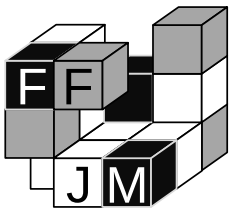
Part II	Name

WPC French Pre-qualification 2007

Arrows	**35+40**	**points**
Black and White	**10+10**	**points**
End View	**10+10+15**	**points**
Half Dominoes	**30**	**points**
Fences	**40+50**	**points**
Hiroimono	**25+45**	**points**
Mirrors	**25+25+25**	**points**
Loopfinder	**10+10+25**	**points**
Star Battle	**50+80**	**points**
Link a pix	**50+60+70**	**points**





Part II		

1. Arrows 35+40 points

Insert arrows in the empty squares of each grid. All arrows point towards the grid, and the numbers inside the grid indicate the number of arrows pointing at them.

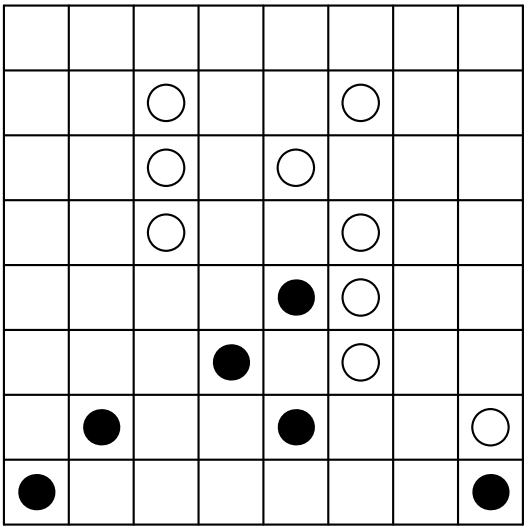
	1	2	1	5	0	
	3	1	4	2	3	
	4	7	3	7	4	
	4	3	6	5	2	
	2	3	4	4	0	

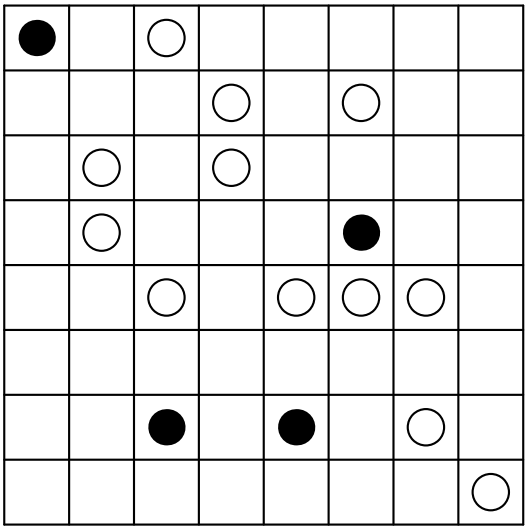
	3	3	3	2	1	
	5	3	2	2	2	
	3	4	0	1	1	
	5	4	5	2	4	
	3	5	3	6	2	

Part II

2. Black and White 10+10 points

Fill each square of each grid 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.

