

Mathematical Puzzle Programs



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## Part I

About



School Name

#### MaPP Challenge '19 - To Infinity And Beyond

#### **Scoresheet**

Game Control and your team each have a copy of this scoresheet. When submitting solutions, bring your team's copy to Game Control to be updated.

Team Name/ID

Opening Puzzle:	Where No One	Has Gone B	Before — Used	to unlock Ma	ain Puzzles
Main Puzzles			1500VP for each Main	Puzzle solved; Time S	Solved used to break ties in V
1	1 Clontz - Hamiltonian Decompositions				VP Earned
2	ıs	Time Solved	VP Earned		
3 Couch - Matroids(?)				Time Solved	VP Earned
4	lations	Time Solved	VP Earned		
Cryptic Puzzles			500VP for each Cryptic	Puzzle solved; Time S	Solved used to break ties in V
1		Time Solved	VP Earned		
2 Clair - Space Travel				Time Solved	VP Earned
3	3 Clontz/Reiter - KenKenKen				
4	4 Clontz/Harshbarger - Word Problem				
Bonus Puzzle				Up	to 500VP for best submission
Holshouser - Origa	mi First Submission	Second Submission	Third Submission		VP Earned
Metapuzzle			100	00VP if solved, Time S	Solved used to break ties in V
		Time Solved	VP Earned		
			Up to 500V	/P if earned, Time Acc	quired used to break ties in V
			Additional VP	Time Acquired	VP Earned
					10,000VP Maximui
			Total	VP Farne	'd

### Part II

## **Puzzles**

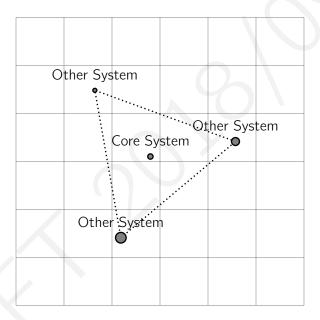


#### Where No One Has Gone Before

Opening Puzzle

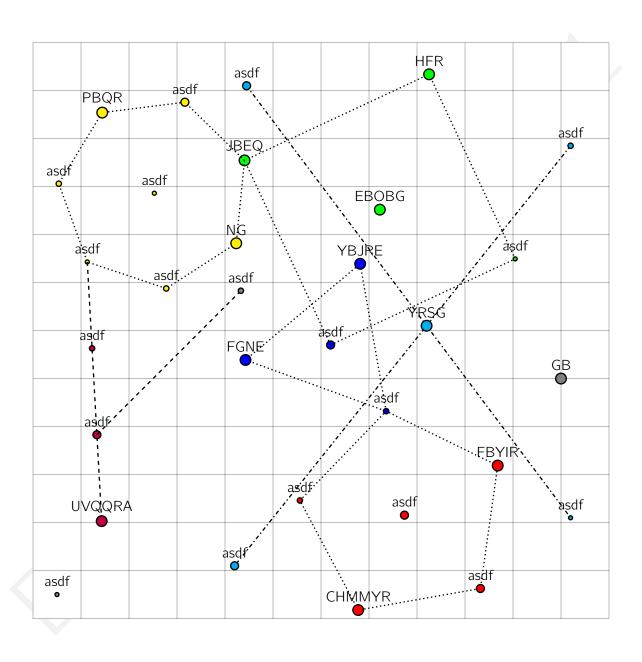
Today's adventure begins as your team's ship launches into space. Space Fleet has provided you a **Galaxy Map** to guide you on your way. (Actually, several copies have been provided to you! Take care of these copies, as you will refer to the Galaxy Map several times throughout the adventure.) Each dot on the map refers to a different solar system, named on the map.

Space Fleet commands you to first visit the four **Core Systems** of the galaxy. You can recognize a Core System by the fact that it is located in the middle of a regular polygon (all sides are the same length) formed by either three, four, five, or seven other systems. An example is shown below.





