

NAME:

COUNTRY:

POINTS:



13TH 24 HOURS PUZZLE CHAMPIONSHIP

9-11, NOVEMBER, 2012

HOTEL AMADEUS

BUDAPEST

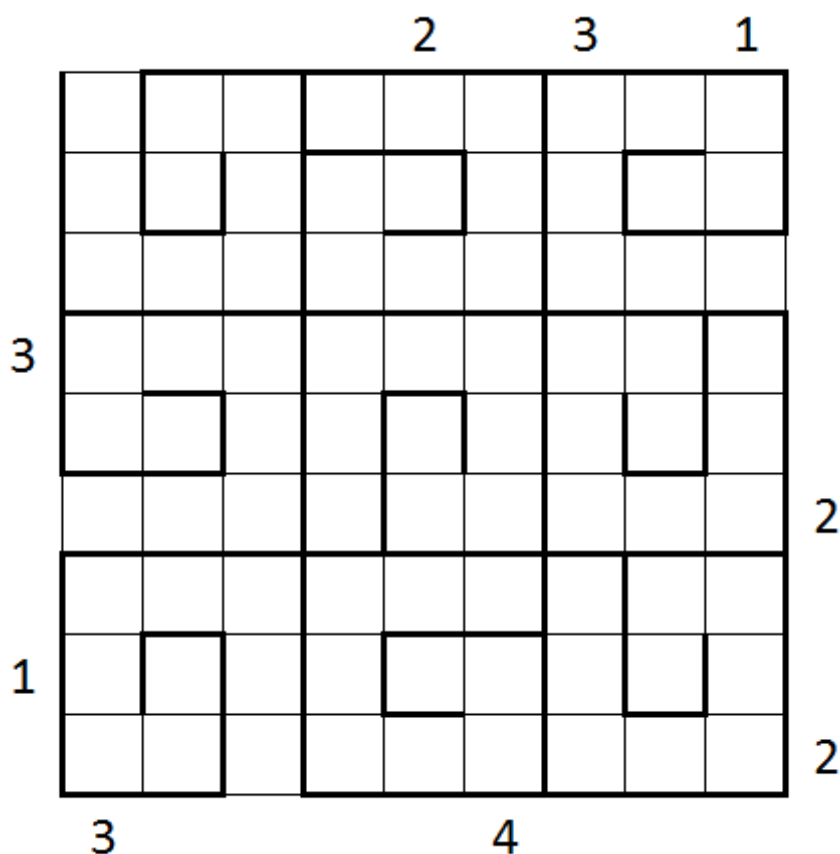
PUZZLES BY:

ZOLTÁN HORVÁTH

SUDOKU SNAIL	50 POINTS
YAJILIN	35 POINTS
HUNGARIAN PENTOMINO	85 POINTS
POINTING AT THE CROWD	70 POINTS (20 + 50)
MAGIC JAPANESE SUMS	90 POINTS
FALSE SUDOKU	85 POINTS (25 + 60)
LITS	60 POINTS (25 + 35)
LI-LI-TS	110 POINTS (50 + 60)
HALF DOMINOES	80 POINTS (25 + 55)
DISTANCE SUDOKU	90 POINTS
DOUBLE SKYSCRAPERS	105 POINTS (20 + 85)
CORAL FINDER	60 POINTS (15 + 45)
SNAKE PIT	80 POINTS

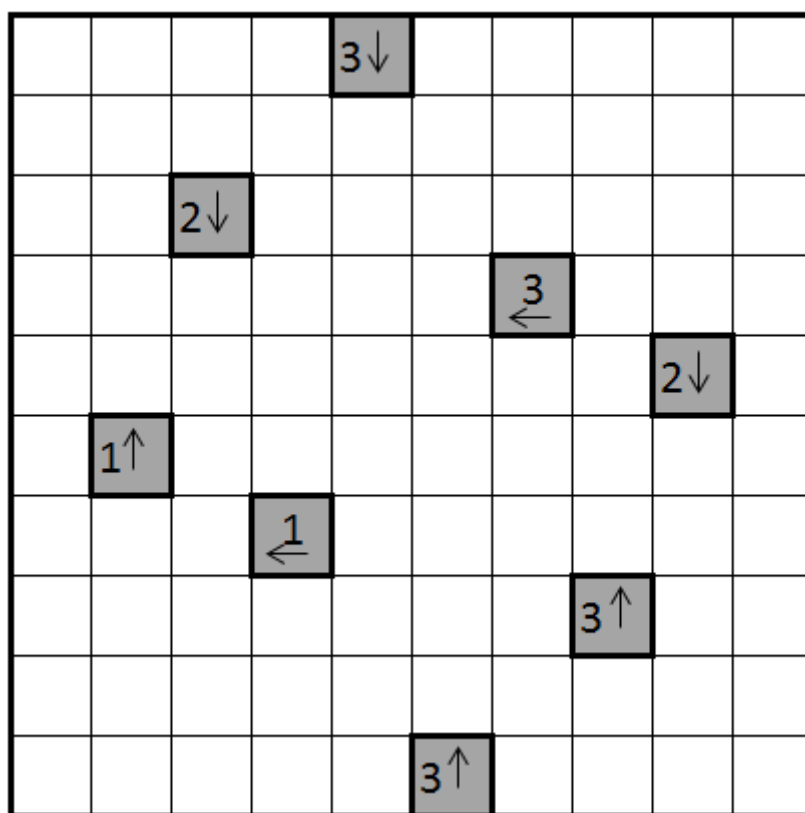
Sudoku Snail

Fill the grid with digit from 1 to 4, so that each digit appears exactly once in every row, column and every 3x3 spiral. Digits should be placed orderly in the spirals, from the entrance to the center. The numbers outside the grid indicate the first seen number from that direction.



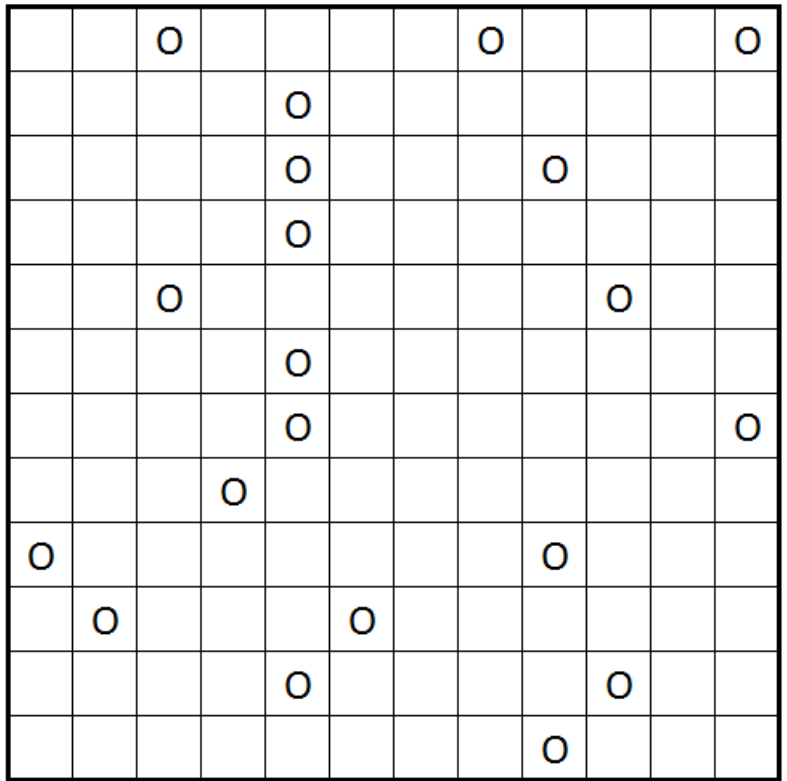
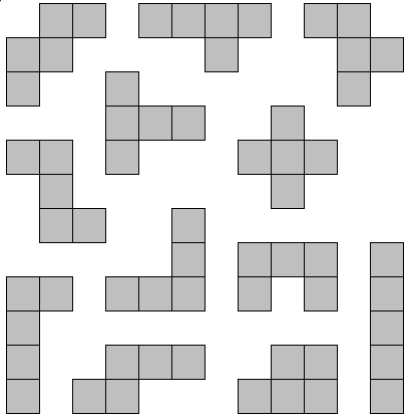
Yajilin

Draw a single closed loop, then paint black all squares neither visited by the loop nor containing a number. These black squares cannot be edge adjacent. Each given number reveals the number of black squares its arrow is pointing at.



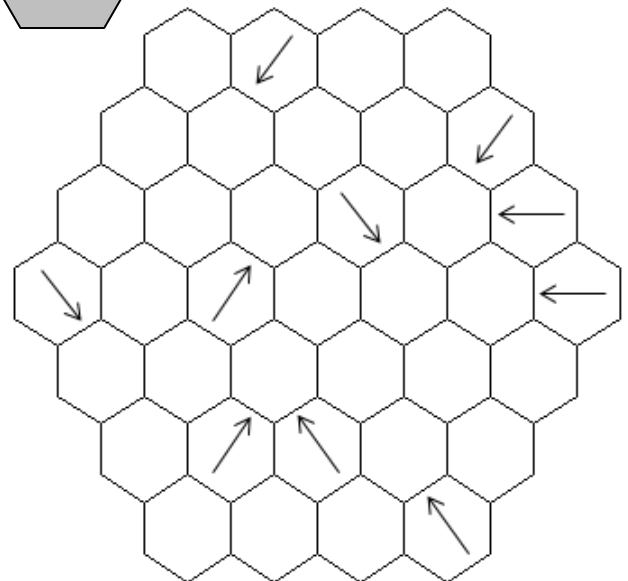
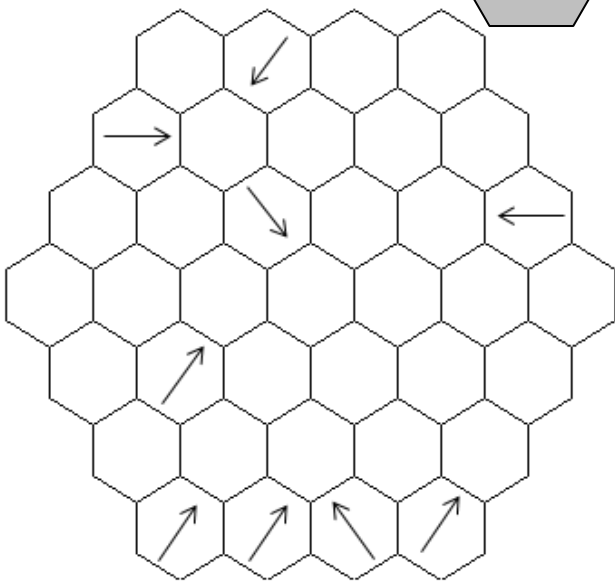
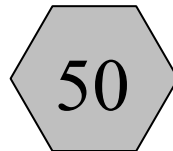
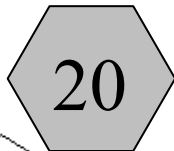
Hungarian Pentomino

Place the given twelve pentomino pieces into the grid so that they do not touch each other, not even diagonally. Pieces may be rotated **but not reflected**. Reading rows from left to right, from top to bottom, every third cell occupied by a piece is marked.



Pointing at the Crowd

Mark some cells in the hexagonal grid so that each arrow is pointing to the direction with the most marked cells. That direction, as seen from the cell of the arrow, must have strictly more cells marked than any other direction.



Magic Japanese Sums

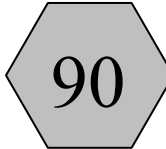
Place digits into the grid from 1 to 6 so that each digit appears exactly once in each row and column. Moreover the numbers form 10 separated area, and each area contain each digit exactly once. Numbers outside the grid reveal the sums of consecutive number blocks in the given row or column.

6

6 12 10 3

7 2 3 13 19

2 7 8 5 2



2 4 15

5 1 10 5


4 1 10 6

4 13 4

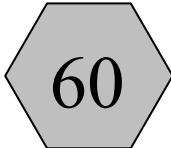
False Sudoku

Each row/column/region contains digits 1-N (n is the length of the side) exactly once. All given clues are wrong.

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



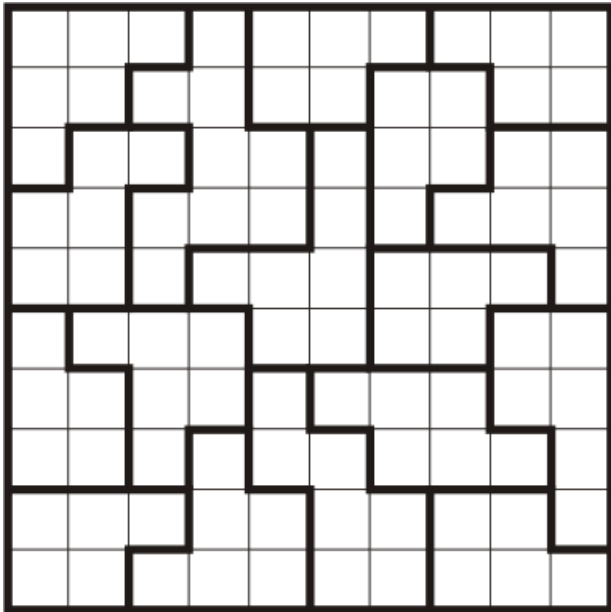
2			6	6	1
4	6	4	4	6	
	6			6	3
	3	2		6	3
4		2	4	4	
2	3	2			



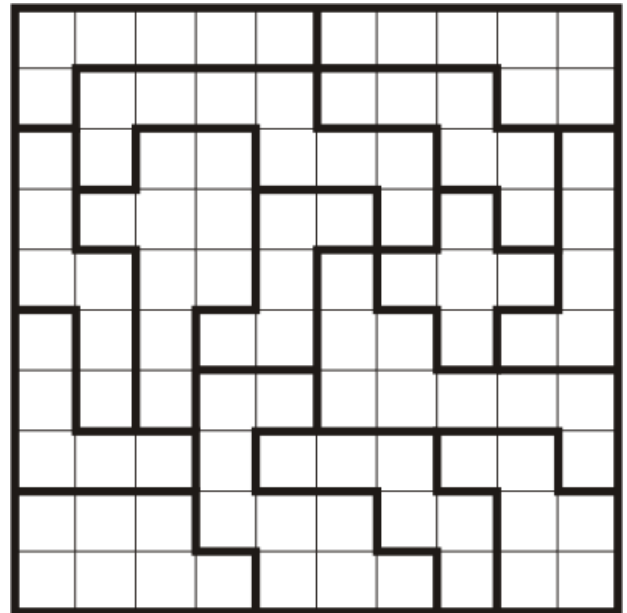
LITS

Blacken four cells in each outlined area so that each area includes one tetromino shape. Tetrominoes may be rotated and/or mirrored. Blackened cells should form a single interconnected area which does not have any 2x2 square fully painted black. Same tetrominoes cannot touch each other from the sides, but they may touch each other diagonally.

25



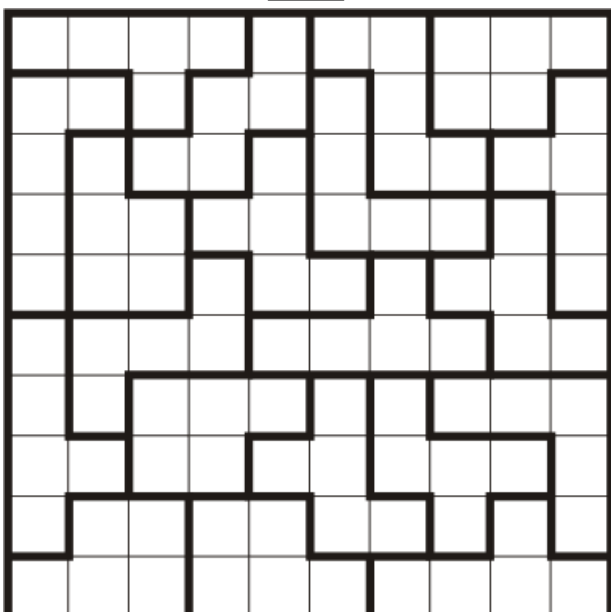
35



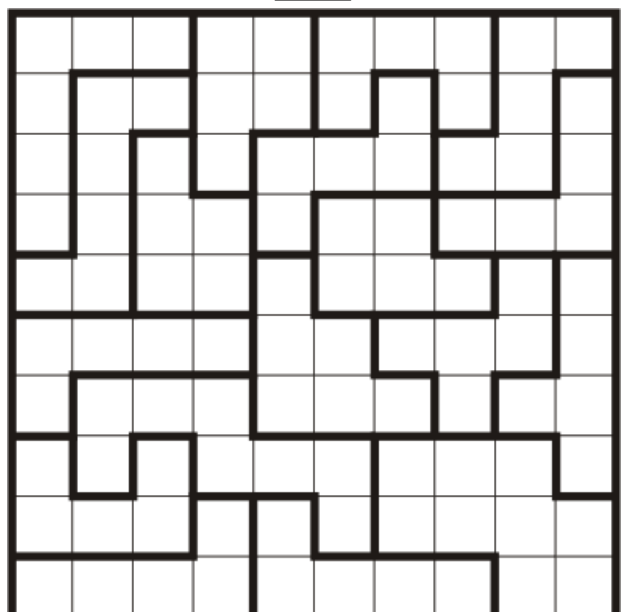
LI-LI-TS

Place a 3-cell or 4-cell polyomino in every outlined region. In the end, all black cells must be interconnected to form a wall of contiguous cells. **Figures of same size cannot share an edge.** No 2x2 square can have all black cells.

50



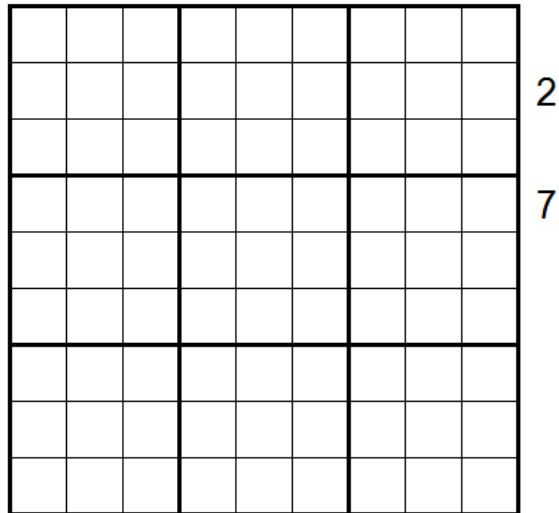
60



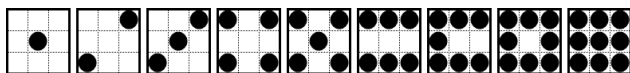
Half Dominoes

Place all the nine half dominoes into the grid so that the sum of the dots in certain rows, columns or diagonals be identical with the given numbers assigned to that certain row, column or diagonal. The pieces may not be rotated or mirrored. Half dominoes do not overlap each other.

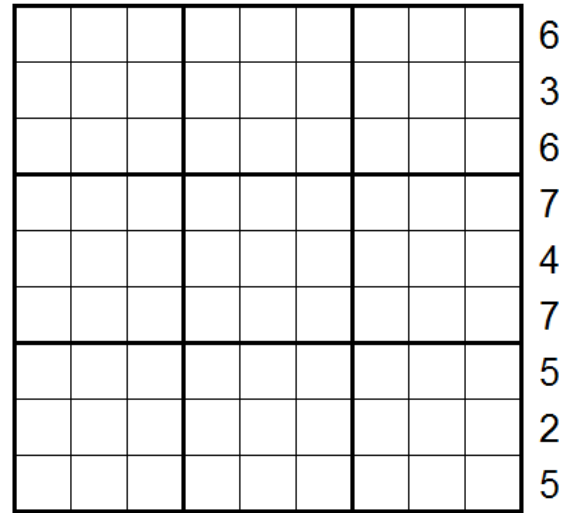
25



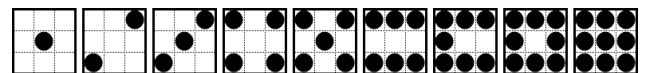
7 8 4 4



55



5 5 5 6 3 6 6 4 5 6

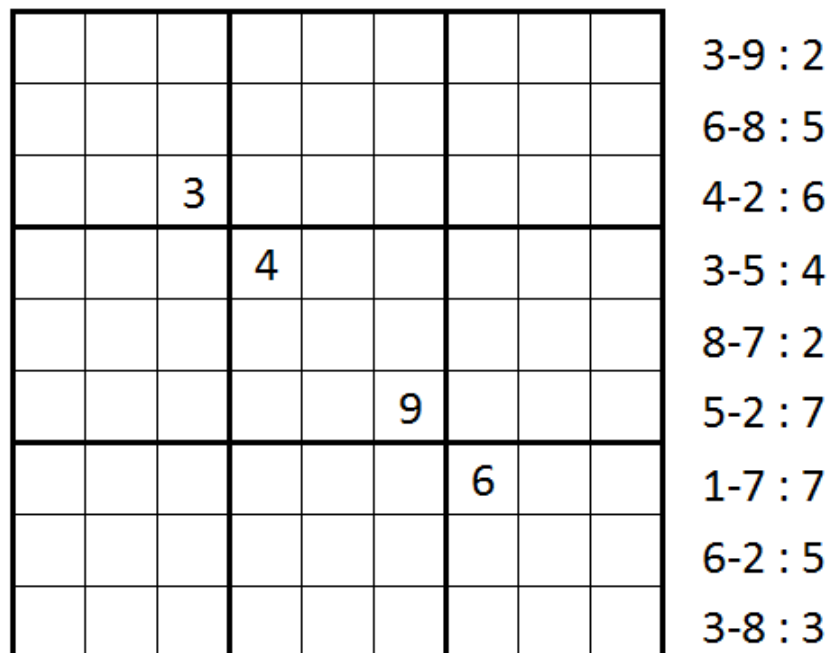


7-5 : 4
8-6 : 3
5-1 : 4
3-6 : 7
9-7 : 3
2-7 : 5
4-8 : 6
5-4 : 5
8-3 : 5

Distance Sudoku

Follow Sudoku rules, numbers outside the grid indicate the distance between two numbers in the corresponding row/column. The order of numbers in indicated distances has to be from left to right and top to bottom.

90



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

Double Skyscrapers

Fill in all of the cells with digit 1 to 3 (to 4 in the bigger grid) so that each digit appears exactly twice in each row/column. Digits represent skyscrapers, denoting their height. Numbers outside the grid indicate the number of different skyscrapers visible from outside that direction, with taller buildings and buildings with same height blocking smaller ones from being seen.

20

2 2 3

2 2 2

85

3 4 3 2 1

2 3 2 4 2 3

Coral Finder

Select a connected set of squares – the coral - so that it does not touch itself, not even diagonally. Numbers outside the grid indicate the lengths of consecutive parts of the coral in the given row or column (similary as in the "Paint it black" puzzles). However, numbers belonging to the same row or column are in increasing order and not in the order they appear. No 2x2 area may be covered by the coral. The coral can have no island inside itself.

1 2 1 1 1 3

2 3 3 3 1 4

3 1 1

3 4

2 2

15

2 1 2 1 1 1

2 1 4 4 2 2

1 2 3


1 1

1 3

2 3

Snake Pit

Four snakes each consisting of 25 horizontally or vertically connected squares including head and tail, are hidden in the grid. The snakes do not touch themselves or others, not even diagonally. The figures in the squares indicate how many of the surrounding squares are occupied by snakes. The snakes cannot occupy numbered squares. The grey squares represent the heads and tails of all snakes.

[illegible]