NAME:	COUNTRY:	POINTS:

13TH 24 HOURS PUZZLE CHAMPIONSHIP

9-11, NOVEMBER, 2012
HOTEL AMADEUS
BUDAPEST

PUZZLES BY:
SERKAN YUREKLI

1. Double Minesweeper	10 + 20 + 20 + 30 points
2. Easy As ABC Crossword	15 + 35 points
3. Tapa	45 points
4. Tapa Loop	30 points
5. Complementary Domains	35 + 45 points
6. Nurikabe Loop	15 + 65 points
7. Crisscross Builder	50 points
8. X-Kakuro	95 points
9. Crisscross with Pentomino	95 points
10. Skyscrapers	15 + 30 points
11. Skyscrapers Possibilities	15 + 25 points
12. Easy as Japanese Sums	35 + 35 points
13. Range	40 + 65 points
14. New Style Crossword	60 points
15. Inner Frame Sudoku	75 points

Puzzles tested by Gülçe Özkütük Yürekli, Mehmet Murat Sevim, Salih Alan and Zoltan Horvath

1. Double Minesweeper (10 + 20 + 20 + 30 points)

1.Place one or two mines in some cells.

2.The numbers in the grid indicate the number of mines in horizontally, vertically and diagonally adjacent fields.

3.The fields with number do not contain any mines.

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

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

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

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

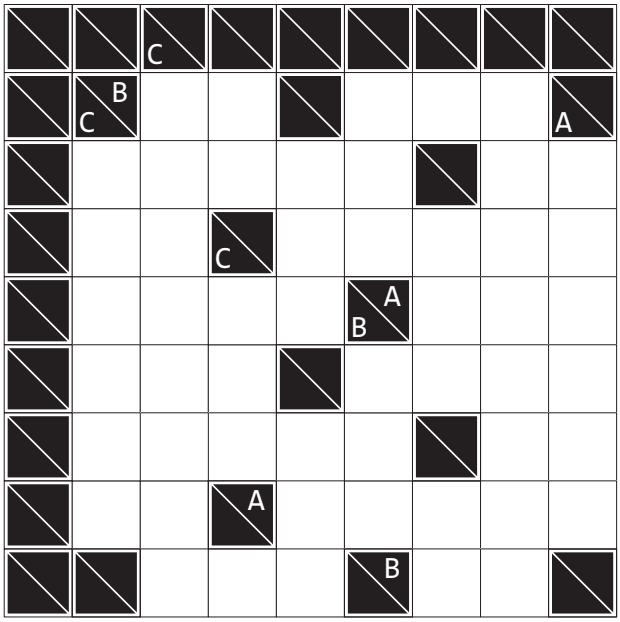
2. Easy As ABC Crossword (15 + 35 points)

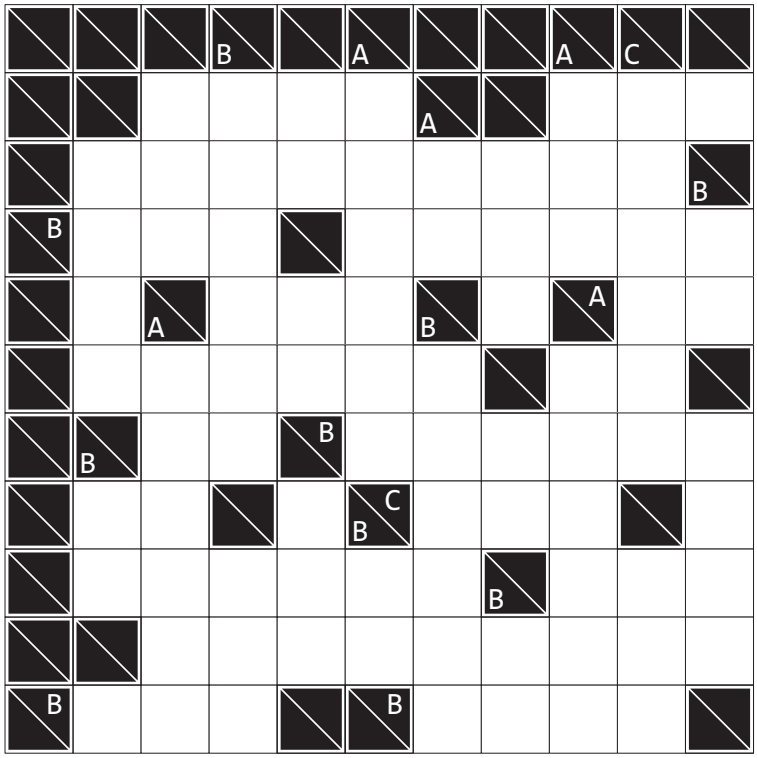
1.Write letters A,B,C into some of the cells in the grid.

2.Letters are not repeated in any sequence of horizontally or vertically connected cells.

