Part 1 – Getting started – 30 minutes

1. Differences ........................................... 10
2. Password Path ....................................... 15
3. Tents ..................................................... 15
4. Square Cut ............................................. 15
5. Balancing .............................................. 10
6. Tapa ..................................................... 20
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Total: 175 points + time bonus (5 pts/minute)
1. Differences (10 points)

The two images are nearly identical up to a reflection. Find the 5 differences between them. Mark the differences clearly on one or the other image (circle a reasonably sized area around each difference).

(2 points for each difference found)
2. Password Path

Draw a path from the gray cell in the upper-left corner to the gray cell in the lower-right corner, passing exactly once through each cell of the grid. The path connects the centers of cells that are horizontally, vertically or diagonally adjacent to each other, without crossing or overlapping itself. The letters of the given password repeat in order as one goes along the path.

```
C  T  I  A  T  I  A  O  A  T  I
O  R  A  A  O  C  R  R  C  A  O
A  O  R  C  R  O  A  C  A  R  A
T  I  C  A  T  A  O  T  I  A  T
O  R  A  I  O  A  I  R  C  O  I
T  A  C  R  T  R  T  A  R  T  A
I  A  C  I  A  C  O  A  C  I  A
```

CROATIA
3. Tents (15 points)

Locate the tents in the grid. Each tree is connected to exactly one tent, found in a horizontally or vertically adjacent square. Tents do not touch each other, not even diagonally. The numbers outside the grid reveal the total number of tents in the corresponding row or column.
4. Square Cut (15 points)

Cut the figure into two parts that can be reassembled (without reflecting them and without overlap) to form a square.
5. Balancing  

Assign the values 1 to 9 to the weights in the diagram so that everything balances as shown. (The beams have negligible weight). Each value will be used exactly once.
6. Tapa (20 points)

Paint some empty cells black to form a continuous wall of black cells (connected to each other horizontally or vertically). No 2x2 square can be completely black. The number(s) in a square indicate the lengths of the consecutive blocks of black cells among the adjacent squares (horizontally, vertically or diagonally): each number represents one block of black cells, and when there is more than one number in a square, the black cell blocks must be separated by at least one white cell. The order in which the numbers are given is irrelevant.
7. No Four in a Row

Fill in the grid with O and X so that four consecutive identical symbols never appear in any row, column, or diagonal.

```
X   X   O
O   X   X   O
O   O   X   O
O   X   O   O   X
X   X   X
X
X   X
```
8. Loop Finder

(20 points)

Draw a continuous loop formed by straight line segments connecting the centers of adjacent squares. The loop must not cross or overlap itself, and must visit all squares. Some parts of the loop are already given.
9. Loop in Five  

(25 points)

Draw a continuous loop formed by straight line segments connecting the centers of adjacent squares. The loop must not cross or overlap itself, and must visit all squares. Every fifth square along the path of the loop is marked by a circle.
10. Star Battle (25 points)

Place two stars in each column, each row, and each black-edged region of the grid. The stars do not touch each other, not even diagonally.