

Part II

Name

WPC French Pre-qualification 2006

Number of solved puzzles	Score
1	5
2	10
3	15
4	20
5	30
6	40
7	50
8	60
9	80
10	100

Time bonus : 1st: +25 ; 2nd: +20 ; 3rd: +15 ; 4th: +10 ; 5th: +5.

Square Routes

Tents

Black and White

Rectangles

All Alone

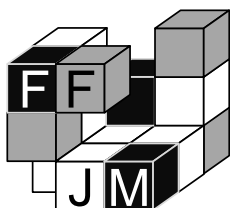
Alternate Corners

Spy Hole

Minesweeper

End View

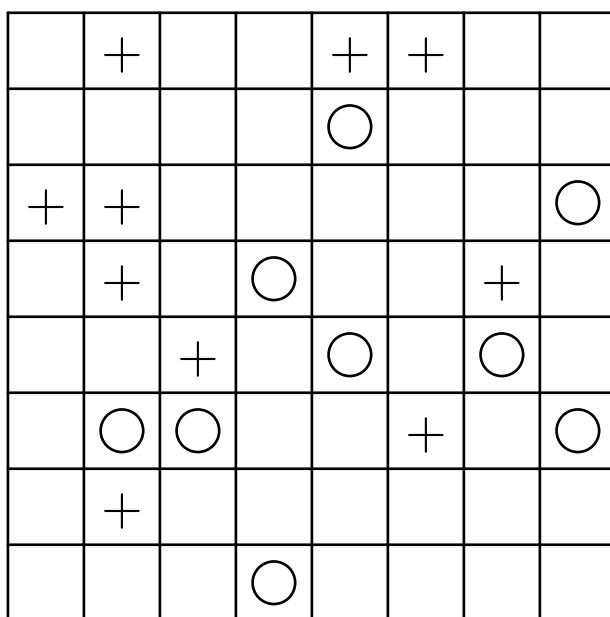
Meander



Part II

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.



Part II

2. Tents

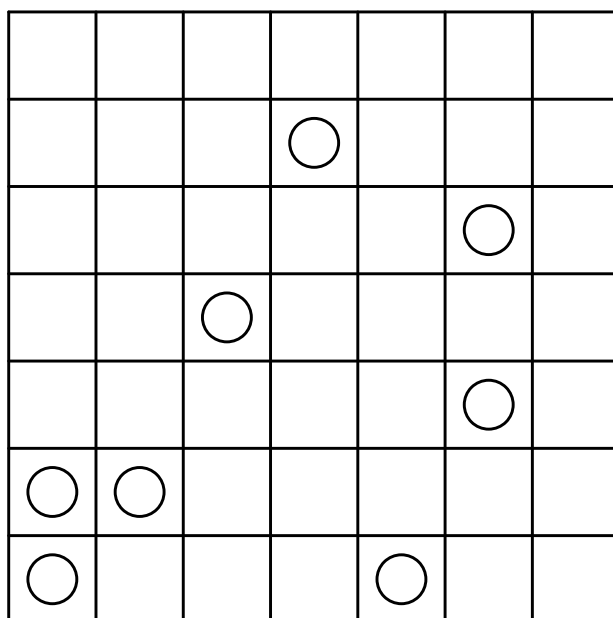
Locate the tents in the grid. Each tree (symbolized by T in the diagram) is connected to exactly one tent, found in a horizontally or vertically adjacent square. Tents do not touch each other, not even diagonally. The numbers outside the grid reveal the total number of tents in the corresponding row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

	2	2	2	2	2	2	2	2
3							T	
1		T				T		T
2		T		T				
2			T					T
1	T							T
3						T		
1			T		T			
3		T		T			T	

Part II

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.



Part II

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		4		3				
8				4		10		2	
			2						
		6			2			4	
			2						
	2								6
	8			4					8
			2			9			
			8						
						4			

Part II

5. All Alone

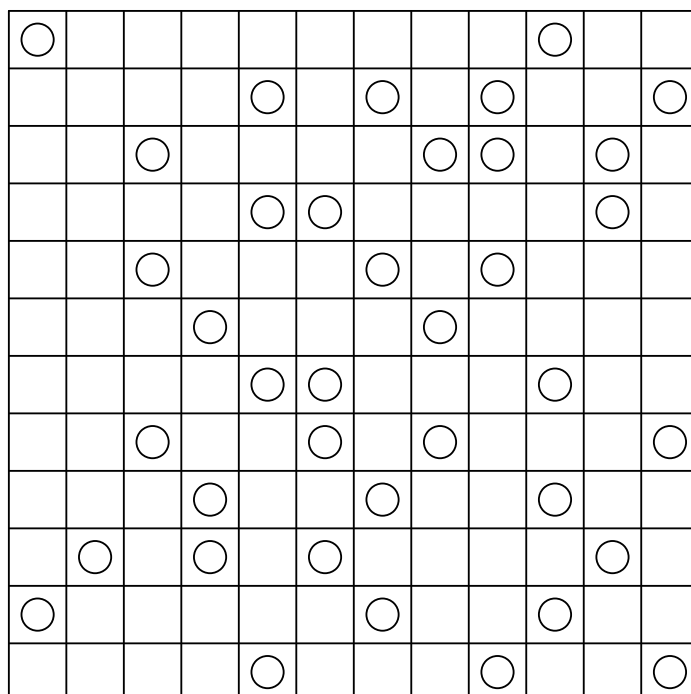
Black out some of the numbers in the grid so that each row and each column contains only different digits. Black squares must not touch horizontally or vertically, and the remaining squares must all be connected to each other.

