11th 24-HOUR PUZZLE CHAMPIONSHIP

27. - 28. 11. 2010

INSTRUCTION BOOKLET

Matúš Demiger

Nurikabe

Fleet

Even Fence

FilloKuro

FilloDoku

Total Rectangles

Pairs by Sums

Double Islands

Loop by Tentacles

Tetra Masyu

Equations

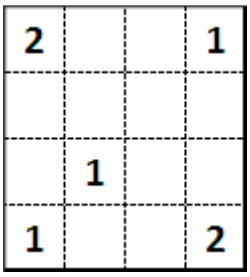
Battleship Sudoku

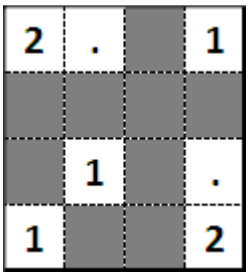
Domino Islands

1000 points

NURIKABE

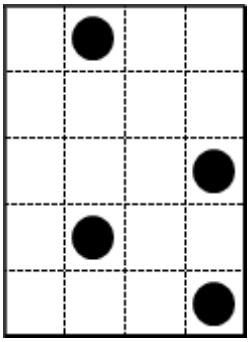
Locate some islands in the grid. Each number is part of the island and indicates its size. The islands cannot touch by sides. All the other cells should form a black continuous area, which cannot form a 2x2 square.

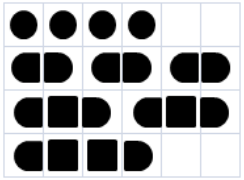


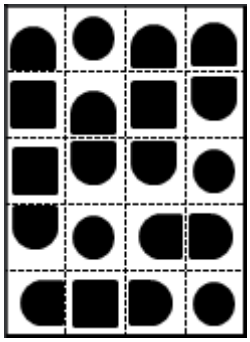


FLEET

Place the given fleet into the grid so, that the ships do not overlap and the ones of the same size do not touch by sides.

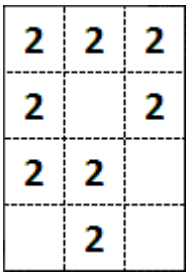


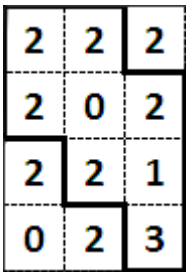




EVEN FENCE

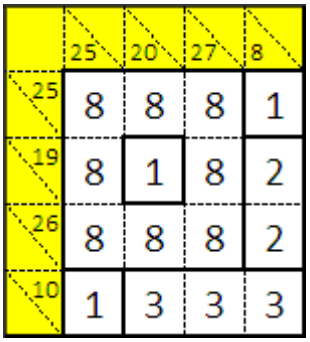
Draw a single loop into the grid, using the dotted sides of squares. The loop cannot touch and cross itself. The numbers in the cells show the amount of sides of the cell used by the loop. All the even clue numbers are already given (zero does not count as an even number).





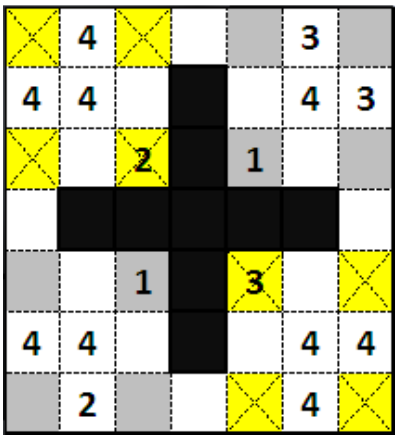
FILLOKURO

Fill in the grid with numbers 1-9. As in Fillomino, adjacent numbers with the same value form an area and the value of the number indicates its size (for example – 9 times 9 in one area). Areas with the same size cannot touch by sides. As in Kakuro, the given numbers indicates the sum of the numbers in the corresponding direction. In this direction the same numbers may repeat, but the areas with the same size cannot.



