

Name	Country	Points
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# 14th 24 Hours Puzzle Championship

March 21-23, 2014  
 Hotel Amadeus  
 Budapest

Puzzles by Robert Vollmert

LITS	30 points	
LITS Plus	145 points	(15 + 30 + 40 + 60)
Geradeweg	150 points	(30 + 30 + 30 + 60)
Nurikabe	90 points	(30 + 60)
Latin Tapa	40 points	
Sudoku	20 points	
Thermo-Sudoku	90 points	
Row-Kropki Pyramid	70 points	(30 + 40)
Slither Link	30 points	
Liar Slither Link	90 points	
Tight-Fit Skyscrapers	20 points	
Double Back	40 points	
Word Loop	35 points	
Word Search	40 points	
Curve Data	30 points	
Slalom	30 points	
Compass	50 points	(20 + 30)
<b>Total</b>	<b>1000 points</b>	

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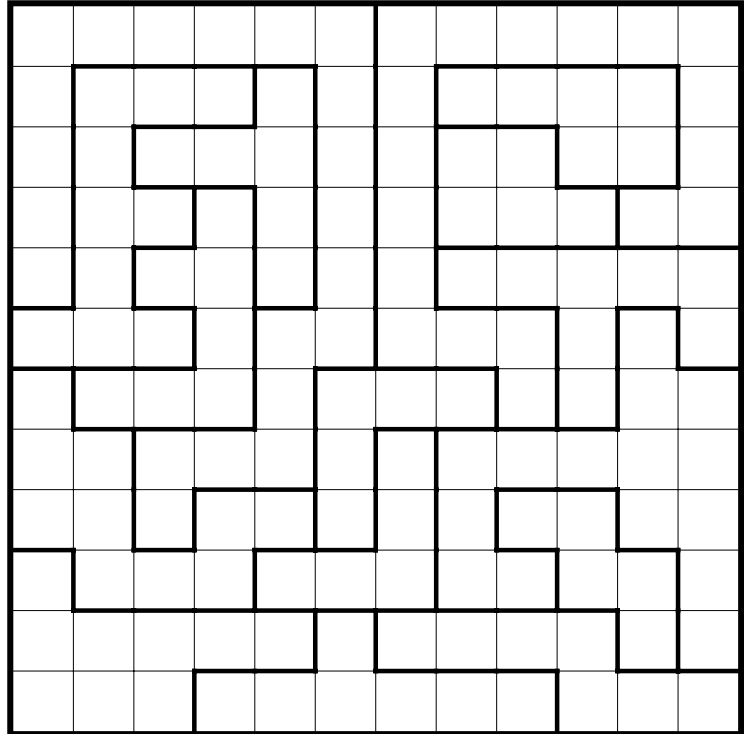
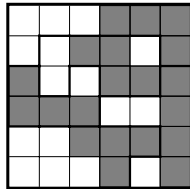
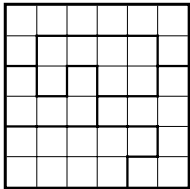
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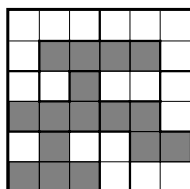
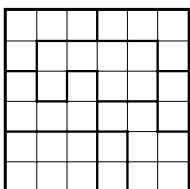
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**LITS** Shade some cells, such that each area has four shaded cells, forming a tetromino (four orthogonally connected cells). All shaded cells must be connected orthogonally, and there can't be any 2-by-2 square consisting entirely of shaded cells. Furthermore, no two of the same type of tetromino touch along an edge. Here, "same" is up to rotation and reflection, the four types are the L, I, T and S tetrominos.

