

# WPC French Pre-qualification

## April 2nd, 2005 – Booklet

### **1 Round 1 – WPC Classics – 91 minutes**

#### **1.1 Crack it on – 15 points**

Enter all the given words into the two grids in such a way that each area exactly contains one letter. The words should read across and down in every row and column of each grid.

#### **1.2 Fences – 20 points**

Draw a single continuous loop by connecting neighboring dots horizontally or vertically (but not diagonally). A numbered square indicates exactly how many of its four edges are used in the loop.

#### **1.3 Half Dominoes – 30 points**

Put the nine half dominoes into the puzzle grid in a way that the sum of the dots in the rows, columns and diagonals is equal to the clues outside the grid. The pieces may not be rotated or mirrored.

#### **1.4 Domino Hunt – 30 points**

A complete domino set (28 dominos from 0-0 to 6-6) has been placed in the grid. The sides of the dominoes have been erased and the spots have been replaced by numbers. Draw the edges of the dominoes in the grid.

### 1.5 End View – 15 points

Fill in the letters *A*, *B*, *C*, and *D*, in the diagram. Each letter occurs once in each row and column. The letters outside the diagram indicate the first letter you come across from that direction.

### 1.6 Mastermind – 30 points

(5 points for the solution to one puzzle, 15 points for two puzzles)

Find out the correct configuration of digits. The number of black dots of a row shows the number of digits of that row that are in the correct position; the number of white dots shows how many other digits are correct, but in the wrong position. The same digit (0-9) can occur more than once.

### 1.7 Battleships – 20 points

The grid represents a part of the ocean in which a fleet of ten ships is hiding (one ship of length 4, two ships of length 3, three ships of length 2, four ships of length 1). The ships may be oriented horizontally or vertically, and no two ships can occupy adjacent cells, not even diagonally. The digits indicate the number of cells in the corresponding rows and columns that are occupied by parts of ships.

### 1.8 Puzzles Mess – 25 points

Below is a list of 21 puzzles, some of them being shortened. Fit 20 of the words into the crisscross grid reading across and down. One will be left over. You must give the missing word *and* complete the grid in order to get credit for this puzzle.

### 1.9 Paint it Black – 60 points

The numbers outside the grid indicate the sizes of all maximal blocks of consecutive black squares in the corresponding rows or columns, in the order in which they occur. Rebuild the picture.

### **1.10 Star Battle – 10 points**

Place two stars, the size of one square, in each column, each row, and each black-edged region of the grid. The stars do not touch each other, not even diagonally. The black squares do not contain a star.

### **1.11 Skyscrapers – 15 points**

The grid symbolizes a group of skyscrapers. Each row and column contains skyscrapers of different heights (1-6). The numbers outside the grid indicate how many skyscrapers are visible from that direction (a building located behind a taller one in the same row is completely hidden).

### **1.12 Magic Square – 30 points**

Fill digits 1-9 into the grid in such a way that every digit appears once in each row, each column, and each black-edged region.

## 2 Round 2 – Sprint – 26 minutes

| Number of solved puzzles | Score |   |
|--------------------------|-------|---|
| 1                        | 5     |   |
| 2                        | 10    |   |
| 3                        | 15    |   |
| 4                        | 20    |   |
| 5                        | 30    | Time bonus : $\left\{ \begin{array}{ll} 1^{st}: & +25 \\ 2^{nd}: & +20 \\ 3^{rd}: & +15 \\ 4^{th}: & +10 \\ 5^{th}: & +5 \end{array} \right.$ |
| 6                        | 40    |   |
| 7                        | 50    |   |
| 8                        | 60    |   |
| 9                        | 80    |   |
| 10                       | 100   |   |

### 2.1 Square Routes

Draw a single closed loop in the grid, crossing each square exactly once. The loop runs either horizontally or vertically and must not intersect or overlap itself anywhere. The path must make a turn on the circles and make a straight line on the crosses.

### 2.2 Tents

Locate the tents in the grid. Each tree is connected to exactly one tent, found in a horizontally or vertically adjacent square. Tents do not touch each other, not even diagonally. The numbers outside the grid reveal the total number of tents in the corresponding row or column.

### 2.3 Black and White

Fill each square with either a black or a white circle. All the squares containing black circles must be connected to each other horizontally or vertically. Similarly, all the squares containing white circles must be connected to each other horizontally or vertically. No 2x2 region can contain four circles of the same colour.

## 2.4 Rectangles

Divide the grid into rectangles so that each rectangle contains exactly one number, and so that each number represents the number of squares of its corresponding rectangle.

## 2.5 All Alone

Black out some of the numbers in the grid so that each row and each column contains only different digits. Black squares must not touch horizontally or vertically, and the remaining squares must all be connected to each other.

## 2.6 Alternate Corners

Draw a continuous loop in such a way that every second corner point should be in a square containing a circle. The loop crosses each square exactly once and must not intersect or overlap itself anywhere. The loop must turn when it passes through a square containing a circle.

## 2.7 Spy Hole

The floor indicated by the grid is divided in 49 rooms, all interconnected by doors. Some doors are opened, the others are closed. Each room displays a number which indicates how many rooms (including itself) can be seen from it. Draw the closed doors.

## 2.8 Minesweeper

There are 10 mines in the diagram, at most one in a given square. The numbers inside the diagram indicate the number of mines that can be found on the squares immediately adjacent to that square (horizontally, vertically, or diagonally). Squares with a number do not contain mines. There 10 mines hidden in the diagram. The figures inside the diagram

## 2.9 End View

Fill in the letters  $A$ ,  $B$ , and  $C$ , in the diagram. Each letter occurs once in each row and column. The letters outside the diagram indicate the first letter you come across from that direction.

## 2.10 Meander

Locate the route, starting in the upper left corner and finishing in the lower right corner. The route meanders horizontally or vertically, and the numbers outside the grid indicate the total of occupied squares in that row or column.