NAME:	COUNTRY:	POINTS:

13TH 24 HOURS PUZZLE CHAMPIONSHIP

9-11, NOVEMBER, 2012
HOTEL AMADEUS
BUDAPEST

PUZZLES BY:
BRAM DE LAAT

HONEY ISLANDS	25 POINTS (10 + 15)
EASY AS ABCD	35 POINTS (15 + 20)
TENTS AND TREES	60 POINTS (25 + 35)
HETEROCUT	65 POINTS (30 + 35)
CRACK IT ON	30 POINTS
FILLOMINO	40 POINTS
MAGIC SNAIL	40 POINTS
TAPA	20 POINTS
MAGNETIC TAPA	70 POINTS
PENTA DIAGONAL	50 POINTS
COMPASS	50 POINTS
BATTLESHIPS OBSERVERS	55 POINTS
MYOPIA	65 POINTS
DOUBLE OR NOTHING	70 POINTS
PAINT-BY-FRAME	65 POINTS
MAXI LOOP 24	80 POINTS
KILLER SUDOKU	80 POINTS
COMPLEMENTARY HEXA SUDOKU	100 POINTS
TOTAL	**1000 POINTS**

TESTED BY: PRASANNA SESHADRI AND ZOLTAN HORVATH

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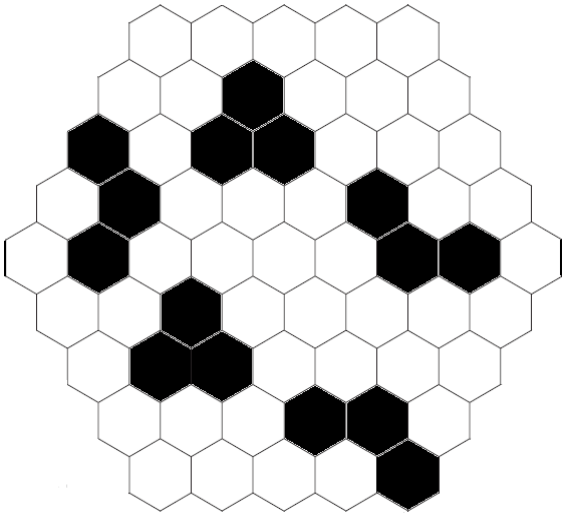
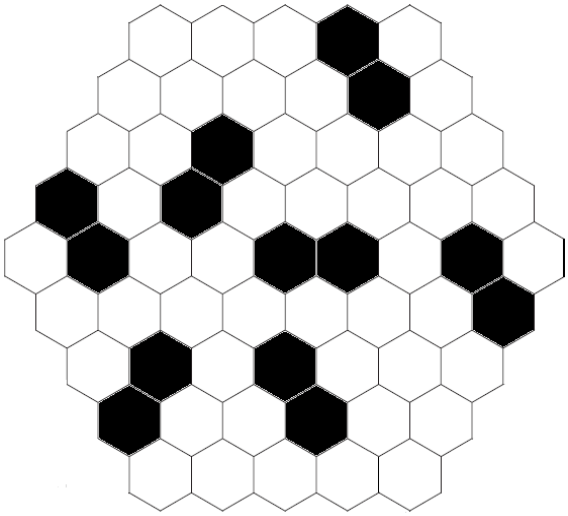
Honey Islands (10 + 15 points)

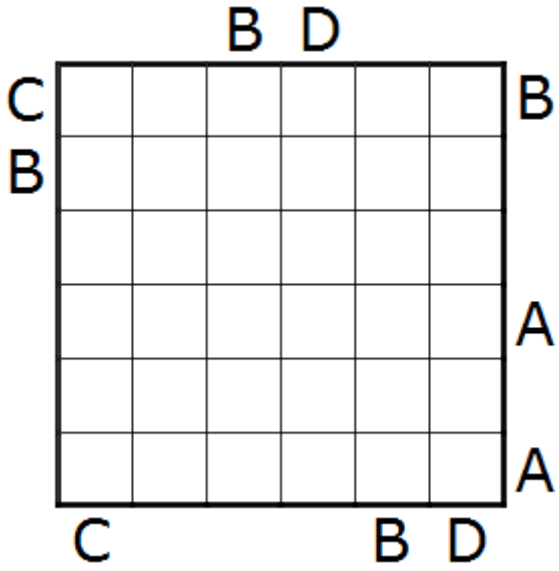
Colour some hexagons so that the remaining white hexagons form 6 seperate connected areas of 6 cells.

