

NAME:

POINTS:



13TH 24 HOURS PUZZLE CHAMPIONSHIP

9-10 NOVEMBER, 2012

HOTEL AMADEUS

BUDAPEST

PUZZLES BY

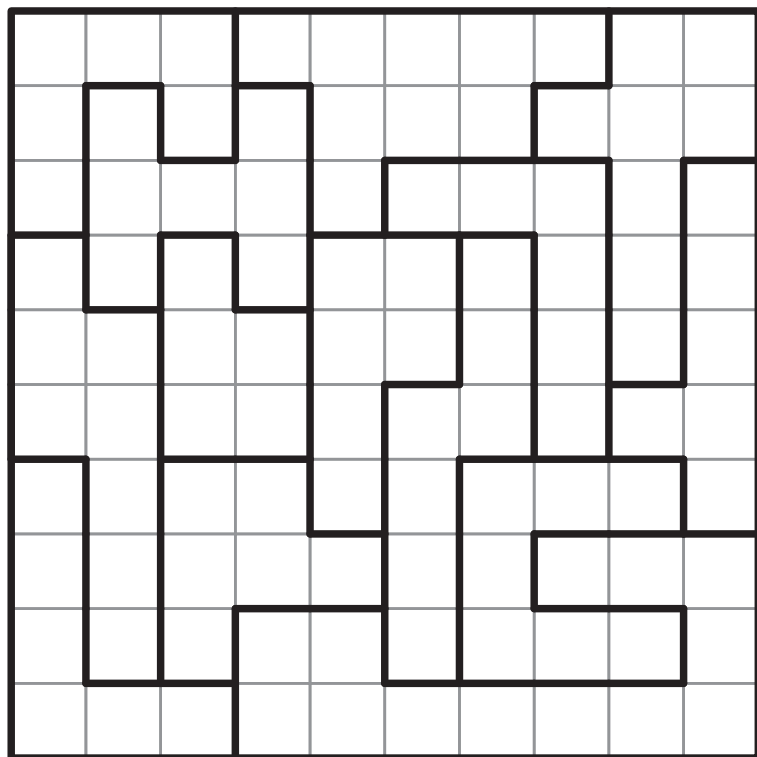
DEB MOHANTY

PRASANNA SESHADRI

		Points
1	LITS	20
2	Heyawake	25
3, 4	Skyscrapers	20+35
5, 6	Tents	20+25
7	Cave	35
8	Thermo Sudoku	50
9	Bosnian Road	35
10	Domino Loop	25
11, 12	ESB [Empty Cells]	25+50
13, 14	Star Battle Small Regions	25+35
15	24 Tapa	30
16	Yajisan Kazusan	50
17	Pass Squares [All cells]	35
18, 19	First Or Last	50+85
20	Pentopia	45
21	Cross Number [Untouch]	50
22	Easy As Tapa	65
23	Pipes	65
24	24 Graffiti Snake	100

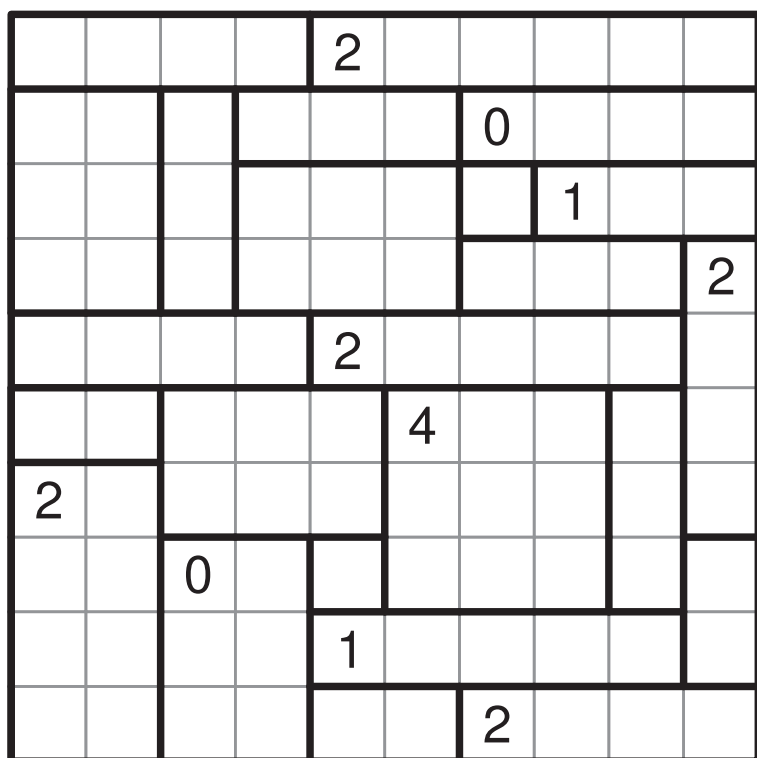
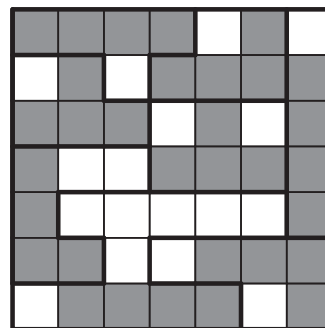
ACKNOWLEDGEMENTS

Thanks to Bram de Laat and Murat Can Tonta for testing the puzzles.



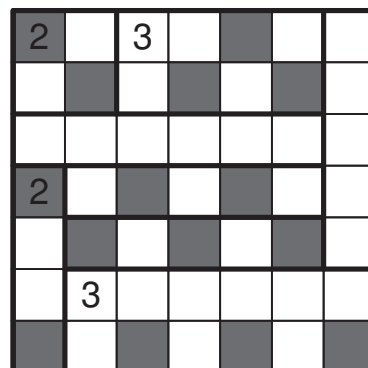
LITS
 20 POINTS

Shade in 4 orthogonally connected cells in each region. The shaded cells form a single contiguous area. There can be no 2x2 group of shaded cells. Two identical shapes in different regions can't touch each other orthogonally. Rotations and reflections are considered the same shape.