3.Each sequence of 3 or more horizontally or vertically connected cells contains each of the letters exactly once.

4.Letters above and to the left of some sequences indicate the first letter seen from the corresponding direction.





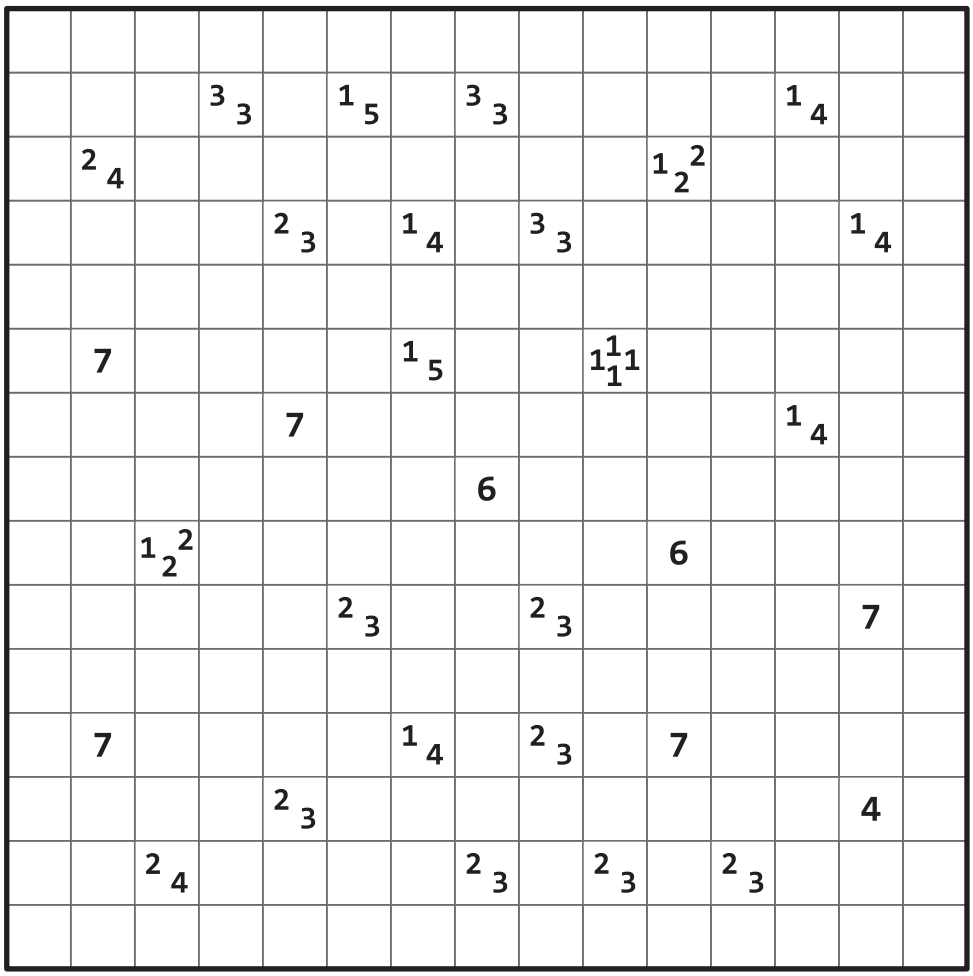
3. Tapa (45 points)

1.Paint some squares black to create a continuous wall.

2.Number(s) in a square indicate the length of black cell blocks on its neighbouring cells.

3.If there is more than one number in a square, there must be at least one white cell between the black cell blocks.

4.Painted cells cannot form a 2x2 square or larger. There are no wall segments on cells containing numbers.

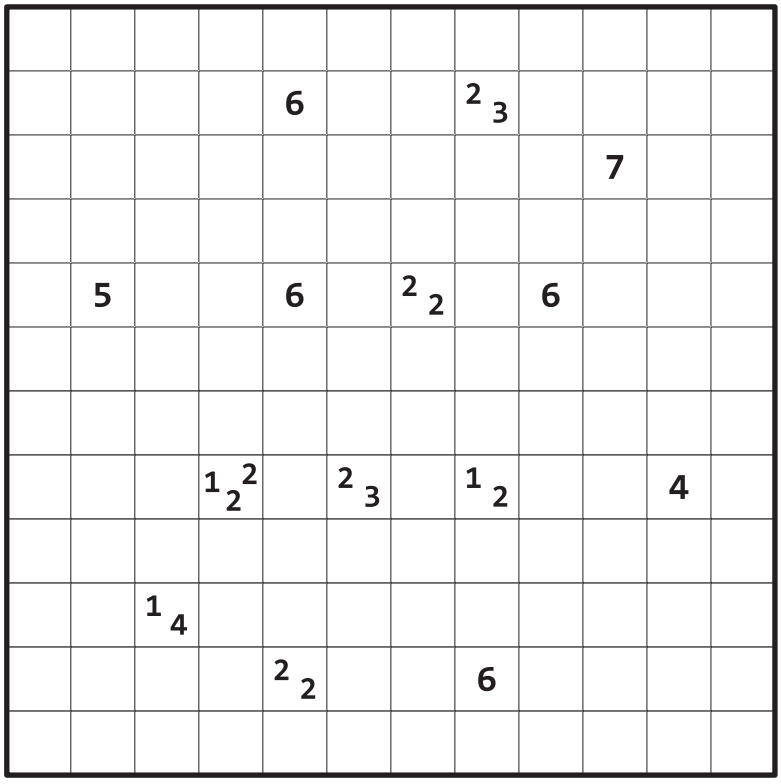


4. Tapa Loop (30 points)

1.Follow regular Tapa rules.

