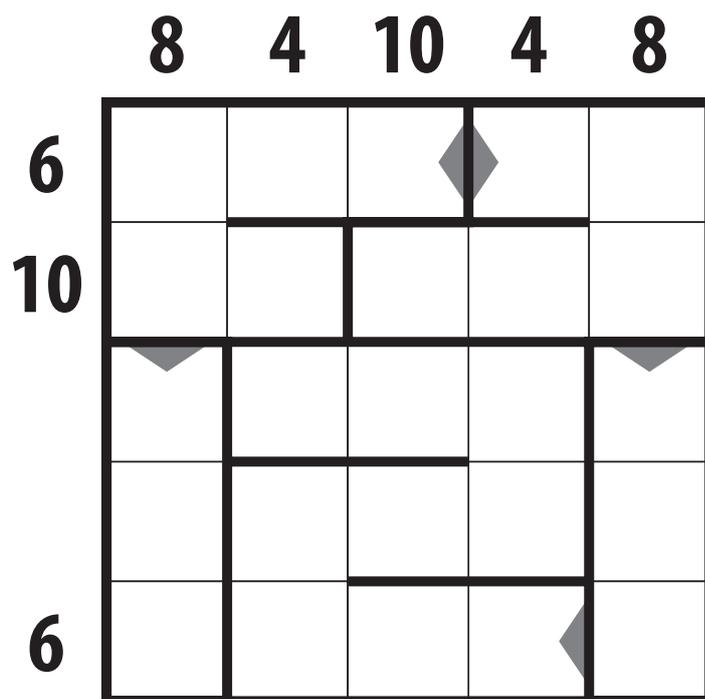
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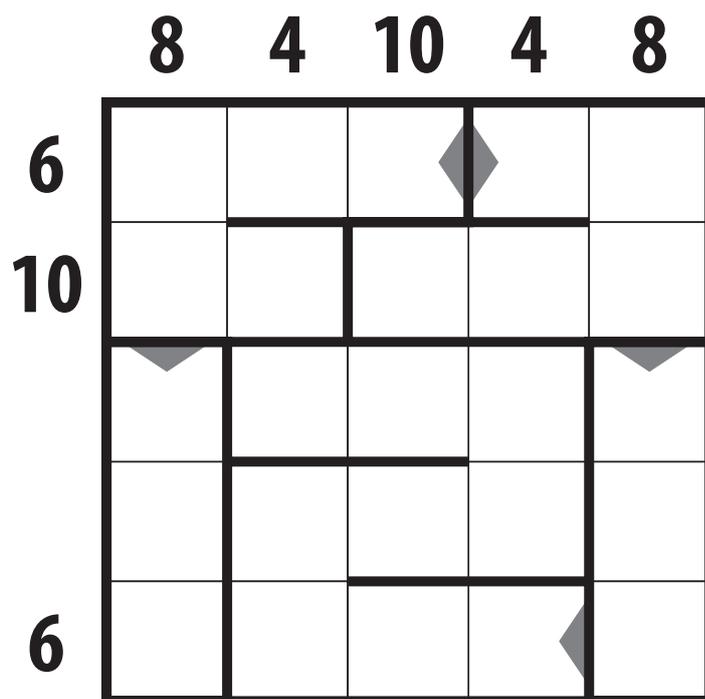
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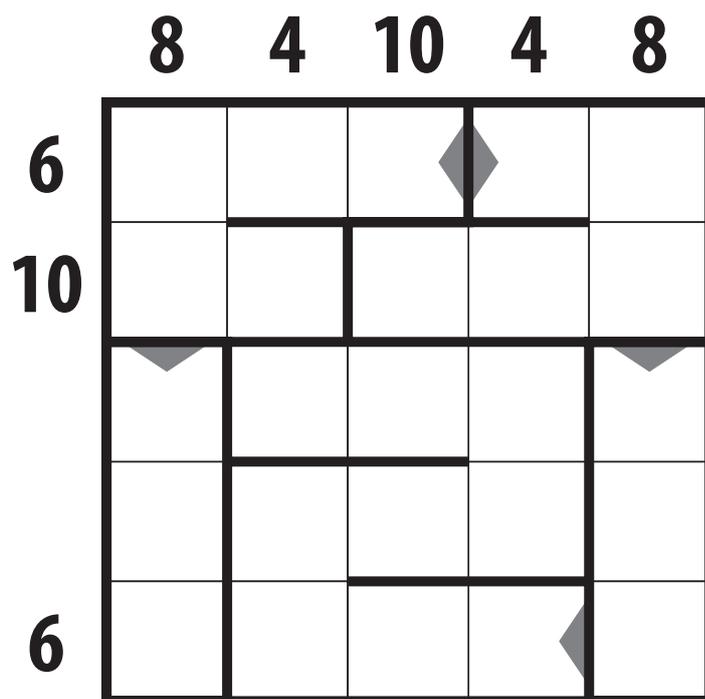
Bracket:

Seed:

Rank:

Competitor Name:

Match Code:



### 5. Pentomino Relations [Poland - Jan Mrozowski]

Place the nine supplied pentominoes into the nine grids; one into each grid. Each pentomino must be used exactly once. Pentominoes may be rotated but **cannot** be reflected. The relationship operators between the tiles describe the relationship between the number of cells occupied by pentominoes along that row (or column) on each side of the operator; for example, if each row segment next to an operator had two blackened cells, then the operator would be “=”.

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Heat:

Bracket:



Seed:

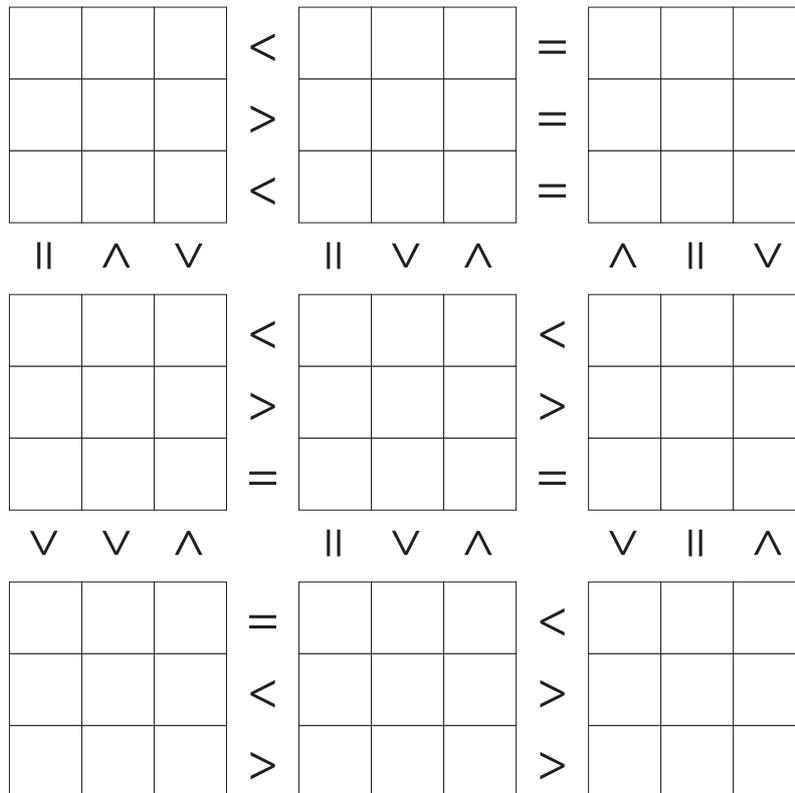
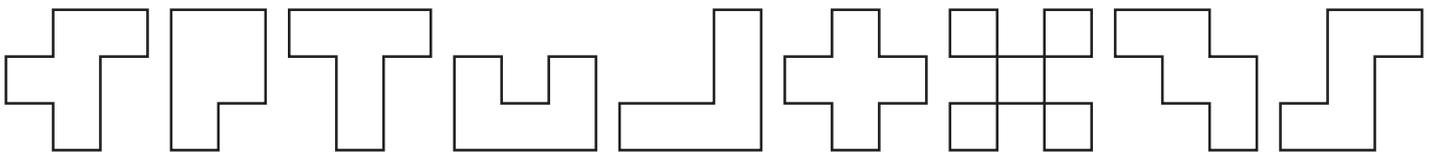
Rank:

1

Competitor Name:

Match Code:

# Ken Endo



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Bracket:



Seed:

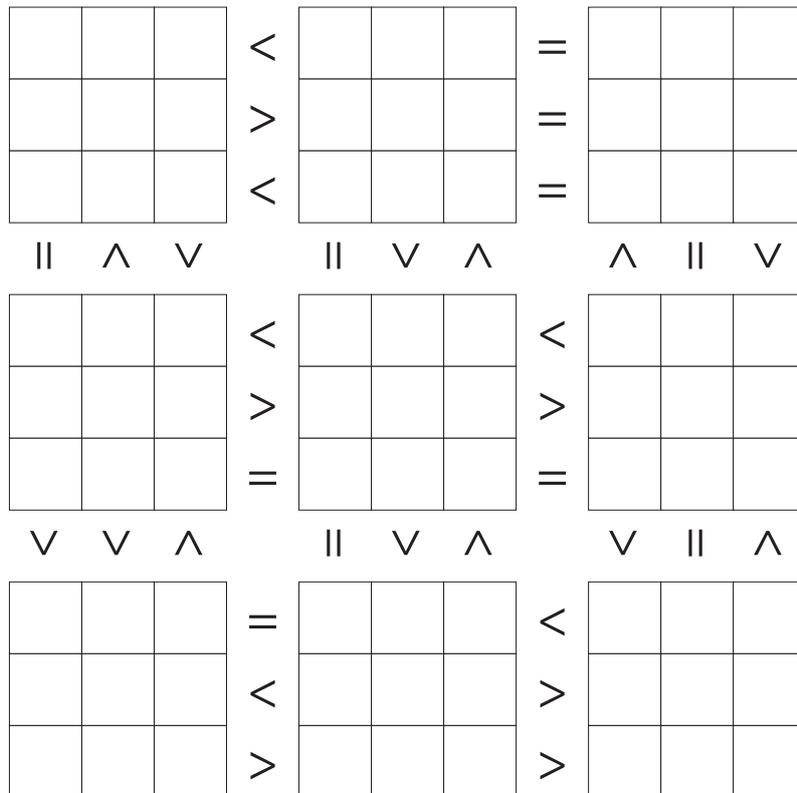
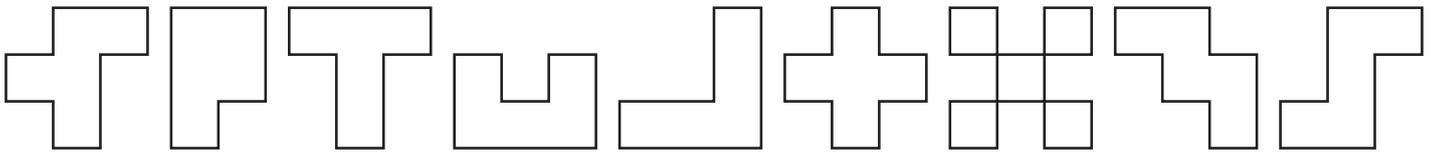
Rank:

2

Competitor Name:

Match Code:

# Thomas Snyder



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Heat:

Bracket:



Seed:

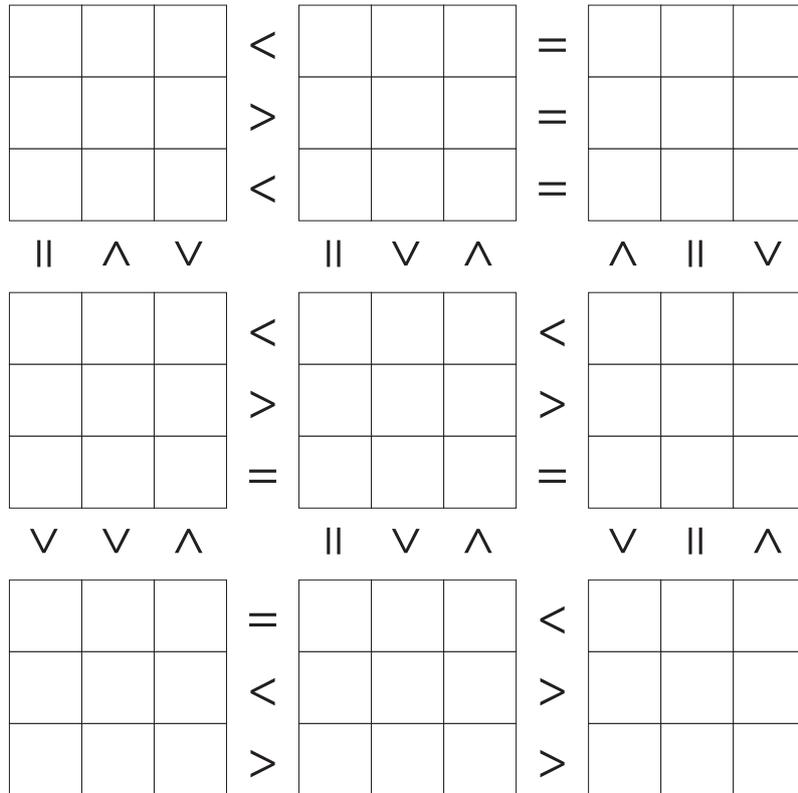
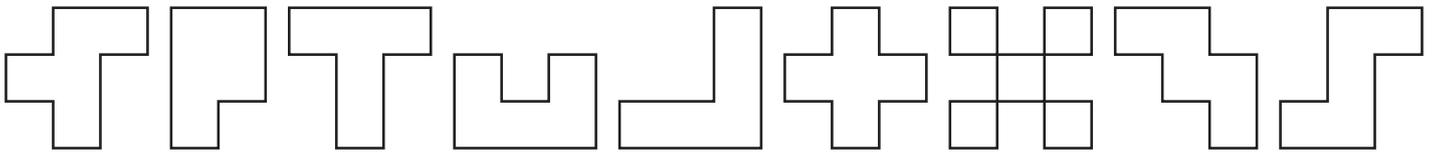
Rank:

3

Competitor Name:

Match Code:

Tomoya Kimura



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Bracket:



Seed:

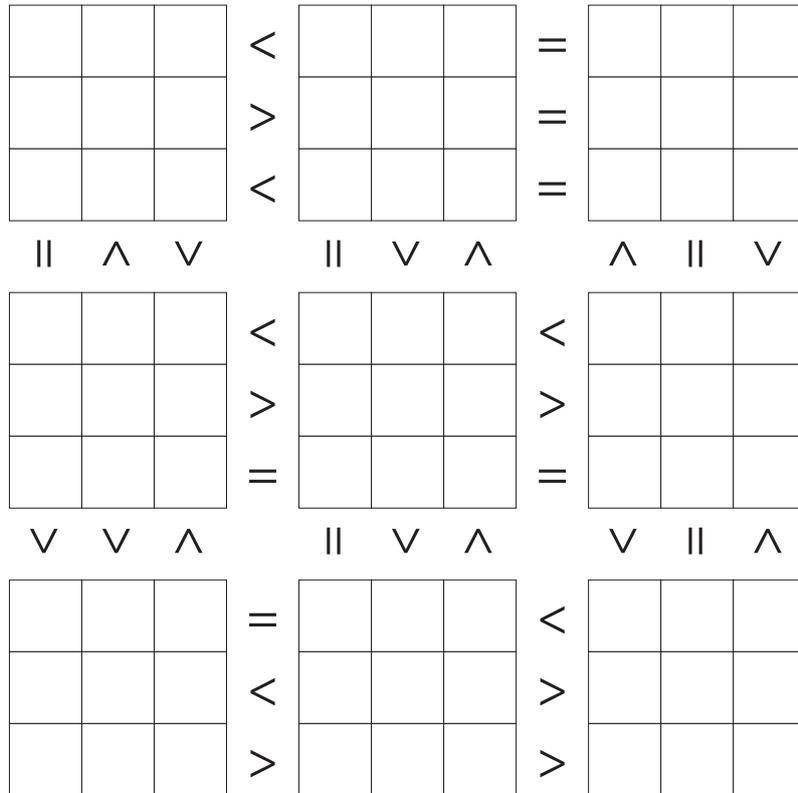
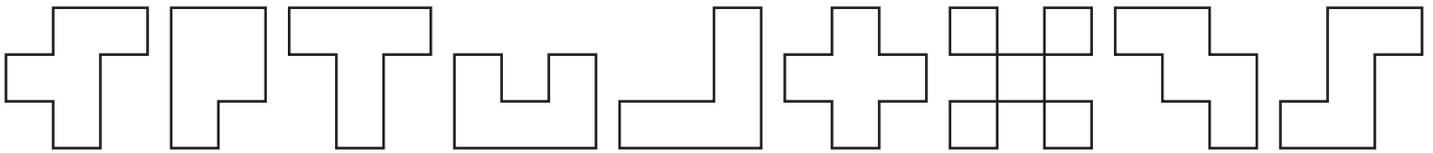
Rank:

4

Competitor Name:

Match Code:

Hideaki Jo



### 5. Pentomino Relations [Poland - Jan Mrozowski]

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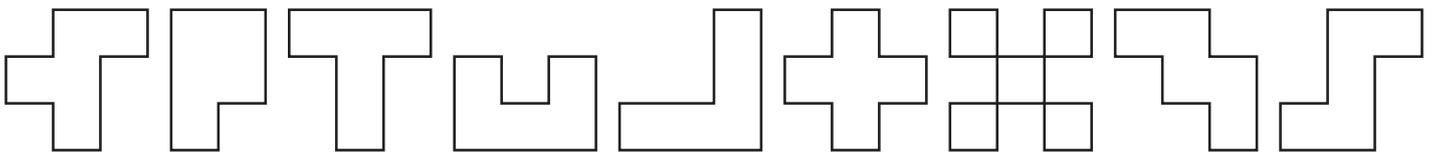
Rank:

5

Competitor Name:

Match Code:

**Nikola Zivanovic**



			<				=			
			>				=			
			<				=			
	^	v			v	^		^		v
			<				<			
			>				>			
			=				=			
v	v	^			v	^		v		^
			=				<			
			<				>			
			>				>			

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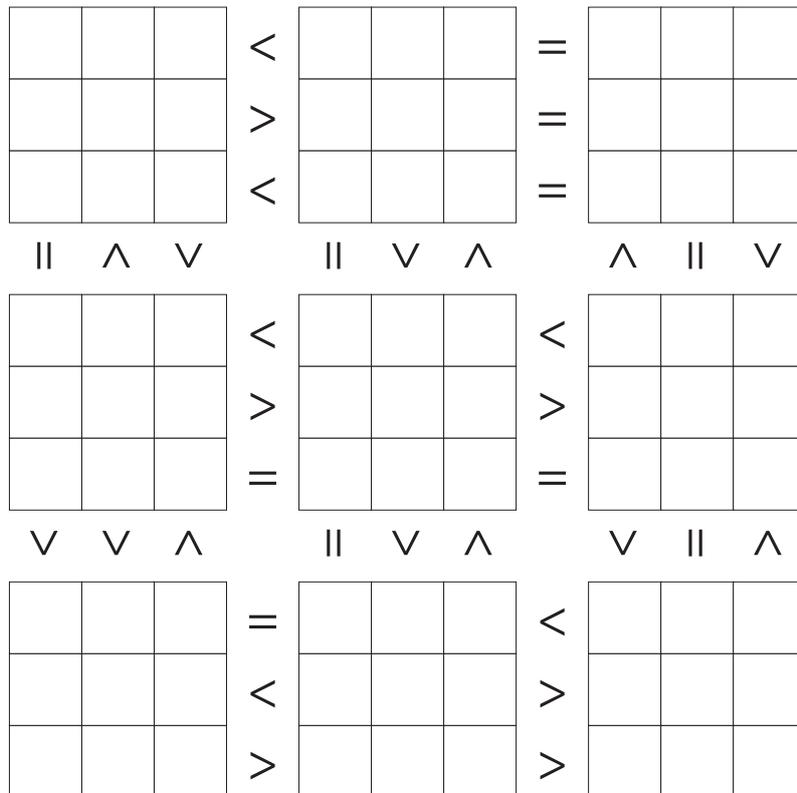
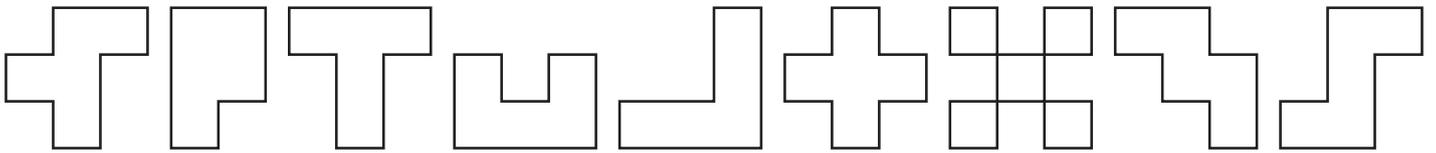
Seed:

Rank:

Competitor Name:

**Kota Morinishi**

Match Code:



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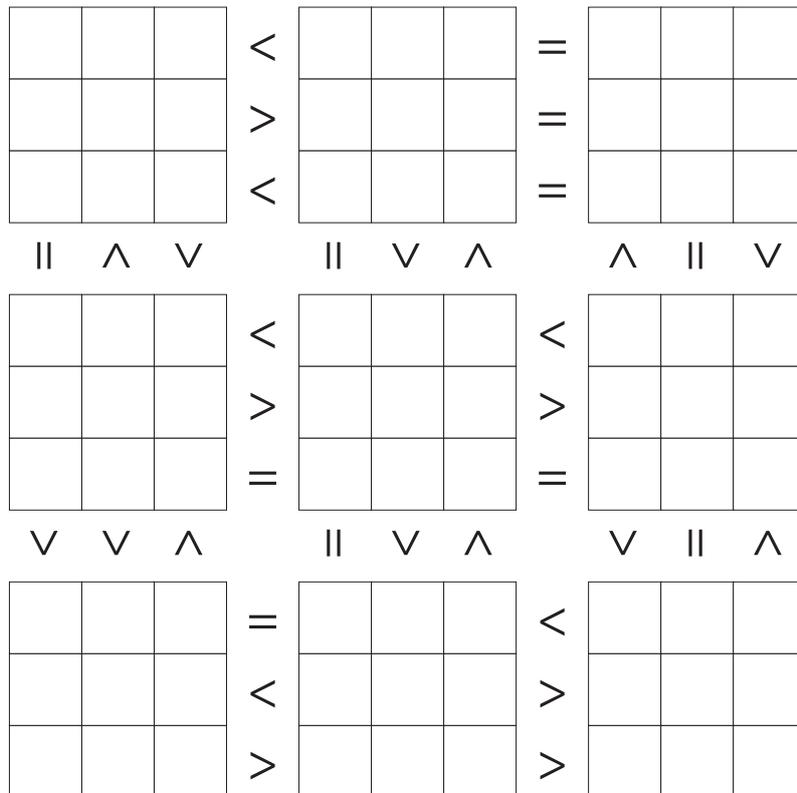
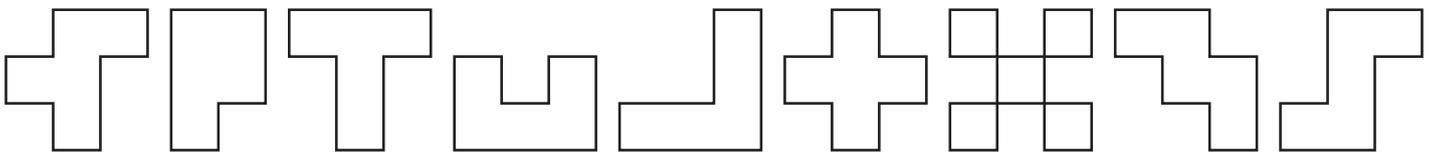
Bracket:

Seed:

Rank:

Competitor Name:

Match Code:



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Bracket:



Seed:

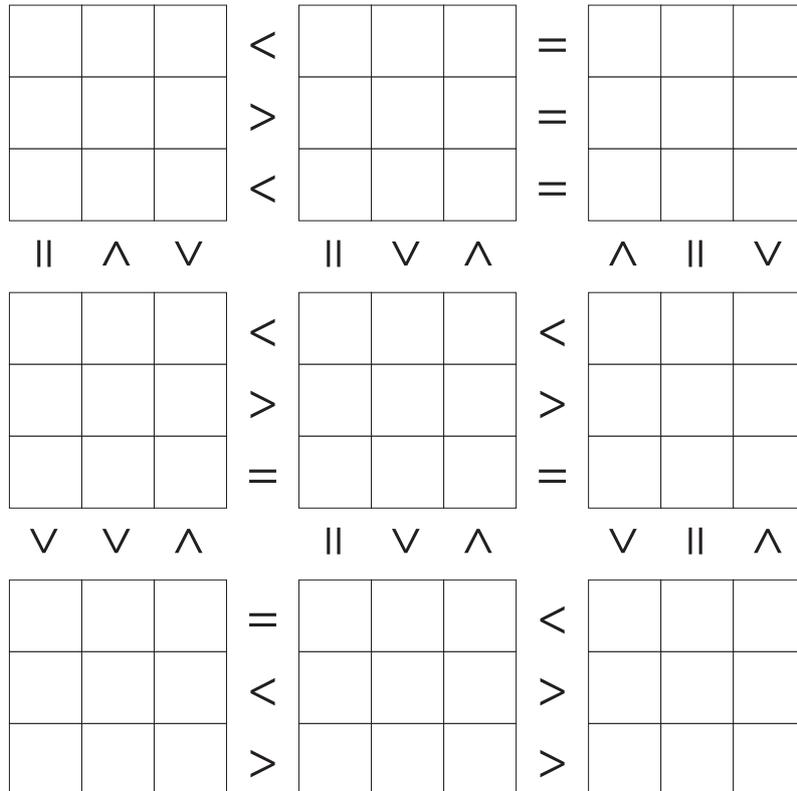
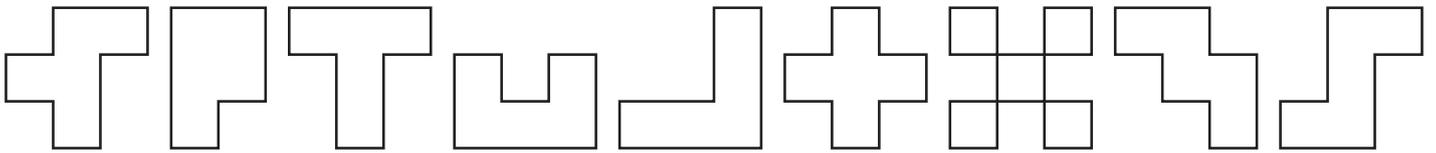
Rank:

8


Competitor Name:

Match Code:

# Walker Anderson

### 5. Pentomino Relations [Poland - Jan Mrozowski]

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Heat:

Bracket:



Seed:

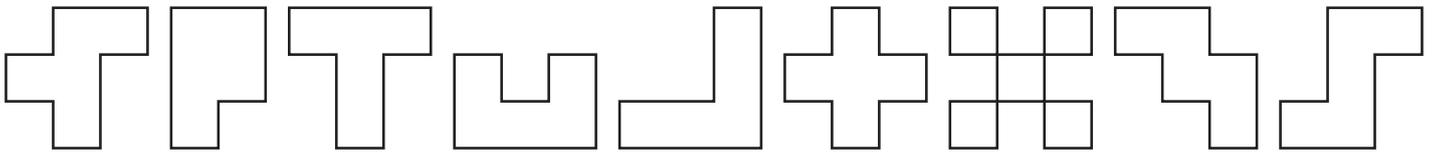
Rank:

9

Competitor Name:

Match Code:

**Michael Ley**



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<input type="text"/>	>	<input type="text"/>	>	<input type="text"/>

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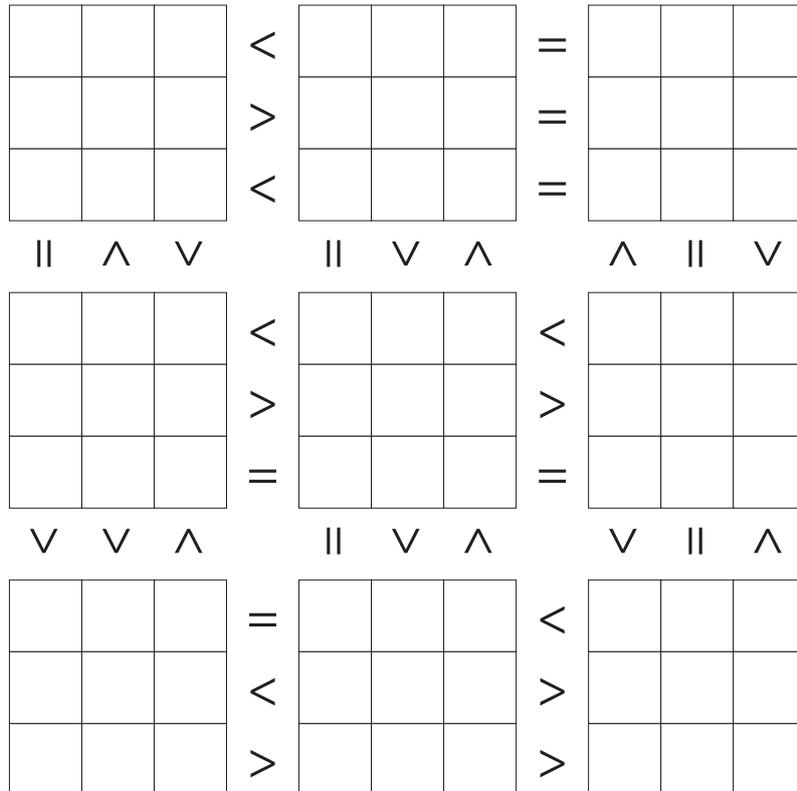
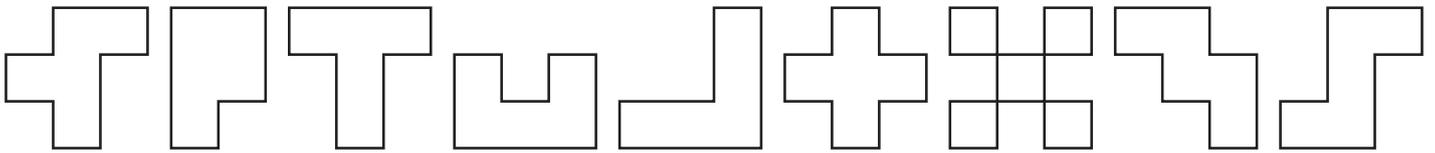
Rank:

**10**

Competitor Name:

Match Code:

**Yuki Kawabe**



### 5. Pentomino Relations [Poland - Jan Mrozowski]

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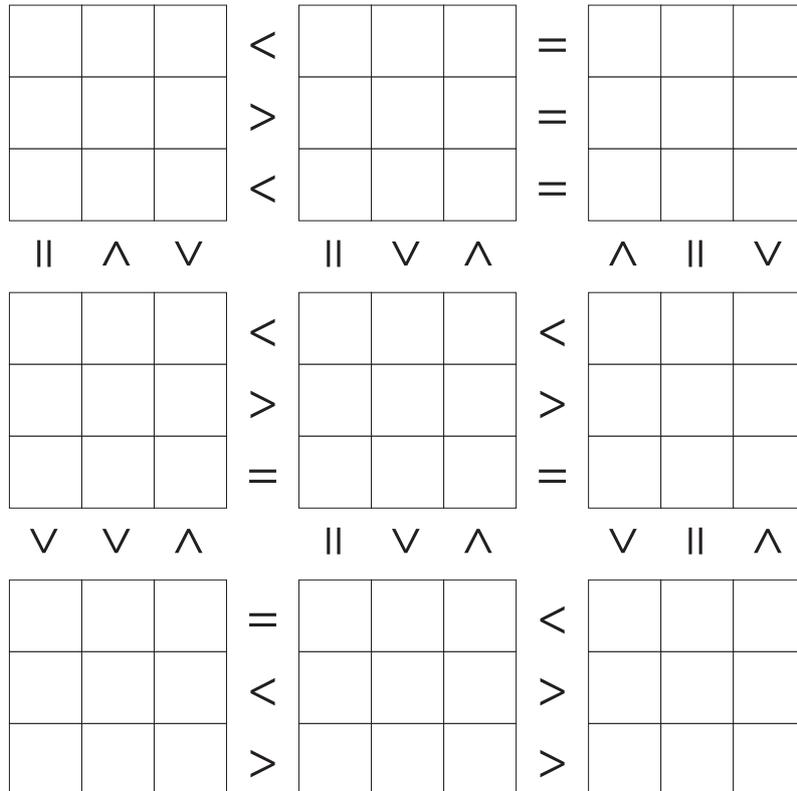
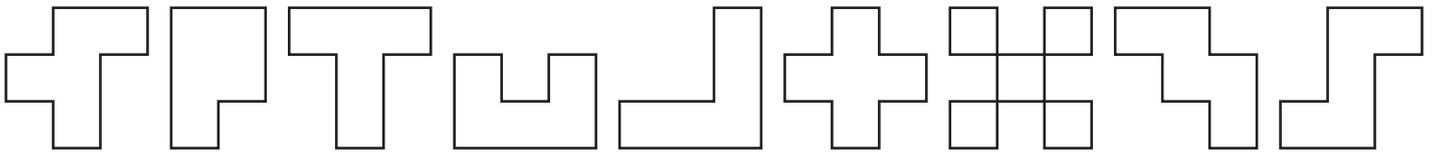
Rank:

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Competitor Name:

Match Code:

(spare)



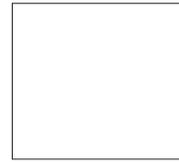
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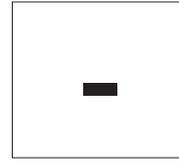
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Bracket:



Seed:

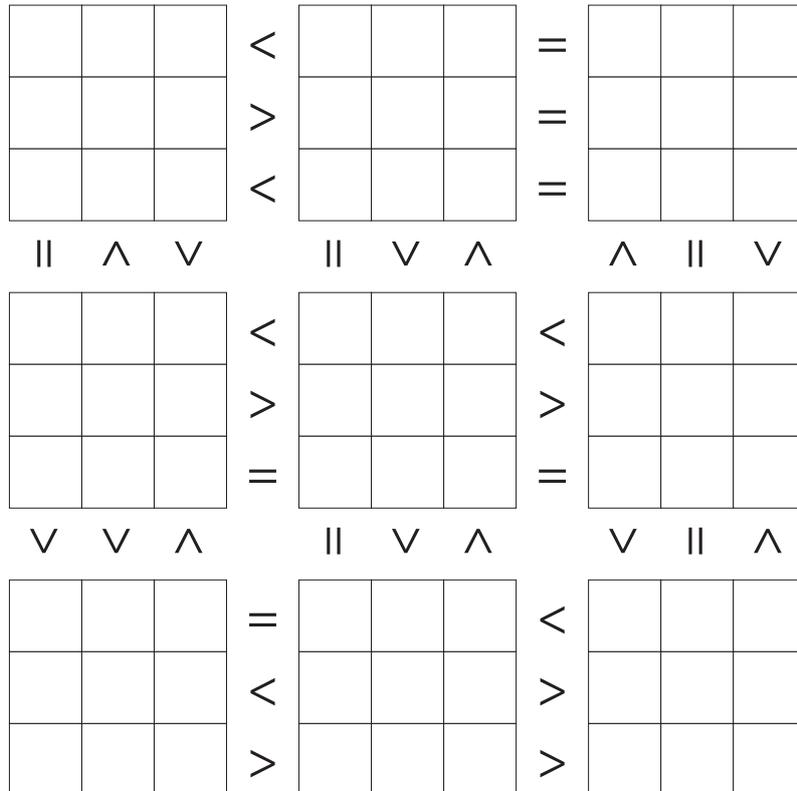
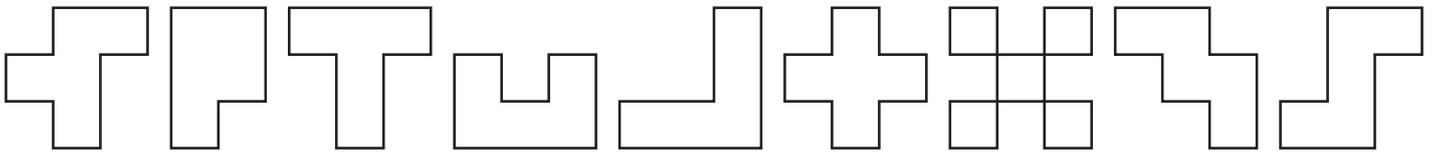
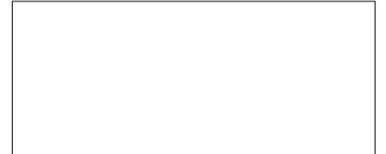
Rank:



Competitor Name:

Match Code:

(spare)



### 5. Pentomino Relations [Poland - Jan Mrozowski]

Place the nine supplied pentominoes into the nine grids; one into each grid. Each pentomino must be used exactly once. Pentominoes may be rotated but **cannot** be reflected. The relationship operators between the tiles describe the relationship between the number of cells occupied by pentominoes along that row (or column) on each side of the operator; for example, if each row segment next to an operator had two blackened cells, then the operator would be “=”.

*Note that the 'X' shape is not technically a pentomino but should be considered one for purposes of this puzzle.*

Heat:


Bracket:


Seed:

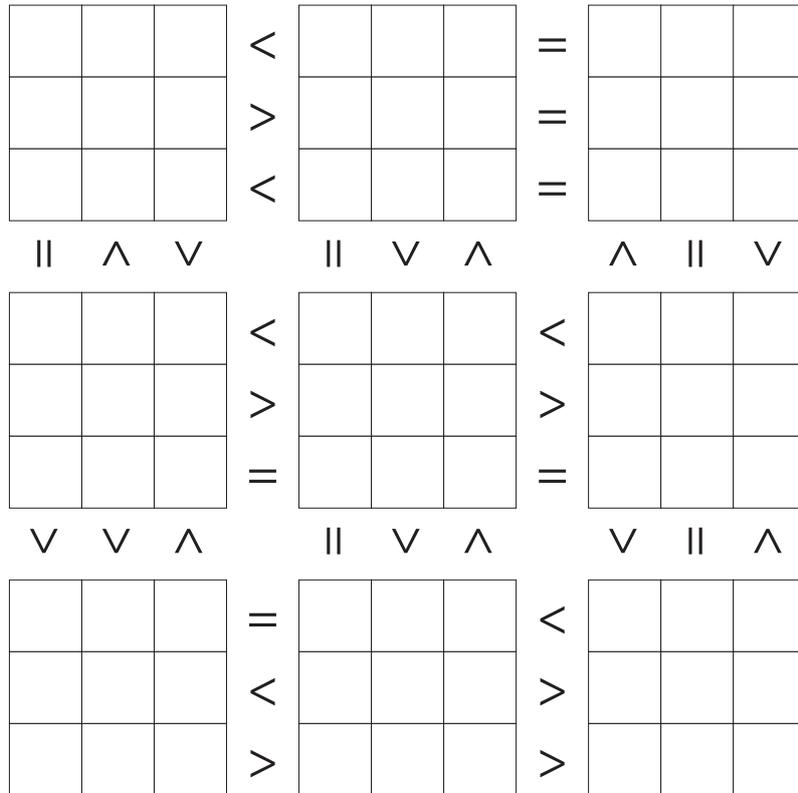
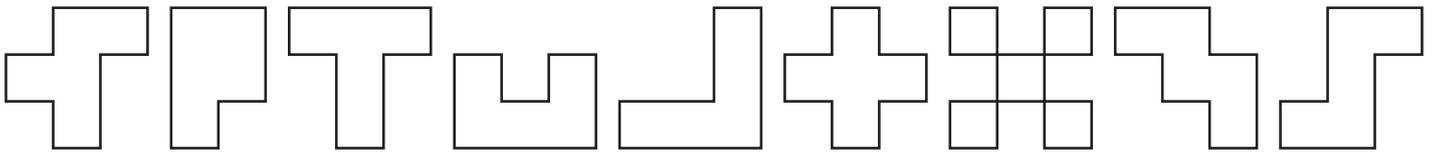

Rank:


Competitor Name:

(spare)
---------

Match Code:

--



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Heat:

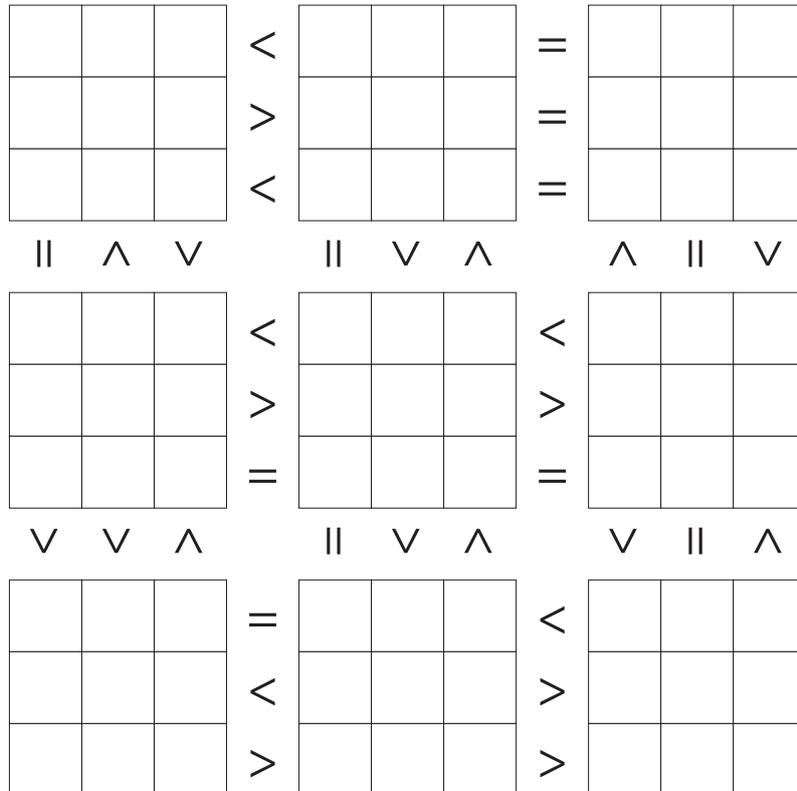
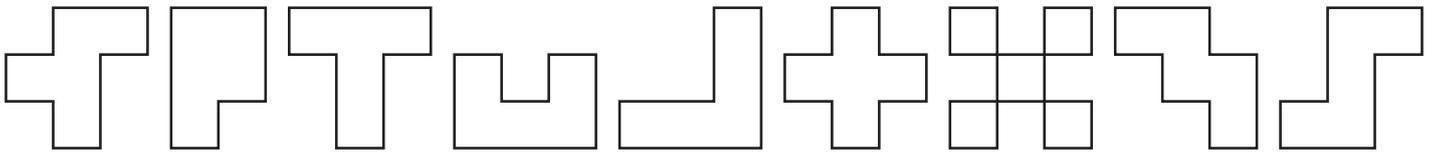
Bracket:

Seed:

Rank:

Competitor Name:

Match Code:



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Bracket:


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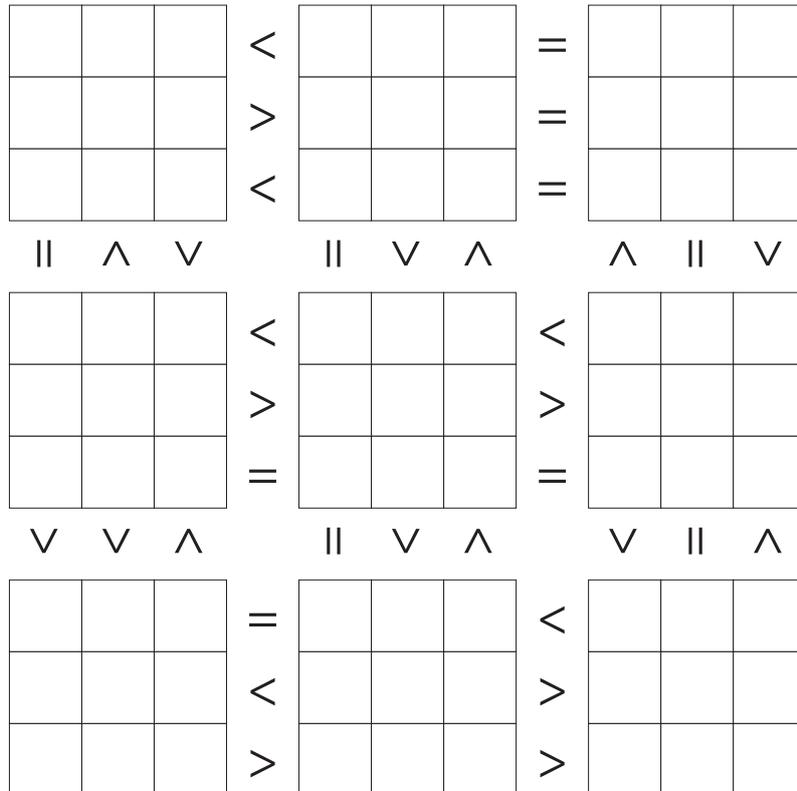
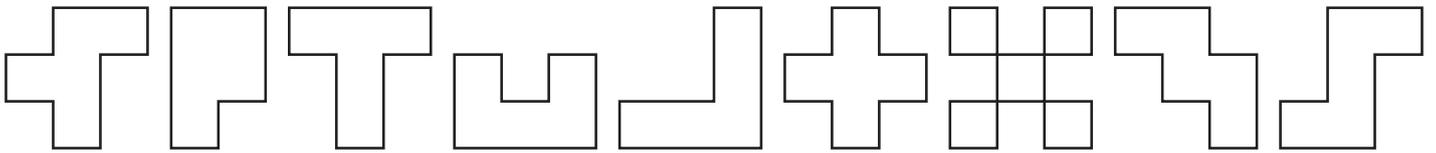

Rank:


Competitor Name:

(spare)
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Match Code:

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Heat:

Bracket:



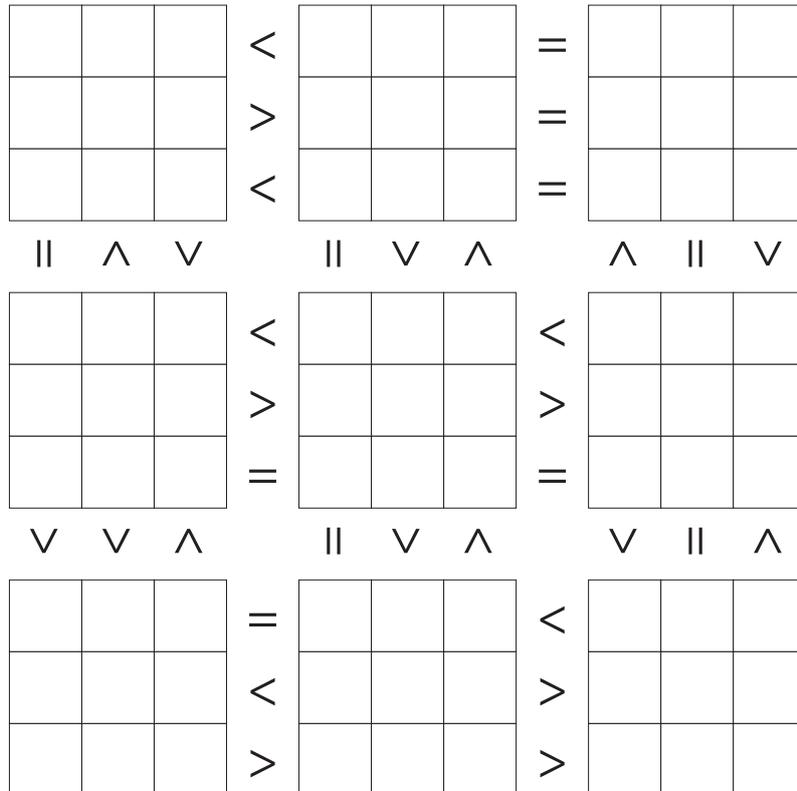
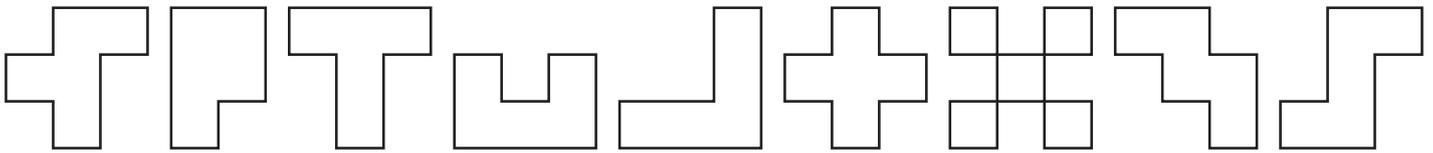
Seed:

Rank:



Competitor Name:

Match Code:

### 6. Tapa [Bulgaria - Deyan Razsadov]

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Heat:

Bracket:

Seed:

Rank:

Competitor Name:

Match Code:

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

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Heat:

Bracket:

Seed:

Rank:

Competitor Name:

Match Code:

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

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Heat:

Bracket:

Seed:

3

Rank:

Competitor Name:

Tomoya Kimura

Match Code:

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

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Heat:

Bracket:

Seed:

Rank:

Competitor Name:

Match Code:

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

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Heat:

Bracket:

Seed:

**5**

Rank:

Competitor Name:

Match Code:

# Nikola Zivanovic

	1 2								
						1 4			
				1 2 <sup>2</sup>					
		3 3				1 1 <sup>1</sup>			
		2 3							
	1 4					1 3 <sup>1</sup>		3	
				4			2 2		
		1 3							

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Heat:

Bracket:

Seed:

Rank:

Competitor Name:

Match Code:

	1 2								
						1 4			
				1 2 <sup>2</sup>					
		3 3				1 1 <sup>1</sup>			
		2 3							
	1 4					1 3 <sup>1</sup>		3	
				4			2 2		
		1 3							

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Heat:

Bracket:

Seed:

Rank:

Competitor Name:

Match Code:

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

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Heat:

Bracket:



Seed:

Rank:

**8**

Match Code:

Competitor Name:

# Walker Anderson

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

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Heat:

Bracket:

Seed:

Rank:

Competitor Name:

Match Code:

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

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Heat:

Bracket:

Seed:

Rank:

Competitor Name:

Match Code:

	1 2								
						1 4			
				1 2 <sup>2</sup>					
		3 3				1 1 <sup>1</sup>			
		2 3							
	1 4					1 3 <sup>1</sup>		3	
				4			2 2		
		1 3							

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Heat:

Bracket:

Seed:

Rank:

Competitor Name:

Match Code:

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

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

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Bracket:

Seed:

Rank:

Competitor Name:

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

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Heat:

Bracket:

Seed:

Rank:

Competitor Name:

Match Code:

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

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Heat:

Bracket:

Seed:

Rank:

Competitor Name:

Match Code:

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

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Heat:

Bracket:

Seed:

Rank:

Competitor Name:

Match Code:

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

### 7. Endpoints (Hex) [Czech Republic & Slovakia - Matej Uher]

A list of available symbols (possibly including a blank symbol), showing ways to connect edges of cells, is provided. Draw a symbol from the list into each cell (one symbol per cell) such that the symbols in each row are all different. Symbols may not be rotated. Each dot touches *exactly* one symbol (you may think of dots as “endpoints” of symbols). All possible dots (on edges of cells) are given (all endpoints are marked with dots).

The puzzle will use a hexagonal grid, with hexagons as cells and “rows” going in three directions.

Heat:

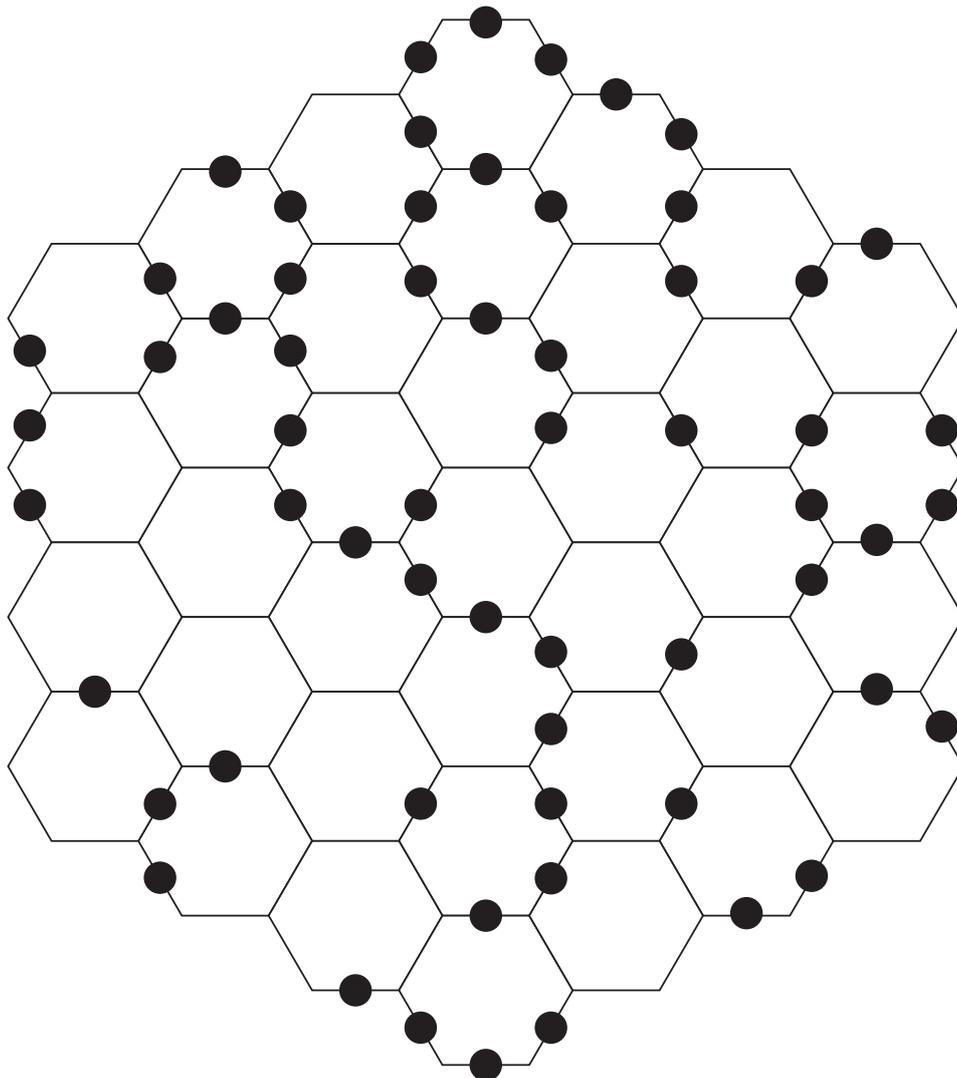
Bracket:

Seed:

Rank:

Competitor Name:

Match Code:



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Heat:

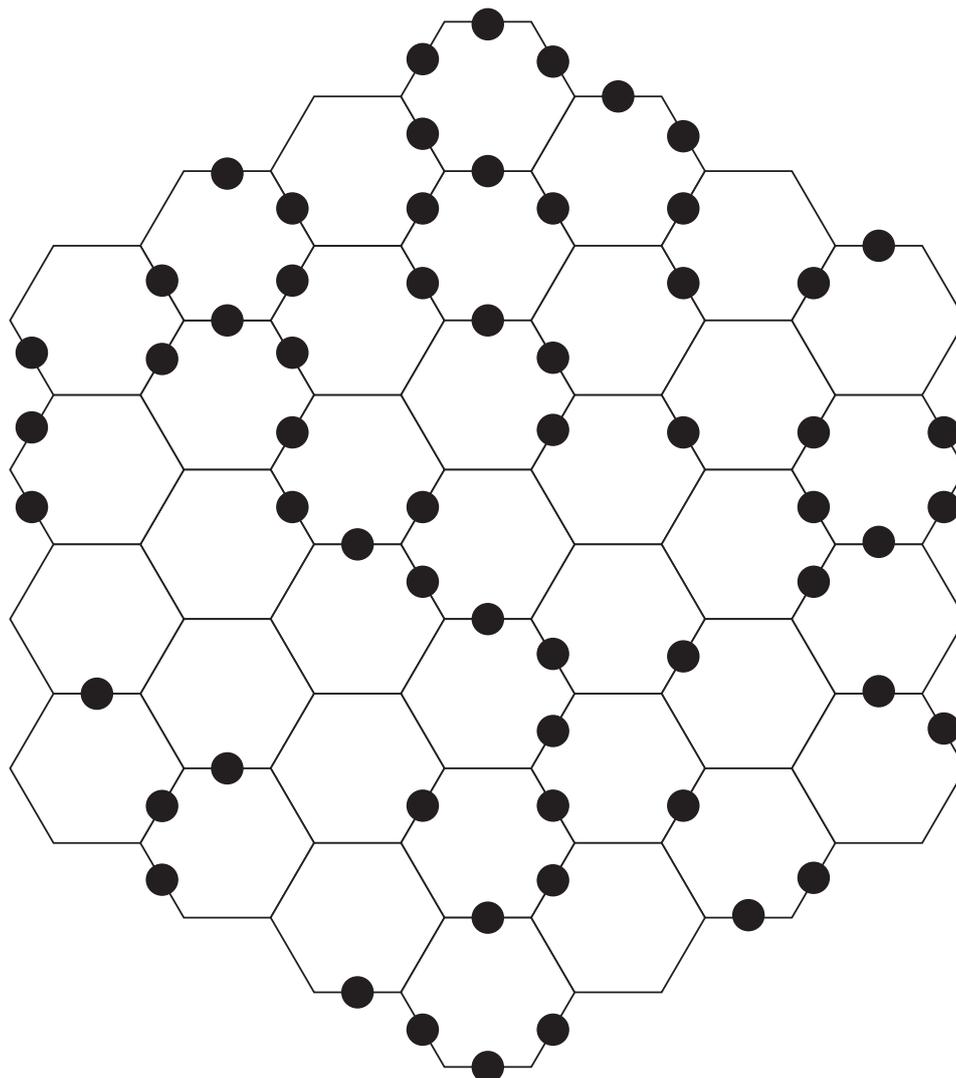
Bracket:

Seed:

Rank:

Competitor Name:

Match Code:



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Heat:

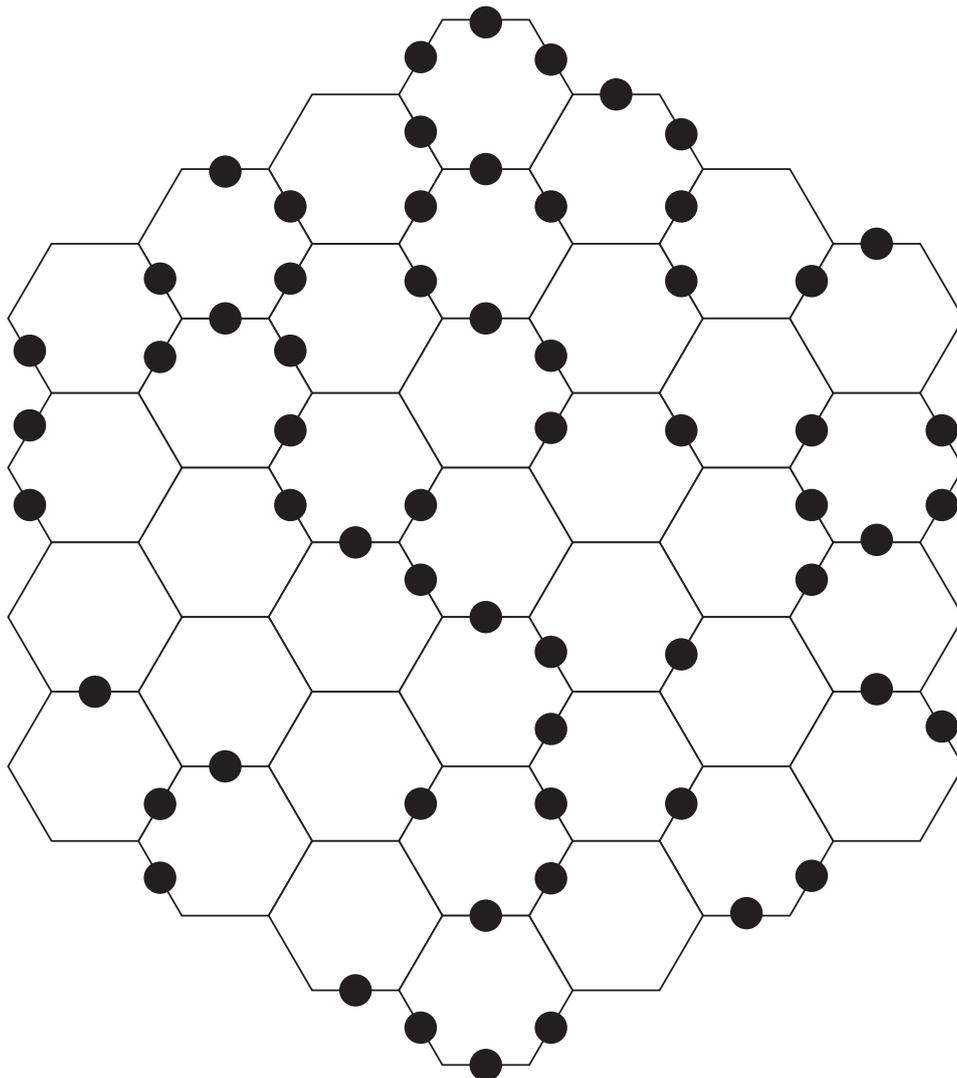
Bracket:

Seed:

Rank:

Competitor Name:

Match Code:



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Heat:

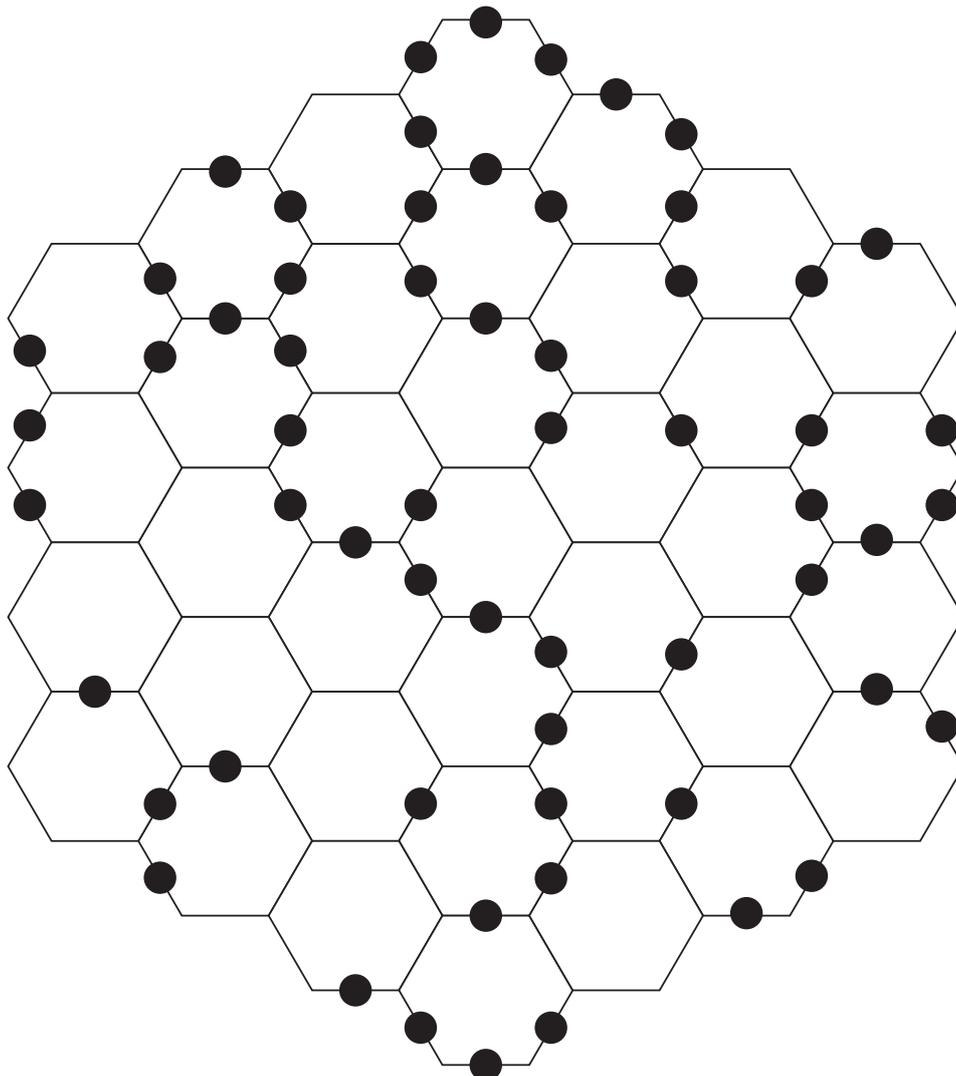
Bracket:

Seed:

Rank:

Competitor Name:

Match Code:



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Heat:

Bracket:

Seed:

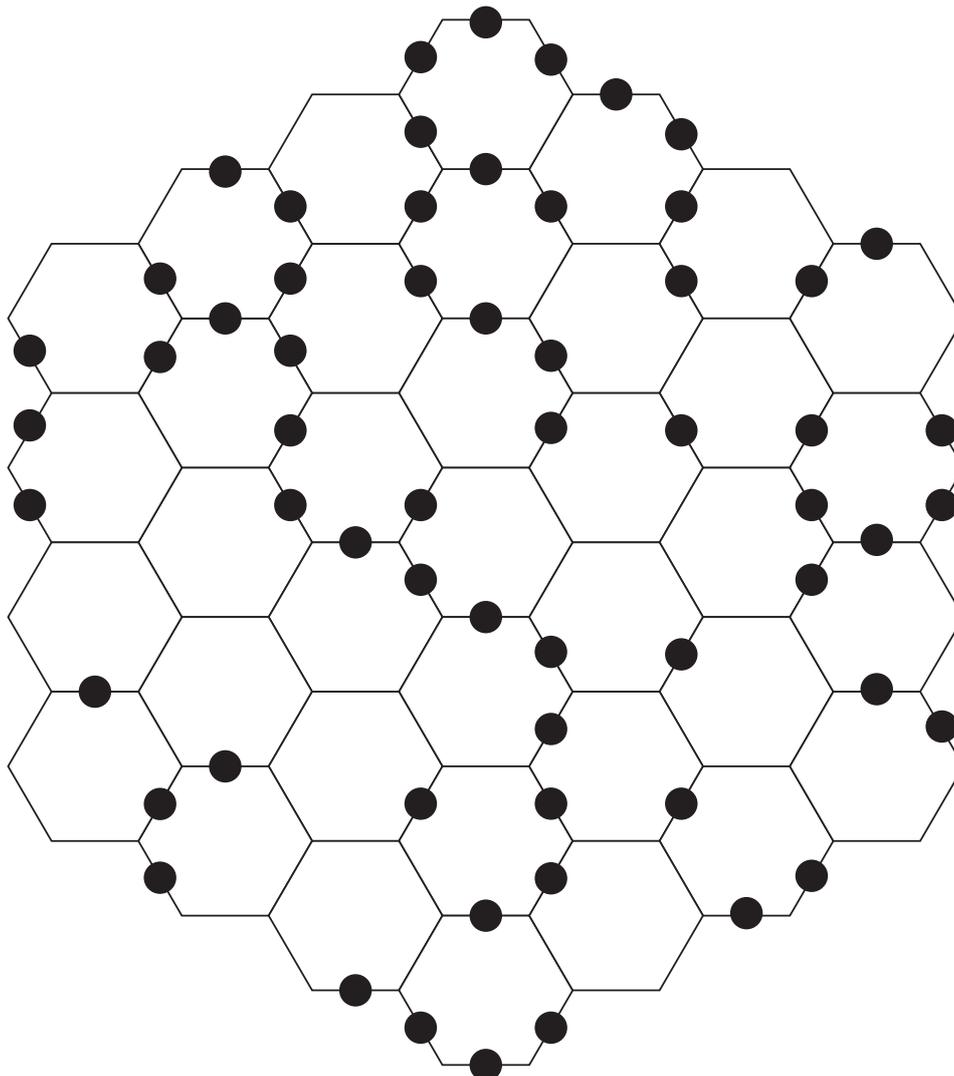
**5**

Rank:

Competitor Name:

Match Code:

**Nikola Zivanovic**



## 7. Endpoints (Hex) [Czech Republic & Slovakia - Matej Uher]

A list of available symbols (possibly including a blank symbol), showing ways to connect edges of cells, is provided. Draw a symbol from the list into each cell (one symbol per cell) such that the symbols in each row are all different. Symbols may not be rotated. Each dot touches *exactly* one symbol (you may think of dots as "endpoints" of symbols). All possible dots (on edges of cells) are given (all endpoints are marked with dots).

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Heat:

Bracket:

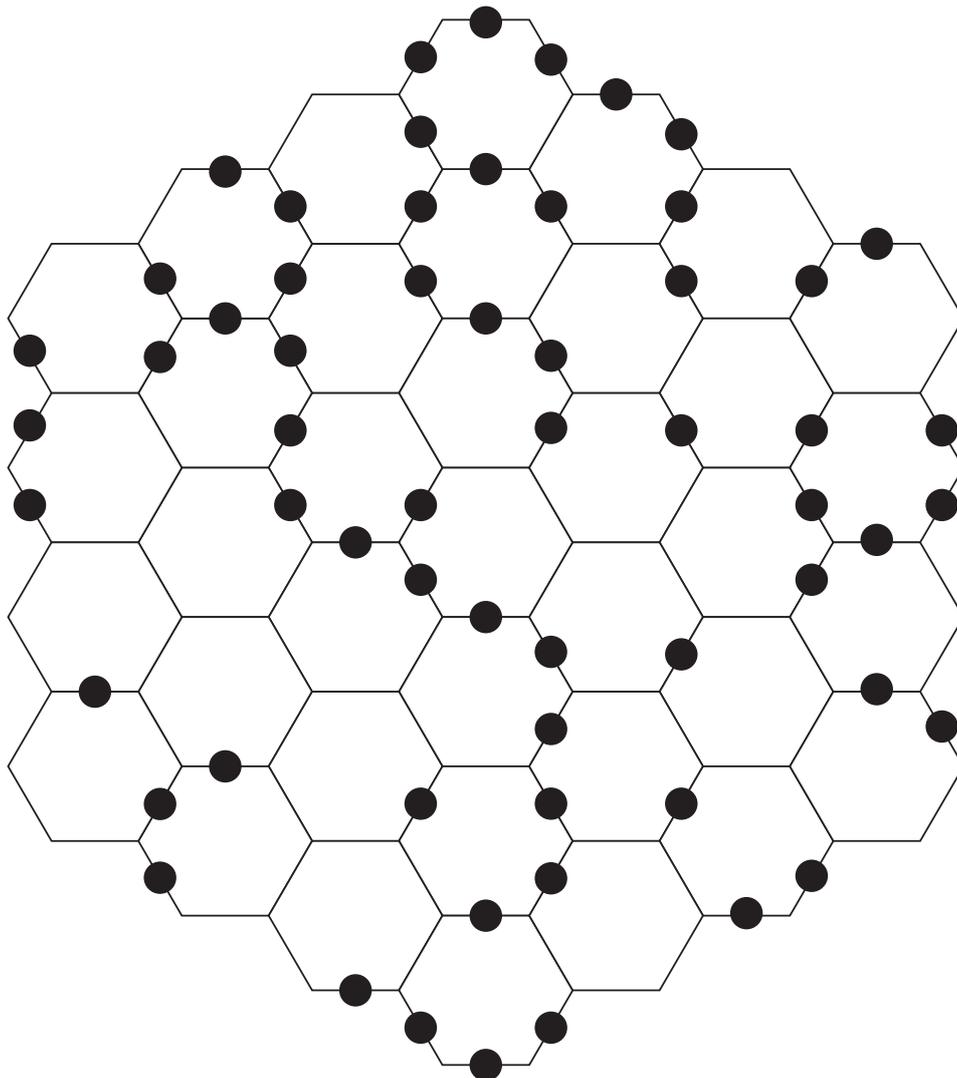
Seed:

Rank:

Competitor Name:

**Kota Morinishi**

Match Code:



## 7. Endpoints (Hex) [Czech Republic & Slovakia - Matej Uher]

A list of available symbols (possibly including a blank symbol), showing ways to connect edges of cells, is provided. Draw a symbol from the list into each cell (one symbol per cell) such that the symbols in each row are all different. Symbols may not be rotated. Each dot touches *exactly* one symbol (you may think of dots as "endpoints" of symbols). All possible dots (on edges of cells) are given (all endpoints are marked with dots).

The puzzle will use a hexagonal grid, with hexagons as cells and "rows" going in three directions.

Heat:

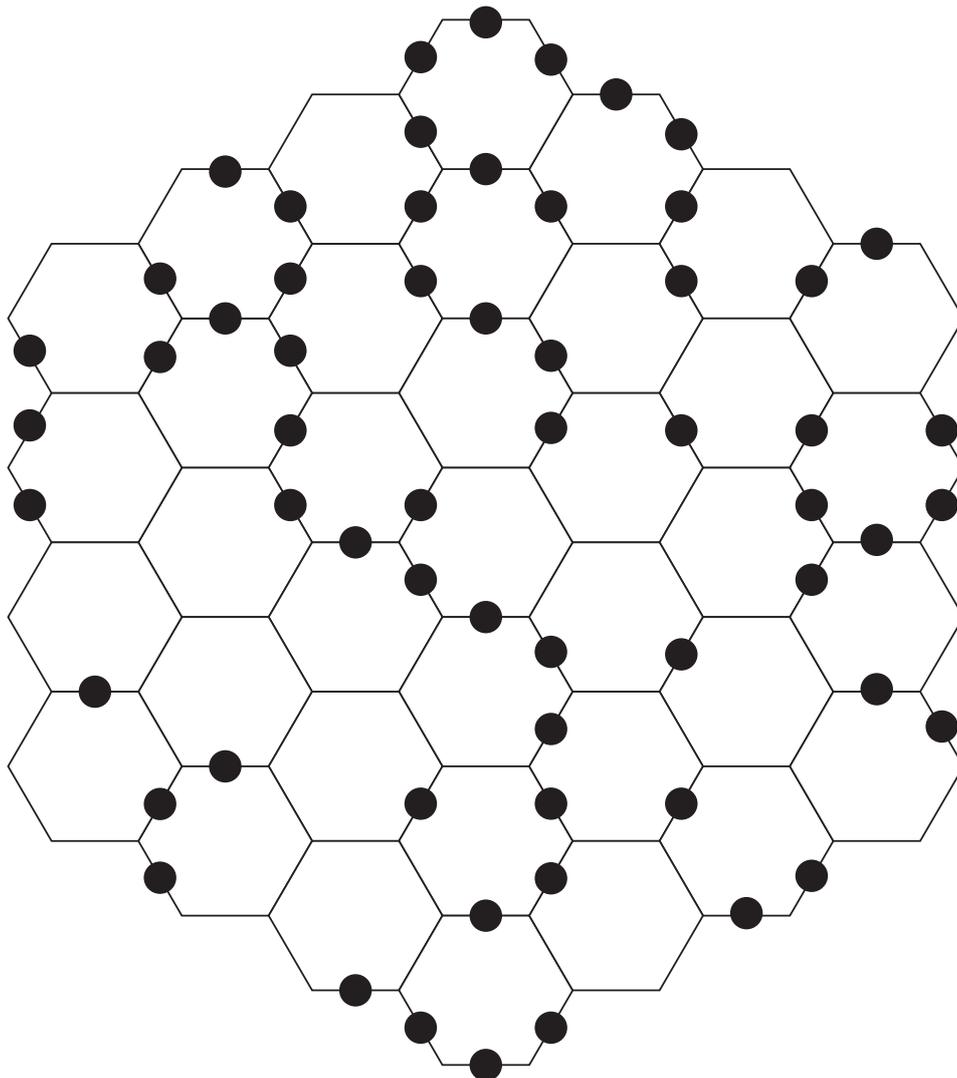
Bracket:

Seed:

Rank:

Competitor Name:

Match Code:



### 7. Endpoints (Hex) [Czech Republic & Slovakia - Matej Uher]

A list of available symbols (possibly including a blank symbol), showing ways to connect edges of cells, is provided. Draw a symbol from the list into each cell (one symbol per cell) such that the symbols in each row are all different. Symbols may not be rotated. Each dot touches *exactly* one symbol (you may think of dots as “endpoints” of symbols). All possible dots (on edges of cells) are given (all endpoints are marked with dots).

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Heat:

Bracket:

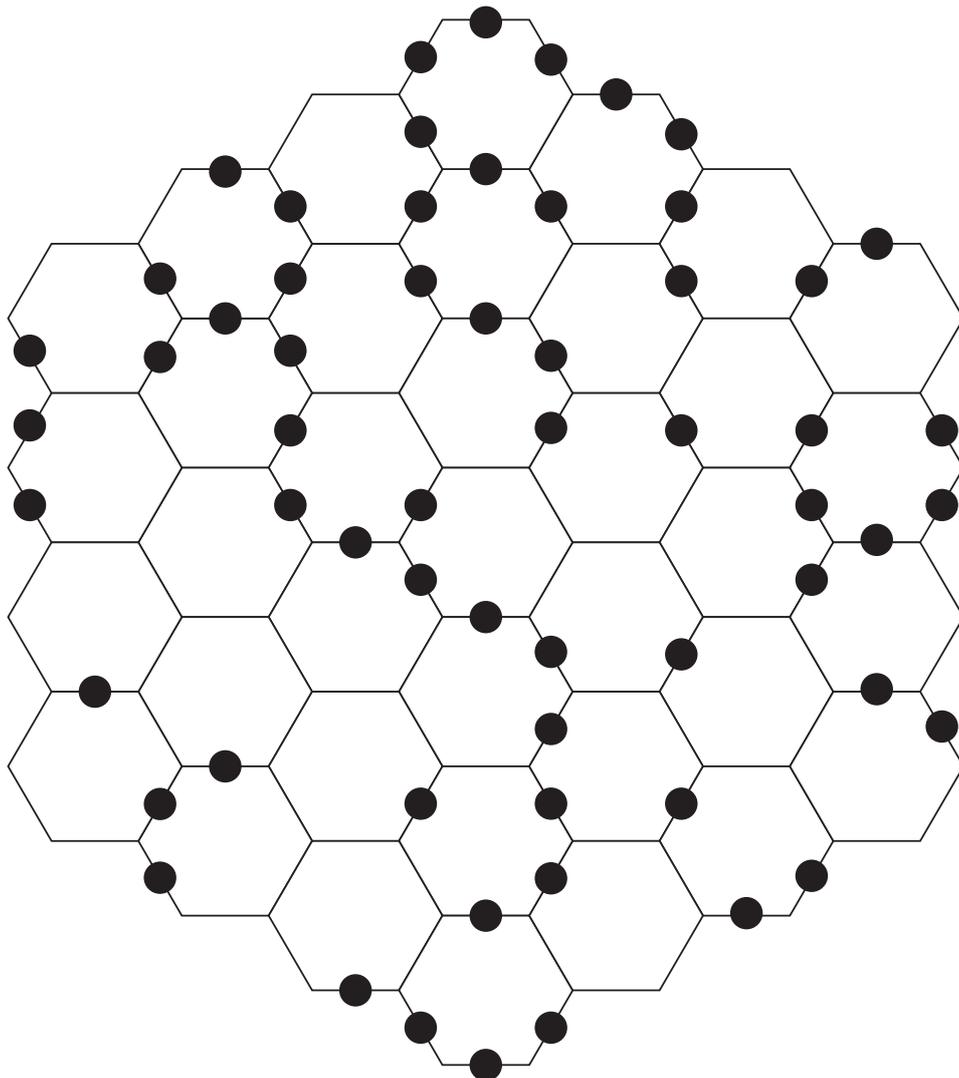
Seed:

Rank:

Competitor Name:

**Walker Anderson**

Match Code:



### 7. Endpoints (Hex) [Czech Republic & Slovakia - Matej Uher]

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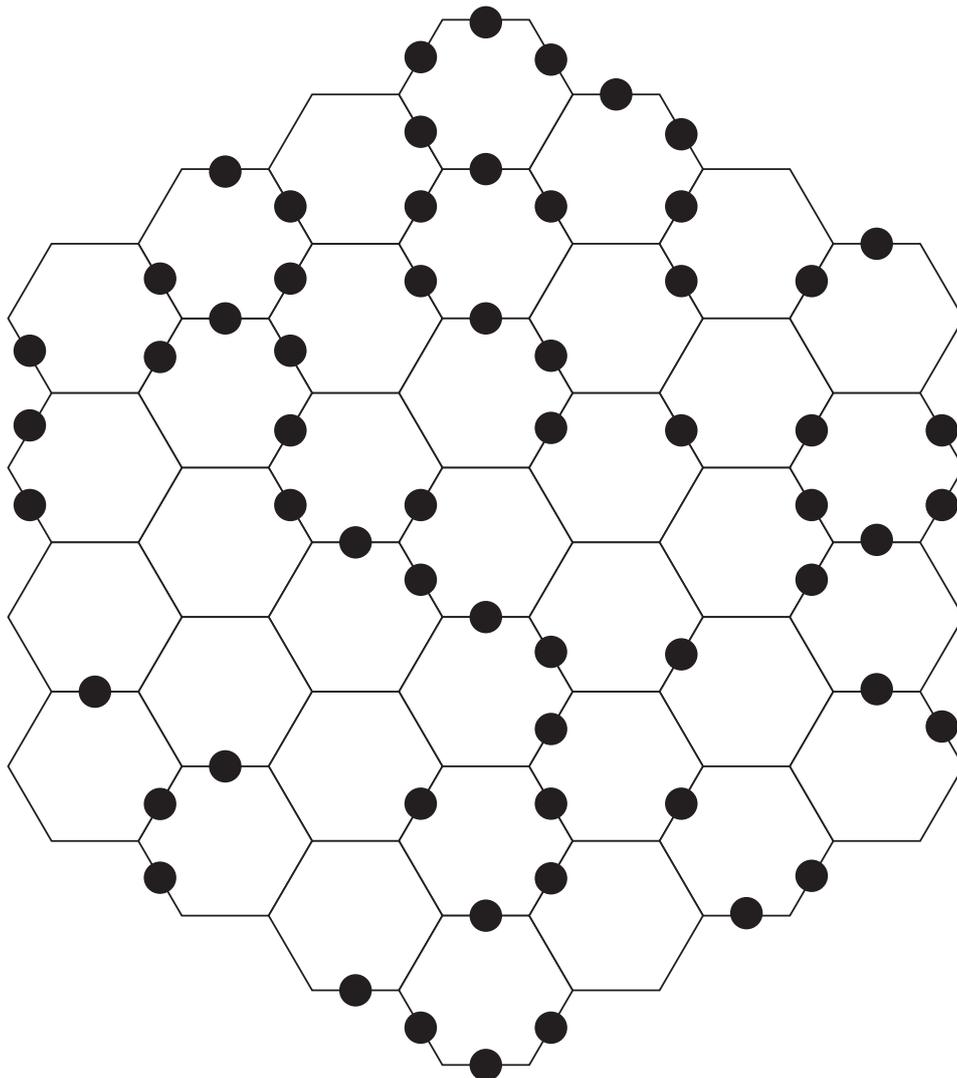
Bracket:

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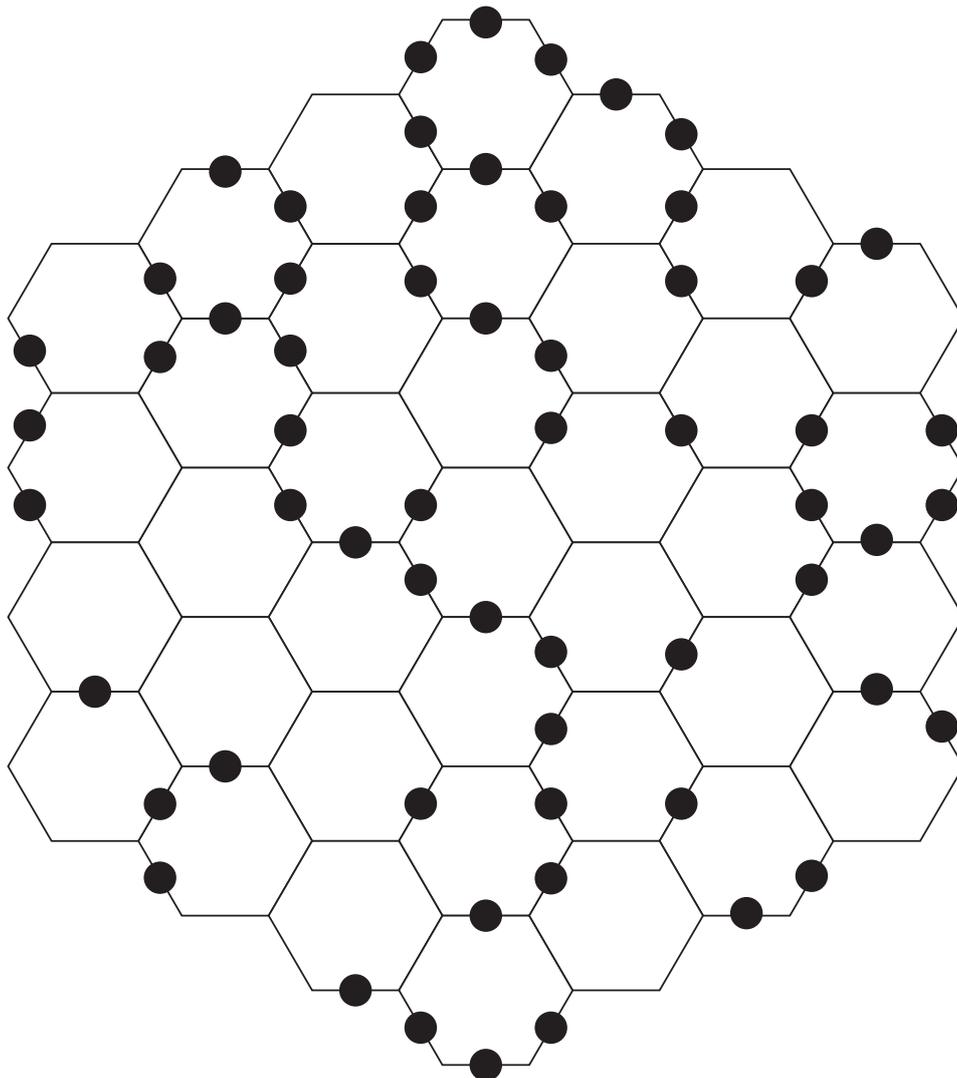
Bracket:

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Heat:

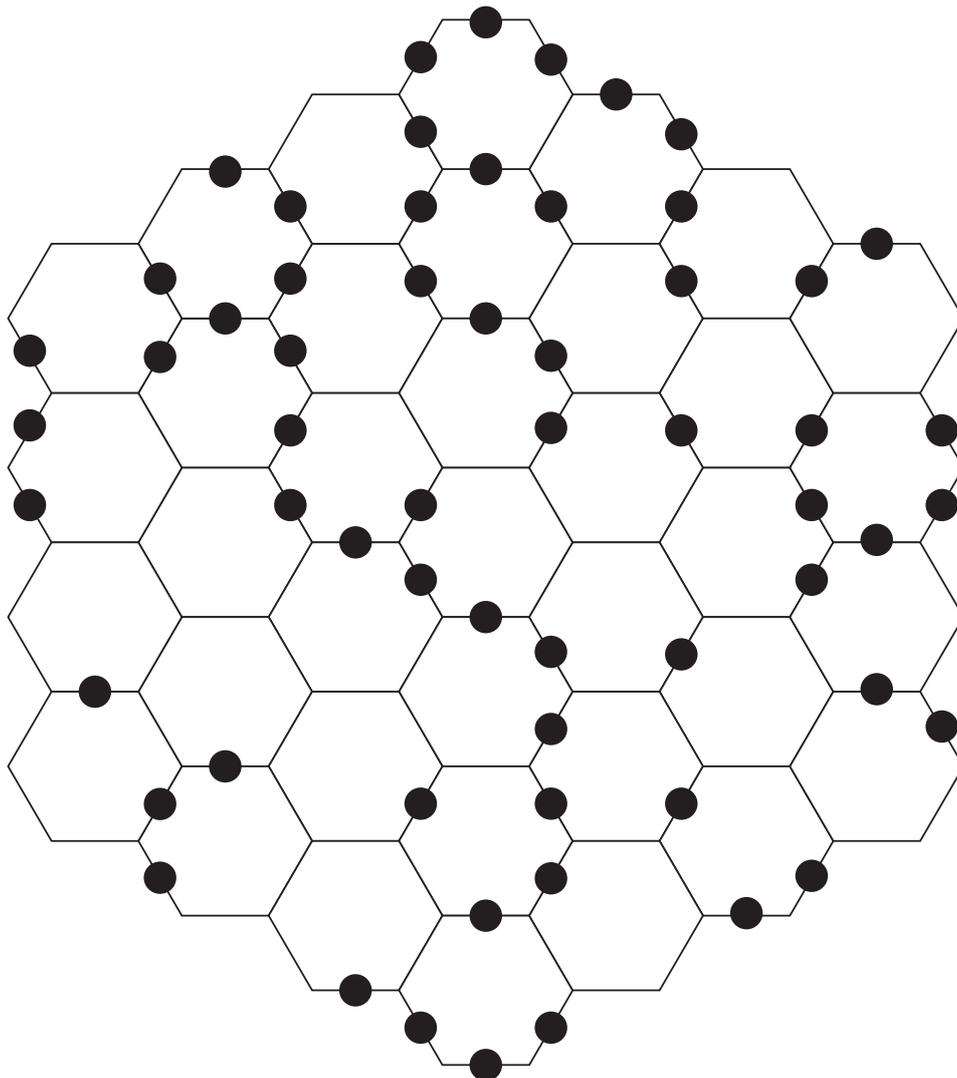
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Seed:

Rank:

Competitor Name:

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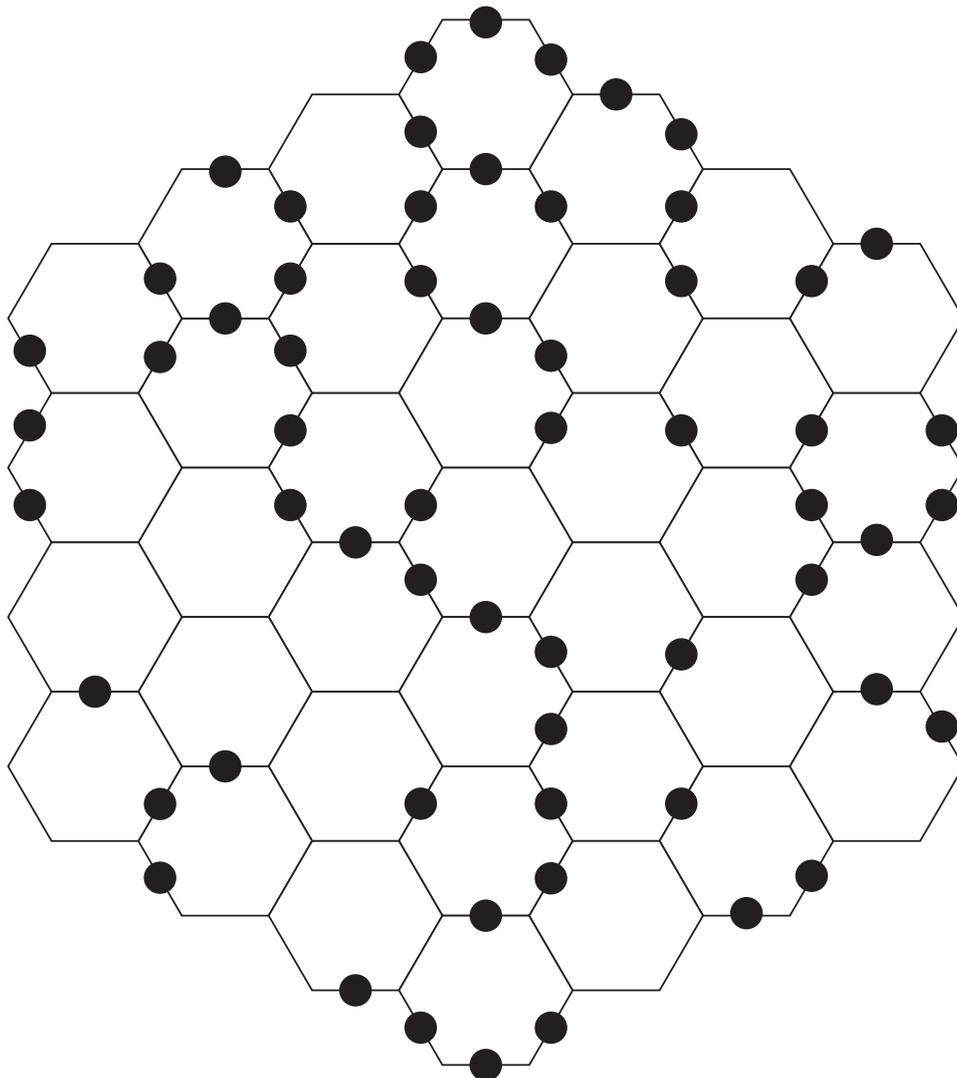
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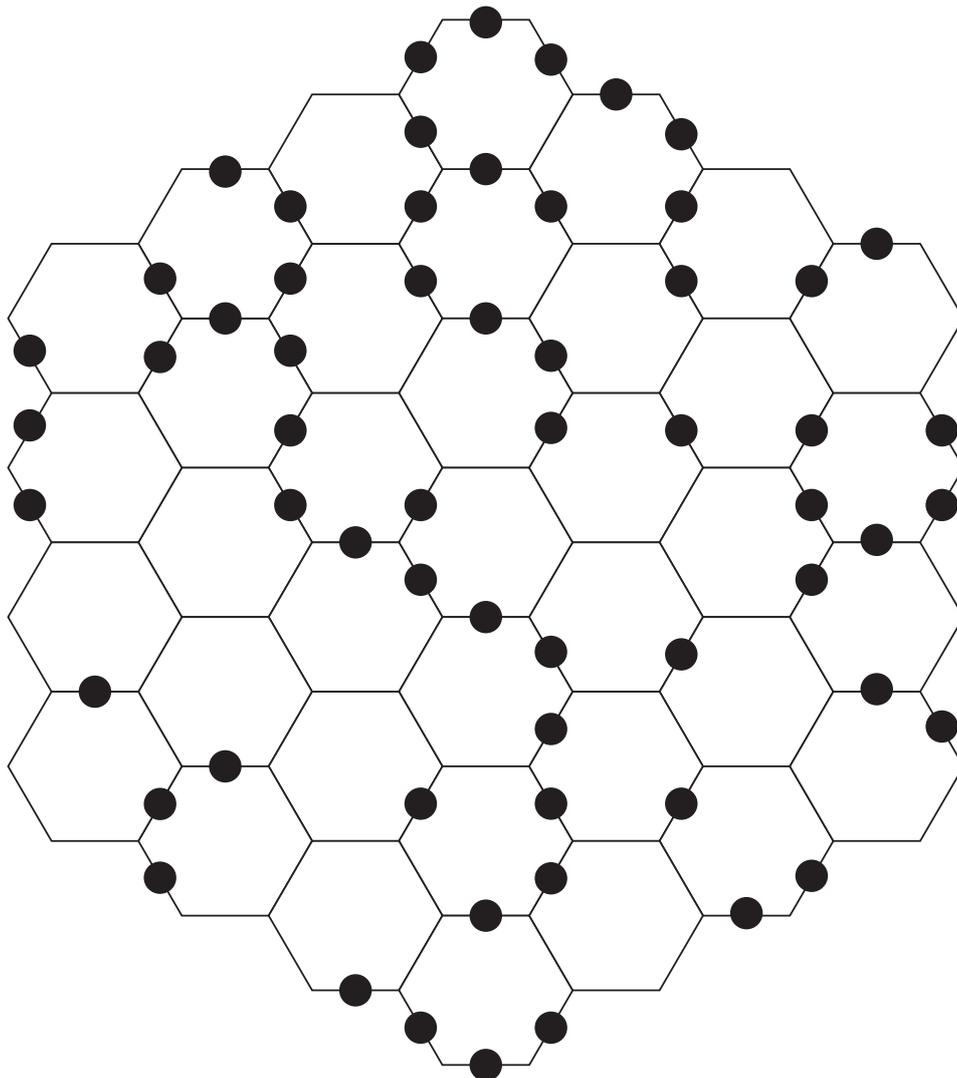
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Heat:

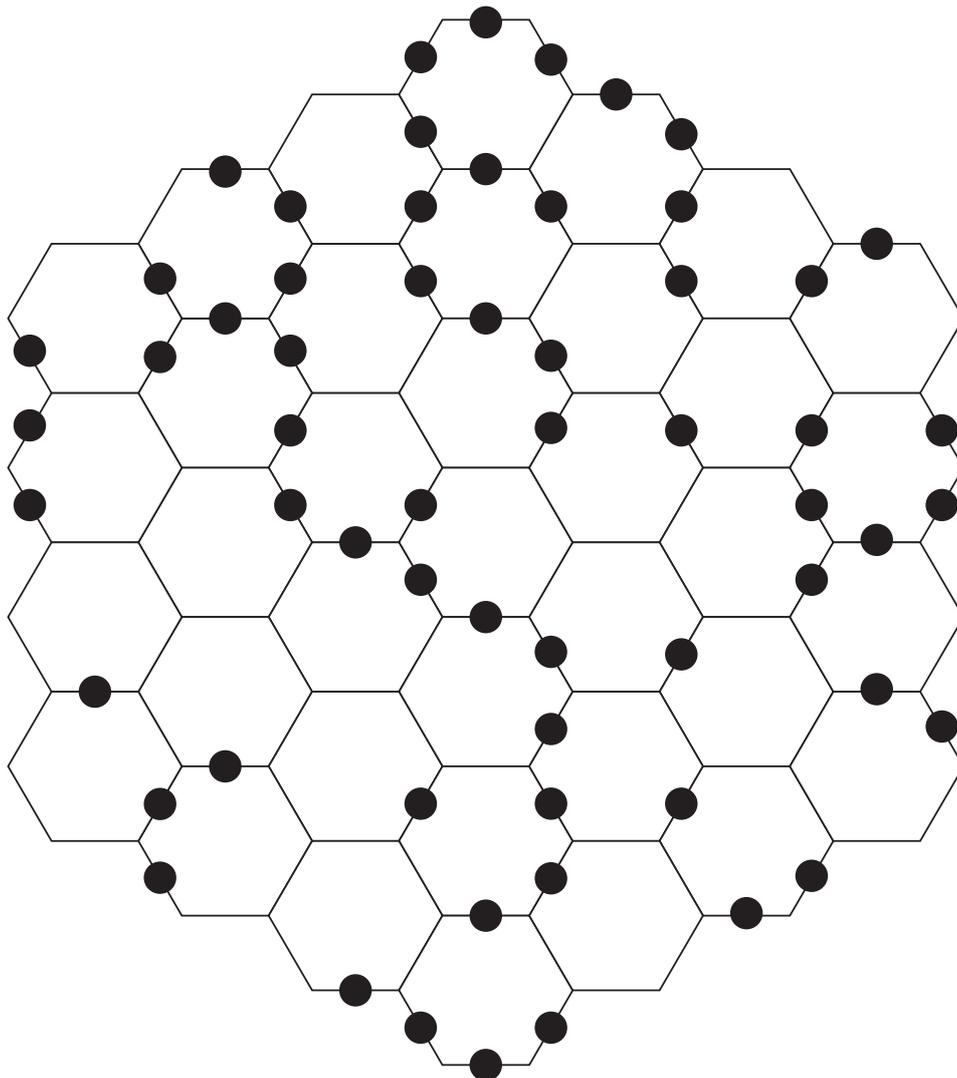
Bracket:

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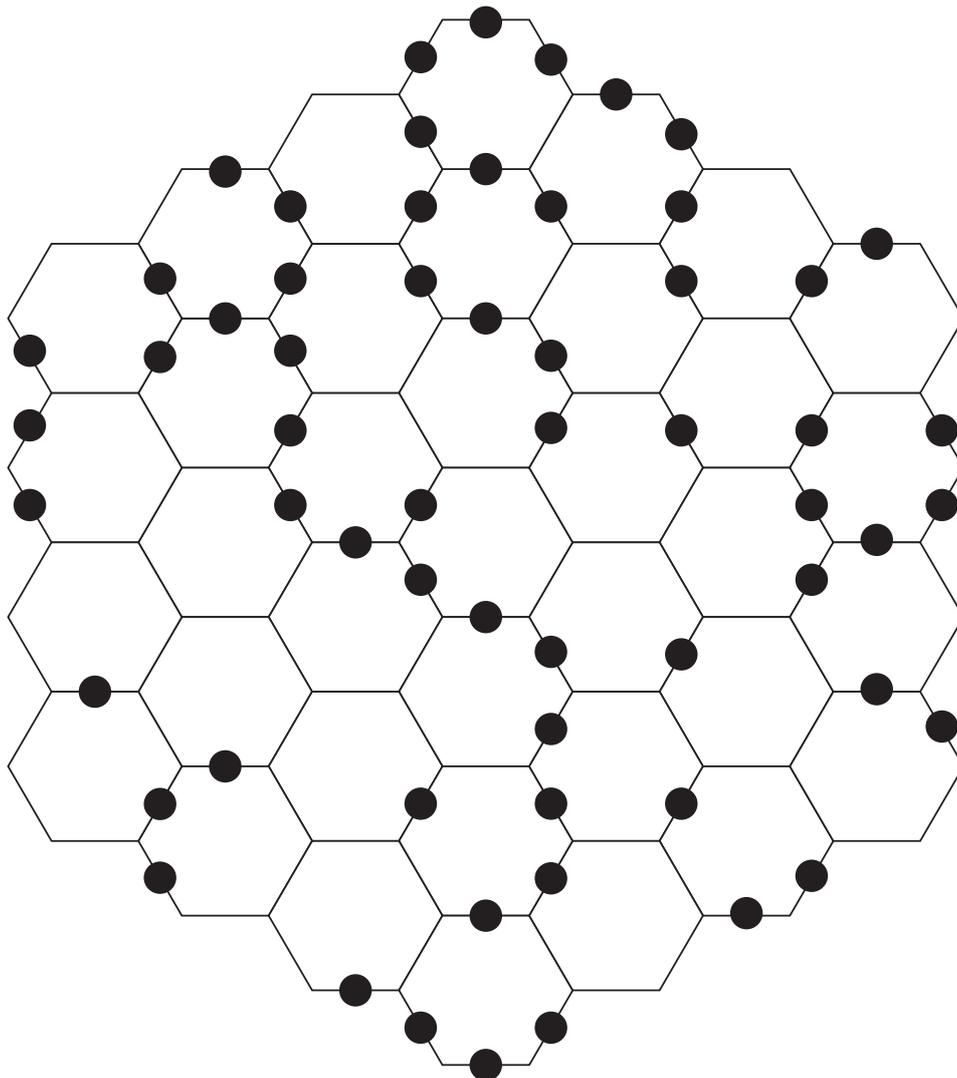
Bracket:

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Rank:

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Heat:

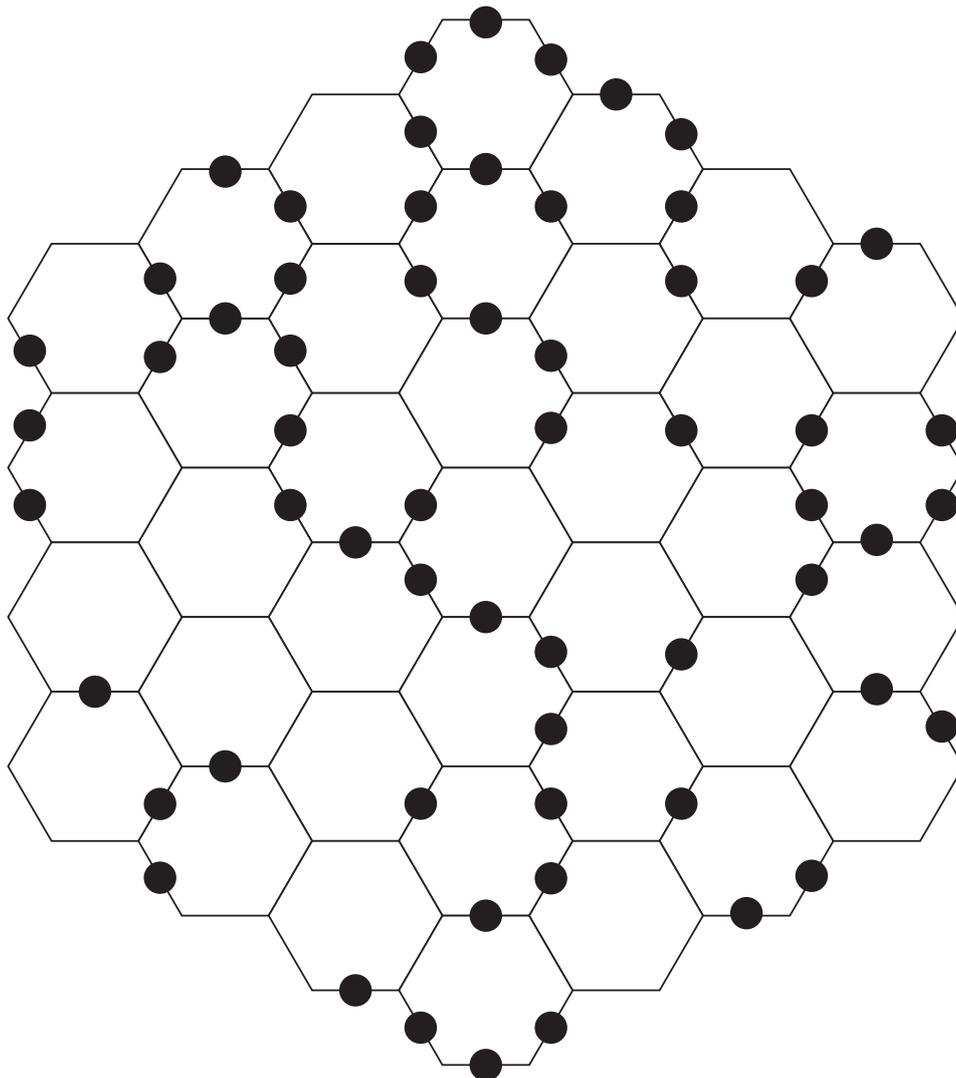
Bracket:

Seed:

Rank:

Competitor Name:

Match Code:



### 8. Slitherlink [Turkey - Fatih Kamer Anda]

Draw a single, non-intersecting loop that only consists of line segments between the dots along the dotted lines. A number inside a cell indicates how many of the edges of that cell are part of the loop.

