

NAME:

POINTS:



# 8<sup>TH</sup> 24 HOURS PUZZLE CHAMPIONSHIP

17-18 NOVEMBER 2007

HOTEL BENTA

BUDAPEST

PUZZLES BY:

**AZİZ ATEŞ**  
**SALİH ALAN**

4 x 4 Puzzle	25/50/80/125 points
Chain Puzzle	25/50/80/125 points
Number-Letter Connection	65 points (25+40)
Easy as Digital ABCD	95 points (45+50)
Digital Skyscrapers	80 points (40+40)
Hexagonal Kakuro	95 points
Honey Seven	30 points
Hexagonal Digit Figures	65 points
Folded Loopfinder	65 points
Four Winds in Blocks	70 points
Grapes	45 points (20+25)
Snake	60 points (30+30)
Scaled Balance	80 points

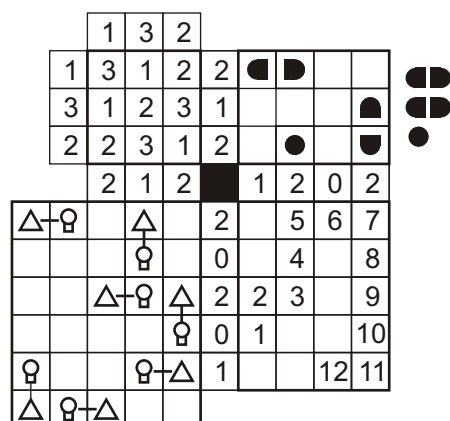
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**Total 1000 points**

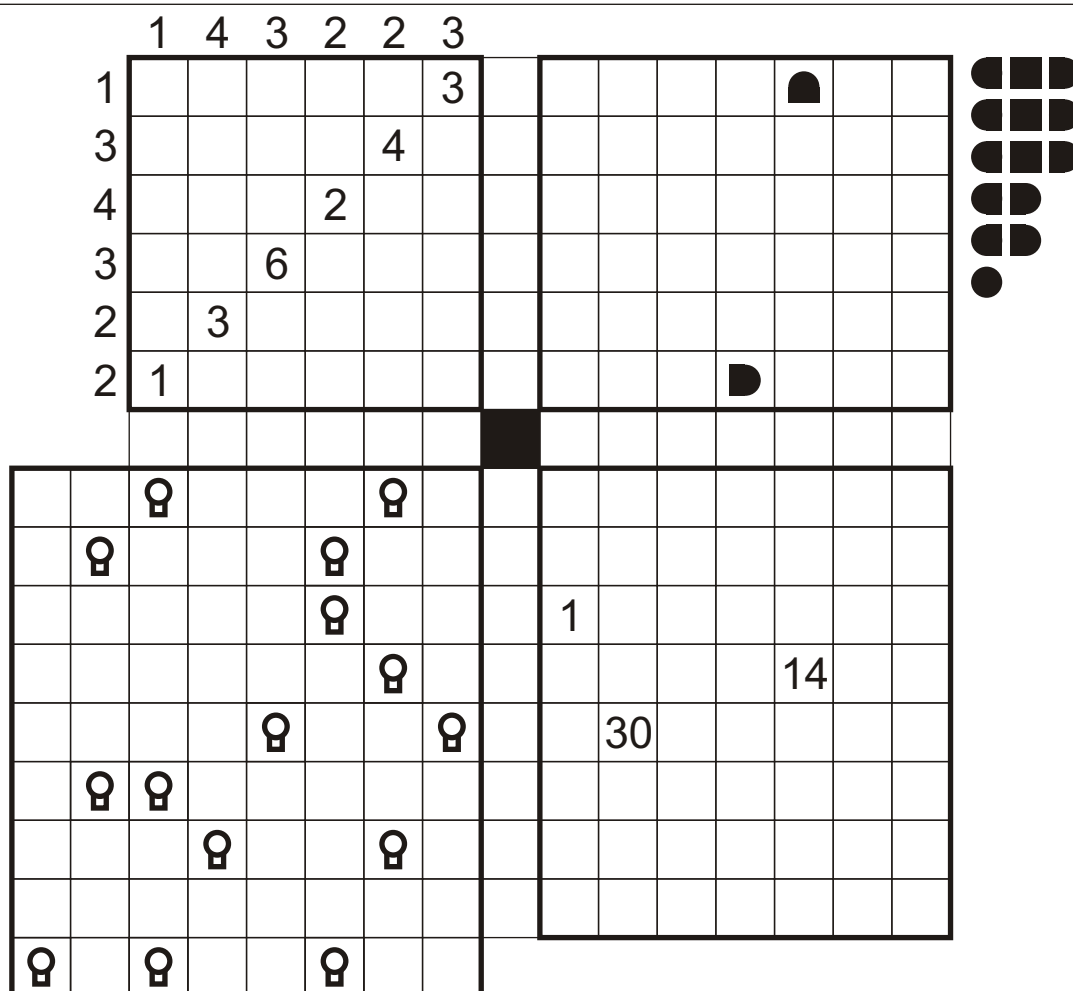
## 4 X 4 PUZZLE (125 POINTS)

4 different puzzles are connected with common hints. The puzzles are Skyscrapers, Battleships, Tents, Snake (30 squares length, 12 in the example). Hints between two puzzles are valid for both puzzles. In the example, the number „1” between skyscrapers and battleships shows that one skyscraper is seen from that side and also there is one part of a ship on that row. 1 Puzzle solved: 25 points, 2 puzzles solved: 50 points, 3 puzzles solved: 80 points, all puzzles solved: 125 points. To get partial points, your answer must be part of the complete solution.

Example:

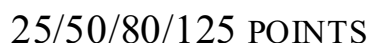
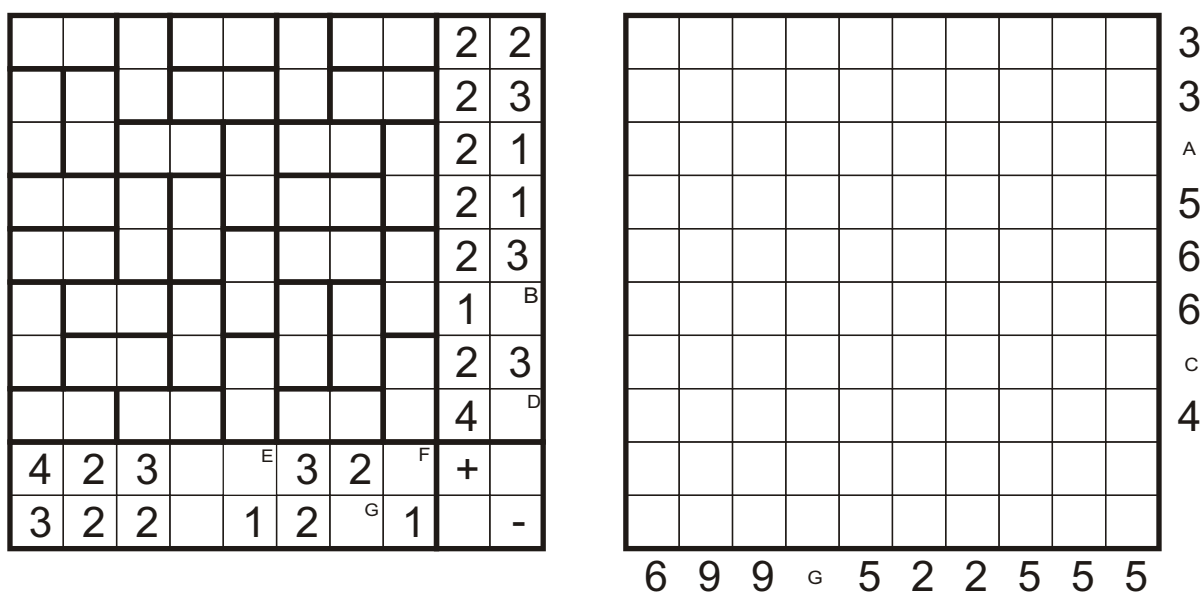


The hints above the black square show how many Skyscrapers can be seen in that direction, and also how many parts of ships there are on that row. The hints on the right hand side of the black square show how many parts of ships there are on that column, and also how many corner the Snake has on that column. The hint below the black square show how many corner the Snake has on that row, and also how many tents there are on that row. The hints on the left hand side of the black square show how many Skyscrapers can be seen in that direction, and also how many tents there are on that column.



25/50/80/125 POINTS

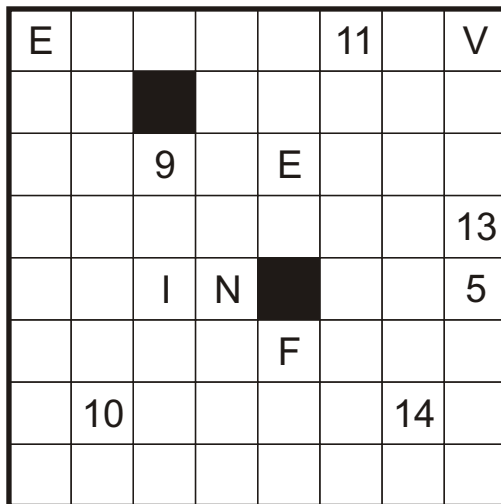
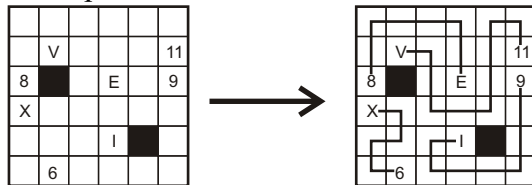
4 different puzzles are connected with common hints. The puzzles are Magnets, Arrows, Spiral 1234 and Clouds. The squares with the same letters include the same numbers. In the example, the squares with the letter „A” include the number 2 in both Magnets and Arrows problems. 1 Puzzle solved: 25 points, 2 puzzles solved: 50 points, 3 puzzles solved: 80 points, all puzzles solved: 125 points. To get partial points, your answer must be part of the complete solution.  
Example:



# NUMBER-LETTER CONNECTION (65 POINTS)

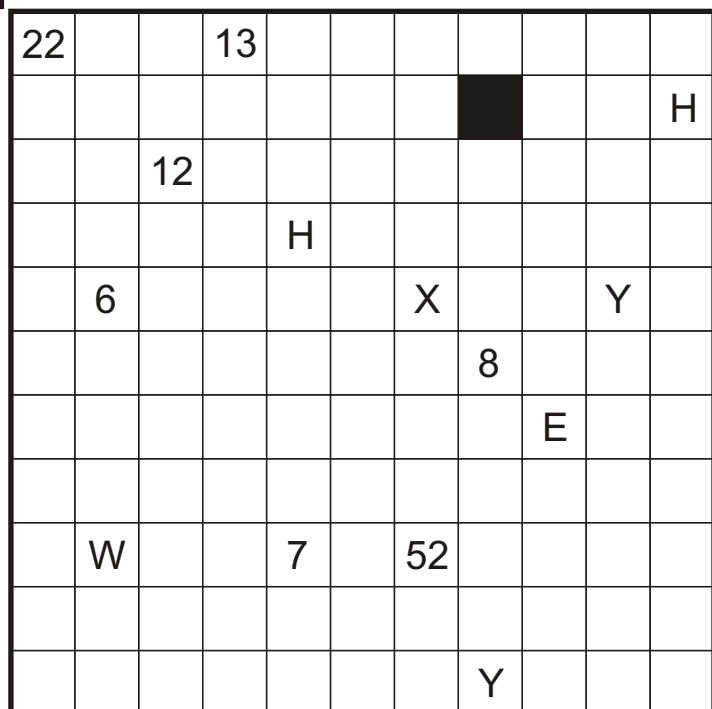
Connect each number to a letter that is included in the written form of the number by a line, which may be broken. The line must pass, horizontally or vertically, through squares as much the number connected, including the squares with the number and the letter. No lines pass through the black squares and all the other squares has exactly one line passing through it.

Example:



5 : FIVE  
9 : NINE  
10: TEN  
11: ELEVEN  
13: THIRTEEN  
14: FOURTEEN

6 : SIX  
7 : SEVEN  
8 : EIGHT  
12: TWELVE  
13: THIRTEEN  
22: TWENTY TWO  
52: FIFTY TWO

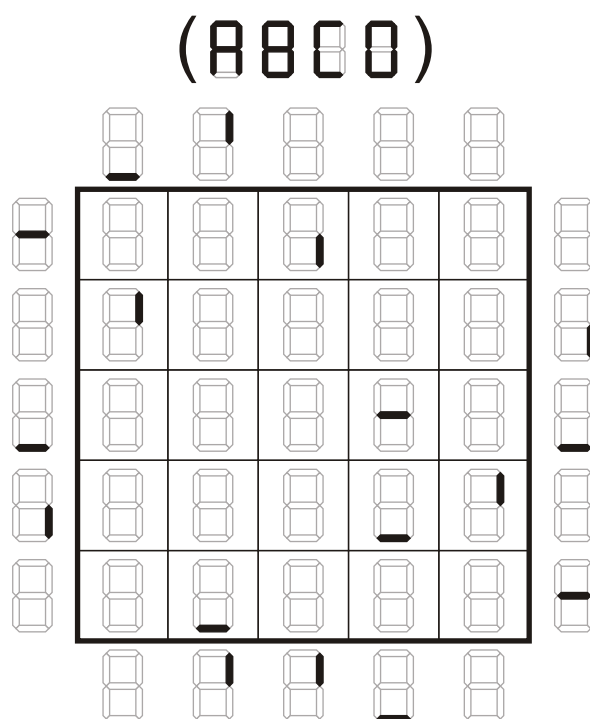
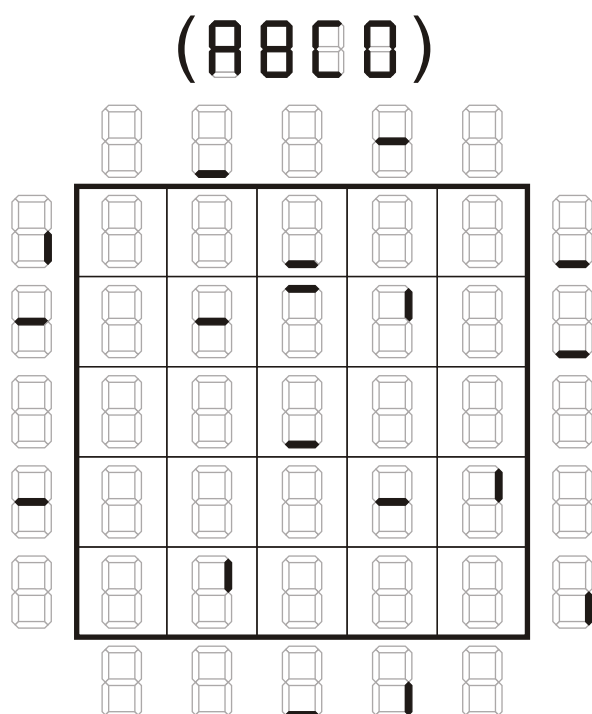
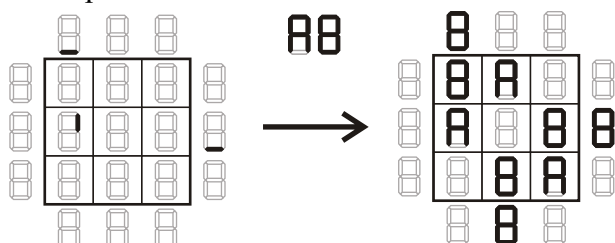


25+40 POINTS

## EASY AS DIGITAL ABCD (95 POINTS)

Place the digital letters A, B, C and D, such that every letter appears exactly once in each row and column of the diagram. The digital letters outside the grid show the letter seen first from that side. Parts of some letters are given as hints.

Example:

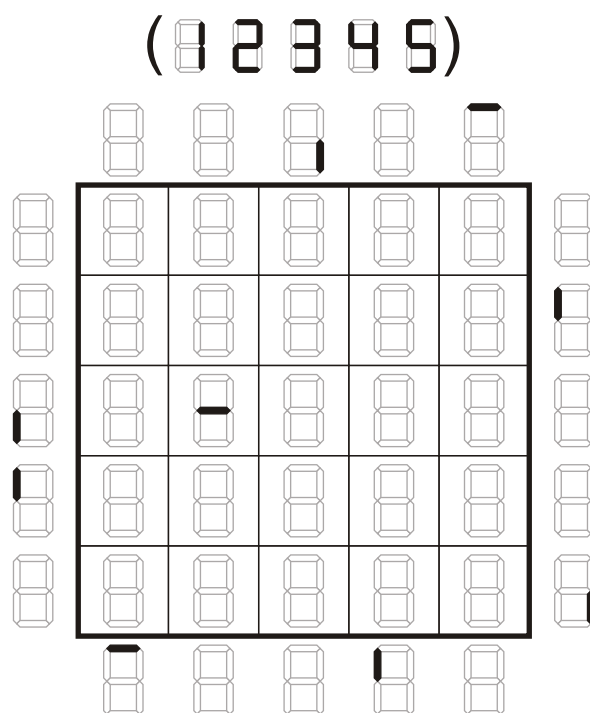
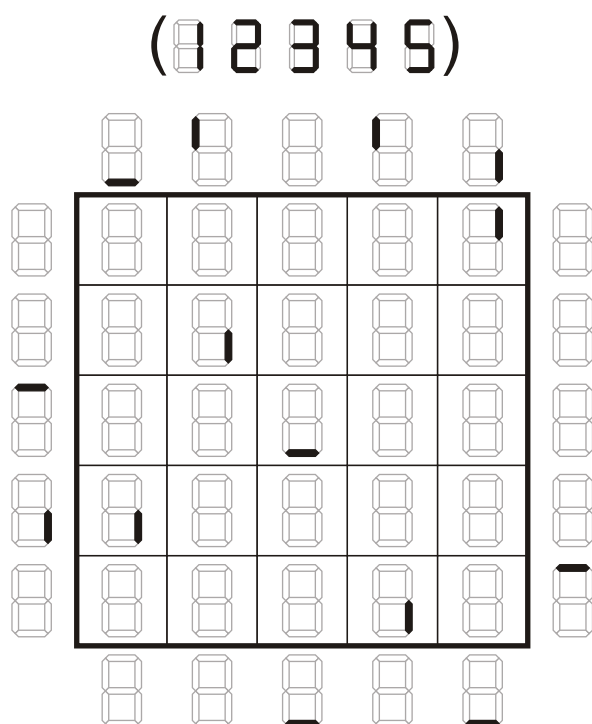
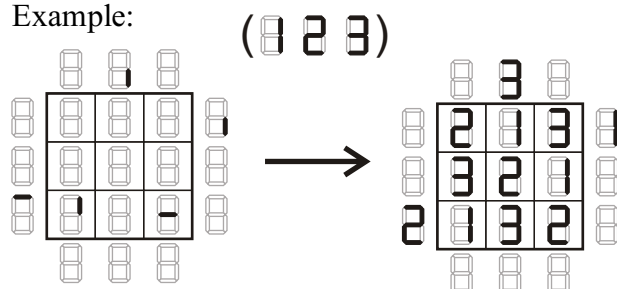


45+50 POINTS

## DIGITAL SKYSCRAPERS (80 POINTS)

Place the digital numbers 1 to 5, such that every number appears exactly once in each row and column of the diagram. The numbers show the height of the skyscrapers. The digital numbers outside the grid give the number of skyscrapers seen from that side. Parts of some numbers are given as hints.

Example:

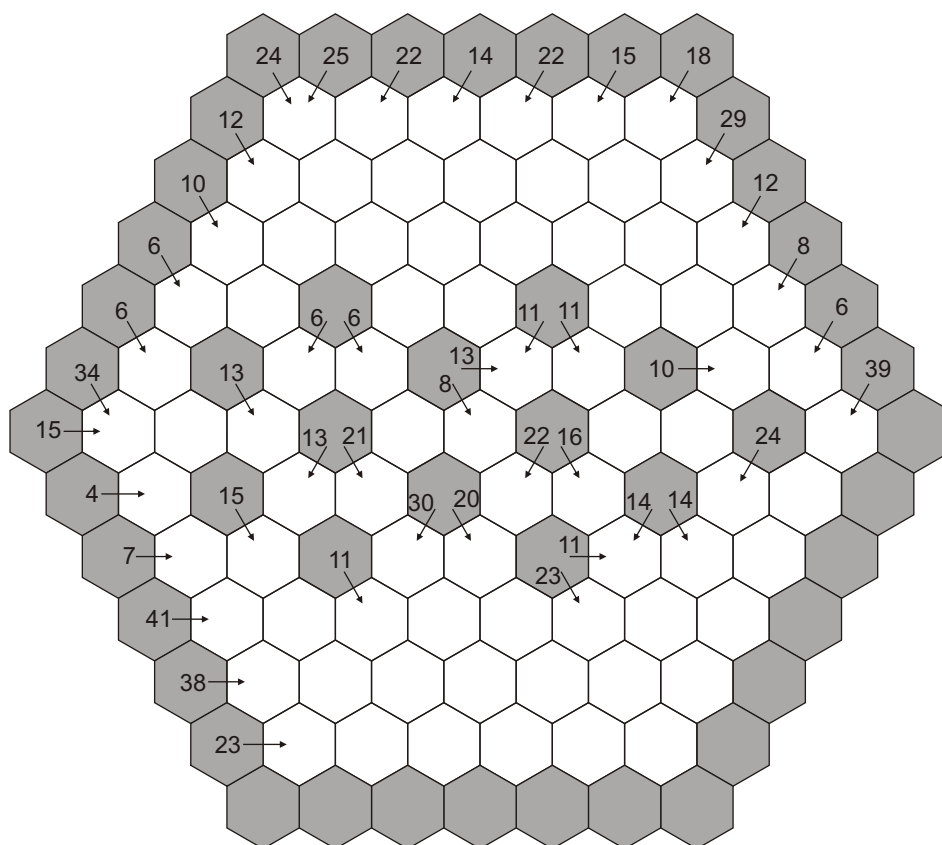
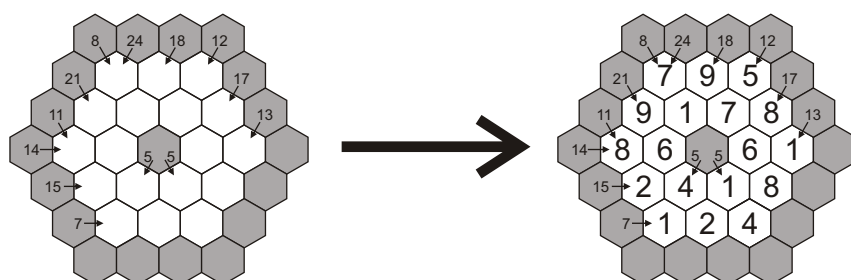


40+40 POINTS

# HEXAGONAL KAKURO (95 POINTS)

Place numbers 1 to 9 to each empty hexagons such that all the given numbers with arrows show the sum of the numbers upto grey cells in that direction. In each sum, the numbers are all different.

Example:

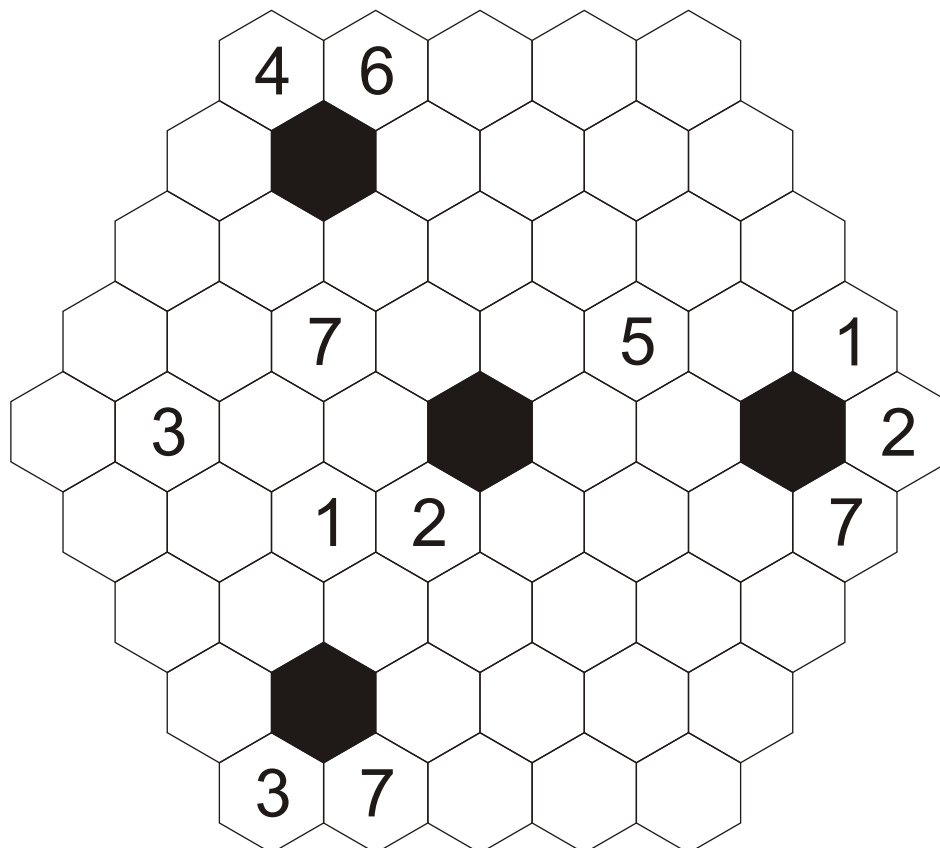
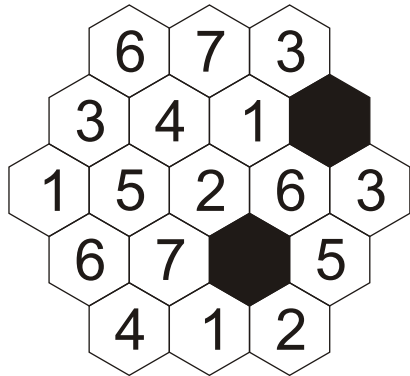


95 POINTS

## HONEY SEVEN (30 POINTS)

Place numbers 1 to 7 to each empty hexagons such that the number in a white cell and in its neighbours are different.

Example:



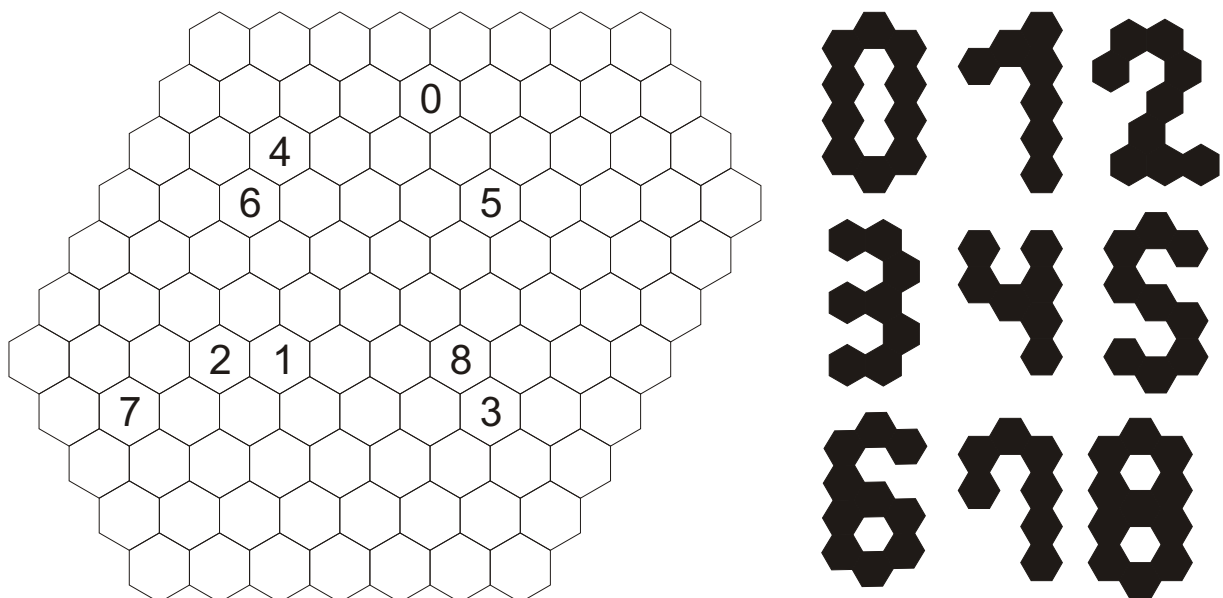
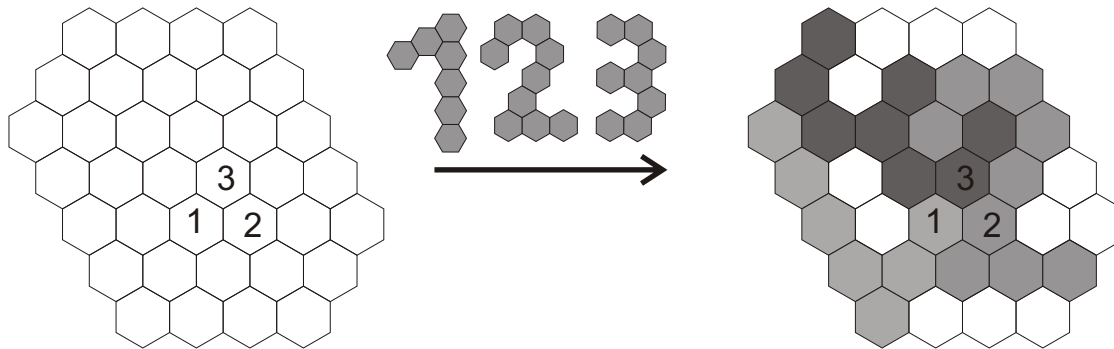
30 POINTS



## HEXAGONAL DIGIT FIGURES (65 POINTS)

Place all the given number figures to the hexagonal grid such that each number given in the grid is included by its figure. Figures can be rotated but not mirrored. Figures cannot overlap.

Example:

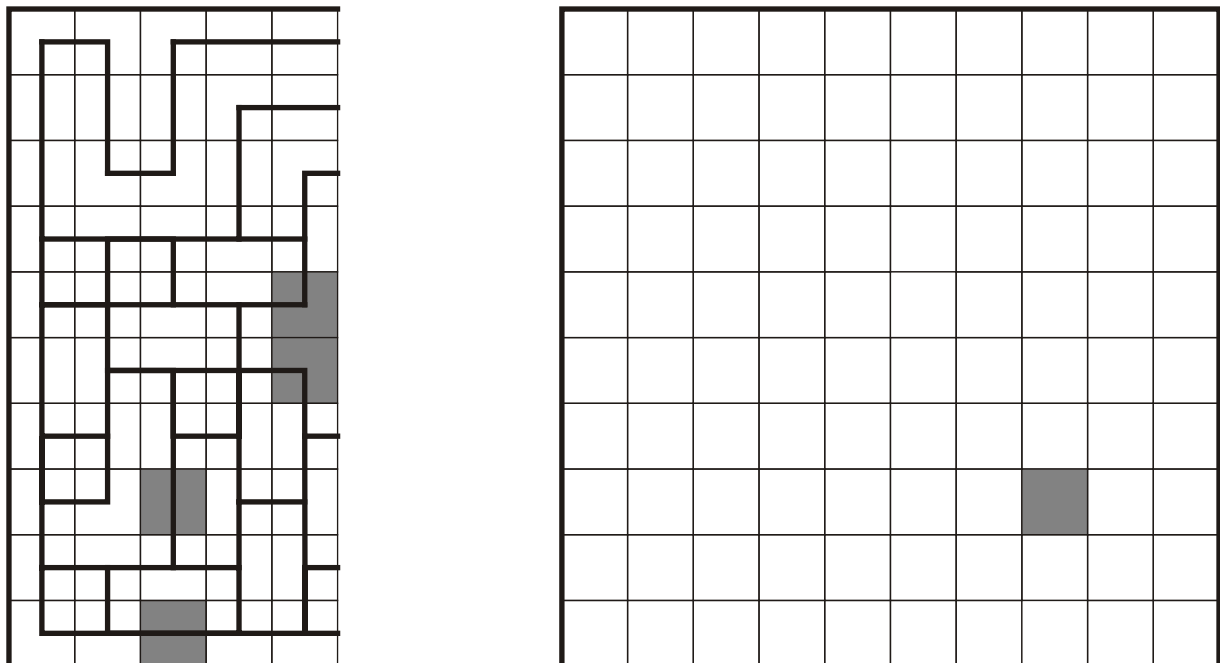
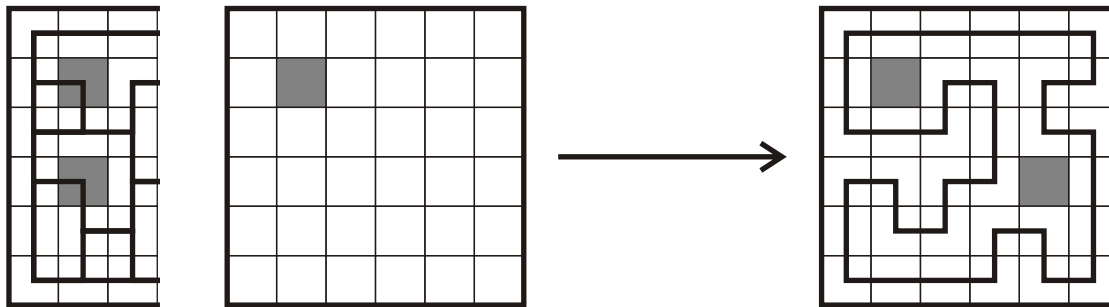


65 POINTS

## FOLDED LOOPFINDER (65 POINTS)

The diagram on the left shows the image of the solution of a loopfinder puzzle on a transparent paper, but folded. Find the solution of the loopfinder puzzle.

Example:

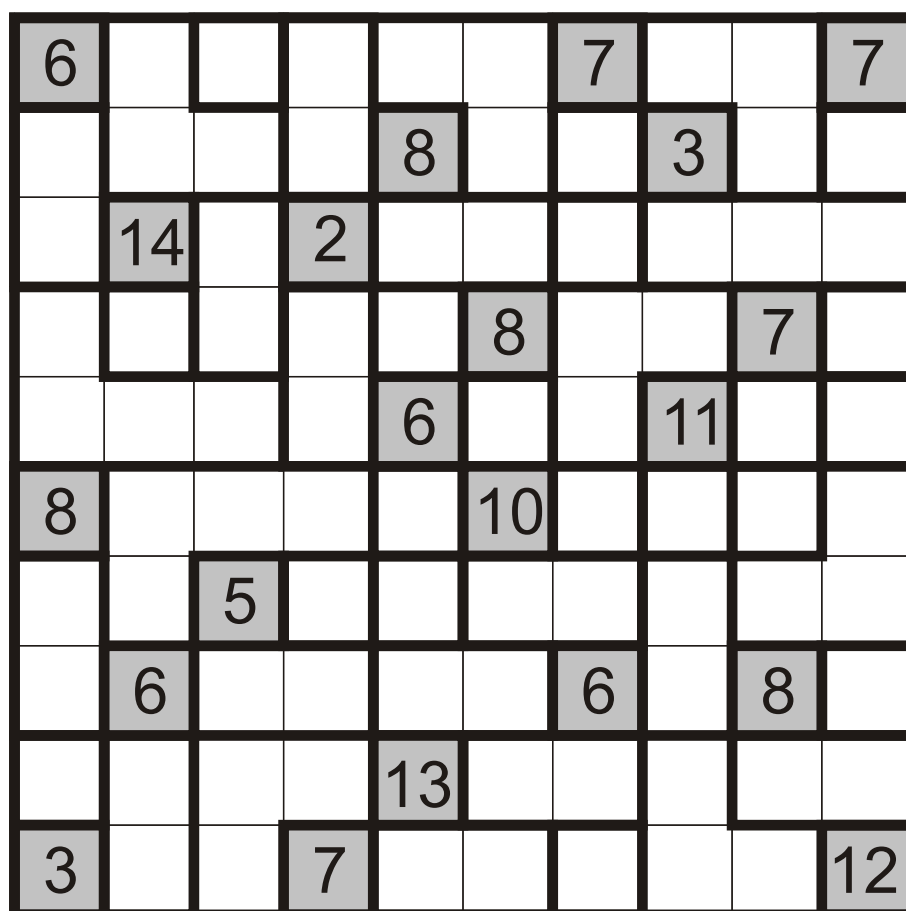
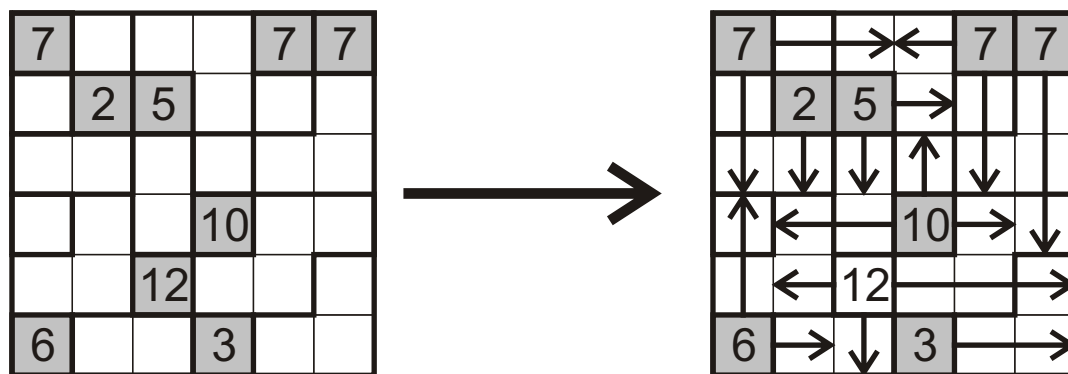


65 POINTS

## FOUR WINDS IN BLOCKS (70 POINTS)

Draw lines starting from the squares containing numbers. The numbers always show the sum of the areas of the blocks over which the lines that start from that number pass. Every empty square has only one line passing through it.

Example:

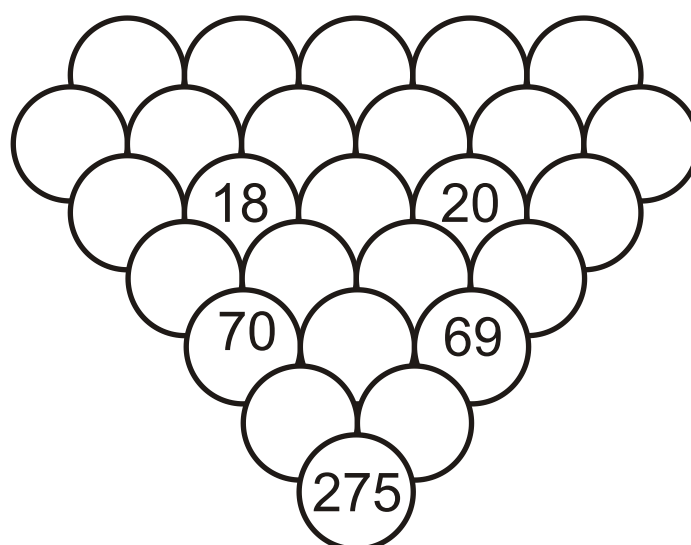
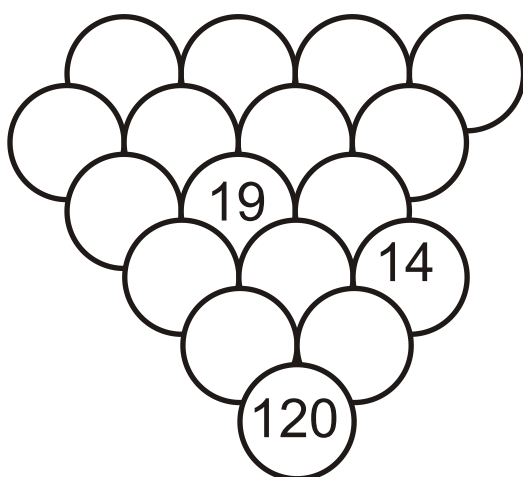
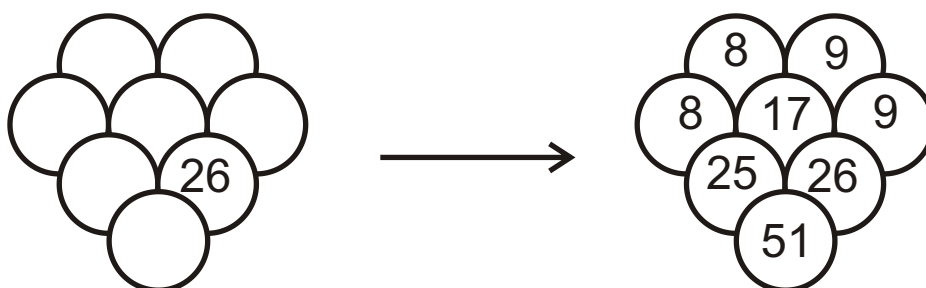


70 POINTS

## GRAPES (45 POINTS)

The number in each grape (circle) is always the total of the neighbouring whole positive numbers from the line above. All numbers in the grapes on the top line in each puzzle are different one-digit numbers. Fill in the missing numbers.

Example:

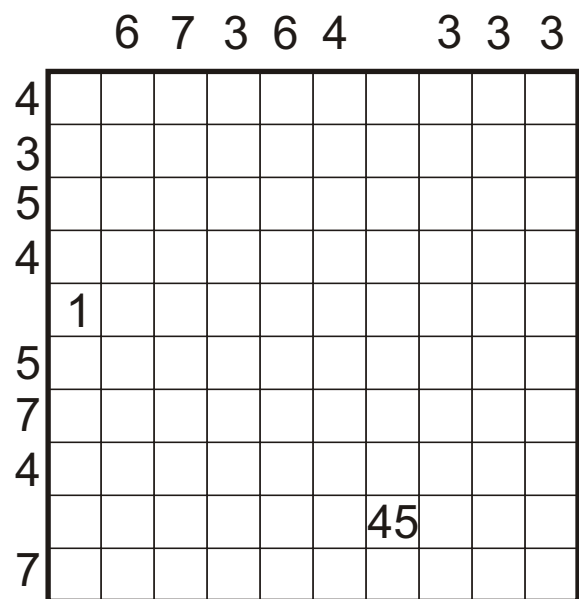
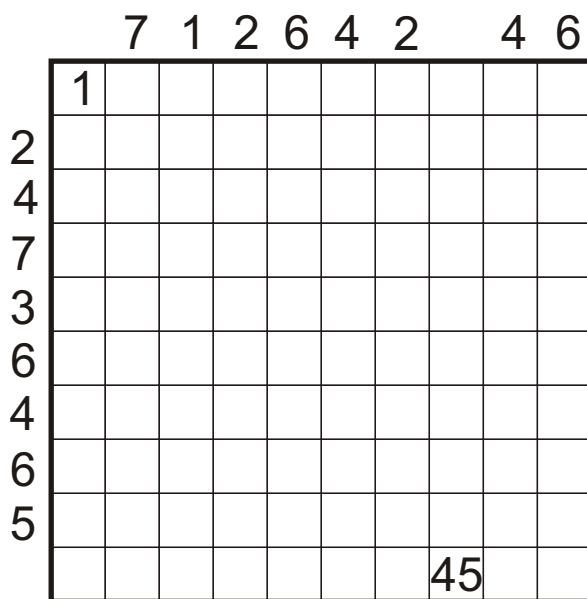
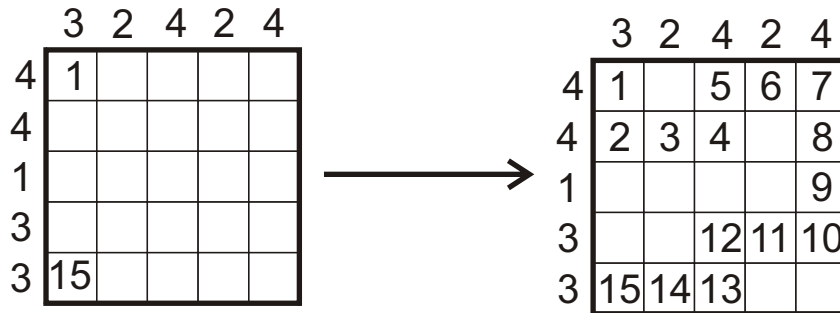


20+25 POINTS

## SNAKE (60 POINTS)

A 45 unit long snake is hidden in each grid. Head and tail of each snake is given. The numbers outside the grid shows the number of the snake parts on that row or column. The snake cannot touch itself, not even diagonally.

Example:

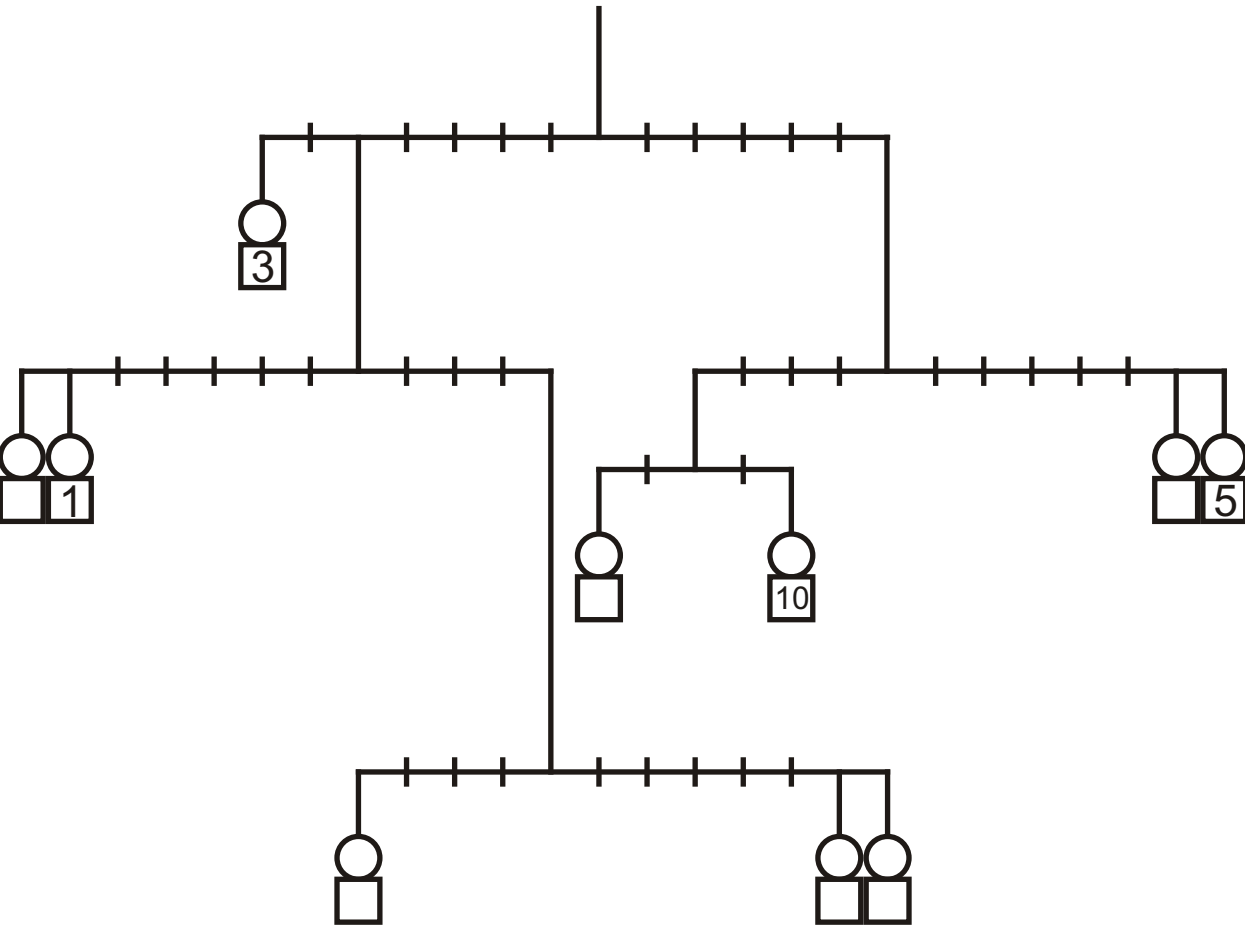
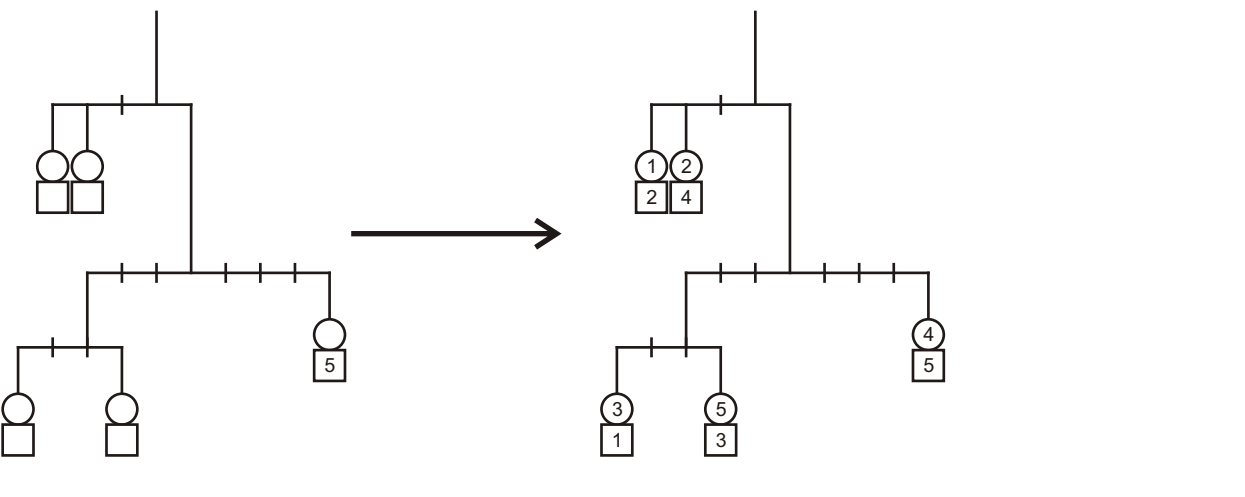


30+30 POINTS

# SCALED BALANCE (80 POINTS)

Place 10 masses to 10 scales to balance the system. Masses have weights 1 to 10 kilograms. Similarly, scales have weights 1 to 10 kilograms. A mass cannot be placed to a scale that has the same weight. Ignore the weights of the bars and the ropes.

Example:



80 POINTS