2.Draw a single closed loop passing through all blacken cells.

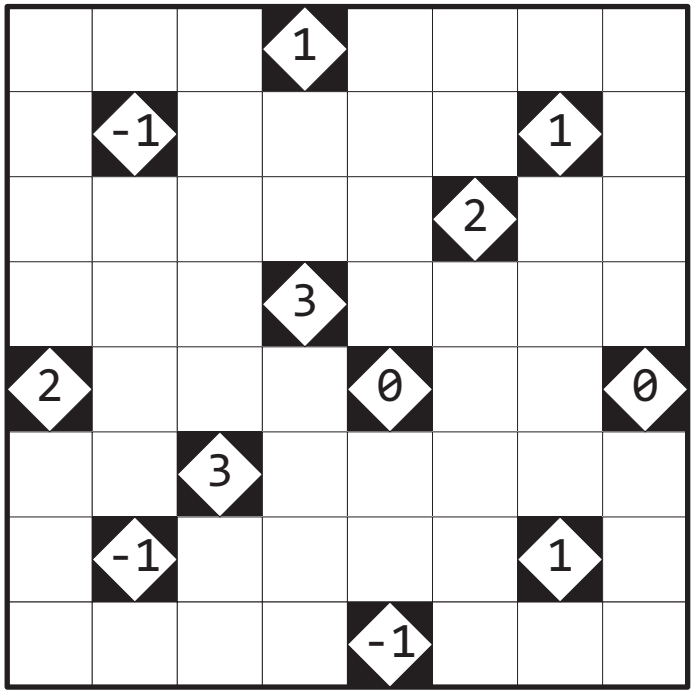
3.The loop cannot cross itself.

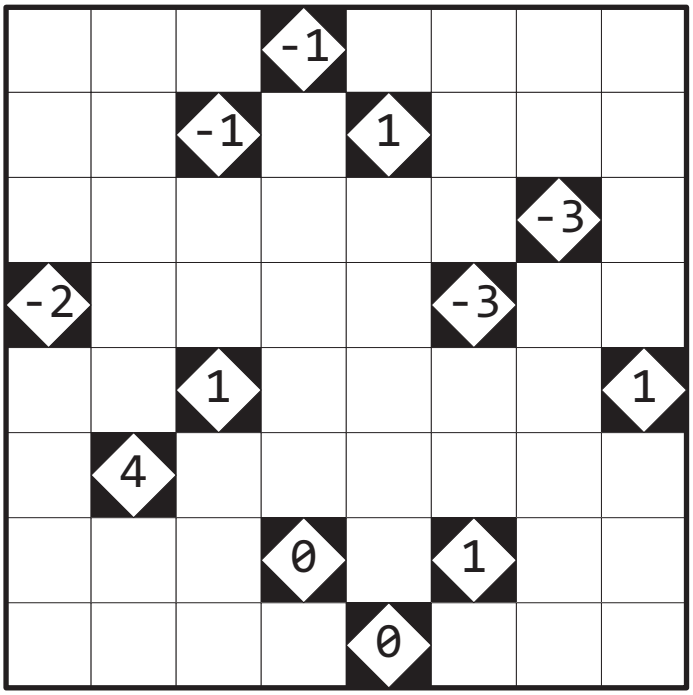


5. Complementary Domains (35 + 45 points)

1.Draw one or more horizontal or vertical line emanating from each numbered square, crossing each blank square exactly once (lines connect only blank squares and cannot cross).

2.Each number is the total of the following: the number squares that are connected by its lines going up and to the right, minus number of squares that are connected by its lines going down and to the left (the numbered squares themselves are not counted).





6. Nurikabe Loop (15 + 65 points)

1.Create some areas, surrounded with cells which are linked to a continuous loop.
2.The numbers in the grid indicate the size of the corresponding grey areas.
3.Each area should contain exactly one number.
4.Grey areas may touch each other only diagonally.