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

Part II

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.



Part II

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.

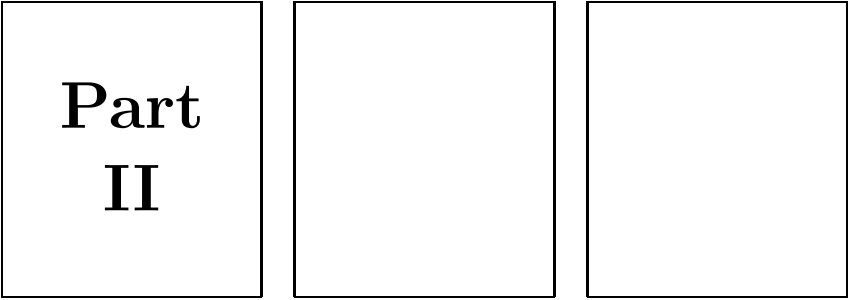
2	2	4	4	4	8	5	2
+	+	+	+	+	+	+	+
5	5	4	6	2	5	4	2
+	+	+	+	+	+	+	+
2	4	5	5	5	8	7	5
+	+	+	+	+	+	+	+
3	3	3	5	3	7	5	3
+	+	+	+	+	+	+	+
3	6	5	5	7	8	7	2
+	+	+	+	+	+	+	+
3	6	4	2	4	3	6	3
+	+	+	+	+	+	+	+
2	5	2	3	6	4	5	3
+	+	+	+	+	+	+	+
3	6	3	2	5	2	4	2

Part II

8. Minesweeper

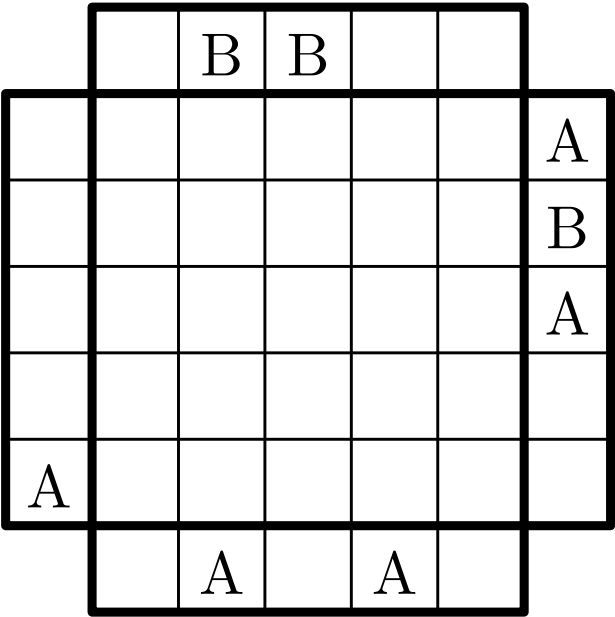
There are 10 mines in the diagram, at most one in a given square. The numbers inside the diagram indicate the number of mines that can be found on the squares immediately adjacent to that square (horizontally, vertically, or diagonally). Squares with a number do not contain mines. There 10 mines hidden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

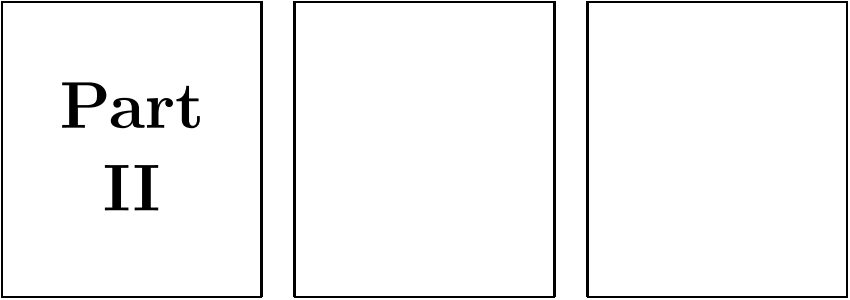
				1		1		
					2			
	0			1				
			2		2			2
					3	1		
1	1						1	
	1					0		1



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.





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.

