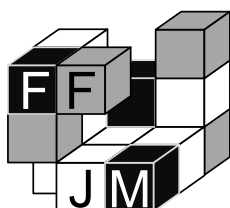


Part I

Name

WPC French Qualification 2006

Minesweeper	40 points	(15+25)
Domino Hunt	40 points	
Star Battle	35 points	(10+25)
Black and White	10 points	
Japan Sums	60 points	
Meanders	30 points	(10+20)
Fences	15 points	(5+10)
Half-Dominoes	25 points	(10+15)
ABC Connect	20 points	
Loopfinder	20 points	(5+15)
Hiroimono	25 points	
Square Routes	20 points	(5+15)



Part I

1. Minesweeper

15+25 points

There are 27 mines in each 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.

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

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

Part I



2. Domino Hunt

40 points

A complete domino set (55 dominos from 0-0 to 9-9) 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 The sides of the dominoes have been erased and the spots have been replaced by numbers.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.

<u>3</u>		<u>7</u>		<u>8</u>		<u>2</u>		<u>8</u>		<u>3</u>		<u>6</u>		<u>8</u>		<u>5</u>		<u>7</u>		<u>0</u>
<u>6</u>		<u>5</u>		<u>9</u>		<u>9</u>		<u>1</u>		<u>0</u>		<u>0</u>		<u>2</u>		<u>2</u>		<u>3</u>		<u>5</u>
<u>1</u>		<u>0</u>		<u>2</u>		<u>2</u>		<u>1</u>		<u>4</u>		<u>8</u>		<u>9</u>		<u>3</u>		<u>8</u>		<u>5</u>
<u>8</u>		<u>3</u>		<u>3</u>		<u>0</u>		<u>0</u>		<u>1</u>		<u>4</u>		<u>3</u>		<u>6</u>		<u>7</u>		<u>4</u>
<u>7</u>		<u>5</u>		<u>4</u>		<u>6</u>		<u>0</u>		<u>7</u>		<u>2</u>		<u>8</u>		<u>5</u>		<u>9</u>		<u>4</u>
<u>5</u>		<u>8</u>		<u>6</u>		<u>6</u>		<u>0</u>		<u>9</u>		<u>3</u>		<u>8</u>		<u>1</u>		<u>7</u>		<u>2</u>
<u>3</u>		<u>4</u>		<u>3</u>		<u>0</u>		<u>2</u>		<u>5</u>		<u>8</u>		<u>3</u>		<u>4</u>		<u>6</u>		<u>1</u>
<u>9</u>		<u>5</u>		<u>1</u>		<u>7</u>		<u>4</u>		<u>1</u>		<u>6</u>		<u>0</u>		<u>5</u>		<u>6</u>		<u>7</u>
<u>9</u>		<u>6</u>		<u>1</u>		<u>4</u>		<u>4</u>		<u>2</u>		<u>7</u>		<u>7</u>		<u>8</u>		<u>9</u>		<u>2</u>
<u>9</u>		<u>1</u>		<u>1</u>		<u>5</u>		<u>7</u>		<u>9</u>		<u>0</u>		<u>6</u>		<u>2</u>		<u>4</u>		<u>9</u>

										9 9
									8 8	8 9
								7 7	7 8	7 9
						6 6	6 7	6 8	6 9	
				5 5	5 6	5 7	5 8	5 9		
			4 4	4 5	4 6	4 7	4 8	4 9		
		3 3	3 4	3 5	3 6	3 7	3 8	3 9		
	2 2	2 3	2 4	2 5	2 6	2 7	2 8	2 9		
1 1	1 2	1 3	1 4	1 5	1 6	1 7	1 8	1 9		
0 0	0 1	0 2	0 3	0 4	0 5	0 6	0 7	0 8	0 9	

Part I

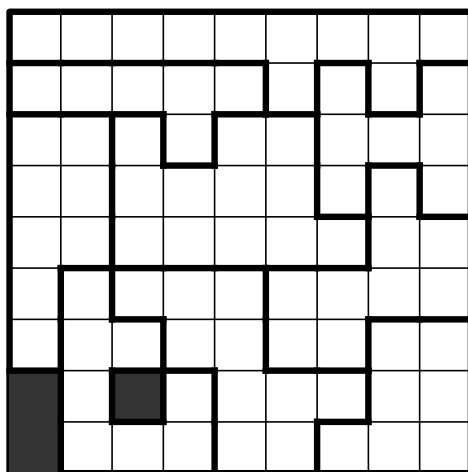
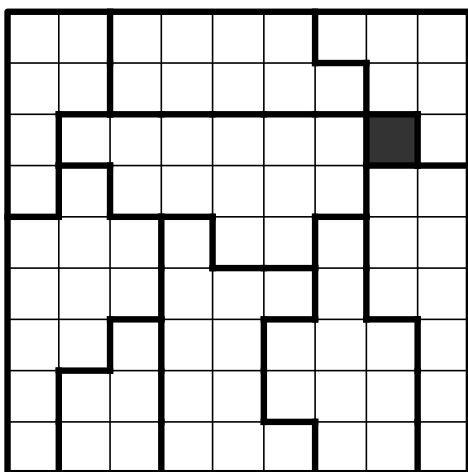
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3. Star Battle

10+25 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.

