

Instruction Booklet

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11th 24-hour puzzle championship, 2010

Find the Differences	35 points*
Snail of Names	35 points
Skyscrapers & Areas	70 points (30+40)
Easy as ABC(D) diagonally	50 points (20+30)
Penta-dissection	55 points
Domino Figure	90 points (30+60)
Kropki-Kakuro	80 points (25+55)
Magic Poker	90 points*
Minesweeper Quartet	40 points*
Snake – Straights & Curves	45 points
Crossword Sudoku	80 points (25+55)
Scrabble	55 points
From A to C	80 points
Battleships on Railway	60 points (30+30))
Hiroimono	35 points
Paint It Black	100 points*

Total 1000 points

* partial scores are available

(partial solution must always be part of a consistent full solution)

FIND THE DIFFERENCES

35 POINTS*

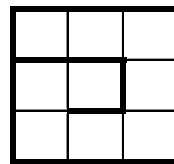
(3–3 POINTS FOR THE FIRST 5 DIFFERENCES; 4–4 POINTS FOR THE SECOND 5 ONES)

At first sight the two pictures seem to be identical, but in truth there are 10 differences between them. Find these differences. **Please!** Mark the differences by circles or rectangles no bigger than the given one. More than 10 difference marked: 0 points. More than 2 erroneous marks: 0 points.

SNAIL OF NAMES

35 POINTS

Place the given names into the figure, using exactly once each, following the snail path inward. The letters must be different in each row and column.



Sample:

ADA, EDE, IDA

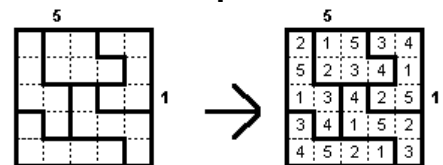
I	D	A
D	A	E
A	E	D

SKYSCRAPERS & AREAS

70 POINTS (30 + 40)

The diagram shows a housing estate, with houses in each street (that is, row and column) of different heights (1–5 in the smaller diagram, 1–6 in the greater). The numbers beside show how many houses may be seen from that end of the appropriate row or column (higher houses cover lower ones). **The whole area is divided into amorphous parts; each such part must contain houses of different heights.**

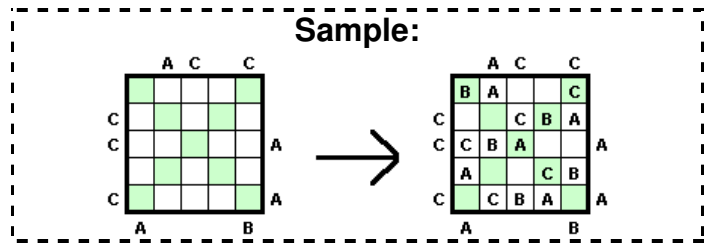
Sample:



EASY AS ABC(D) DIAGONALLY

50 POINTS (20 + 30)

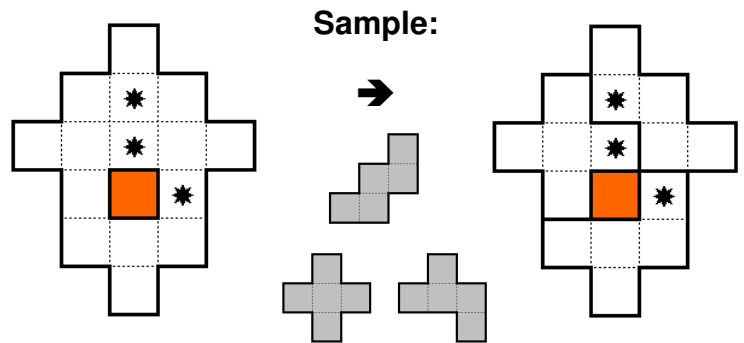
Write letters A–C in first, A–D in the second diagram. Each letter occurs once in each of the rows, columns **and the two longest diagonals**. The letters outside the diagram indicate the letters you come across first from that direction.