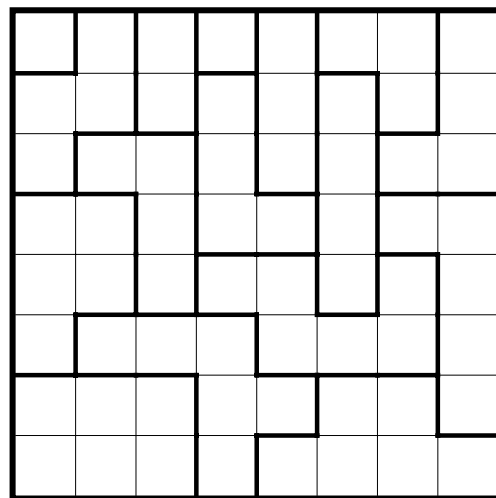


**LITS+** Shade some cells, such that the shaded cells within an area, if any, form a single tetromino (four orthogonally connected cells). All shaded cells must be connected orthogonally, and there can't be any 2-by-2 square consisting entirely of shaded or entirely of unshaded cells. Furthermore, no two of the same type of tetromino touch along an edge. Here, "same" is up to rotation and reflection, the four types are the L, I, T and S tetrominos.

This differs from standard LITS in that some areas may remain empty, and the no-2-by-2 rule also applies to white cells.



15



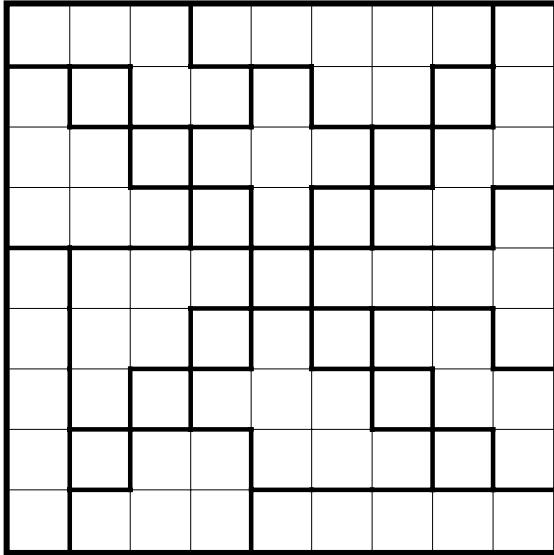
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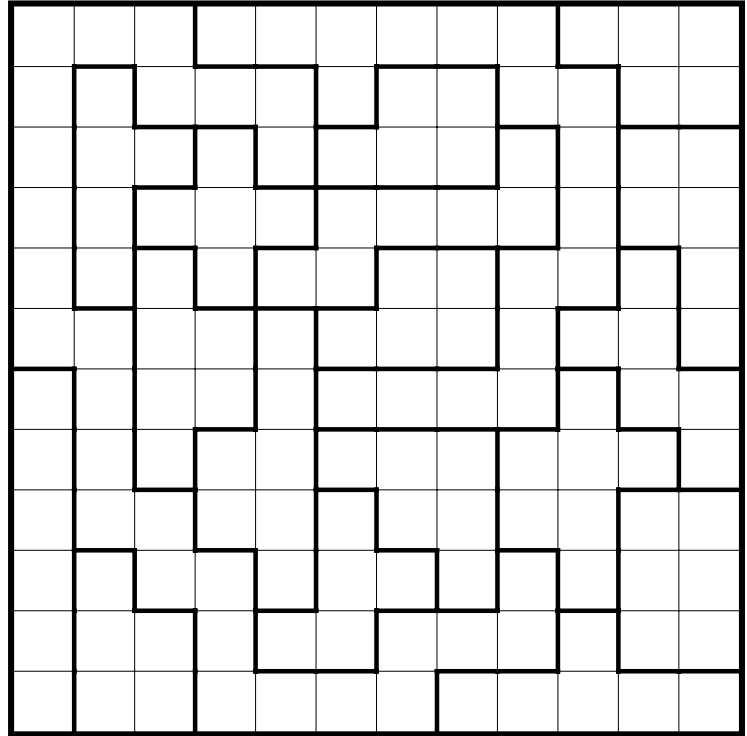


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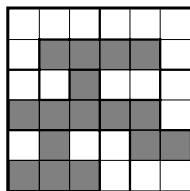
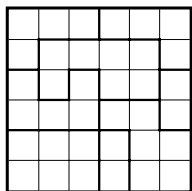


