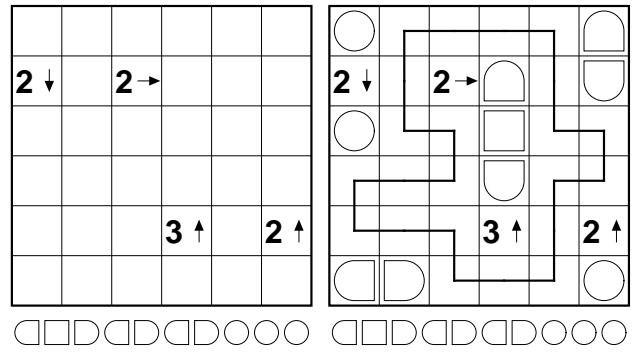


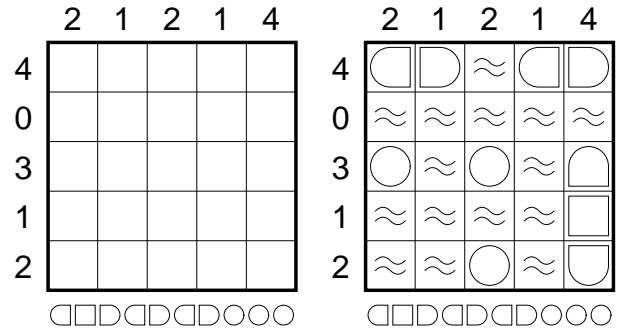
YAJILIN-BATTLESHIPS (40 POINTS)

Place each ship of the given fleet horizontally or vertically into the diagram such that no ship touches another, not even diagonally. Draw a loop which passes through all cells except those containing clues or containing ship segments. Clues denote the number of cells in the given direction which contain a ship segment.



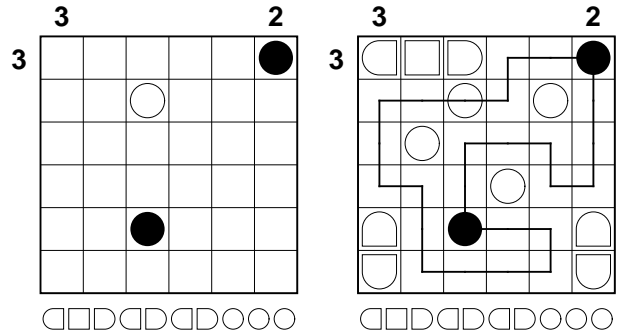
BATTLESHIPS (20 POINTS)

Place each ship of the given fleet horizontally or vertically into the diagram such that no ship battleship touches another, not even diagonally. The numbers at the edge indicate how many squares in the corresponding row or column are occupied by ship segments.



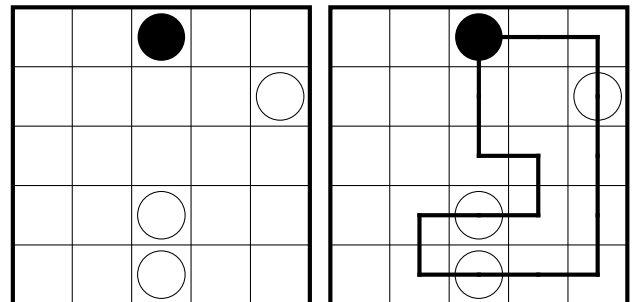
BATTLESHIPS-MASYU (35 POINTS)

Place each ship of the given fleet horizontally or vertically into the diagram such that no ship touches another, not even diagonally. Ship segments are not allowed in cells containing a black or white circle. The numbers at the edge indicate how many squares in the corresponding row or column are occupied by ship segments. Then draw a loop which passes through all cells except those containing ship segments. At each cell containing a black circle, the loop must make a 90-degree turn, and must travel straight for at least two squares on either side of the circle. At each cell containing a white circle, the loop must pass straight through the circle, and must make a 90-degree-turn in at least one of the cells immediately before or after the circle.



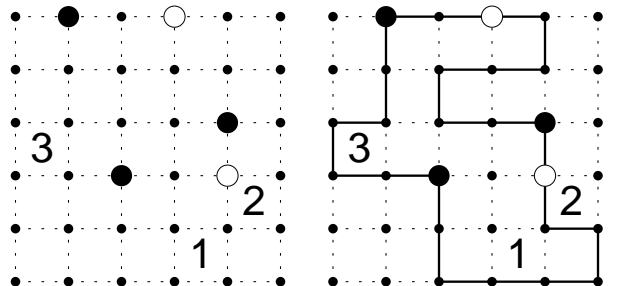
MASYU (10 POINTS)

Draw a single loop, traveling horizontally and vertically, connecting the centers of the cells. The loop must pass through every cell containing a circle. At each cell containing a black circle, the loop must make a 90-degree turn, and must travel straight for at least two squares on either side of the circle. At each cell containing a white circle, the loop must pass straight through the circle, and must make a 90-degree-turn in at least one of the cells immediately before or after the circle.