Heat:

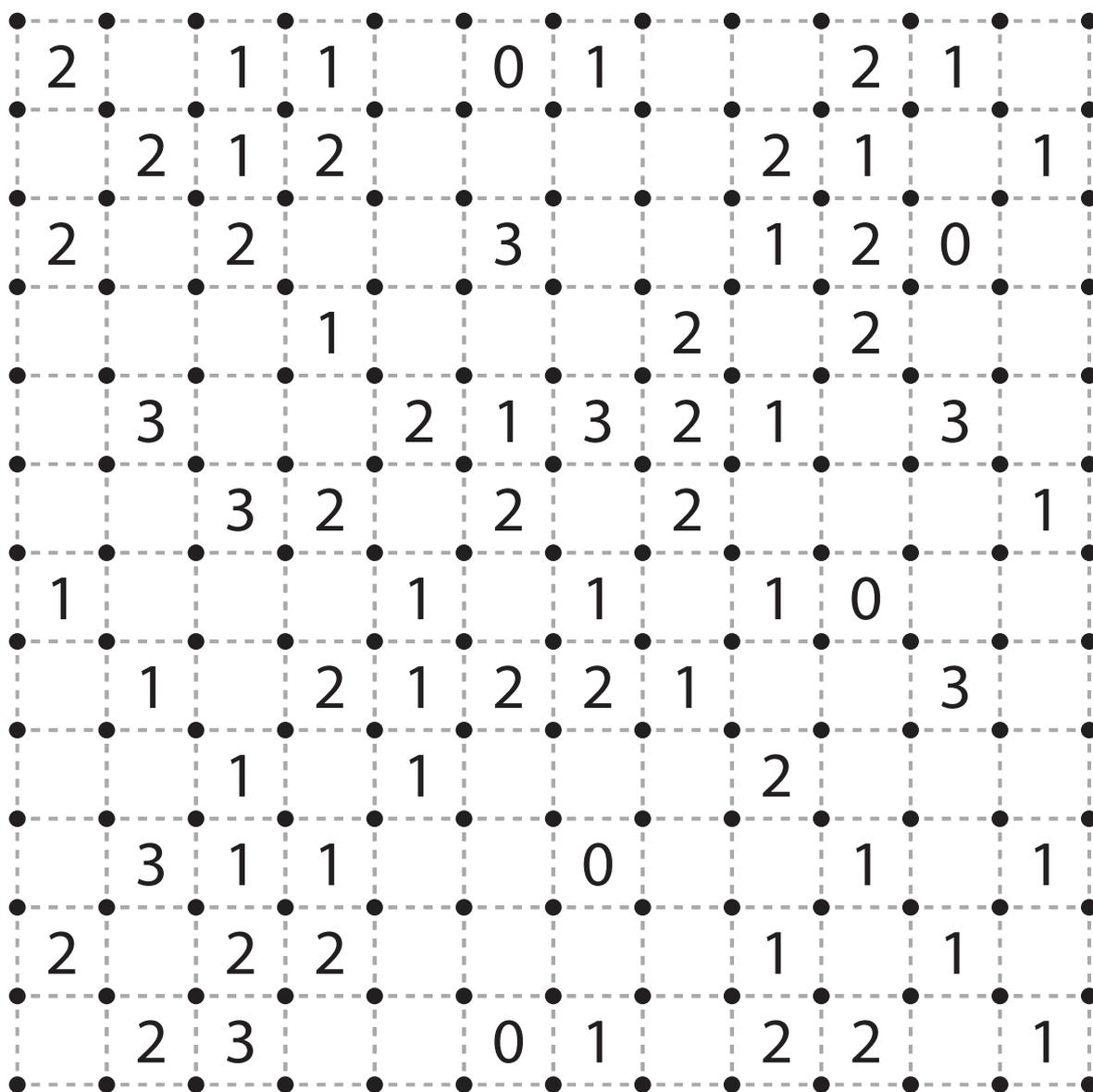
Bracket:

Seed:

Rank:

Competitor Name:

Match Code:



### 8. Slitherlink [Turkey - Fatih Kamer Anda]

Draw a single, non-intersecting loop that only consists of line segments between the dots along the dotted lines. A number inside a cell indicates how many of the edges of that cell are part of the loop.

Heat:

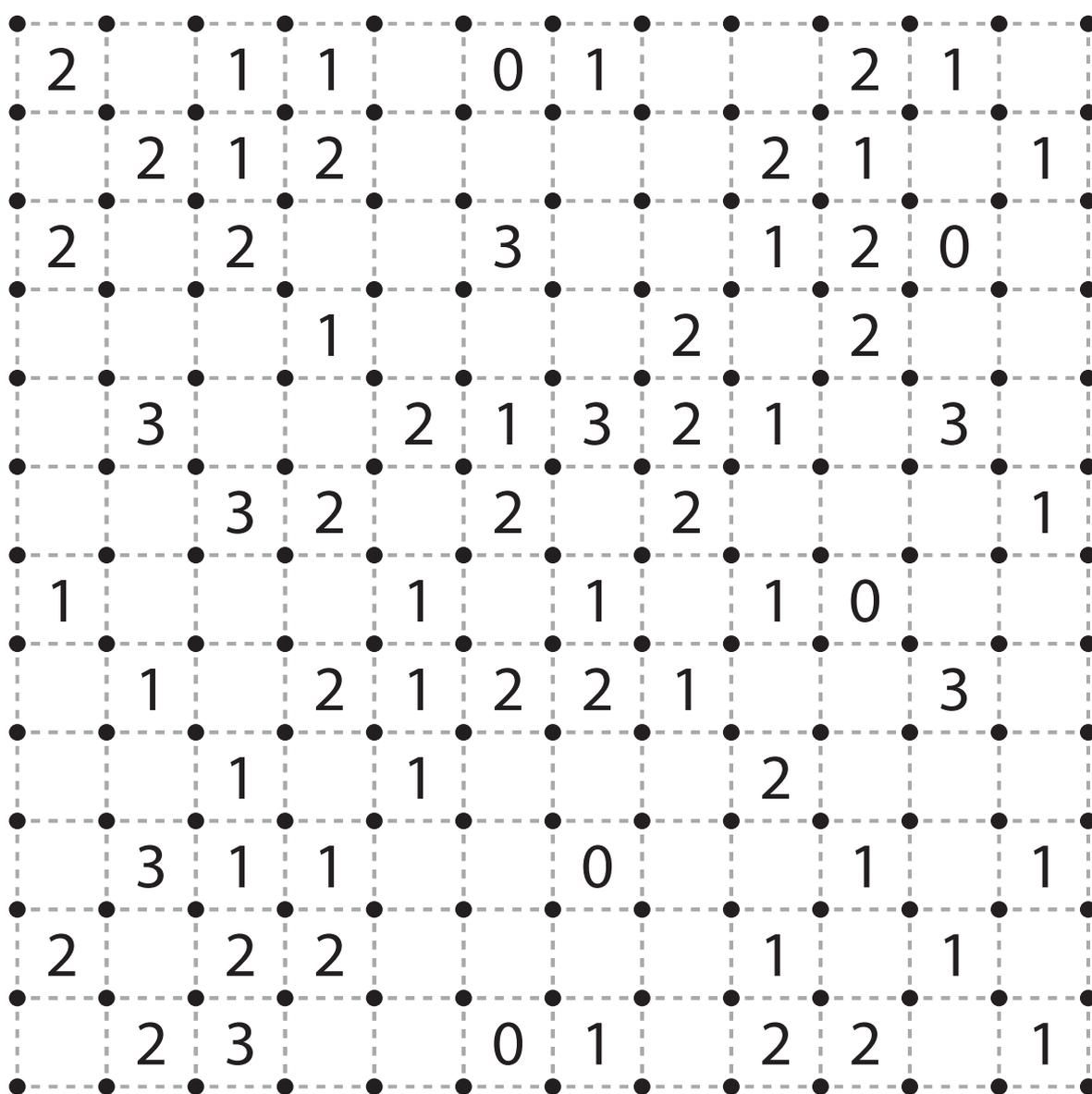
Bracket:

Seed:

Rank:

Competitor Name:

Match Code:



### 8. Slitherlink [Turkey - Fatih Kamer Anda]

Draw a single, non-intersecting loop that only consists of line segments between the dots along the dotted lines. A number inside a cell indicates how many of the edges of that cell are part of the loop.

Heat:

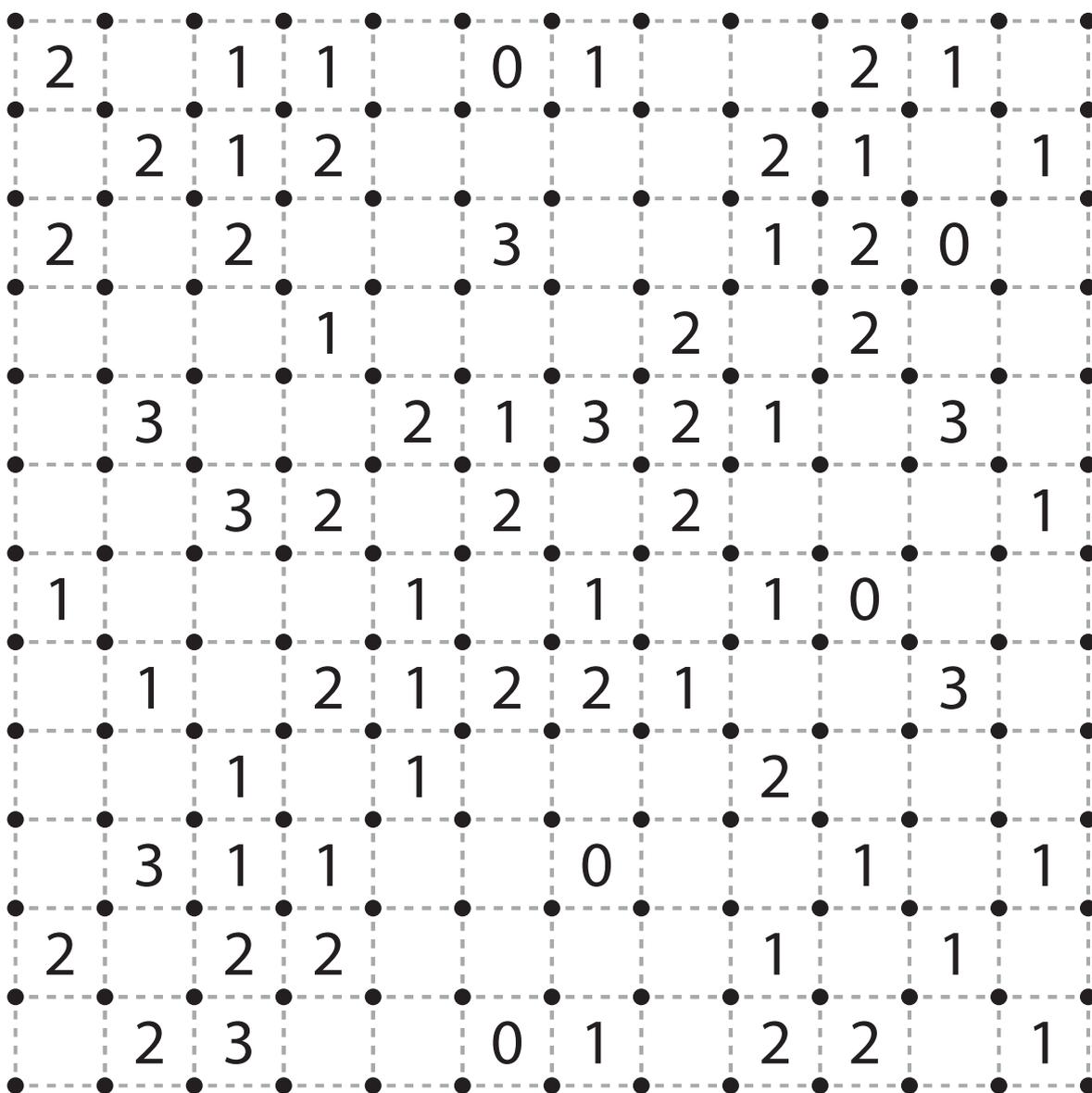
Bracket:

Seed:

Rank:

Competitor Name:

Match Code:



**8. Slitherlink [Turkey - Fatih Kamer Anda]**

Draw a single, non-intersecting loop that only consists of line segments between the dots along the dotted lines. A number inside a cell indicates how many of the edges of that cell are part of the loop.

**Heat:**

**Bracket:**



**Seed:**

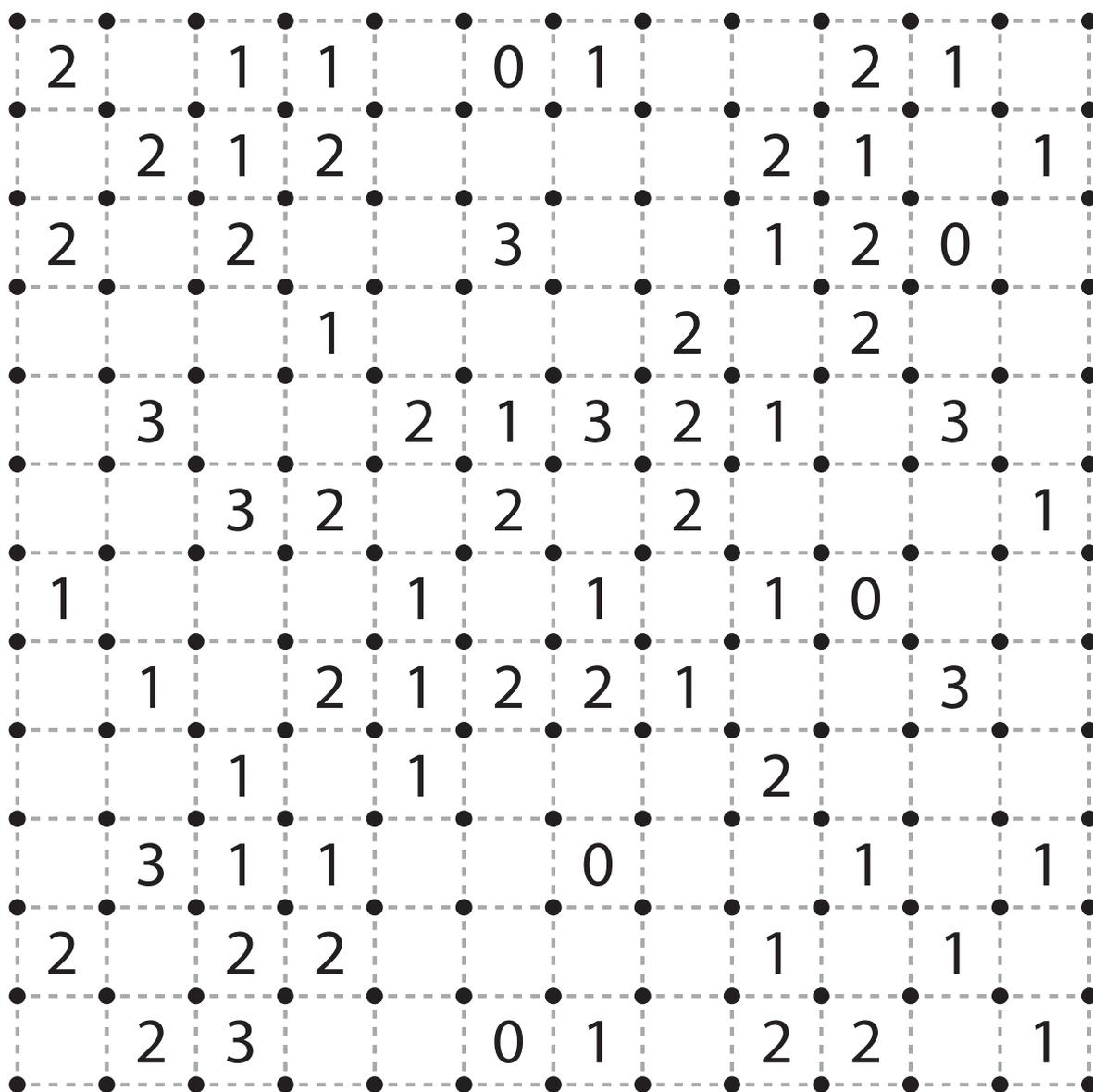
**Rank:**

**4**

**Competitor Name:**

**Match Code:**

**Hideaki Jo**



### 8. Slitherlink [Turkey - Fatih Kamer Anda]

Draw a single, non-intersecting loop that only consists of line segments between the dots along the dotted lines. A number inside a cell indicates how many of the edges of that cell are part of the loop.

Heat:

Bracket:

Seed:

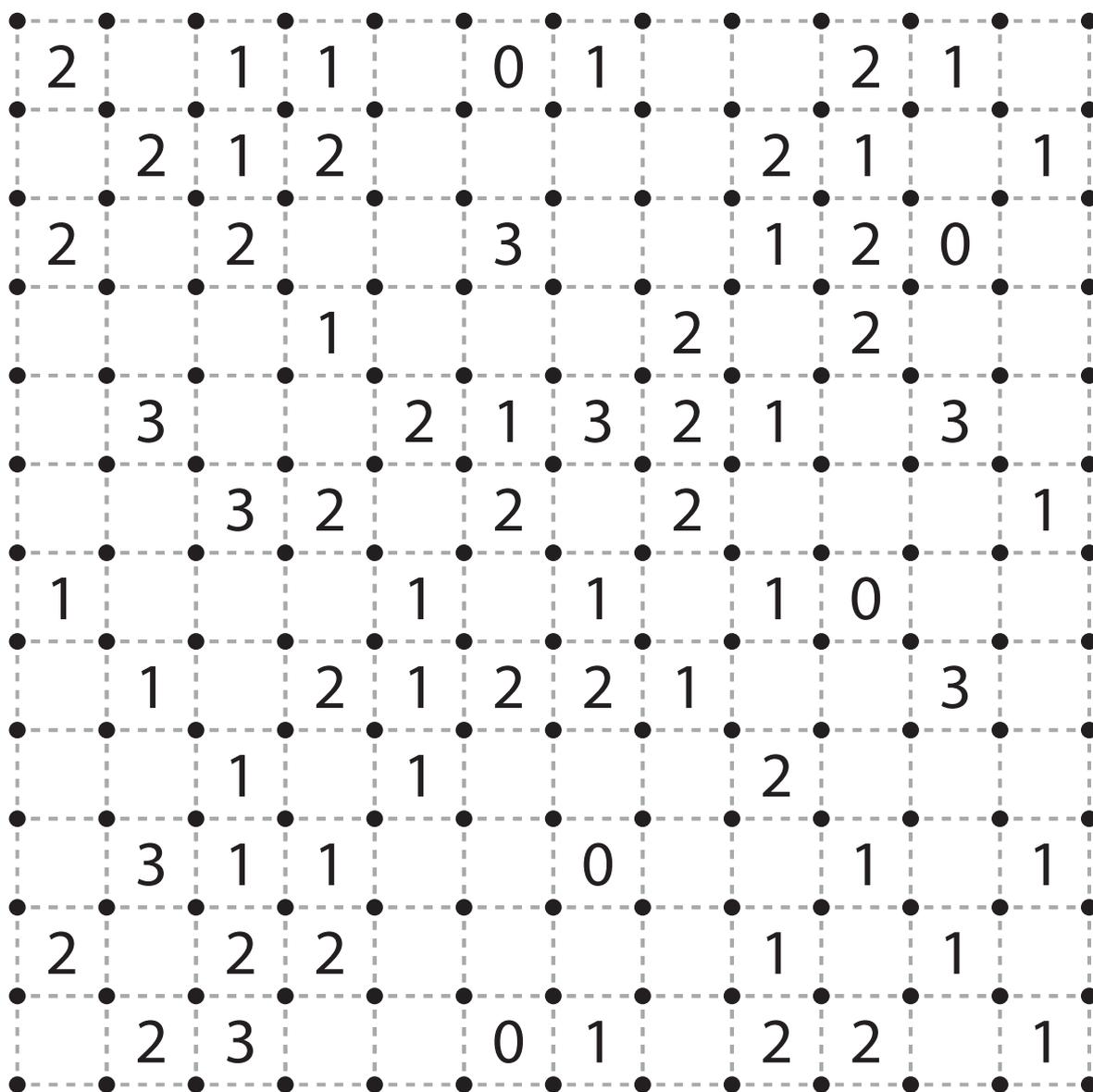
**5**

Rank:

Competitor Name:

Match Code:

**Nikola Zivanovic**



### 8. Slitherlink [Turkey - Fatih Kamer Anda]

Draw a single, non-intersecting loop that only consists of line segments between the dots along the dotted lines. A number inside a cell indicates how many of the edges of that cell are part of the loop.