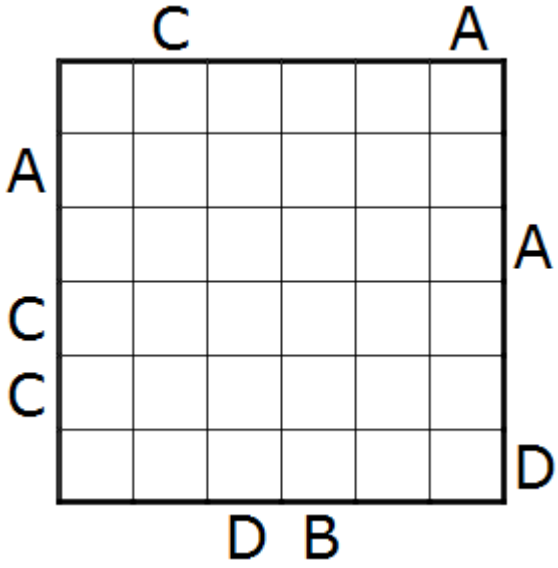




Easy as ABCD (15 + 20 points)

Place the letter A~D once in every row and column. The letters on the outside indicate that this letter is seen first in that row or column from that side.





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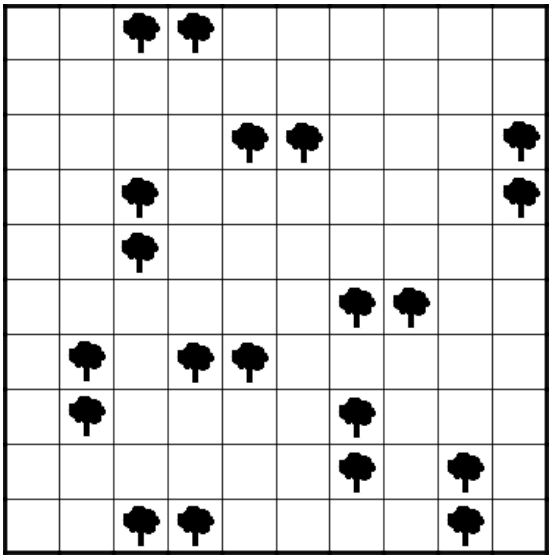
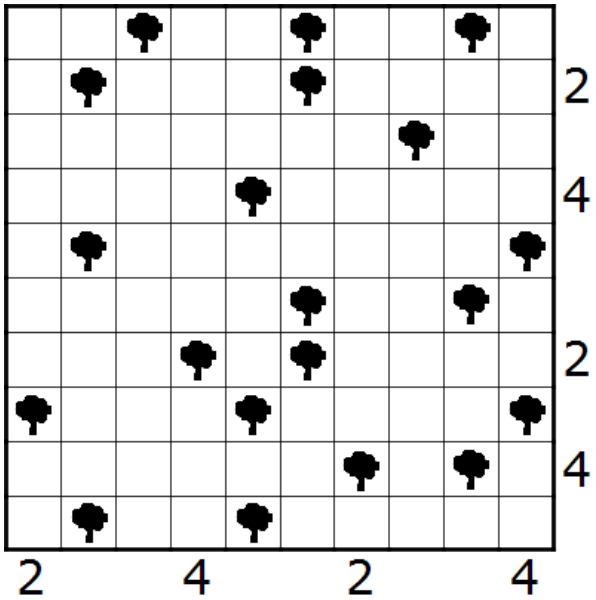
Tents and Trees (25 + 35 points)

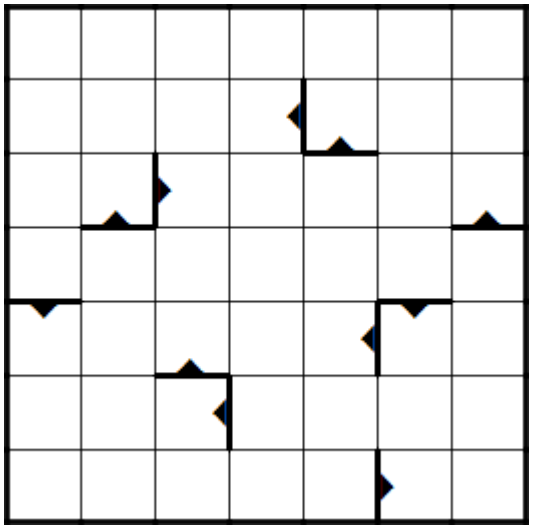
Place a tent ortogonally next to each tree so that no two tents touch eachother, not even diagonally. Numbers on the outside indicate the amount of tents that are in that row or column.