			3					
	2					3		
			1					
					3			
		13					5	
					1			

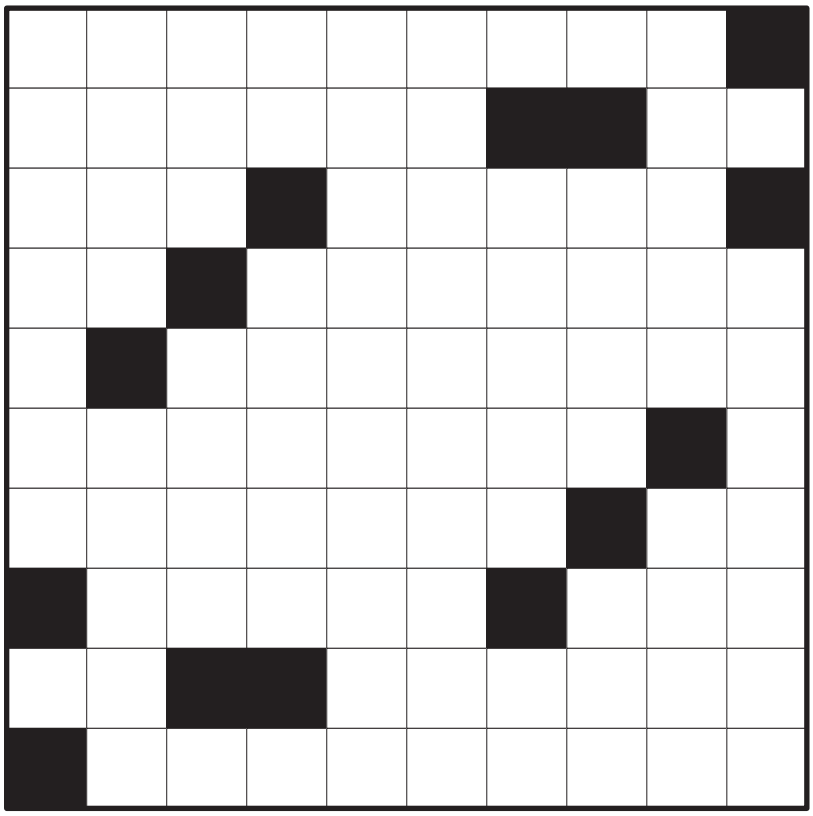
			4				2			
					3				5	
3										
		1					3			
			3					2		
										2
	2				2					
			7				6			

7. Crisscross Builder (50 points)

1.Place all given words in the grid, reading across or down.

2.All words should be interconnected.

3.There cannot be any 2x2 areas in the grid that contain all letters or all empty cells.



4: AMİN, FARK, İMAM, İZAN, TEMA

5: BAMYA, EKBER, İMAME, İTİNA, MANDA, RACON

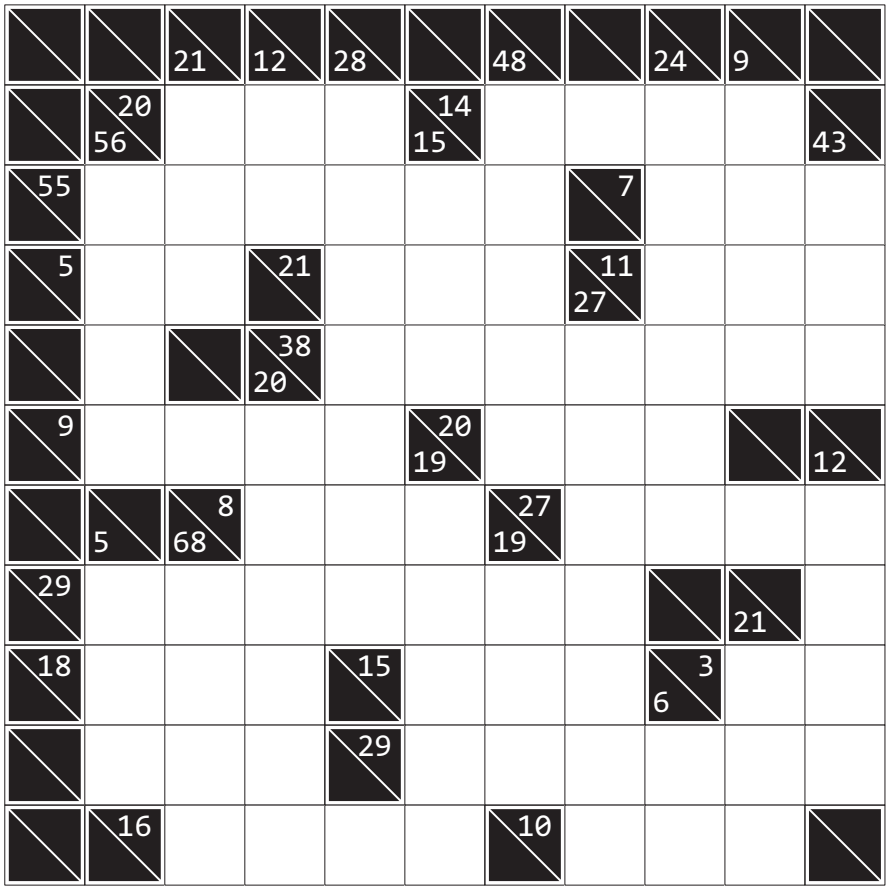
6: KASKET, KAYRAK

8: TABANVAY

8. X-Kakuro (95 points)

1.Place a digit 1-9 in every white cells of the grid so that no digit is repeated in any sequence of vertically or horizontally connected white cells.

