11TH 24 HOURS PUZZLE CHAMPIONSHIP

26-28. NOVEMBER 2010.
HOTEL AMADEUS
BUDAPEST

NIKOLA ZIVANOVIC & DRAGAN TOLOMANOSKI

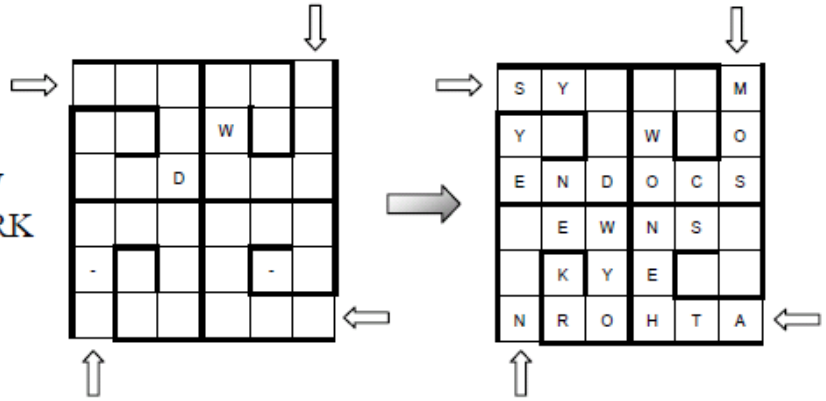
INSTRUCTIONS

PUZZLES BY	NIKOLA ZIVANOVIC
FOUR SNAILS	85 (20+25+40)
ARROW SNAKE	90 (25+30+35)
QUADRANT BATTLESHIPS	60 (30+30)
TAPA CHESS	115 (40+75)
MATH STRIPE	60 (20+20+20)
RELATION FENCES	90 (20+70)
PUZZLES BY	DRAGAN TOLOMANOSKI
WIRED PENTOMINO 1	60
WIRED PENTOMINO 2	60
WIRED PENTOMINO 3	50
WIRED PENTOMINO 4	80
WIRED PENTOMINO 5	90
WIRED PENTOMINO 6	50
WIRED PENTOMINO 7	60
WIRED PENTOMINO 8	50
total	1000 points

1. FOUR SNAILS (20+25+40)

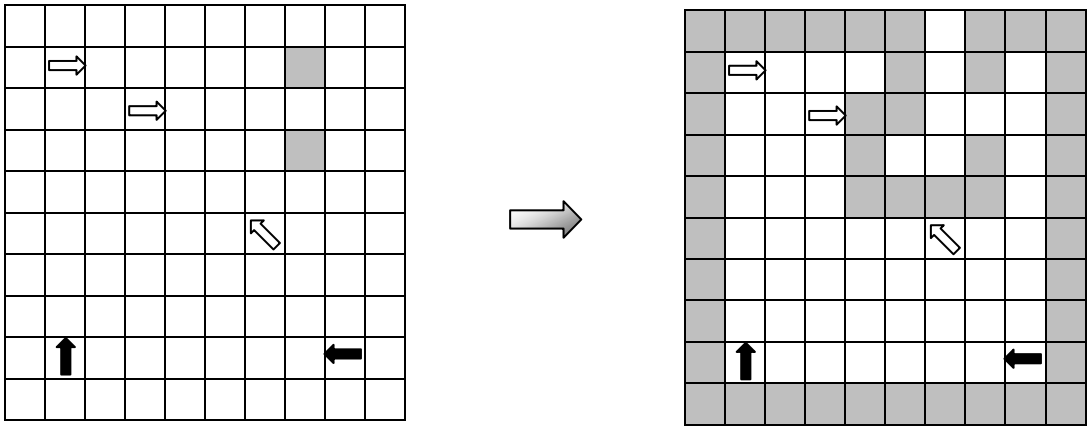
Write the given words along the snails, in the order from outside towards the middle. The same letter can not appear more than once in each row and column. Sign „-„ means there is no letter in cell. Some letters are already given.