FILLODOKU

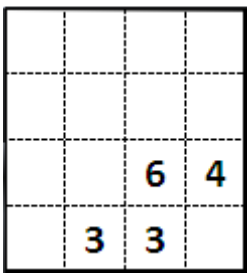
As in Fillomino, fill in the whole grid with numbers 1-6. The adjacent numbers of the same value form an area and indicate its size. The different areas of the same size cannot touch by sides. As in Sudoku, fill in the grid (shaded and crossed cells) with numbers 1-6 so, that they do not repeat in rows, columns and rectangles 2x3 (either shaded or crossed). Each area from fillomino has at least one number used in sudoku.

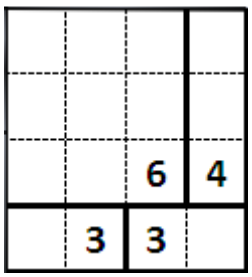


(ex. 1 – 4)

TOTAL RECTANGLES

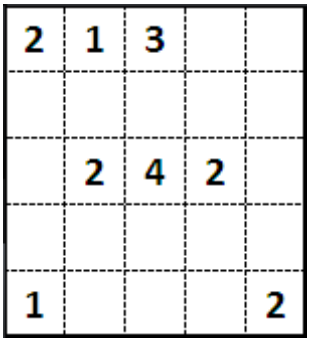
Divide the whole grid into rectangular shapes so that each shape contains exactly one number. This number indicates the sum of the width and height of the shape.

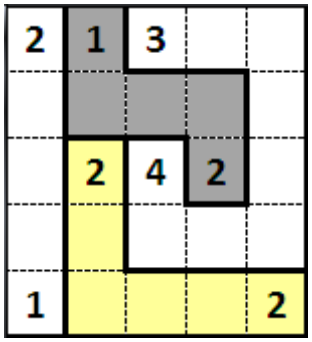




PAIRS BY SUMS

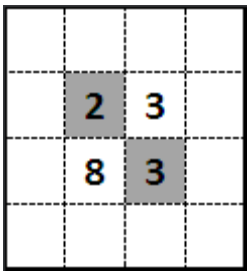
Make pairs between any two numbers. Using all the cells of the grid, draw lines (horizontal and vertical, without crossing) connecting the numbers. Sum of the connected two numbers indicate the length of the line connecting them (except the cells with numbers). The line never makes a 2x2 square within its travel (including the cells with its numbers).

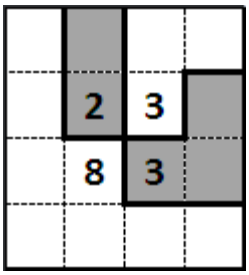




DOUBLE ISLANDS

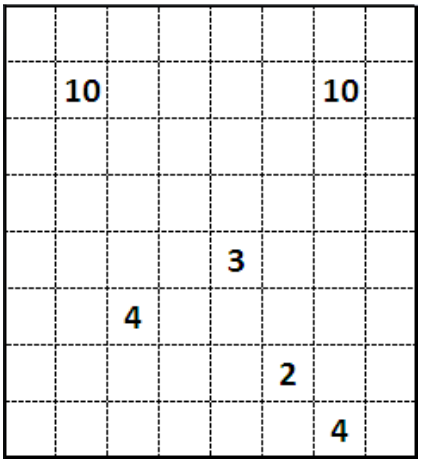
All the grid is totally covered by islands (areas of cells connected by sides) of two colous (white and grey). Each given number is a part of one Island and indicate its size and color. Islands of the same color cannot touch by sides. Islands of one random color cannot form a 2x2 square (or larger). Draw in all the islands.

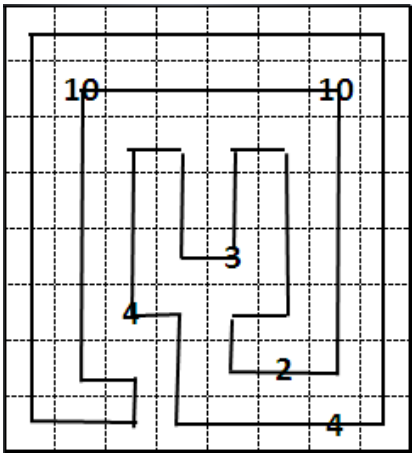




LOOP BY TENTACLES

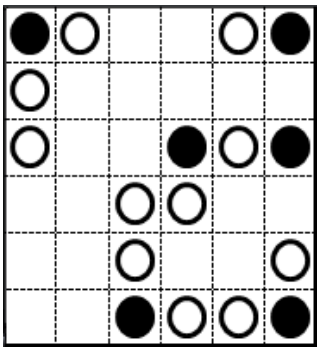
Draw a single loop, which goes through all the cells and doesn´t cross itself. The numbers indicate the total length of straight lines that are drawn from that cell, including the cell, where the line breaks, but without the cell with the number (it is similar as in the common puzzle Four Winds).