2.A number to the left and above each such sequence is a result of the following operation: Multiply first two digits (from left to right or top to bottom) in the sequence, then add the rest (If there are any).



9. Crisscross with Pentomino (95 points)

1.Locate the given words in the grid, reading across or down.

2.All words should be interconnected and there must not appear any words that are not on the given list.

3.All cells that are not used by the words should form the entire pentomino set.

4.Pentominoes may be rotated and/or mirrored but cannot touch each other even diagonally.

5.The letters inside the grid are either part of the words, or part of the pentominoes and they represent that pentomino.

						P		L			
V									L		
	U					N		U	U		
Y	U										
						N					I
Y					N						
										Y	I
		F	P		Z					N	
		P									T
			N		P						

2: AF, AZ, ER, ET, EV, İS, NA, NE, NÜ, OY, PA, PO, UR, US, YA, YO

3: ALT, ATA, BAZ, EFT, KOZ, RNA, TAT

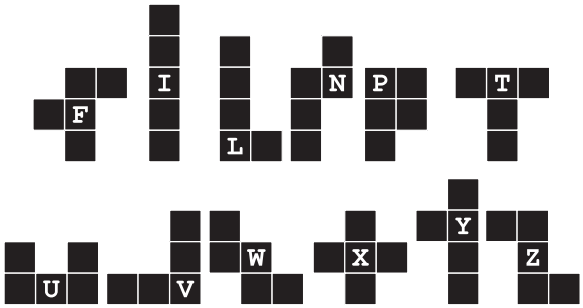
4: AFET, ALIK, ANOT, AZOT, BETA, KESE, KUYU, LALE, OZON, RANA, SELE, VANA, ZARF

5: ETKEN, PLATO

6: TEREKE

7: ALABORA, FIRAPAN

9: ENFLASYON

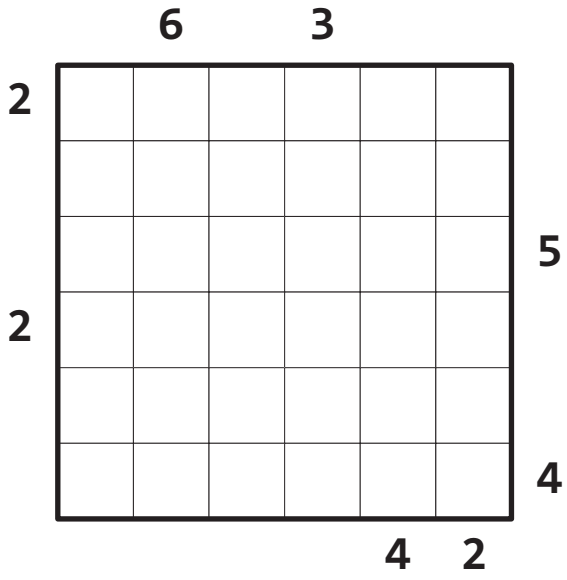


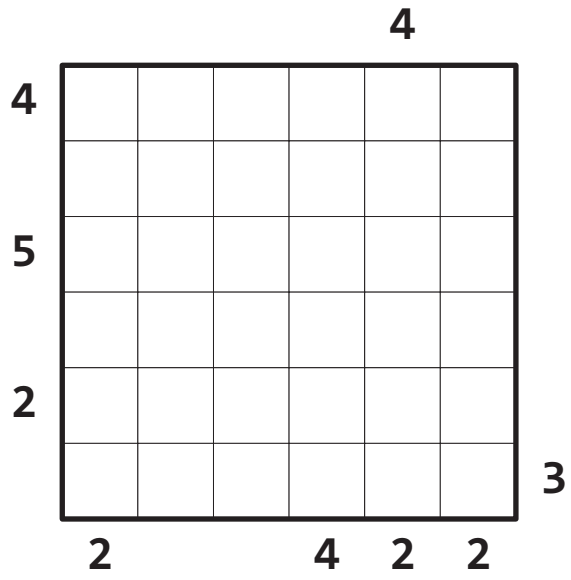
10. Skyscrapers (15 + 30 points)

1.Fill in each cell of the grid with digits 1-6 (1-5 for the example), so that each digit appears exactly once in each row and in each column.

2.Each digit represents a building with the height of that digit itself. High buildings block the view, preventing to see lower buildings.

3.Numbers outside the grid indicate the number of buildings that can be seen from the corresponding direction.



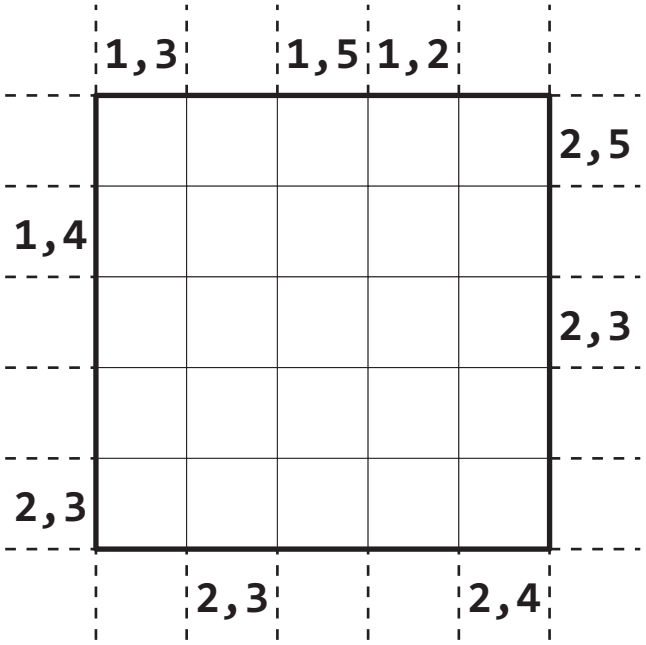


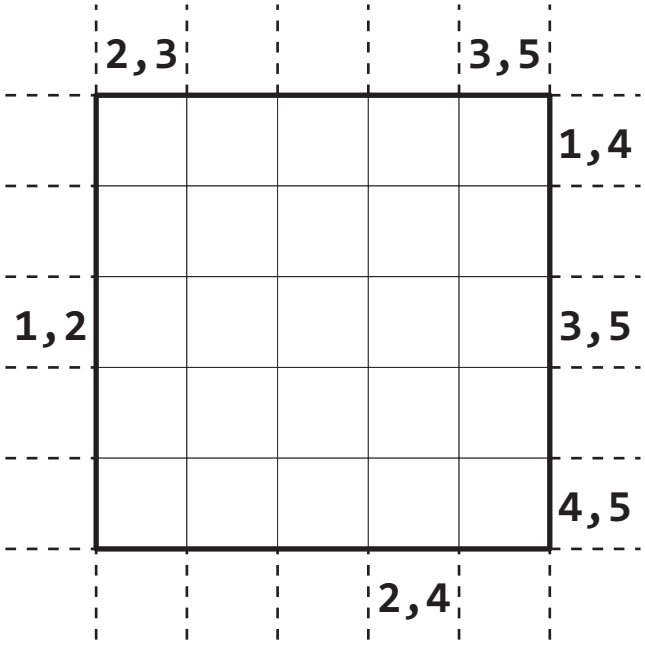
11. Skyscrapers Possibilities (15 + 25 points)

1.Fill the grid with digits 1 to 5, so that each digit appears exactly once in every row, column.

2.Each digit represents a building with the height of that digit itself. High buildings block the view, preventing to see lower buildings.

3.Clues outside the grid represent the two possibilities for the number of the buildings that can be seen from the corresponding directions.