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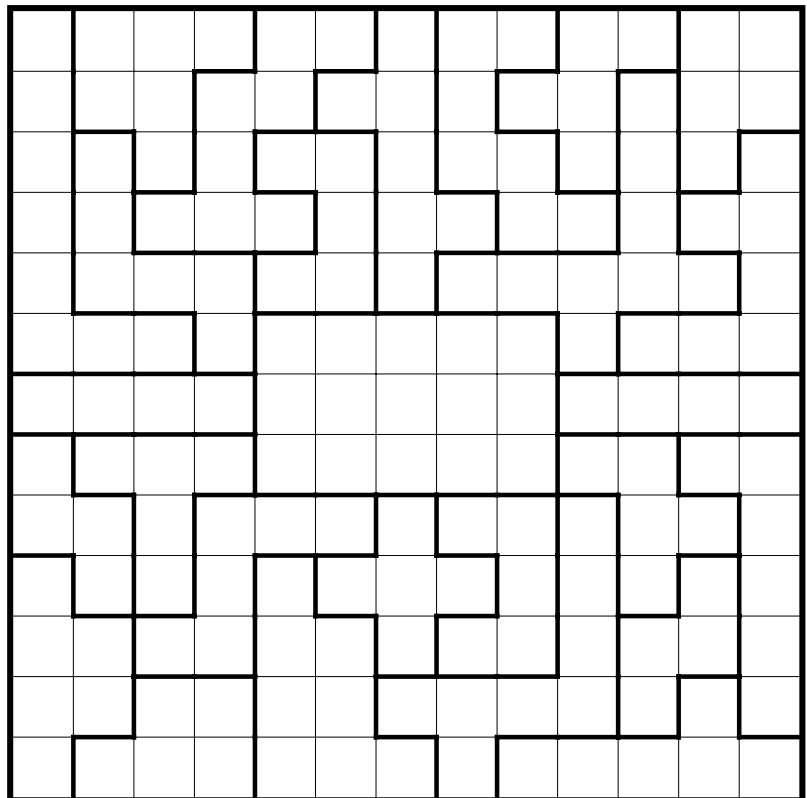


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60



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**Geradeweg** Draw a loop that travels horizontally and vertically from cell center to cell center and that visits each clue, such that the length of every straight segment that meets a clue is equal to that clue.

	2	1	1	
		2		
3				4

	2	1	1	
		2		
3				4

30

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

30

		1							
	2	1		2	1				
		1			1				
			1		1				
		2		2					
		2			2				
		2	1		2	1			
					2				

30

	2					3			
			2						3
2						3			
		2							3
	2								
			2			3			
2							1		
		3							2

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	2	1	1	
		2		
3				4

	2	1	1	
		2		
3				4

60

	2	4			4	4					2
								2	4		
			2	4		4					
											2
		2				2	4				
									2		
4		2									
				2	4					4	
							4				
	2	2									
						4					2





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**Sudoku** Place a number from 1 to 9 in each cell, such that every row, column and outlined 3-by-3 square contains every number from 1 to 9.

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

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

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

90

**Thermo-Sudoku** Place a number from 1 to 9 in each cell, such that every row, column and outlined 3-by-3 square contains every number from 1 to 9. Numbers along a thermometer must increase strictly from the bulb.

				2	
			5		1
					6
	4				
5		3			
	2				

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

				2		8	
						1	
				5			6
9		8					
	2						
7		3					



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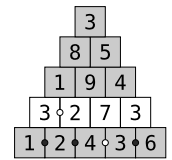
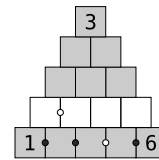
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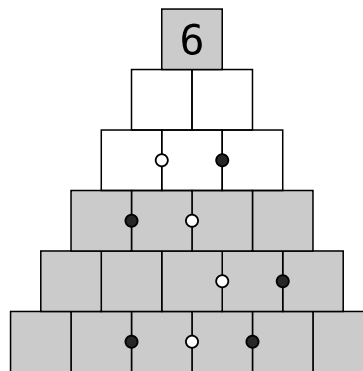
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**Row-Kropki Pyramid** Place a number from 1 to 9 in each cell, such that for any two horizontal neighbours, the number between and above the two is their sum or their difference. In gray rows, all numbers must be distinct, while in white rows, there must be at least one pair of duplicate numbers.

