

WPC French
Qualifier 2009

Part III

Name

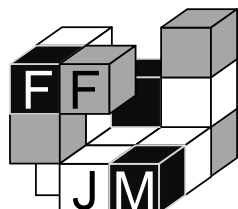
12:40 - 13:00 (20 minutes)

Scoring:

- **5 points for each of the first 16 solved puzzles,**
- **10 points for each of the last 12 solved puzzles.**

1. Black and White	1	2	3	4
2. Coral Finder	1	2	3	4
3. End View	1	2	3	4
4. Loopfinder	1	2	3	4
5. Museum	1	2	3	4
6. Skyscrapers	1	2	3	4
7. Sudoku	1	2	3	4

Total: 200 points + time bonus (5 pts/minute)

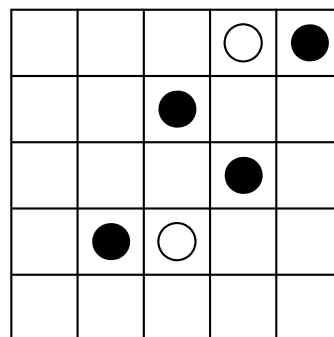
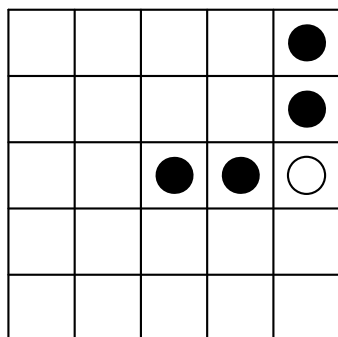
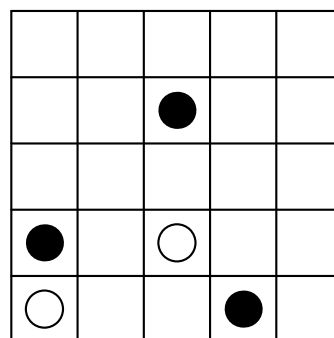
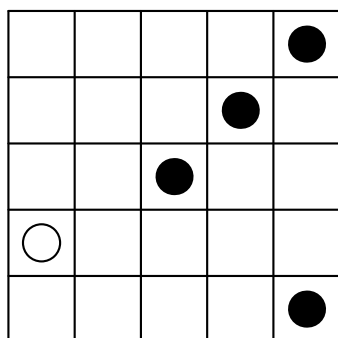


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1. Black and White

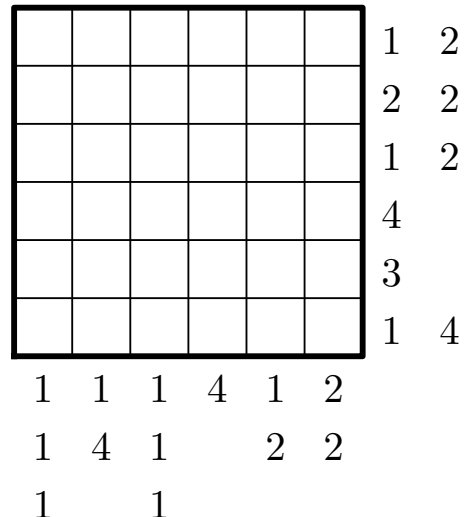
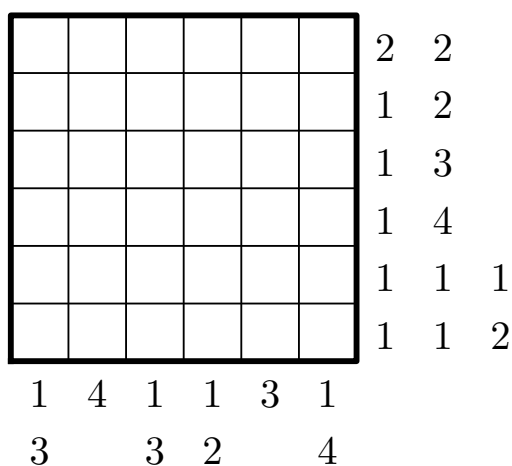
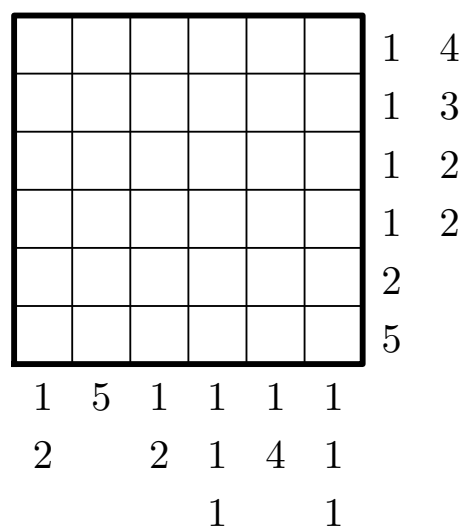
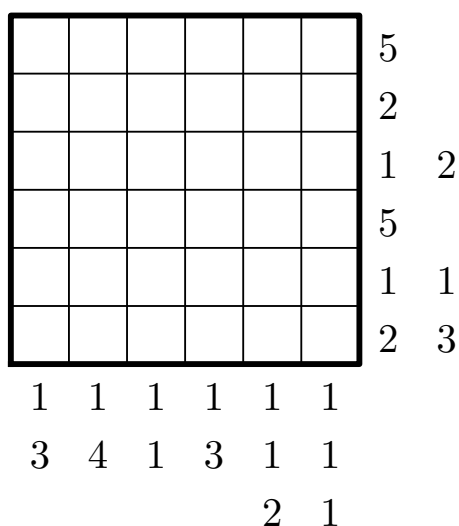
Fill each square with either a black or a white circle. All the squares containing black circles must be connected to each other horizontally or vertically. Similarly, all the squares containing white circles must be connected to each other horizontally or vertically. No 2x2 region can contain four circles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



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2. Coral Finder

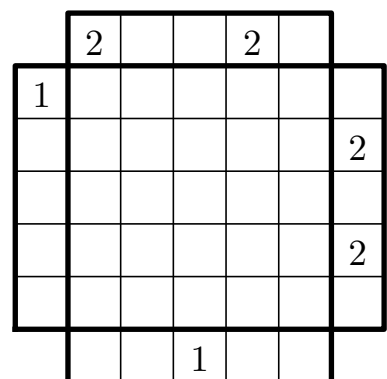
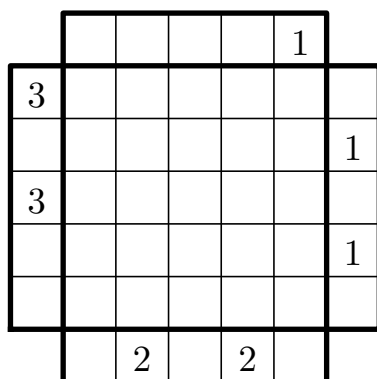
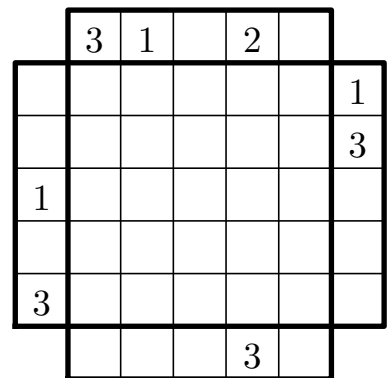
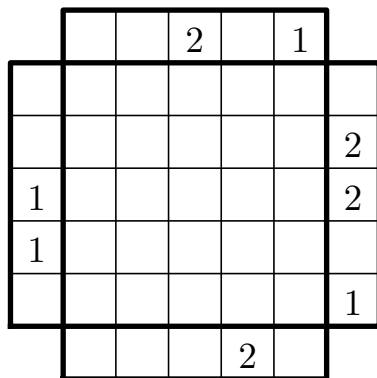
Select a connected set of squares (the coral) so that it does not touch itself, not even diagonally. Numbers outside the grid indicate the lengths of consecutive parts of the coral in the given row or column. However, these numbers are not necessarily written in the order they appear in their respective row or column. No 2x2 area can be covered by the coral.



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3. End View

Place the numbers 1, 2, and 3 in the grid so that in every horizontal and vertical line, each number appears exactly once. The hints outside the grid indicate the first number seen from that direction.



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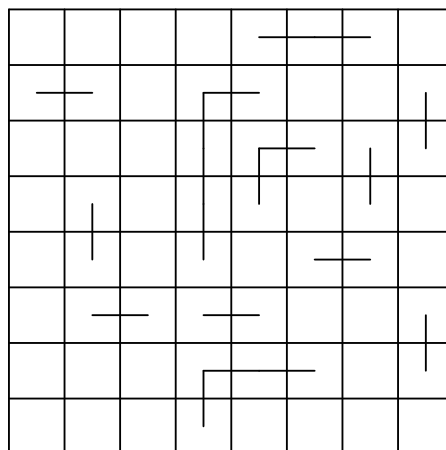
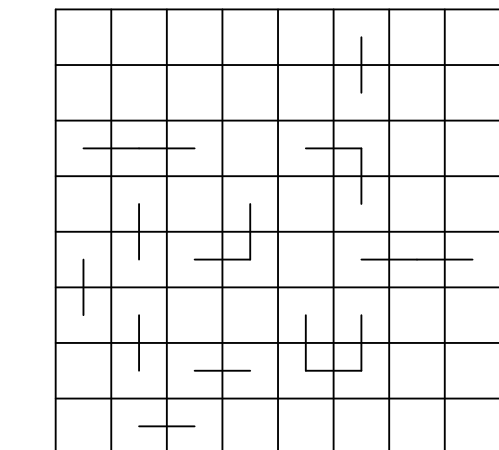
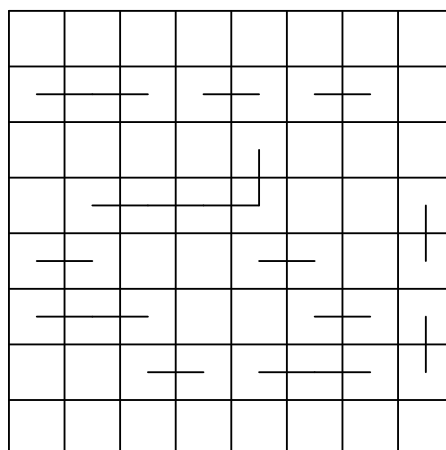
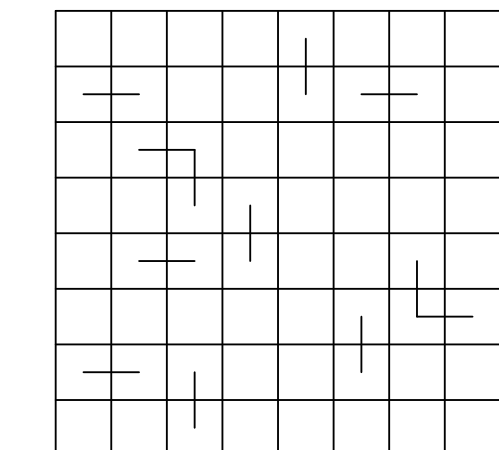
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4. Loopfinder

Draw a continuous loop formed by straight line segments connecting the centers of adjacent squares. The loop must not cross or overlap itself, and must visit all squares. Some parts of the loop are already given.



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5. Museum

The floor indicated by a grid is divided in 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	+	5	+	3	+	2
4	+	3	+	6	+	3	+	3
5	+	5	+	8	+	5	+	6
5	+	6	+	8	+	6	+	6
3	+	4	+	3	+	2	+	2

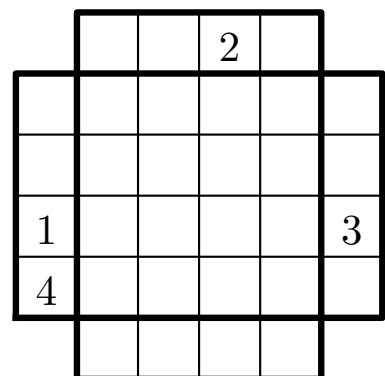
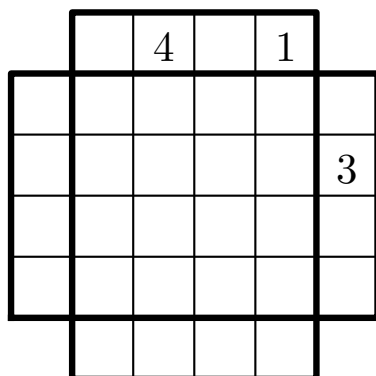
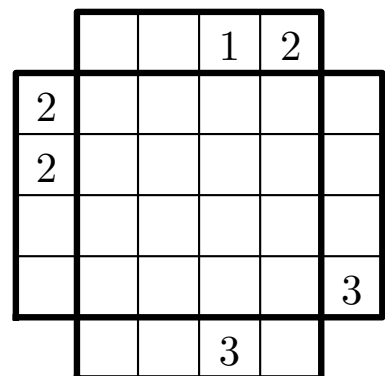
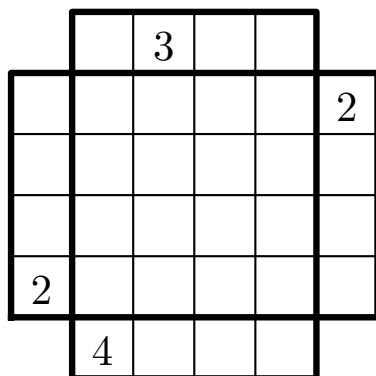
2	+	4	+	4	+	3	+	3
2	+	4	+	4	+	4	+	4
5	+	6	+	5	+	5	+	2
3	+	3	+	3	+	3	+	2
2	+	3	+	3	+	4	+	4

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

4	+	2	+	5	+	2	+	3
4	+	5	+	4	+	4	+	4
3	+	4	+	5	+	4	+	3
4	+	6	+	6	+	4	+	3
2	+	6	+	3	+	3	+	2

6. Skyscrapers

The grid symbolizes a group of skyscrapers. Each row and column contains skyscrapers of different heights (1-4). 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).



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7. Sudoku

Fill the grid with numbers from 1 to 6 so that every row, column, and 2x3 block contains different digits.

	5				
		3	4		6
	1	4			5
			5	6	4
					3

		2			
			5		
	2	3	1		
4					5
	1		2		
					4

2					
	5		6		
	4				
					6
3				2	4
		1	3		

3			5		
			6		
	3	4		1	
	2			4	
	1				