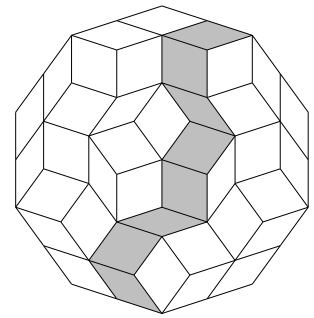


Instruction Booklet

(for the part of Bernhard Seckinger)

Note: For every puzzle type there will be two puzzles in the contest. The first one is a normal square grid as usual and the second one is a penrose shape as shown to the right. For this shape, rows are defined as follows: Start at one edge at the outside of the grid. Traverse the adjacent “square” to the parallel edge on the opposite side. Continue this process until you reach another outside edge. In the diagram to the right, one of the ten rows is shaded.

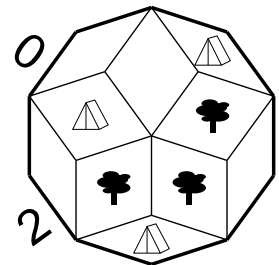
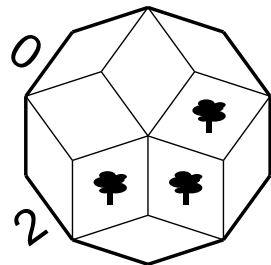


Some examples are given on a smaller penrose shape, but in the contest all puzzles will be exactly the shown shape. For the square version, no examples are provided.

In the case of the square puzzles: “rows” in the following instructions always denotes rows *and* columns.

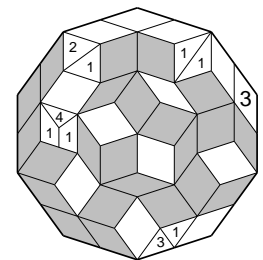
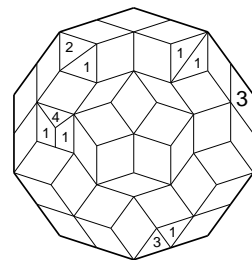
TENTS (10 + 10 POINTS)

Place tents into some cells, such that to every tree, there belongs exactly one tent. Each tent’s cell must share an edge with its tree’s cell. Tents must not be placed in cells that touch each other, not even at a point. A clue outside the grid gives the number of tents in that row.



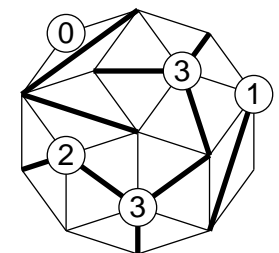
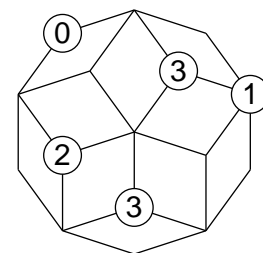
TAPA (15 + 15 POINTS)

Blacken some empty cells, such that all black cells are connected. Every vertex in the inside of the diagram must touch at least one non-black cell. Clues give hints on how to blacken the surrounding cells, including all cells that are only connected to the clue by a point. Each number gives the size of a group of adjacent black cells, these groups have to be separated by at least one non-black cell. The order of the numbers is unimportant.



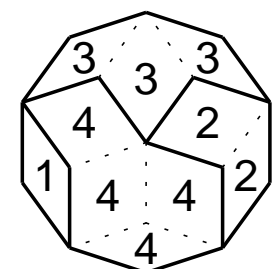
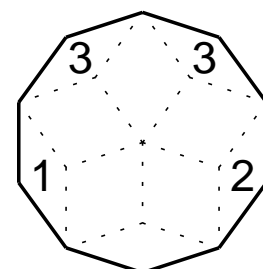
SLALOM (15 + 20 POINTS)

Place a diagonal wall into every cell. There are no areas completely enclosed by walls. A clue in a circle gives the number of walls that touch that circle.



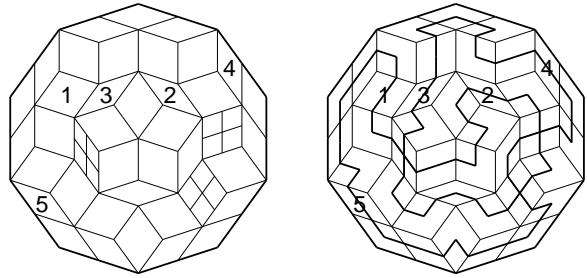
FILLOMINO (20 + 15 POINTS)

Split the grid into connected regions and write a number in every cell. In every area, the numbers have to be the same and have to be the number of cells of that area. Areas of the same size must not share an edge. Clues may belong to the same area, and it’s possible that there are areas, where no clue is given – even with larger numbers than the ones shown.



STATIONS (30 + 15 POINTS)

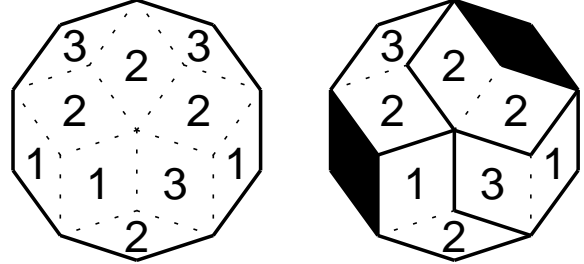
Draw a loop which passes through all cells exactly once, except the ones with given crossings where it passes twice. The loop can only pass from a cell to another cell if both cells share an edge. Cells with numbers are stations. In stations the loop must not bend, that is, the cell before the station, the cell with the station and the cell after the station all lie in the same row. The numbers of the stations have to be visited in increasing order.