PENTA-DISSECTION

55 POINTS

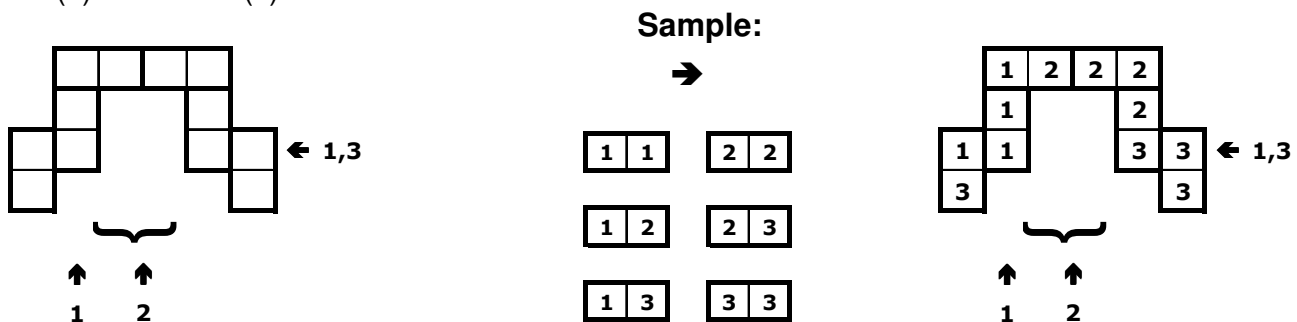
Divide the figures into the given pentomino elements. Each element must occur in the figure exactly once. One square of each element is marked by an asterisk. The elements may be reflected and rotated. Some borderlines between the elements may be given in advance. The shaded squares are not part of any element.



DOMINO FIGURE

90 POINTS (30 + 60)

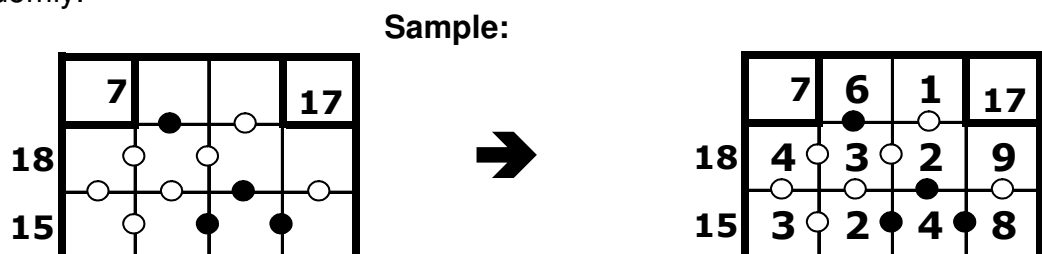
Place all the elements of the given domino set into the figure, according to the domino game's rule, i.e. the touching parts of any neighboring domino stones must contain the same numbers. The given numbers beside and below the figure show the numbers occurring in the corresponding row(s) or column(s).



KROPKI-KAKURO

80 POINTS (25 + 55)

These Kakuro puzzles are carrying also Kropki information. Kakuro rules: enter a digit among 1–9 into each empty cell so that the digits in each series of white squares add or multiply up to the number in the accompanying cell. In the definition cells, the numbers written to the right edge refer to the digits to be filled in to the right of that cell; numbers aligned to the bottom edge refer to the digits to be filled in under that cell. No digit is ever repeated in a group. Kropki rules: a white circle between two cells shows that the numbers in these cells are neighboring; a black circle shows that one of the cells have exactly the twice the value of the other. If there is no circle between two adjacent cells, none of these two properties holds. Between values 1 and 2, either black or white circle can occur randomly.