HEYAWAKE
 25 POINTS

Shade in some cells. Shaded cells cannot be orthogonally adjacent. The remaining white area has to be connected. The white area can't span over two consecutive boundaries in a single row or column. The numbers in the rooms indicate how many cells are to be shaded.



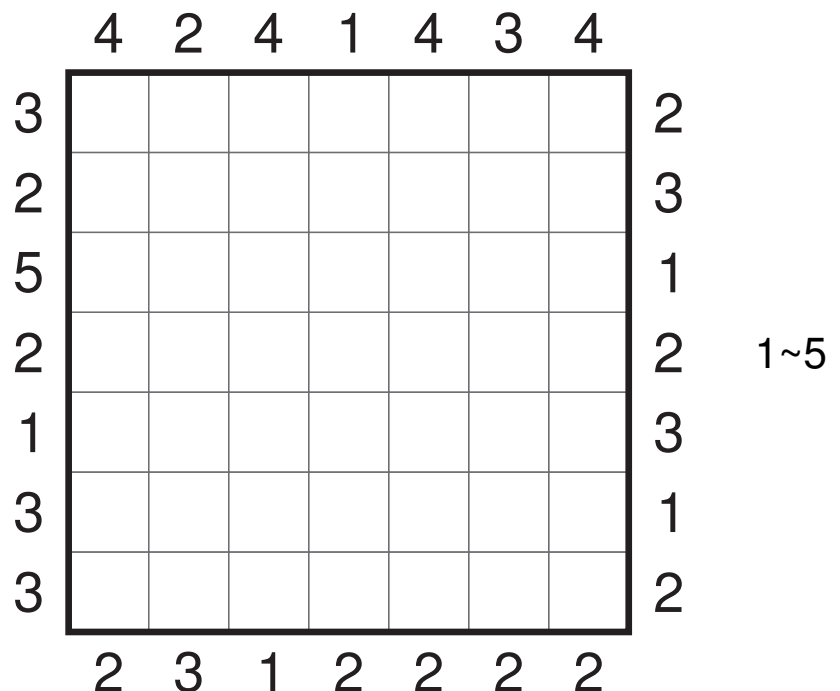
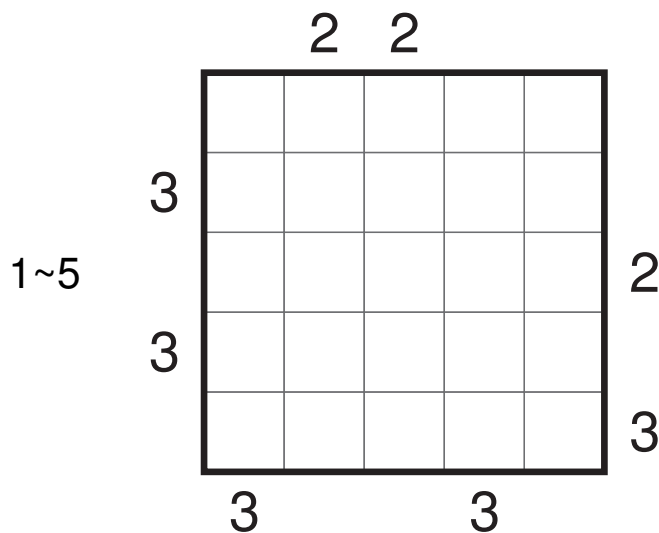


SKYSCRAPERS

20 + 35 POINTS

Place a digit from 1~5 in each cell, so that each digit occurs exactly once, in all rows and columns. In 5X5 grid, no cells will remain empty. In 7X7 grid, 2 cells will remain empty in each row and column. Each digit inside the grid indicates the height of the skyscraper and the taller ones hide the smaller ones behind them. Digits outside the grid represent the number of skyscrapers visible in the corresponding direction.

