

Some More Alphametics Problems

We have looked at these type of problems before (Sunday, June 21). Here are some more. The idea is that each puzzle is one where each letter represents a digit from 0 to 9. Once a digit is assigned to a letter, then no other letter can be that same digit. The letter "O" can be any digit, it is not necessarily equal to "0". So, "O = 8" could be an answer. The four puzzles below are all addition puzzles. When all letters are replaced by their respective digits, then the addition should actually work. None of the numbers have a "0" as the first digit.

(1) RMM These all come from Recreational Mathematics Magazine
 OUR hence, the RMM used in this example. These are from
 RMM the February 1961 issue, page 35
 OUR
 RMM
 FUN

(2) HAM
 EGGS
 MASH

(3) DOG
 CAT
 ADO

(4) BEAVER
 TIGER
 RABBIT

The two puzzles can be solved by using a grid system, where you cross out the digits that cannot be assigned to a letter, until you find the one that fits. For instance, none of the words above when changed to numbers have a number that begins with a "0". So, in the first puzzle, R, O and F cannot equal zero.

Answers next week, good luck!!