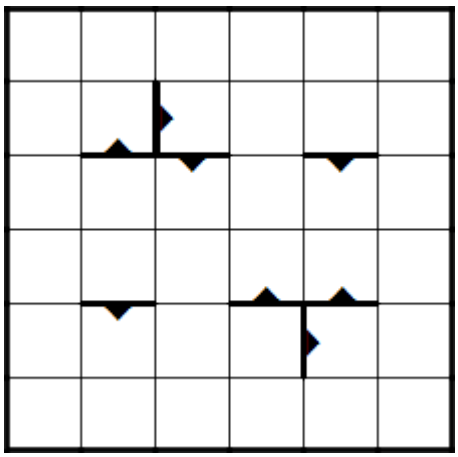




Heterocut (30 + 35 points)

Divide the grid into regions of sizes 2, 3, 4 or 5 cells. No two regions can be the same shape; rotations and reflections are considered the same shape. Some borders are already given. Arrows on these borders always point to the larger of the two regions.





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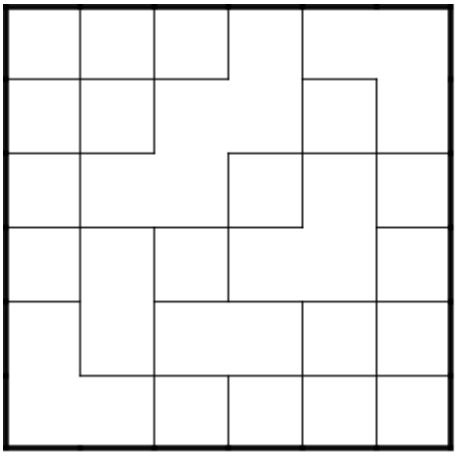
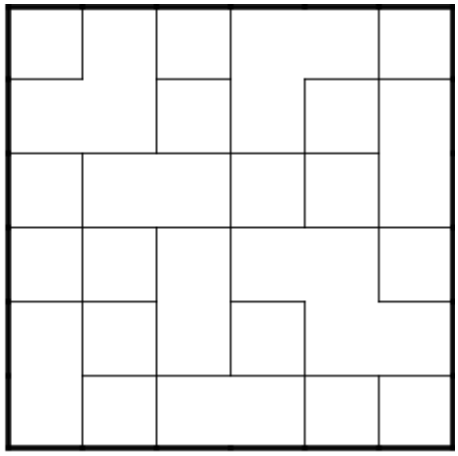
Crack It On (30 points)

Put all given words into the two grids, so that they can be read left to right or top to bottom. Each area should contain 1 letter. Both grids and all words form a single puzzle.



AURUM
DUNSE
ECLUT
ELDER
ELVIN
INUIT
ISSUE
KNITS
LAISE
LUCIO
MESSY
MUTER

NETUS
ORION
RILIU
RITOA
ROTES
SAWKS
SNARY
SNOES
STORM
TURNS
VAULT
WRITE



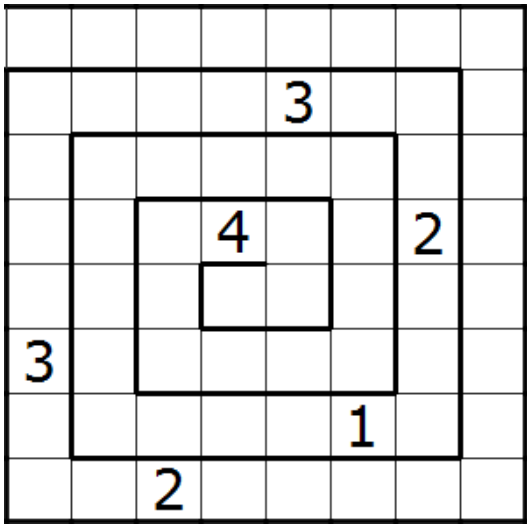
Fillomino (40 points)

Divide the grid into different regions along the gridlines. No two regions of the same size can touch eachother by a side. Numbers in the grid indicate that this cell is part of a region of that size. A region can contain more than one given number.