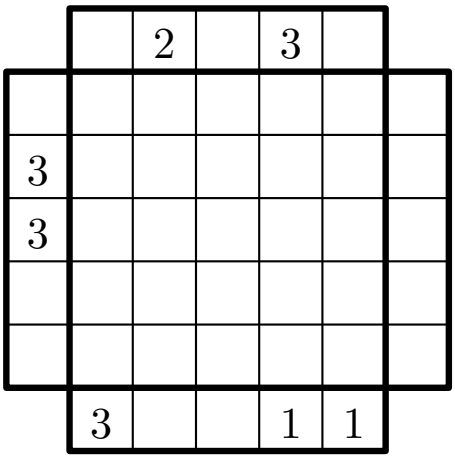


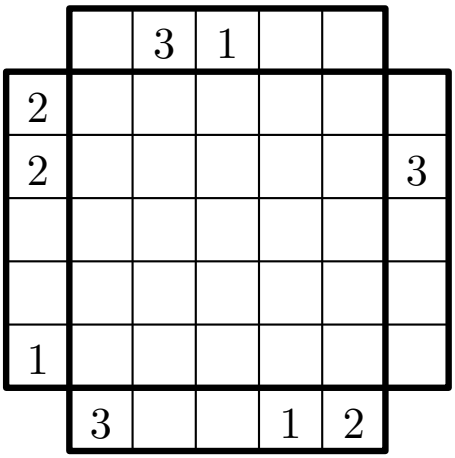


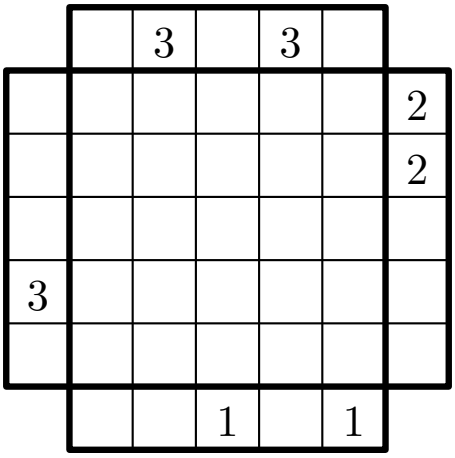
Part II		

3. End View 10+10+15 points

Fill in the numbers 1, 2, and 3, in the diagram. Each number occurs once in each row and column. The numbers outside the diagram indicate the first number you come across from that direction.



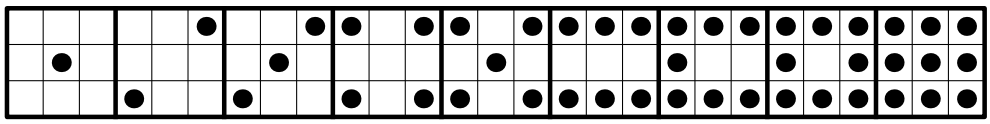


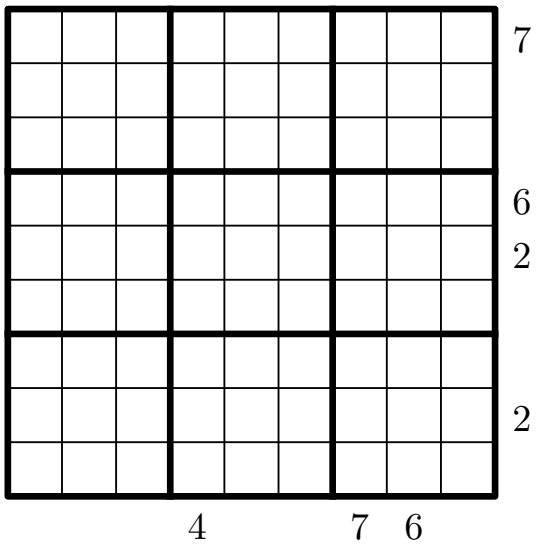


Part II		

4. 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.

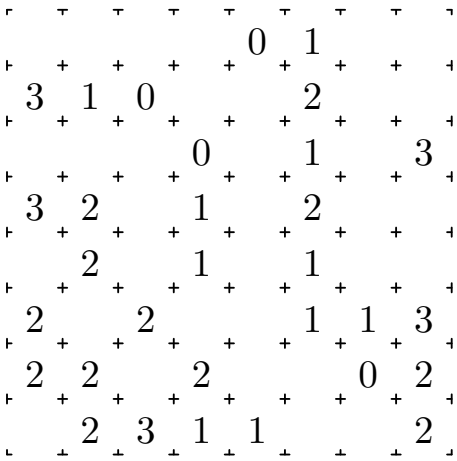


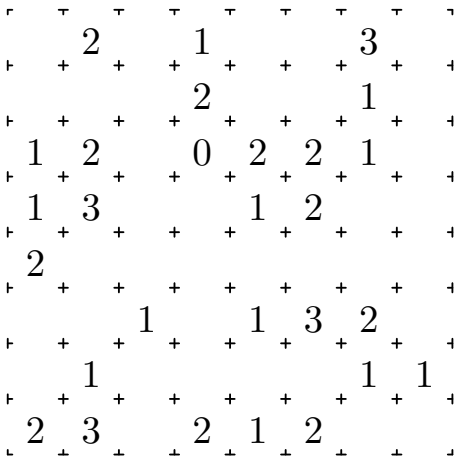


Part II		

5. Fences 40+50 points

Draw a single continuous loop in each grid 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.