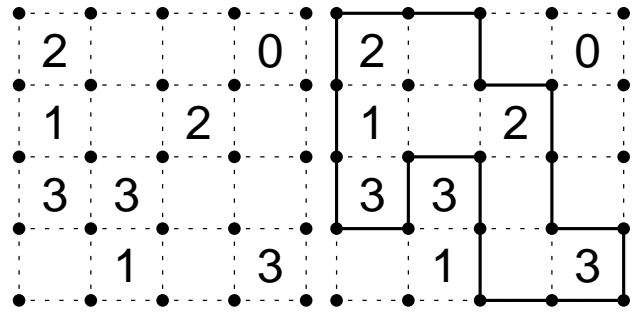
MASYU-FENCES (20 POINTS)

Draw a single continuous loop by connecting neighboring dots along the dotted lines, that passes through all circles. The numbers indicate how many edges of a cell are used for the loop. The loop may not touch or cross itself, and it doesn't need to touch all of the dots. At each dot containing a black circle, the loop must make a 90-degree turn, and must travel straight for at least two edges on either side of the circle. At each dot containing a white circle, the loop must pass straight through the circle, and must make a 90-degree-turn in at least one of the dots immediately before or after the circle.



FENCES (40 POINTS)

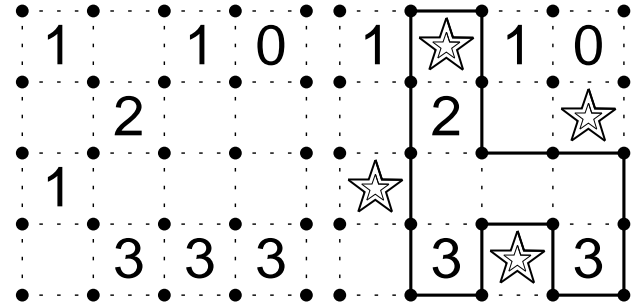
Draw a single continuous loop by connecting neighboring dots along the dotted lines. The numbers indicate how many edges of a cell are used for the loop. The loop may not touch or cross itself, and it doesn't need to touch all of the dots.



FENCES-STAR BATTLE (50 POINTS)

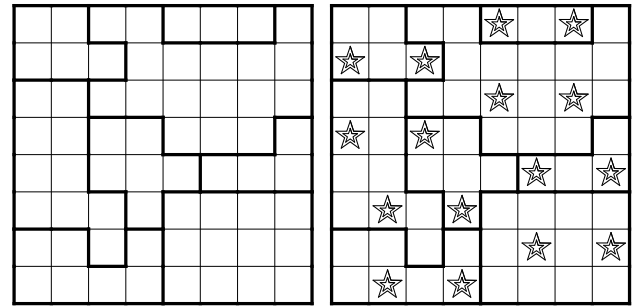
Draw a single continuous loop by connecting neighboring dots along the dotted lines. The numbers indicate how many edges of a cell are used for the loop. The loop may not touch or cross itself, and it doesn't need to touch all of the dots. Put stars into the diagram, such that in every row, every column and every area (every area outside the loop and the area inside the loop) there are exactly two stars. The stars have the size of one cell and may not touch, not even diagonally. A star can be in the same cell with an already given clue number. This clue number still has to be correct.

Note: In the example is only one star per row/column/area.



STAR BATTLE (30 POINTS)

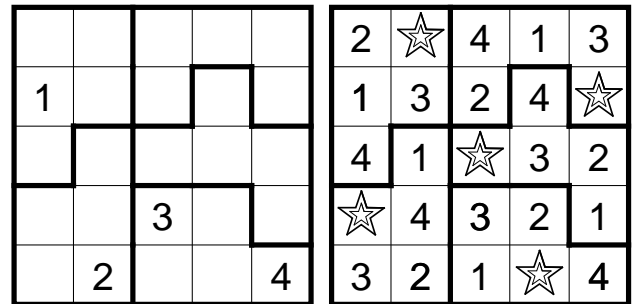
Put stars into the diagram, such that in every row, every column and every bordered area there are exactly two stars. The stars have the size of one cell and may not touch, not even diagonally.



STAR BATTLE-SUDOKU (50 POINTS)

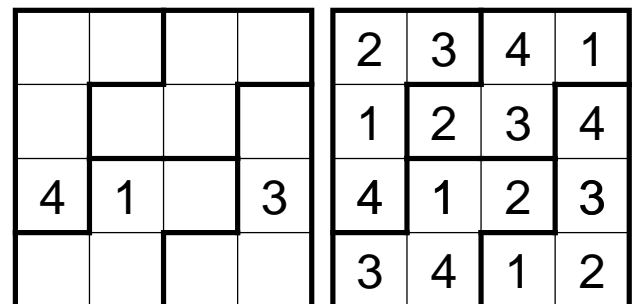
Put stars into the diagram, such that in every row, every column and every bordered area there are exactly two stars. The stars have the size of one cell and may not touch, not even diagonally. Fill a number from 1 to 7 into each remaining cell, such that in every row, every column and every outlined region all numbers appear exactly once.

Note: In the example is only one star per row/column/area.



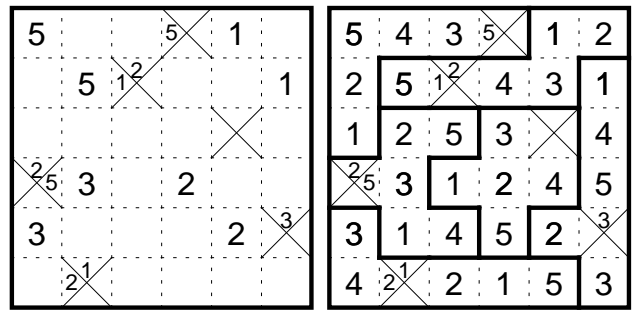
SUDOKU (45 POINTS)

Fill a number from 1 to 9 into each cell, such that in every row, every column and every outlined region all numbers appear exactly once.



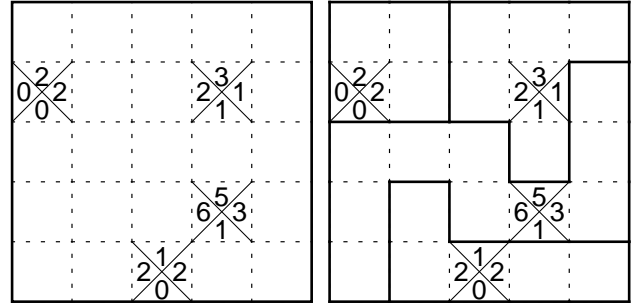
SUDOKU-COMPASS (125 POINTS)

Split the grid into orthogonally connected regions, one for each clue. The number at the top of a clue must be equal to the number of cells within the region that lie above the clue, regardless of horizontal position. The other numbers work analogously for cells to the right, below and to the left of the clue. Then fill a number from 1 to 8 into each of the empty cells, such that in every row, every column and every outlined region all numbers appear exactly once.



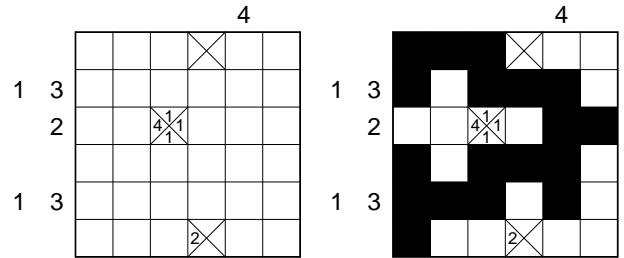
COMPASS (35 POINTS)

Split the grid into orthogonally connected regions, one for each clue. The number at the top of a clue must be equal to the number of cells within the region that lie above the clue, regardless of horizontal position. The other numbers work analogously for cells to the right, below and to the left of the clue.



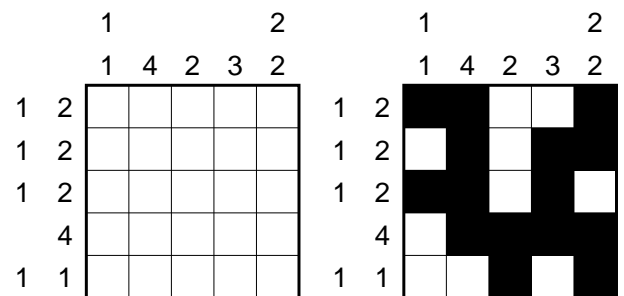
COMPASS-CORAL (70 POINTS)

Shade some cells to form a coral, that means, all shaded cells must be connected along the edges, must not completely fill any 2x2 block and must not touch itself even diagonally. The numbers around the border give the lengths of consecutive blocks of coral in a given row or column, though not necessarily in the order in which they occur. Between any two blocks there must be at least one blank square. The white cells form the regions for the compass puzzle. Every region contains exactly one clue. The number at the top of a clue must be equal to the number of cells within the region that lie above the clue, regardless of horizontal position. The other numbers work analogously for cells to the right, below and to the left of the clue.



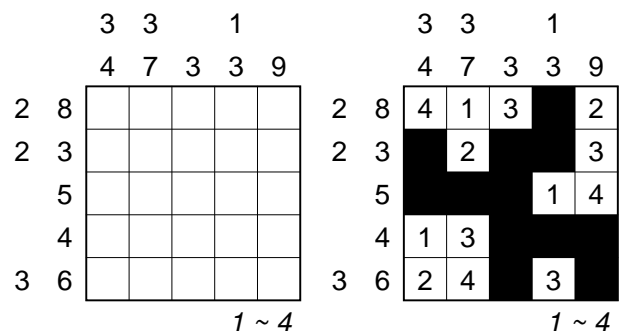
CORAL (35 POINTS)

Shade some cells to form a coral, that means, all shaded cells must be connected along the edges, must not completely fill any 2x2 block and must not touch itself even diagonally. The numbers around the border give the lengths of consecutive blocks of coral in a given row or column, though not necessarily in the order in which they occur. Between any two blocks there must be at least one blank square.