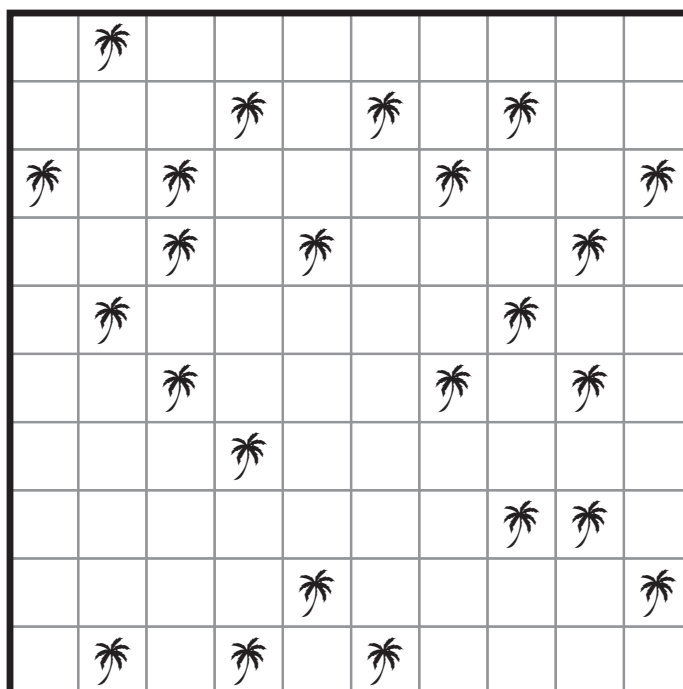
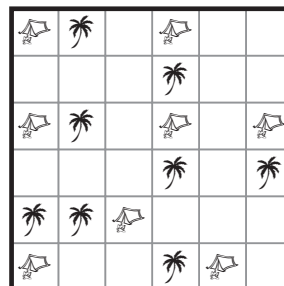
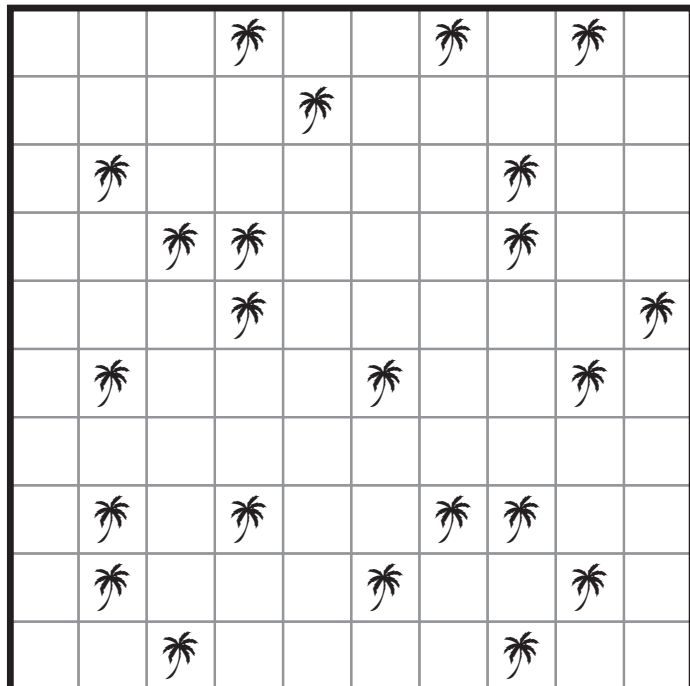
	1	2	4	2	2	3	
1	5	1	2	4	3		3
2	4	5		3	2	1	4
3	2		3	5	1	4	2
3	3	4	1	2		5	1
4	1	3	4		5	2	2
2		2	5	1	4	3	3
	4	4	1	3	2	2	





TENTS
 20 + 25 POINTS

Place a tent horizontally or vertically next to each tree. Tents do not touch each other, not even diagonally.



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

CAVE
 35 POINTS

Draw a closed loop over the grid lines. The loop goes around all numbers. The numbers in the grid indicate how many cells inside the loop can be seen horizontally and vertically from that cell, including the cell itself.

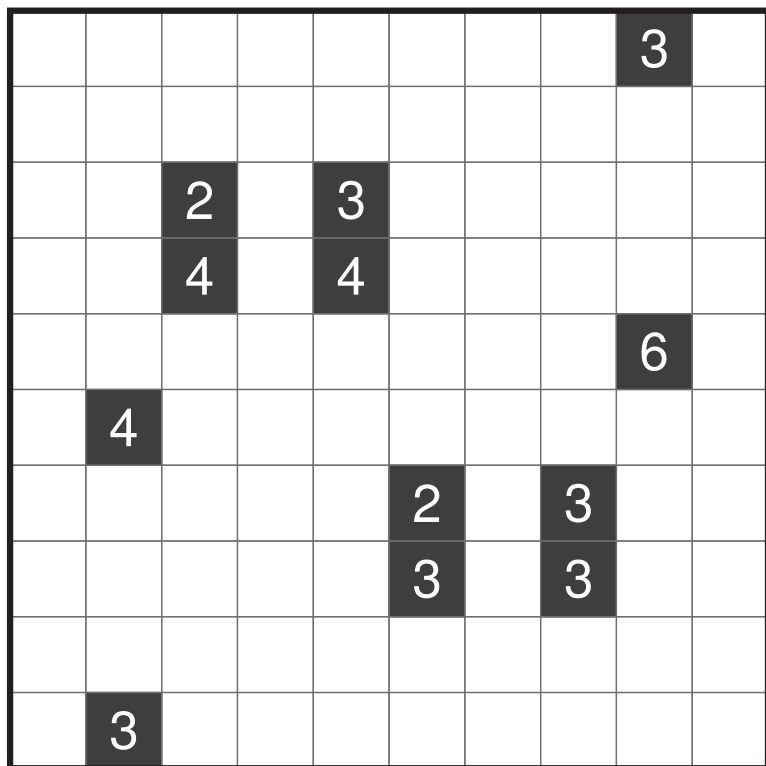
		4					7
4					5		
			13				
				3		5	
		3					
					8		

4								2
9		2	5				4	
	4				5	2		9
2								4

THERMO SUDOKU
 50 POINTS

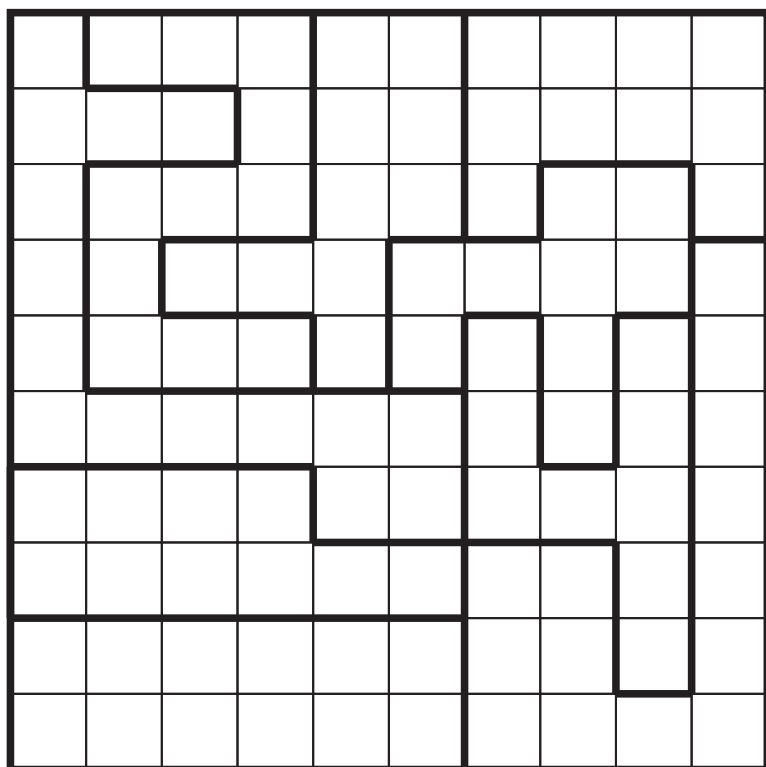
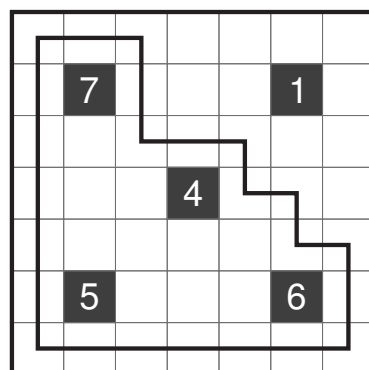
Place digits from 1~9 in each blank cell so that every row, every column, and every outlined region must have distinct digits. The digits in each "thermometer" shaped region must be strictly increasing from the circular bulb to the end.

1	2	3	8	6	9	5	7	4
8	4	9	5	7	1	3	6	2
6	5	7	2	3	4	8	9	1
9	8	4	6	2	5	7	1	3
2	3	6	1	9	7	4	5	8
5	7	1	3	4	8	6	2	9
3	1	2	4	5	6	9	8	7
2	9	5	7	8	2	1	3	6
7	6	8	9	1	3	2	4	5



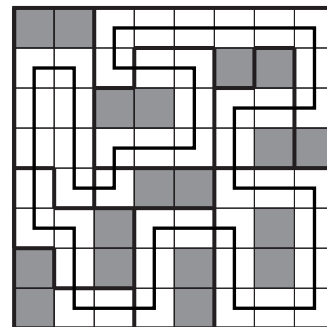
BOSNIAN ROAD
 35 POINTS

Draw a continuous snake-like loop of one-cell width, that does not touch itself, not even diagonally. It does not go through clue cells. The clues indicate the total number of neighboring cells the loop passes through.



DOMINO LOOP
 25 POINTS

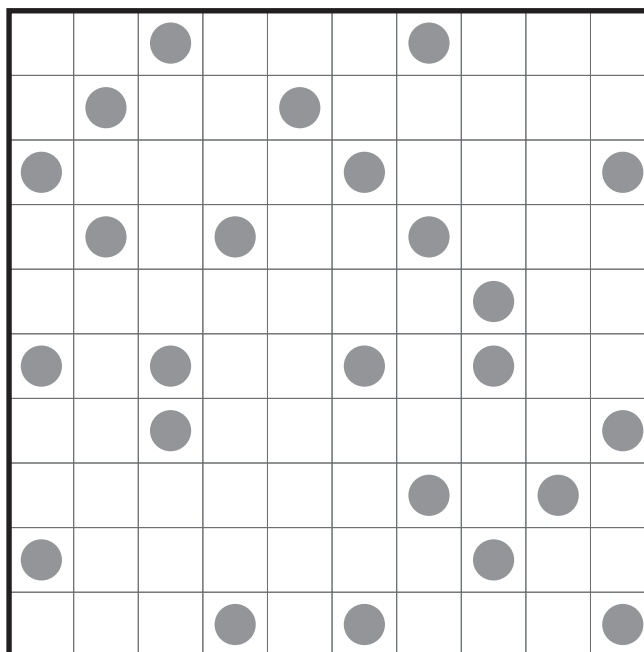
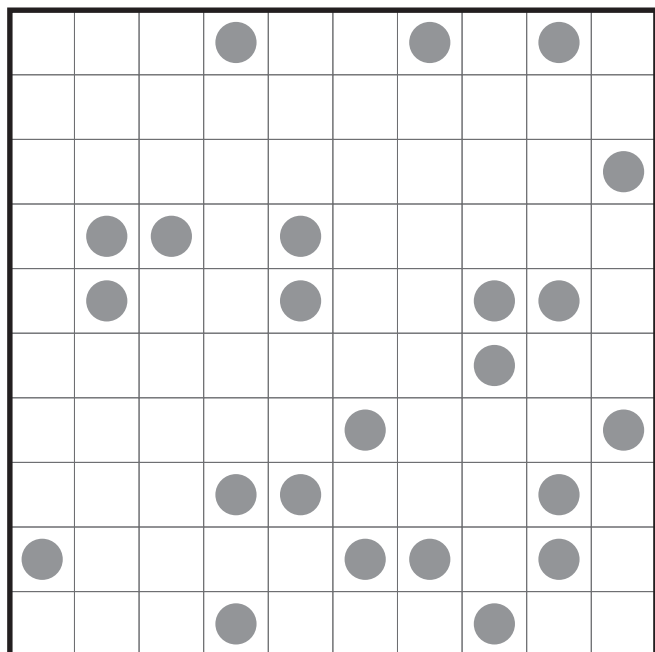
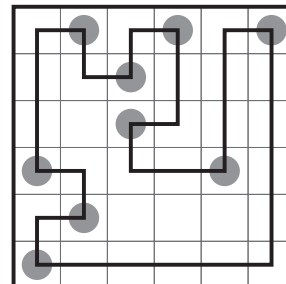
Shade in some cells such that every region has 2 shaded cells and every shaded cell has exactly one shaded cell orthogonally adjacent to it. Additionally, draw a loop passing through all the remaining cells and passing through every region exactly once.





