

NAME:

POINTS:



8TH 24 HOURS PUZZLE CHAMPIONSHIP

17-18 NOVEMBER 2007

HOTEL BENTA

BUDAPEST

PUZZLES BY:

LÁSZLÓ OSVALT

Jumping Crossword	90* points
Sudoku By Letters	45 points (15+30)
Paint It Black	60 points
Black It!	30 points
Snake – Straights & Curves	110 points (25+30+55)
Battleship By Words	80 points (30+50)
ABC	85* points
From A To C	80 points
Balanced	70 points (35+35)
Detail Search	30* points (10 x 3)
2/5 Pentomino	65 points
ABC-Pathfinder	55 points (20+35)
Hexa Tetris	115 points (40+75)
FenceSnake	55 points (20+35)
Dissection	30 points
Total	1000 points

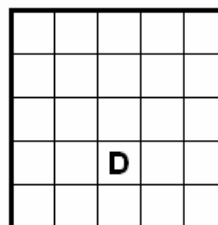
* Partial scores are available in one puzzle

JUMPING CROSSWORD

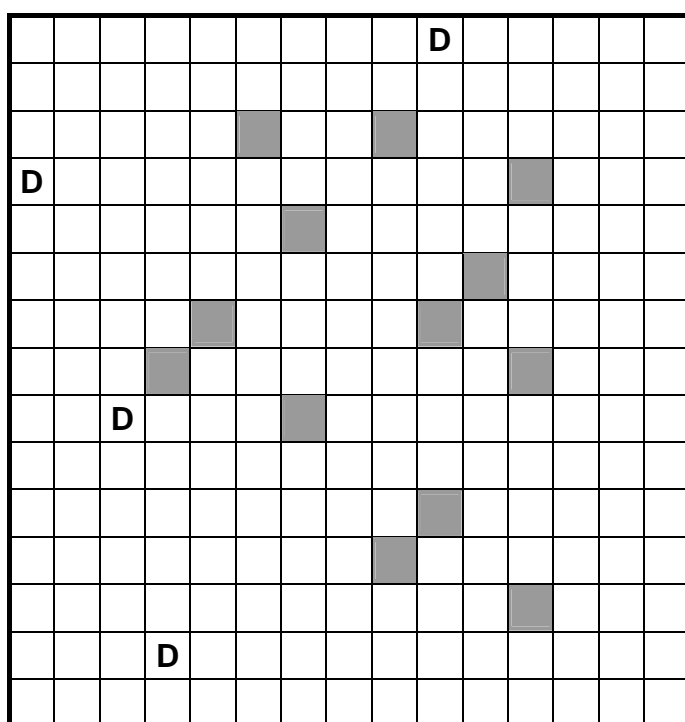
Place the listed words into the grid. The words may jump over some squares, even the first or the last ones, but never more than just one for one jump. The jumped squares, however, are also jumped by the word coming across. The jumps are not indicated in the listed words. The jumped fields are included in the given lengths. All letters "D" are given in advance.

Example:

5: ADA, AREA, LADY, MAYER, NEAR, OGRE, RAGE, RER, TALON, TRAM.



T	A	L	O	N
	R	A	G	E
R	E		R	
A		D		A
M	A	Y	E	R



15: ENDEAVOUR, ENTERTAINER, ILE DE FRANCE, INTERMEDIATE, ITALO CALVINO, LIONEL MESSI, MACNAMARA, NOSTRADAMUS, OSTERHASE, SAGITTARIUS, TIMBERLAKE, VALCARCEL

12: NEWLINE

11: CURTAIN, DA SILVA

10: FORLORN

9: NAPIER, TICINO

8: CETEBE, IMPANAR, MORITA, OPART, VENATOR

7: APD, TOOLS, WATT

6: ALDO, CEATE, DEIT, ELTON, ENNIO, IMAN, ZORAN

5: ETET, ETON, IMA, ITAI

4: CAS, ETNA, ETO, LIL, WIR, ZIH

3: AS, AVR, EWE, GMT, IKE, RA, R, RR, RT

2: A, EM, IA, RE

90 POINTS

(1–3 ERRORS: HALF SCORE)

SUDOKU BY LETTERS

Write the given letters into the empty fields so that each letter occurs in all rows, columns and the sections bordered by bold lines exactly once. If the puzzles are correctly solved, a phrase (in the 1st) resp. a name (in the 2nd) appears in the marked fields.

Example:

		T		
A				O
	R			
			S	

↓

R	O	T	A	S
A	T	S	R	O
S	R	O	T	A
T	S	A	O	R
O	A	R	S	T

						R	
C	I					D	N
		D					
							R
	C						
E		V					
		C					

15 POINTS

K					A		
C						N	
		N					H
			H			E	
	I			A			
E					J		
	K						J
		J					A

30 POINTS

PAINT IT BLACK

The numbers on the left of each row and the top of each column tell how many continuous groups of black squares there are in that line, and, in order, how many consecutive black squares are in each group. Between two groups of black squares there is at least one, but maybe more white square. The rows may optionally also start or end by some white squares. In case of correct solution, a picture emerges in the figure.

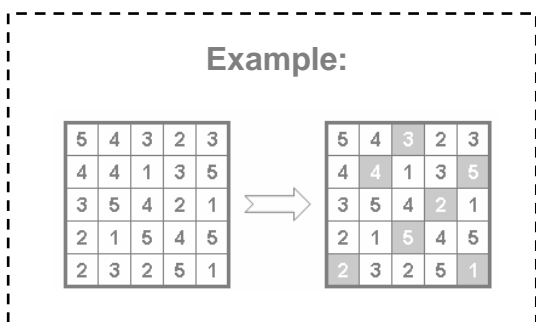
Example:

[illegible]

60 POINTS

BLACK IT!

Blacken out some squares in such a way that the following conditions are satisfied: 1. No same number may twice in same row or column appear. 2. Blackened squares cannot touch, at best diagonally. 3. All white squares must be interconnected horizontally or vertically.

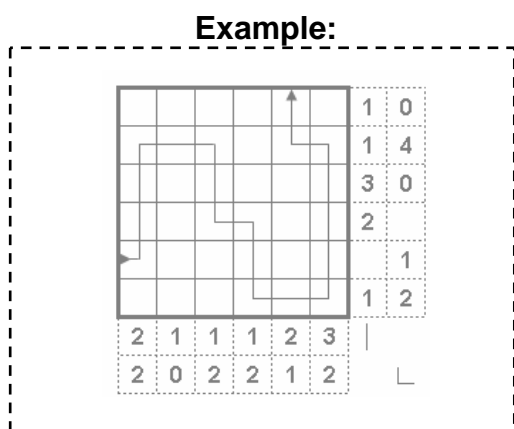


**30
POINTS**

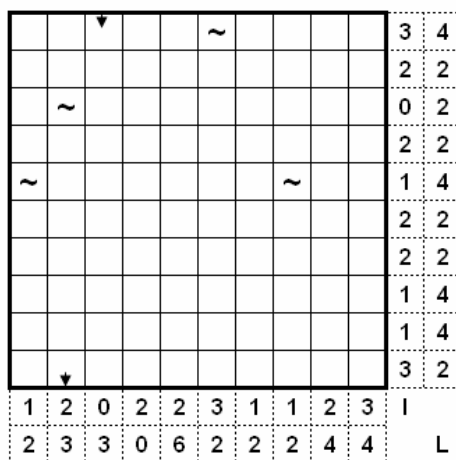
8	1	4	5	2	4	8	9	6
2	5	3	9	1	6	2	4	1
2	1	6	8	7	6	3	8	4
9	3	4	7	8	1	5	6	2
3	8	7	1	2	3	9	7	8
7	1	2	6	5	6	4	9	3
3	4	8	7	9	2	1	1	5
9	6	5	4	1	3	5	2	8
5	9	7	3	3	8	1	4	2