DOMINO-VARIATION (25 + 25 POINTS)

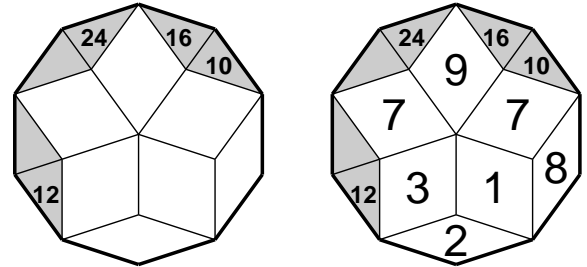
Blacken some cells and dissect the remaining cells into dominos of two cells, that share an edge. All given dominos appear exactly once. Black cells must not touch, not even at a point.

Dominos used in the example:



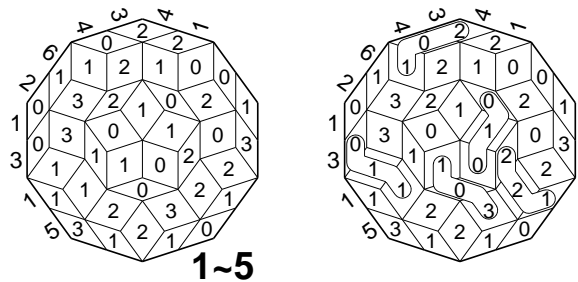
KAKURO (30 + 25 POINTS)

Write the numbers from 1 to 9 into the cells. The description of a “word” gives the sum of all numbers in this “word”. In every “word”, even in “words” without a description, no digit can occur more than once.



PILLS (25 + 40 POINTS)

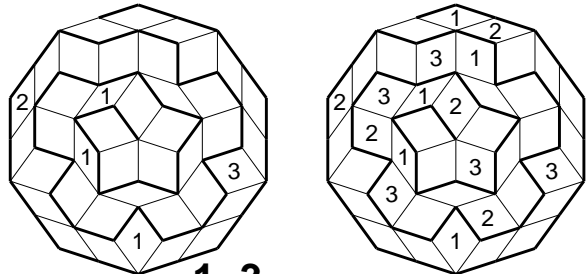
Place pills with the given values into the diagram, every value exactly once. The pills fit into one row and are 3 cells long. The sum of the three numbers inside the pill gives the value of that pill. A clue at the edge of the diagram gives the sum of numbers inside that row that are part of a pill.



1~5

MAGIC SPIRAL (40 + 30 POINTS)

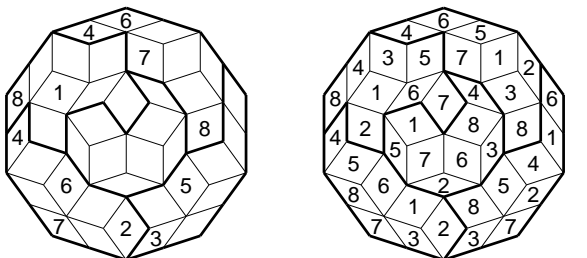
Enter the given numbers 1 - n into the diagram such that in every row each number appears exactly once. When following the spiral from the outside to the inside the digit sequence 1, 2, ... n must repeat.



1~3

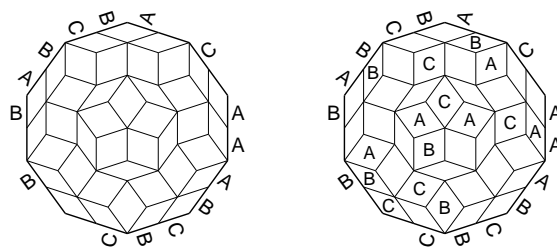
SUDOKU (35 + 40 POINTS)

Fill a number from 1 to 8 into each cell, such that in every row and every outlined region all numbers appear exactly once.



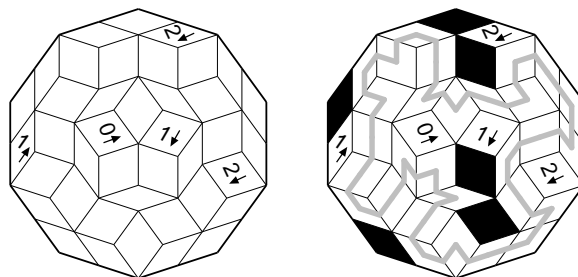
EASY AS ABC (10 + 70 POINTS)

Enter the letters from A to C into the diagram so that every letter occurs exactly once in every row. A clue at the edge gives the first visible letter in that row when looking from that edge.



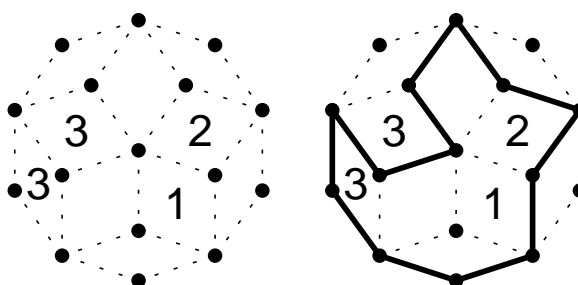
YAJILIN (60 + 30 POINTS)

Blacken some cells and draw a loop which passes through all cells except those blackened or containing clues. The loop can only pass from a cell to another cell, if both cells share an edge. A clue denotes the number of blackened cells in the given direction. Blackened cells must not share an edge.



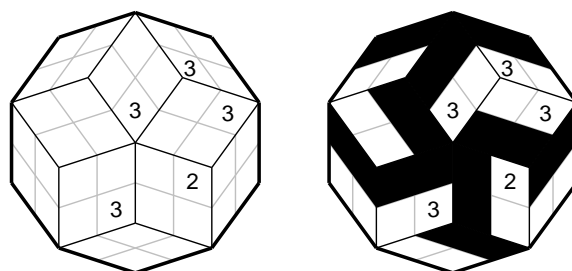
FENCES (50 + 60 POINTS)

Draw a single continuous loop by connecting neighboring dots along the dotted lines. A clue in a cell indicates how many edges of that 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.



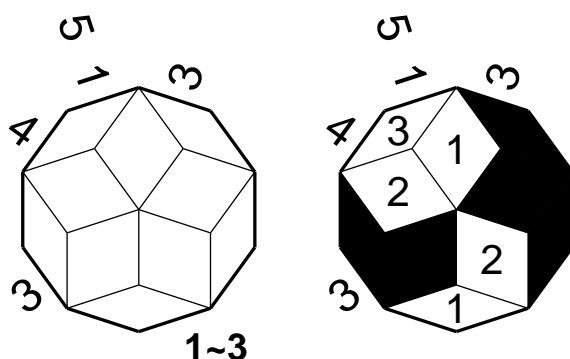
MINICORAL (20 + 100 POINTS)

Blacken two connected quarters of every cell. All blackened quarters have to be connected. For every vertex in the inside of the diagram, including the ones created by gray lines, there must be at least one non-black quarter that touches this vertex. All white quarters have to be connected to the edge of the diagram. This results in a coral. In some quarters there is a clue. These quarters may not be blackened and a clue gives the number of (half-)cells in the corresponding white area. There can be several clues in one area, and there might be areas that do not have any clues.



JAPANESE SUMS (80 + 40 POINTS)

Blacken some of the cells in the diagram and put the given numbers into the other cells, so that no number appears more than once in any row. A line of numbers at the edge of the diagram gives the sum of consecutive numbers (without black cells in between) in the correct order in that row. Single numbers are also given.



Many thanks to my testsolvers *Christoph Seeliger, Rainer Biegler, Alexandra Masserwa, James McGowan, Gabi Penn-Karras, and Claudia Müller.*

Note to the history of this penrose shape: I've seen this shape for the very first time in the German Puzzle Championship 2014, where Christoph Seeliger introduced it with a hitori puzzle. He found the shape in a book where Wei-Hwa Huang used it for a sudoku puzzle. Wei-Hwa himself came across the grid in the US National Puzzler's League, where some one had prepared a cross word puzzle. Who this guy was and if he was the first to use the shape, is unknown.

NAME:

COUNTRY:

POINTS:



16TH 24 HOURS PUZZLE CHAMPIONSHIP

22–24, APRIL, 2016

HOTEL AMADEUS

BUDAPEST

PUZZLES BY:

BERNHARD SECKINGER

TENTS	10 +	10 POINTS
TAPA	15 +	15 POINTS
SLALOM	15 +	20 POINTS
FILLOMINO	20 +	15 POINTS
STATIONS	30 +	15 POINTS
DOMINO-VARIATON	25 +	25 POINTS
KAKURO	30 +	25 POINTS
PILLS	25 +	40 POINTS
MAGIC SPIRAL	40 +	30 POINTS
SUDOKU	35 +	40 POINTS
EASY AS ABC	10 +	70 POINTS
YAJILIN	60 +	30 POINTS
FENCES	50 +	60 POINTS
MINICORAL	20 +	100 POINTS
JAPANESE SUMS	80 +	40 POINTS

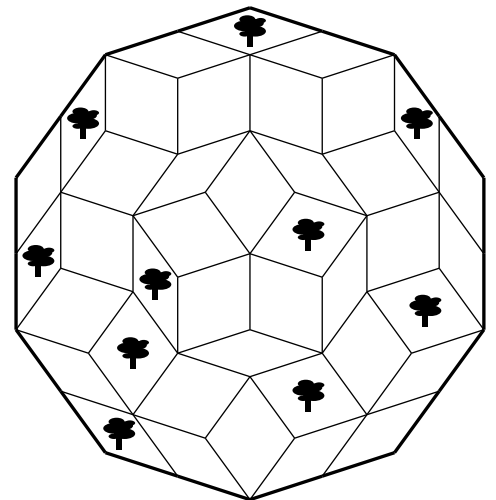
TOTAL 1000 POINTS



TENTS (10 + 10 POINTS)

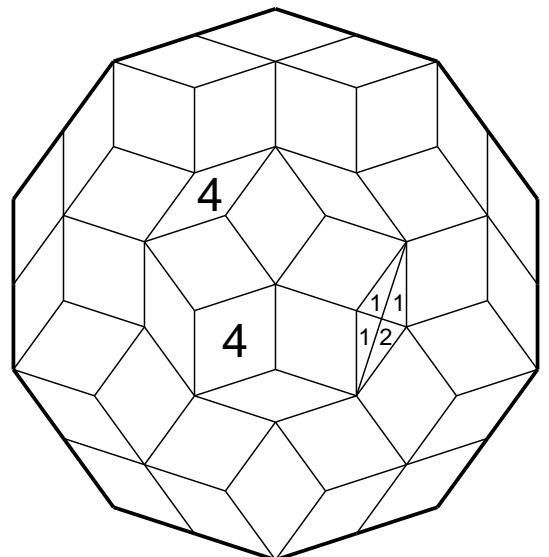
3 3 3 3 1

	2	2				2	2		
2				2				2	
		2				2			
			2					2	
2				2					2
2		2				2			
2			2					2	



