## Puzzle of the Week Letter Substitutions – 2

Rules:

- 1. A letter represents a digit from 0 to 9, and has the same value throughout a single puzzle.
- 2. No number can start with the digit 0.
- 3. Within a puzzle, different letters must have different values.



THE CHALLENGE: Find the value of C, D, E, F, G, and H in these puzzles.



EXPLORATION: Make some letter substitution puzzles for your friends to solve.





## Puzzle of the Week Letter Substitutions – 2 – Notes

THE CHALLENGE: In problems with more letters, it is often helpful to rewrite the problem replacing each letter as you discover its value.

These problems involve an important insight about adding: if you add two single-digit numbers, including possibly a carry, the result cannot be larger than 19, so the carry is always either 0 or 1.

In the first problem, as a leading digit D cannot be 0, so it must be 1. C + 2 must be at least 10, so C is 8 or 9. If C is 9, then DE would be 11 - this would cause D and E to have the same value, which is not allowed. Therefore, C is 8, and the answer is: 8 + 2 = 10.

The second starts off the same way. F must be 1. The problem becomes 1 + G = 1H. The only way 1 + G can be 10 or higher is for G to be 9. The answer becomes: 1 + 9 = 10.

EXPLORATION: Here are three more letter substitution puzzles to play with.

J + J + K = K0: As a carry, K must be 1 or 2. If K is 1, then J + J + 1 is an odd number, which cannot end in 0. Therefore, K is 2. Now, J + J + 2 = 20 forces J to be 9. The answer is: 9 + 9 + 2 = 20.

L+L+L=M2: Three times L ends in 2 forces L to be 4 and M to be 1. The answer is: 4 + 4 + 4 = 12.

N + N + N = P4: Three times N ends in 4 forces N to be 8 and P to be 2. The answer is: 8 + 8 + 8 = 24.