

# Part II

Name

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 : 1<sup>st</sup>: +25 ; 2<sup>nd</sup>: +20 ; 3<sup>rd</sup>: +15 ; 4<sup>th</sup>: +10 ; 5<sup>th</sup>: +5.

**Square Routes**

**Tents**

**Black and White**

**Sum Battleships**

**All Alone**

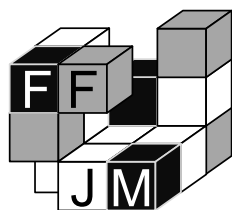
**Alternate Corners**

**Spy Hole**

**Hiroimono**

**Skyscrapers**

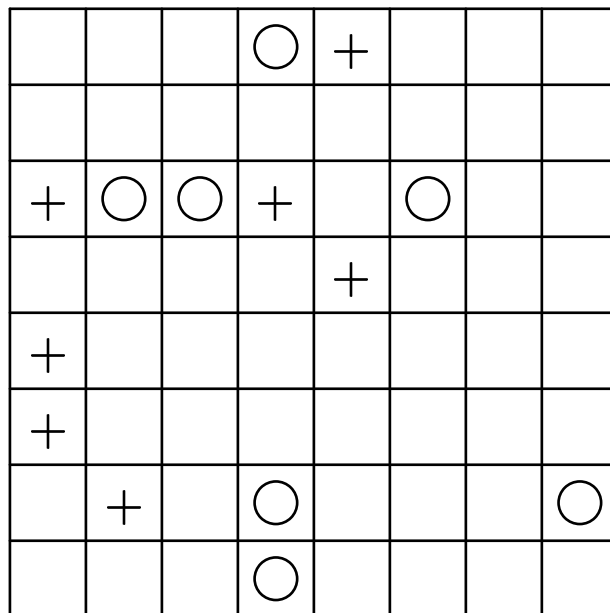
**Hexagonal Fences**



# 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.



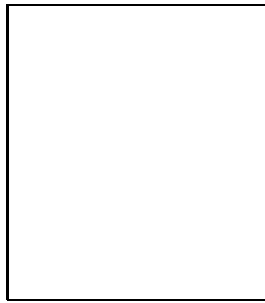
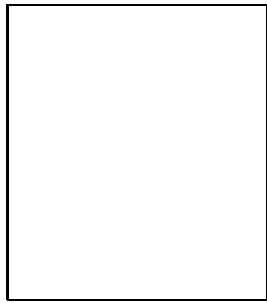
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**2. Tents**

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.

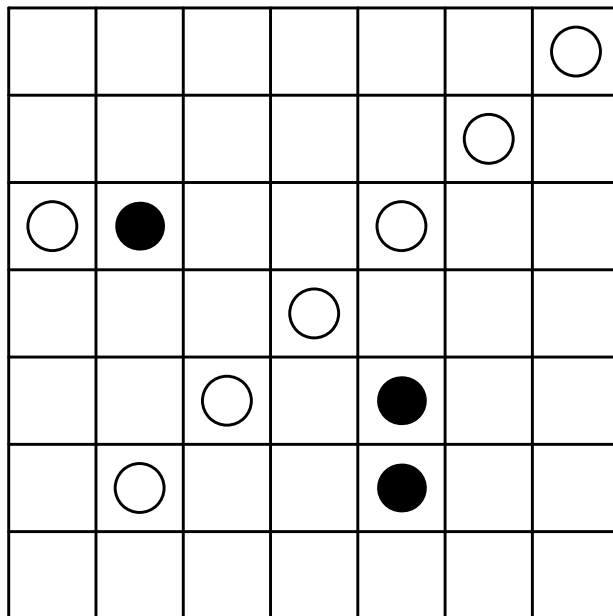
	4	0	3	1	2	2	2	2	2
2					T				
2	T						T		
0				T					
3		T			T		T		
1									
1	T		T						
4				T		T	T	T	
0	T				T				T
5				T				T	

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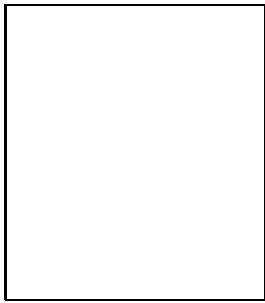
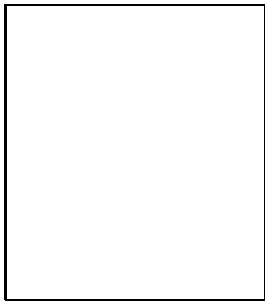


### 3. Black and White

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.



