Name	Country

Part IV Manipulative Puzzles

9th World Puzzle Championship October, 2000

1	Sliding Pyramid	20 points
2	Roundabout	20 points
3	Stealth	40 points
4	Zome Construction	40 points

30 bonus points for the solution to #1 (Sliding Pyramid) that uses the minimum number of moves.



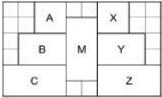
Place the 7 blocks (A, B, C, M, X, Y, Z) in their starting positions, as shown to the right. Slide the blocks one at a time to reach the goal position, also shown to the right.

Each move is the continuous motion of a single block to an adjacent empty space within the grid. Blocks can never rotate or overlap other blocks.

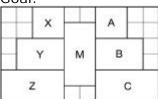
Write your moves in the space provided below. For each move give the letter of the block followed by an arrow indicating the direction(s) of movement. For example: A;, B®, etc.

Any correct solution earns 20 points. A solution using the minimum number of moves (31) will earn a 30 point bonus.

Start	:
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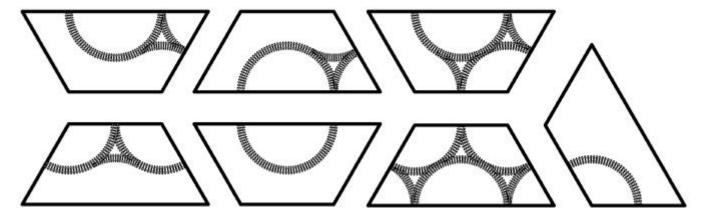


Goal:

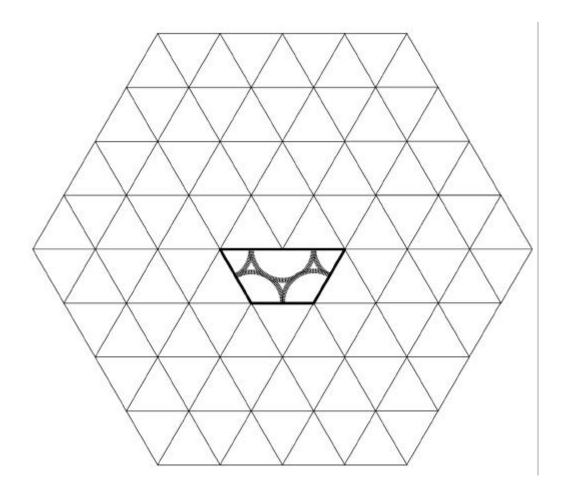


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Arrange the 7 pieces to create an island containing a closed and continuous network of curved railroad track and roundabouts. No track runs off the edge of the island, there are no dead-ends, and there are no holes in the middle of the island.



Draw your answer in the grid below. Note that one piece is already placed for you.



Arrange the 6 pieces so that they fit flat in the given tray. Pieces may be reflected and rotated. Draw your answer in the square below.

Assemble all the Zome pieces (15 struts and 6 nodes) so that each strut is connected to exactly two nodes. Struts cannot bend, and they cannot touch each other (except at the point where they connect to a node).

Hint: one node is connected to only yellow struts.

Place your assembled solution in the provided paper bag.

6 - white nodes



5 - yellow struts

2 - green struts

1 - short blue strut

5 - medium blue struts

2 - long blue struts