Heat:

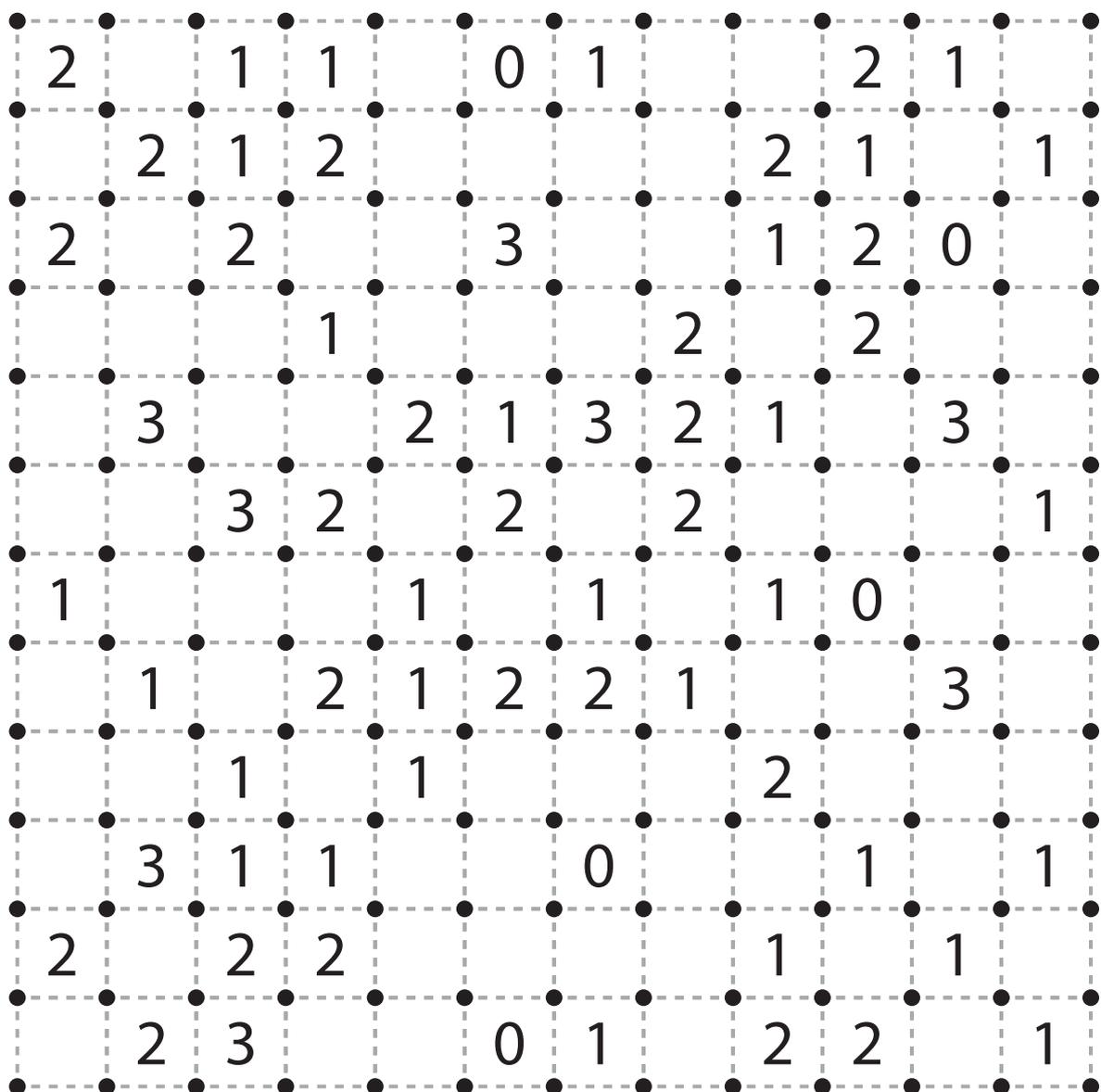
Bracket:

Seed:

Rank:

Competitor Name:

Match Code:



### 8. Slitherlink [Turkey - Fatih Kamer Anda]

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Heat:

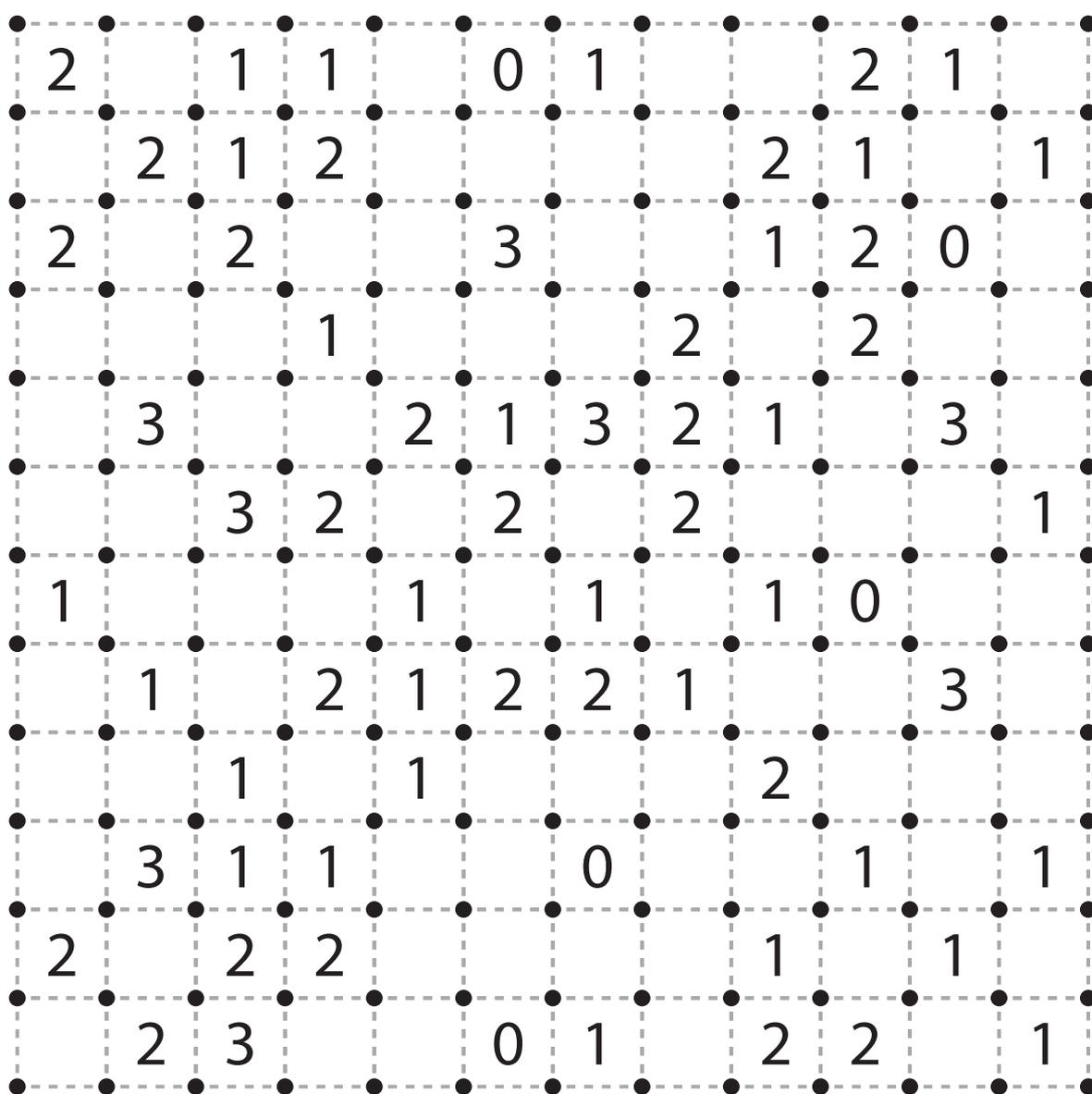
Bracket:

Seed:

Rank:

Competitor Name:

Match Code:



### 8. Slitherlink [Turkey - Fatih Kamer Anda]

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Heat:

Bracket:

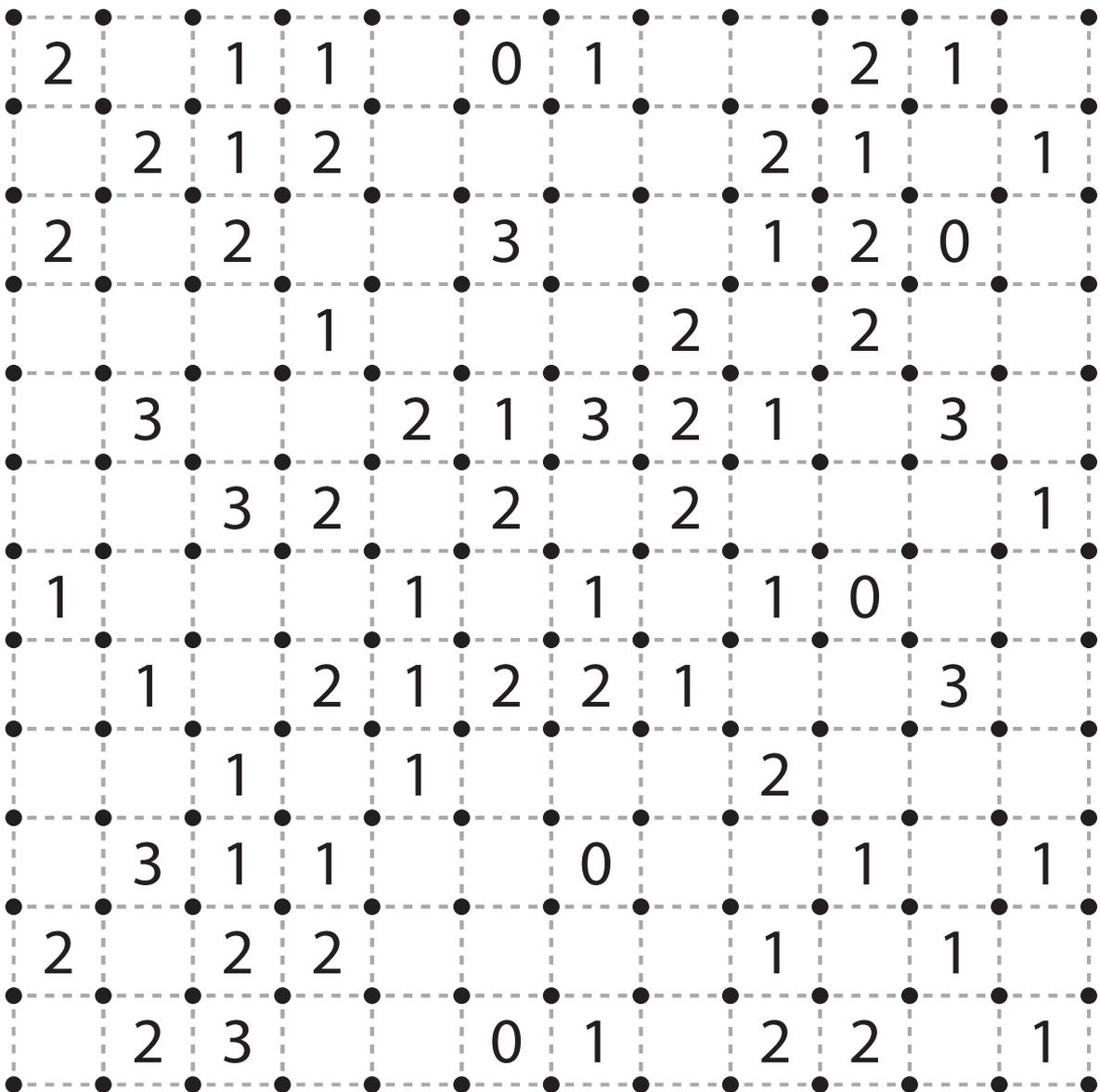
Seed:

Rank:

Competitor Name:

**Walker Anderson**

Match Code:



### 8. Slitherlink [Turkey - Fatih Kamer Anda]

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Heat:

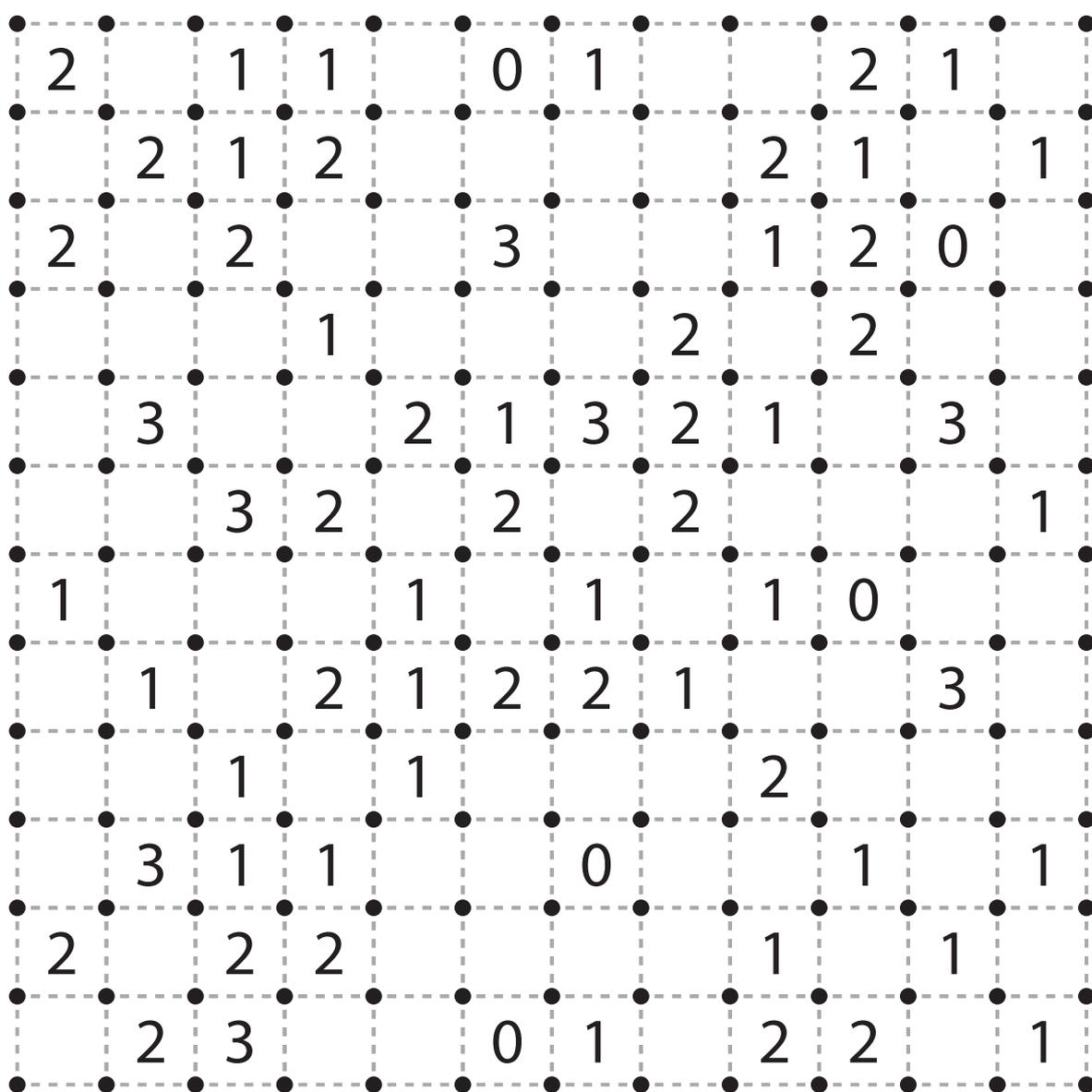
Bracket:

Seed:

Rank:

Competitor Name:

Match Code:



### 8. Slitherlink [Turkey - Fatih Kamer Anda]

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Heat:

Bracket:

Seed:

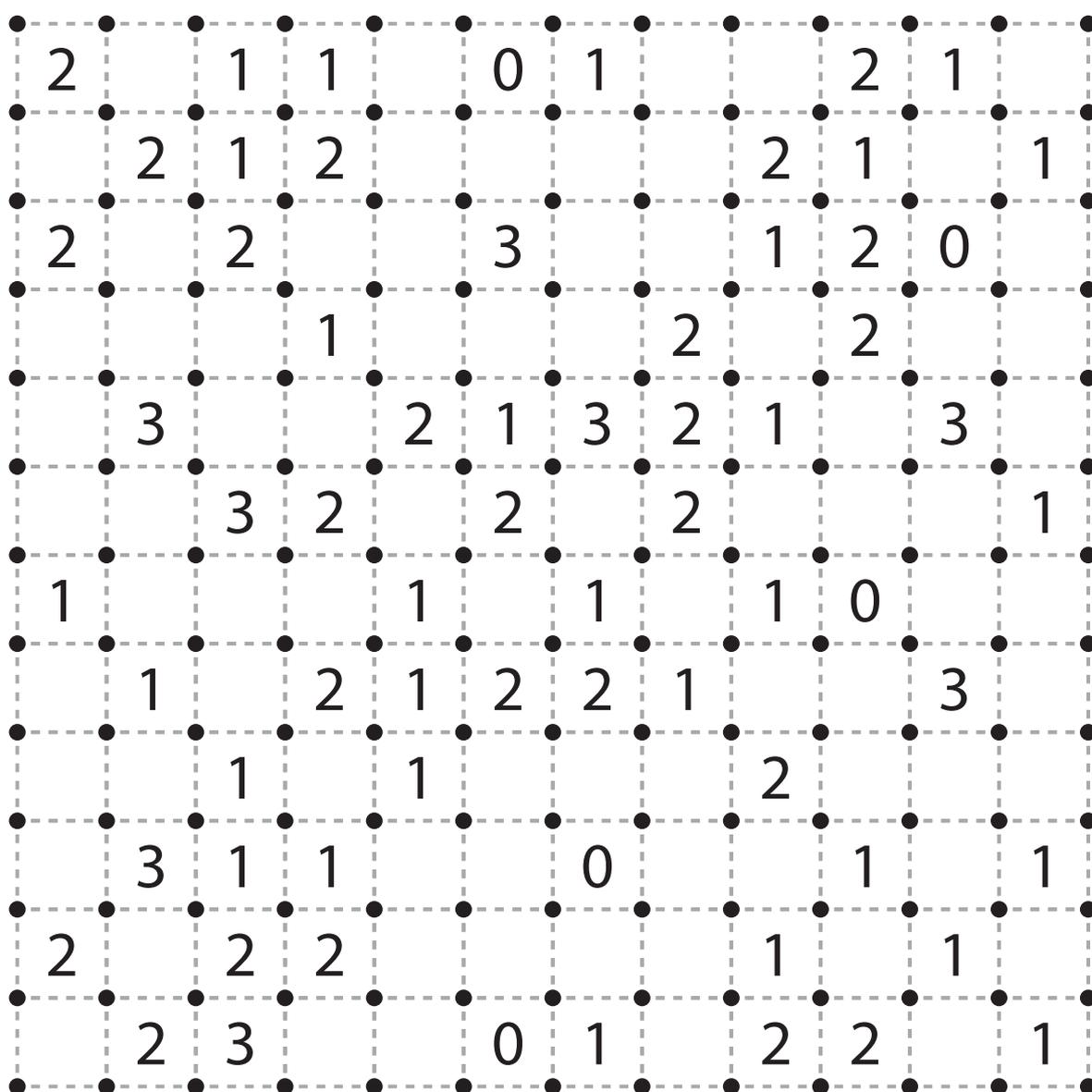
**10**

Rank:

Competitor Name:

**Yuki Kawabe**

Match Code:



**8. Slitherlink [Turkey - Fatih Kamer Anda]**

Draw a single, non-intersecting loop that only consists of line segments between the dots along the dotted lines. A number inside a cell indicates how many of the edges of that cell are part of the loop.

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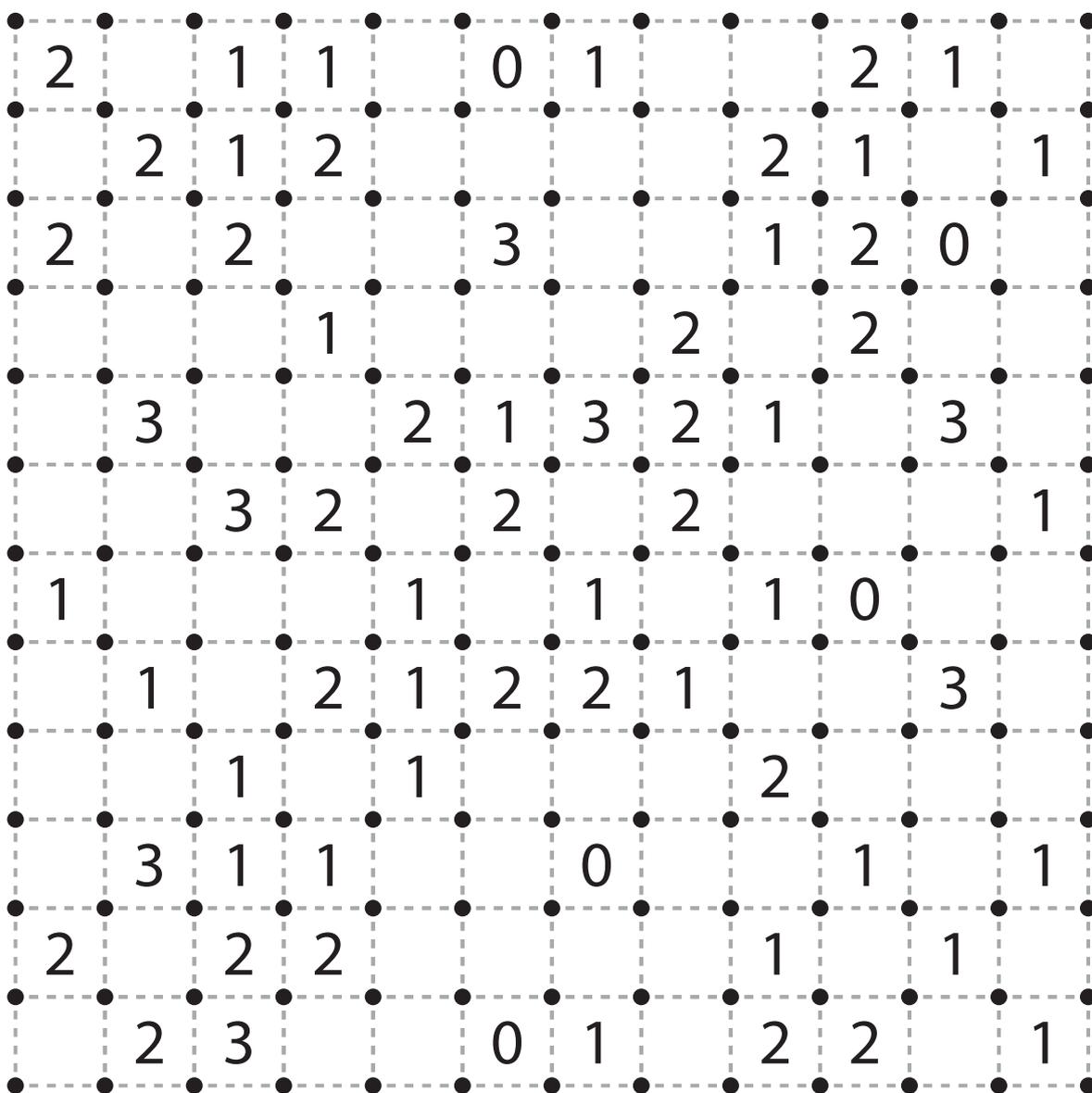
**Bracket:**

**Seed:**

**Rank:**

**Competitor Name:**

**Match Code:**



**8. Slitherlink [Turkey - Fatih Kamer Anda]**

Draw a single, non-intersecting loop that only consists of line segments between the dots along the dotted lines. A number inside a cell indicates how many of the edges of that cell are part of the loop.