MAGIC POKER

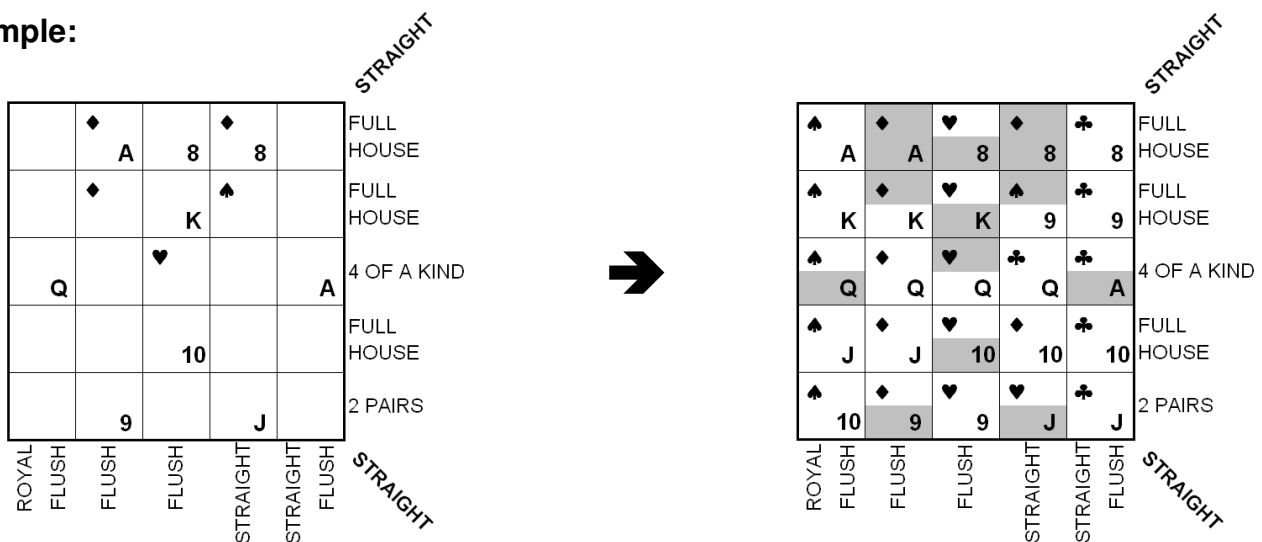
90 POINTS*

50 POINTS IF ALL CARD VALUES ARE CORRECT, BUT SUITS ARE NOT

Place 25 cards of the given 28 ones (ranks between 8–A) into the figure, to get the poker hands shown in each row, column and the two longest diagonals. Some card ranks and suit marks are already given. For your assistance, the hand rankings are the following:

ROYAL FLUSH	A, K, Q, J, 10 in one suit.
STRAIGHT FLUSH	5 consequent cards from A, 8, 9, 10, J, Q, K – in one suit.
4 OF A KIND	Four matching cards of same rank with a different 5 th – e.g. K, K, K, K, 9.
FULL HOUSE	3 matching cards of one rank + 2 matching cards of another, e.g. Q, Q, Q, 8, 8.
FLUSH	5 cards of a same suit, not in rank sequence, e.g. ♣A, ♣K, ♣J, ♣10, ♣8.
STRAIGHT	5 consequent cards from rank list A, 8, 9, 10, J, Q, K, A, but in more than one suit, e.g. ♦K, ♦Q, ♦J, ♠10, ♦9.
3 OF A KIND	3 matching cards of one rank + 2 unmatching cards, e.g. 10, 10, 10, K, Q.
2 PAIR	2+2 matching cards of one rank (but not all 4 matching), plus one unmatching card, e.g. K, K, Q, Q, 8.
1 PAIR	2 matching cards of one rank + 3 unmatching cards, e.g. J, J, A, 9, 8.

Sample:



MINESWEEPER QUARTET

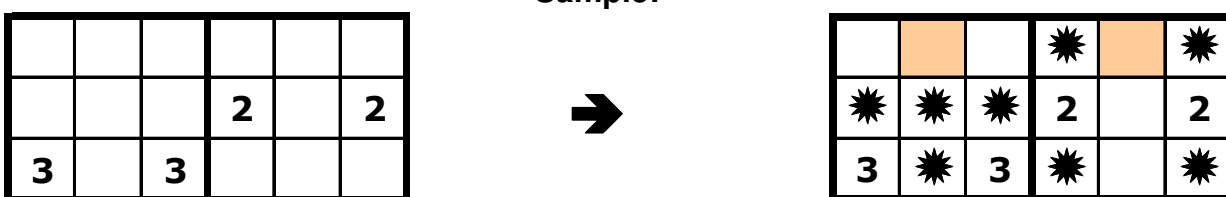
40 POINTS

PARTIAL SCORE: EACH CORRECTLY SOLVED FIGURE: 10 POINTS

The puzzle consists of 4 related minesweeper diagrams. Place 6 mines into each of the diagrams so that the given numbers show how many of the 8 neighboring fields contain mine. (Mines from other diagrams do not count in to the sum!) Mines cannot be placed into fields containing numbers. Across the diagrams, in the same position there can be at most one mine. In other words, if diagrams are piled up, no mine would be covered by another one, and exactly one place would remain empty.

The sample has similar rules, but it consists of 2 diagrams, with 4 mines in each of them.

Sample:



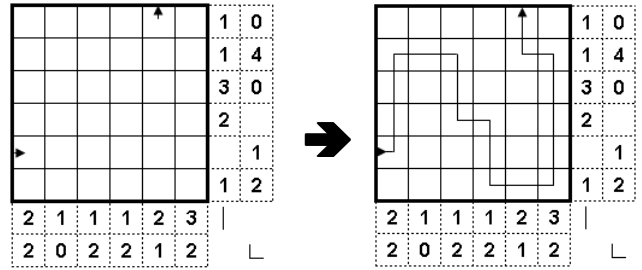
(Empty field in all diagrams marked gray)

SNAKE – STRAIGHTS & CURVES

45 POINTS

A 45 square long snake is hiding in the grid. Its head and tail are given. The first numbers outside the grid indicate the number of the squares occupied by the snake's *straight sections*; the second ones indicate the number of the snake's *turning sections* in the correspondent row or column. The body of the snake cannot touch itself, not even diagonally. Fields marked by "~" mark remain empty.

Sample:



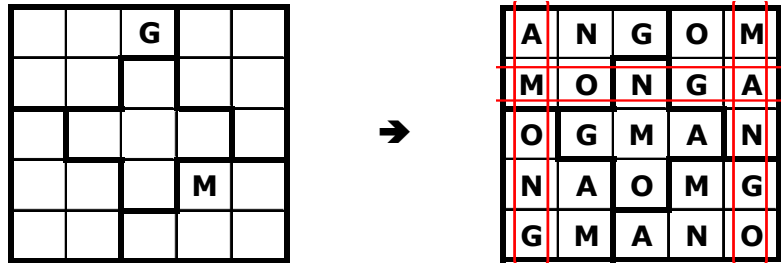
CROSSWORD SUDOKU

80 POINTS (25 + 55)

Fill the diagram with the given letters that each of them occur in each row, column, and bordered area exactly one. The given words must also be placed into the diagram, either in rows from left to right, or in columns from above to bottom. The words can cross each other, but they cannot overlap, not even partially.

Sample:

Words:
AMONG,
MANGO,
MONGA

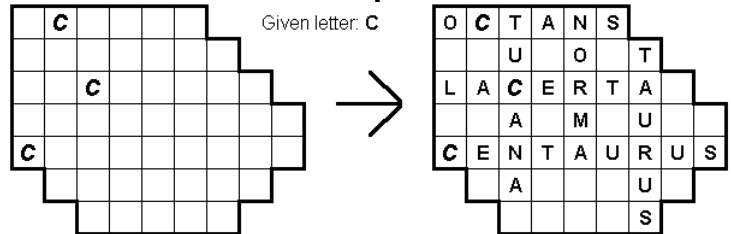


SCRABBLE

55 POINTS

Place all listed words in the grid in a way that each word should have at least two common letters with at least two another words. Letters in the grid should be used at least by one word. Not listed words (even two-letters) cannot occur in the grid. Some letters are given in advance.

Sample:



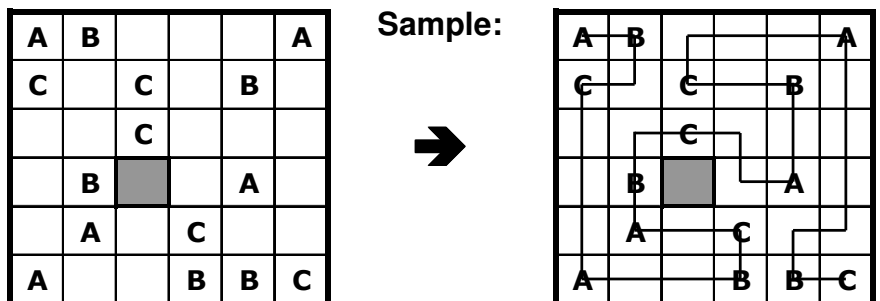
CENTAURUS, LACERTA, NORMA, OCTANS, TAURUS, TUCANA.

FROM A TO C

80 POINTS

Find a path from the top left corner to the bottom right corner. The path can travel horizontally or vertically and it passes through all white squares but never crosses itself. Reading the letters in the order they are visited gives the repetition of A-B-C-A-B-C...

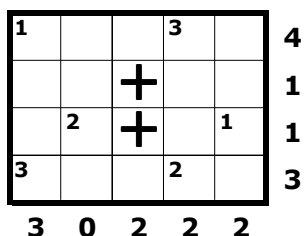
Sample:



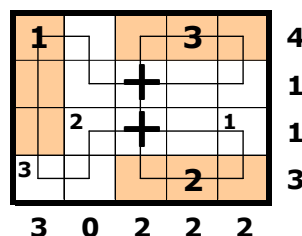
BATTLESHIPS ON RAILWAY

60 POINTS (30 + 30)

The puzzle unites two well-known types. Battleships: there are 6 1x3 size ships in the figures (3 in the sample), which cannot touch, not even diagonally. The numbers at the end of the rows and columns show how many fields are occupied by ships in the corresponding row/column. Ships cannot occupy crossings. At the other hand, a closed path – railway – can be drawn into the figure which goes through on each field exactly once, except the given crossings. The battleships act as stations in the railway, they must be traveled in order of the number they are containing. The railway cannot turn on the center of stations, and cannot cross bold lines.



Sample:



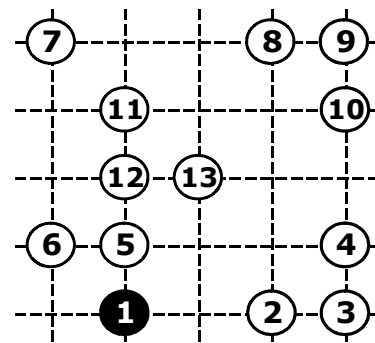
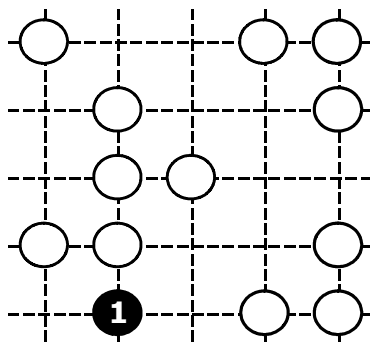
HIROIMONO

35 POINTS

"Hiroimono", which means picking up something, is one of the traditional Japanese games. Beginning at the black stone numbered 1, you have to pick up all of the white stones and number them in the order in which you pick up according to the following rules:

1. You should go along the given black lines.
2. You can change directions only when you pick up a white stone, but you cannot turn back.
3. You must pick up the white stones which you came across. If you pass the place where you have picked up a white stone you cannot change directions anymore as there is no stone there anymore.

Sample:



PAINT IT BLACK

100 POINTS*

IF NOT READY: 5 POINTS FOR EACH COMPLETED 5X5

SUBPART

The numbers on the left of each row and the top of each column tell how many continuous groups of black squares there are in that line, and, in order, how many consecutive black squares are in each group. Between two groups of black squares there is at least one, but maybe more white square. The rows may optionally also start or end by some white squares. In case of correct solution, a picture emerges in the figure.

Sample:

