

Part I

Name

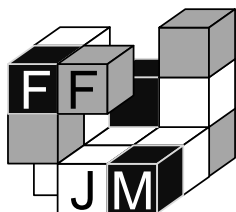
10:30 - 11:30 (60 minutes)

Scoring:

- 15 points for each of the first 10 solved puzzles,
- 20 points for each of the next 10 solved puzzles,
- 25 points for each of the last 10 solved puzzles.

1. Alhambra	1	2	
2. Cabotage	1	2	3
3. Clouded Weather	1	2	
4. Cut	1	2	
5. Eels	1	2	3
6. Fuzuli	1	2	
7. H2O	1	2	
8. Incorrect Latin Square	1	2	3
9. Roller Coaster	1	2	
10. Sliding Dominoes	1	2	3
11. Sum of the First Seen	1	2	3
12. Worms	1	2	3

Total: 600 points + time bonus (5 pts/minute)



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Part I

1. Alhambra (x2)

The grid represents a dwarf hall. Find the position of round pillars of width 1 given that two pillars cannot touch each other horizontally or vertically and that the hints represent the number of visible cells (horizontally and vertically, including themselves) from their position. All cells without a pillar are connected, horizontally or vertically. No pillar can be put on a hint.

4				3	
7					5
		4			
	4				

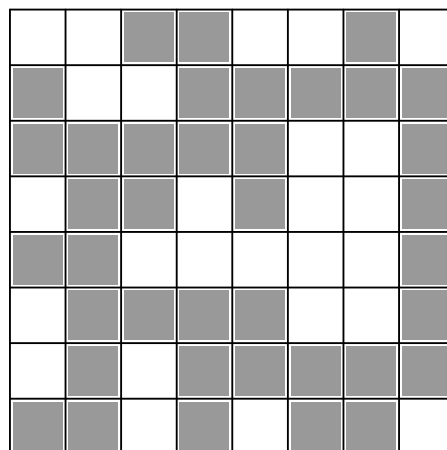
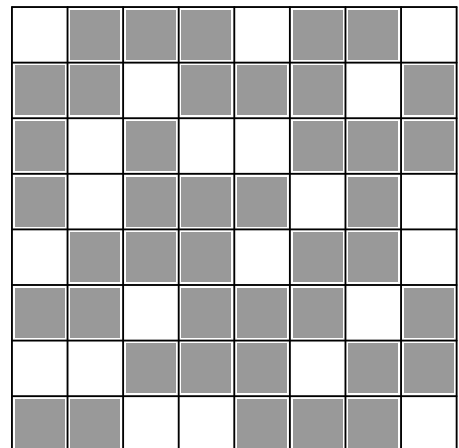
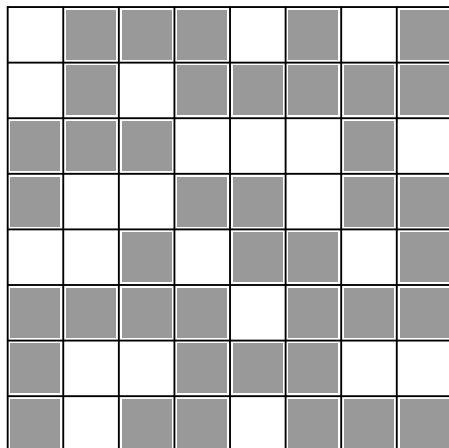
					8
			2		
	8				
		5			
2					

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Part I

2. Cabotage (x3)

The grid represents islands (white cells) and sea (grey cells) between the islands. Find the loop made by a boat, going through each square exactly once, so that it never travels through three sea cells consecutively.



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Part I

3. Clouded Weather (x2)

Each row and column contains one sun and one cloud, never positioned on figures. The hints indicate how many suns are seen, horizontally and vertically from the hint: a sun is seen from a square if there isn't a cloud in between.

		2	1		
				2	
	2		2		
1	2		2		

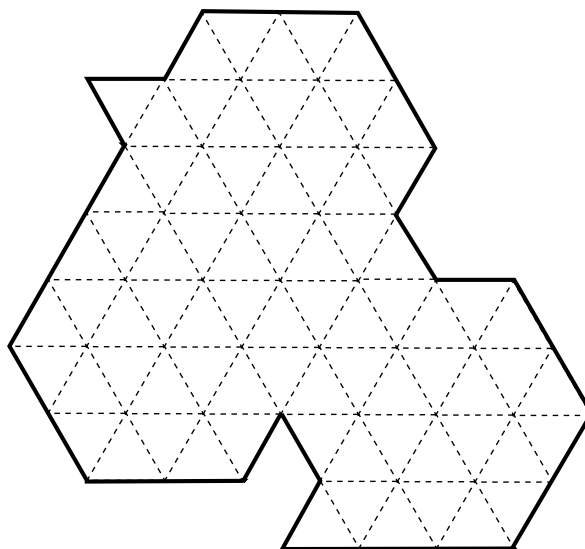
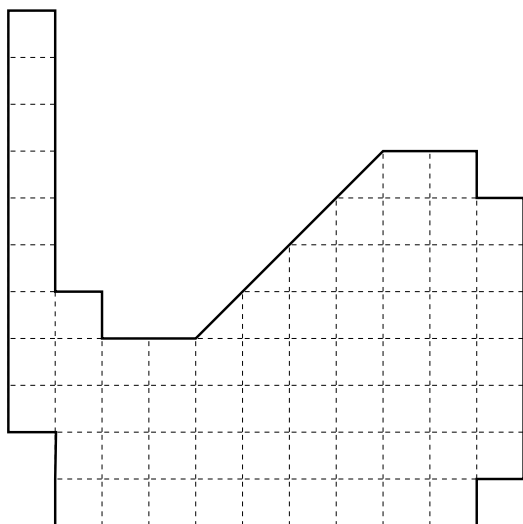
				1	2
2					
2		2	1		
	0				