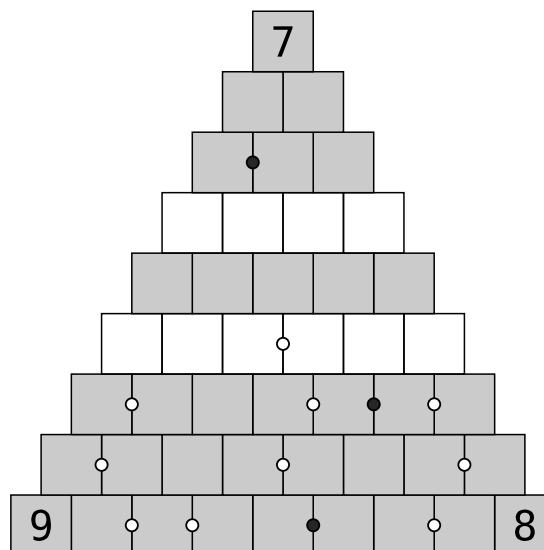
If an edge between horizontal neighbours is marked with a white dot, the difference between the two numbers is 1. If it is marked with a black dot, one number is double the other number. If there is no mark, neither of the above conditions apply.



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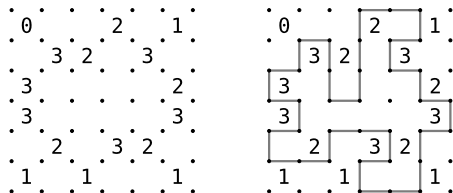
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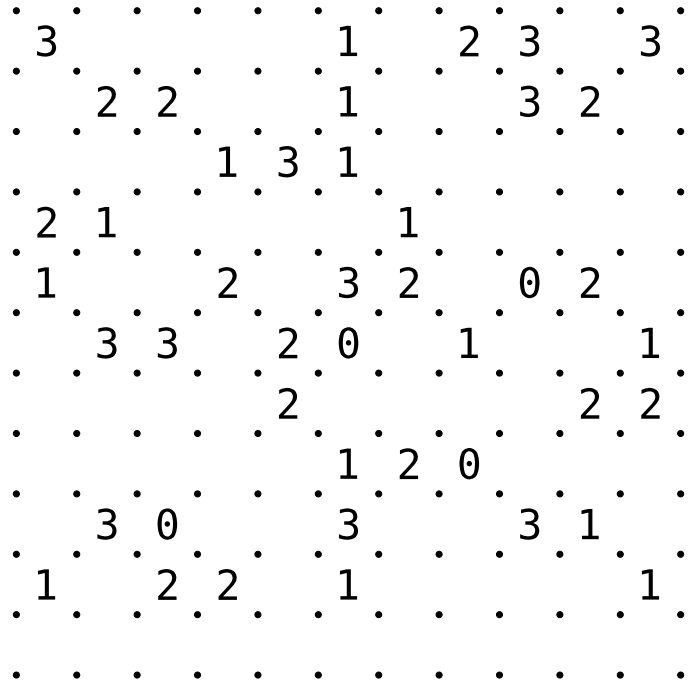


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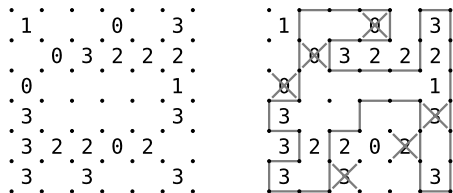
**Slither Link** Draw a single loop consisting of vertical and horizontal segments between dots that does not touch or cross itself. Clue numbers indicate the number of adjacent edges that are used by the loop.



