

NAME:

POINTS:



11TH 24 HOURS PUZZLE CHAMPIONSHIP

26-28 NOVEMBER, 2010

HOTEL AMADEUS,

BUDAPEST

PUZZLES BY

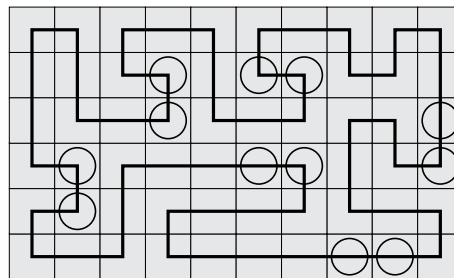
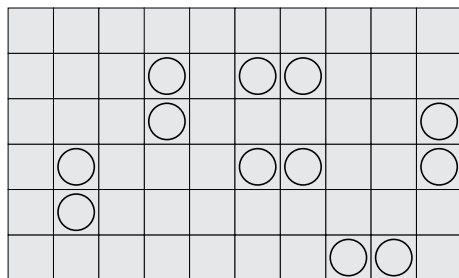
VLADIMIR PORTUGALOV

1. 1-9-Loop 60 points (30 + 30)
2. Naval Minesweeper 105 points (40 + 65)
3. Fortress Sudoku 75 points
4. Five Pairs Sudoku 100 points
5. Spiral Snake 85 points
6. 1-2-Snake 75 points
7. Pentatouch 40 points
8. Pentaglue 40 points
9. Slitherlink Snake 45 points
10. Magic Summer 80 points (30 + 50)
11. Knight's Tale Sudoku 100 points
12. Tiger in the woods 65 points (25 + 40)
13. Every second turn 40 points
14. Easy as skyscrapers 90 points



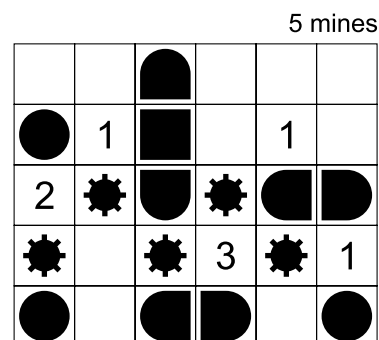
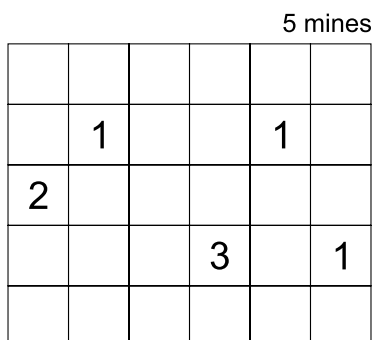
1. 1-9-loop

Draw a single closed loop going only vertically and horizontally and passing through every cell exactly once. Lengths of the parts of the loop connecting the cells with the circles should alter in a way 1-9-1-9-...



2. Naval Minesweeper

Place in the grid the given number of mines. Digits inside the grid show the amount of mines in surrounding cells. Mines cannot be placed in the cells with digits. Additionally place in the grid the given fleet. Ships cannot overlap the cells with digits and mines. Ships cannot touch each other even diagonally. Each ship should touch (by sides/corners) as many mines as the number of cells it occupies.



3. Fortress Sudoku

Fill in the grid so that every row, column and 3x3 box contains the digits 1 through 9. Digits in grey cells should be greater than the digits in adjacent by side white cells.

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

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



4. Five Pairs Sudoku

Fill in the grid so that every row, column and 3x3 box contains the digits 1 through 9. The 10-cells grey areas inside the grid should contain two sets of five digits.

