



August 2018



The Name Rater

Puzzle 3

As your adventure continues, you find yourself in Lavender Town, home of the famous Name Rater. He explains that while Trainers often like to give their Pokémon cute nicknames, he's very particular about the rules for an Excellent nickname. (For clarity, a vowel is any of the letters A/E/I/O/U, and a consonant is any other English letter.)

- **Rule 0:** A is an Excellent nickname.
- **Rule 1:** If an Excellent nickname ends with a vowel, adding a consonant to the end of it creates a new Excellent nickname.
 - Example: EBRA→EBRAY
- **Rule 2:** Doubling an Excellent nickname creates a new Excellent nickname.
 - Example: ARI→ARIARI
- **Rule 3:** Replacing three consecutive vowels in an Excellent nickname with a consonant creates a new Excellent nickname.
 - Example: TAEIOU→TABU
- **Rule 4:** Removing two consecutive consonants from an Excellent nickname creates a new Excellent nickname.
 - Example: CARRYL→CARL
- **Rule 5:** Exchanging the consonants in an Excellent nickname with other consonants creates a new Excellent nickname. Similarly, exchanging the vowels in an Excellent nickname with other vowels creates a new Excellent nickname.
 - Example: PIKA→TUBE
- Only nicknames that can be created by applying one or more of these rules are Excellent.

To test your skills, the Name Rater asks you to identify the seven Excellent nicknames out of the fifteen listed on the provided Rating Sheet. To get you started, a few of these nicknames have been solved for you.

You'll know when you've solved this logic puzzle correctly: the first letters of the seven Excellent nicknames will reveal another great (but not Excellent) word for a nickname!



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The Name Rater Rating Sheet

1. MANKAY

~~6. EEVOL~~

It seems there's no way to construct this name using the Name Rater's rules...

11. AERODYCTL

~~2. ULTRAMON~~

It seems there's no way to construct this name using the Name Rater's rules...

7. NOHTYP

12. EWE

A (Rule 0)
→ AAAAAAAAA (Rule 2, three times)
→ AAAAAAAAAAB (Rule 1)
→ ABABB (Rule 3, twice)
→ ABA (Rule 4)
→ EWE (Rule 5)

3. OMASTARE

A (Rule 0)
→ AAAAAAAAAAAAAAAAAA (Rule 2, four times)
→ ABABBABA (Rule 3, four times)
→ OMASTARE (Rule 5)

8. SLIQUID

13. PARACENT

4. VOLTEON

9. ICHU

14. DRAGONAT

5. GENGASKHAN

10. KADABARA

15. RAGMAR