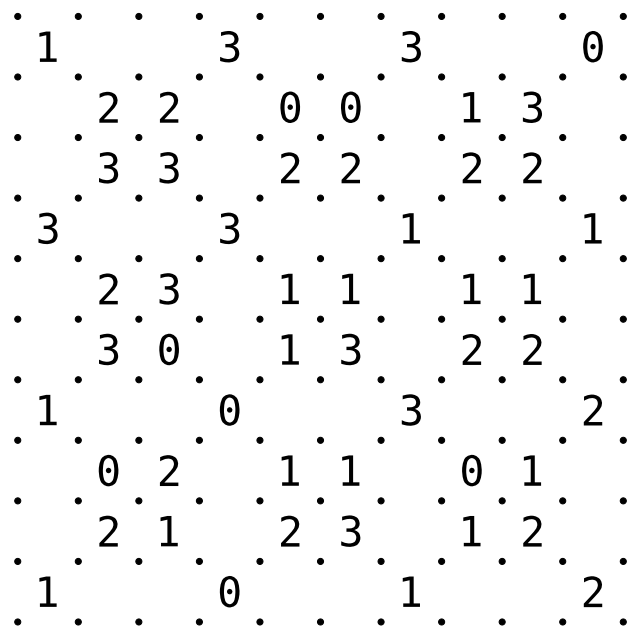
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**Liar Slither Link** Draw a single loop consisting of vertical and horizontal segments between dots that does not touch or cross itself. Clue numbers indicate the number of adjacent edges that are used by the loop, but: In every row and every column, there is precisely one clue that is incorrect.



90



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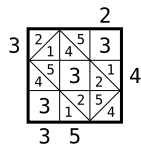
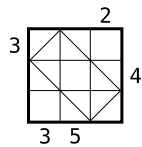
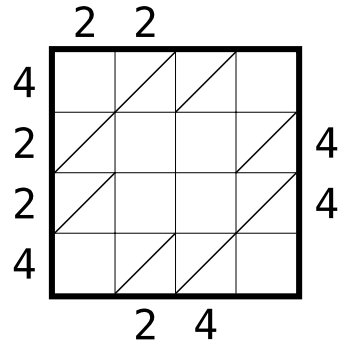
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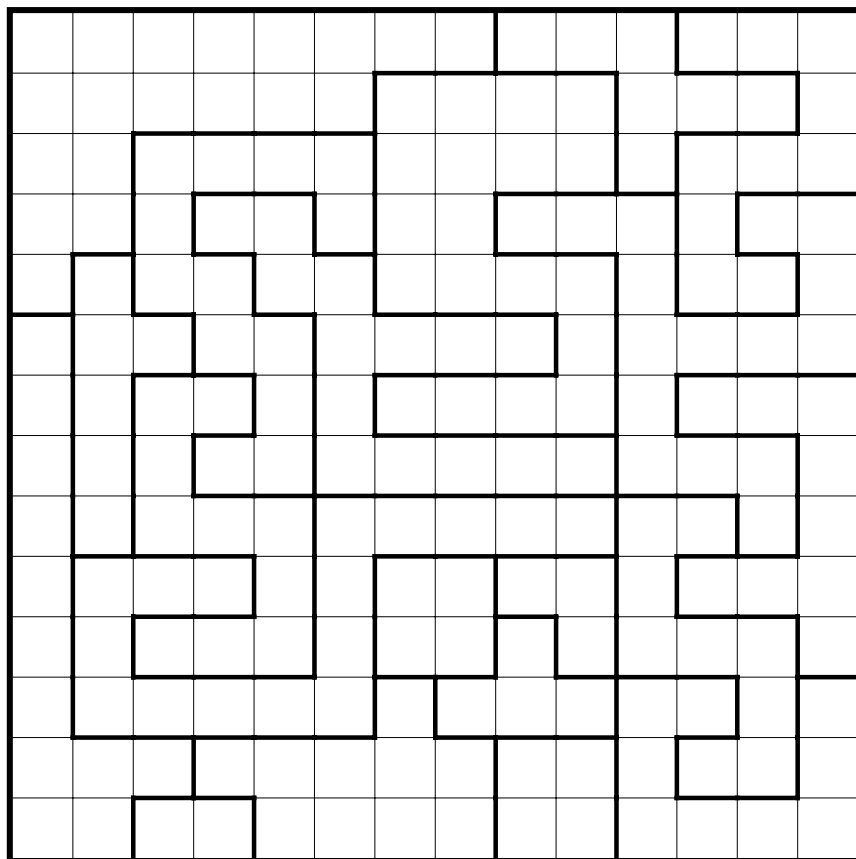
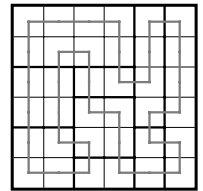
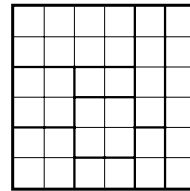
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**Tight-Fit Skyscrapers** Place a number between 1 and 6 (1 and 5 in the example) in each cell (one in each triangle for divided cells) such that each row and each column contains every number. Clues outside the grid indicate the number of digits that can be seen when looking into the corresponding row or column. Larger numbers block the sight to smaller numbers.