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

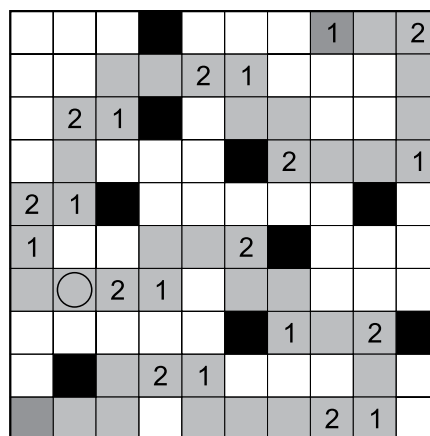
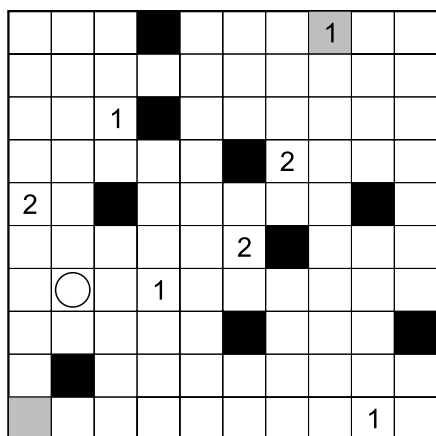
9	3	7	4	5	6	1	2	8
5	2	6	8	1	9	3	4	7
8	4	1	3	7	2	9	6	5
3	5	2	6	4	1	7	8	9
1	6	4	7	9	8	2	5	3
7	8	9	2	3	5	6	1	4
6	9	8	5	2	7	4	3	1
2	1	3	9	8	4	5	7	6
4	7	5	1	6	3	8	9	2

5. Spiral Snake

Draw a single 45-cells long 1 cell-wide snake, not touching itself even diagonally. Its head and tail are placed in the grey cells. The central cell is marked with the circle. Divide the grid into some areas with central symmetry. All the symmetry points are given. Areas should be symmetrical with regard to the cells occupied/unoccupied by the snake.

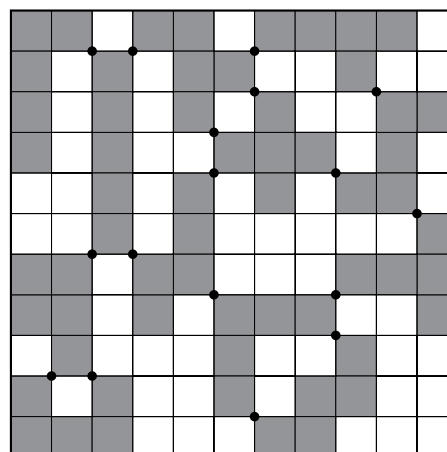
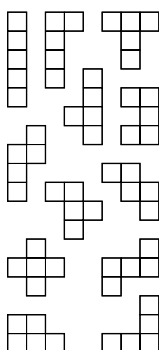
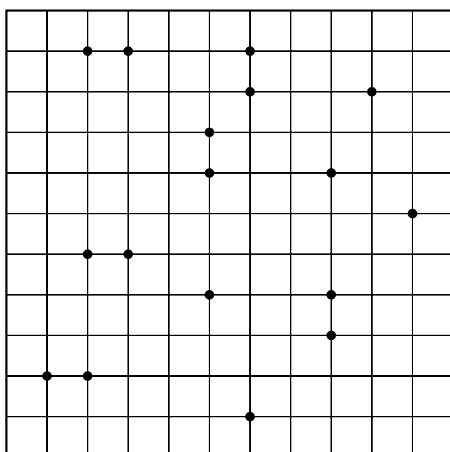
6. 1-2-snake

Draw a single 45-cells long 1 cell-wide snake, not touching itself even diagonally. Its head and tail are placed in the grey cells. The central cell is marked with the circle. From some end of the snake to another the sequence 1-2-1-...-1-2 should be read. Every row/column should contain digits 1 and 2 exactly once. Some digits are already given. The snake cannot overlap the black cells.