2	4						3	1	
				4	3				
	2	4						3	4
					4	2			
		2	4						3
3						2	6		
			2	4					
2	1						4	2	
				2	4				
	4	6						8	2

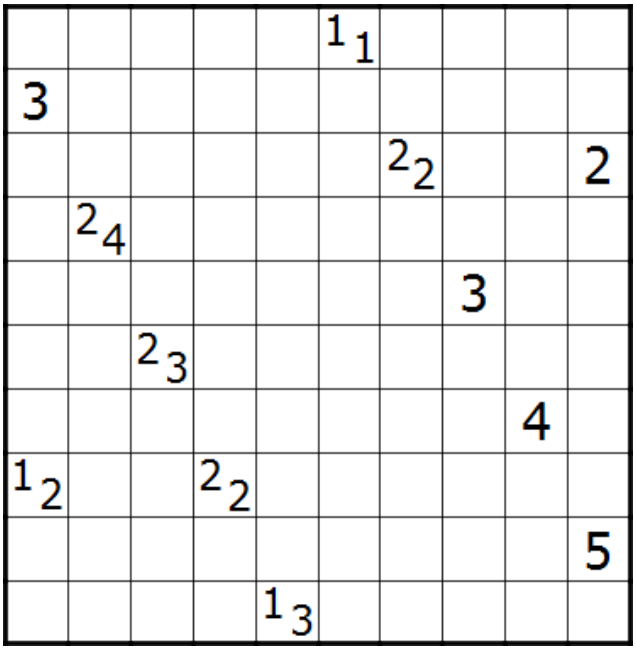
Magic Snail (40 points)

Place the numbers 1~4 once in every row and column. When moving through the snail from the opening to the center, you should encounter the numbers 1~4 in order (1-2-3-4-1-2... etc.).



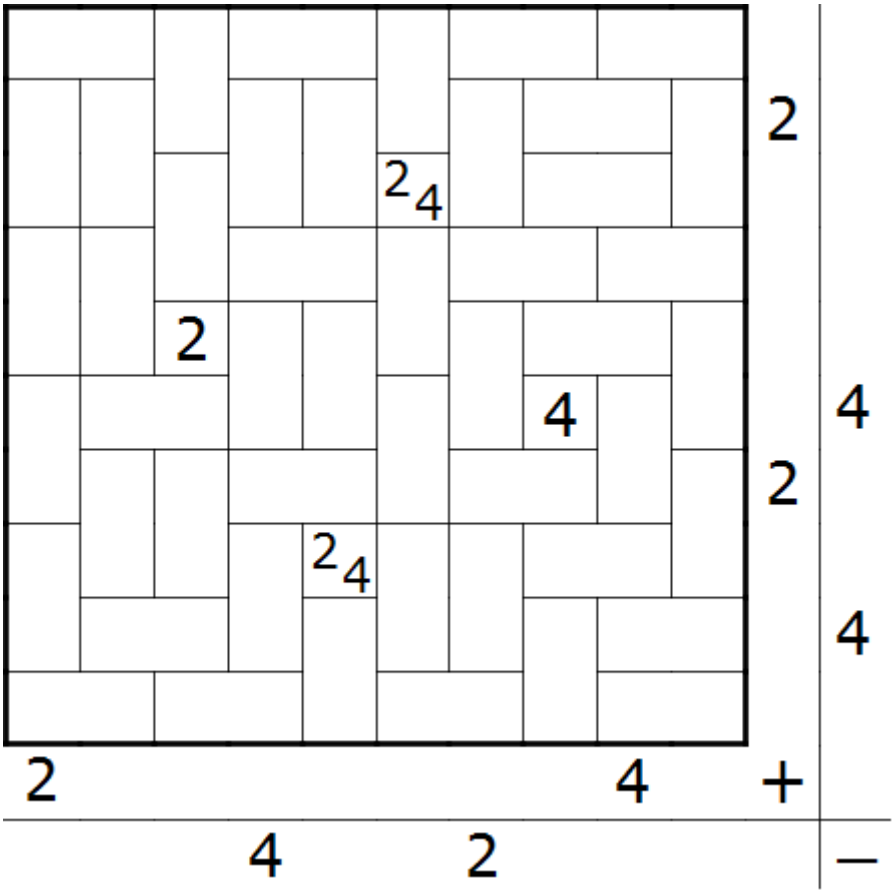
Tapa (20 points)

Colour some cells to create a single contiguous shape. The shape can't have any 2 by 2 coloured areas. The clues in the grid tell you how many consecutive cells around it have to be coloured. If there's more than one digit in a cell, the groups of cells have to be seperated by at least one empty cell. Cells with clues remain empty.



Magnetic Tapa (70 points)

Colour some 2x1 rectangles to form a single contiguous shape. The shape can't have any 2 by 2 coloured areas. The clues in the grid tell you how many consecutive cells around it have to be coloured. If there's more than one digit in a cell, the groups of cells have to be seperated by at least one empty cell. Empty rectangles are magnetic plates. Each magnetic plate has a positive (+) and negative (-) pole. Poles with the same symbol can't be orthogonally adjacent. The numbers outside the grid indicate how many of the indicated symbol appears in that row or column.



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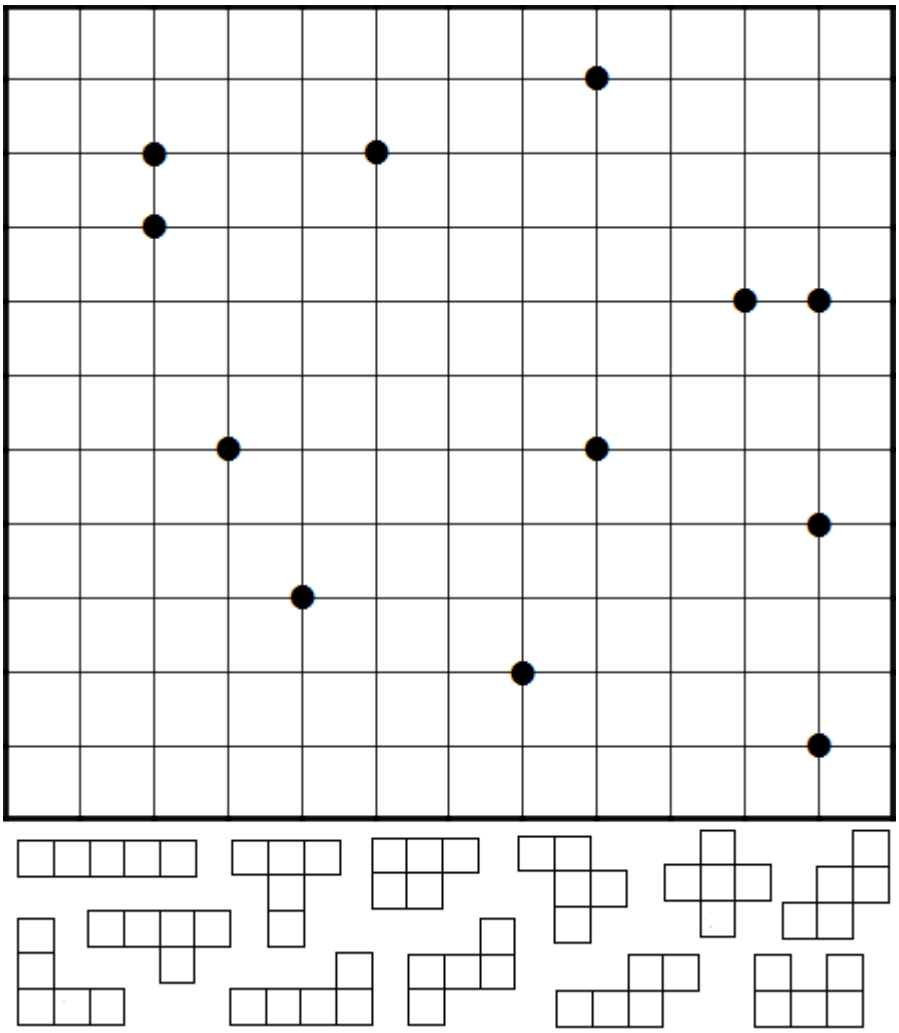
Penta Diagonal (50 points)

Place all twelve pentominos in the grid so that no two pentominos touch eachother by a side.
Everywhere two pentominos touch diagonally a dot is given. Pentominos may be rotated and reflected.



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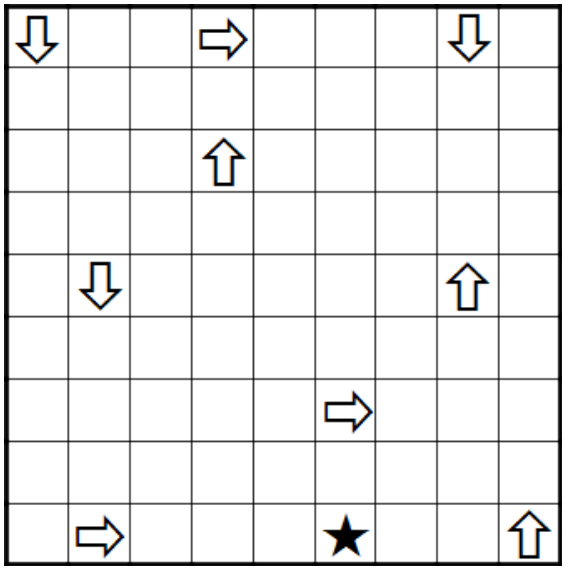
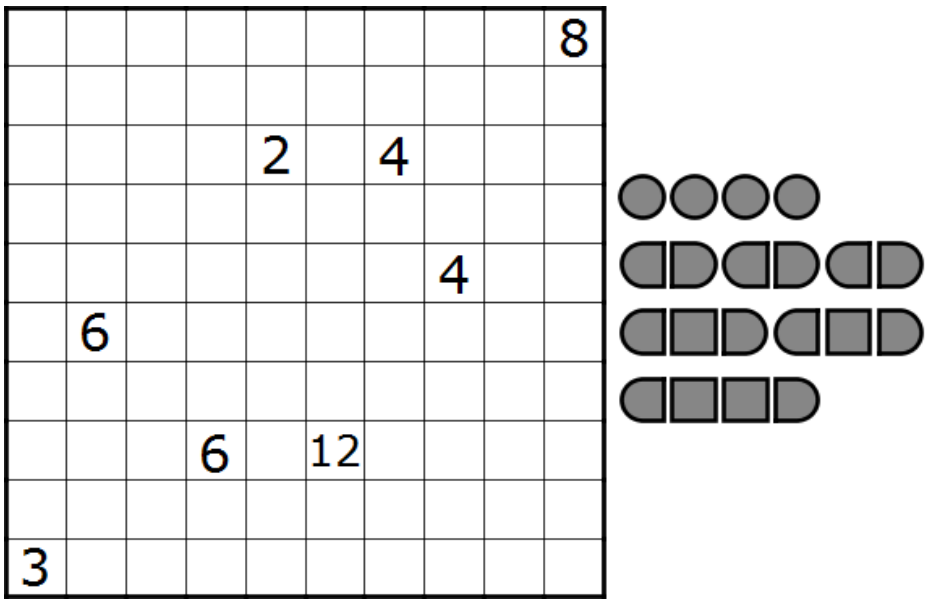
Compass (50 points)

Colour some squares so that all remaining white squares form a single contiguous polyomino. Black squares can't touch eachother by a side. There can't be any 2x2 area of white cells anywhere. Squares with arrows or stars can't be coloured. Arrows indicate that this direction is the only way you can travel to the star over the white cells without backtracking.



Battleship Observers (55 points)

Place the given fleet in the grid. Numbers in the grid indicate the total amount of empty cells that can be seen from that cell till it sees a ship or border in all four directions, not counting the cell itself. Ships can't be placed on cells with numbers.



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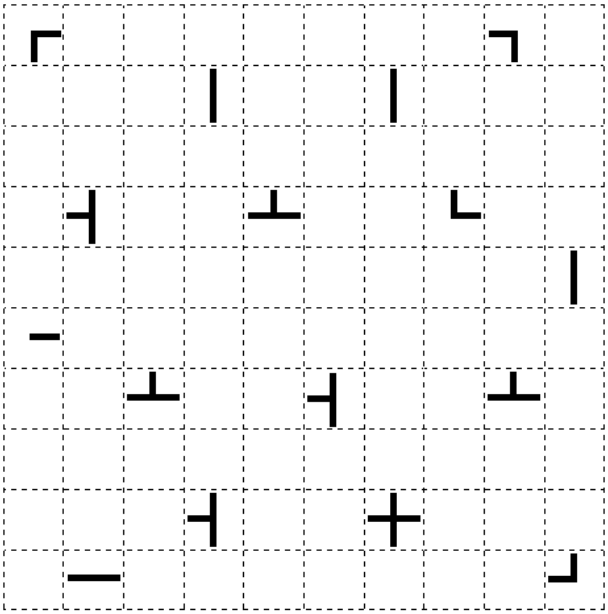
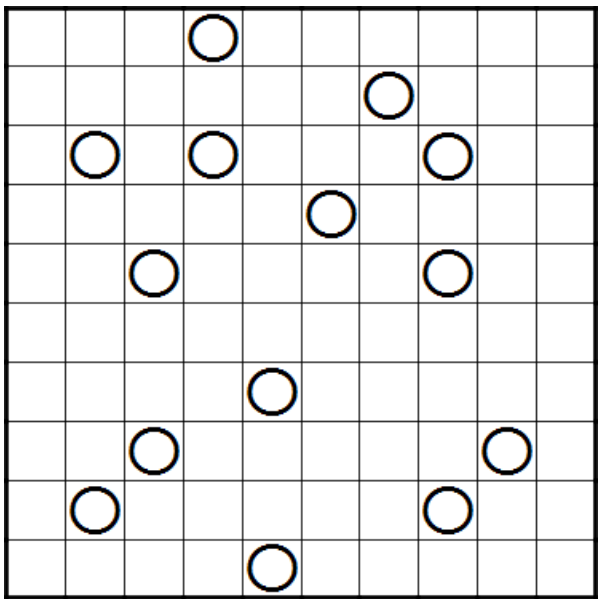
Myopia (65 points)

Draw a single closed loop across the grid lines. Lines in the grid indicate in which of the four directions the loop is closest when looking from that square.



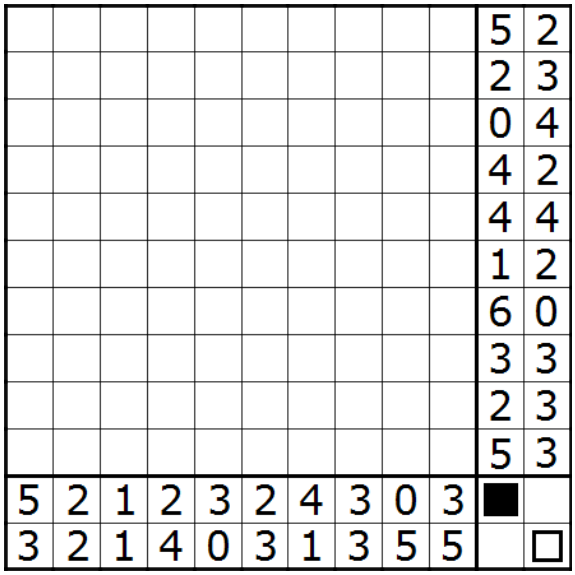
Double or Nothing (70 points)

Draw two closed loops by connecting centers of cells horizontally and vertically. The loops can't touch or cross themselves or eachother in any white cell. Each white square is visited by one of the two loops. Cells with circles are either visited by both loops or neither of the loops. When the loops go through a square with a white circle they always go straight.



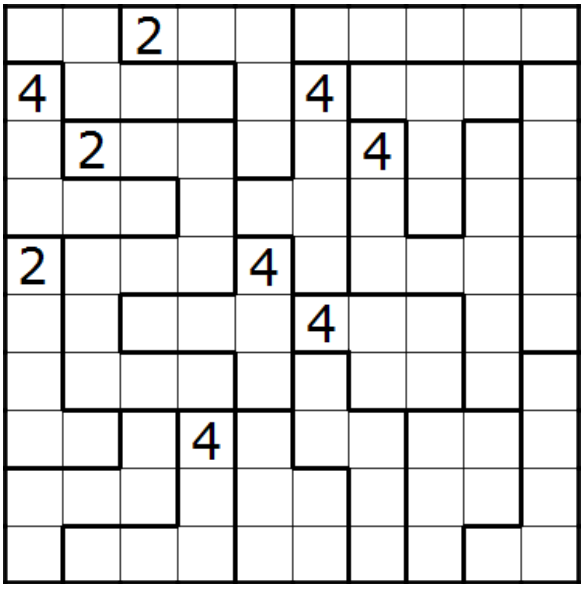
Paint-by-Frame (65 points)

Paint some cells black. Numbers on the outside indicate the amount of cells that are framed by the other colour in that row or column. Framed cells do not need to be consecutive.



Maxi Loop 24 (80 points)

Draw a single closed loop that travels horizontally and vertically through all cells once. The loop doesn't touch or cross itself. The grid is partitioned in a number of blackbordered regions. A number in a region indicate the highest amount of cells the loop travels through consecutively in that region. All 2 and 4 clues are given.



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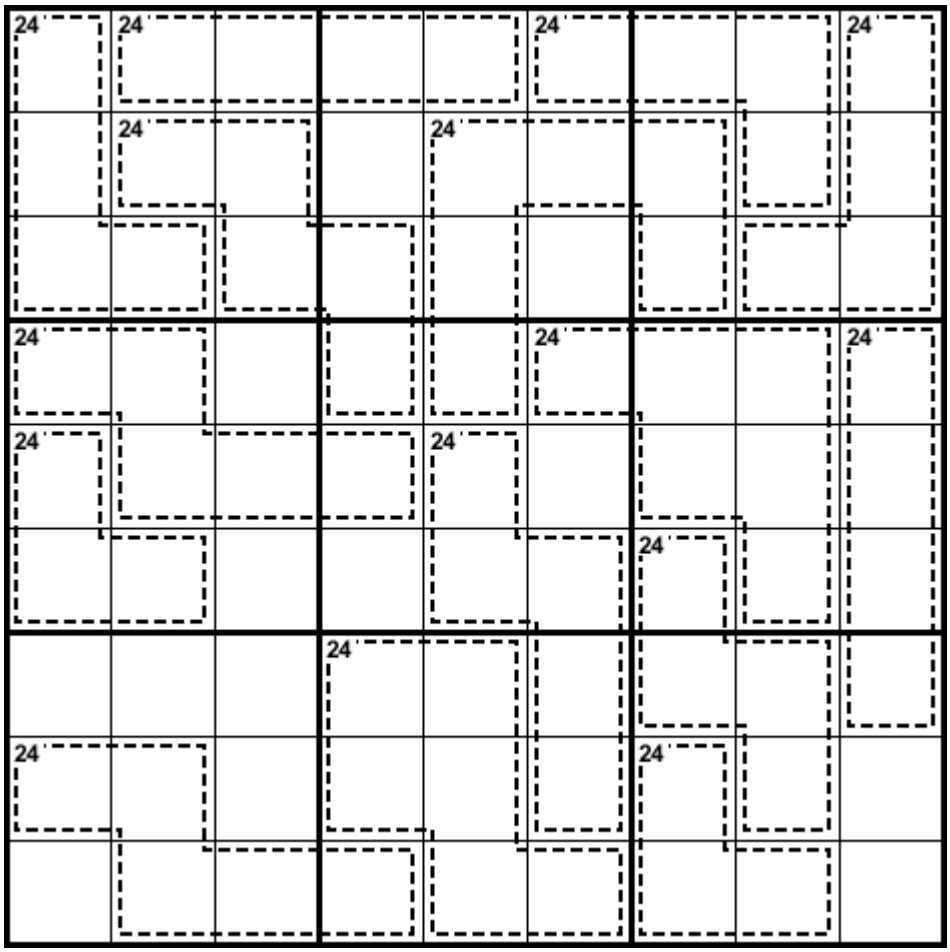
Killer Sudoku (80 points)

Place the digits 1~9 once in every row, column and blackbordered 3x3 area. In the grid some dashed cages are given. Number in these cages indicate the sum of the digits in those cages. Digits can't repeat within dashed cages.



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Complementary Hexa Sudoku (100 points)

Place a digit from 1~9 in every cell, so that no digit is repeated in any of the three directions. When a dot is given between three cells, the digits of 2 of the cells add to the digit in the third cell. Not all dots are given.