ESB [EMPTY CELLS]
25 + 50 POINTS

Draw a single closed loop in the grid using horizontal and vertical segments. It does not cross or overlap itself. It makes 90° turn at every cell with a circle. There is also exactly one 90° turn between two consecutive circles that the loop visits. **It is not necessary to visit all cells.**

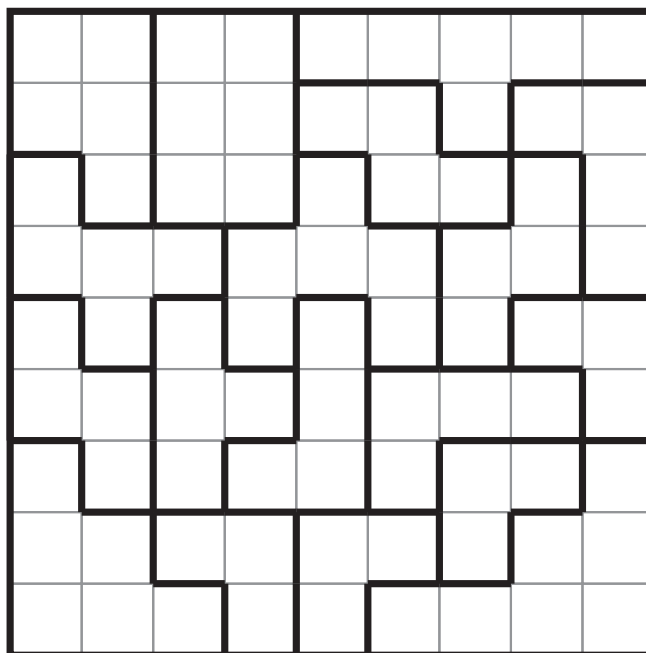
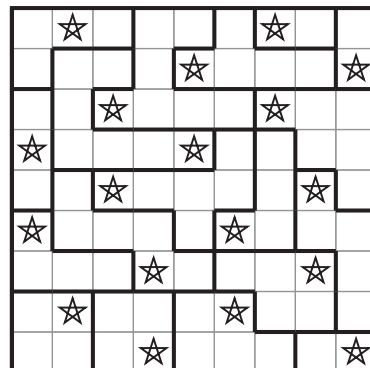
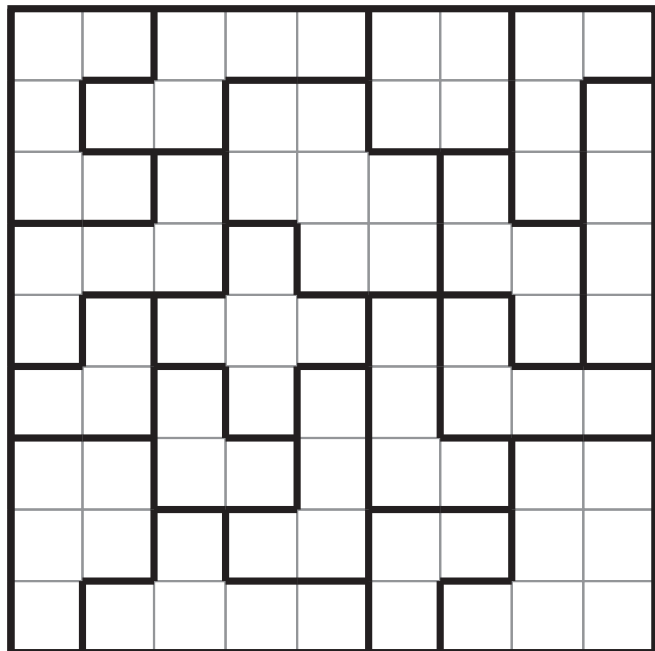




STAR BATTLE SMALL REGIONS

25 + 35 POINTS

Place 2 stars in each row and each column so that stars do not touch each other, even diagonally. Each outlined region contains exactly 1 star.



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									??
		2			?				
			4					??	
2					2			??	
						4			
			2						
	? ₄			4					? ₂
	?					2			
				??			4		
2									

24 TAPA
30 POINTS

Shade in blank cells to form a single contiguous wall. There can be no 2x2 group of shaded cells. The clues indicate the length of shaded cell groups in the 8 cells around the clue cell. If there's more than one digit in the cell, the shaded groups have to be separated by at least one white cell. **Within the given clues, all 2s and 4s are visible.**

	2 ₂		?	
		4 ₂		
	?		?	

	3	3				2↓		1↓	1←
						1↑			
	2	4					1←		1↑
1↑			2	4					
					2←			2←	4←
2↑	4			2↓					
				2↓	4↑			2↓	
2		1←					2↑	4↑	
			2						
5	4		4↑				3↑	4←	