ATHENS
MOSCOW
NEW YORK
SYDNEY



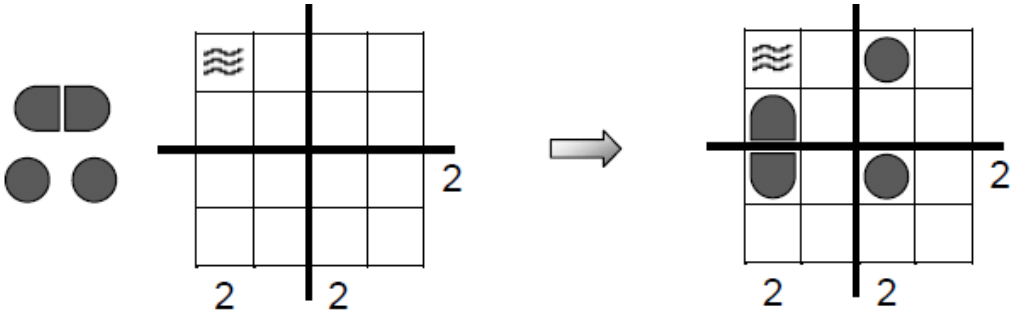
2. ARROW SNAKE (25+30+35)

Draw a snake into the diagram, 45 cells long, not touching itself even diagonally. Each white arrow points exactly three parts of snake body, while each black arrow points exactly one part of snake body. The head and tail of snake are already given (grey cells). The snake cannot cross through the cell with arrow.



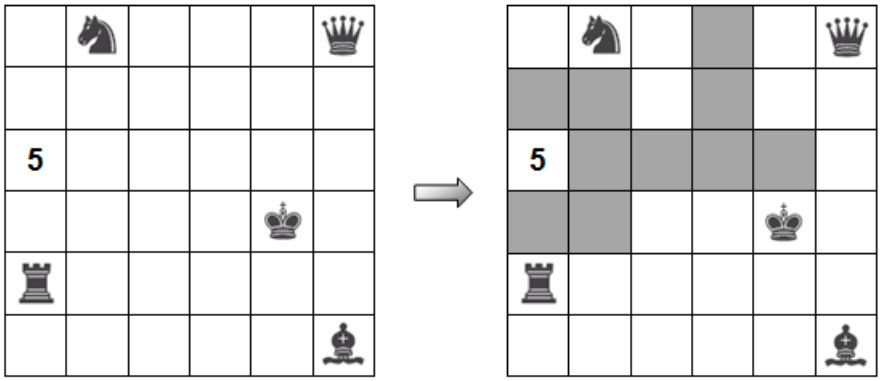
3. QUADRANT BATTLESHIPS (30+30)

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. Each of four quadrants contain the same number of parts of ships.



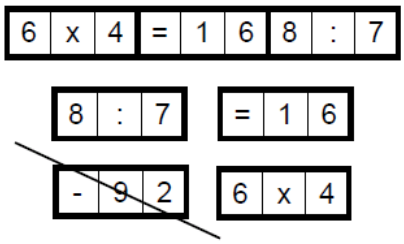
4. TAPA CHESS (40+75)

Paint some squares black to create a wall. Number(s) in a square indicate the length of black cell blocks on its neighbouring cells. If there is more than one number in a square, there must be at least one white square between the black cell blocks. Painted cells cannot form a 2x2 square or larger. There are no wall segments on cells containing numbers or chess pieces. Each chess piece attacks the same number of segments of the tapa.



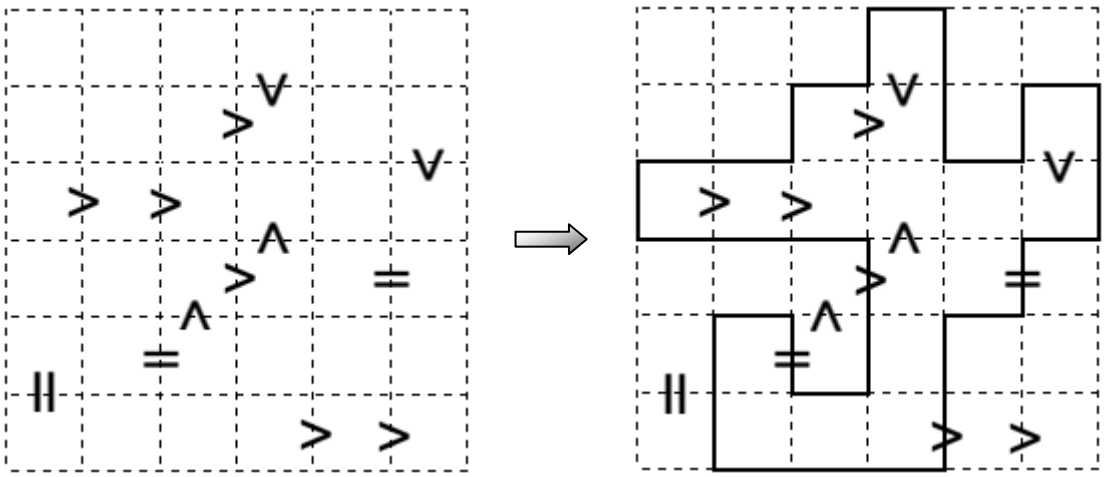
5. MATH STRIPE (20+20+20)

Place four pieces of equation (three in example) in the mathematical stripe without rotating so that the result on both sides of the equation is the same. One part will not be used. Multiplication and division have precedence over addition and subtraction.



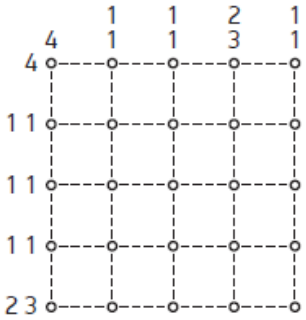
6. RELATION FENCES (20+70)

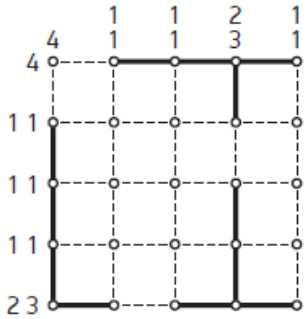
Draw a single loop without crossings or branches. Mathematical signs “greater”, “less” and “equal” shows the relations between the thought numbers in the cells. The thought number indicate how many lines surround it.



7. WIRED PENTOMINO 1 (60)

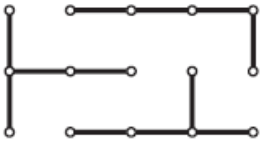
Connect some dots using wires to form all 12 pentominoes. One dot can be part of just one pentomino. Pentominoes can be rotated/mirrored. Numbers around grid represent number of connected dots in rows/columns, respectively.

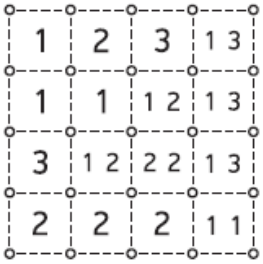


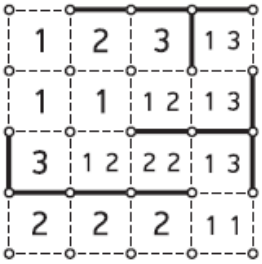


8. WIRED PENTOMINO 2 (60)

Connect some dots using wires to form all 12 pentominoes. One dot can be part of just one pentomino. Pentominoes can be rotated/mirrored. Numbers inside grid represent number of connected dots around them.

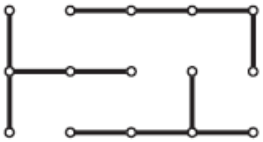


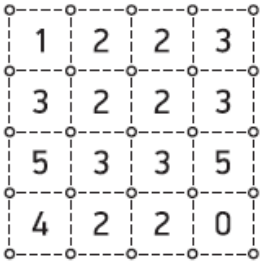


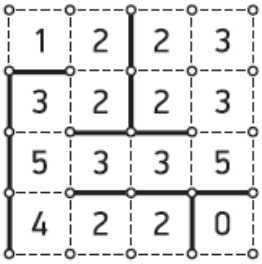


9. WIRED PENTOMINO 3 (50)

Connect some dots using wires to form all 12 pentominoes. One dot can be part of just one pentomino. Pentominoes can be rotated/mirrored. Numbers inside grid represent number of rooms that can be seen from that cell, looking horizontally and vertically.

