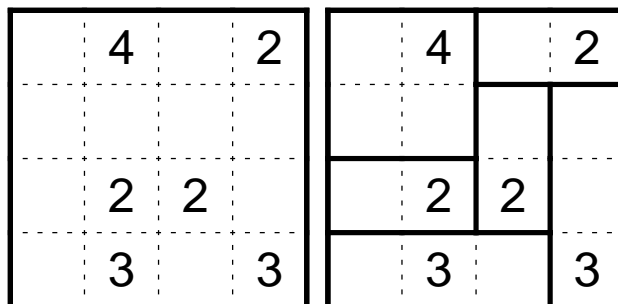


# Instruction Booklet

(for the part of Silke Berendes and Bernhard Seckinger)

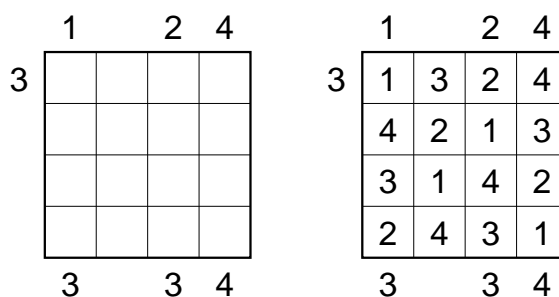
## SHIKAKU (10 + 15 POINTS)

Divide the grid into rectangular areas which contain exactly one digit. This digit gives the number of cells of that area.



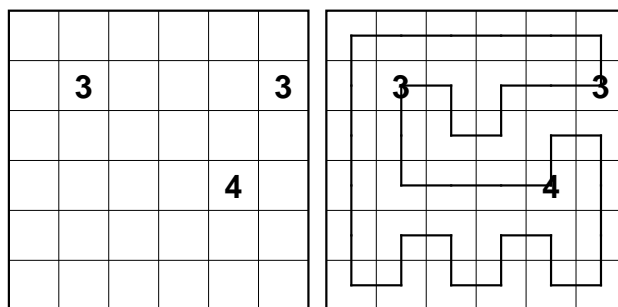
## SKYSCRAPERS WITH MIXED INFORMATION (10 + 30 POINTS)

Enter numbers from 1 to the size of the grid (which denote the heights of skyscrapers), such that each row and column contains every digit exactly once. The numbers at the borders give either the size of the first skyscraper or the number of skyscrapers that can be seen from that position (or both). Lower skyscrapers hide behind larger ones.



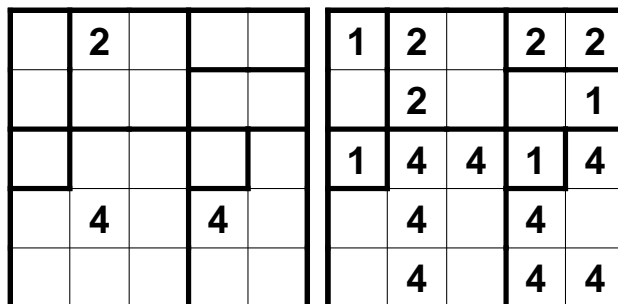
## HIKING PATH (15 + 30 POINTS)

Draw a closed loop into the diagram, that moves horizontally and vertically from centre to centre of the cells and uses every cell exactly once. In cells with a number, the loop has to bend at a 90 degree angle and the numbers give the sum of the segment lengths along the path till the next bend in both directions.



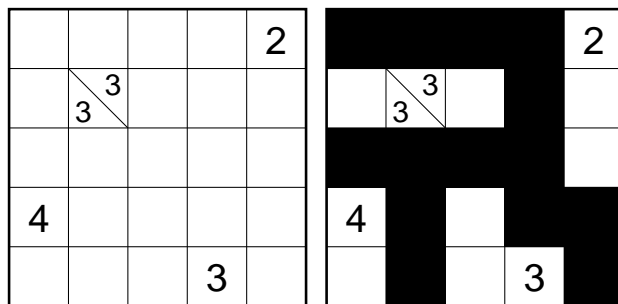
## NANRO (15 + 30 POINTS)

Write numbers into some of the cells, such that all numbers inside an area are the same and give the number of numbers in that area. Every area has to contain at least one number. Same numbers may not touch vertically or horizontally when they are in different areas. No 2x2-area may be covered completely with numbers and all numbers have to be connected vertically and horizontally.



## NO ISLANDS TAPA (25 + 25 POINTS)

Blacken some empty cells, such that all black cells are connected horizontally and vertically and no 2x2-area is completely black. The numbers in the cells give hints on how to blacken the surrounding cells (even diagonally): The numbers give the number of directly connected black cells. Each number represents a group of horizontally or vertically adjacent cells; groups around a hint-cell have to be separated by at least one white cell. The order of the numbers is unimportant. No white islands may occur, that is, all white cells have to be horizontally and vertically connected to the border.

