







## 14/10/01: Snake by Zoltán Horváth Theme: Grid Symmetry and Logic (Originally on 2014 HPC)

Locate a snake in the grid, whose head and tail are given. The snake does not touch itself, even diagonally, and cannot use any black squares. Numbers outside the grid indicate the number of snake cells in that row/column.



## 14/10/02: Shapes in the Boxes by Zoltán Horváth Theme: Logical (Originally on 2014 HPC)

Put the given shape into each box; the shape can be rotated and reflected. Relationship signs (<, =, >) indicate the relative number of shaded cells for that row/column in adjacent boxes.

**Answer Entry:** Enter the length in cells of the black shaded segments in the marked rows, starting at the top. Separate each row with a comma. Shaded groups continue across the box boundaries. This example has the key "5,32".











## 14/10/04: Pentomino by Zoltán Horváth Theme: Logical (Originally on 2014 HPC)

Place all 12 pentominoes into the grid, rotations and reflections allowed. Pentominoes cannot touch each other, not even diagonally. Pentominoes cannot use any of the black squares. Outside numbers indicate how many cells in that row/column are part of pentominoes.

**Answer Entry:** Enter letters for all pentomino segments from left to right in the marked rows, with one letter for each cell it appears in (e.g. LLLLIV,XXXUU). Separate each row's entry with a comma.