SNAKE – STRAIGHTS & CURVES

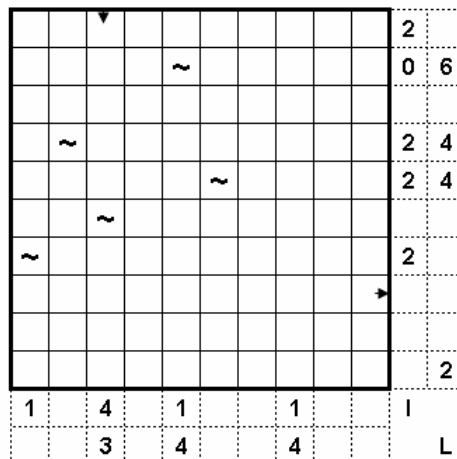
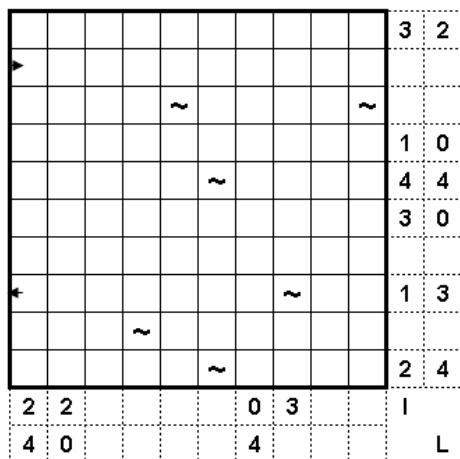
A 45 square long snake is hiding in the grid. Its head and tail are given. The first numbers outside the grid indicate the number of the squares occupied by the snake's *straight sections*; the seconds indicate the number of the snake's *turning sections* in the correspondent row or column. The body of the snake cannot touch itself, not even diagonally. The fields marked by “~” mark remain empty.



30 POINTS



**25
POINTS**



**55
POINTS**

BATTLESHIP BY WORDS

Place the listed words into the grid in a way that the squares used by the words must not be neighbouring – not even diagonally – with squares used by another name. Words can be lying only horizontally or vertically. The numbers outside the grid show how many letters must be in the certain row or column. There are some letters outside the grid, too. These letters must be placed at least once in that row or column.

Example:

E									
L									
E									

4 1 4 1 0 3

→

E	A	N	N	E					
			L						
L	E		I						
	V		Z						
E	E								

4 1 4 1 0 3

EVE,
LIL,
LIZ,
ANNE

U U A

7 1 4 7 0

HONDA
HYUNDAI
KIA
MAZDA
SUBARU
SUZUKI
TOYOTA

30 POINTS

E M G M L

6 1 2 1 8

ALFA
GAMMA
DELTA
KAPPA
LAMBDA
OMEGA

50 POINTS

ABC

Each letter of the ABC covers different integer values between 1 and 26. Find values for all letters by reason of their given sums. As an extra task, find the value of undefined letter V.

Example (1–6, X as extra):

BOY	9	ROBY	15
BYRON	16	ROY	11
ONO	5		

↓

B	N	O	R	X	Y
4	1	2	6	5	3

ABBA	54
BEATLES	101
BEE GEES	32, 61
BOB DYLAN	9, 71
BONEY M	33, 20
CHRIS REA	80, 43
CLIFF RICHARD	92, 106
CREAM	70
DURAN DURAN	61, 61

EUROPE	53
INXS	77
JOE COCKER	30, 40
KAOMA	72
LED ZEPPELIN	48, 118
LGT	47
P BOX	10, 29
QUEEN	69
SHADOWS	112

(Write your solution into this table!)

A	B	C	D	E	F	G	H	I	J	K	L	M
												20
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
		10										

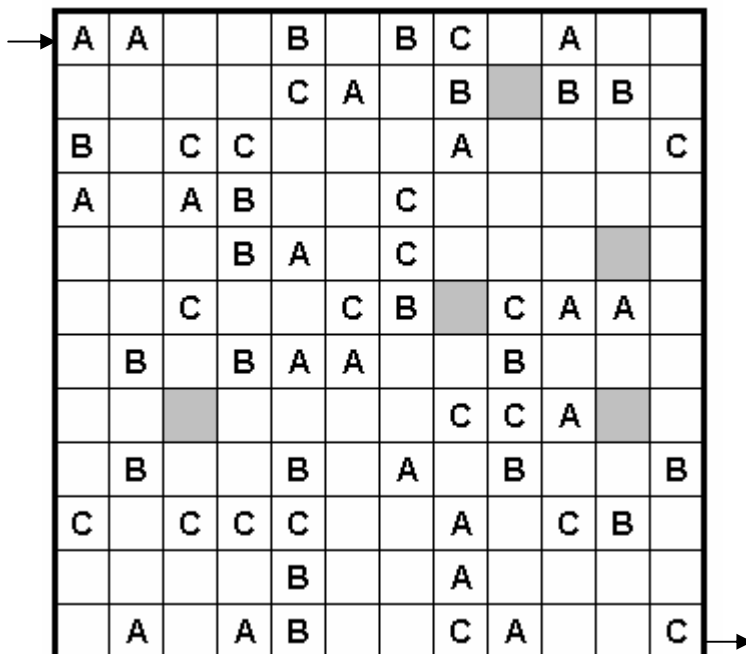
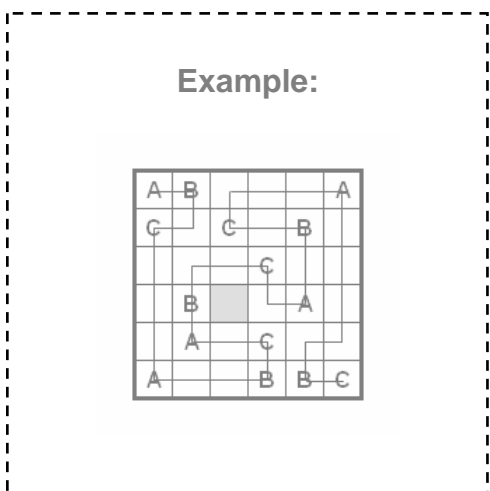
(This table is only here for your convenience.)

1	2	3	4	5	6	7	8	9	10	11	12	13
									P			
14	15	16	17	18	19	20	21	22	23	24	25	26
						M						

85 POINTS – 10 POINTS / EACH 3 FOUND LETTERS (EXCEPT M AND P) + 5 POINTS FOR V

FROM A To C

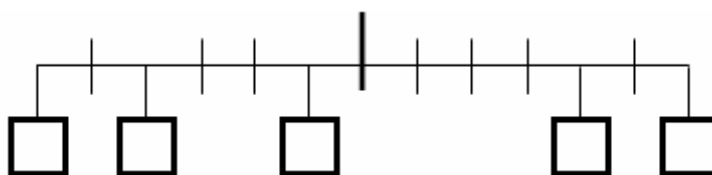
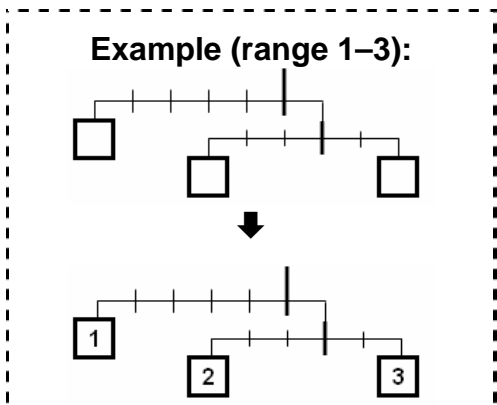
Find a path from the top left corner to the bottom right corner. The path can travel horizontally or vertically and it passes through all white squares but never crosses itself. Reading the letters in the order they are visited gives the repetition of A-B-C-A-B-C...



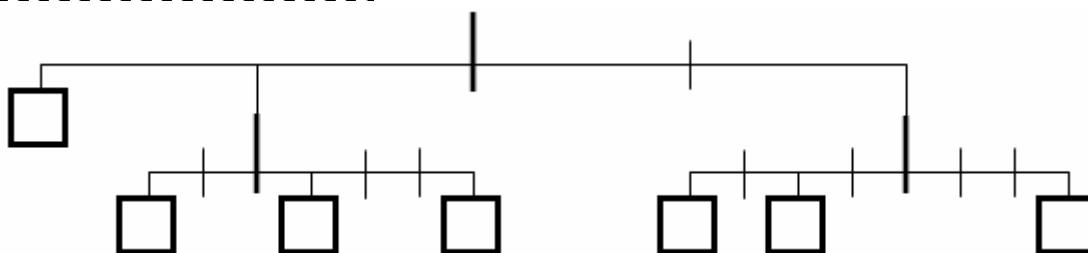
80 POINTS

BALANCED

Each drawing symbolizes a scale. Give value the weights marked by rectangles. You have to use all the whole numbers between 1 and 5 (1–7 in the second puzzle). Each weight must be used exactly once. The ropes and bars are supposed to have no weight.



35 POINTS







35 POINTS

DETAIL SEARCH

Find the given details of the picture, and write down their coordinate. The pieces may be rotated, but not mirrored.

Example:






1

2

A

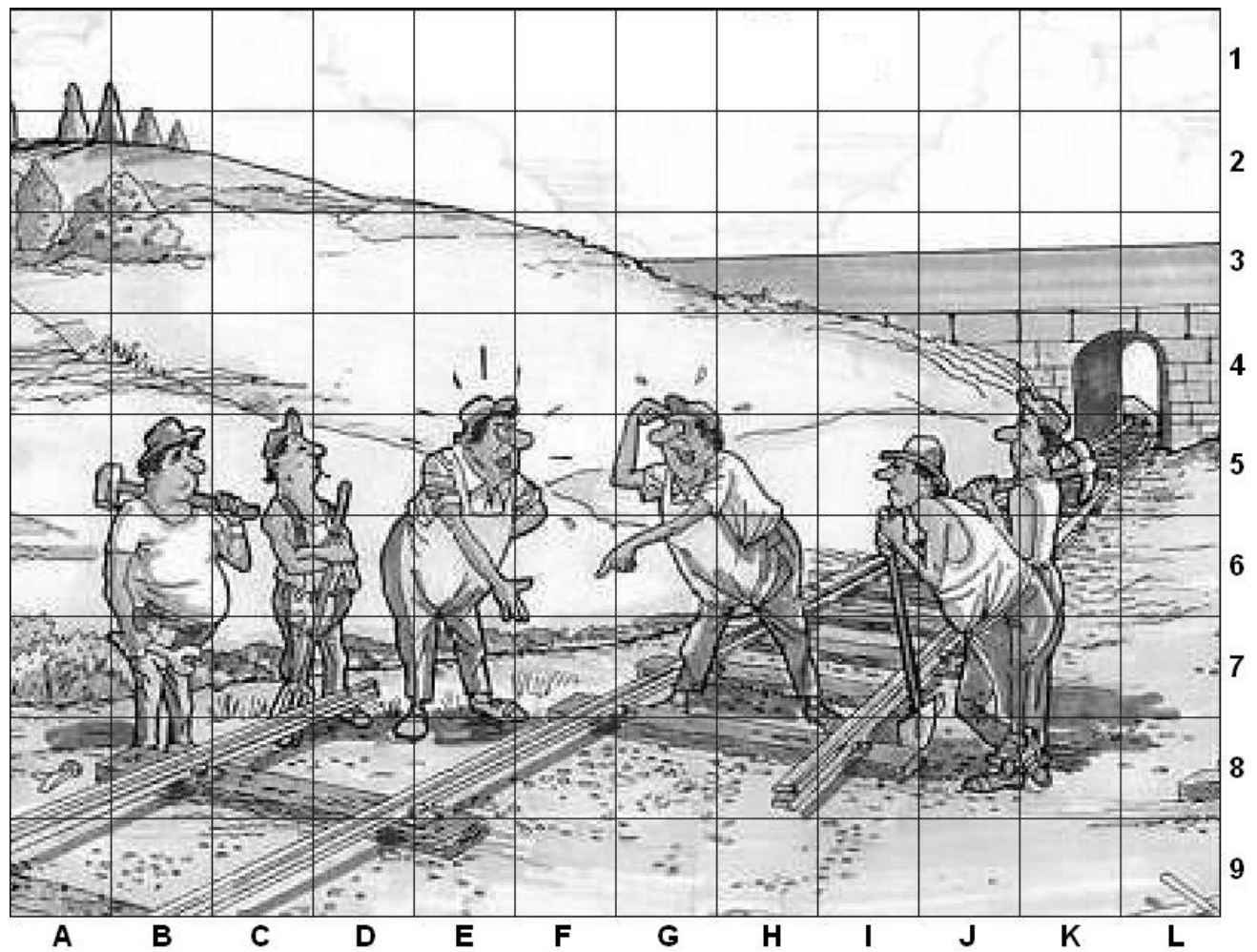
B




???


→

A2







.....




.....




.....




.....




.....




.....



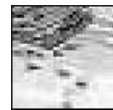
.....



.....



.....



.....

30 POINTS (3 POINTS FOR EACH DETAIL FOUND)

Part 4 - László Osvalt

PUZZLES

7/10

2/5 PENTOMINO

Place the given pentomino pieces inside the diagram in such a way that they don't touch each other anywhere, not even diagonally. The numbers outside the grid show the number of squares with pentomino parts in the corresponding row or column. The pieces may be rotated but not mirrored. There are 2 squares of each piece are given in advance.

Example:

The example shows a 5x5 grid with row counts [2, 4, 2, 2, 1, 4] and column counts [4, 2, 1, 3, 4, 1]. Two pentominoes, L and T, are placed on the grid. The main puzzle is a 10x10 grid with row counts [7, 6, 4, 3, 5, 3, 8, 4, 4, 5] and column counts [5, 4, 5, 3, 6, 5, 4, 7, 4, 5, 4, 8]. A set of 12 pentominoes is shown in the center.

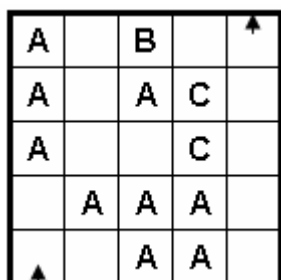
65 POINTS

ABC-PATHFINDER

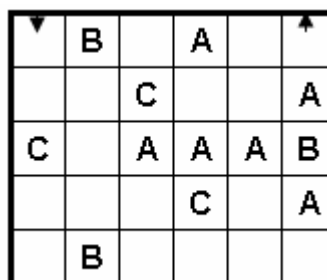
Draw a continuous line into the diagram between the given starting and ending fields, which cannot overlap or intersect itself. It can pass horizontally, vertically or diagonally and must touch all fields exactly once. On fields marked "A", the line must turn by right angle; on fields marked "B", the line must turn from straight (horizontal / vertical) direction to diagonal or vice versa; on fields marked "C", the line must pass through straight.

Example:

The example shows a 4x4 grid with fields marked A, B, and C. A continuous line is drawn through the grid, starting from the top-left and ending at the bottom-right, touching all fields exactly once.



20 POINTS

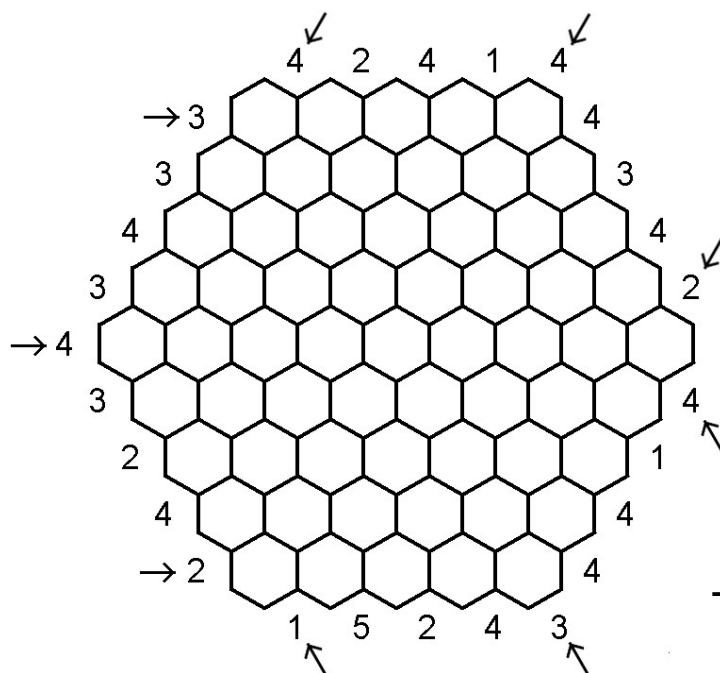
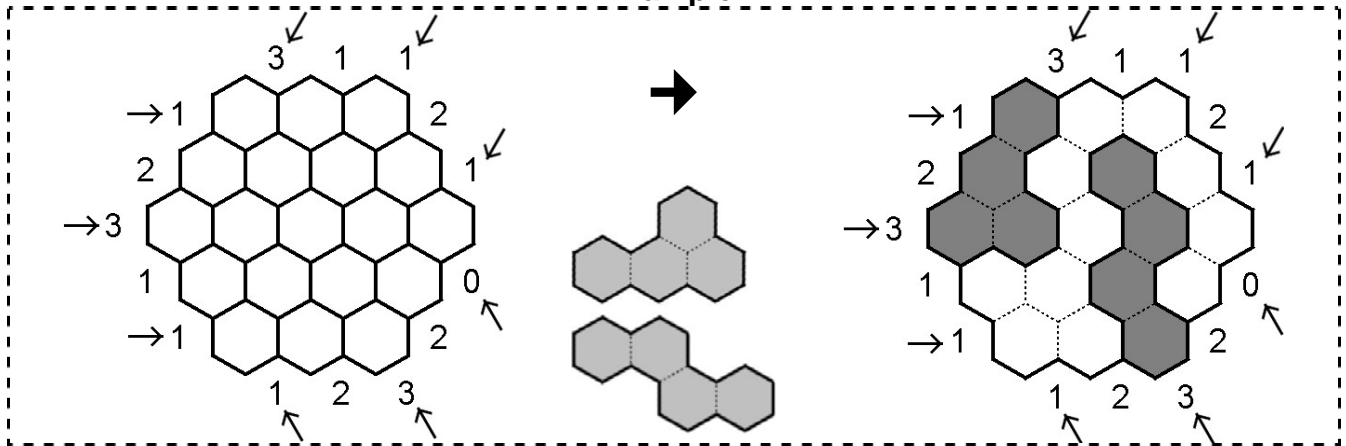


35 POINTS

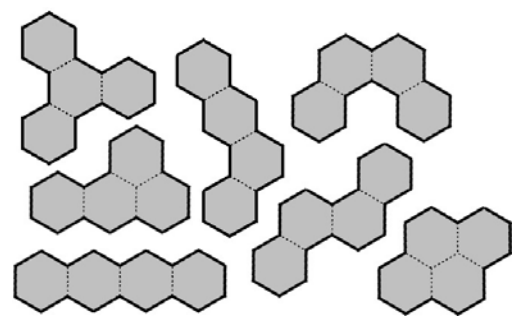
HEXA TETRIS

Place the given hexagonal tetris pieces inside the diagram in such a way that they don't touch each other anywhere, not even diagonally. The numbers outside the grid show the number of squares with tetris parts in the corresponding row or diagonal. The pieces may be rotated but not mirrored. The fields marked by "~" remain empty.

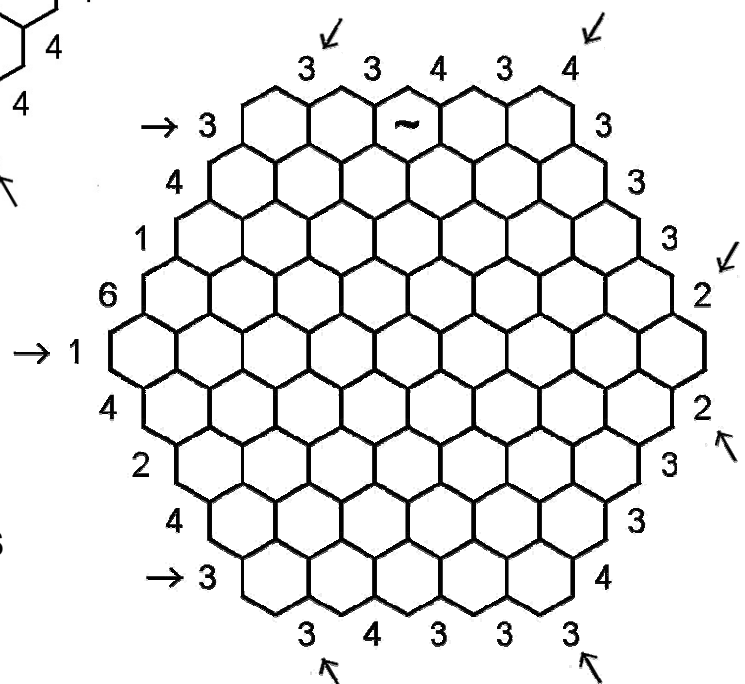
Example:



40 POINTS



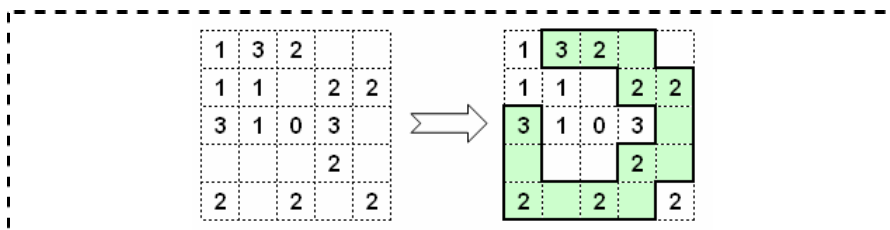
75 POINTS



FENCESNAKE

Combination of Fences and Snake. Draw a snake into the figure that is represented as a single continuous loop on the edges of the grid. A numbered square indicates exactly how many of its four edges are used by the loop (numbers may occur inside and outside the snake's body as well).

Example:



1						1	
			2	2			
	2	1					2
		0			1	3	
		1	3	1			
	2	3					
2				2	2	2	0
	1						

20 POINTS

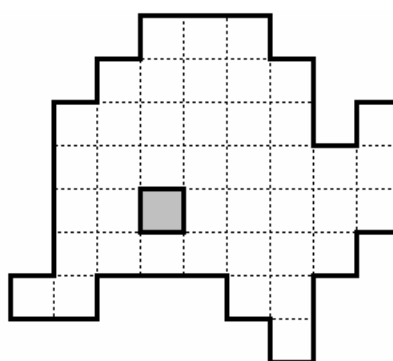
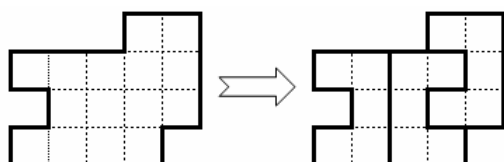
1		2		2		1	2	
		3						1
0			1					1
1	1					1	3	
			3					1
	3			2			3	0
				2	1	1		
		3						
2				3			3	1
	1		1				2	

35 POINTS

DISSECTION

Divide the given shape into 7 congruent pieces. The pieces may be rotated but not reflected relative to each other. Only the grid lines may be used to separate the pieces. Inner gray fields are not part of the shape.

Example (divided only into 3 pieces):



30 POINTS