

NAME:

POINTS:



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

17-18 NOVEMBER 2007

HOTEL BENTA

BUDAPEST

PUZZLES BY:

**LÁSZLÓ G. NAGY**

- |                                     |                       |
|-------------------------------------|-----------------------|
| 1. MAGIC SNAIL                      | 85 points (15+40+30)  |
| 2. EASY AS PLAYING<br>PATIENCE      | 75 points             |
| 3. PENTOMINO RELATIONS              | 70 points             |
| 4. SCRABBLE                         | 80 points             |
| 5. WRITERS                          | 115 points (35+35+45) |
| 6. SKYSCRAPERS AND EMPTY<br>SQUARES | 165 points (30+55+80) |
| 7. PASS SQUARES                     | 45 points (15+30)     |
| 8. SNAKES                           | 160 points (4x40)     |
| 9. ARROW MAZE                       | 35 points (10+25)     |
| 10. JAPANESE PENTOMINO              | 70 points             |
| 11. DUTCH LOOP                      | 50 points (5+20+25)   |
| 12. THERMOMETERS                    | 50 points (15+35)     |

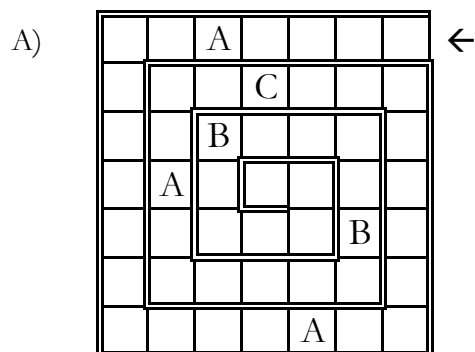
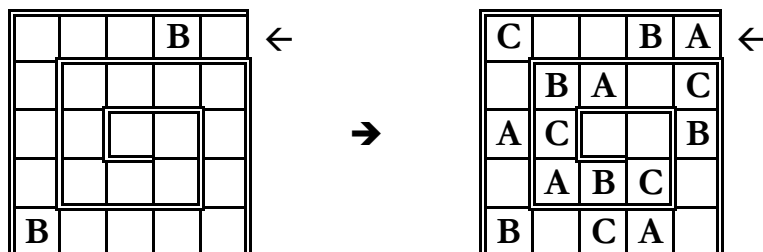
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**Total 1000 points**

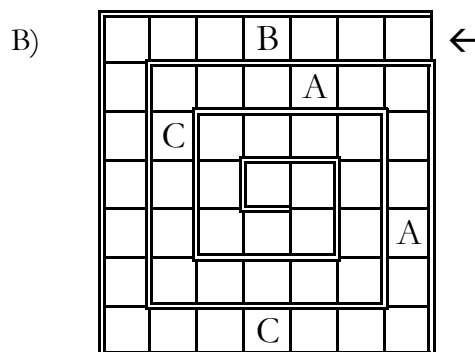
# 1. MAGIC SNAIL

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

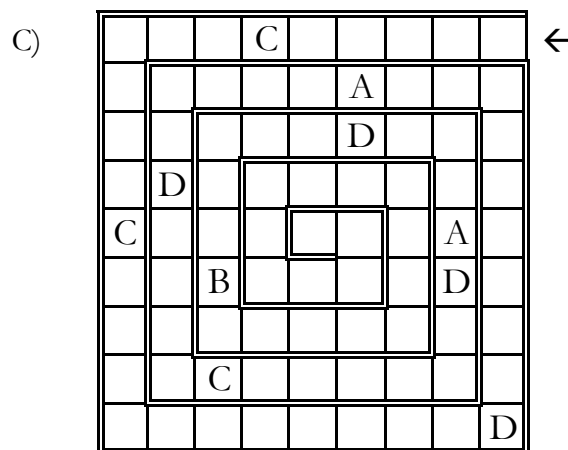
Example:



15 points



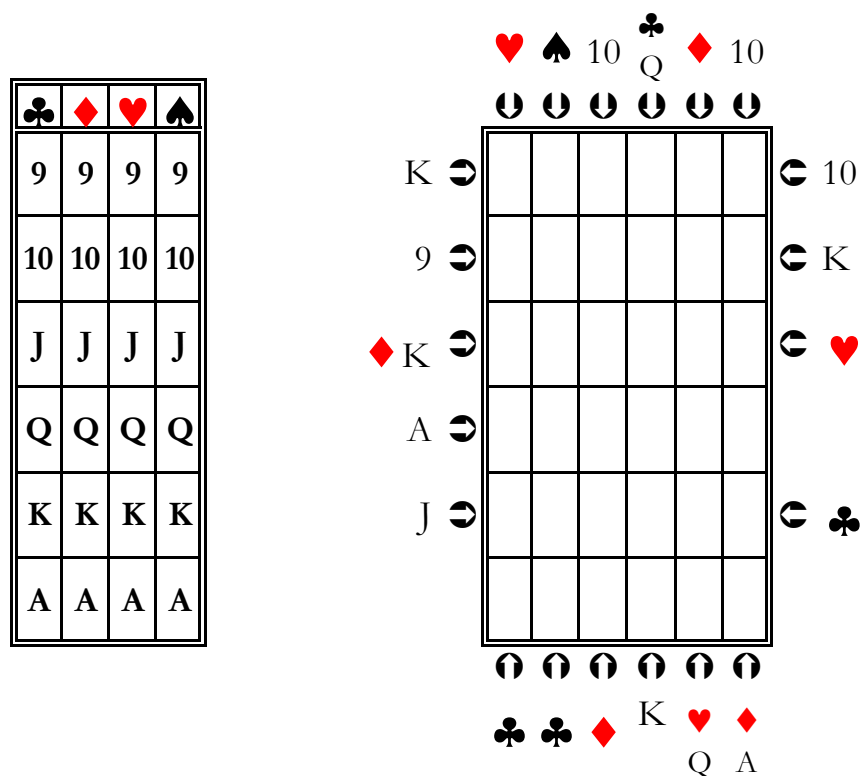
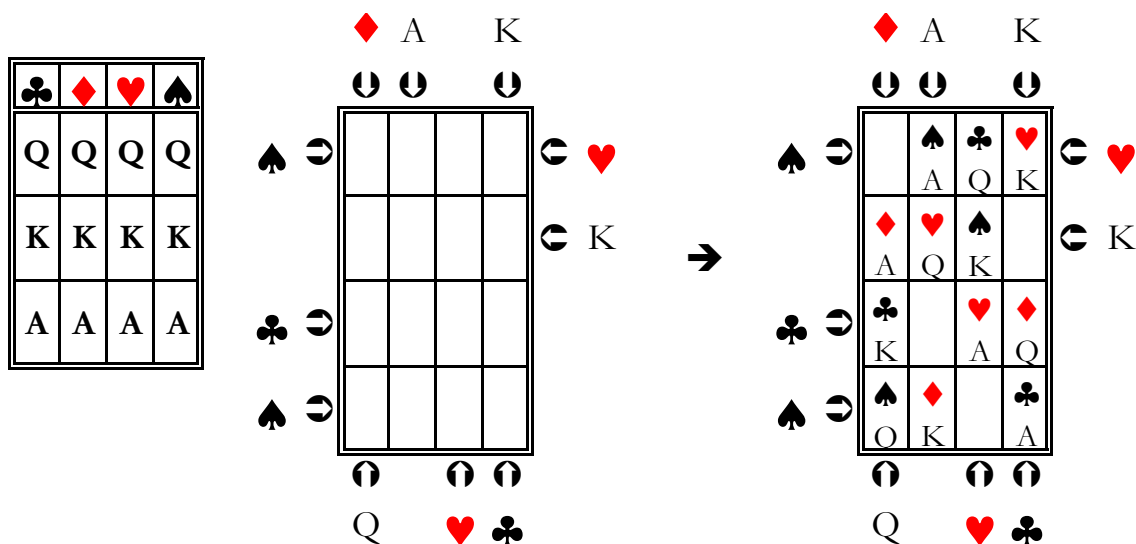
40 points



30 points

## 2. EASY AS PLAYING PATIENCE

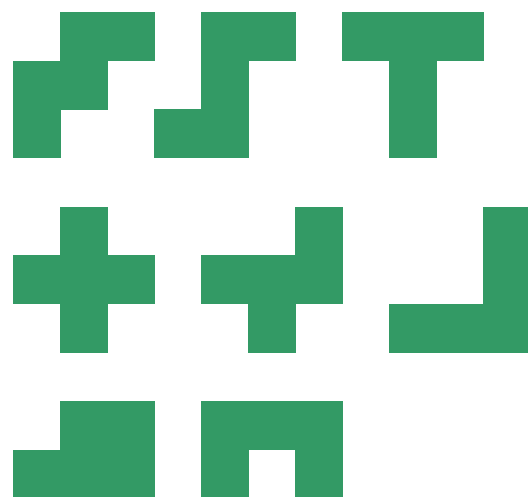
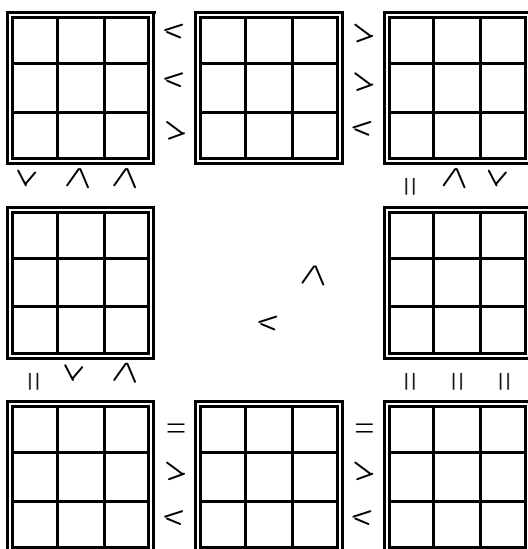
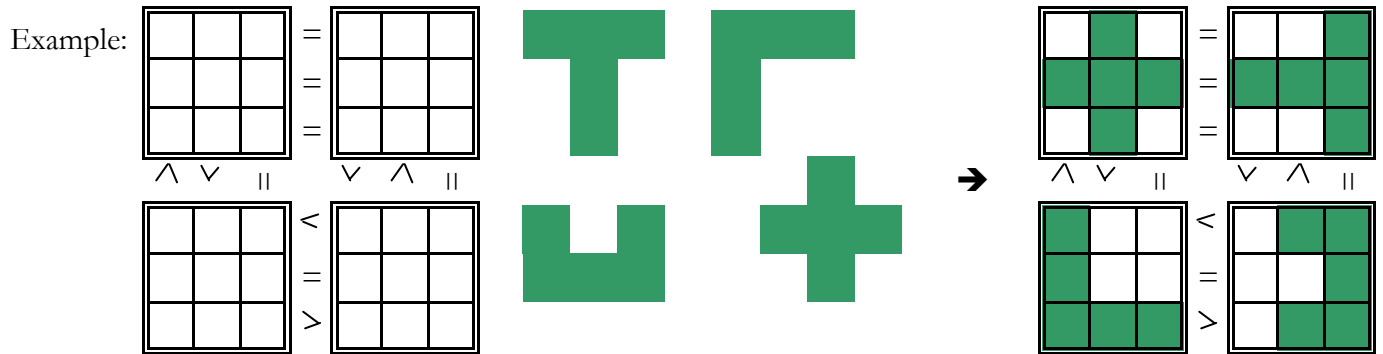
Put the given cards in the grid, so that no value and no suit is repeated in any row or column. The values and the suits outside the grid indicate which cards can be the first in the respective direction.



75 points

### 3. PENTOMINO RELATIONS

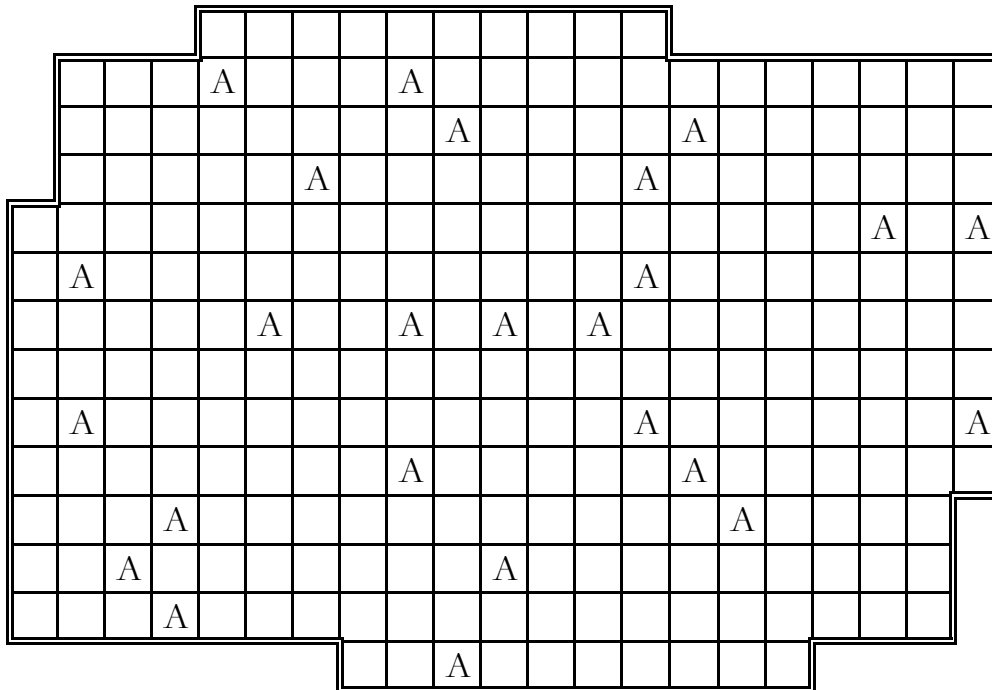
Place the pieces into the squares so that each relation be fulfilled. The pentominoes may be rotated but not reflected.



70 points

## 4. SCRABBLE

The list below contains 31 city names. Fill them in on the diagram. The diagram already contains each A letters. Every name crosses with one or more other names.



ANTANANARIVO

BARI

BERLIN

BUDAPEST

CALI

DOHA

DUBLIN

FAO

GENF

HALIFAX

JACKSON

JAKARTA

KARTÚM

KINSHASA

KOPER

KORFU

LIMA

LOS ANGELES

MADRID

MOSTAR

NORWICH

OKLAHOMA CITY

ORAN

PHILADELPHIA

PIRAN

RAVENNA

RIMINI

ROTTERDAM

SANTANDER

SPLIT

TALLINN

80 points

## 5. WRITERS

Fit the names into the grid so that each word can be spelt out as on a boggle board. That is, each word must be spelled out in order by proceeding from letter to consecutive letter horizontally, vertically and/or diagonally.

Example:

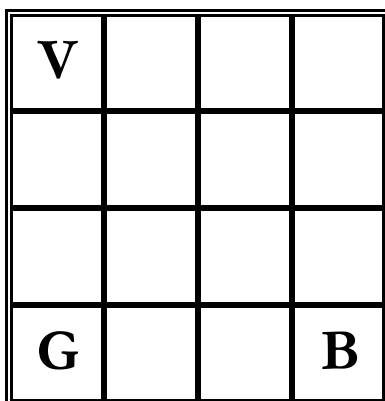
J		B

BOB      ROBERT  
 GEORGE ROGER  
 JIM      TIM  
 JOE      TOM

→

J	M	B
I	O	E
T	R	G

A)

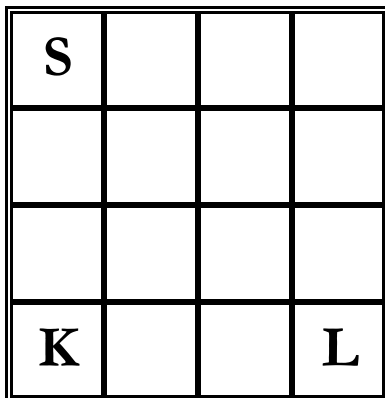


HASEK  
IBSEN  
KRAG  
POE

SHAKESPEARE  
SHAW  
SWIFT  
VERNE

35 points

B)

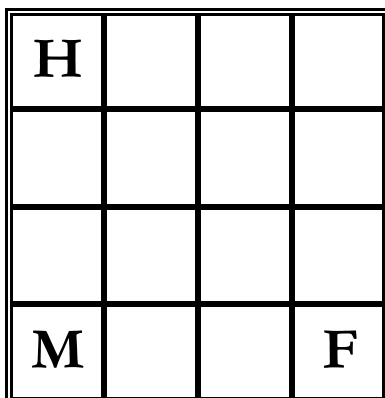


CAMUS  
KRILOV  
MAUGHAM  
MAURIAC  
MAURO

REMARQUE  
RIO  
ROTA  
ROTH  
VOLTAIRE

35 points

C)



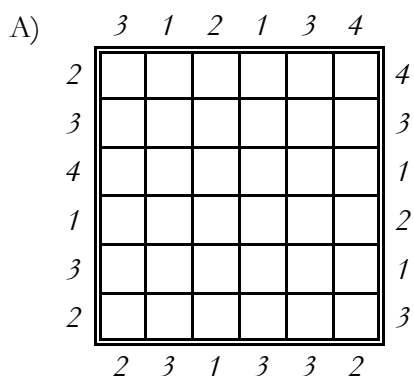
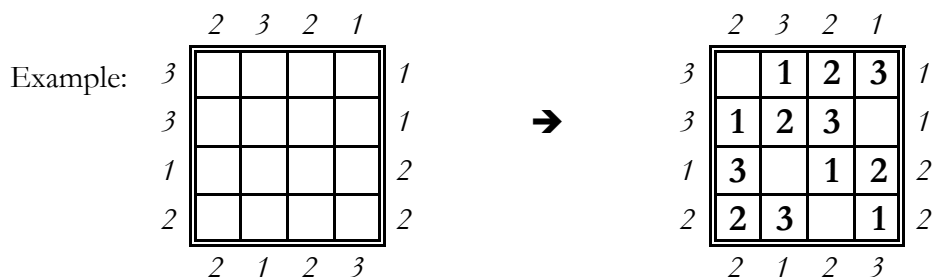
DEFOE  
DIDEROT  
DOYLE  
GIDE  
GOGOL  
GOLDING  
HUGO

MAY  
RODE  
TAYLOR  
TODE  
WILDE  
WILDER

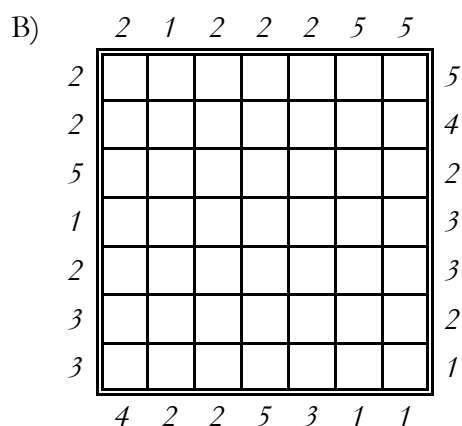
45 points

## 6. SKYSCRAPERS AND EMPTY SQUARES

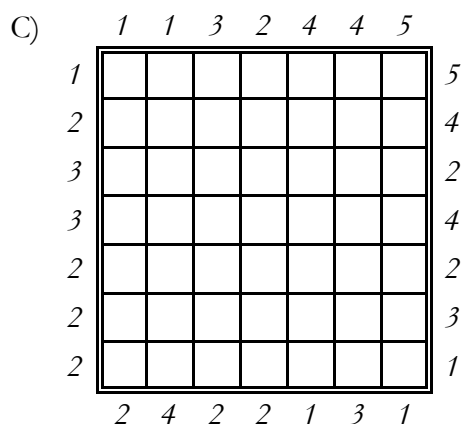
The grid symbolises a group of skyscrapers. Each row and column contains skyscrapers of different heights (1-5 and 1-6 in the B and C puzzles) and one empty square. The numbers outside the grid indicate how many skyscrapers are visible from that direction.



30 points



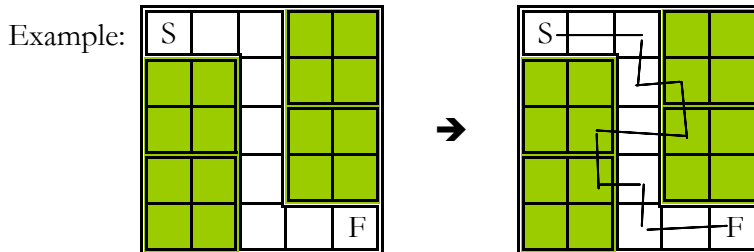
55 points



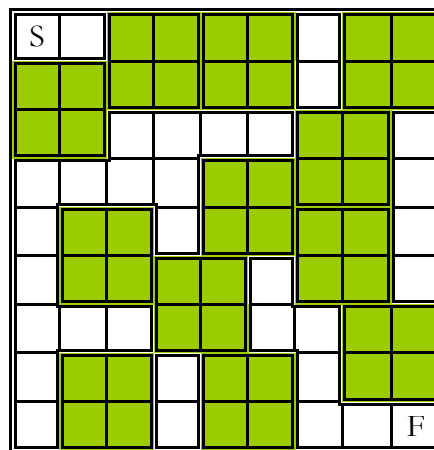
80 points

## 7. PASS SQUARES

Connect the "start" and the "finish" with a line that passes through exactly one cell of each gray 2x2 square. You may move only horizontally or vertically. The path may not cross itself.



A)

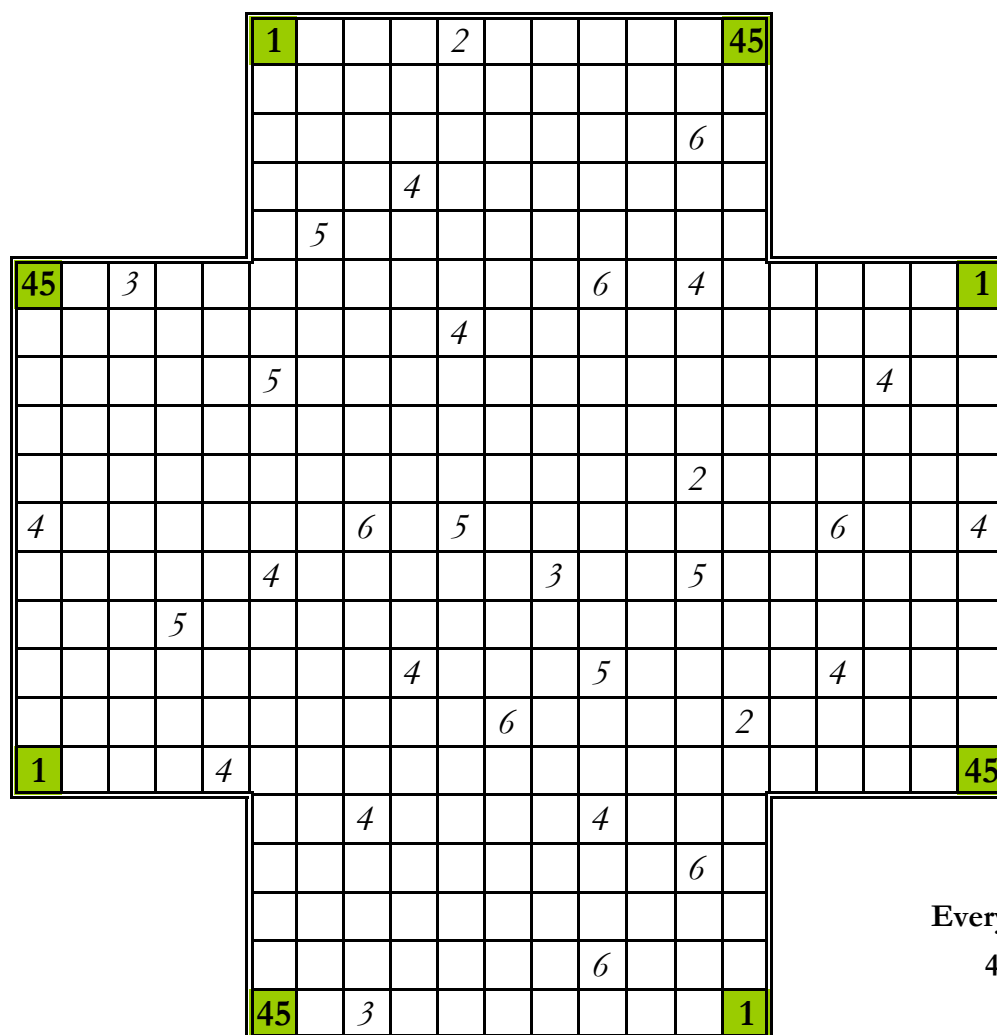
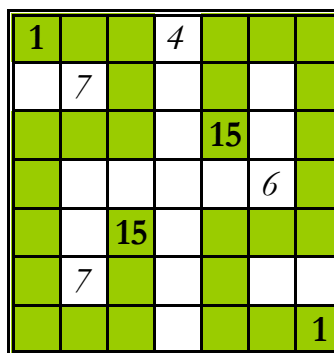
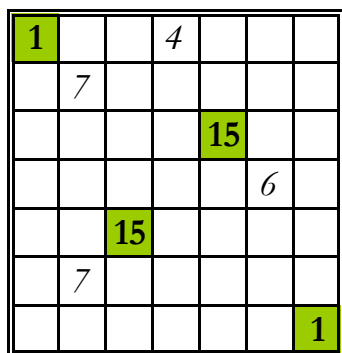




## 8. SNAKES

Four sea serpents, 45 metres long lie hidden under the surface of the water. The animals are bent horizontally and vertically, but don't touch themselves or each other anywhere, not even diagonally. The heads and the tails are visible. The numbers in the grid indicate how many neighboring squares are used by the snakes. Can you establish the exact positions of the snakes?

Example:



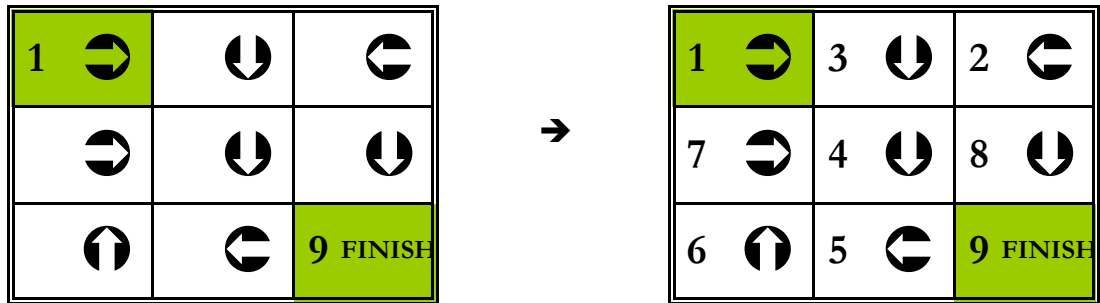
Every snake: 40 points

4 x 40 = 160 points

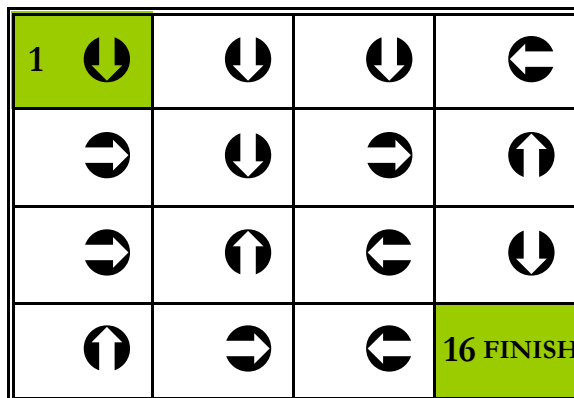
## 9. ARROW MAZE

Starting in the grid with number 1 you will go in the direction an arrow shows and stop by one of the cells of that direction. In each of the cells you must stop exactly once. Try to find an answer and put the numbers from 1 to 16 (in the second puzzle from 1 to 25) in the grid in order you stop by.

Example:

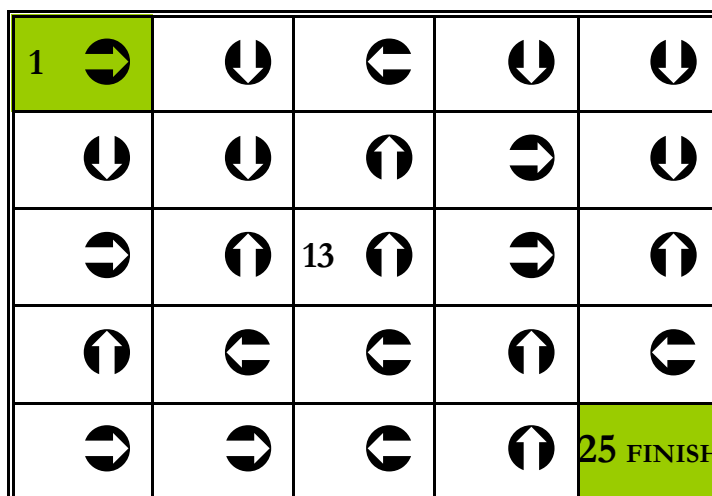


A)



10 points

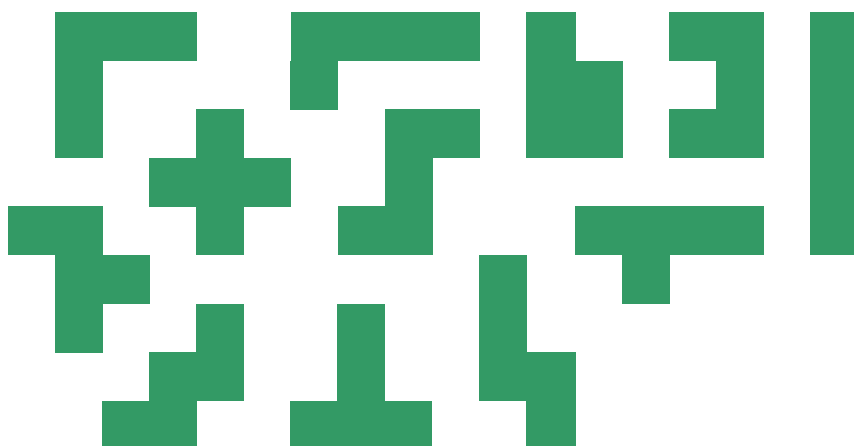
B)



25 points

## 10. JAPANESE PENTOMINO

Place the pieces inside the diagram in such a way that they don't touch each other anywhere, not even diagonally. Individual pieces may be rotated but not reflected. The numbers outside the diagram indicate in order, how many parts of the pieces each row or column contains.

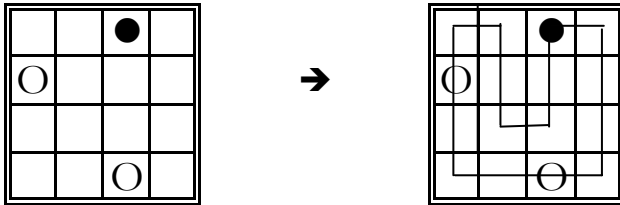
[illegible]

**70 points**

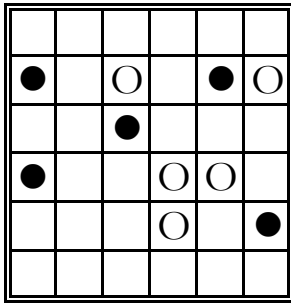
## 11. DUTCH LOOP

Draw a single continuous loop, which passes through all cells and never crosses. The loop passes through white circles without changing direction, while in the black circles it must change direction.

Example:

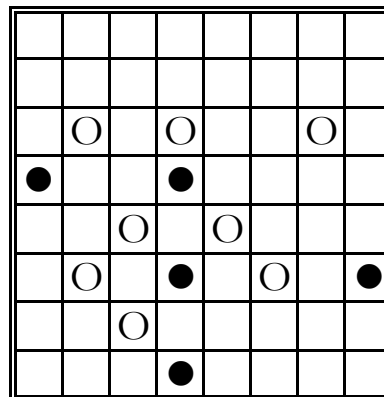


A)



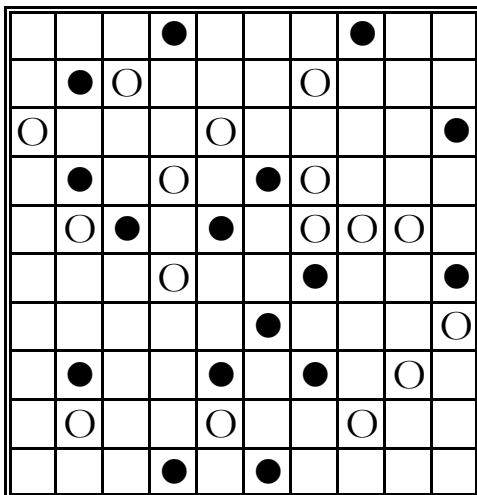
5 points

B)



20 points

C)

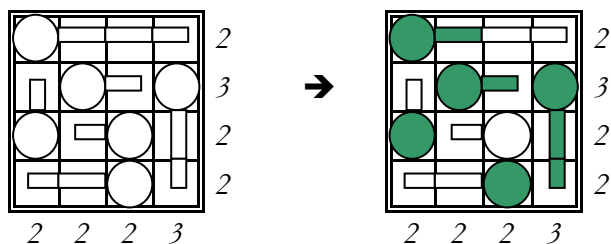


25 points

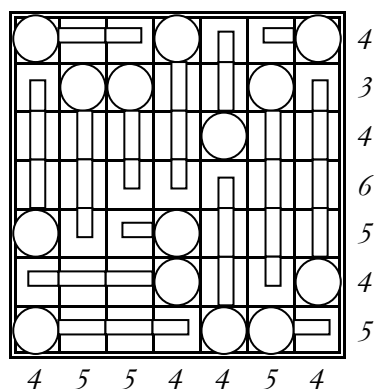
## 12. THERMOMETERS

There are thermometers in the grid, all of which have their own level of mercury. The mercury always starts from the rounded end and makes it to the other end. There may be empty or full thermometers as well. Numbers around the grid indicate the number of squares in the given row or column that contain mercury.

Example:

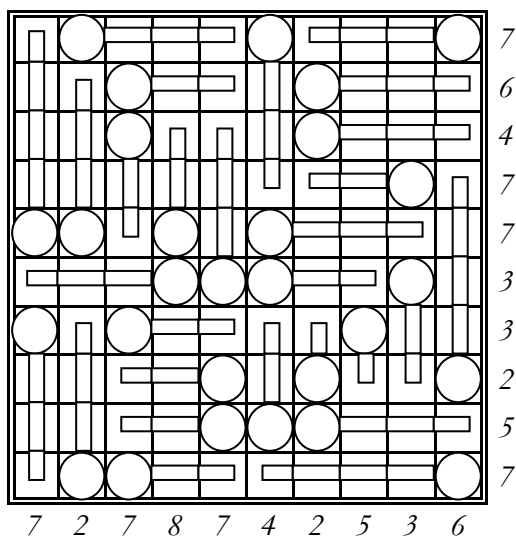


A)



15 points

B)



35 points