# Where No One Has Gone Before Galaxy Chart





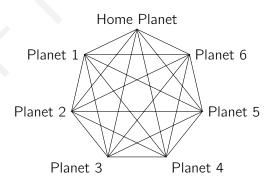
#### **Good News Everyone**

#### Main Puzzle 1

On this system, you find yourself caught up in the misadventures of PlanEx, an intergalactic delivery company led by the eccentric old mathematician Dr. Farnswell. In the name of good relations between galaxies, you agree to help him with the following puzzle.

- PlanEx makes deliveries to six different planets (not including their own) on Mondays, Wednesdays, and Fridays.
- Each day, a different company on each planet receives the delivery, listed below in order of Mon/Wed/Fri.
  - Planet 1: Venus Co. / Rave Co. / Photon Co.
  - Planet 2: Comet Co. / Solar Co. / Light Co.
  - Planet 3: Belt Co. / Techno Co. / Alarm Co.
  - Planet 4: Acme Co. / Alpha Co. / Uranium Co.
  - Planet 5: Oxygen Co. / Helmet Co. / Neo Co.
  - Planet 6: Star Co. / Orion Co. / Tele Co.
- Their ship may travel directly between any two planets, but due to galactic regulations, they may not travel directly between the same two planets twice in the same week (regardless of direction).

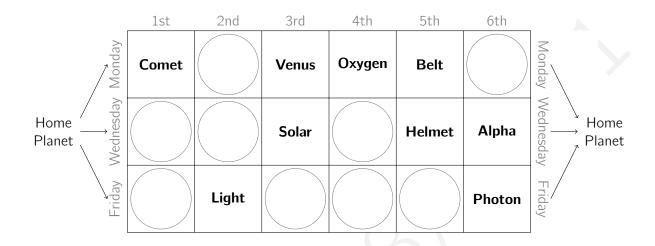
Can you help Farnswell complete his Delivery Schedule? If so, the missing company names will reveal one of the hidden codewords.





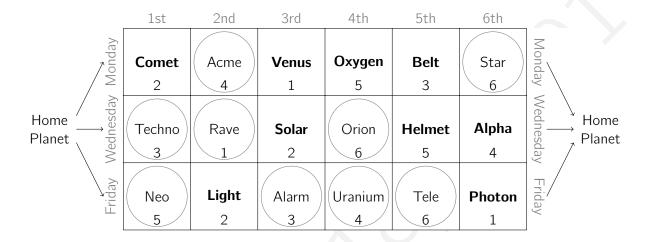
#### **Good News Everyone**

#### Delivery Schedule





The numbers below coorrespond to each company's planet.



Using the first letters of the filled-in company names, the solution ASTRONAUT is revealed.



#### **Jumping Through Hyperspace**

Main Puzzle 4

On this system, your adventure takes you to a racous space saloon, swapping tales with Jan Duet, an infamous smuggler with a heart of gold.

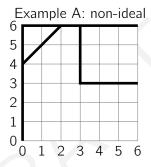
She explains to you that in the early days of hyperspace travel, engines could instantly transport ships between only certain locations on a six-lightyear continuum. These options were illustrated using a graph, where the horizontal coordinate represents starting positions, and the vertical coordinate represents ending positions.

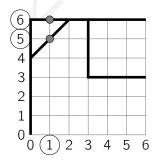
The goal of a hyperspace engine is to be **ideal**: the collection of possible destinations from each point using exactly one teleportation should be exactly the same as the collection of possible destinations using exactly two teleportations.

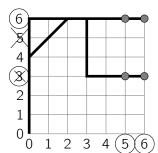
This means Example A is not ideal. Position 1 teleports to positions 5 and 6, but from positions 5 and 6, there are two problems: a new destination 3 can be reached, and the destiation 5 can no longer be reached.

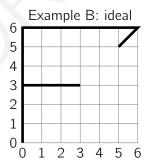
However, Example B is ideal. From 0, any position can be reached after either one or two teleportations. From 2, positions 3 and 6 can be reached after either one or two teleportations. From 4, only position 6 can be reached after one or two teleportations. From 5.5, positions 5.5 and 6 can be reached after one or two teleportations. And so on.

