

NAME:

COUNTRY:

POINTS:



8TH 24 HOURS PUZZLE CHAMPIONSHIP

17-18 NOVEMBER

HOTEL BENTA

BUDAPEST

PUZZLES BY:

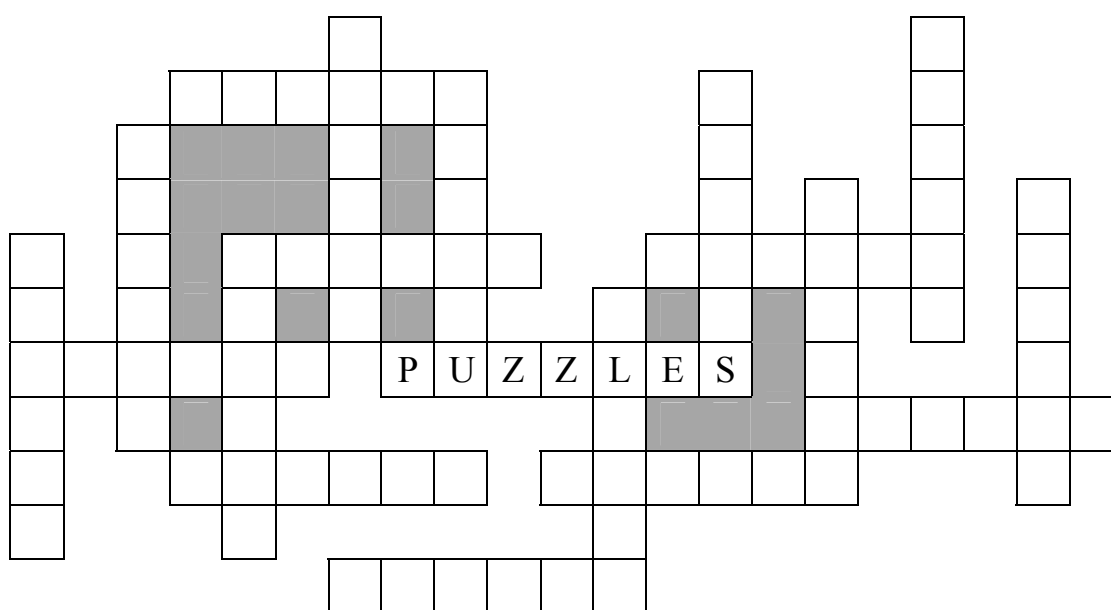
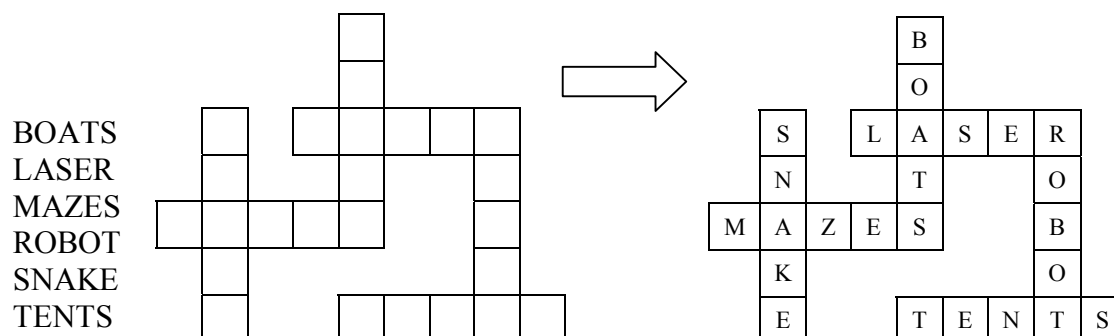
NIKOLA ZIVANOVIC