YAJISAN KAZUSAN
50 POINTS

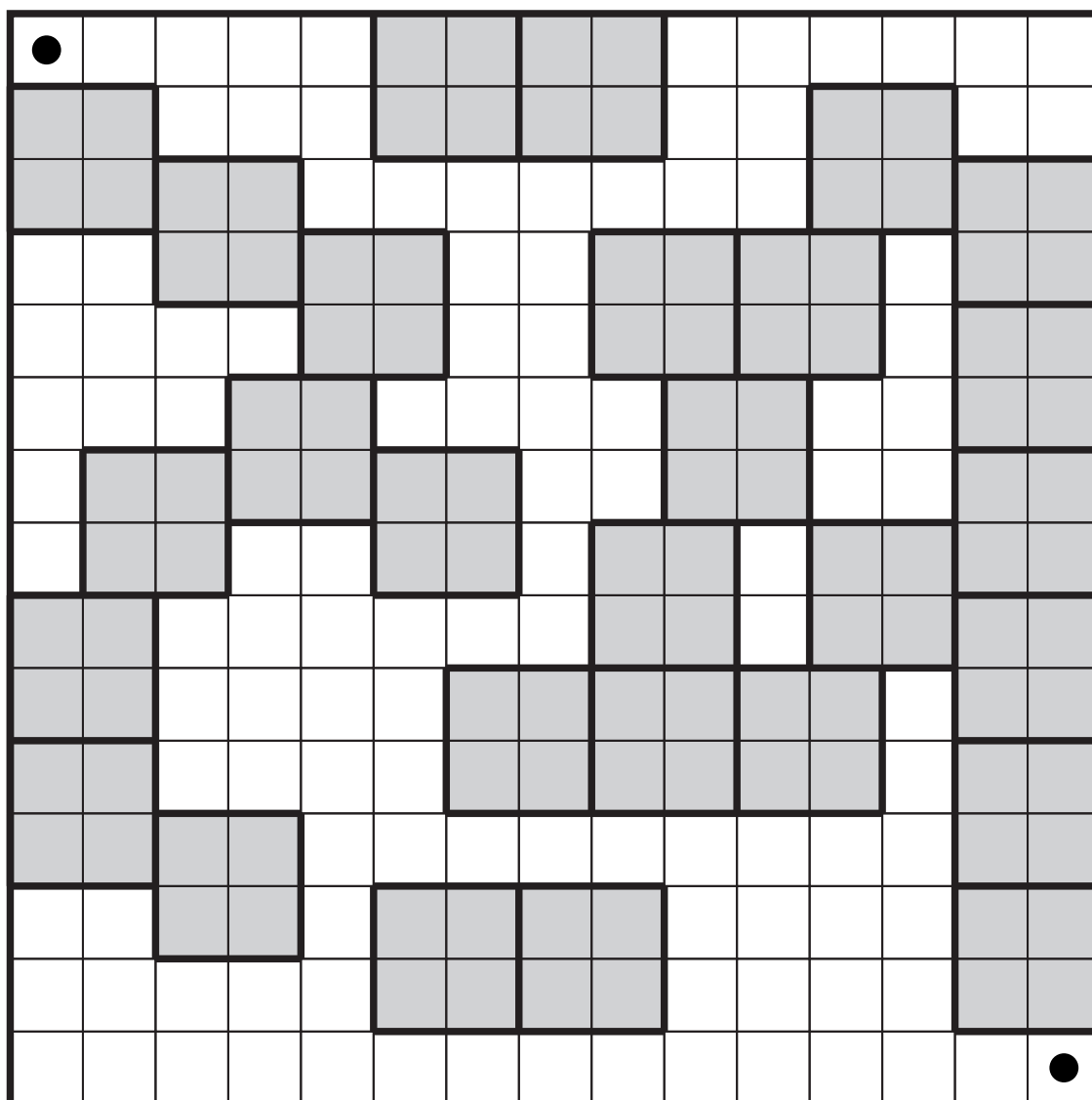
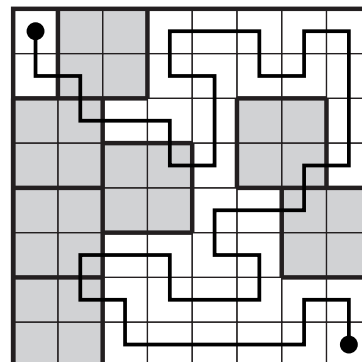
Shade in some cells. Shaded cells cannot be orthogonally adjacent. The remaining white area has to be connected. The clues indicated the number of shaded cells in the direction of the arrow. The clues that are unshaded must be true. Once shaded, a clue is irrelevant.

1←	2		1←			
	1↑		0			1↑
			3	0		
			2			
		1←	2			
1↓			3↑		0↑	
			2↑		0	3↑



PASS SQUARES [ALL CELLS]
 35 POINTS

Draw a path passing through the cells horizontally and vertically that connects the two given black circles.
 The path passes through all white cells. Every 2x2 gray square has exactly one cell visited by the path.





FIRST OR LAST
 50+85 POINTS

Place a letter from the given range (A~C in the example) in each cell, so that each letter occurs exactly once, in all rows and columns. Some cells will remain empty in each row and column. The letter outside the grid is either the first letter or the last letter seen from that direction.

	C	B	C	B	
A		A	C	B	B
A	A	C	B		B
B	B		A	C	C
A	C	B		A	C
	A	A	A	A	

	B	B	A	A	C	A	
B							B
A							A
D							C
A							B
D							C
A							D
	D	C	A	D	C	A	

A~E

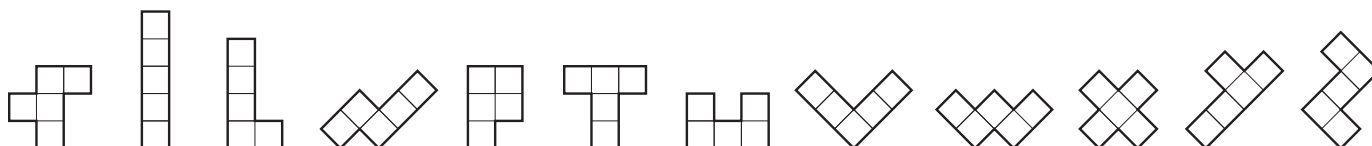
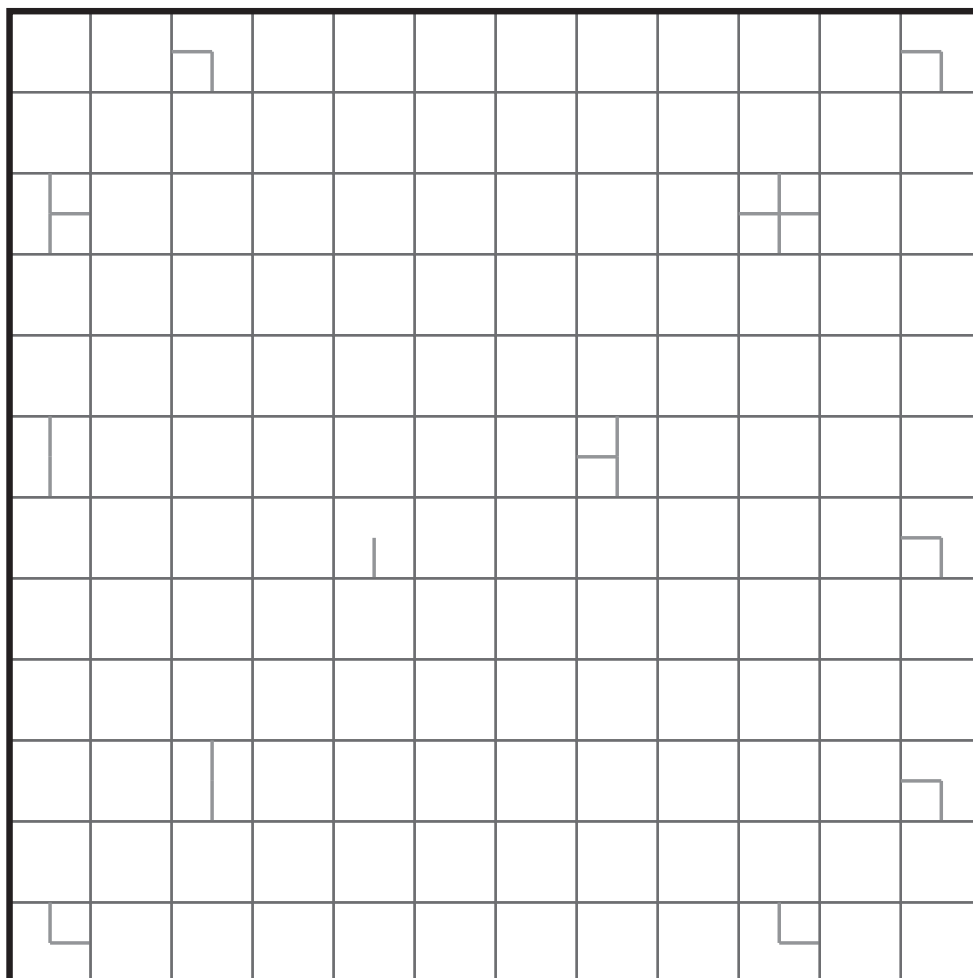
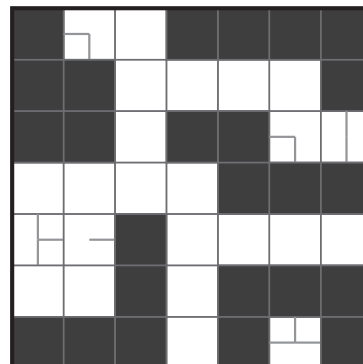
	B	B	C	A	D	A	D	
B								D
A								B
A								C
A								C
A								D
D								E
D								E
	D	C	D	E	E	C	E	

A~E



PENTOPIA
 45 POINTS

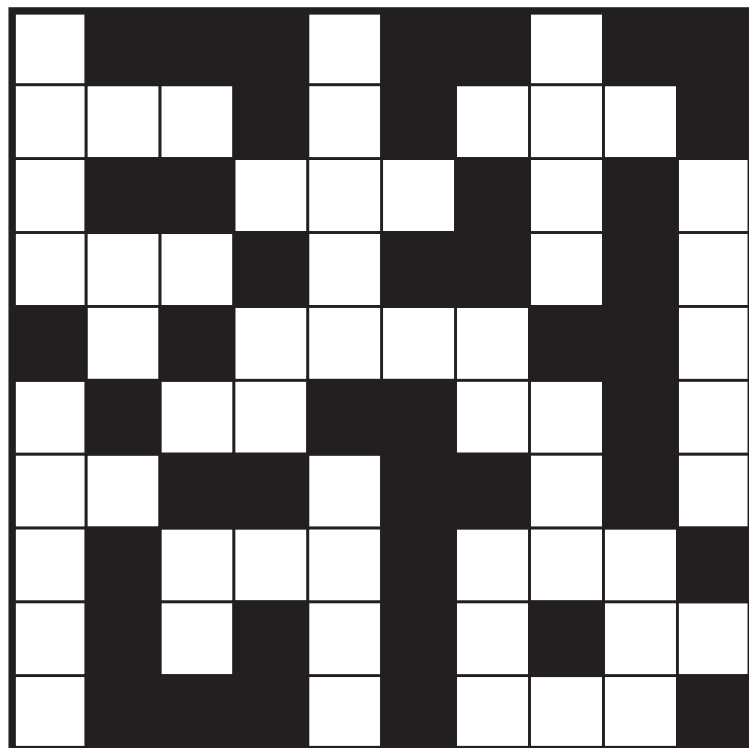
Place all 12(5 in the example) pentominos in the grid without repeating any shape. Rotations and reflections are considered the same shape. The pentominos are not allowed to touch, not even at the corners. The lines in the grid indicate the direction(s) in which the pentominos is/are closest when looking from that square.



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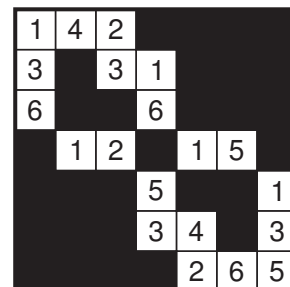
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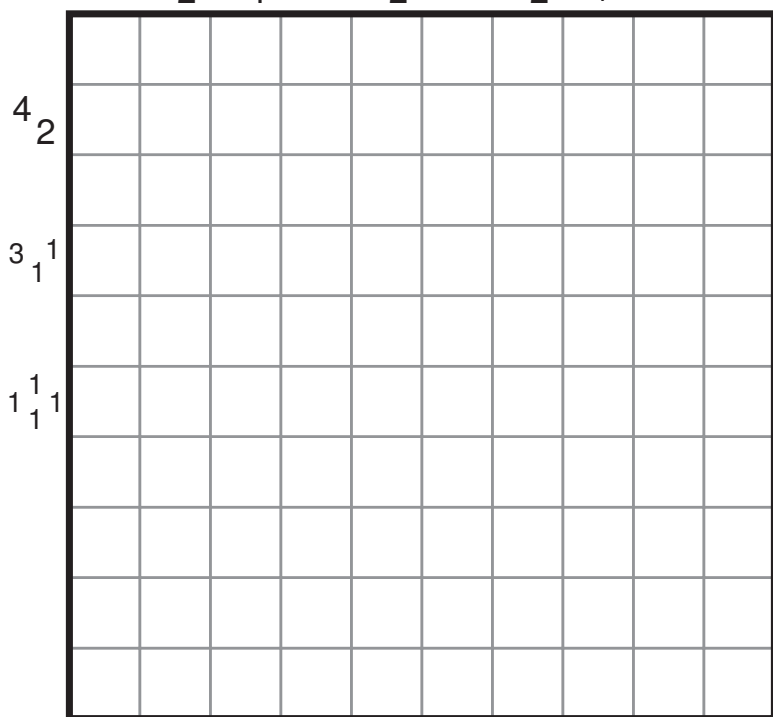
13 423
 25 431
 26 453
 36 512
 42 523
 45 653
 54 2152
 65 4251
 132 1252
 142 6435
 145 15432
 252 21413
 36242

CROSS NUMBER
[UNTOUCH]
 50 POINTS

Fill the grid with numbers so that all the given number strings can be read from left to right or top to bottom. Additionally, same digits cannot touch, not even diagonally.



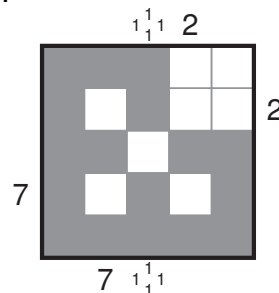
4₂ 2₁ 2₂ 4₂ 2₁¹ 4



3₃ 4₂ 2₂ 5 4₂ 1₁

EASY AS TAPA
 65 POINTS

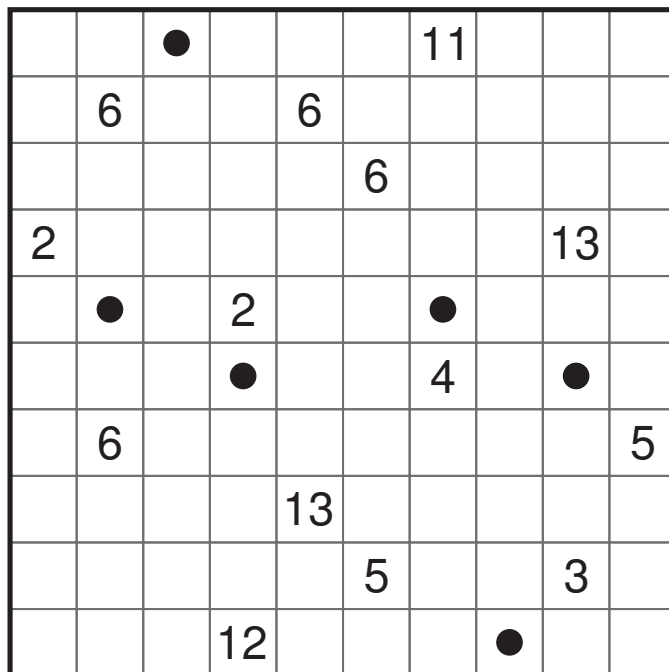
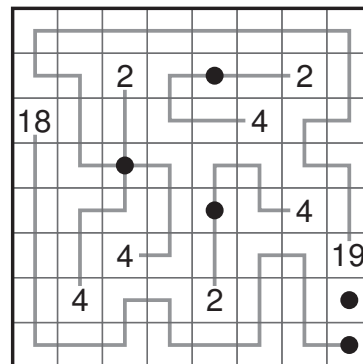
Shade in blank cells to form a single contiguous wall. There can be no 2x2 group of shaded cells. The clues indicate the length of shaded cell groups in the 8 cells around the clue cell. If there's more than one digit in the cell, the shaded groups have to be separated by at least one white cell. Clues outside must be placed in the **first unshaded cell** in that row or column.





PIPES
65 POINTS

Connect each number in the grid with one gray circle, with a line that connects horizontally and vertically neighbouring cells. The lines cannot cross or overlap. Each number indicates the length of the line that connects that number with a circle. More than one number can be connected to the same circle. **All circles need not be used.** A line cannot pass through a cell with another number.





24 GRAFFITI SNAKE

100 POINTS

Paint some cells black to form a wall. The numbers outside the grid indicate the number of blackened cells in the corresponding direction, **not necessarily in order**. If there is more than one blackened block in a row or column there has to be a white cell between the blocks. Additionally, a snake must pass through all the remaining white cells, moving horizontally and vertically and not touching itself, not even diagonally. The head and tail of the snake are given as the gray circles. **Within the given clues, all 2s and 4s are visible.**