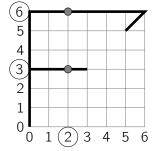
Jan suggests that you review your **Hyperspace Engines** document; perhaps the illustrations representing ideal engines will reveal a hidden message?

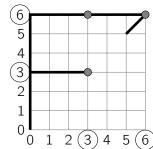








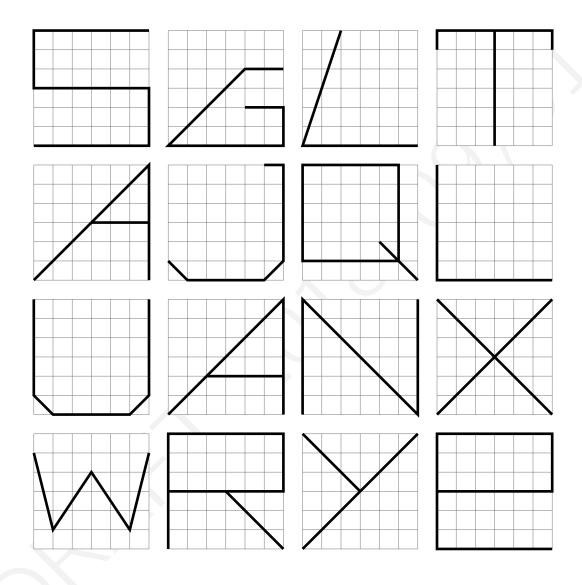






#### **Jumping Through Hyperspace**

Hyperspace Engines







#### **Word Problem**

Mysterious Message

For a time I tried carefully to detail biographies.
Via large crawling textboxes.

Lamentably, composing all of the amediates
when curbed by finite room, the current
strategy now is cruelly killing sound.
handwriting.

To sidestep possible oversights \
markedly loathe, I entreat humankund.

ban laughable cuneiform!

# Part III Solutions



#### **Solutions**

Suspendisse vitae elit. Aliquam arcu neque, ornare in, ullamcorper quis, commodo eu, libero. Fusce sagittis erat at erat tristique mollis. Maecenas sapien libero, molestie et, lobortis in, sodales eget, dui. Morbi ultrices rutrum lorem. Nam elementum ullamcorper leo. Morbi dui. Aliquam sagittis. Nunc placerat. Pellentesque tristique sodales est. Maecenas imperdiet lacinia velit. Cras non urna. Morbi eros pede, suscipit ac, varius vel, egestas non, eros. Praesent malesuada, diam id pretium elementum, eros sem dictum tortor, vel consectetuer odio sem sed wisi.

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Etiam euismod. Fusce facilisis lacinia dui. Suspendisse potenti. In mi erat, cursus id, nonummy sed, ullamcorper eget, sapien. Praesent pretium, magna in eleifend egestas, pede pede pretium lorem, quis consectetuer tortor sapien facilisis magna. Mauris quis magna varius nulla scelerisque imperdiet. Aliquam non quam. Aliquam porttitor quam a lacus. Praesent vel arcu ut tortor cursus volutpat. In vitae pede quis diam bibendum placerat. Fusce elementum convallis neque. Sed dolor orci, scelerisque ac, dapibus nec, ultricies ut, mi. Duis nec dui quis leo sagittis commodo.

Aliquam lectus. Vivamus leo. Quisque ornare tellus ullamcorper nulla. Mauris porttitor pharetra tortor. Sed fringilla justo sed mauris. Mauris tellus. Sed non leo. Nullam elementum, magna in cursus sodales, augue est scelerisque sapien, venenatis congue nulla arcu et pede. Ut suscipit enim vel sapien. Donec congue. Maecenas urna mi, suscipit in, placerat ut, vestibulum ut, massa. Fusce ultrices nulla et nisl.