20



**Double Back** Draw a single loop travelling orthogonally from cell centre to cell centre that visits each cell, and that enters and exits each area exactly twice each.



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**Word Loop** Place each of the given words in the grid vertically, horizontally or diagonally in any direction, such that there is at most one letter in each cell, such that all given letters are used by one of the words, and such that all words form a single loop, each end of each word being an end of one other word. Words may intersect at any point, can touch or use the same letter multiple times, and adjacent letters are allowed to form words that aren't part of the loop.

AN  
AUNT  
TINT  
WET  
WIN

			E
N			

A	N		T
U		I	E
N	N		W
T			

35

- AZURE
- BLACK
- BLUE
- GRAY
- GREEN
- INDIGO
- KHAKI
- MAGENTA
- MANATEE
- MAUVE
- MELON
- OCHRE
- OLIVE
- ORANGE
- WHITE
- YELLOW

	V																
E																	
				N													
			O														
									T								
							A										
					R												
									B			G					
								Y				O					
											A						
																N	
													A				

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**Word Search** Complete the grid by putting letters in the unfilled squares, and find each of the given terms (without spaces) in the grid. The terms may read vertically, horizontally or diagonally in any direction.

AIM  
EAT  
IN  
MAN  
TIME

T	T	E	M
M			T
E			A
A	T	E	E

T	T	E	M
M	I	A	T
E	N	M	A
A	T	E	E

40

ASHENZARI  
BEOGH  
CHEIBRIADOS  
ELYVILON  
FEDHAS MADASH  
JIYVA  
KIKUBAAQUDGHA  
LUGONU  
MAKHLEB  
NEMELEX XOBEB  
OKAWARU  
THE SHINING ONE  
SIF MUNA  
TROG  
VEHUMET  
XOM  
YREDELEMNUL  
ZIN

A	H	S	A	D	A	M	S	A	H	D	E	F	R
F	G	J	Y	V	E	H	U	M	E	T	H	Y	C
V	E	H	I	S	Q	A	I	O	Y	L	E	R	H
I	L	D	D	Y	I	Z	V	Z	X	K	I	E	E
R	Y	U	H	U	V	F	I	Y	I	M	B	D	I
A	V	N	G	A					I	O	R	E	B
Z	I	O	K	A					X	J	I	L	R
G	L	G	M	A					N	O	A	E	I
N	O	U	E	H					O	A	D	M	A
E	N	L	L	A	E	L	U	Q	U	M	O	N	D
H	U	E	D	B	E	G	H	K	I	K	S	U	O
S	B	A	Q	M	O	A	N	U	M	F	I	L	S
A	S	H	E	N	Z	A	R	I	A	W	A	K	O
H	E	N	O	G	N	I	N	I	H	S	E	H	T