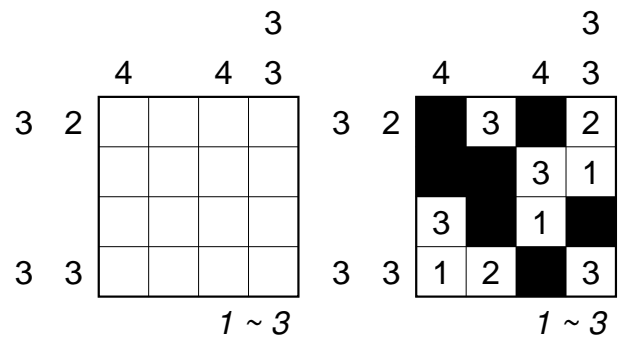
CORAL-JAPANESE SUMS (80 POINTS)

Blacken some of the cells in the diagram and put the digits 1 to 9 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), but NOT necessarily in the correct order. Single digits are also given. The blackened cells form a coral, that means, all shaded cells must be connected along the edges, must not completely fill any 2x2 block and must not touch itself even diagonally.



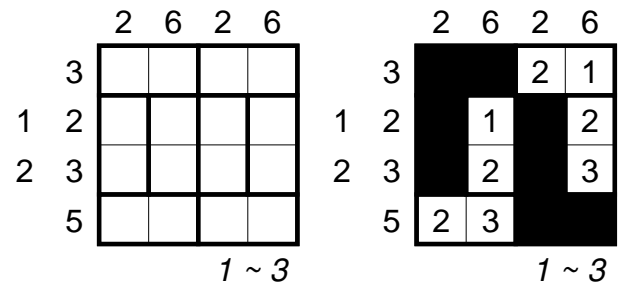
JAPANESE SUMS (60 POINTS)

Blacken some of the cells in the diagram and put the digits 1 to 9 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.



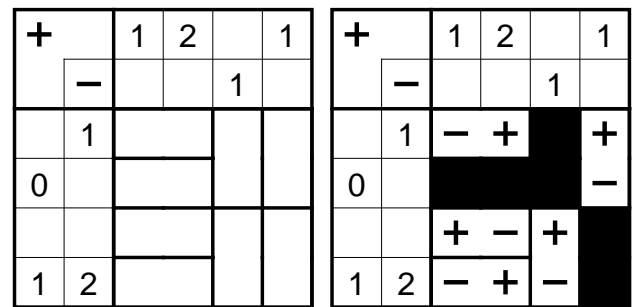
JAPANESE SUMS-MAGNETS (30 POINTS)

Blacken some of the cells in the diagram and put the digits 1 to 9 into the other cells, so that no number appears more than once in any row or column. Every plate of two cells must be completely black or completely filled with numbers. Odd digits may only be orthogonally neighboured to even digits, and even digits may only be orthogonally neighboured to odd digits. 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.



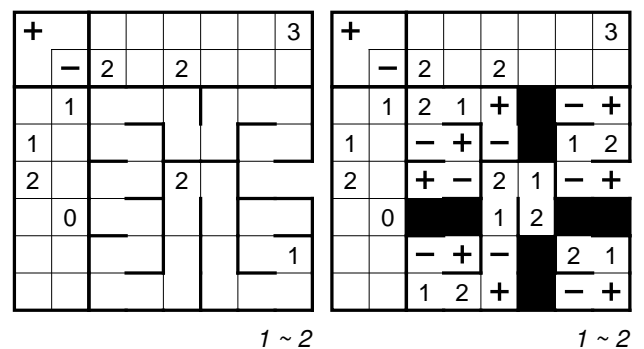
MAGNETS (60 POINTS)

The grid is made up of magnetic and non-magnetic plates. Each magnetic plate has two halves: one positive (+) and one negative (-). Halves with the same symbol can not be horizontally or vertically adjacent. The numbers outside the grid indicate how many magnetic halves of each kind can be found in that row or column.



MAGNETS-MAGIC LABYRINTH (25 POINTS)

The grid is made up of magnetic and non-magnetic plates. Each magnetic plate has two halves: one positive (+) and one negative (-). Halves with the same symbol can not be horizontally or vertically adjacent. The numbers outside the grid indicate how many magnetic halves of each kind can be found in that row or column. Then enter the numbers from 1 to 4 into the diagram only onto non-magnetic plates, so that in every row and every column each number appears exactly once. When following the labyrinth from the outside to the inside the digit sequence 1 to 4 must repeat. Plates can only have two or zero numbers entered.



Many thanks to my testsolvers *Hartmut Seeber*, *James McGowan*, *Claudia Müller*, *Rainer Biegler*, *Jürgen Blume-Nienhaus*, *Gabi Penn-Karras*, *Tobias Schreiner*, *Niels Lohmeyer* and to *Bernhard Seckinger* for laying out and testsolving.

NAME:

COUNTRY:

POINTS:



15TH 24 HOURS PUZZLE CHAMPIONSHIP

17–19 APRIL 2015

HOTEL AMADEUS

BUDAPEST

PUZZLES BY

SILKE BERENDES

MAGIC LABYRINTH	10 POINTS
MAGIC LABYRINTH-EASY AS ABC	50 POINTS
EASY AS ABC	15 POINTS
EASY AS ABC-YAJILIN	40 POINTS
YAJILIN	25 POINTS
YAJILIN-BATTLESHIPS	40 POINTS
BATTLESHIPS	20 POINTS
BATTLESHIPS-MASYU	35 POINTS
MASYU	10 POINTS
MASYU-FENCES	20 POINTS
FENCES	40 POINTS
FENCES-STAR BATTLE	50 POINTS
STAR BATTLE	30 POINTS
STAR BATTLE-SUDOKU	50 POINTS
SUDOKU	45 POINTS
SUDOKU-COMPASS	125 POINTS
COMPASS	35 POINTS
COMPASS-CORAL	70 POINTS
CORAL	35 POINTS
CORAL-JAPANESE SUMS	80 POINTS
JAPANESE SUMS	60 POINTS
JAPANESE SUMS-MAGNETS	30 POINTS
MAGNETS	60 POINTS
MAGNETS-MAGIC LABYRINTH	25 POINTS

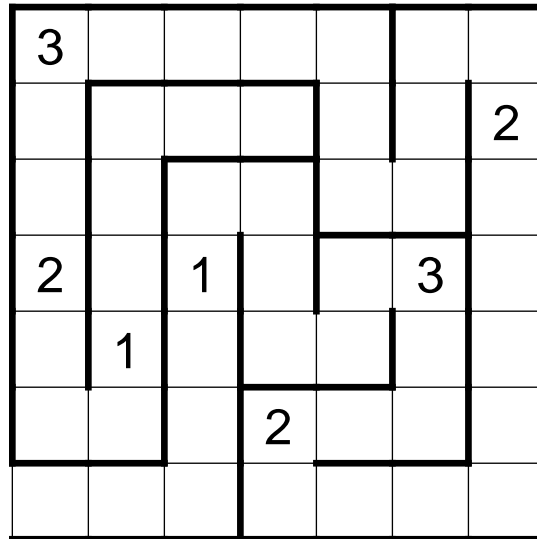
TOTAL 1000 POINTS

NAME:

COUNTRY:

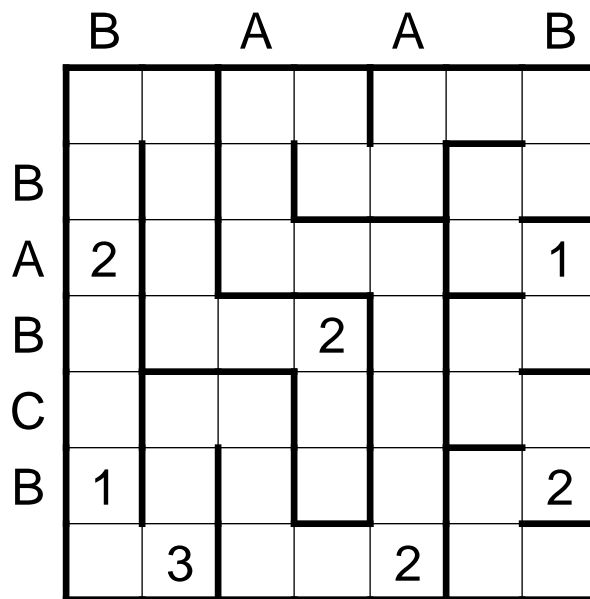
POINTS:

MAGIC LABYRINTH (10 POINTS)



1 ~ 3

MAGIC LABYRINTH-EASY AS ABC (50 POINTS)



1 ~ 3, A ~ C

B

NAME:

COUNTRY:

POINTS:

EASY AS ABC (15 POINTS)

	C	A		C	B	
						A
C						A
B						
A						B
C						B
A						
	B	C		C	C	A ~ C

EASY AS ABC-YAJILIN (40 POINTS)

	A		B			C		A	B	C
				3 ↓			3 ↓		3 ←	
A										
		1 ↑						2 ↓		
A										
C									3 ←	B
A	2 →									
B						1 ←	3 ↑			
										B
				2 →						B
B										A

A ~ C

NAME:

COUNTRY:

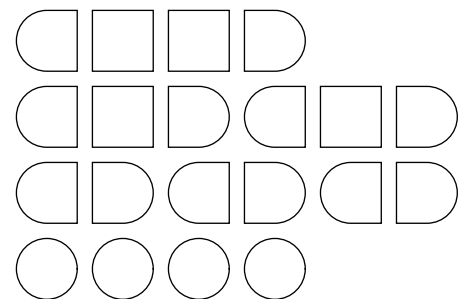
POINTS:

YAJILIN (25 POINTS)

			1 →				1 ↓		
		1 ↓						2 ↓	
	1 ↓							2 ←	
		2 →				2 ↑			
				1 →					
			1 ↑					1 ←	
				2 ↑				2 ←	

YAJILIN-BATTLESHIPS (40 POINTS)

			1 ↓						
		3 ↓				4 ←			
							2 ↑		
				1 →		1 →			
		2 ↑							
	2 ↑				1 →				
						3 ←			

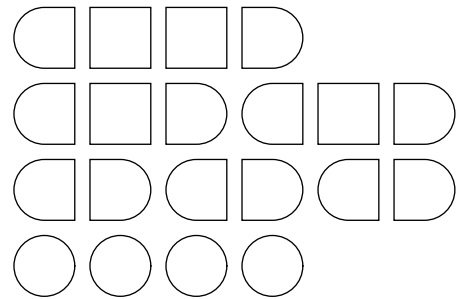
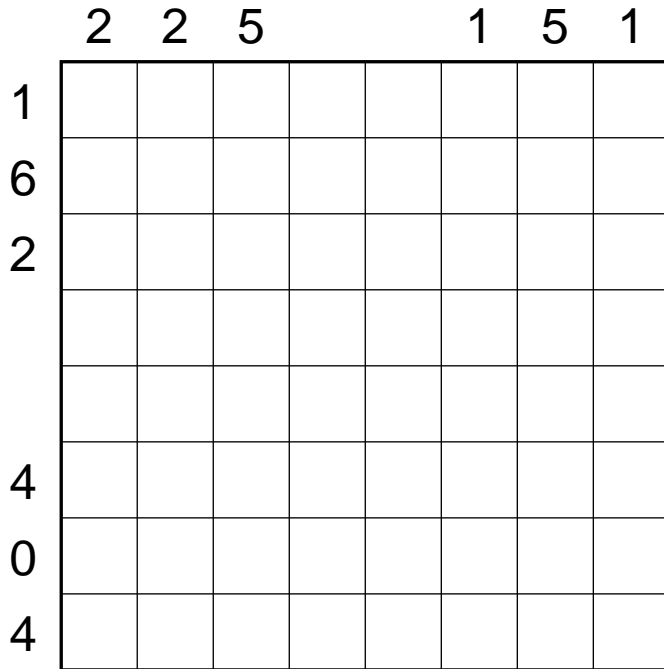


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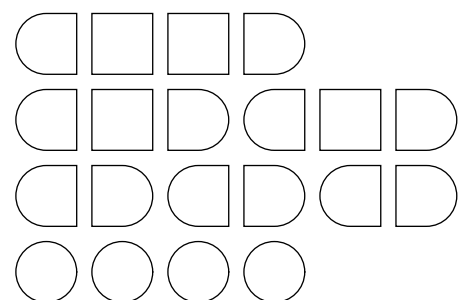
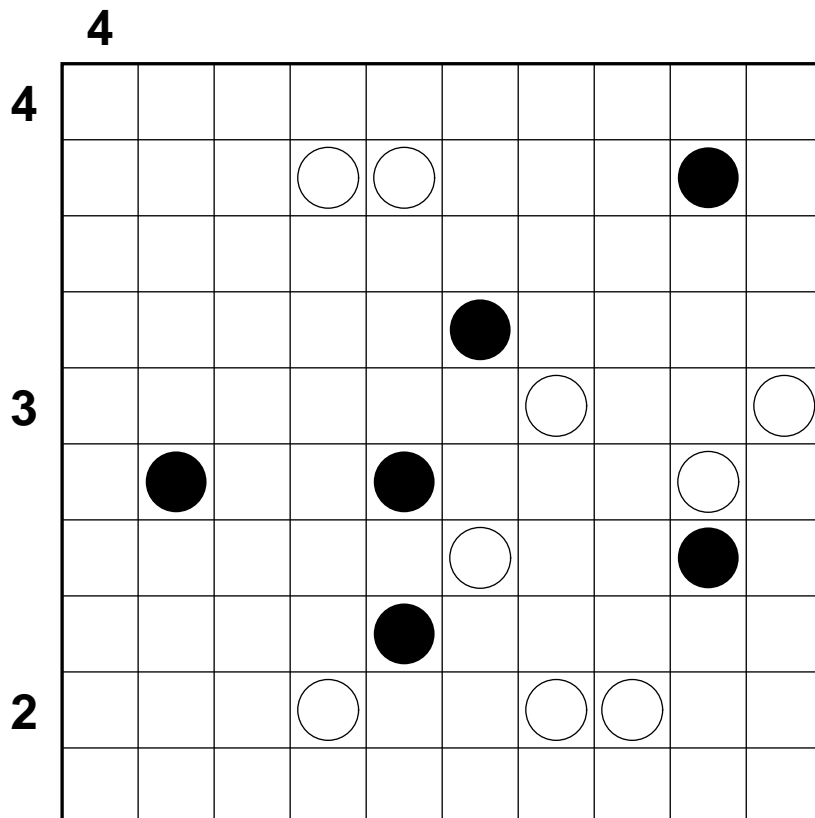
COUNTRY:

POINTS:

BATTLESHIPS (20 POINTS)



BATTLESHIPS-MASYU (35 POINTS)

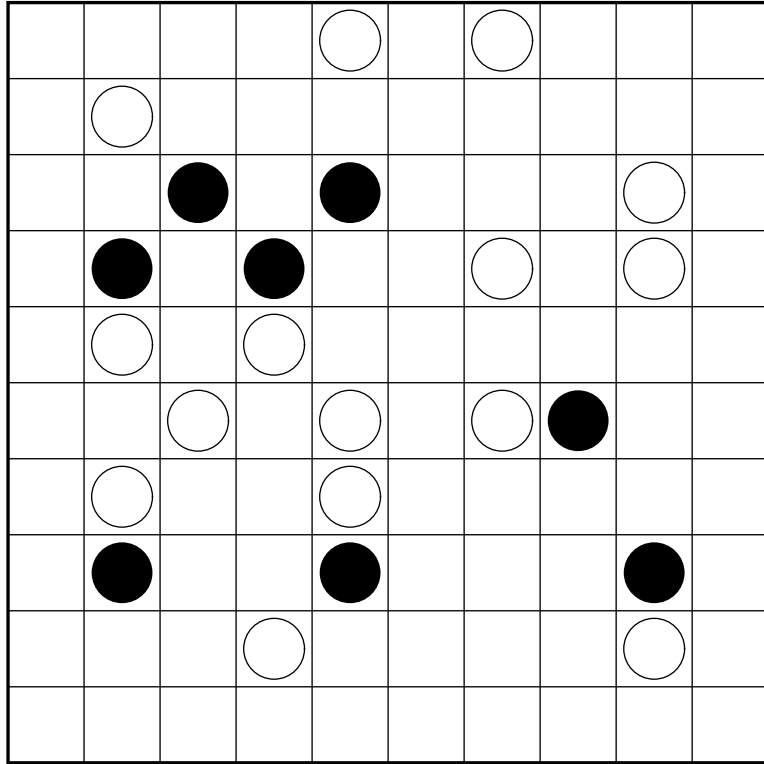


NAME:

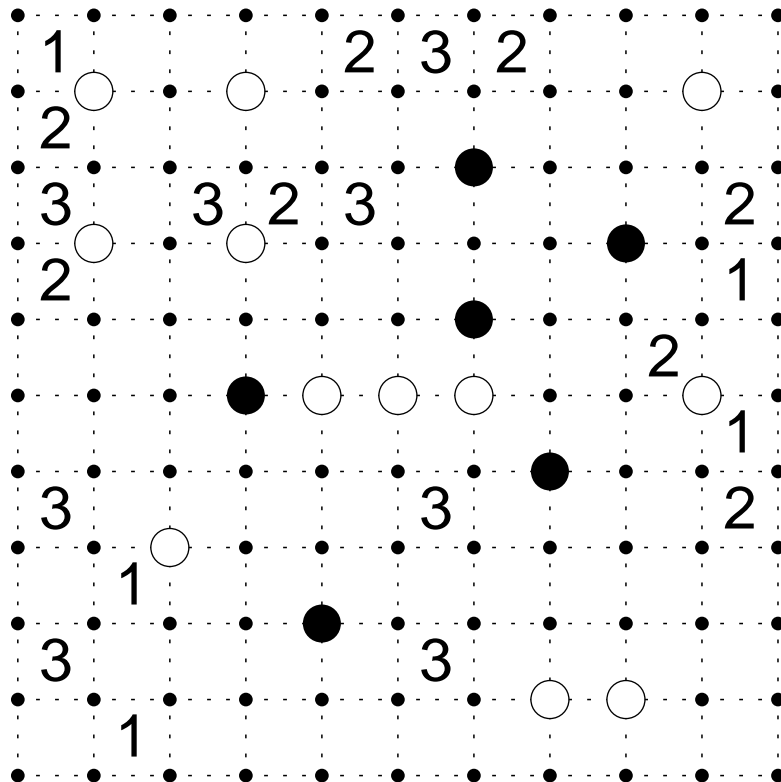
COUNTRY:

POINTS:

MASYU (10 POINTS)



MASYU-FENCES (20 POINTS)



NAME:

COUNTRY:

POINTS:

FENCES (40 POINTS)

	3	2		1	2				
	2		1	3		1	1	3	
2			2			1			
	3	1			0		3		2
			3			1			1
				1		1	1	2	
	3	3	1		3				2
1						2			3
					3				
3	1		2	3		1	2	2	

FENCES-STAR BATTLE (50 POINTS)