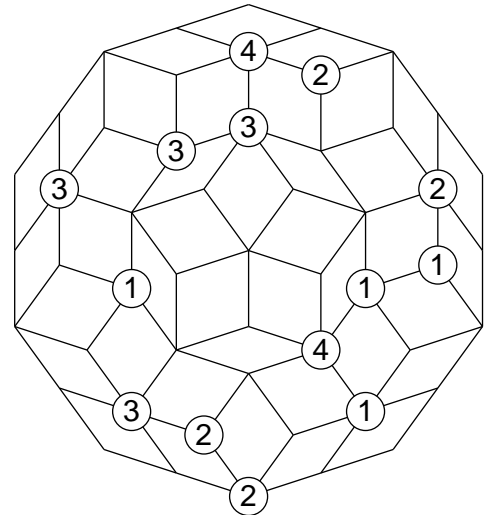
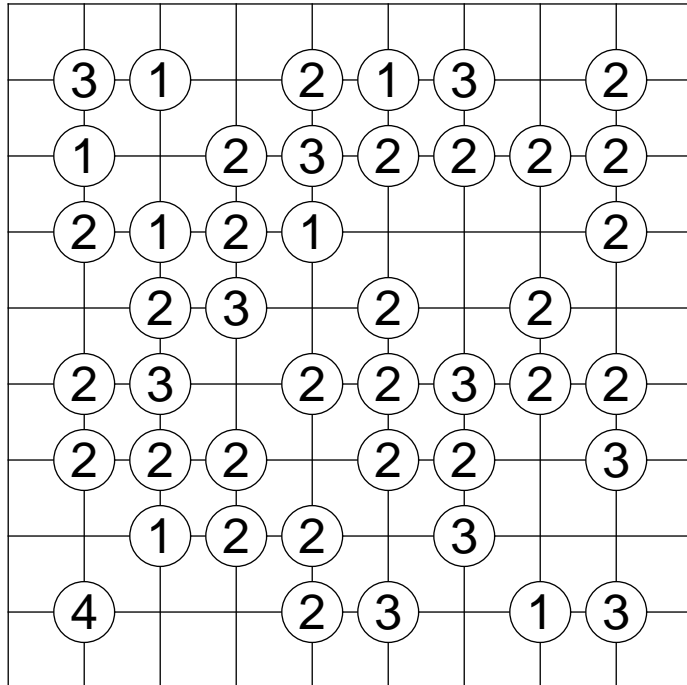
TAPA (15 + 15 POINTS)

						1			
	3	3							
	3			3	1				
			1	1		3			1
1	1		5	1					
				2	1			1	
			4	1					
	7					3	2		1
								1	1

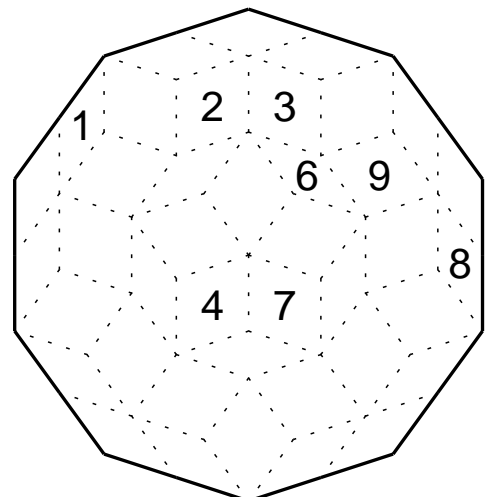
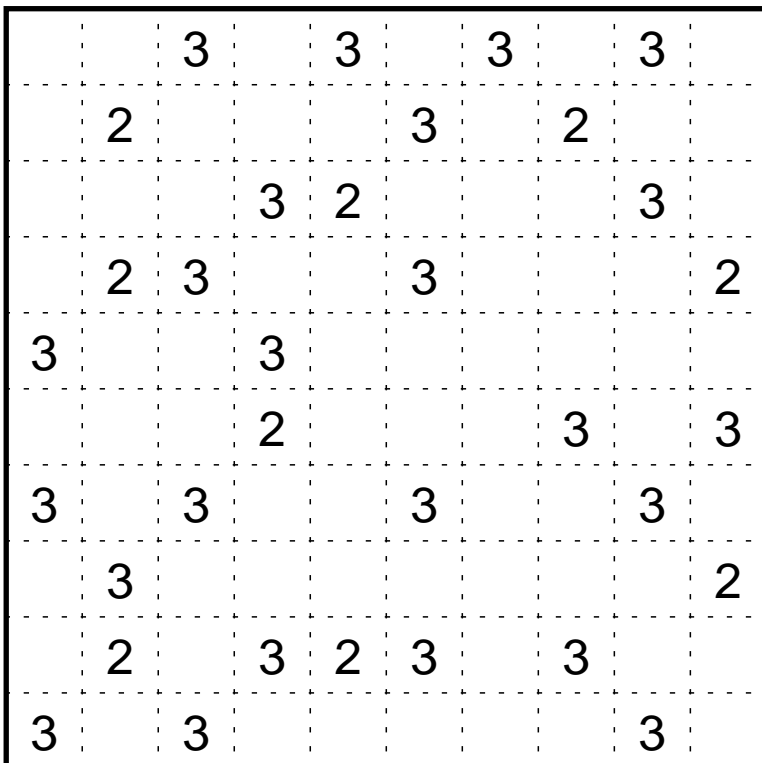




SLALOM (15 + 20 POINTS)

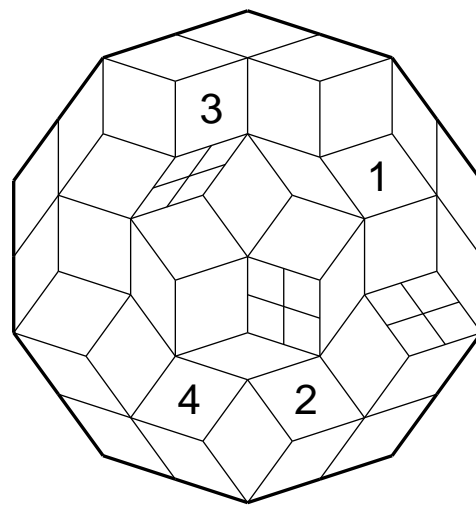
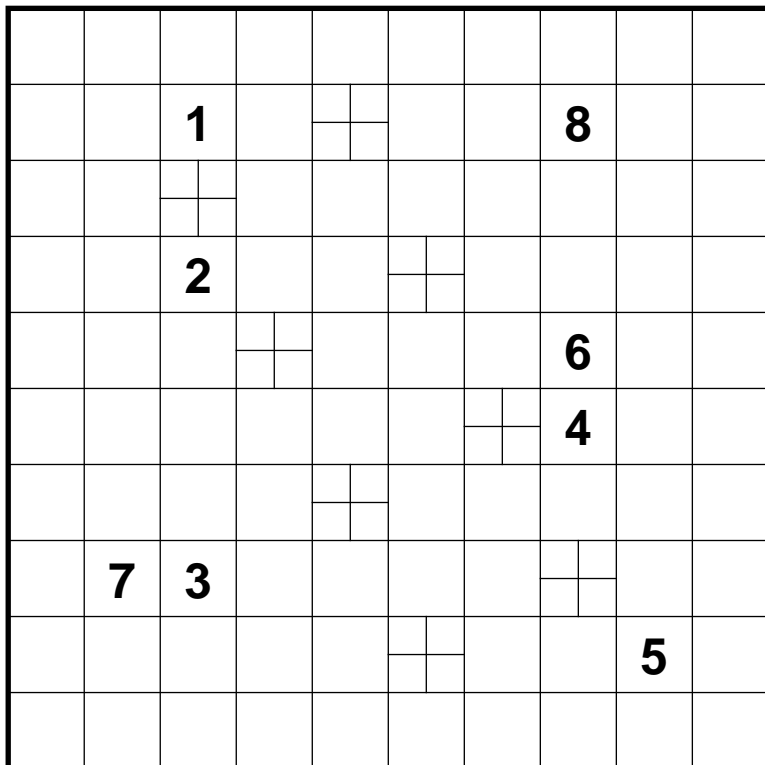


FILLOMINO (20 + 15 POINTS)



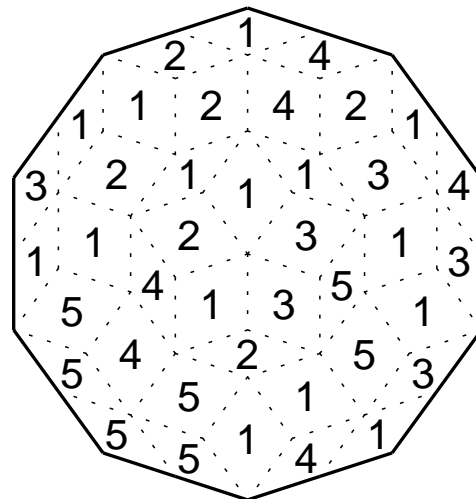


STATIONS (30 + 15 POINTS)



DOMINO-VARIATON (25 + 25 POINTS)

5	5	1	3	1	3
1	4	3	3	2	2
4	2	4	4	2	2
1	4	5	1	4	5
2	2	2	1	1	3
2	4	5	2	3	5

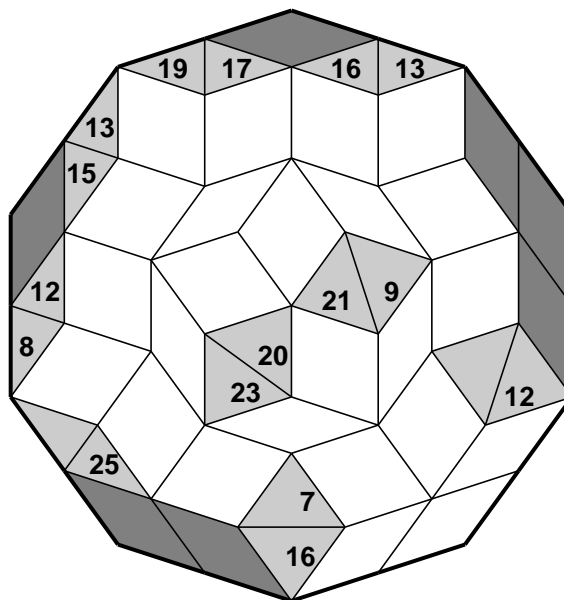
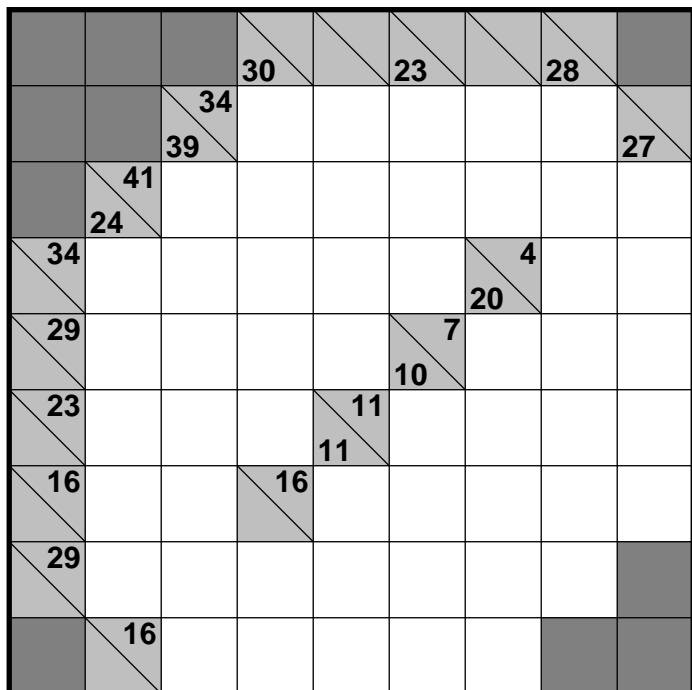


- 1 1 1 2 1 3 1 4 1 5
- 2 2 2 3 2 4 2 5
- 3 3 3 4 3 5
- 4 4 4 5
- 5 5

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



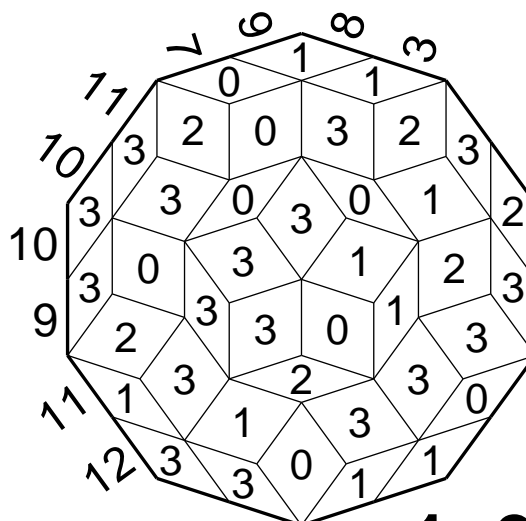
KAKURO (30 + 25 POINTS)