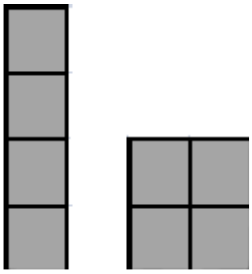


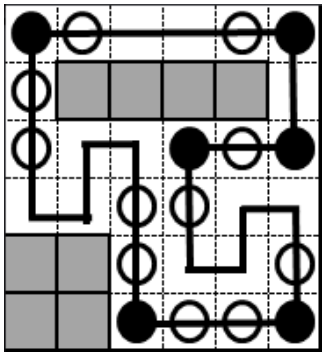


TETRA MASYU

As in Tetramino, place all the given tetramino pieces exactly once in the grid so, that they do not touch (not even diagonally). The pieces may be rotated, but not mirrored. Then draw a single loop (not crossing itself), using all the unused cells. As in Masyu, the loop goes straight through the white circles and then turns at least in one of the adjacent cells. In black cells the loop makes a 90° turn and go straight through both adjacent cells. All the possible masyu circles are given. The crossed cells must stay empty.







EQUATIONS

Replace all the digits (0-9) with different digits (0-9), so that the equations will be correct. The same digit must be replaced always with a same number.

0	1	2	3	4	5	6	7	8	9
9	7	5	2	8	0	1	3	6	4

184	-	324	=	265
÷		+		-
68	x	63	=	603
=		=		=
94	+	315	=	764

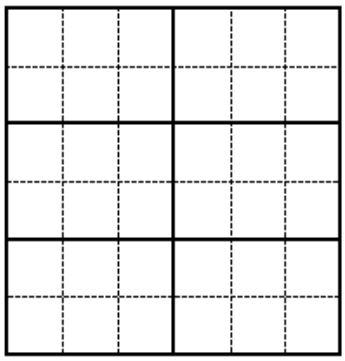
...	-	...	=	...
÷		+		-
..	x	..	=	...
=		=		=
..	+	...	=	...

768	-	258	=	510
÷		+		-
16	x	12	=	192
=		=		=
48	+	270	=	318

BATTLESHIP SUDOKU

As in Battleships, fill in the left grid with the given fleet so that, the ships cannot touch, even by corners. The numbers outside the grid indicate the amount of cells occupied by ships in the corresponding direction. Then rewrite the numbers from the occupied cells into the second grid (at the same positions) and solve a classic Sudoku puzzle. Fill in the whole grid with numbers 1-9 so that, no digits repeat within row, column or 3x3 square. Each puzzle may have more solutions, but only one is valid for the both grids. You need to solve both the grids.

	3	**0**	**2**	**2**	**1**	**2**
3	6	6	6	5	6	3
2	2	2	2	5	6	4
0	4	1	5	6	6	6
3	4	1	5	6	1	2
0	4	1	2	5	5	5
2	4	1	2	5	5	5



6	**1**	**4**	**5**	**2**	**3**
2	**5**	**3**	**1**	**6**	**4**
1	**2**	**6**	**4**	**3**	**5**
3	**4**	**5**	**6**	**1**	**2**
5	**3**	**1**	**2**	**4**	**6**
4	**6**	**2**	**3**	**5**	**1**

DOMINO ISLANDS

As in Domino, locate in the grid all the given domino pieces so that, dominoes do not touch by sides. As in Islands, all the other cells forms an area connected by sides. This area cannot contain any 2x2 square. The thick line means that, the corresponding numbers cannot form a domino piece.

0	0	1	1
0	0	0	0
1	0	0	0
0	0	0	0

0=0
0=1
1=1

0	0	1	1
0	0	0	0
1	0	0	0
0	0	0	0

Special THANKS belongs to:

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