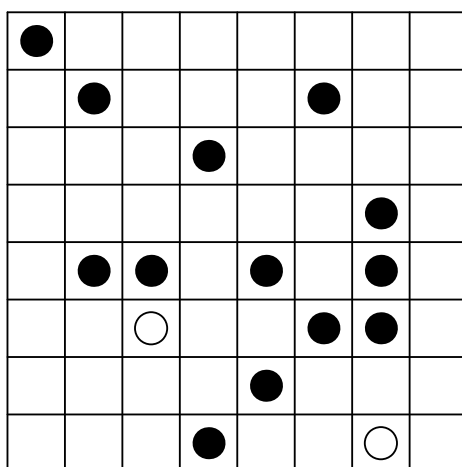


Part I

4. Black and White

10 points

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 color.



Part I

5. Japanese Sums

60 points

Place digits 1-9 in the grid, only different digits in each row and column. The numbers outside the grid indicate the sum of the digits filled in consecutively, in the order in which they occur. Two different sums must be separated by at least one empty square.

									4	17	9
									15	6	14
									9	3	6
									6	27	
									13	17	
									25	13	
									15	20	1
									9	28	
									1	38	
4	8	7	23	14	2	7	9	20			
11	4	15	8	9	34	36	6	13			
20	14	3		11			15	3			

Part I

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6. Meanders

10+20 points

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

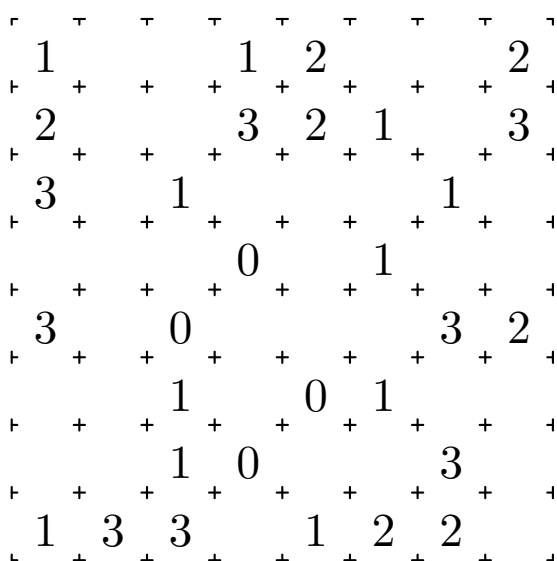
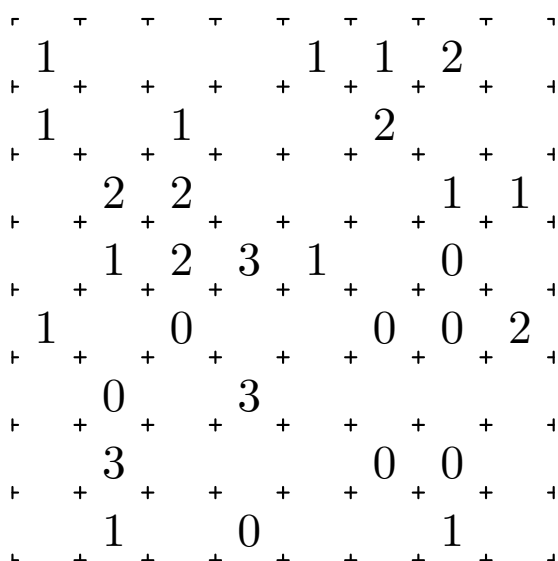
[illegible][illegible]

Part I

7. Fences

5+10 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.

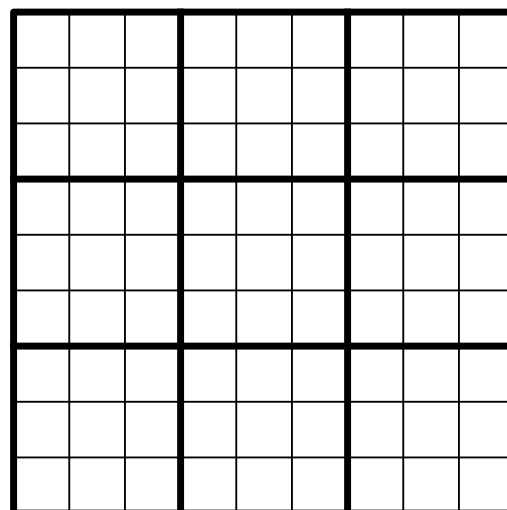
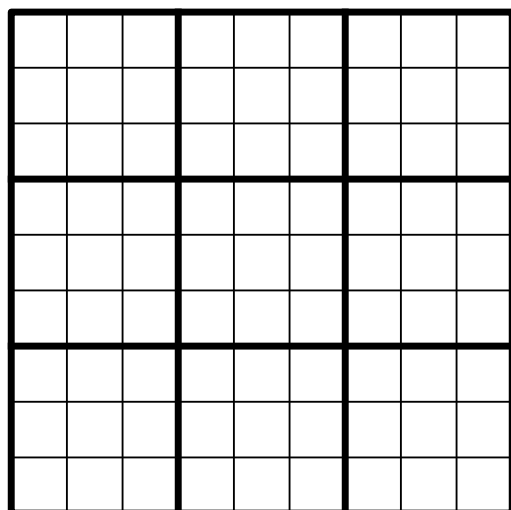
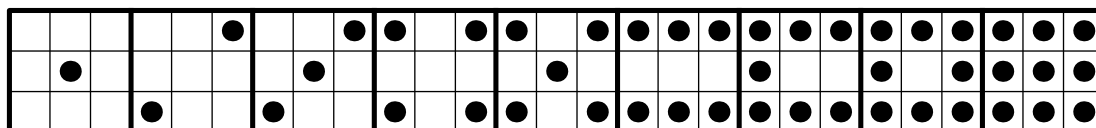