PILLS (25 + 40 POINTS)

	4	1	2	8	3	8	9	9	1
1	0	1	0	1	0	1	1	0	1
7	2	1	1	3	1	2	2	2	0
10	3	0	1	3	1	3	3	3	0
7	1	0	0	3	2	0	2	2	1
1	0	1	0	2	1	0	1	1	1
2	1	1	1	2	0	2	1	2	1
4	1	1	2	3	2	2	3	2	0
10	0	0	1	3	3	3	2	2	1
3	3	1	0	1	3	0	3	3	0

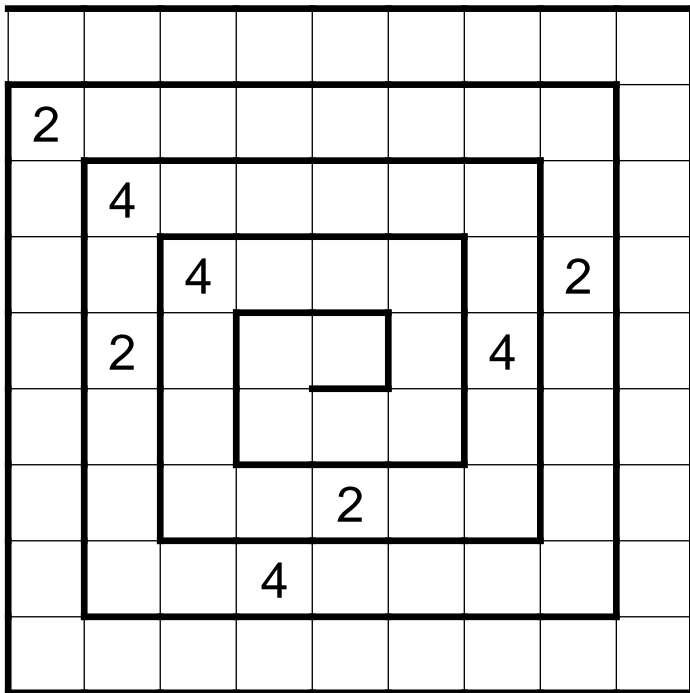
1~9



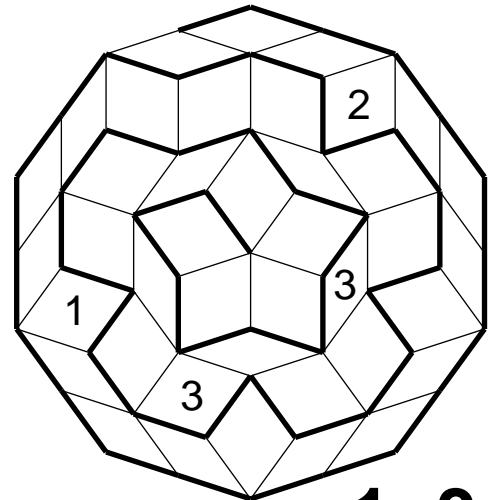
1~9



MAGIC SPIRAL (40 + 30 POINTS)

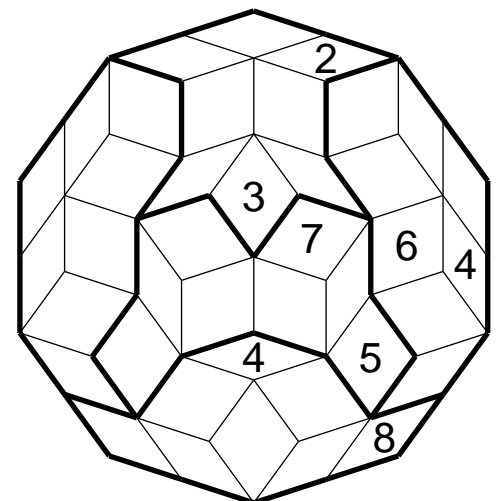
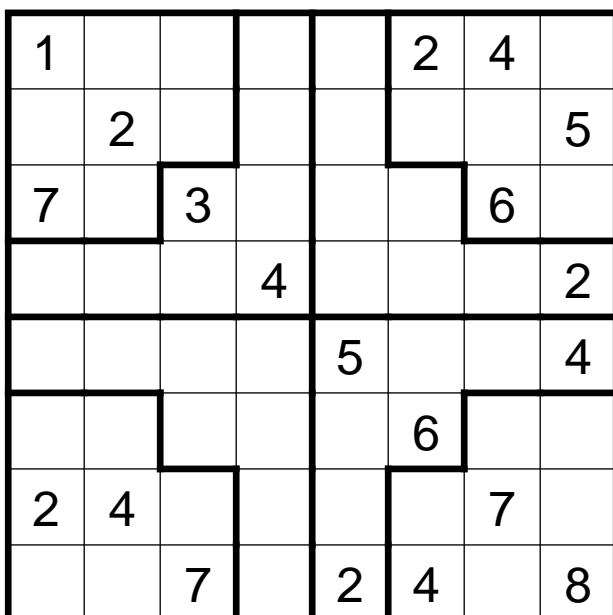


1~5



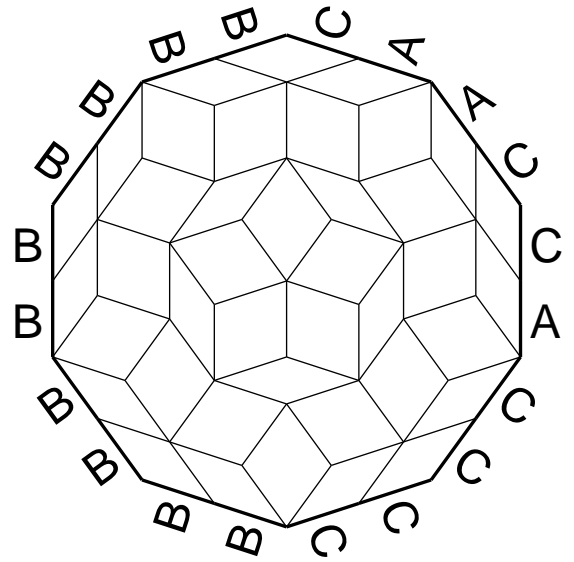
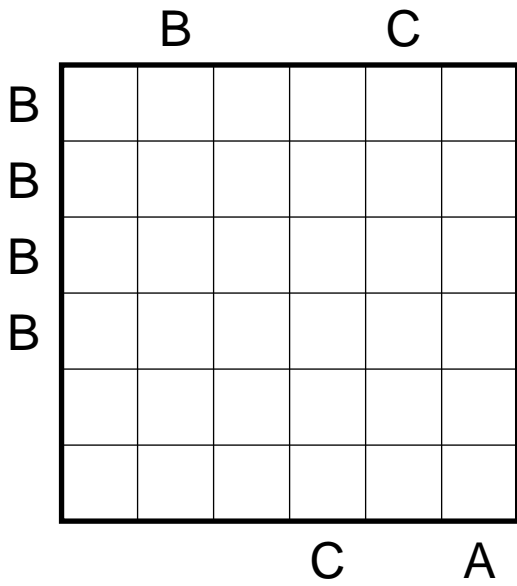
1~3

SUDOKU (35 + 40 POINTS)

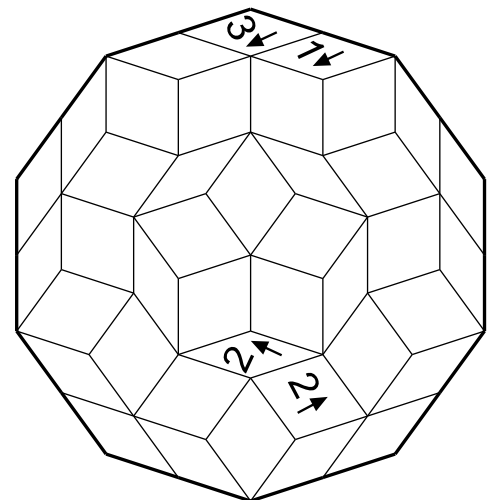
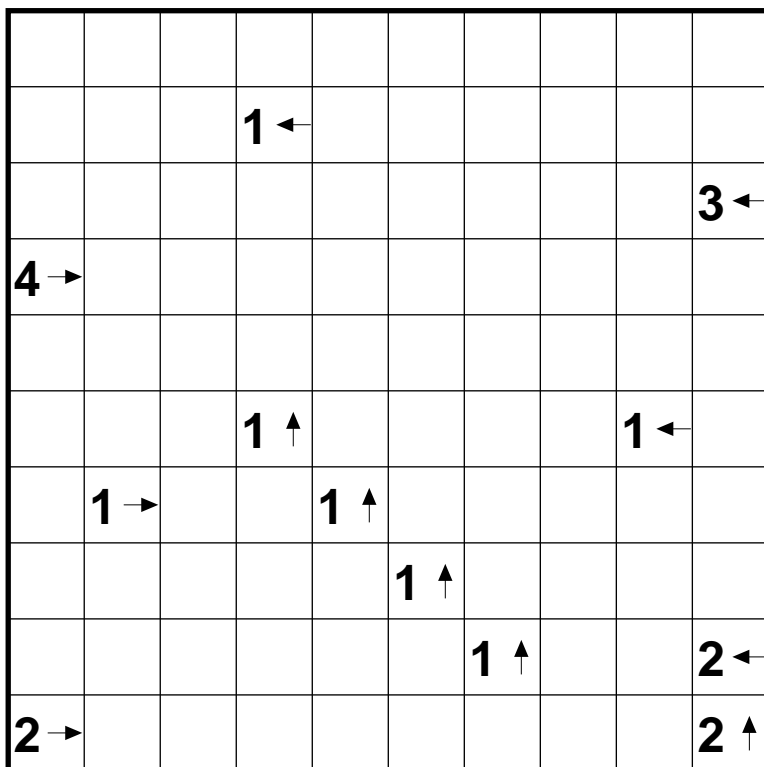




EASY AS ABC (10 + 70 POINTS)

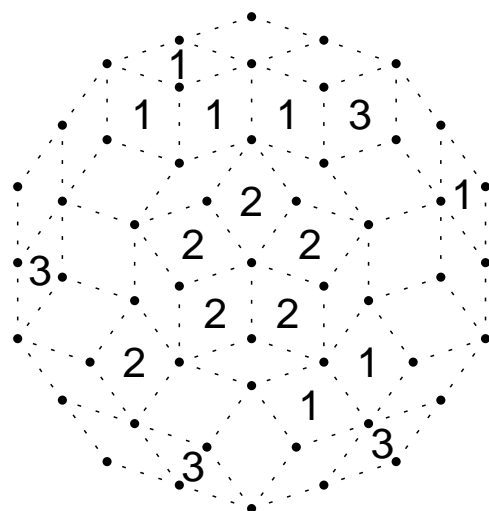
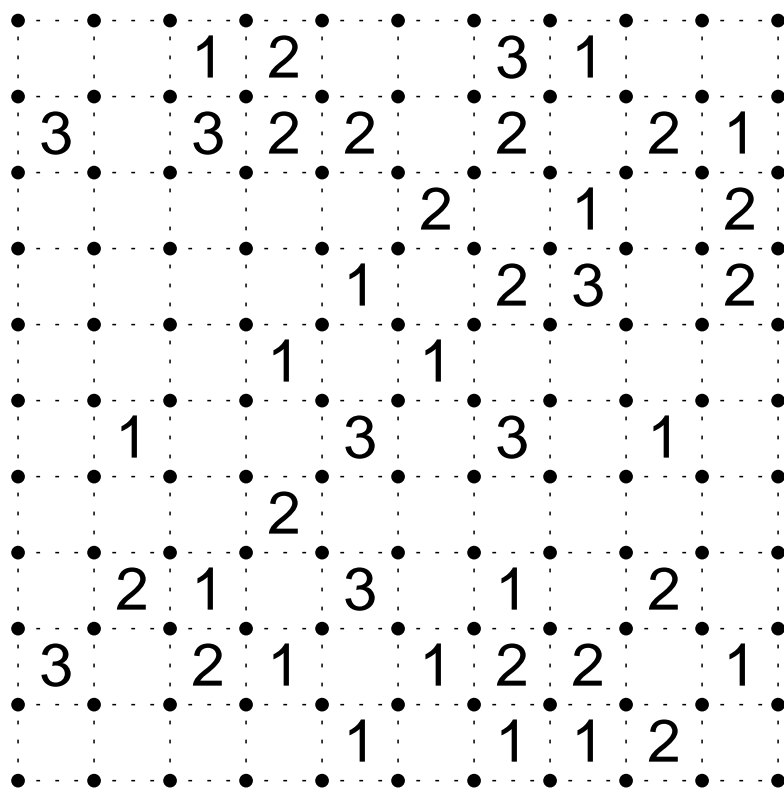


YAJILIN (60 + 30 POINTS)

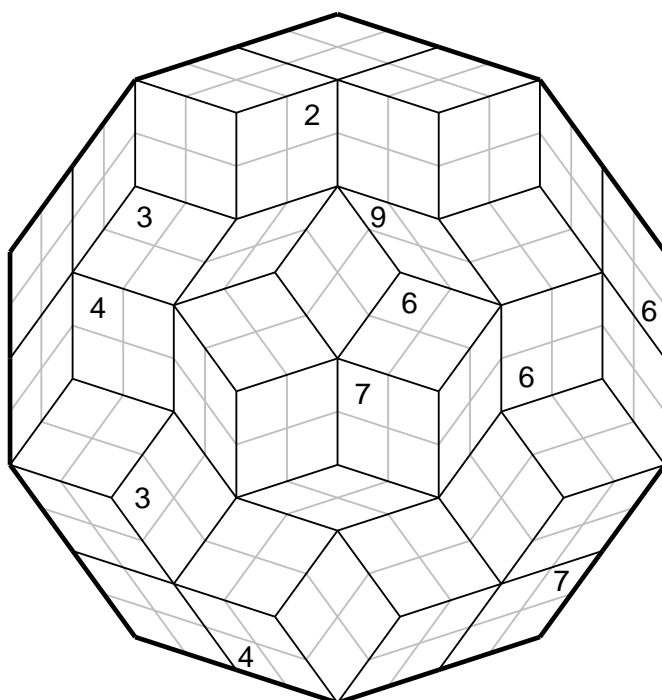
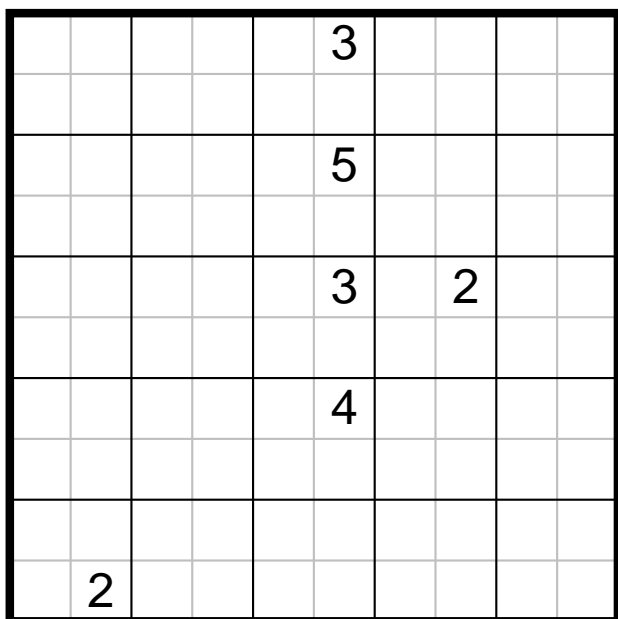




FENCES (50 + 60 POINTS)



MINICORAL (20 + 100 POINTS)



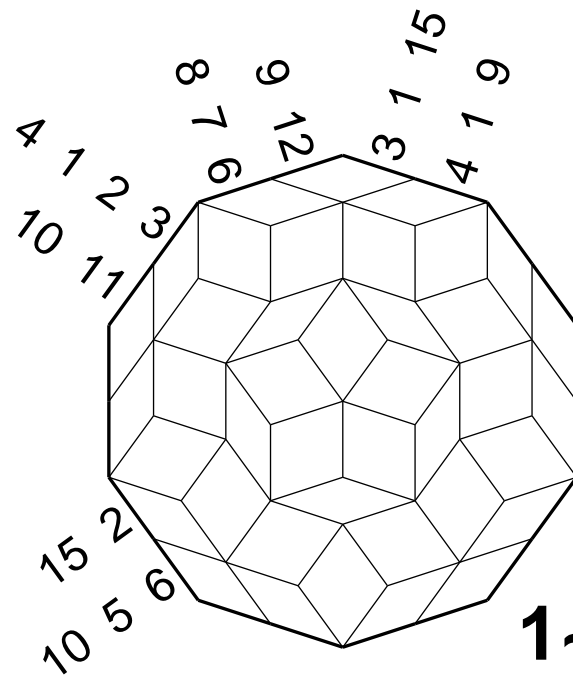


JAPANESE SUMS (80 + 40 POINTS)

15 2 18 8 7 7 10 16
 14 18 5 19 16 21 16 16 4
 7 5 2 9 5 6 10 10 18 9

1	12	10																	
16	14	6																	
6	9	11																	
6	13	15																	
	8	14																	
	12	18																	
2	26	7																	
	10	6																	
4	5	26																	
7	11	18																	

1~8



1~6