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Part I

4. Cut (x2)

Divide the first (resp. second) grid into two (resp. three) superimposed parts (up to rotation and/or symmetry).



Part I

5. Eels (x3)

The grid represents a square lake occupied by eels swimming horizontally or vertically from the middle of each cell to the next one. The X symbols indicate either the beginning or the end of the path of an eel. Each cell is used by exactly one path of one eel. An eel never goes straight ahead: there cannot be any straight segment of length strictly greater than 1 in an eel's path.

Find the paths of all eels hidden in the grid.

X			X		X	X
						X
				X		X
X						
		X				X
X	X					X
X	X	X	X			X

X		X	X	X	X	
				X		
X				X		
X		X			X	X
						X
X						
X	X	X		X	X	X

X			X			X
X						
X	X	X				
						X
X						X
	X					X
	X	X		X	X	

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Part I

6. Fuzuli (x2)

Fill some cells of the grid with numbers from 1 to 4 (1 to 5 in the second grid) so that in every row and in every column each digit appears exactly once. There cannot be any 2x2 square of filled-in cells anywhere in the grid. The black cells cannot contain any number.

4			1		2
	2			4	
				3	4
	1				
		3			

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

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Part I

7. H₂O (x2)

There are water molecules composed of two H (hydrogens) and one O (oxygen) in the grid. The O shall be next (horizontally or vertically) to each corresponding H. Locate the position of the O, given that no two O can touch each other, not even diagonally.

H		H	H					H	
			H	H			H		H
H		H		H			H	H	
H			H		H				H
		H				H	H	H	
H			H		H	H		H	H
			H				H		
	H	H		H		H		H	H
H	H		H	H			H		H
			H			H		H	

	H		H					H	
H	H	H			H			H	H
			H	H	H		H		H
	H							H	
			H		H		H		H
H		H	H			H		H	H
		H		H		H	H	H	
H		H							H
	H		H	H			H	H	
H				H	H	H		H	

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8. Incorrect Latin square (x3)

A Latin square (each number from 1 to 6 (or 7) on each row and column) was originally drawn on the grid. Then some values, not touching each other by the side, were changed. Rebuild the original grid.

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

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

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

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Part I

9. Roller Coaster (x2)

Fill the grid with the numbers from 1 to 6, each once in each row and column. Comparing each number horizontally to its (at most) two neighbours, it is either smaller than both of them or greater than both of them. The same property holds vertically.

	4			2	
6			1		
		1			
	3			5	
					6

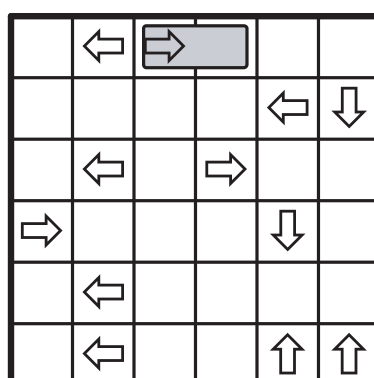
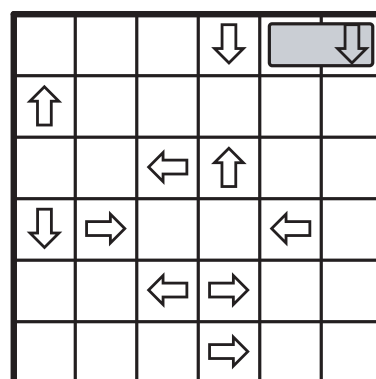
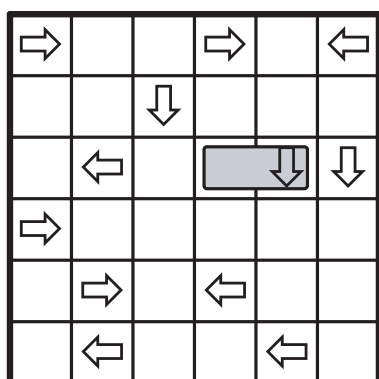
			6	2	
		4			2
3	4				
6			1		

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10. Sliding Dominoes (x3)

Locate dominoes (blocks 1x2) in the grid, so that: each domino contains exactly one arrow, and the domino can slide along the direction of its arrow.



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11. Sum of the First Seen (x3)

Place the numbers 1, 2, and 3, (and 1 to 4 in the third grid) in the grid so that in every row and column, each number appears exactly once. The hints outside the grid indicate the sum of the digits forming the first sequence seen from that direction.