NAMES OF PUZZLES	75
MAGIC SNAIL	70 (35+35)
SUMS	40 (10+30)
SUDOKU EXTRA-REGIONS	125 (30+35+60)
SQUARES	70 (35+35)
JAPANESE SNAKE	35
LOGIC PYRAMID	90 (30+60)
PRODUCTS	60 (30+30)
CLASSIC BATTLESHIPS	30
NO NEIGHBOURS	80
PENTOMINO DE-FENCES	85
EASY AS DOMINO	105 (45+60)
CUT BY NUMBERS	45
WORD SEARCH SUDOKU	90
total	1000 points

1. NAMES OF PUZZLES (75)

Fill the following words in the crossword.

example:



ARROWS
BLOCKS
CLOUDS
CORRAL
DOMINO
FENCES

HITORI
KAKURO
KILLER
KROPKI
OPTICS
QUEENS

SCALES
SERIES
SIKAKU
SLALOM
SUDOKU
TILING

75 points

2. MAGIC SNAIL (35+35)

Write A, B and C letters into the grid so that in each row and column every letters appear exactly once. Along the snail, from outside towards the middle the order of the the letters must be A-B-C-A-B-C-...-A-B-C.

example:

→		A	B	C	
	B	C			A
			C	A	B
	A			B	C
	C	B	A		

A diagram showing a 5x5 grid of squares. An arrow points to the top-left corner of the grid. Three nested squares are labeled: 'A' is the innermost square (3x3), 'B' is the middle square (4x4), and 'C' is the outermost square (5x5). The labels are placed at the bottom-right corner of each square: 'A' at (3,3), 'B' at (4,4), and 'C' at (5,5).

35 points

35 points

3. SUMS (10+30)

Place the numbers from 1 to 9 (1 to 16 in the second puzzle) into the grid. Numbers outside the grid show the sums of the numbers in that row or column.

example:

9	5	8	22
4	1	3	8
7	2	6	15
20	8	17	

			23
			9
			13
19	10	16	

10 points

				40
				11
				32
				53
22	35	30	49	

30 points

4. SUDOKU EXTRA-REGIONS (30+35+60)

Fill in the grid so that every row, column, box, and two-tone extra-regions contains all different digits.

example:

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

(1-8)

(1-6)

4					6
				1	
		5			
				2	

30 points

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

35 points

(1-9)

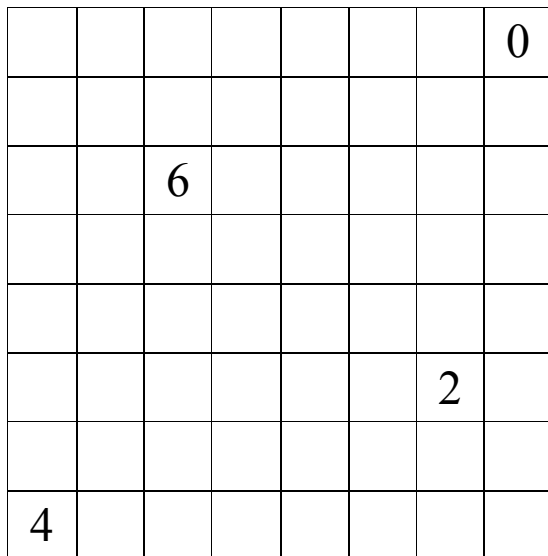
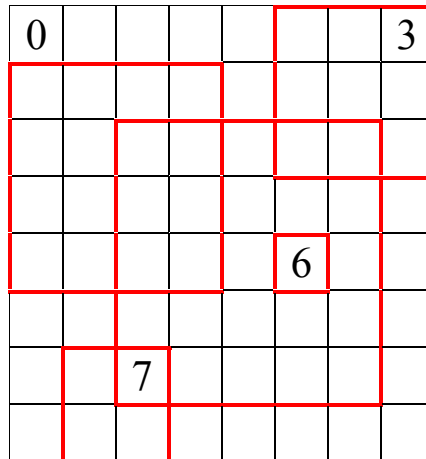
6						7	
	5			4	9		
			1	8			
1					4		3
			3		8		
		6					2
8			9				
					7	2	
		3					

60 points

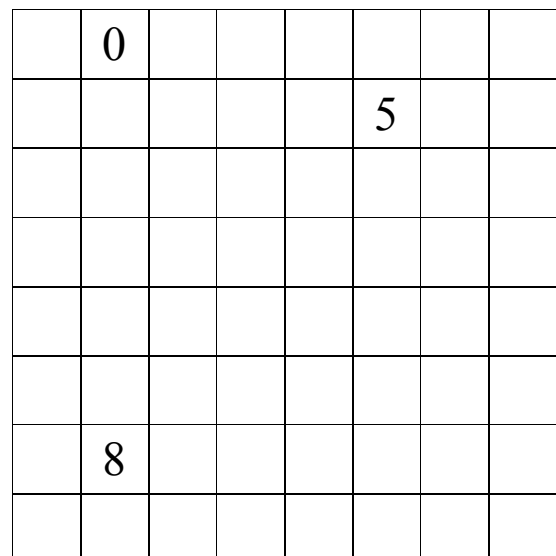
5. SQUARES (35+35)

In each grid, draw five squares, along the grid-lines, with the sides from 1 to 5. Squares can cross each other, but cannot share the corners or the sides, even partially. Numbers inside the grid show the sums of sides of squares covering the cell with number.

example:



35 points

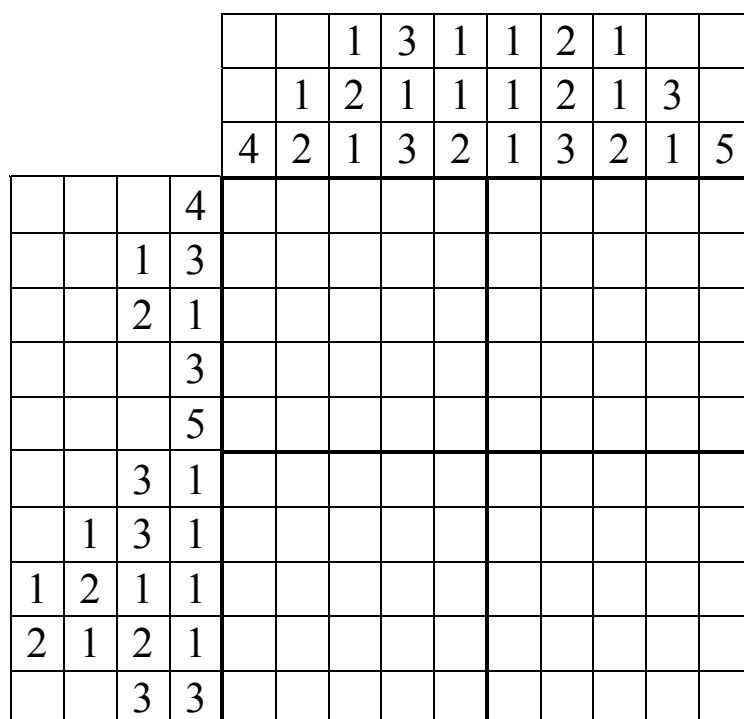
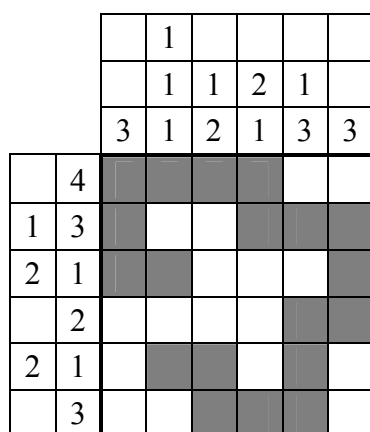


35 points

6. JAPANESE SNAKE (35)

Draw in the diagram a snake, 45 cells long, not touching itself even diagonally. Numbers show the size of areas of consecutive cells filled by snake. The black regions are separated by at least one empty cell.

example:

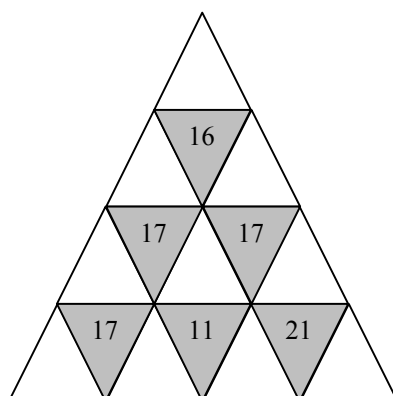
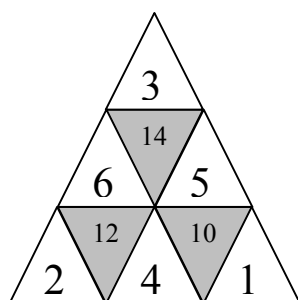


35 points

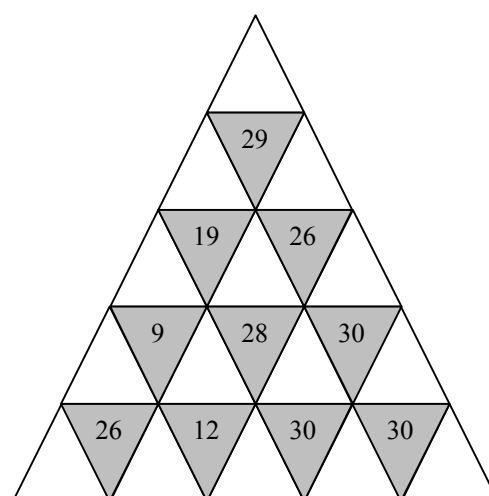
7. LOGIC PYRAMID (30+60)

Place the numbers 1-10 (1-15 in the second puzzle) into the white triangles, once each, so that the sum of any three numbers surrounding a grey triangle equals the number written into the grey triangle.

example:



30 points



60 points

8. PRODUCTS (30+30)

In each grid place the numbers from 1 to 20, so that in each row and column appear exactly two numbers. Values outside the grids show the product of these two numbers.

example:

	7	2		14
5			8	40
	6		1	6
4		3		12
20	42	6	8	

										16
										154
										133
										144
										180
										100
										45
										221
										24
										12
198	247	14	16	90	56	75	36	120	136	

30 points

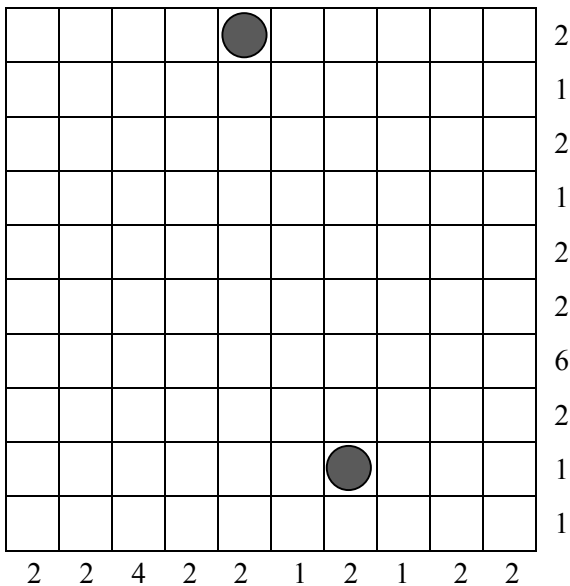
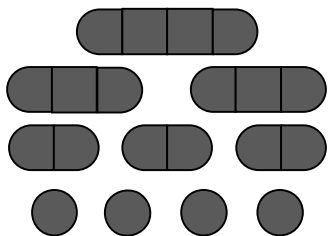
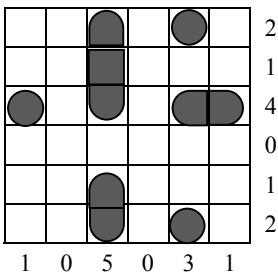
										187
										120
										180
										18
										91
										8
										16
										228
										140
										90
98	120	45	80	10	18	323	128	54	143	

30 points

9. CLASSIC BATTLESHIPS (30)

Locate the position of the fleet shown next to the grid. The ships do not touch each other, not even diagonally. The numbers outside the grid indicate how many cells in that row or column contain parts of ships.

example:

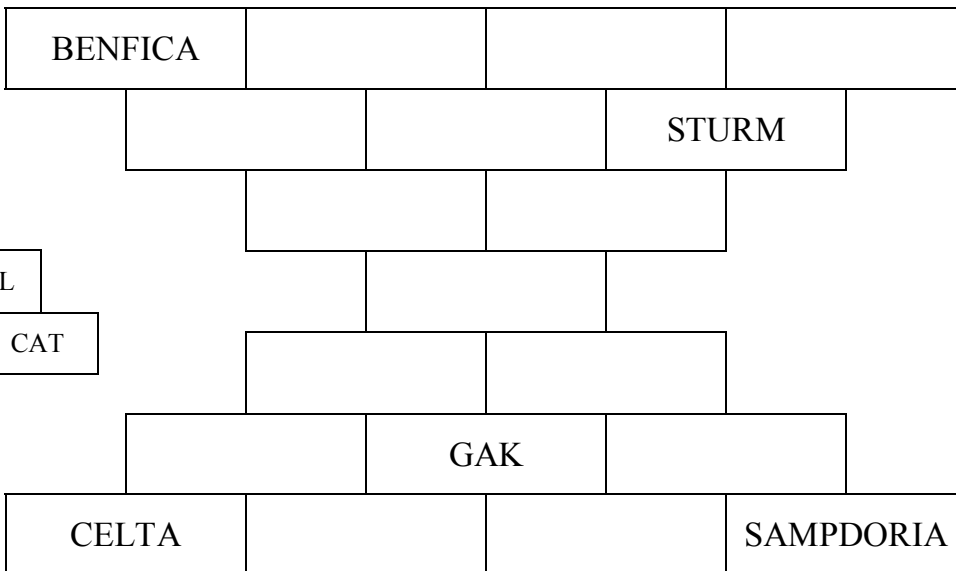
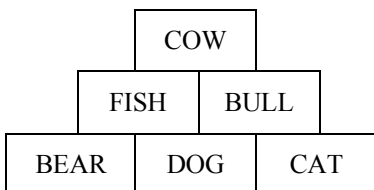


30 points

10. NO NEIGHBOURS (80)

Put the words into the grid. The neighbouring sections must not contain the same letter. Some words will be left over.

example:



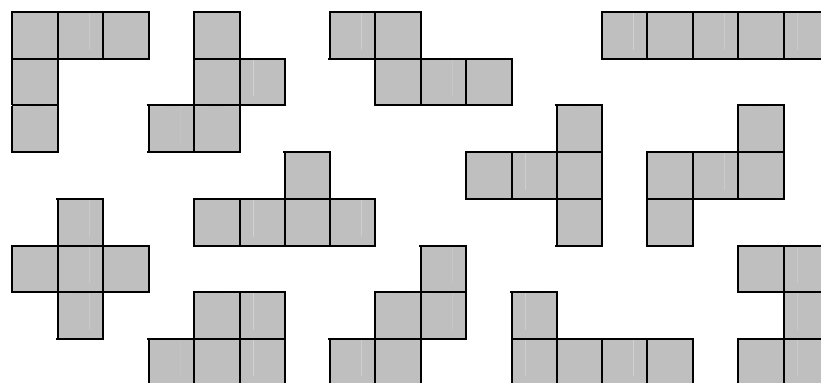
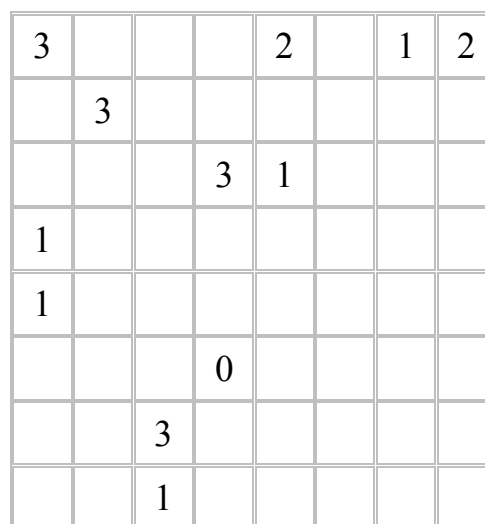
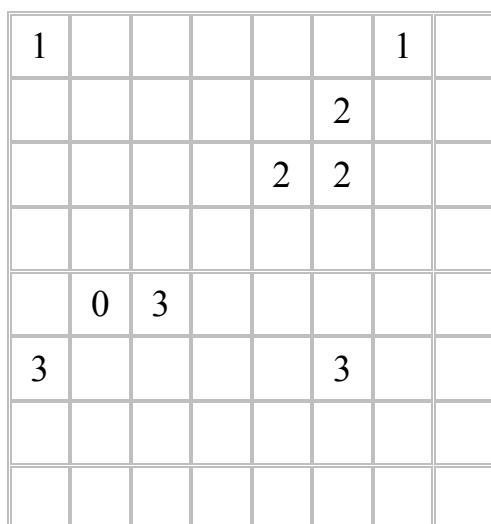
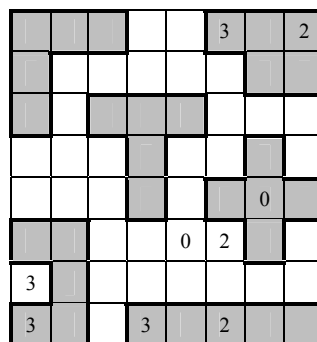
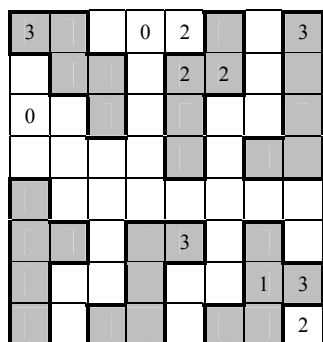
AJAX, BENFICA, BRAGA, BRONDBY, CELTA, GAK, HAKA, HSV,
 HULL, LEEDS, LYON, MILAN, OFI, OLOMOUC, PORTO, PSG, PSV,
 SAMPDORIA, STURM, TWENTE, VALENCIA, WERDER, ZENIT

80 points

11. PENTOMINO DE-FENCES (85)

Place in the two grids complete pentomino set. Pieces can be rotated and/or reflected. Numbers in the grids show the number of sides of the cell used by pentomino.

example:



85 points

12. EASY AS DOMINO (45+60)

In each grid place 6 stones and 15 dominoes so that each row or column contain all different letters. The letters outside the grid is appear first in that row or column. All stones are already marked.

example:

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

45 points

Figure 1 shows a 3x5 grid of boxes, each divided into two halves. The top row contains 'A|B', 'B|C', 'C|D', 'D|E', and 'E|'. The second row contains 'A|C', 'B|D', 'C|E', 'D|', and an empty box. The third row contains 'A|D', 'B|E', 'C|', and two empty boxes.

60 points

13. CUT BY NUMBERS (45)

Cut the figure following the gridlines into two figures with same shape and size, each containing all the numbers from 1 to 13.

example:

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

3	3						
			8	4		11	
	13				12	7	
				10		6	
7		8	9	5			
		10		2	4	1	
				13	9		
	12		1				11
	6		2		5		

45 points

14. WORD SEARCH SUDOKU (90)

Fill in the grid so that every row, every column, and every 3x3 box contains the nine different letters. You must find all given words in the word list. Words may be found in any one of eight directions.

example:

A	C	T	S	E	H
E	S	H	A	T	C
S	T	C	E	H	A
H	E	A	C	S	T
T	A	E	H	C	S
C	H	S	T	A	E

CHESS, EACH,
HEAT, THAT

ACCESS
APPLE
BASIC
LABS
LAP
LIPS
OIL
POSSIBLE
SPECIAL
SOS



						E		
O								
								P
						S		

90 points