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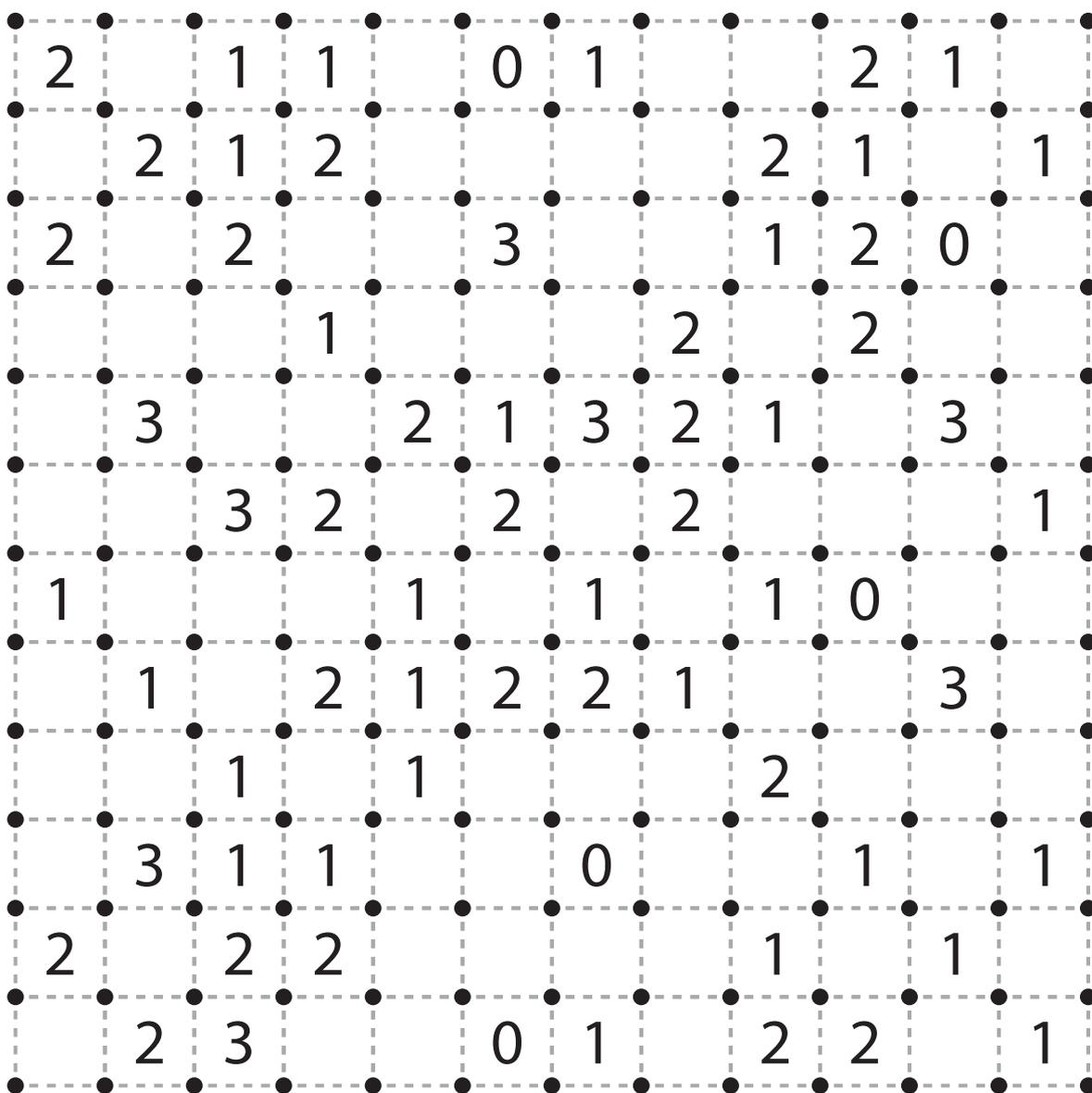
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**Seed:**

**Rank:**

**Competitor Name:**

**Match Code:**



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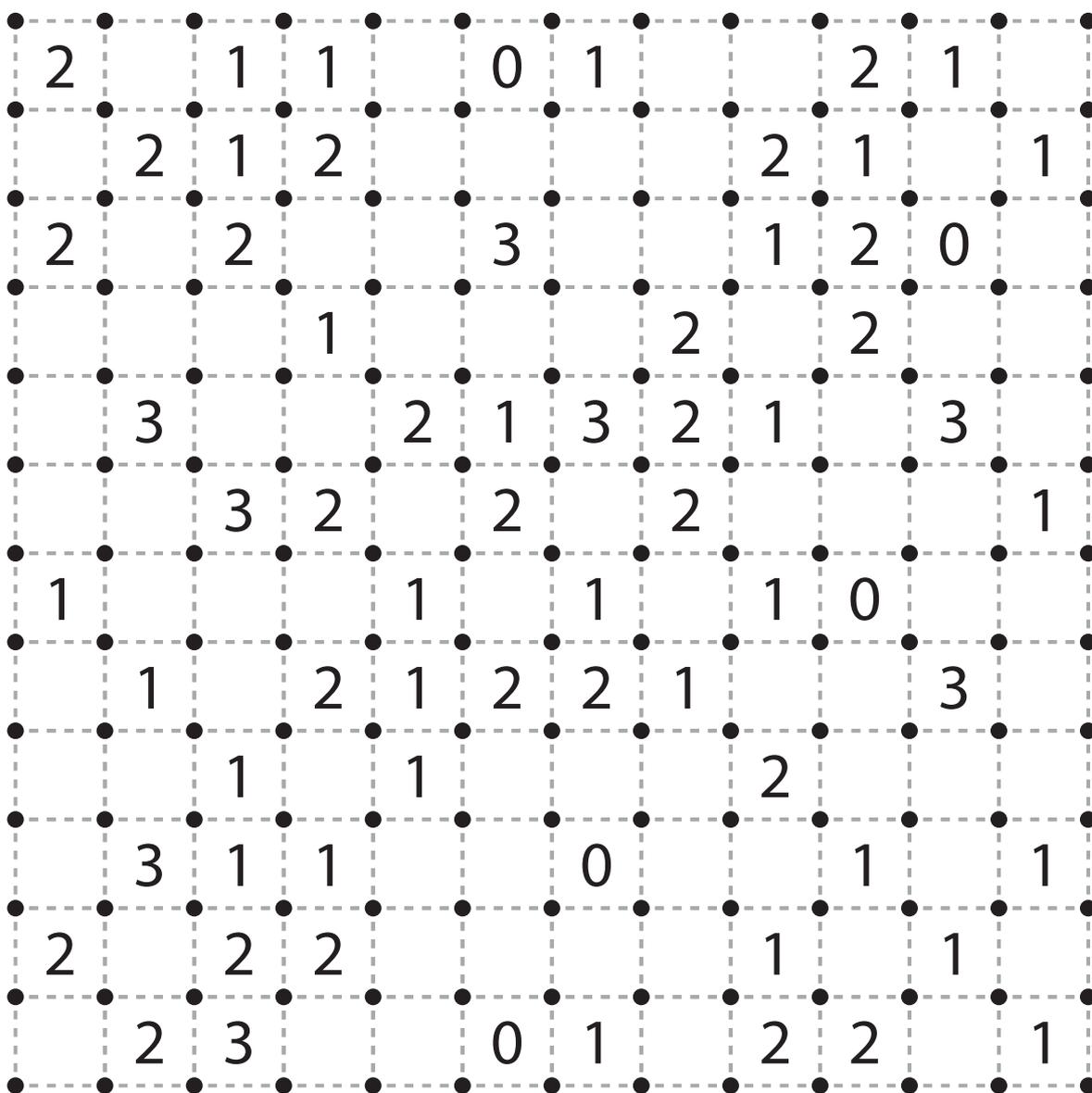
Bracket:

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Competitor Name:

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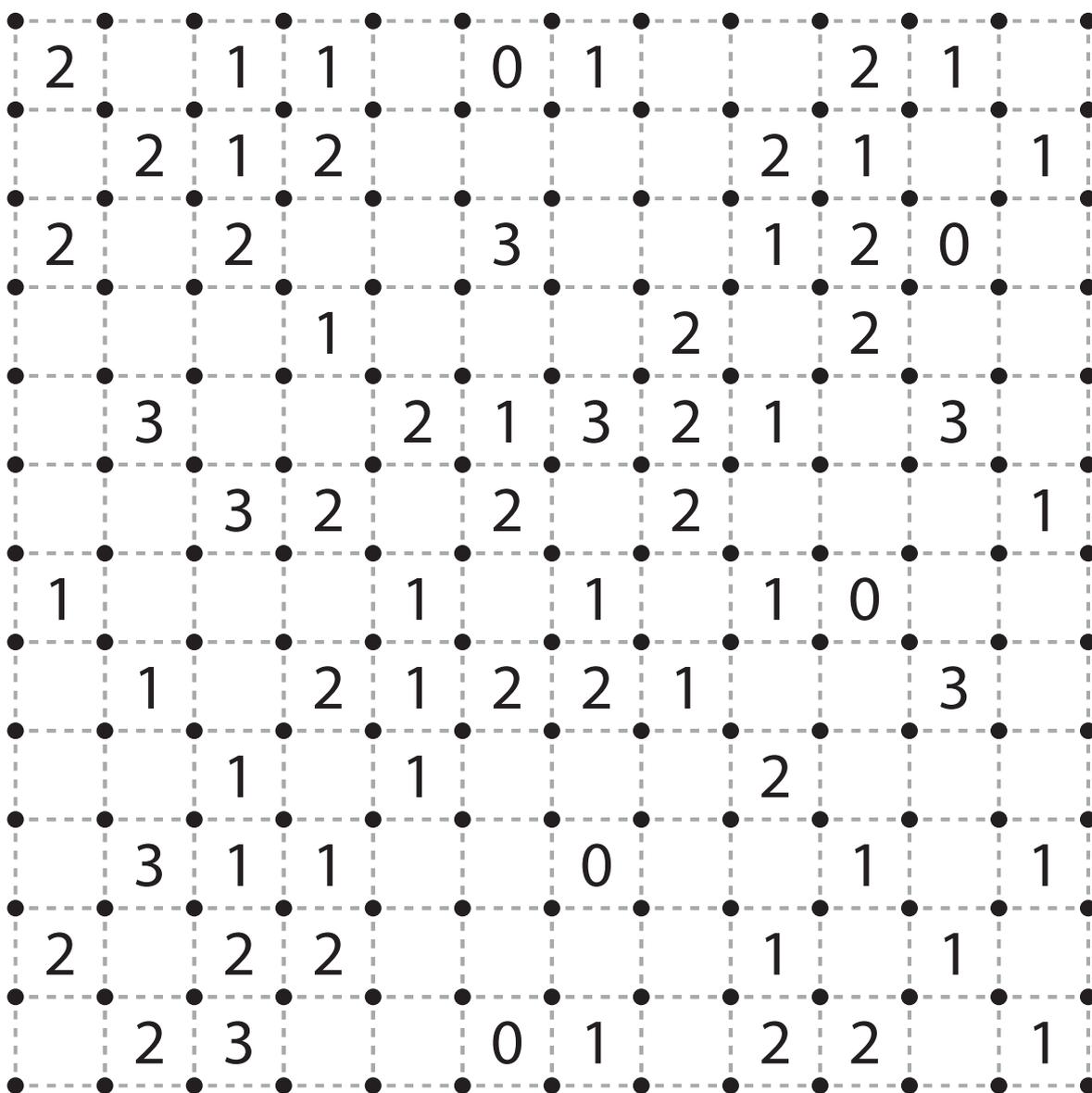
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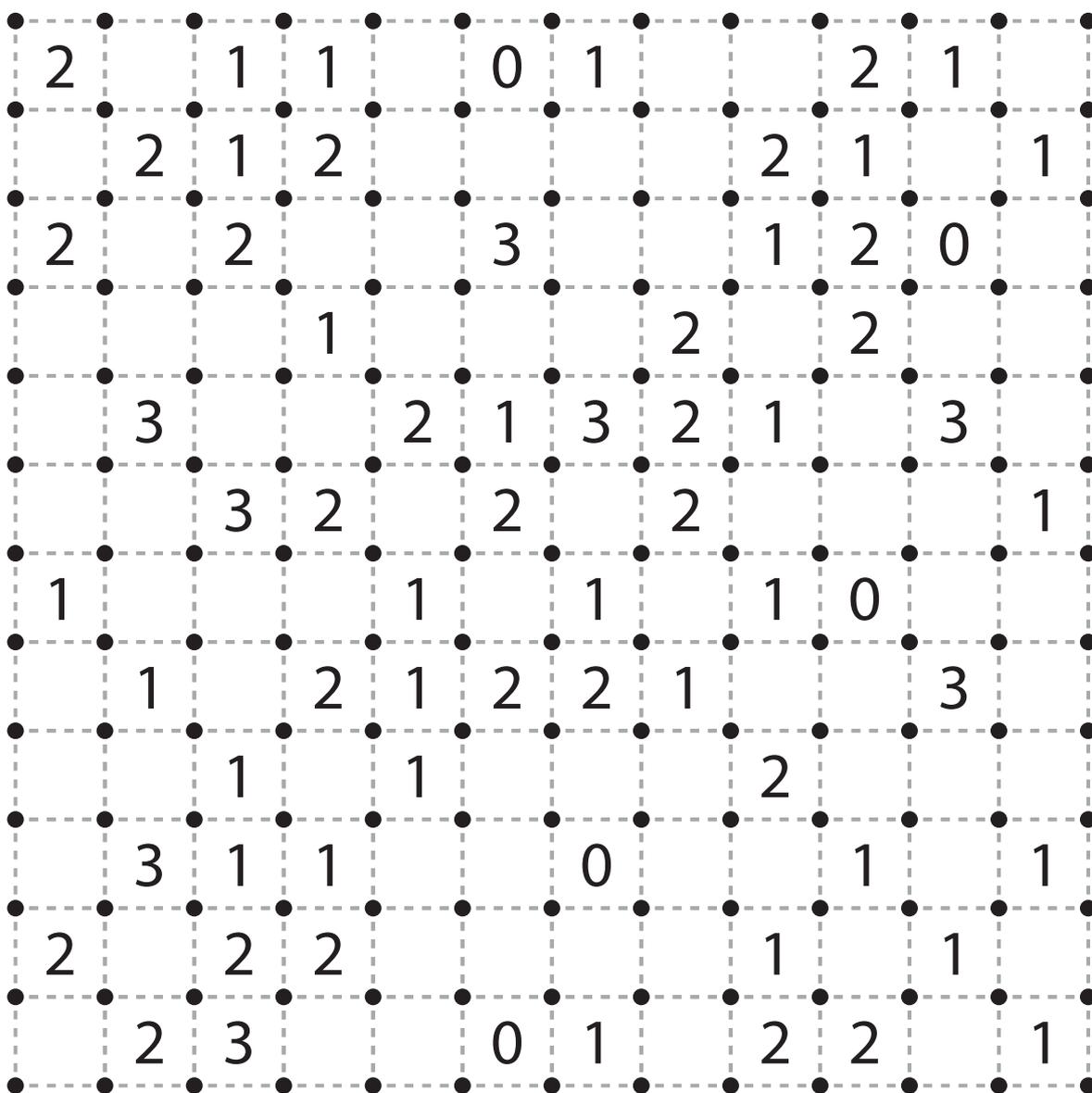
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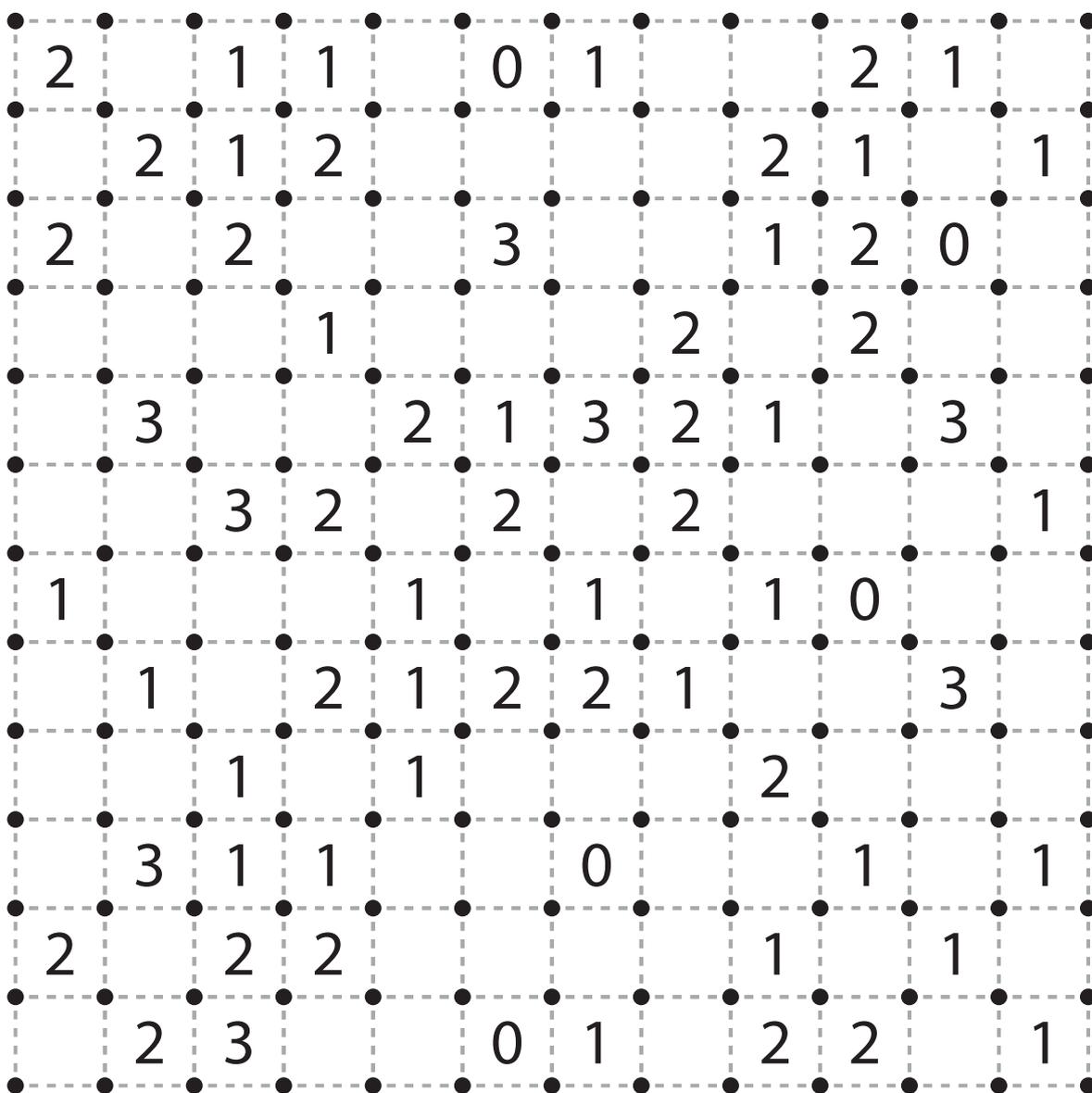
Bracket:

Seed:

Rank:

Competitor Name:

Match Code:





































**Backup B. Gaps (No Touch) [Germany - Jonas Gleim]**

Blacken some cells in the grid such that each row and each column contains exactly two blackened cells. The numbers to the left of (or above) the grid indicate the number of unblackened cells between the blackened cells in that row (or column). Blackened cells may not touch each other, not even diagonally.

**Heat:**

**Bracket:**

**Seed:**

**Rank:**

**Competitor Name:**

**Match Code:**

5

6


7

8





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**Heat:**

**Bracket:**

**Seed:**

**Rank:**

**Competitor Name:**

**Nikola Zivanovic**

**Match Code:**

5

6


7

8





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**Heat:**

**Bracket:**

**Seed:**

**Rank:**

**Competitor Name:**

**Walker Anderson**

**Match Code:**

5

6


7

8



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**Seed:**

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6


7

8











