



MaPP Challenge '18

Mathematical Puzzle Programs



MaPP Challenge '18

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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!

- MaPP Directors and Volunteers

Mathematical Puzzle Programs Staff

- Steven Clontz — Director
- Braxton Carrigan — Associate Director
- 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

- PJ Couch — Lamar University, Beaumont, TX
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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!



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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

