

How it runs?

During the 24 hours there are 13 puzzle parts, each is 100 minutes, and there are 10-20 minutes break between them. 10 times 10 minutes, and 2 times 20 minutes.

How it works?

When the first 24 Hours had been launched six years ago, there were 14 puzzle designers, and all of them made a 100 minutes (and a 1000 points) puzzle-part which was solved by the others. Thus, during the 24 hours, there were 13 rounds (13*100 minutes + 10*10 minutes break + 2*20 minutes 'big' break = 1440 minutes = 24 hours).

Before the start there was a draw about the order of the puzzle-parts (every puzzle designer got a number). In the part Nr. X, everyone solved the puzzle-part which was made by the puzzle designer Nr. X, excluding him/herself, who solved the puzzle-part Nr. 14. Thus, after every part there was a result (the first got 1 point, the second got 2 points, ..., the 13th got 13 points). After the final 13th part there was also a result about the puzzle-part Nr. 14, which was solved in a different time, of course. With such a pointing system the difficulty differences of the puzzle-parts could be eliminated. Then the winner was the one who had LESS ('position') points than the others.

In the last few years the system was adjusted in a way to welcome more puzzlers, even not the puzzle designers. Before the draw these extra persons are "attached" to one of the puzzle designers, and they solve the puzzle-parts in the same order as "their" puzzle designer does, and simultaneously don't solve the puzzle-part which is contributed by the designer him/herself.

Accommodation

The registration fee covers your stay at the Hotel Eger & Park, meals (from Wednesday dinner until Thursday lunch), transferring from and back to Budapest, free and fast internet in the lobby of the hotel (on two computers), use of the indoor swimming pool, adventure pool, bubble bath, salt cabin, sauna and the use of the fitness room and free (protected by cameras and guards) parking place for those who arrived by car. Coffee and sandwiches are served three times during the puzzle-time.

Registration fee

The fee for participants is 150 euros/person (in double room). If you prefer to stay in a single room, the fee is 200 euros/person. There is a SPECIAL OFFER for those who are taking part in the WPC as well! In such a case the fee is just 99 euros/person (double room) and 149 euros/person (single room). More discounts are for those who're compiling the puzzle-parts (20%). And the 50% bonus is for the last year's individual winners - Niels Roest as the WPC-champion and Ulrich Voigt as the 24 Hours-champion.

The fee can be paid together with the fee of the WPC or if you prefer they can be filled in two (or more) different invoices.

Deadline

The deadline for registration is September 1, 2005. After that organizers will do their best to accept a delayed registration, but due to the limited space in the competition hall and in the hotel, they might have to reject that. No exact names until the deadline are required, just the size of your delegation.

Puzzles for practicing

Some puzzle-parts (most of them with solutions) from the previous year's 24 Hours can be downloaded in PDF-format (zipped) [<http://rejtveny.atw.hu/24HoursPuzzles.zip>] free of charge. Please note, they are only for practicing - there are copyrights on these puzzles! It seems this year there will be puzzle-parts from The Netherlands, Germany, Russia, Romania, Turkey, Croatia and, of course, from Hungary. If you think (please check out the above samples!) you can provide a puzzle-part, too, please contact György István with your puzzles, no later than the end of August.

Departure

After the Prize Giving Ceremony, the first minibus can departure from the hotel to the airport 14.00 PM as the earliest. Thus, if you're planning to take part in the 24 Hours Puzzle Championship, it is highly recommended to book your flight no earlier than 17:00PM on 15th October (it takes 2 hours to get to the airport).

Our special thanks to György István for the materials provided.

Last Updated: August 31, 2005

Page 2 of 2