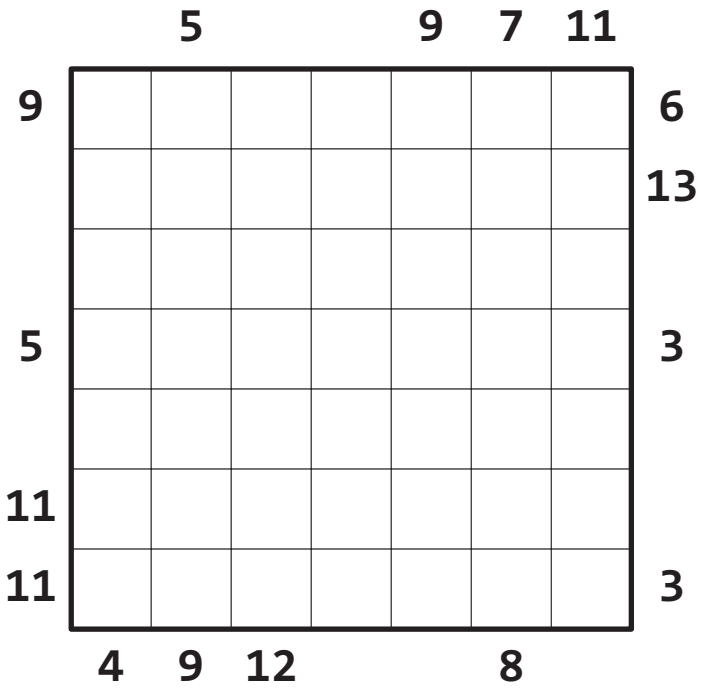


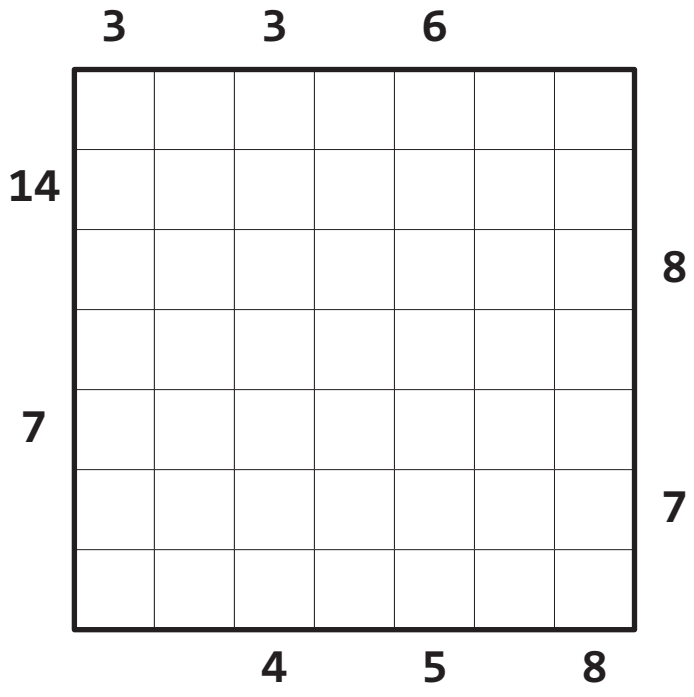


12. Easy as Japanese Sums (35 + 35 points)

1.Fill the grid with digits 1 to 5 so that each digit appears exactly once in every row and column.

2.Clues outside the grid indicate the sum of the digits in the first group until meeting an empty cell.





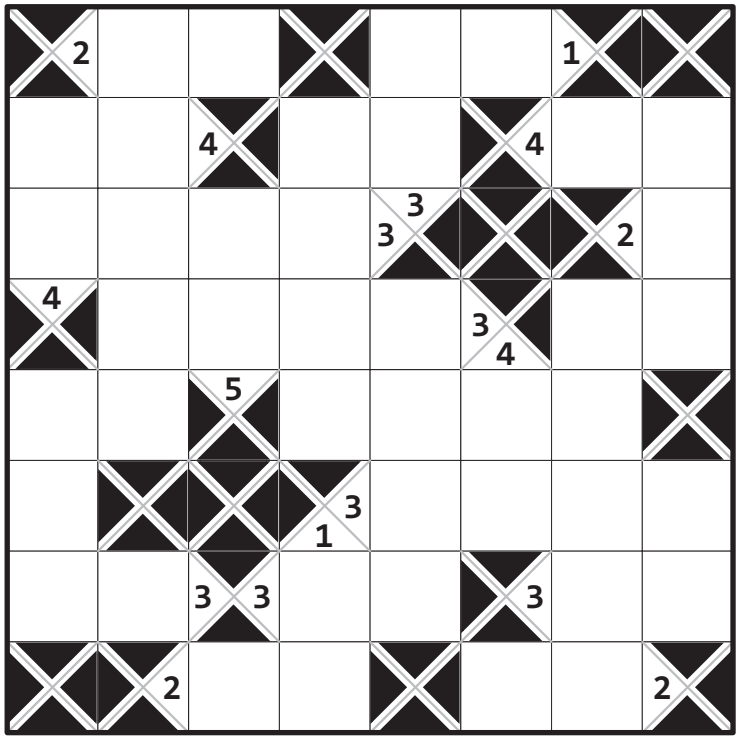
13. Range (40 + 65 points)

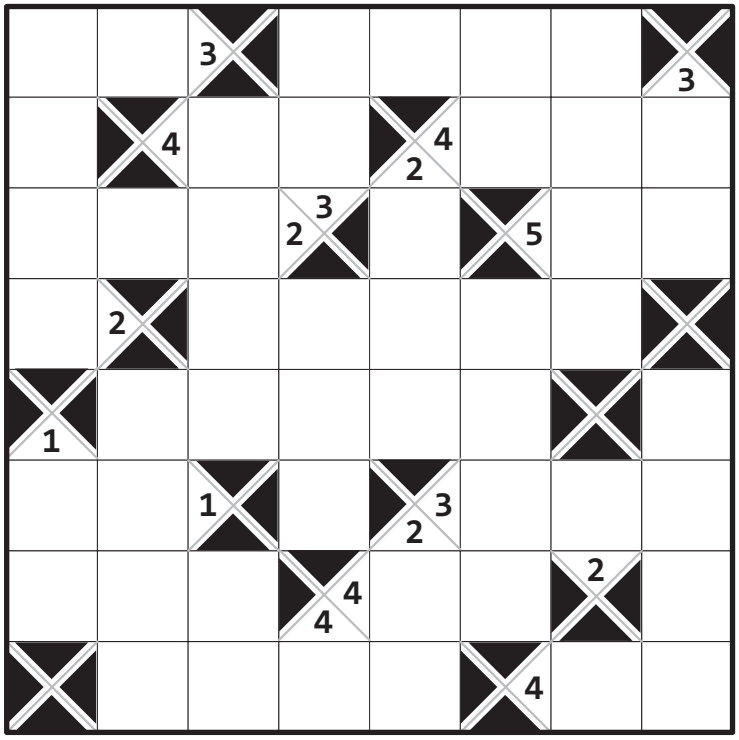
1.Fill the grid with digits from 1 to 6 so that no digit is repeated within a row/column.

2.Numbers in the grid indicate the difference between the biggest and smallest digit in the visible cells.

3.A digit can see others until its view is blocked with a triangled cell.

4.If there is only one cell in sight, the number indicates the digit itself.



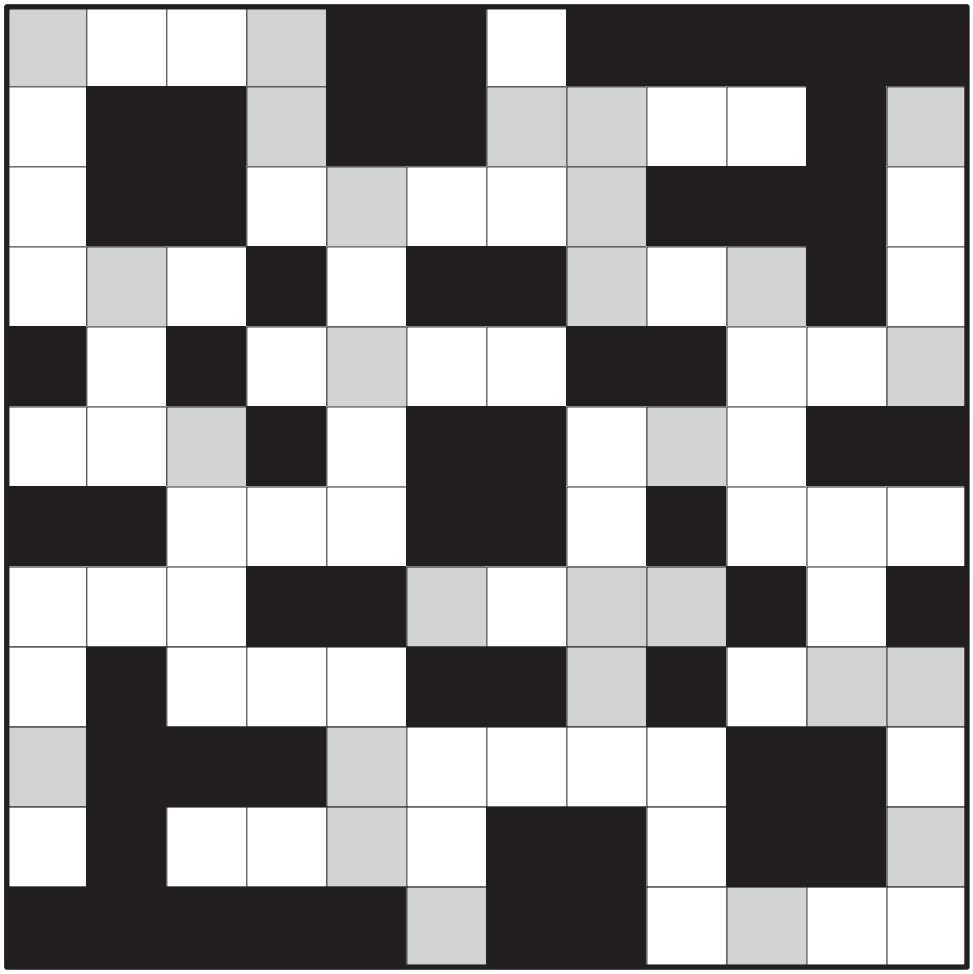


14. New Style Crossword (60 points)

1.Locate the given words in the grid, reading across or down.

2.Each cell can contain only one letter, except grey cells.

3.Grey cells can contain one or more letters, and those letters should be read in order.



3: AHU, FAZ, LAZ, LİF, TUZ, ZOR

4: EKOL, KORO, NEMA, PERİ, POSA, RENK, TURA, UYUZ, YAKA

5: AKTAR, BEYAZ, FİKİR, MİLAT, PASAK, PENÇE, SAFRA, TEKİR, TEKME, TUZAK, USANÇ, YİRMİ, ZAFER

6: AKSAMA, SANAYİ, SANDAL

7: AYNASIZ, KAYNANA, TARHANA

15. Inner Frame Sudoku (75 points)

1.Follow Classic Sudoku rules.

2.The numbers outside the grid appear in the second, third, or fourth cells of the corresponding row or column when viewed in that direction.