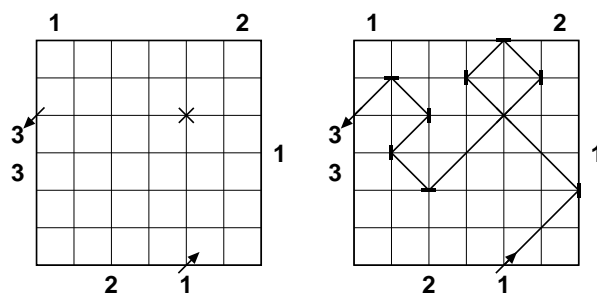


## LASER (25 + 35 POINTS)

The arrow pointing into the grid tells you where the laser beam enters. Draw horizontal and vertical mirrors on the intersections of the grid, such that the laser leaves the grid as indicated by the other arrow.

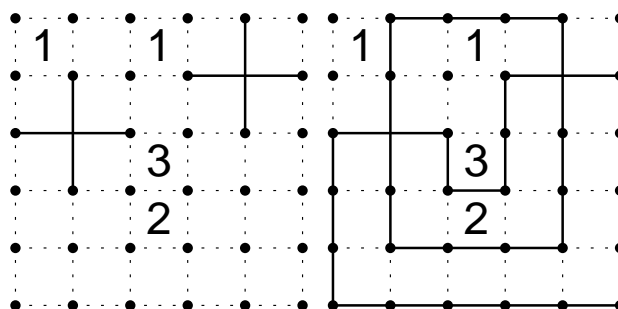
The numbers on the left and top tell you how often the laser beam passes through a cell of that row/column. The numbers on the right and bottom tell you how many mirrors you have to put on the corresponding line.

The laser beam crosses itself only at the marked places, and it has to cross there. It meets each mirror exactly once.



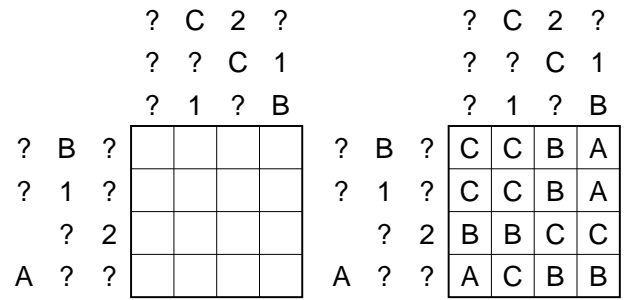
## DOUBLED FENCES (30 + 30 POINTS)

Draw two continuous loops by connecting neighbouring dots along the dotted lines. Each loop may not touch or cross itself. The loops may not touch each other and must cross at the marked crosses and nowhere else. The numbers indicate how many edges of a cell are used for the loops.



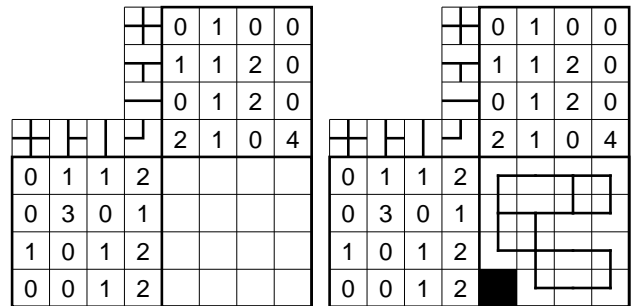
## ABC BOX (30 + 30 POINTS)

Write an A, B or C in every cell of the diagram. The symbols at the borders represent series of identical letters in the correct order. If a letter is given at the border, this gives the letter of the series, if a number is given, this gives the number of letters in this series and if a question mark is given, none of the information above is known.



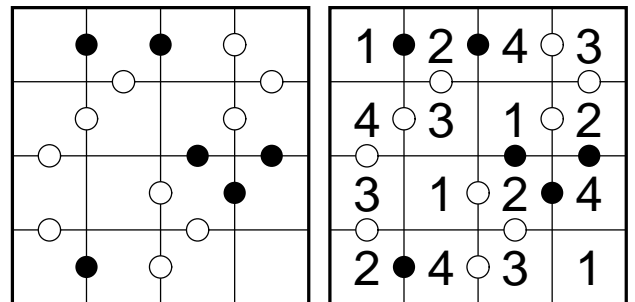
## SUBWAY MAP (20 + 50 POINTS)

Draw a connected plan of a railway track that extends horizontally and vertically from and to the centres of cells, without leaving the grid. At the cell centres, the lines turn or branch out, but there are no dead ends. The numbers on the grid indicate how many of each of the possible junctions occurs in the corresponding row or column. These possibilities may be rotated.



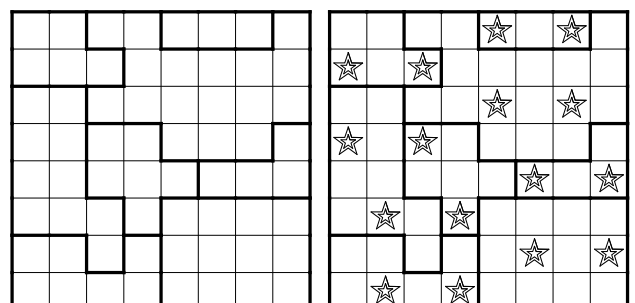
## KROPKI (20 + 50 POINTS)

Enter into every cell a number from 1 to the size of the diagram, such that every number is in every row and column exactly once. If there is a black circle between two cells, one of the numbers in these two cells must be twice the value of the number in the other cell. If there is a white circle between two cells, one of the numbers in these two cells must be one more than the number in the other cell. If there is no circle between two digits, neither of these two properties may hold.



## STAR BATTLE (25 + 70 POINTS)

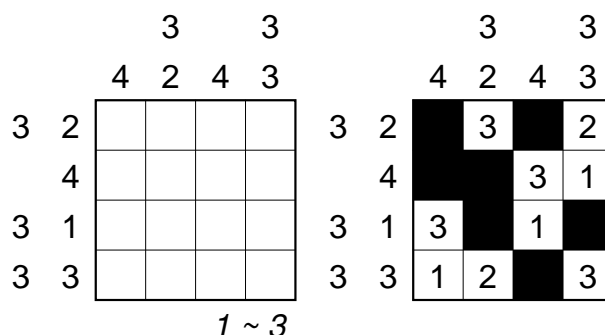
Put stars into the diagram, such that in every row, every column and every bordered area there are exactly two stars. The stars have the size of one cell and may not touch, not even diagonally.



## JAPANESE SUMS (30 + 90 POINTS)

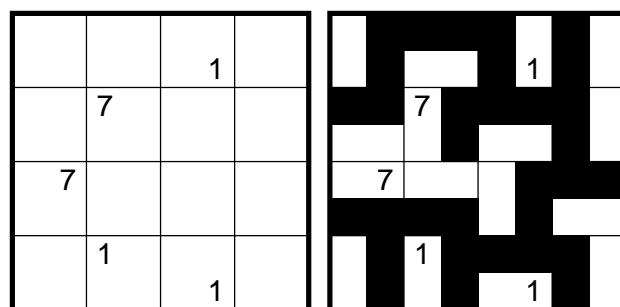
Blacken some of the cells in the diagram and put digits from the given range into the other cells, so that no number appears more than once in any row or column.

The numbers at the borders give the sum of consecutive digits (without black cells in between) in the correct order. Single digits are also given.



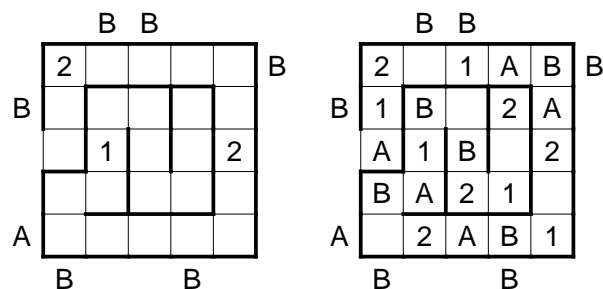
## MINI CORAL (40 + 80 POINTS)

Blacken the left, the right, the top or the bottom half of every cell. The blackened areas have to be connected vertically or horizontally and no 2x2 block of blackened quarters may appear. All white quarters have to be connected to the edge of the diagram. This results in a coral. In some quarters there is a number. These quarters may not be blackened and the numbers give the number of cells in the corresponding white area.



## EASY AS MAGIC LABYRINTH (70 + 70 POINTS)

Write the numbers from 1 to 3 and letters from A to C into some of the cells, such that every symbol occurs exactly once in every row and every column and every cell contains at most one symbol. Following the diagram from the outside through the maze the sequence 1, 2, 3 has to repeat over and over again, ignoring any letters. The letters at the borders indicate the letter that comes first in the corresponding row or column, ignoring any numbers.



Example has less numbers and letters.

Many thanks to our testsolvers: *Rainer Biegler, Jürgen Blume-Nienhaus, Niels Lohmeyer, Sebastian Matschke, James McGowan, Claudia Müller, Gabriele Penn-Karras, Tobias Schreiner and Ulrich Voigt*

Puzzles, created by Silke Berendes: *Skyscrapers with Mixed Information, Hiking Path, Nanro, No Islands Tapa, Doubled Fences, ABC Box, Easy as Magic Labyrinth*

Puzzles, created by Bernhard Seckinger: *Shikaku, Laser, Subway Map, Kropki, Star Battle, Japanese Sums, Mini Coral*

NAME:

COUNTRY:

POINTS:



# 14<sup>TH</sup> 24 HOURS PUZZLE CHAMPIONSHIP

21–23 MARCH 2014

HOTEL AMADEUS

BUDAPEST

PUZZLES BY

**SILKE BERENDES AND BERNHARD SECKINGER**

SHIKAKU	25 POINTS ( 10 + 15 )
SKYSCRAPERS WITH MIXED INFORMATION	40 POINTS ( 10 + 30 )
HIKING PATH	45 POINTS ( 15 + 30 )
NANRO	45 POINTS ( 15 + 30 )
NO ISLANDS TAPA	50 POINTS ( 25 + 25 )
LASER	60 POINTS ( 25 + 35 )
DOUBLED FENCES	60 POINTS ( 30 + 30 )
ABC BOX	60 POINTS ( 30 + 30 )
SUBWAY MAP	70 POINTS ( 20 + 50 )
KROPKI	70 POINTS ( 20 + 50 )
STAR BATTLE	95 POINTS ( 25 + 70 )
JAPANESE SUMS	120 POINTS ( 30 + 90 )
MINI CORAL	120 POINTS ( 40 + 80 )
EASY AS MAGIC LABYRINTH	140 POINTS ( 70 + 70 )

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**TOTAL 1000 POINTS**



SHIKAKU 1 (10 POINTS)

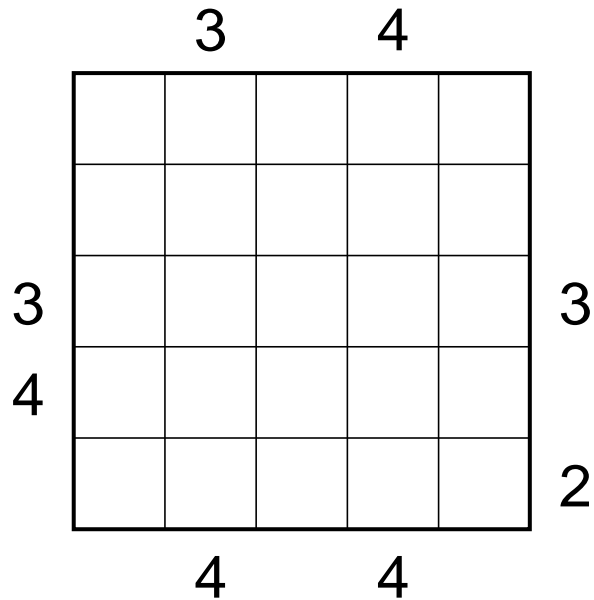
		3		5			
		3				3	
	3		3		3		5
5		3				3	
	5						7
	2				5		
3			3			3	
		2				5	
				7			

SHIKAKU 2 (15 POINTS)

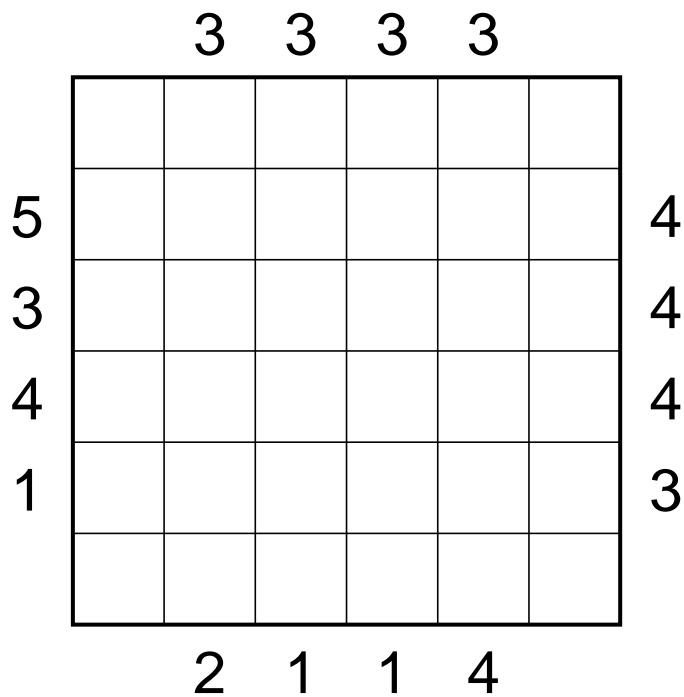
12							
		9					14
			3	2		5	
					16		
	4			6			
	3						
				4			
				3			12
			9				16
	15						
		6				5	



SKYSCRAPERS WITH MIXED INFORMATION 1 (10 POINTS)



SKYSCRAPERS WITH MIXED INFORMATION 2 (30 POINTS)









NANRO 1 (15 POINTS)

	2				3		
			2				
		3					3
2							
		1			4		
			1				
1						4	

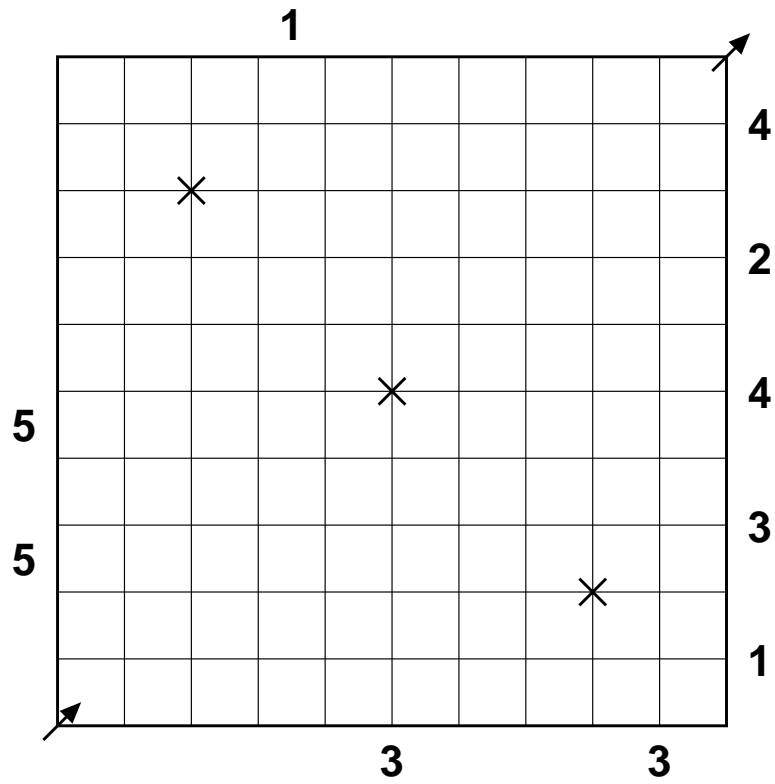
NANRO 2 (30 POINTS)

