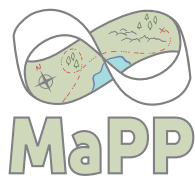




MaPP Challenge '18

Mathematical Puzzle Programs

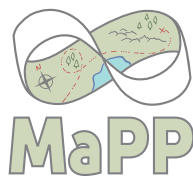


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Part I

Game Overview



MaPP Challenge '18

Credits

Thanks for downloading the puzzle booklet for **MaPP Challenge '18** by Mathematical Puzzle Programs. These puzzle materials are provided as-is for use in the classroom (or anywhere else!) to help showcase the fun of mathematical problem-solving.

When the MaPP Challenge '18 is over, we'd love your feedback on how to improve this booklet. You can contact us by email at info@mappmath.org. Or better yet, submit an issue or pull request at our GitHub page at <https://github.com/MaPPmath> directly.

More information on Mathematical Puzzle Programs may be found at our website <http://mappmath.org> and on our Twitter @MaPPmath. Happy mathematical puzzling!

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- Braxton Carrigan — Associate Director
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Special Thanks

- Ronimo Games, for the use of the Awesomenauts brand and artwork in Puzzle 4.

Attribution

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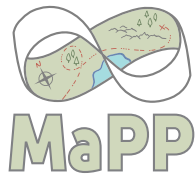
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Part II

Puzzles 1 - 4

Catch your Mobimon!



MaPP Challenge '18

Civic Duty

Mobimon tamers need your help!

The Mobimon in **Wenge** are running wild! All of the city utilities that are powered by Mobimon are offline. The citizens of Wenge don't have electricity, clean water, or even cell phone signal! **Eight utilities** have been disrupted in total.

1. Electricity, powered by the lightning Mobimon **Electrumble**,
2. water, powered by the moisture Mobimon **Floobles**,
3. traffic lights, controlled by the temporal Mobimon **Tiktok**,
4. garbage, incinerated by the flame Mobimon **Burnie**,
5. cell phone access, routed by the data Mobimon **Ayepey**,
6. sewage, treated by the filter Mobimon **Stankgunk**,
7. street lights, controlled by the photosensitive Mobimon **Forluxi**,
8. and ambulance sirens, controlled by the noisy Mobimon **Sonitus**.

Luckily Wenge has 86 Mobimon tamers on staff and they will need **all of them** to restore service. They've picked up a few tricks for **how many tamers** should work with each different utility Mobimon.

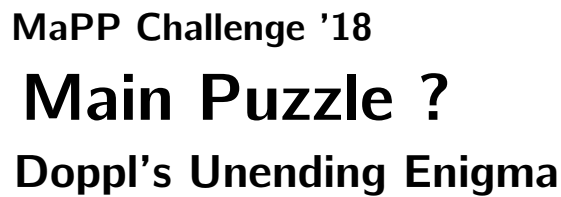
- Forluxi needs the fewest tamers.
- Tiktok needs the most tamers.
- Ayepey and Sonitus need the same number of tamers. No other two Mobimon need the same number of tamers.
- The number of tamers needed by Burnie and Forluxi differ by one.
- Burnie and Ayepey need 9 trainers between the two of them.

The four strongest of the utility Mobimon need some **extra tricks**!

- Each of Electrumble, Floobles, Tiktok, and Stankgunk need a two-digit number of tamers.
- Electrumble is particularly picky, and needs a perfect square number of tamers.
- Electrumble, Floobles, and Stankgunk each need an even number of tamers.
- The number of tamers needed by Electrumble and the number of tamers needed by Floobles has something in **common**.
- The number of tamers needed by Floobles and the number of tamers needed by Tiktok also has something in **common**.

- The number of tamers needed by Tiktok and the number of tamers needed by Stankgunk also has something in **common!**
- But the number of tamers needed by Tiktok and the number of tamers needed by Electrumble doesn't have much in common.

Every Mobimon adventure is about becoming the very best, and helping out the city of Wenge should tell you something about **what kind of trait a Mobimon champion should have**. Also, the mayor promised to give you his **strongest Mobimon** as a reward! Sweet!



1 = D
2 = DD
3 = DDD
4 = DDDD

[illegible]
$$\omega = \text{DDDDDD}..$$
$$\omega + 1 = \text{DDDDD}_D..D$$
$$\omega + 2 = \text{DDDDDD}..DD$$
$$\omega + 3 = \text{DDDD}_{\text{D}}\text{..DDD}$$
$$\omega + \omega = \text{DDDDD}_D.. \text{DDDDD}_D..$$
$$\omega + \omega + \omega + 5 = \omega \cdot 3 + 5 = \text{DDDD}_{\text{D}}..\text{DDDD}_{\text{D}}..\text{DDDD}_{\text{D}}..\text{DDDD}$$
[illegible]
$$3 + 4 = \text{DDD DDDD} = \text{DDDDDDDD} = 7$$
$$7 + \omega = \text{DDDDDDDD DDDDD}_{\text{D}}.. = \text{DDDD}_{\text{D}}_{\text{D}}.. = \omega$$
[illegible]

Ordinal multiplication occurs when each Doppl in the second factor splits into a copy of the group of Doppl given by the first factor.

$$3 \cdot 4 = (\text{DDD})(\text{DDD})(\text{DDD})(\text{DDD}) = 12$$

$$(\omega + 1) \cdot 2 = (\text{DDDD}_D \dots D)(\text{DDDD}_D \dots D) = \text{DDDD}_D \dots \text{DDDD}_D \dots D = \omega \cdot 2 + 1$$

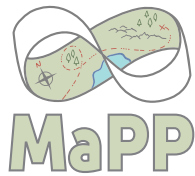
$$2 \cdot (\omega + 1) = (\text{DD})(\text{DD})(\text{DD})(\text{DD})(\text{DD}) \dots (\text{DD}) = \text{DDDD}_D \dots \text{DD} = \omega + 2$$

To become a master Mobímon Wrangler, see if you can convince yourself that the following ordinal calculations are correct.

TODO

If so, then you should be able to figure out the message that the Doppl are trying to tell you on the following page.

Report this message to Game Control to solve this puzzle.



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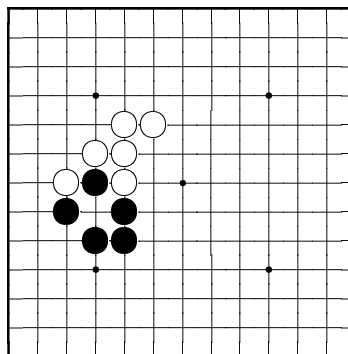
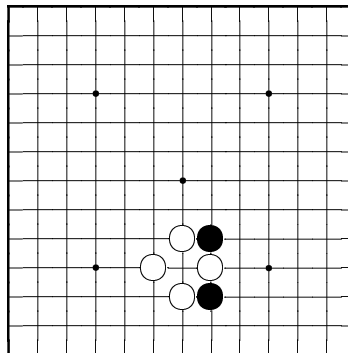
Go Get All of 'em!

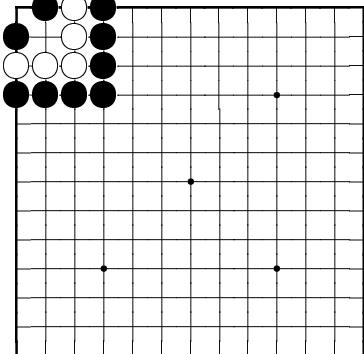
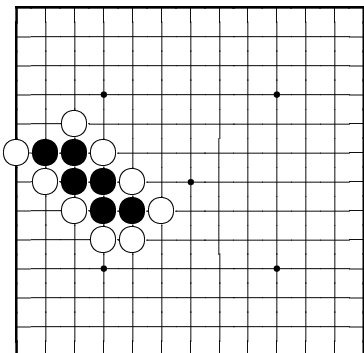
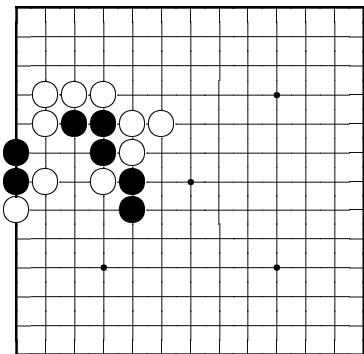
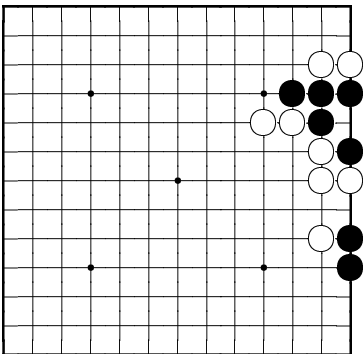
Find where the Mobímon are running loose

While catching Mobímon on **Road 2**, you run across a wise old Mobímon trainer who challenges you to a Mobímon battle. But not just any Mobímon battle! This is a **puzzle battle**. The reward? The location where all the Mobímon gather.

The old man tells you about a game he enjoyed in his youth called **Go**.

Go is a game of strategy played with black and white pieces on a grid. It's a bit like chess, except instead of lots of kinds of pieces, each player only has **one kind of piece, the stone**. And instead of playing on the squares, players play on the **intersections of the grid lines**. And **black goes first**. Maybe it's not all that much like chess.

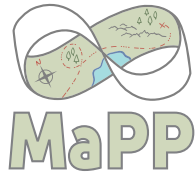




Part III

Bonus Puzzle

Gotta snag 'em all in the Expedition Zone!



MaPP Challenge '18

Bonus Puzzle

Catch Mobimon in the Expedition Zone!

Take a trip through the **Expedition Zone** to catch as many Mobimon as you can! There's a catch, though: your path through the Expedition Zone has to follow certain **path pieces**. Here are the rules:

1. Two path pieces are adjacent if at least one square in one piece is orthogonally (**not diagonally**) adjacent to at least one square in the other piece.
2. You must have a path piece adjacent to the **starting line**.
3. You must have a path piece adjacent to the **finish line**.
4. You may not have any breaks in your path. It must be an **unbroken path** of adjacent pieces from start to finish.
5. Your path may cross itself.

You may notice several Mobimon inhabiting the Expedition Zone! These Mobimon are represented by **numbers**, and each number is its **strength**. To catch a Mobimon, you must

1. make sure your path goes over that Mobimon, and
2. a piece on that Mobimon must have **more squares than that Mobimon's strength**.

Your score is the **sum of the strengths of the Mobimon you catch**. The teams with the two highest scores get **Victory Points**! Good luck!

The Expedition Zone

Start														
						1								
												1	1	
1	3												1	
		3						1			2			
	4													
		3												
						2	2				3	1		
		4												
														4
		4	4											2
				1						2				2
							1							
				3		3					2			
														1
			1							2			1	1
Finish														

Path Pieces

