Name:	POINTS:



# 5<sup>th</sup> 24 Hours Puzzle Championship

22-23 May, 2004 HOTEL AMADEUS BUDAPEST

## PUZZLES BY **LÁSZLÓ OSVALT**

Hidden pieces 25 points

Magic squares 90 points (35 + 55 points)

Sherlock 45 points

Queen's Park 70 points (25 + 15 + 30 points)

Easy as ABC diagonally 120 points (20 + 45 + 55 points)

ABC-pathfinder 100 points (35 + 65 points)

Sea serpent(ine) 100 points (35 + 65 points)

ABC connection 45 points (20 + 25 points)

Battleship with words 45 points

Scrabble 70 points

Flexible net 60 points

Find the loop 85 points (30 + 55 points)

Pentomino-nodes 40 points

Hexagonal rope-trick 50 points

Domino form 55 points

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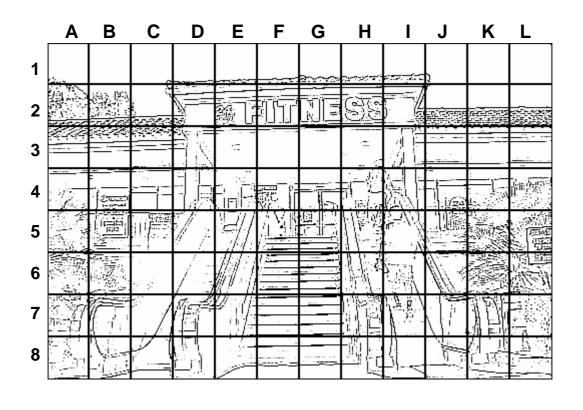
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### Hidden pieces

Find the cut-out elements in the picture and write down their coordinates! The elements may be rotated, but not mirrored.





Points: 25 (5 / found part)

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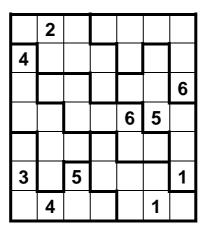
#### **Magic squares**

Write numbers between 1 and 7 (between 1 and 8 in the second diagram) into the empty fields so that each number occurs in all rows, columns and the amorphous sections bordered by the bold lines exactly once.

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

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

35 points



55 points

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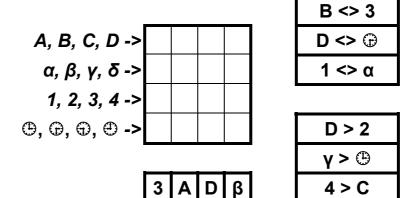
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#### **Sherlock**

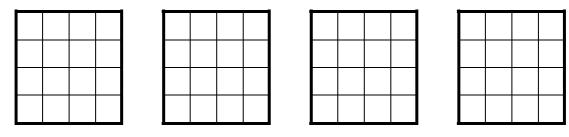
The puzzle's name refers to a similar PC-game. Fill the grid with the listed marks (e.g. "A, B, C" in sample) so that each mark appears exactly once in the appropriate row. To place the marks correctly, the given rules must be satisfied. There are 3 kinds of rules:

1. Same column	C x	The marks must be in the same column.	A, B, C → x, y, z →	C > y y > II	$\overline{}$
2. Near column 3. Left - right	x         >         III           C         >         y	The marks must be in neighboring columns (order may be reversed).  The first mark must be on more left column than the second.	I, II, III → C z x II	<i>x</i> ⇔ Ⅲ B ⇔ I	C B A x y z I III II



45 points

Use these empty tables for trying...



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#### **Queen's Park**

Some queens (chess pieces) are hiding in the figure; their exact number is given for each puzzle. A queen attacks all fields that are the same row, column or diagonal with her, except when there is another queen among her and the examined field. The numbers in the fields indicate the attacking queens' number. Mark the queens on the figure.

Sample:

Ī	1		4			_	1	器	4	器
									<b>3</b> ()	31)
	0	2				7	0	2		
	1						1			
		4 q	uee	ns	•	•		4 q	uee	ns

2				1	6 queens
			4	3	25 points
2		3			
1				1	
	2				

3 4 5 queens 1 1 15 points 3 3 2

1 1

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

9 queens 30 points

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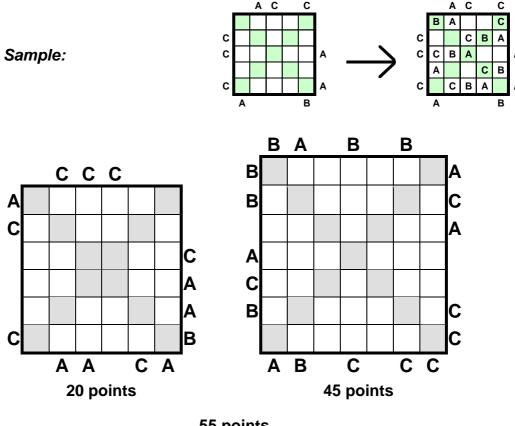
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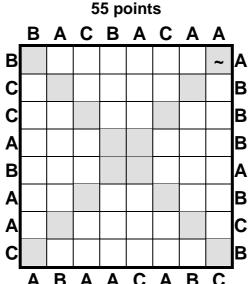


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#### Easy as ABC diagonally

Fill the letters A, B, C in the diagrams. Each letter occurs once in each of the rows, columns **and the two longest diagonals**. The letters outside the diagram indicate the letters you come across first from that direction.





(The "~" mark on the right upper corner indicates an empty field!)

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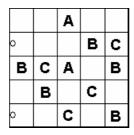
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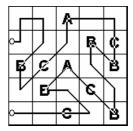
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#### **ABC-pathfinder**

Draw a continuous line into the diagram (starting / ending at the fields marked with "o"), 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 without changing direction.







0	$\mathbb{C}$	660		$\mathbb{C}$		60
A	A		$\bigcirc$	$\bigcirc$		
				A		
$\mathbb{C}$	600		A		600	<u></u>
	A	<u></u>	A			0

35 points

$\mathbb{A}$	C			A	A		
						66	
A		C	C			A	660
0	$\mathbb{C}$	A		A		C	0
	A		A	A		A	A
$\mathbb{A}$		$\mathbb{C}$				66	

65 points

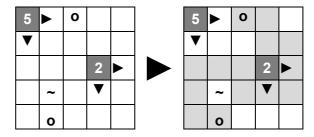
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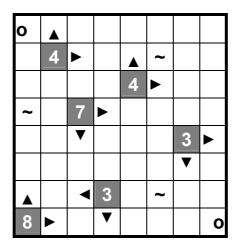


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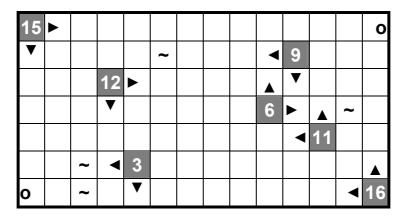
#### Sea serpent(ine)

Each diagram symbolizes a sea, and a serpent hiding in it. Only its head and tail can be seen, at the fields marked by "o". The serpent's body can pass through the fields only horizontally or vertically, and the monster can touch its own body, though only diagonally. The serpent never passes through the fields containing "~" marks (rocks) or numbers. The latter functions as a half-sided lighthouse: it shows the number of the fields where the serpent is present, but only towards the directions marked by arrows. Find the serpent and draw it into the diagram.





35 points



65 points

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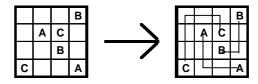
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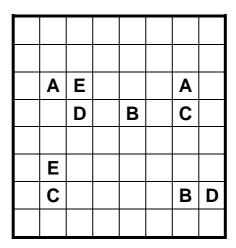


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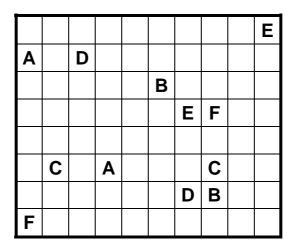
#### **ABC-connection**

Connect the same symbols with an unbroken line. The lines don't intersect or overlap. The lines can pass only through the middle lines of the squares.





20 points



25 points

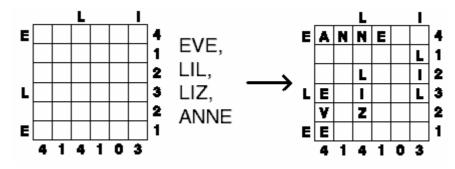
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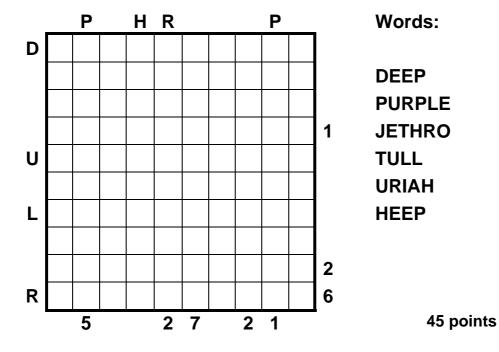


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#### **Battleship with words**

Place the listed words into the grid in a way that the squares used by the words must not be neighboring – not even diagonally – with squares used by another names. 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.





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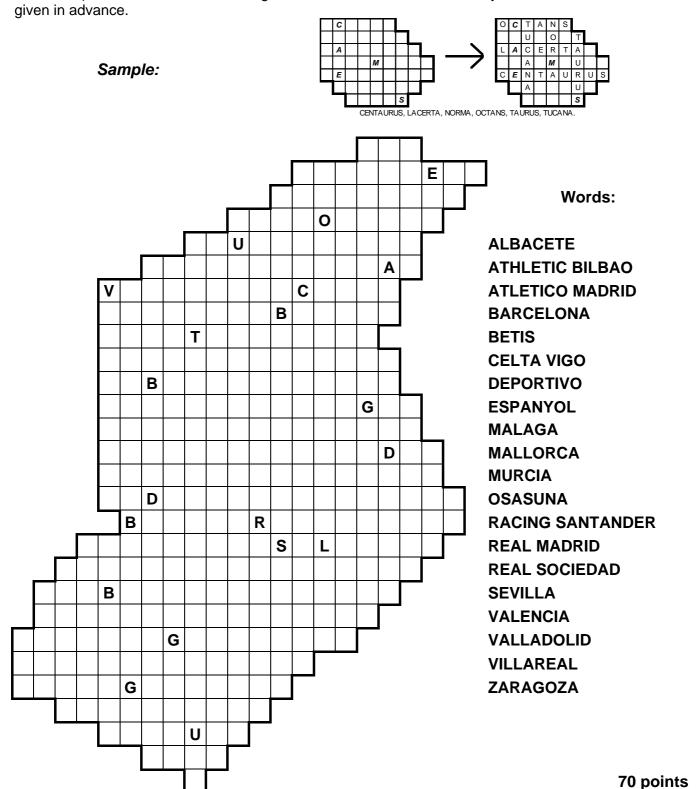
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#### **Scrabble**

Place all the listed words in the grid in a way that each word should have at least **two** common letters with at least **two** another words. The letters in the grid should be used at least by one word. Any (even two-letters) words must not be in the grid, which is not on the list. Exactly one letter from each word is given in advance.



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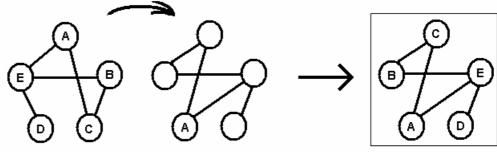


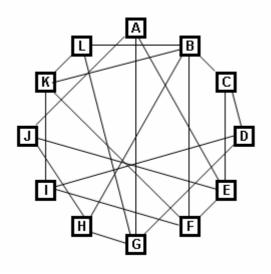
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#### Flexible net

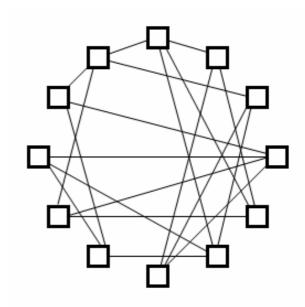
Write one letter into the empty circles so that in the two diagrams exactly those circles that are marked by the same letters are connected by a line.

Sample:





60 points



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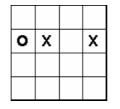
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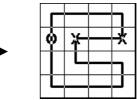


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#### Find the loop

Draw into the diagram an endless loop, that doesn't intersect nor overlap, crosses all the fields exactly once, and can only horizontally or vertically pass. On the fields marked by "X" the loop's line breaks in a right angle; on the fields marked by "O" it passes through straight.





		X					
		X	X		X	X	
	X		0	0		X	0
X			X		X	0	
0			X		0		X
	0		0		0		
			X				0
		X	X	0			

30 points

	0		X		0				
	X	X		X				0	0
X			0		0	0			
		X		0	X		X		X
0	0	X				0	X		
	X	X	X	0	X				0
X		0		0	0		X	X	
		X		X	0		0	X	X
	X	X		X				X	
		0			0		0		

55 points

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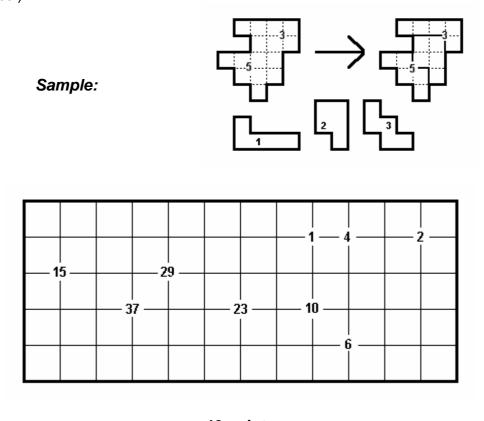
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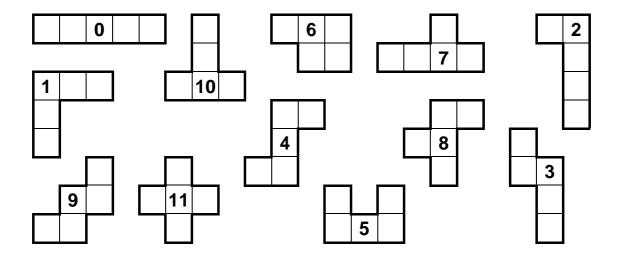
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#### Pentomino nodes

Place each of the given 5-field-size "pentomino" elements into the figure. The elements may be rotated, but not mirrored. Some nodes (grid points) in the figure are marked with an integer value. This value must be equal to the sum of the values of the elements touching it. (The elements' values are also given in advance.)







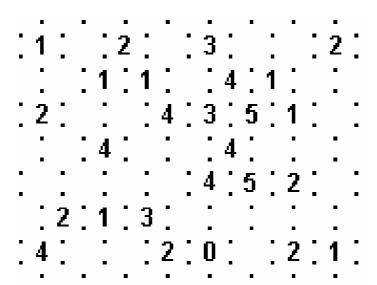
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### Hexagonal rope-trick

Draw a loop-form rope into the diagram, that doesn't intersect nor overlap itself. The rope consists of straight sections, which always pass between neighboring points of a base hexagon. The numbers written in some of the hexagons show how many sections of that hexagon belongs to the rope.



50 points

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#### **Domino form**

0 0

0 4

6 6

Place all the elements of the given domino set into the figure, according to the domino game's rule, i.e. the touching parts of any neighboring domino stones must contain the same numbers. The given numbers beside and below the figure show the numbers occurring in the corresponding row or column.

