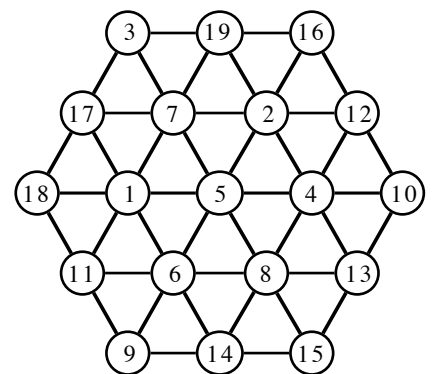
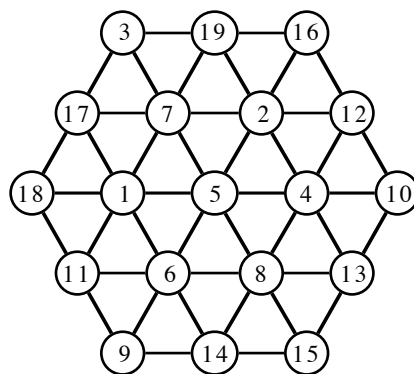
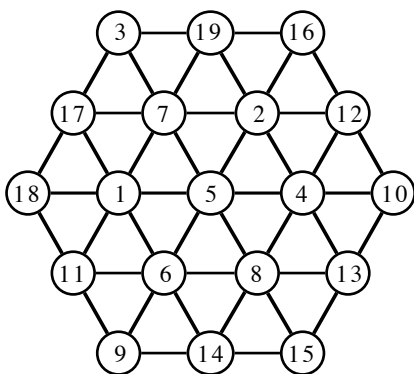
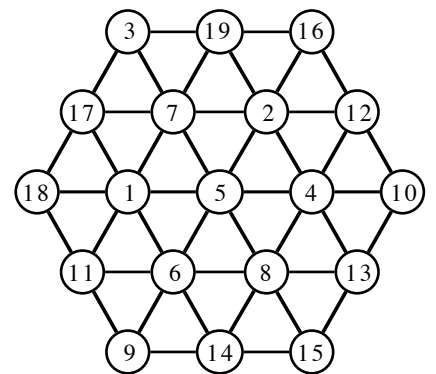
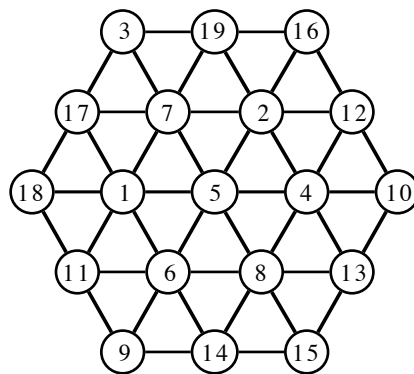
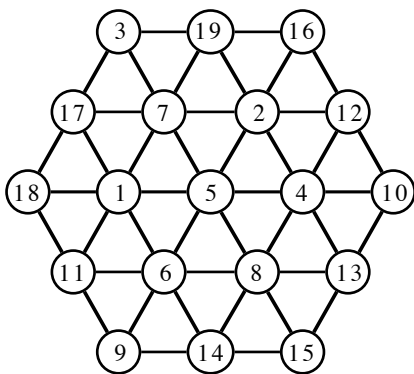
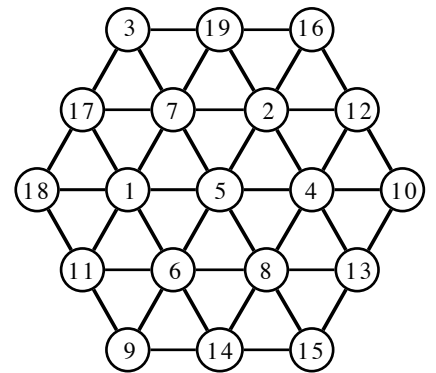
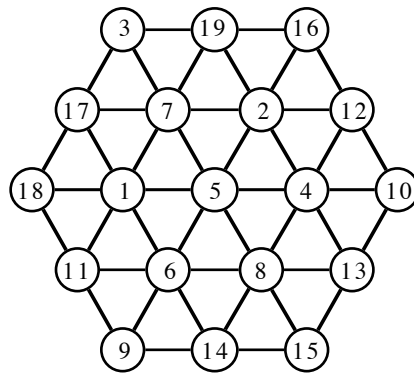
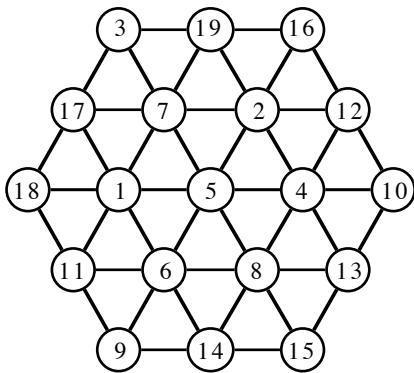
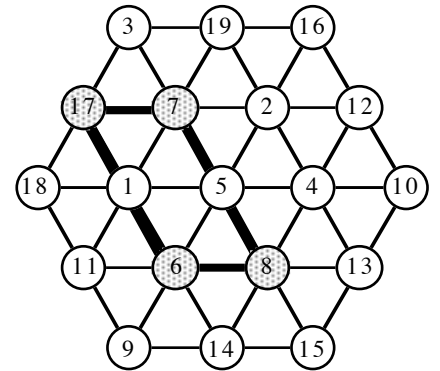


MAGIC HEXAGONS

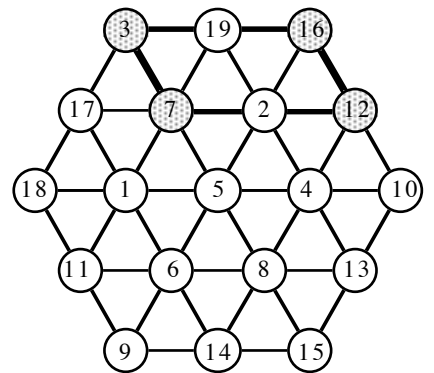
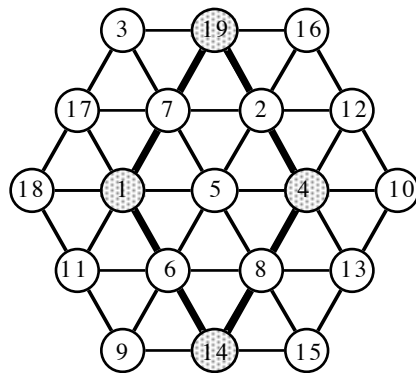
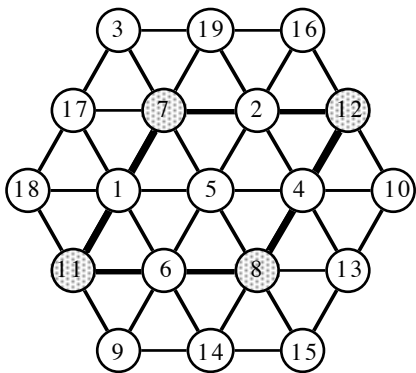
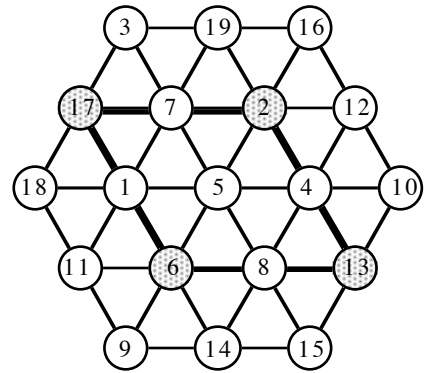
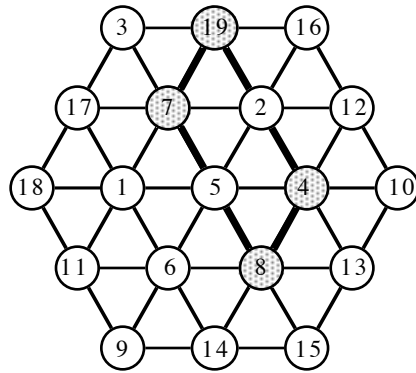
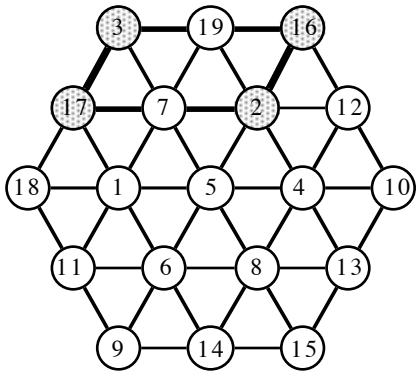
A magic hexagon arranges the numbers 1 to 19 such that the numbers on any straight line add up to 38. There are fifteen such lines in the hexagon.

Another way of obtaining 38 is using the four numbers at the corner of a parallelogram. In the example shown the four shaded numbers at the corners are 17, 7, 8 and 6 which add up to 38.

Using the copies of the magic hexagon below find as many parallelograms as you can where the corner numbers add up to 38. Show the solutions as in the example given.



MAGIC HEXAGONS : answers



other cases not following grid lines:

