NAME:	COUNTRY:	POINTS:



13th 24 Hours Puzzle Championship

9-11, NOVEMBER, 2012 HOTEL AMADEUS BUDAPEST

PUZZLES BY:

LASZLO OSVALT

SCRABBLE 55 POINTS

SKYSCRAPERS SUDOKU 95 POINTS (25 + 70)

MAGIC POKER 75 POINTS

EASY AS ABCD DIAGONALLY 75 POINTS (30 + 45)

SEA SERPENT 45 POINTS (20 + 25)

HEYAWAKE 55 POINTS (20 + 35)

2/5 PENTOMINO EXTRA 25 POINTS

DISSECTION 20 POINTS

KROPKI-KAKURO 65 POINTS (20 + 45)

SNAIL OF NAMES 50 POINTS

EASY AS BATTLESHIPS 35 POINTS

WORD MASTERMIND 70 POINTS (20 + 50)

ABC DECODER 110 POINTS*

LOOP FINDER 55 POINTS (20 + 35)

DOMINO FIGURE 45 POINTS

FRAME GAME (CROSSWORD) 35 POINTS

PAINT IT BLACK 90 POINTS*

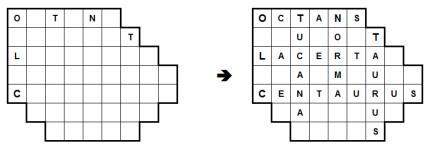
TOTAL 1000 POINTS

^{*} PARTIAL SCORES ARE AVAILABLE (PARTIAL SOLUTION MUST ALWAYS BE PART OF A **CONSISTENT FULL SOLUTION**)

SCRABBLE 55 POINTS

Place all listed words in the grid in a way that each word should have at least two common letters with at least two another words. Letters in the grid should be used at least by one word. Not listed words (even two-letters) cannot occur in the grid. All starting letters are given in advance.

Sample:



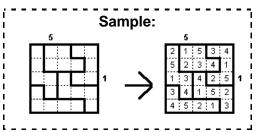
CENTAURUS, LACERTA, NORMA, OCTANS, TAURUS, TUCANA.

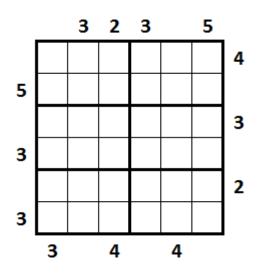
М	N	1	М	U			S	М	S	Ε	R		
	Α				S					R			М
	Т						М						
S										E			
			М										
J		Α								Ε		М	
		S		М				М					
S	М								T				
	М						U						
Μ						G							

Words:

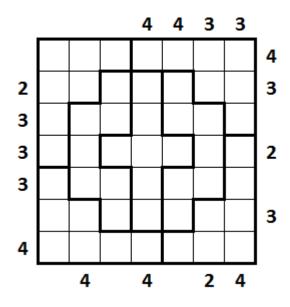
AMID	MANDOLIN	MORMON	SOUL ASYLUM
ASSO	MARITIM	MUMMY	STORMY ROTTMAN
EDAM	MASTER	NATALE	SUMMA CUM LAUDE
EMERITUS	MEMORANDUM	RANDOM	SUMMA SUMMARUM
EMMY	METAMER	RAUM	TARIMA
ERIE	MIMAS	SEAMAN	TARIMI
GERMANISTA	MINIMUM	SEMESTER	UDINE
IMAM	MIRAM	SIMON AMMANN	ULTIMATUM
MAMMA MIA	MONAD	SIMON TEMPLAR	UMEA

The diagram shows a housing estate, with houses in each street (that is, row and column) of different heights (1–6 in the smaller diagram, 1–7 in the greater). The numbers beside show how many houses may be seen from that end of the appropriate row or column (higher houses cover lower ones). Area is divided into regular/amorphous parts; each such part must contain houses of different heights.





25 points

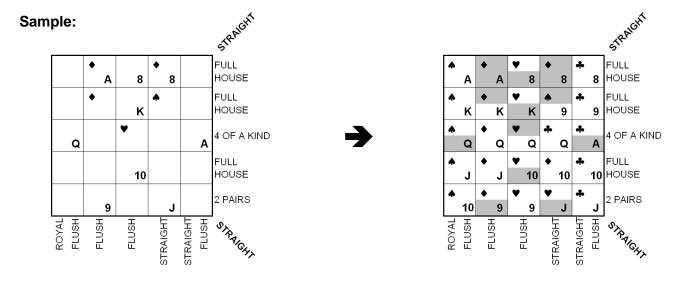


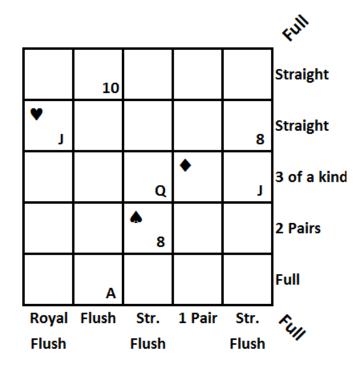
70 points

MAGIC POKER 75 POINTS

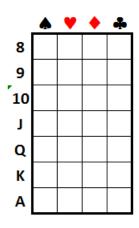
Place 25 cards of the given 28 ones (ranks between 8–A) into the figure, to get the poker hands shown in each row, column and the two longest diagonals. Some card ranks and suit marks are already given. For your assistance, the hand rankings are the following:

ROYAL FLUSH	A, K, Q, J, 10 in one suit.
STRAIGHT FLUSH	5 consequent cards from rank list A, 8, 9, 10, J, Q, K – in one suit.
4 OF A KIND	Four matching cards of same rank with a different 5 th – e.g. K, K, K, K, 9.
FULL HOUSE	3 matching cards of one rank + 2 matching cards of another, e.g. Q, Q, Q, 8, 8.
FLUSH	5 cards of a same suit, not in rank sequence, e.g. &A, &K, &J, &10, &8.
CTD ALOUIT	5 consequent cards from rank list A, 8, 9, 10, J, Q, K, A, but in more than one suit,
STRAIGHT	e.g. ♦K, ♦Q, ♦J, ♦10, ♦9.
3 OF A KIND	3 matching cards of one rank + 2 unmatching cards, e.g. 10, 10, 10, K, Q.
2 PAIR	2+2 matching cards of one rank (but not all 4 matching), plus one unmatching card,
Z PAIR	e.g. K, K, Q, Q, 8.
1 PAIR	2 matching cards of one rank + 3 unmatching cards, e.g. J, J, A, 9, 8.





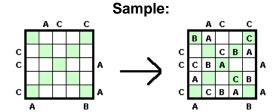
(You can mark the used cards in this table:)

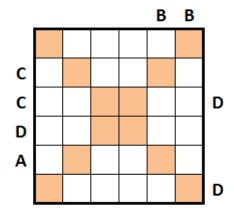


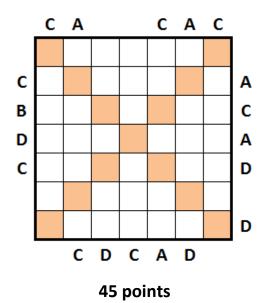
EASY AS ABCD DIAGONALLY

75 POINTS (30+45)

Write letters A–D into the diagram. Each letter occurs once in each of the rows, columns **and the two longest diagonals.** The letters outside the diagram indicate the letters you come across first from that direction.





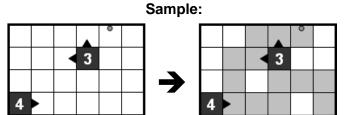


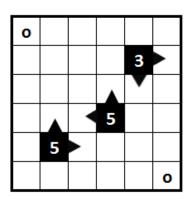
30 points

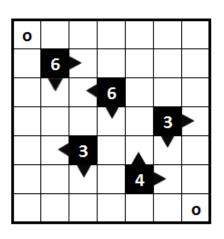
SEA SERPENT

45 POINTS (20+25)

A serpent hiding in the grid. Its head and tail are given, marked by "o". The serpent's body can pass through the fields only horizontally or vertically, and the monster *can touch its own body, though only diagonally*. The given numbers show the total number of the fields where the serpent is present, but only towards the directions marked by arrows. The serpent does not pass through the numbers. Find the serpent and draw it into the diagram.



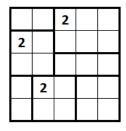




20 points

25 points

Blacken some cells so that all remaining cells must be connected orthogonally. No two black cells can share an edge. It's possible to blacken a cell with a number. Any single horizontal or vertical line of white cells cannot traverse more than one thick line. Numbers indicate the amount of black cells in that region.







		2	
2			
	2		

4				
	4		2	

20 points

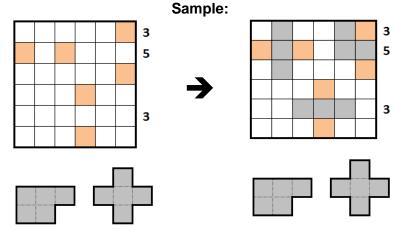
3		3		3				
		1				2		
1			7				2	
0								
2								
			2					
	2				2			

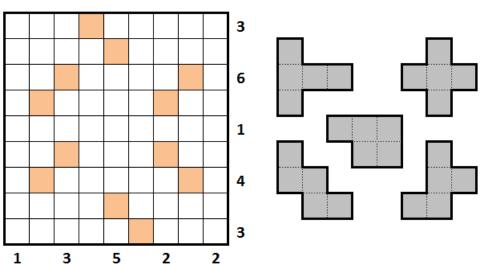
35 points

2/5 PENTOMINO EXTRA

25 POINTS

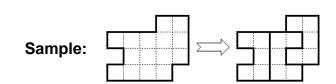
Place the given pentomino pieces inside the diagram in such a way that they don't touch anywhere, not even diagonally. The numbers outside the grid show the number of squares with pentomino parts in the corresponding row or column. The pieces may be rotated and mirrored at will. 2 squares of each piece are given in advance. Beware! One of the pieces is placed twice. These two instances may be rotated and/or reflected relative to each other.

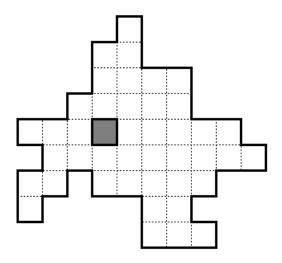




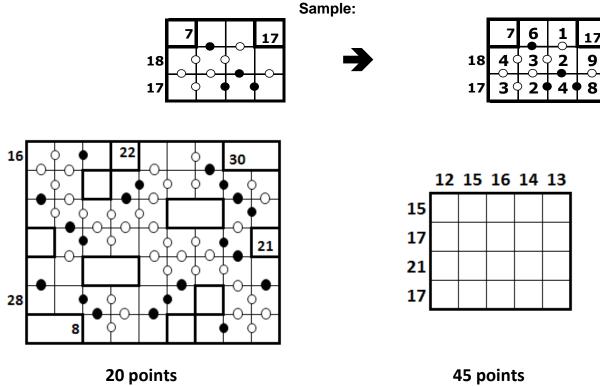
DISSECTION 20 POINTS

Divide the given shape into 6 congruent pieces. The pieces may be rotated but not reflected relative to each other. Only the grid lines may be used to separate the pieces. Inner gray fields are not part of the shape.



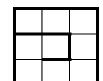


These Kakuro puzzles are carrying also Kropki information. Kakuro rules: enter a digit among 1–9 into each empty cell so that the digits in each series of white squares add up to the number in the accompanying cell. In the definition cells, the numbers written to the right edge refer to the digits to be filled in to the right of that cell; numbers aligned to the bottom edge refer to the digits to be filled in under that cell. No digit is ever repeated in a group. Kropki rules: a white circle between two cells shows that the numbers in these cells are neighboring; a black circle shows that one of the cells have exactly the twice the value of the other. If there is no circle between two adjacent cells, none of these two properties holds. Between values 1 and 2, either black or white circle can occur randomly.



SNAIL OF NAMES 50 POINTS

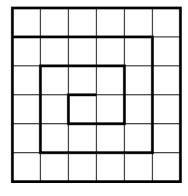
Place the given names into the figure, using exactly once each, following the snail path inward. The letters must be different in each row and column.



Sample:

ADA, EDE, IDA

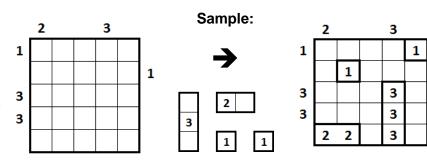
I	D	Α
D	Α	Е
A	Е	D

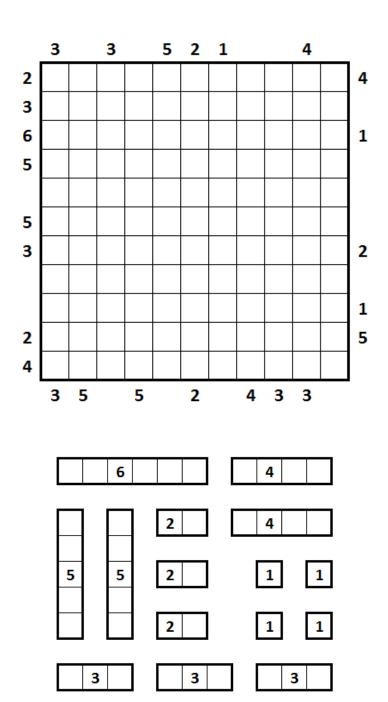


AUDREY
DORINE
DOROTHY
LUCY
MIRANDA
PAMELA

1

Place the given fleet of battleships into the figure. Numbers outside of the grid show the length of the ship which can be seen first in the appropriate row or column from the number's direction. The ships cannot touch, not even diagonally.

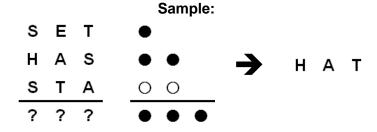


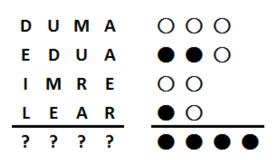


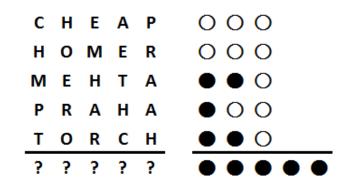
WORD MASTERMIND

70 POINTS (20+50)

A paper-and-pencil version of the classical Mastermind game. The colors have been substituted by letters. The number of black dots shows the number of letters being on the correct position, and the number of white dots shows how many more letters are in the guess, that are of the correct color but not at the correct position. Solutions are well-known geographical names (unlike the sample, actually).







20 points

50 points

ABC DECODER

110 POINTS*

PARTIAL SCORE: AT LEAST 2-4-6 (UP TO 7) CORRECT VALUES FOUND: 5-10-15 POINTS, RESPECTIVELY; FROM 8TH LETTER ON, +5 POINTS/EACH CORRECT VALUE FOUND

Each letter of the ABC covers different integer values between 1 and 26. Find the concrete values of the letters on the strength of their given sums (words in the puzzle are animal species in English).

Sample (numbers 1–6):

В	BOX			ONO			5				
В	OY		9	R	OB	Υ	15				
BY	RΟ	Ν	16	ROY			11				
	•										
	B N		0	R	Х	Υ					
	4	1	2	6	5	3					

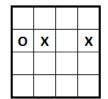
APE	31	HORSE	60
BAT	32	JYNX	72
BEAR	42	LION	54
BEAVER	61	LYNX	62
CAT	48	MOUSE	49
COW	50	OWL	43
DOG	41	PIG	33
FOX	28	QUAIL	43
FROG	61	RAT	55
GNU	46	WOLF	60
HAWK	49	ZEBRA	53
HEN	43		

Α	В	С	D	E	F	G	Н	I
J	K	L	М	N	0	Р	Q	R
S	Т	U	٧	w	X	Υ	Z	

LOOP FINDER

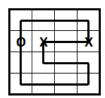
55 POINTS (20+35)

Draw a single continuous loop into the diagram. The loop traverses all fields exactly once, always goes horizontally or vertically, and it never crosses itself. On fields marked by "X", the loop must make a 90° turn; on fields "O", the loop must go straight.





Sample:



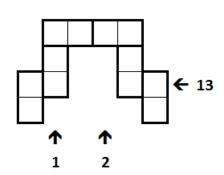
		X		X		0	
О			X		X		
	0		X	0			0
O		X			0	X	
	0	X			X		X
X			X	0		X	
		X		X			0
	X		0		X		

20 points

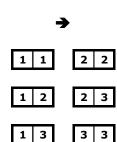
		0		X			X		0		
	X		0		X	X		X		X	
0		0			0	0			X		X
	0		X	0			0	0		0	
0			X	X			0	0			0
	0	X			X	X			0	X	
	0	X			X	0			X	X	
0			0	0			X	0			X
	0		0	X			0	0		X	
X		0			0	X			X		0
	X		X		0	0		X		0	
		X		0			X		X		

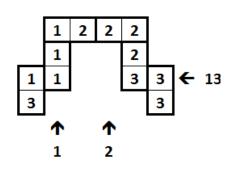
35 points

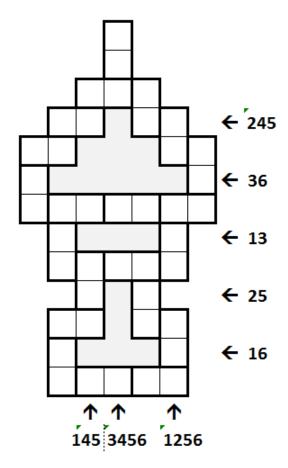
Place all the elements of the given domino set into the figure, according to the domino game's rule, i.e. the touching parts of any neighboring domino stones must contain the same numbers. The given numbers beside and below the figure show the numbers occurring in the corresponding row(s) or column(s).











1 1

1 2 2 2

1 3 2 3 3 3

1 4 2 4 3 4 4 4

1 5 2 5 3 5 4 5 5 5

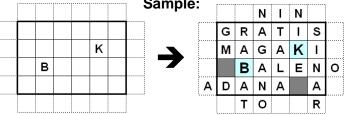
1 6 2 6 3 6 4 6 5 6 6 6

FRAME GAME (CROSSWORD)

Fill the diagram with the given words and place 5 black squares. But beware: some words may hang out of the diagram, its first or last (or both) letters must be written into the dotted-lined frame. Reading these letters clockwise starting from the left-upper corner give a famous French writer's name (who was born 100 years ago, in 1912). All letters D are given in advance.

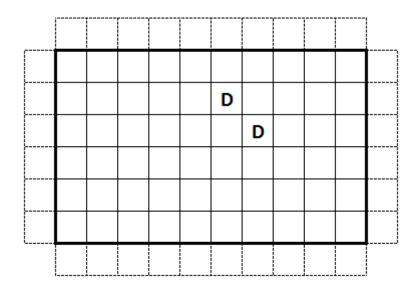
EMITTER

35 POINTS Sample: N I N G R A T I S



ADANA, BALENO, GM, GRATIS, ITALA, MAGAKI, NAGANO, NIKE, RABAT, SINAR

(In the sample, the solution – NINO ROTA – is the name of a famous Italian composer, and B and K are the given letters.)



Words:

ADAMOV	EN	LOCA
ADENA	ERADI	MANASAROVAR
ANAEROB	ESAU	MELONE
ARA	ETEL	NI
EIRE	IC	PALACIO
ELARA	INFRA	SI
ELFRIDA	ISO	VENTILO

LEONCAVALLO

PAINT IT BLACK

90 POINTS*

PARTIAL SCORE: 45 POINTS IN CASE OF 1 OR 2 ERRONEOUS FIELDS

The numbers on the left of each row and the top of each column tell how many continuous groups of black squares there are in that line, and, in order, how many consecutive black squares are in each group. Between two groups of black squares there is at least one, but maybe more white square. The rows may optionally also start or end by some white squares. In case of correct solution, a picture emerges in the figure.

