

MaPP Challenge '18

Mathematical Puzzle Programs



MaPP Challenge '18

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Part I Game Overview



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!

- MaPP Directors and Volunteers

Mathematical Puzzle Programs Staff

- Steven Clontz Director
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- PJ Couch Associate Director
- Zachary Sarver MC18 Game Designer

MaPP Challenge '18 Featured Puzzle Designer

• Eric Harshbarger — Freelance puzzle and game designer, Auburn, AL

MaPP Challenge '18 Puzzle Designers

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Special Thanks

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

Attribution

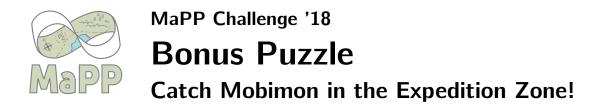
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Part II

Bonus Puzzle Gotta snag 'em all in the Expedition Zone!



Take a trip through the **Expedition Zone** to catch as many Mobimon as you can! Theres 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