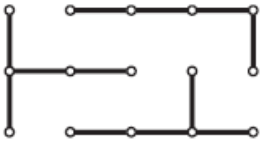


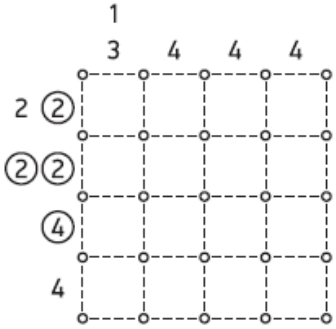


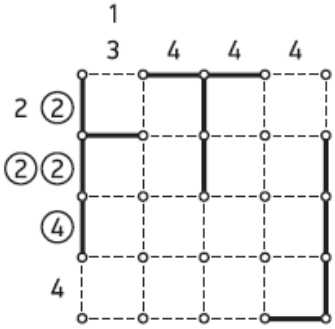


10. WIRED PENTOMINO 4 (80)

Connect some dots using wires to form all 12 pentominoes. One dot can be part of just one pentomino. Pentominoes can be rotated/mirrored. Numbers around grid represent number of connected fields in rows/columns, and they are sorted in ascending order. Numbers inside circles show number of connected cells which are bounded from two sides by pentominoes.

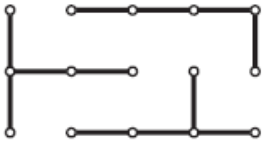


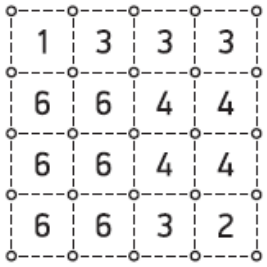


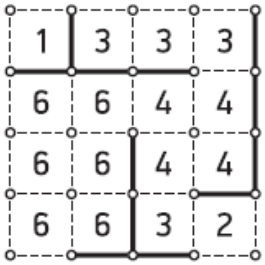


11. WIRED PENTOMINO 5 (90)

Connect some dots using wires to form all 12 pentominoes. One dot can be part of just one pentomino. Pentominoes can be rotated/mirrored. Numbers inside grid represent maximum two-dimensional area without any part of the pentominos that can be seen from that field, looking horizontally and vertically.

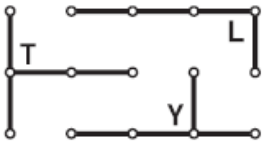


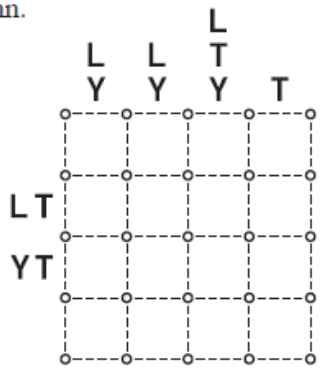


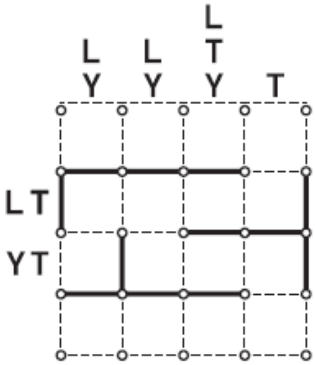


12. WIRED PENTOMINO 6 (50)

Connect some dots using wires to form all 12 pentominoes. One dot can be part of just one pentomino. Pentominoes can be rotated/mirrored. Letters around grid represent order of pentominoes in particularly row/column.

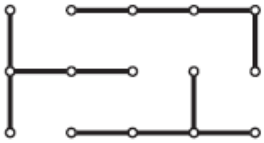


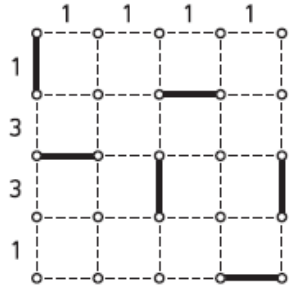


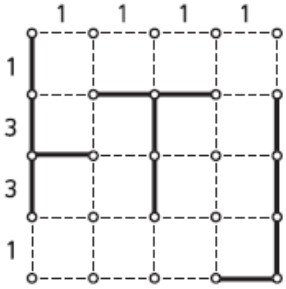


13. WIRED PENTOMINO 7 (60)

Connect some dots using wires to form all 12 pentominoes. One dot can be part of just one pentomino. Pentominoes can be rotated/mirrored. Numbers around grid represent number of different pentominoes in rows/columns. Two segments of all pentominoes are already given.







14. WIRED PENTOMINO 8 (50)

Connect some dots using wires to form all 12 pentominoes. One dot can be part of just one pentomino. Pentominoes can be rotated/mirrored. Letters inside grid show exactly two pentominoes that can be found around that cell and all that cases are marked.