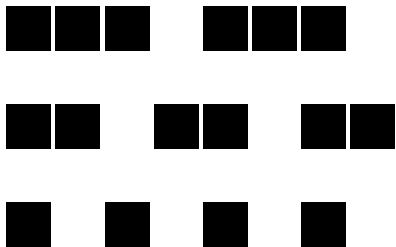
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### 4. Sum Battleships

Place the fleet in the diagram (9 ships: 2 of length 3, 3 of length 2, 4 of length 1). Ships do not touch each other, even diagonally. The numbers give the sum of the digits in the squares occupied by parts of a ship in the corresponding row or column.

	13	3	15	3	13	3	9	8
9	1	4	4	3	3	2	7	3
8	8	1	7	5	7	5	6	7
6	2	5	3	3	9	1	2	3
7	3	1	7	8	5	6	7	1
8	7	8	8	3	8	1	6	7
22	3	1	7	5	8	7	9	5
5	2	3	3	2	1	6	6	8
2	4	9	2	8	2	7	9	5



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## 5. All Alone

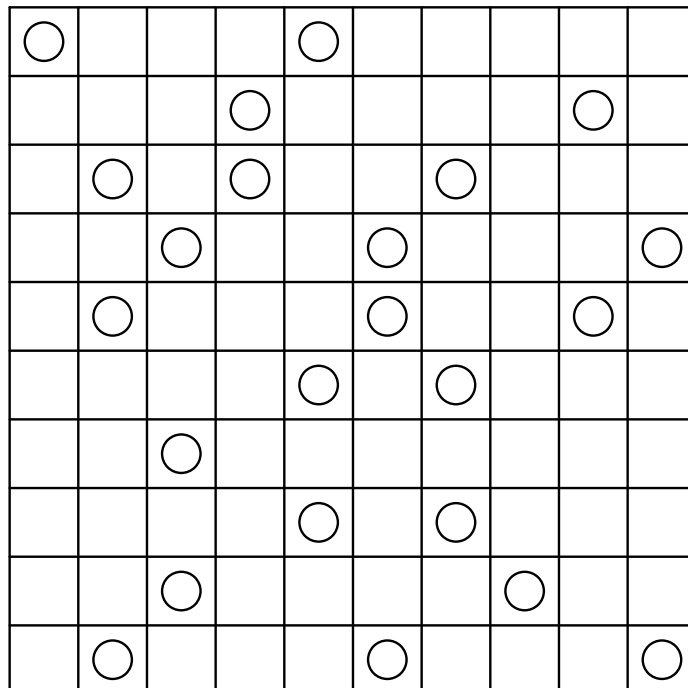
Black out some of the numbers in the grid so that each row and each column contains only different digits. Black squares must not touch horizontally or vertically, and the remaining squares must all be connected to each other.

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

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## 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.



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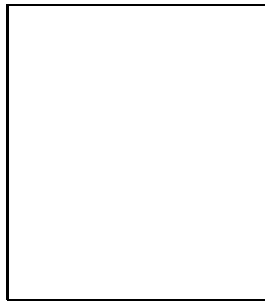
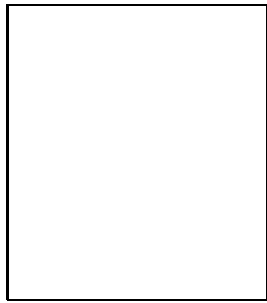
## 7. Spy Hole

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.

4	3	4	4	3	3	3
+	+	+	+	+	+	+
3	3	3	3	7	3	3
+	+	+	+	+	+	+
3	2	3	2	8	5	5
+	+	+	+	+	+	+
7	8	8	7	12	7	8
+	+	+	+	+	+	+
5	6	6	7	10	2	2
+	+	+	+	+	+	+
3	3	2	3	7	3	2
+	+	+	+	+	+	+
4	3	3	3	8	3	4

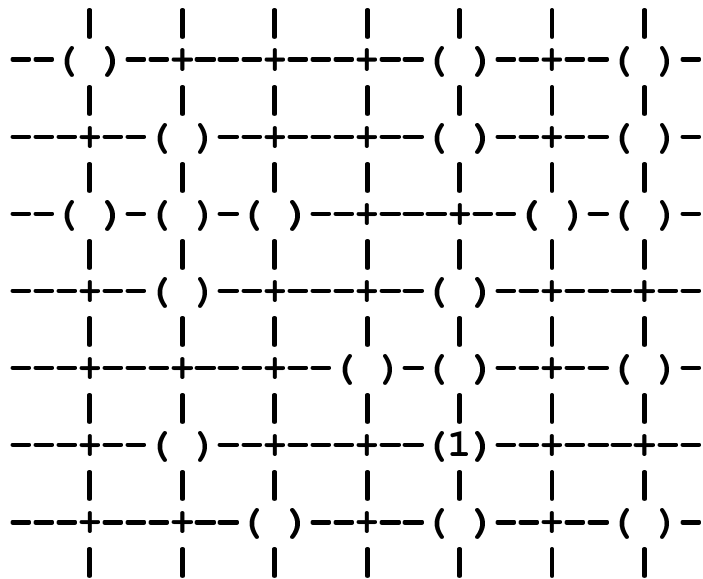


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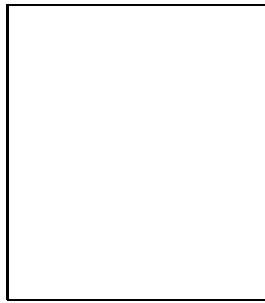
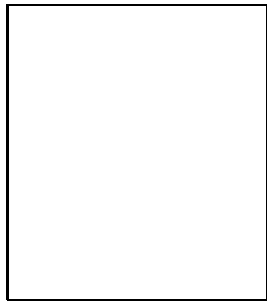


## 8. Hiroimono

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.

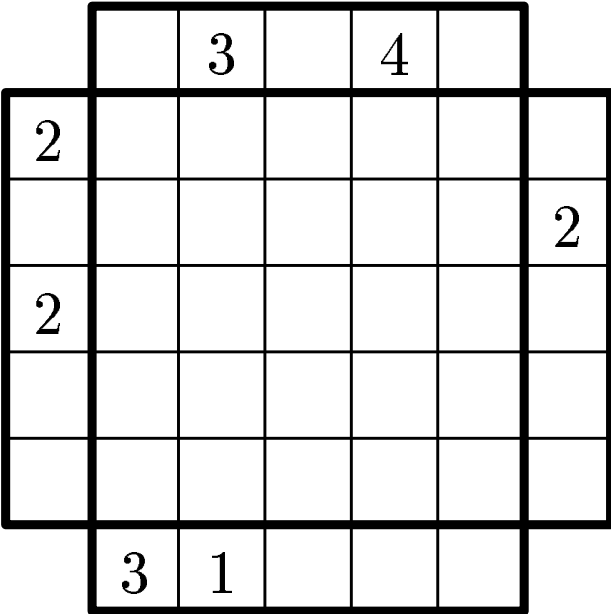


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## 9. Skyscrapers

The grid symbolizes a group of skyscrapers. Each row and column contains skyscrapers of different heights (1-5). 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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## 10. Hexagonal Fences

Draw a single continuous closed loop along the dotted lines of the diagram. A numbered cell indicates exactly how many of its six edges are used by the path.