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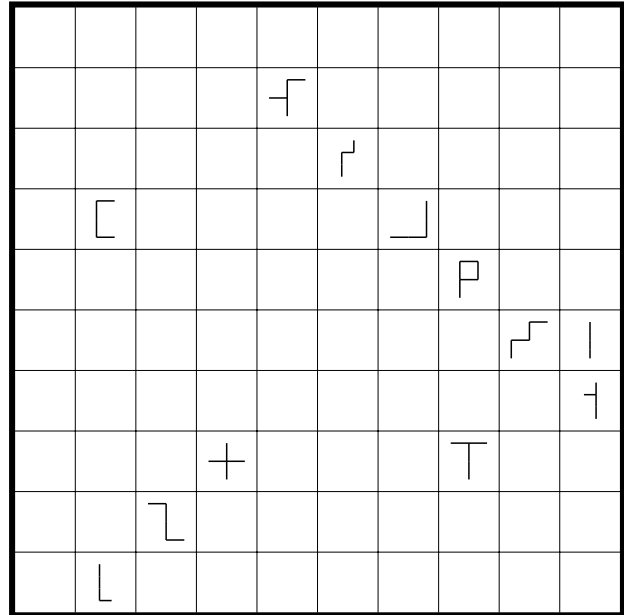
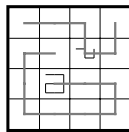
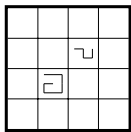
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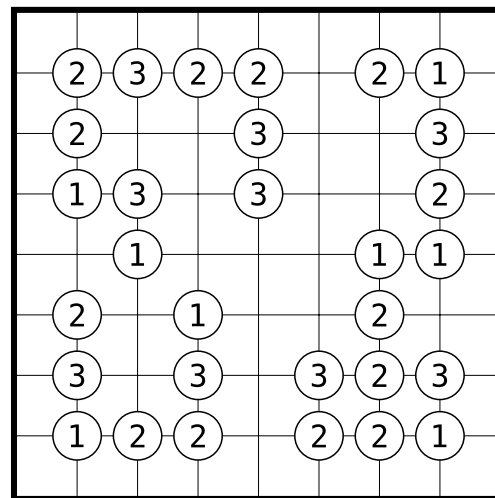
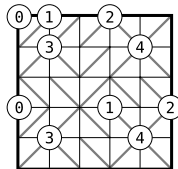
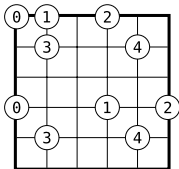
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**Curve Data** Draw lines that connect cell centers horizontally or vertically, such that each cell is connected to precisely one cell with a clue. The shape of lines connected to a clue must be like the clue in that the relative position of horizontal and vertical segments and turns must be the same, without rotations or reflections. The lengths of straight segments may vary, but must not be 0.



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**Slalom** Draw a diagonal in each cell such that each clue is equal to the number of diagonals meeting that vertex, and such that the diagonals don't enclose any area completely.



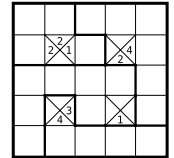
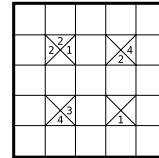
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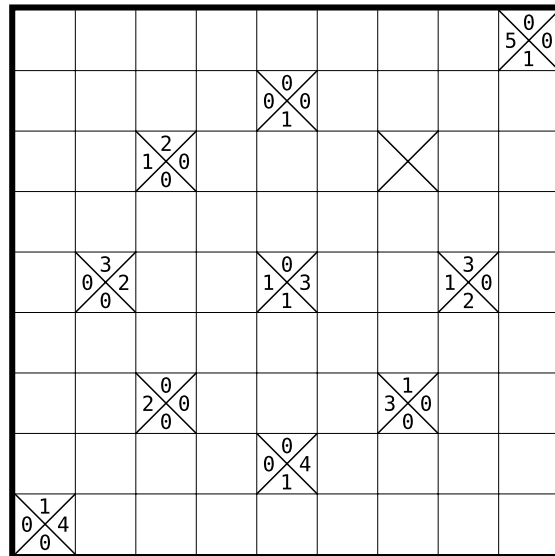


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**Compass** Split the grid into orthogonally connected regions, one for each clue. The number at the top of a clue must be equal to the number of cells within the region that lie above the clue, regardless of horizontal position. The other numbers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



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