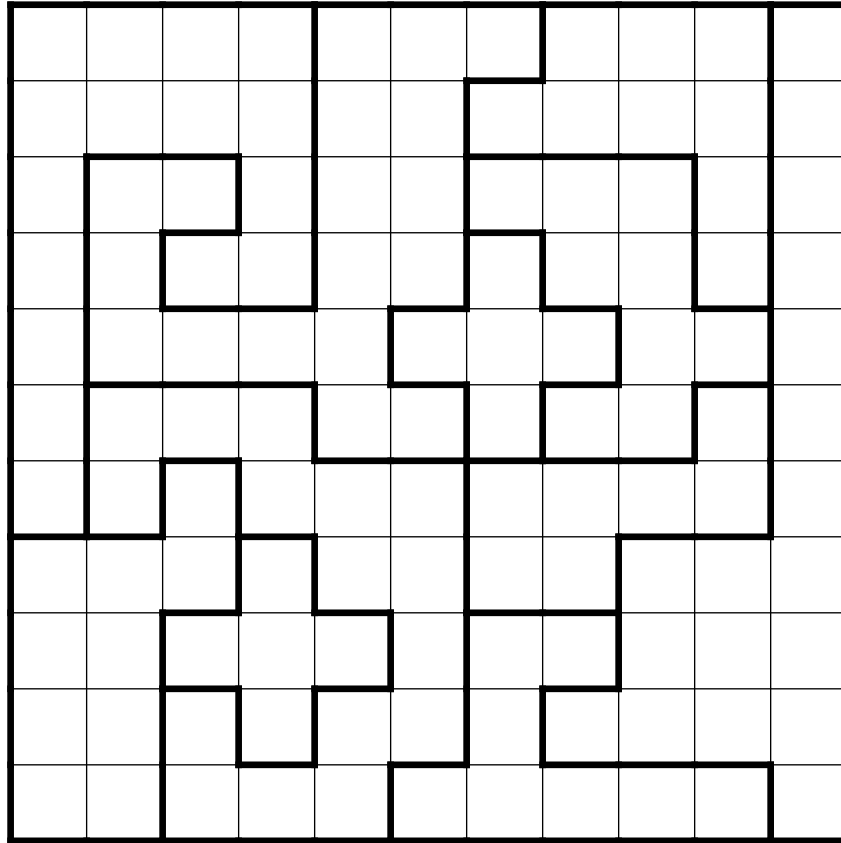
3	2		2	3	2		2		3
2				2	3	2		2	2
	3	1	1		2				1
2		1			3	2		2	2
2			3		1	1			
3						0		3	
1	2	3	1					2	3
2		2		1	0		3		
	1		1			1		2	
2		3		3	2		1		3

NAME:

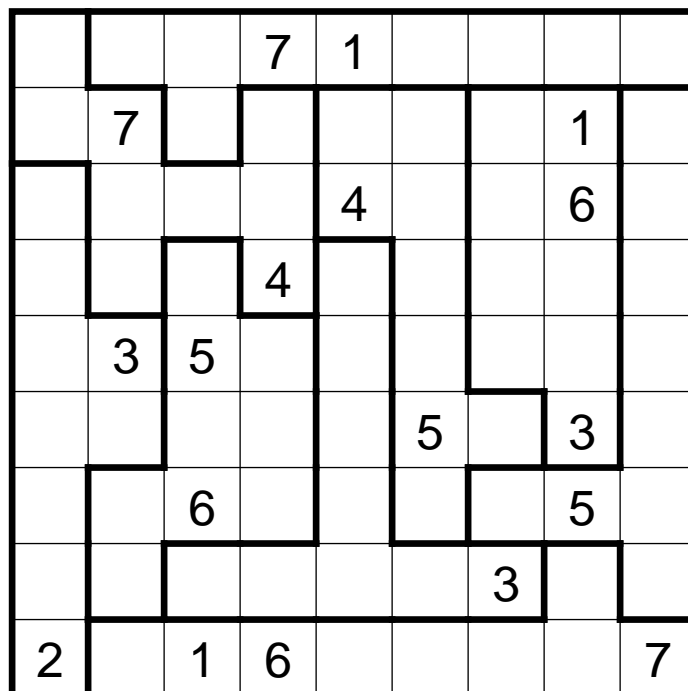
COUNTRY:

POINTS:

STAR BATTLE (30 POINTS)



STAR BATTLE-SUDOKU (50 POINTS)



NAME:

COUNTRY:

POINTS:

SUDOKU (45 POINTS)

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

SUDOKU-COMPASS (125 POINTS)

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

NAME:

COUNTRY:

POINTS:

JAPANESE SUMS (60 POINTS)

				10		9		9			
		33	11		4	9	6	6	3	6	10
		3	6	17	6	9	15	14	1	6	12
		3	11	15	4	9	1	15	2	6	21
15	16	1									
9	9	9									
7	8	9	10								
4	3	6	8								
40	2										
10	11										
8	8	8									
4	13	23									

1 ~ 9

JAPANESE SUMS-MAGNETS (30 POINTS)

				5	4					2	9
		6	5	3	17	2			5	11	6
		28	6	1	7	8	9	18	8	9	4
		6	7	2	5	24	9	12	5	15	11
5	3	11									
	7	8									
3	11	22									
	11	7									
	7	17									
	10	26									
	8	11	2								
	15	14	4								
		18	11								
	13	9	16								

1 ~ 9

NAME:

COUNTRY:

POINTS:

MAGNETS (60 POINTS)

+		3	3			1	4			4	5
	-	5		2		2	2		3		3
	4										
5											
2											
2											
	4										
3											
4											
2											
	3										
3											

MAGNETS-MAGIC LABYRINTH (25 POINTS)

+		3	0				2		1
	-								
3								1	
0			3						
					4				
3									
							2		
1									

1 ~ 4