Alphametic Puzzles

Alphametic Puzzles are a type of mathematical puzzle in which the digits in numerical calculations are replaced by letters of the alphabet. The letters form meaningful words, often in meaningful phrases. There are only a few simple rules for these puzzles:

- 1. Each letter or symbol represents only one single digit throughout the problem. If the letter A represents the number 5 then it must represent a 5 for every occurrence of the letter A
- 2. Each letter must be represented by a different digit.
- 3. When the letters are replaced by their digits, the resultant arithmetical operation must be correct.
- 4. The numbers cannot have a zero in the left most place value. For example, 020 is not allowed
- 5. The numerical base is base 10;

Example 2 is a classic, published in the July 1924 issue of Strand Magazine by Henry Dudeney.

Example	1
---------	---

I + B B I L L

Which works

Example 2

Which works

How to determine the solution for Example 1:

The 2 digits in the ones place add to either L or 1 L where the one is carried to the 10s place because I + L is more than 9 and less than 20. This must be the case in this problem because the 10 place in the problem has a 0 and a B that add to L. This means that I + B > 9

If there is a 1 carried over to the 10s place then $\mathbf{B} + \mathbf{1} = \mathbf{L}$

B is at the left place so B cannot be 0. Neither can I

If B + 1 = L and I + B = L than B + 1 = I + B and I = 1

The answer is a 3 digit number so $\mathbf{B} + \mathbf{1}$ must add to > 9 so there is a one carried. This means that $\mathbf{I} = \mathbf{1}$

B must be 9 to allow the sum of 1 + B to carry a 1

$$L = 0$$

Solution

How to determine the solution for example 2

The 2 digits in the 1000'2 place have a 1 carried to the 1000's place so $\mathbf{M} = \mathbf{1}$

In the 100's place S + 1 has a 1 carried over. S+1 > 9 so S>8 S=9. S+1=10 so O=0

The 1000's column has S + 1 = 10 so S = 9

In the 100's column E+0 = N and if there is no cary which leads to E+N so there is a carry from the 10's column and E+1 = N

If there were no carry in column 2, then $(N + R) \mod 10 = E$, and N = E + 1, so $(E + 1 + R) \mod 10 = E$ which means $(1 + R) \mod 10 = 0$, so R = 0. But S = 0, so there must be a carry in column 2 so R = 0.

To produce a carry in column 2, we must have D + E = 10 + Y.

Y is at least 2 so D + E is at least 12.

The only two pairs of available numbers that sum to at least 12 are (5,7) and (6,7) so either E = 7 or D = 7. Since N = E + 1, E can't be 7 because then N = 8 = R so **D = 7**.

We have N = E + 1 and E can't be 6 because then N = 7 which is used so E = 5 and N = 6. D + E = 12 so Y = 2.

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Problem 1	Problem 2
HERE	NUMBER
+ SHE	<u>+ NUMBER</u>
COMES	PUZZLE

Problem 3	Problem 4
EAT	HES
<u>+ THAT</u>	<u>+ THE</u>
APPLE	BEST

Problem 6	Problem 5
FIFTY	ОООН
+ STATES	<u>+ FOOD</u>
AMERICA	FIGHT

Problem 7	Problem 8
CIRCLE	STORE
CIRCLE	AND
+ CIRCLE	<u>+ NAME</u>
SPHERE	BRANDS

Problem 9	Problem 10
GREEN	CROSS
+ ORANGE	+ ROADS
COLORS	DANGER

Problem 11	Problem 12
ELF	SQUARE
<u>+ ELF</u>	+ DANCE
FOOD	DANCER

Problem 13	Problem 14
MARTIN	HEAD
+ GARDNER	<u>+ TOE</u>
RETIRES	REACH

Problem 15	Problem 16
ADAM	MOON
AND	MEN
<u>+ EVE</u>	+ CAN
MOVED	REACH

Solutions

Problem 1 Solution

```
HERE

+ SHE

-----

COMES has 1 solution.

9454 C=1 E=4 H=9 M=3 O=0 R=5 S=8

+ 894

-----

10348
```

Problem 2 Solution

```
NUMBER

+ NUMBER

- -----

PUZZLE has 1 solution.

201689 B=6 E=8 L=7 M=1 N=2 P=4 R=9 U=0 Z=3

+201689

------

403378
```

Problem 3 Solution

```
EAT

+ THAT

----

APPLE has 1 solution.

819 A=1 E=8 H=2 L=3 P=0 T=9

+9219

-----

10038
```

Problem 4 Solution

```
HES
+ THE
----
BEST has 1 solution.
426 B=1 E=2 H=4 S=6 T=8
+842
----
1268
```

Problem 5 Solution

```
OOOH
+FOOD
----
FIGHT has 1 solution.

8886 D=3 F=1 G=7 H=6 I=0 O=8 T=9
+1883
----
10769
```

Problem 6 Solution

```
FIFTY

+STATES

-----

AMERICA has 1 solution.

65682 A=1 C=3 E=4 F=6 I=5 M=0 R=7 S=9 T=8 Y=2

+981849

------

1047531
```

Problem 7 Solution

Problem 8 Solution

Problem 9 Solution

```
GREEN

+ORANGE

------

COLORS has 1 solution.

83446 A=5 C=2 E=4 G=8 L=9 N=6 O=1 R=3 S=0

+135684

-------

219130
```

Problem 10 Solution

```
CROSS
+ROADS
-----
DANGER has 1 solution.

96233 A=5 C=9 D=1 E=4 G=7 N=8 O=2 R=6 S=3
+62513
-----
158746
```

Problem 11 Solution

```
ELF
+ELF
----
FOOL has 1 solution.
721 E=7 F=1 L=2 O=4
+721
----
1442
```

Problem 12 Solution

```
SQUARE

+ DANCE

-----

DANCER has 1 solution.

824163 A=1 C=7 D=9 E=3 N=5 Q=2 R=6 S=8 U=4

+ 91573

------

915736
```

Problem 13 Solution

Problem 14 Solution

```
HEAD

+ TOE

-----

WAIST has 1 solution.

9708 A=0 D=8 E=7 H=9 I=2 O=3 S=4 T=5 W=1

+ 537

-----

10245
```

Problem 15 Solution

```
ADAM

AND

+ EVE

----

MOVED has 1 solution.

8581 A=8 D=5 E=9 M=1 N=7 O=0 V=3

875

+ 939

-----

10395
```

Problem 16 Solution

```
MOON

MEN

+ CAN

----

REACH has 1 solution.

9552 A=8 C=3 E=0 H=6 M=9 N=2 O=5 R=1

902

+ 382

----

10836
```

History

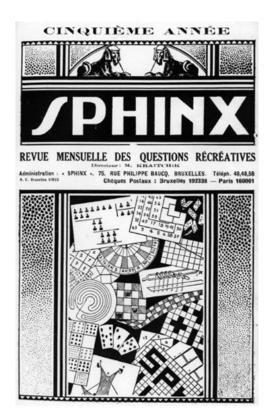
Cryptarithms

Cryptarithms are a type of mathematical puzzle in which the digits are replaced by symbols (typically letters of the alphabet). For example:

$$\sqrt{\text{CAREER}} = \text{RUT}$$

The earliest known cryptarithms were found in China. So the Chinese have been given the credit for devising this kind of puzzle. In India during the Middle Ages, d a genre of cryptarithms nowadays known as "mathematical restorations" appeared.

Alphametic puzzles are a subset of cryptarithms. The inventor of alphametic puzzles is not known. The journal Sphinx was published in Belgium in the French language and was entirely devoted to recreational mathematics. The great work of boosting and popularizing modern cryptarithmetic puzzles was done by the editors and readers of Sphinx from 1931 to 1939



It was in the Sphinx edition of May 1931 that M. Vatriquant first introduced these type of puzzles by proposing the following puzzle.

ABC + DE ------HGBC A. H. Hunter introduced the word "alphametic" to designate cryptarithms whose letters form meaningful words or phrases. Alphametic puzzles were submitted by the subscribers to the magazine. To boost interest editors used to organize puzzle contests paying cash prizes to the winners.

The attraction to alphametics may be that they were hard to construct. First of all only 10 different letters of the alphabet (at most) can be used. This, naturally, makes it hard to write phrases or sentences that read well. Even if we write down a nice phrase or sentence representing a prospective alphametic, the odds that the alphametic will actually be solvable are pretty small. Finally, you add the additional constraint that there be one solution. you can see that finding a clever word phrase that has 1 solution is hard. Some people drop the unique solution so they can produce some clever phrases.

The difficulty of finding solutions or unique) solution was greatly reduced by the develop of computer algorithms. The web pages at trumancollins.net provide a program where you put in your phrase and it provides all the possible solutions. This provides A rapid way to test you phrase and get a solution if one exists. It is still hard to find clever ones, even with the program.

Cryptarithmetic Puzzle Solver

At Kobe University, Japan, a computer running LLP (Linear Logic Programming Language) solves addition cryptarithms on-line. You enter the problem, press the "Solve" button, and after "n" microseconds there comes the solution! Never fails.

http://bach.istc.kobe-u.ac.jp/llp/crypt.html

Alphametic Puzzle Solver

The following computer on line solver works very well.

http://www.trumancollins.net/truman/alphamet/alpha_solve.shtml

Other Problems

```
SO
+SO
---
TOO has 1 solution.
50 O=0 S=5 T=1
+50
---
100
```

MACHU + PICCHU = INDIAN

NO + GUN + NO = HUNT

```
NO

GUN

+ NO

----

HUNT has 1 solution.

87 G=9 H=1 N=8 O=7 T=2 U=0

908

+ 87

----

1082
```

```
US + AS = ALL
US
+AS
___
ALL
has 1 solution.
       A=1 L=0 S=5 U=8
85
+15
---
100
AGONY + JOY = GUILT
AGONY
+ JOY
----
       has 1 solution.
GUILT
89562 A=8 G=9 I=3 J=7 L=1 N=6 O=5 T=4 U=0 Y=2
+ 752
90314
UK = USA = USSR = ABOMB
 UK
USA
+USSR
ABOMB has 4 solutions. One i s below:
  95 A=1 B=0 K=5 M=2 O=7 R=4 S=6 U=9
 961
+9664
----
10720
Problem.
TEACH
STATS
+ WELL
         has 6 solutions. One is shown below.
EITEL
         A=7 C=5 E=8 H=6 I=1 L=0 S=4 T=2 W=9
28756
42724
+ 9800
_____
```

```
Problem.
STORE
  AND
+ NAME
_____
       has 1 solution.
BRANDS
 94307
        A=2 B=1 D=5 E=7 M=6 N=8 O=3 R=0 S=9 T=4
   285
+ 8267
_____
102859
Problem.
LEARN
STATS
+ WELL
-----
        has 9 solutions. One is shown below.
EITEL
        A=0 E=4 H=3 I=1 L=2 M=9 N=7 R=6 T=5 W=8
 24067
  9053
+ 8422
_____
 41542
Problem.
TEACH
 MATH
+ WELL
_____
       has 76 solutions. One is shown below.
EITEL
 12960
          A=9 C=6 E=2 H=0 I=4 L=5 M=7 T=1 W=3
 7910
+ 3255
-----
24125
Problem
PEAR
+APPLE
GRAPE
       has 1 solution.
         A=8 E=2 G=9 L=7 P=5 R=0
  5280
+85572
----
90852
```

```
Problem
TED
  HAS
+GOOD
----
TASTE
      has 1 solution.
  134
      A=0 D=4 E=3 G=9 H=6 O=7 S=5 T=1
  605
+9774
____
10513
Problem
FATHER
+MOTHER
-----
PARENT
has 2 solutions in base 10.
They are:
 286753
        A=8 E=5 F=2 H=7 M=1 N=0 O=9 P=4 R=3 T=6
+196753
-----
 483506
 186753
        A=8 E=5 F=1 H=7 M=2 N=0 O=9 P=4 R=3 T=6
+296753
-----
 483506
Problem.
LEARN
 MATH
+ WELL
-----
EITEL
       has 4 solutions. One is shown below
 24067
         A=0 E=4 H=3 I=1 L=2 M=9 N=7 R=6 T=5 W=8
  9053
+ 8422
_____
```

```
Problem
 THREE
 THREE
   TWO
   TWO
+ ONE
ELEVEN
      has 1 solution.
 84611
          E=1 H=4 L=7 N=9 O=3 R=6 T=8 V=2 W=0
 84611
   803
   803
+ 391
-----
171219
Problem
SEVEN
 SEVEN
+ SIX
TWENTY has 1 solution.
 68782
          E=8 I=5 N=2 S=6 T=1 V=7 W=3 X=0 Y=4
 68782
+ 650
----
```

Alphametic Puzzle Solver

The following computer on line solver works very well.

http://www.trumancollins.net/truman/alphamet/alpha_solve.shtml

Use the solver above to find the solutions to the following Alphametric puzzles.

COPY + PASTE + SAVE = TOOLS

THIS + IS + A + GREAT + TIME = WASTER

HERE + THEY + GO = AGAIN

AMELIA + PEELED + A = BANANA.

THIS + IS + A + GREAT +TIME= WASTER

XMAS + MAIL + EARLY + PLEASE

LETTERS + ALPHABET = SCRABBLE

WHEN + IN + ROME + BE + A = ROMAN

GEE + I + SEE + A + RARE + MAGIC + SQUARE

TERRIBLE + NUMBER = THIRTEEN

EARTH + AIR + FIRE + WATER = NATURE

SATURN + URANUS + NEPTUNE + PLUTO = PLANETS

GEORGIA + OREGON + VERMONT = VIRGINIA

TOO + TOO + TOO + TOO = GOOD

OLD + OLD + OLD = GOOD

TED + HAS + GOOD = TASTE

NOTICE + NICE = PRICES

BARREL + BROOMS + SHOVELS

EIGHT + EIGHT + TWO + ONE + ONE = TWENTY

ELEVEN + NINE + FIVE + FIVE = THIRTY

NINE + SEVEN + SEVEN + SEVEN = THIRTY

TEXAS + NEVADA = ALASKA

KANSAS + OREGON = ARIZONA

EARTH + URANUS = SATURN

PEAR + APPLE = GRAPE

DATE + BANANA = CHERRY

NEON + NICKEL = COBALT

LEAD + SILVER = RADIUM