Part I

8. Half-Dominoes

10+15 points

Put the nine half dominoes into both grids in a way that the sum of the dots in the rows, columns and diagonals is equal to the clues outside the grids. The pieces may not be rotated nor mirrored.



Part I

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9. ABC Connect

20 points

Connect identical letters with an unbroken line. The lines can pass only through the middles of the squares and cannot overlap nor cross each other.

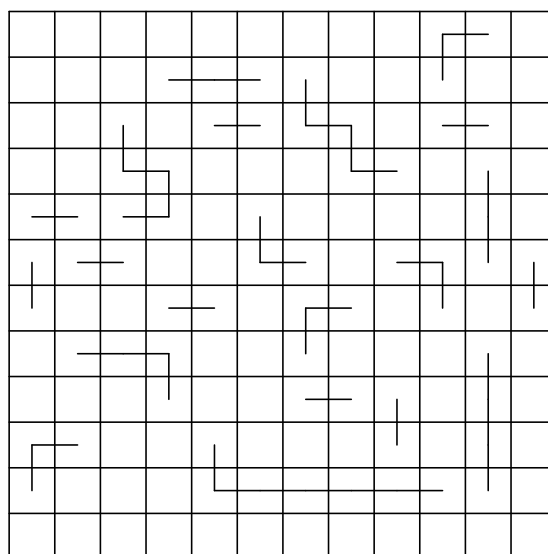
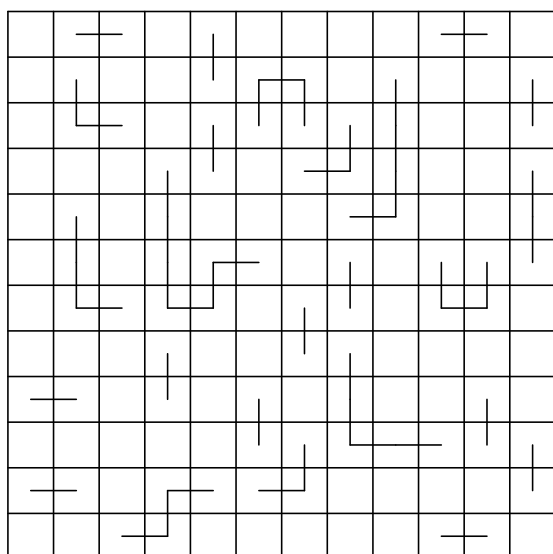
[illegible]

Part I

10. Loopfinder

5+15 points

Draw a continuous loop of straight sections such that: the loop connects the middles of the squares, and may turn only at middle points of squares ; the loop must not cross or overlap itself and must visit all squares. Some parts of both grids are already given.

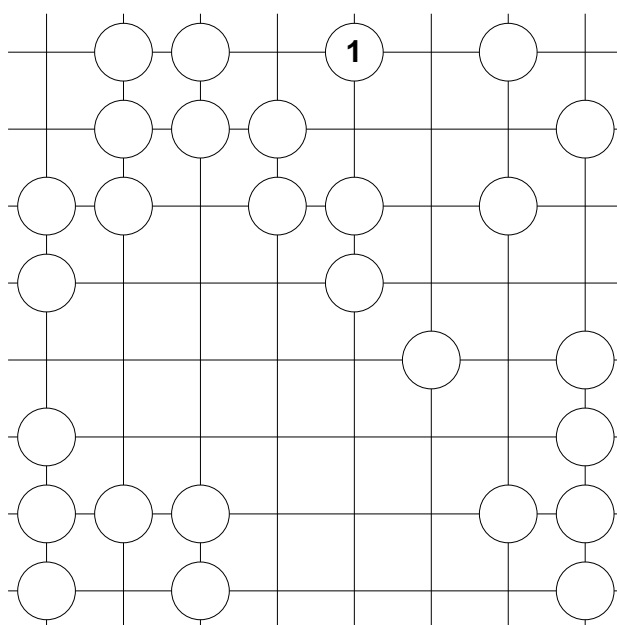


Part I

11. Hiroimono

25 points

Beginning at the intersection numbered 1, enter consecutive numbers into all the vacant intersections (), 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 I

12. Square Routes

5+15 points

Draw a single closed loop in both grids, 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.