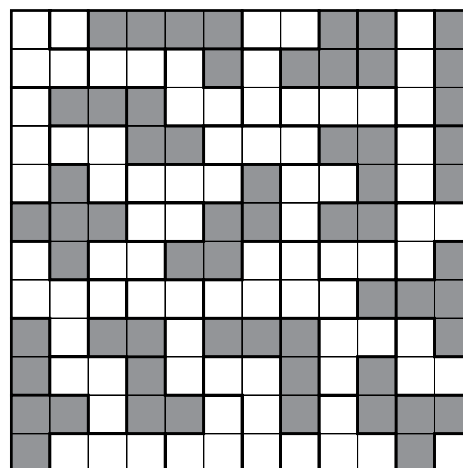
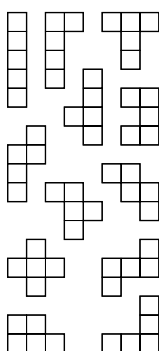
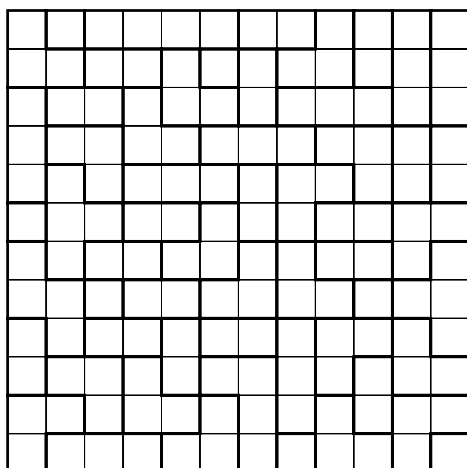
7. Pentatouch

Place the complete pentamino set into the grid. Pentaminoes can touch each other only by a corner. All nodes where two pentaminoes touch are marked with a dot. Elements can be rotated and/or reflected.



8. Pentaglu

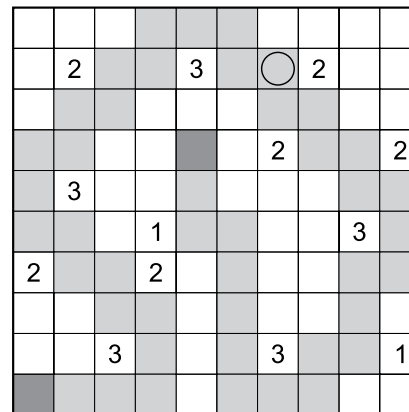
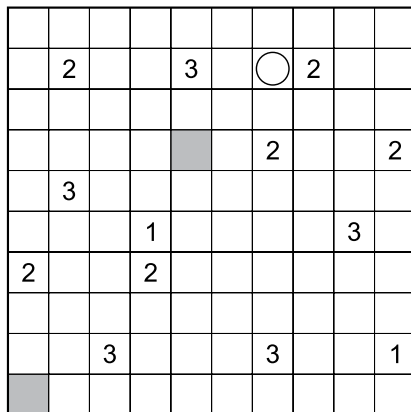
Locate the complete pentamino set in the grid. The elements cannot touch each other even diagonally. Each element should be formed of exactly two adjacent outlined areas. Elements can be rotated and/or reflected.





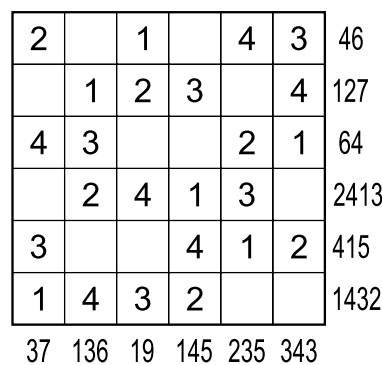
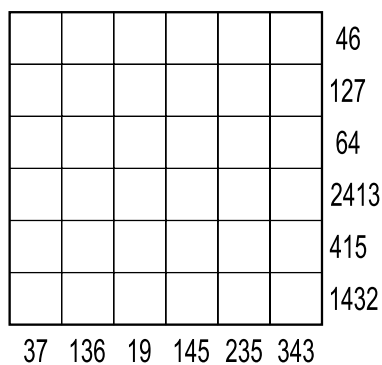
9. Slitherlink snake

Draw a single 45-cells long 1 cell-wide snake, not touching itself even diagonally. Its head and tail are placed in the grey cells. The central cell is marked with the circle. The snake cannot go through the numbered cells. Numbers show the amount of cells occupied by the snake in four neighbouring cells.



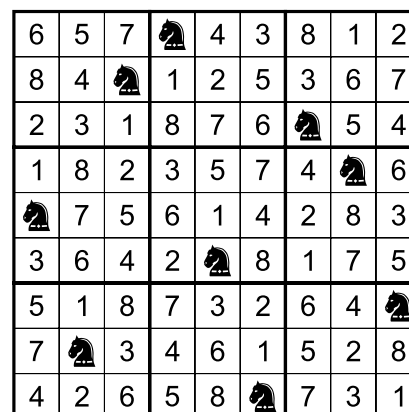
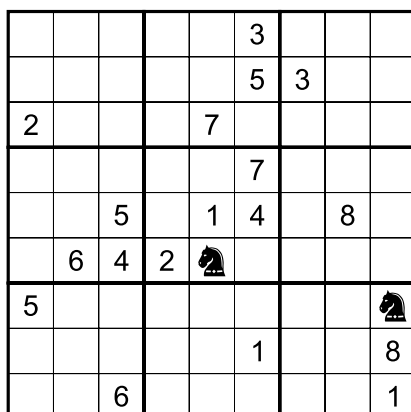
10. Magic Summer

Place in the grid digits from 1 to 4(5), so that each row and column contains each digit exactly once. Numbers outside the grid show the total of all numbers appearing in corresponding rows and columns. These numbers are separated by at least one empty cell.



11. Knight's Tale Sudoku

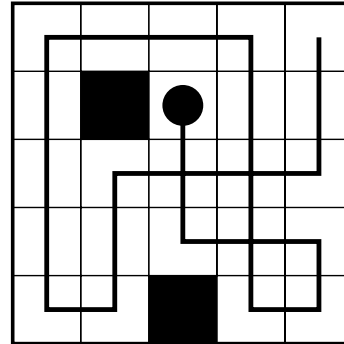
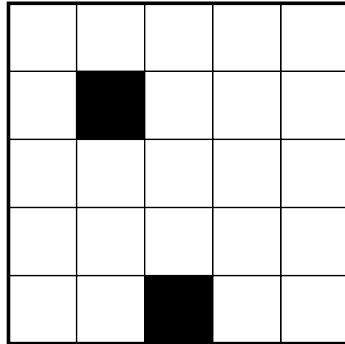
Fill in the grid so that every row, column and 3x3 box contains the digits 1 through 8 and a chess knight. Knights cannot attack each other. Knights cannot attack the same digit more than once.





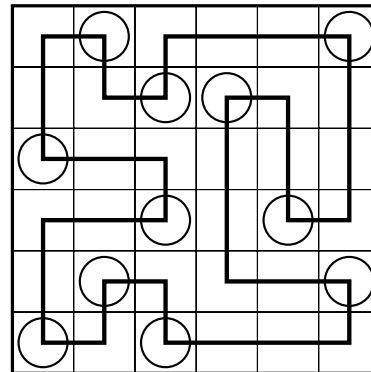
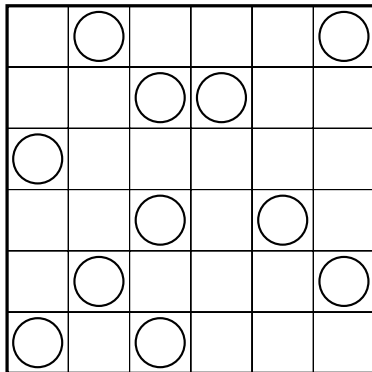
12. Tiger in the woods

Draw a path in the grid that starts from any white square, travels horizontally and vertically and passes through all white squares. The path may cross itself but it may not overlap itself. The path is allowed to take a turn after hitting either a black square or the edge of the grid. The starting/finishing square cannot be visited later/before.



13. Every second turn

Draw a closed single loop in the grid that goes horizontally and vertically through all the cells. The cells where the loop takes every second turn are marked by the circles.



14. Easy as skyscrapers

Fill the grid with numbers from 1 to 3 (representing the heights of buildings) and letters A, B, C, so that each row and column contains exactly one instance of all these symbols. Digits outside the grid show the number of buildings visible from their positions (shorter buildings are hidden behind the taller ones). Letter outside the grid appear first in corresponding directions.