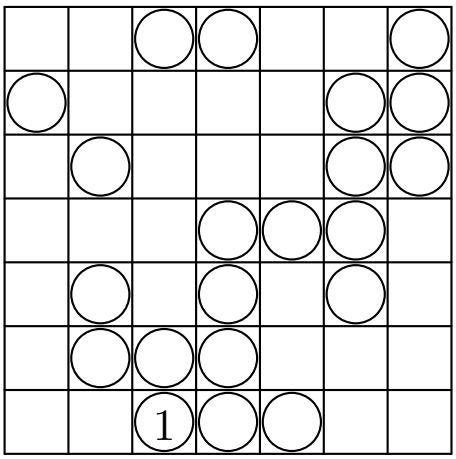


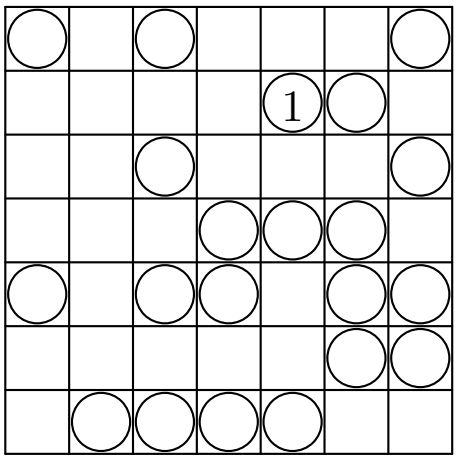


Part II

6. Hiroimono 25+45 points

Beginning at the circled square numbered 1, enter consecutive numbers into all vacant circled squares, moving inside the diagram according to the following rules: between two consecutive numbers, you must move in a straight line either horizontally or vertically along the edges of the diagram; you can change directions after entering a number, but you cannot make a U-turn; you must enter numbers in all the vacant intersections that you encounter.

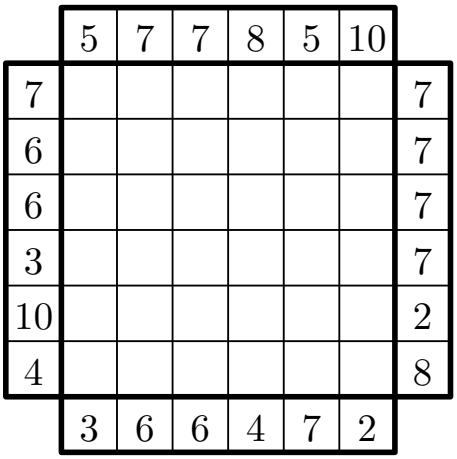


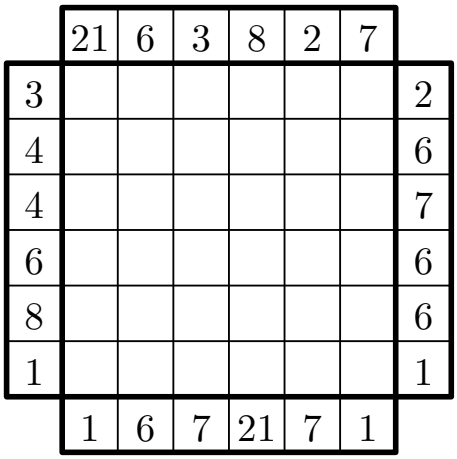


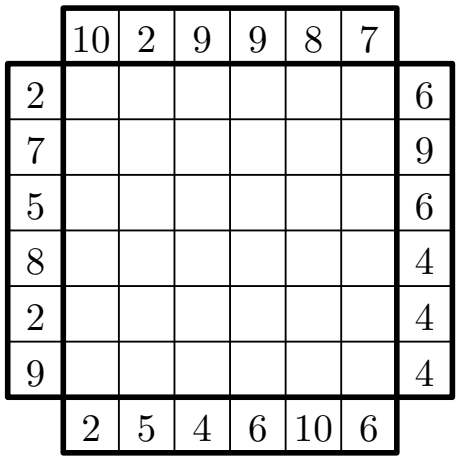
Part II

7. Mirrors 25+25+25 points

Place ten diagonal two-faced mirrors (each the size of a square) in each grid, in such a way that the trajectory of a ray of light emitted straight into the diagram from anywhere on its boundary passes through a number of squares equal to the given value.



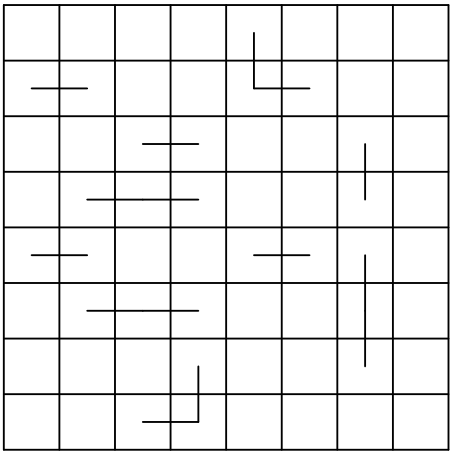


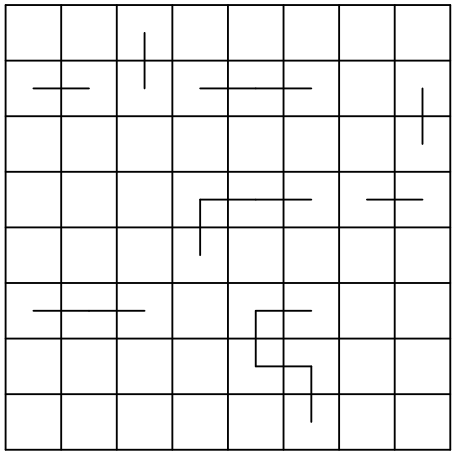


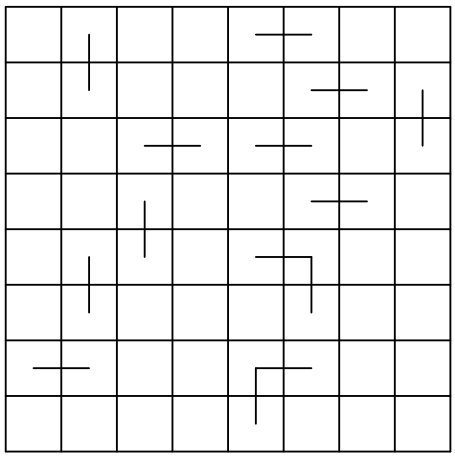
Part II

8. Loopfinder 10+10+25 points

Draw a single closed loop in each grid, crossing each square exactly once. The loop runs either horizontally or vertically and must not intersect or overlap itself anywhere. Some parts are already given.



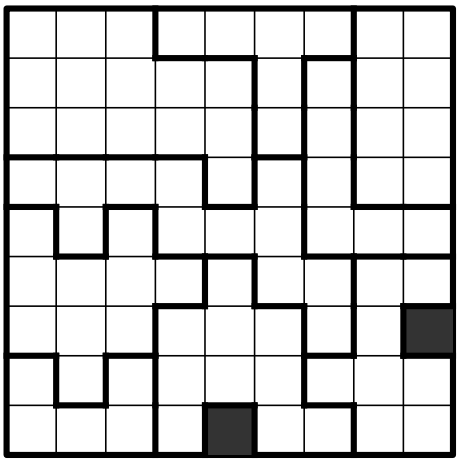


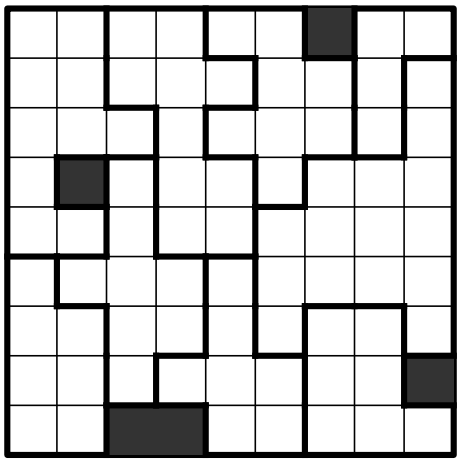


Part II

9. Star Battle — 50+80 points

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





Part II

10. Link a Pix 50+60+70 points

Link all numbers in pairs of the same value by a path whose length must be equal to the numbers. Two paths cannot have a square in common.