						1				3
						3				
		2								2
4					7					
				4						
			4							

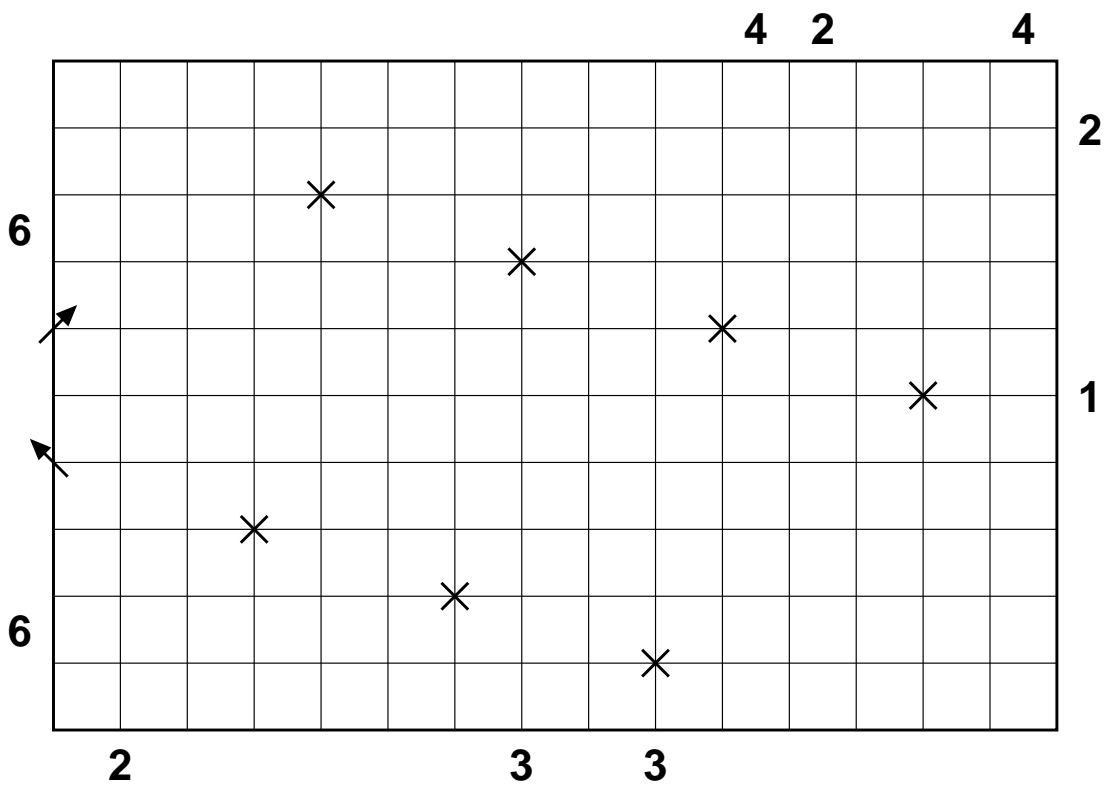




**LASER 1 (25 POINTS)**

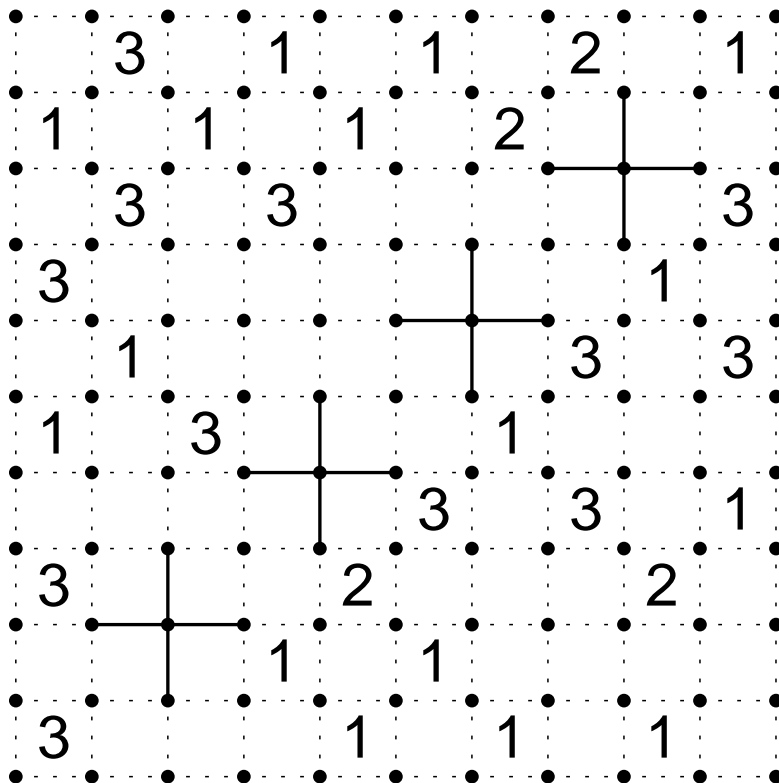


**LASER 2 (35 POINTS)**

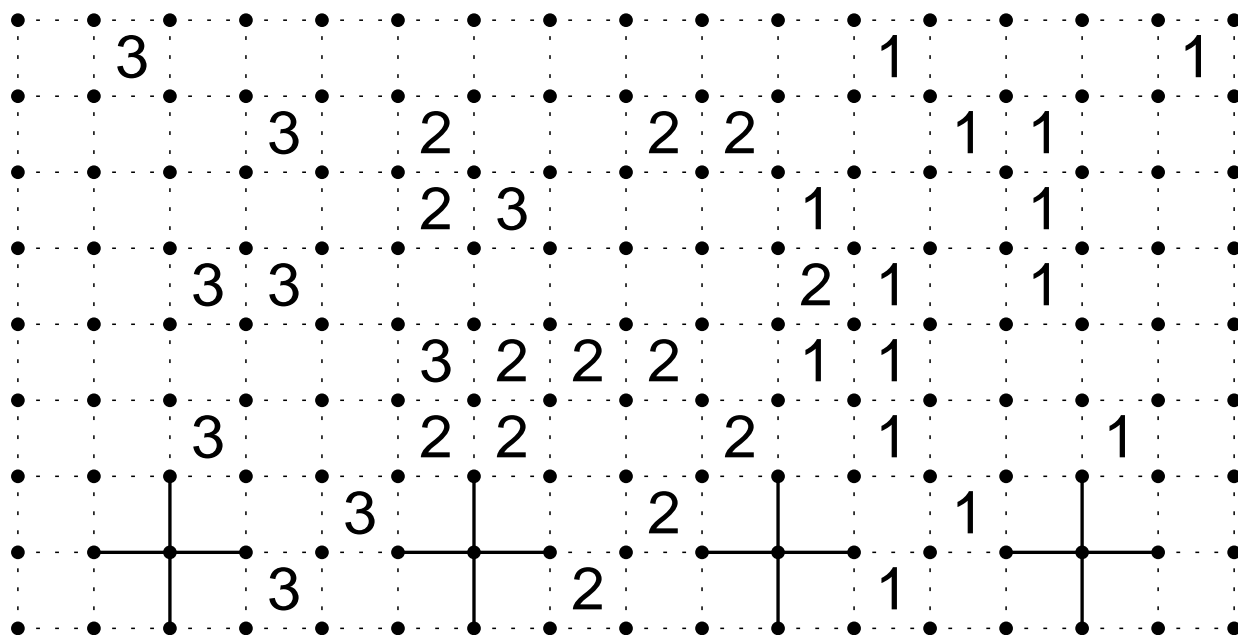




DOUBLED FENCES 1 (30 POINTS)



DOUBLED FENCES 2 (30 POINTS)

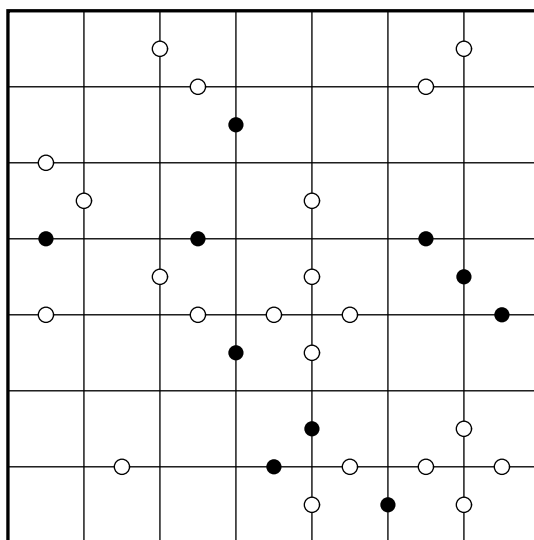




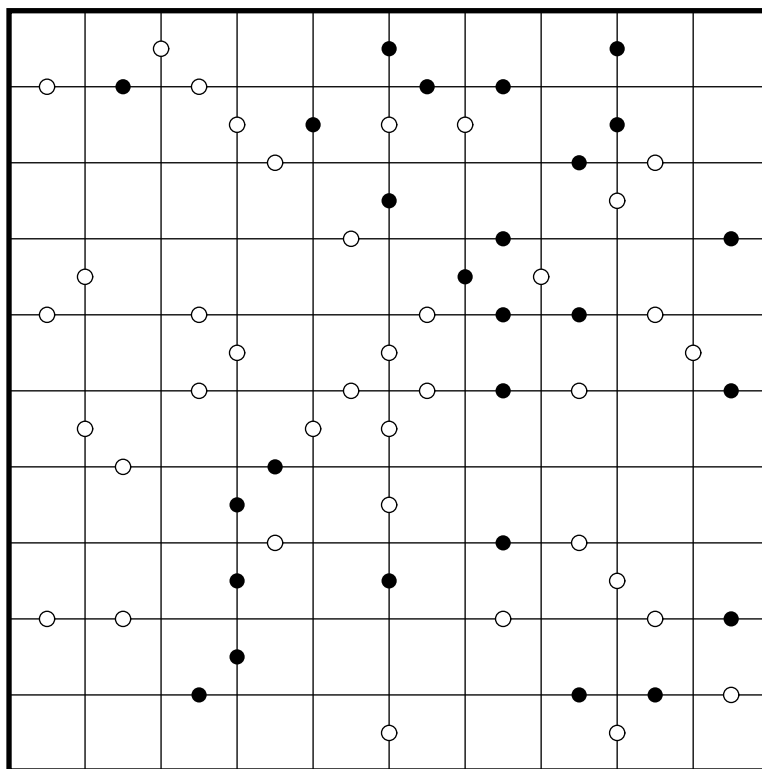




### KROPKI 1 (20 POINTS)



### KROPKI 2 (50 POINTS)

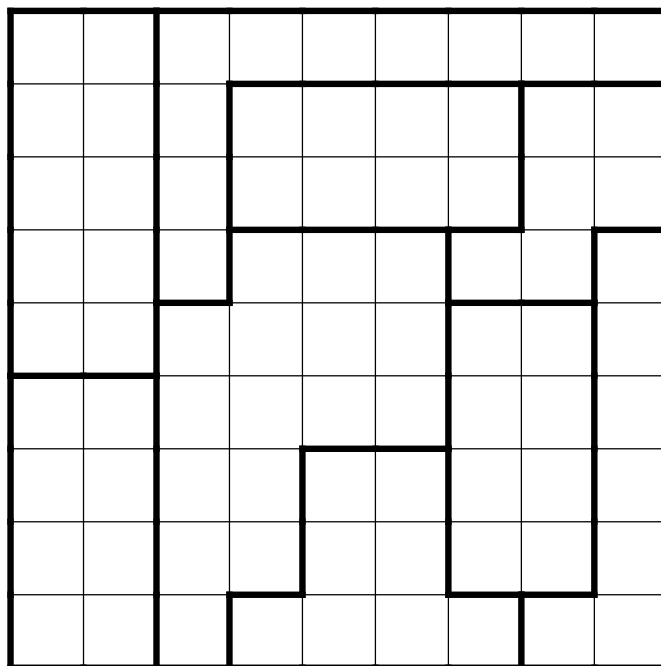


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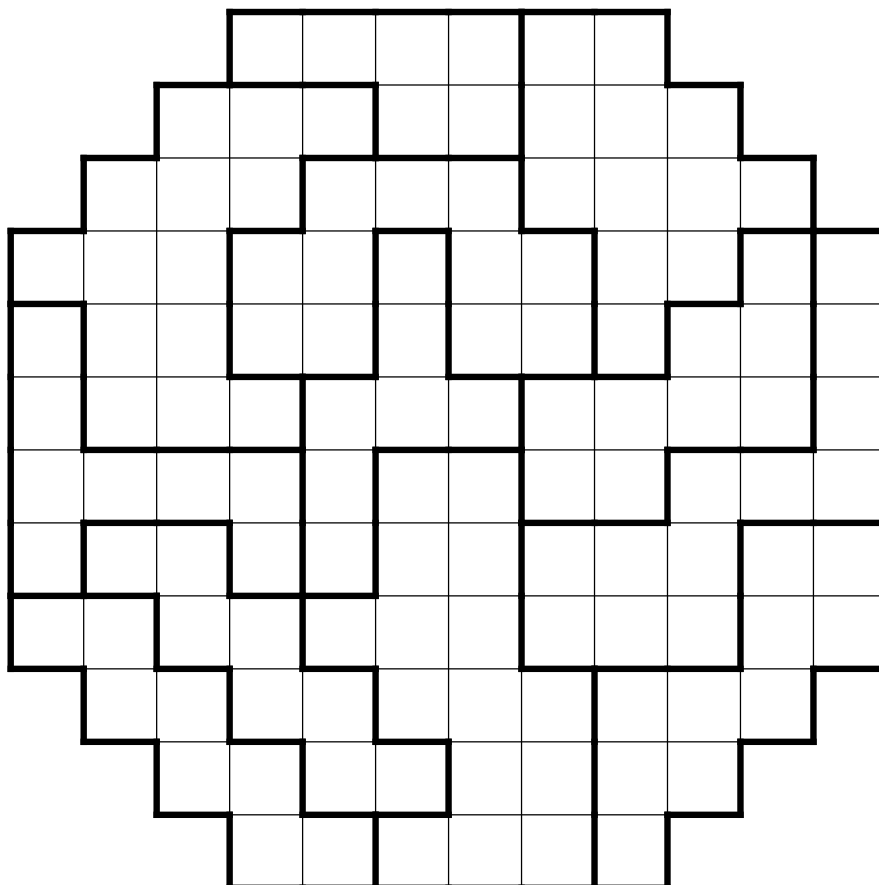


PUZZLES BY  
**SILKE BERENDES**  
AND  
**BERNHARD SECKINGER**

### STAR BATTLE 1 (25 POINTS)



### STAR BATTLE 2 (70 POINTS)







JAPANESE SUMS 1 (30 POINTS)

			5							
			16	6	7	15		15	16	6
			5	10	14	6	21	6	5	15
	11	10								
1	9	11								
	10	11								
	2	19								
9	9	3								
11	5	5								
	11	10								
9	10	2								

1 ~ 6





MINI CORAL 1 (40 POINTS)

	2		4		
	4			16	2
16			16		
1		16			3
	16			16	2
2		2			1

MINI CORAL 2 (80 POINTS)

1					7	3	
	4		9	7			3
2		9		7		7	1
	9		9	9		6	
		11			9	6	
	11		9		5	6	
1		11				2	1
				5			

