WPC French Qualifier 2008	Name
Part I	

1. Battleships	20 points
2. Coral finder	25 + 30 points
3. Crack it on	20 points
4. Parthenon	25 points
5. Loopfinder	15 + 35 points
6. End view	25 + 30 points
7. Magnets	35 points
8. Word jungle	40 points
9. Four winds	<b>20 + 50 points</b>
10. Arrows	15 + 60 points
l1. Kropki	<b>20 + 55 points</b>
12. Japanese sums	80 points

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





 WPC French

 Qualifier 2008

 Part I

#### **1. Battleships** (20 points)

Locate the position of the 10-ship fleet in the grid. The fleet is shown below: one 4-unit battleship, two 3-unit cruisers, three 2-unit destroyers, and four 1-unit submarines. Each segment of a ship occupies a single cell. Ships are oriented either horizontally or vertically, and they do not touch each other, not even diagonally. The numbers on the left and bottom edges of the grid reveal the total number of ship segments that appear in each respective row or column.



Part I



#### 2. Coral finder (25 + 30 points)

Blacken a connected set of squares (the coral) that does not touch itself, not even diagonally. The numbers outside the grid indicate the lengths of the consecutive parts of the coral in the given row or column. However, the numbers are given in increasing order, not in the order in which they actually appear in the grid. No 2x2 area may be covered by the coral.





Part I



## **3. Crack it on** (20 points)

Enter all the given words into the two grids in such a way that each area contains exactly one letter. The words should read across and down in every row and column of each grid.

AOI	RTA	Δ	IJ	NRI	ΕA	MI	XOF	2	R	EOI	0	
ARI	LON.	ר	I	NTF	RA	MOO	CAS	3	S.	AL]	IR	
AX	ONA	A	I	VR <i>I</i>	ΥA	NAI	ROM	1	S	CAF	RO	
CR	ADC	)	L	ASS	50	ORI	EDC	)	S	TEN	10	
EX	ACI	<b>7</b>	L	EV]	ΕN	OTI	RAM	1	V	OLZ	٩R	
IC	ARE	1	M	ICC	DR	OVZ	ALE	1	X	OLZ	٨N	

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## 4. Parthenon (25 points)

Fill the blank squares in each column with numbers from 1 to 30, so that each number is obtained from the number immediately above it by performing the given mathematical operation. Each number from 1 to 30 appears exactly once.



Part I



## 5. Loopfinder (15 + 35 points)

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.







## 6. End view (25 + 30 points)

Place the letters A, B, C, and D into the diagram, so that each letter occurs once in each row and column. The letters outside the diagram indicate the first letter seen from that direction.



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#### 7. Magnets (35 points)

The grid is made up of magnetic and non-magnetic plates. Each magnetic plate has two halves: one positive and one negative. Halves with the same symbol cannot touch each other horizontally or vertically. The numbers to the right of the grid and below it indicate the number of magnetic halves in that particular row or column.



Part I



## 8. Word jungle (40 points)

The grid contains all the given words except one. The words may be rotated, but not reflected. Find the missing word. (The English translations are given only for your information; they are not part of the puzzle)

Note: to solve the puzzle it is sufficient to identify the missing word. You do not need to locate all the other words in the grid.

ŀΥ	ਰੂ	К	놁	Η̈́Υ	F	国0	<u>ו</u> ר	呾	말
卫	ŀא	K-	0	남	말	내	<del>II</del>	범	IJ∤ſ
$\prec$		바이	국0	司	٦ŀГ	고	알	리	91 L
마	₽	$\overline{\mathbf{Y}}$	국0	⊦'	암	소	민오	№₽	ᇟ
조	百	ķ	노0	Ш	마	叱	마	0	⊦≻
ᆔ	비	성	진	민	٦ŀГ	¥	15	[[[	팓
≺⊢	성	77	TF-I	ПĊ	0	П	퇴	ĶΓ	주0
비디	팬	더	핖	ᇳ	٦ŀГ	코	ΠĮΠ	FIO	l ()
枮		亡	조	여이	Ł	비	코	리	0만
리	コ	Ē	虍	D또	0‡0	π	남	<b> </b> Y	0

검정성성이	(chimpanzee)	고릴라	(gorilla)	호저	(porcupine)
암소	(COW)	0111	(nippopotarnus)	두 소	(minoceros)
잠자리	(dragonfly)	코알라	(koala)	뱀	(snake)
독수리	(eagle)	표범	(leopard)	호랑이	(tiger)
코끼리	(elephant)	팬더	(panda)	칠면조	(turkey)
지라프	(giraffe)	공작	(peacock)	거북이	(turtle)
염소	(goat)	펭귄새	(penguin)	얼룩말	(zebra)

Part I

#### 9. Four winds (20 + 50 points)

One or more horizontal or vertical lines are drawn from each numbered square. Lines cannot cross other numbered squares. Each number indicates how many squares are connected by its lines; the numbered squares themselves are not counted. No lines overlap or intersect each other, and each empty square is covered by exactly one line.

					5			4	
9									
		1				3			
				4					3
	4						11		
			7					2	
		3				2			
					8			1	
2			2						
		3							7

	3			1						7	
3						6					
		6					3				
			4					8			
2						1					
							5				6
									9		
		1			4					5	
	8					4					
			4								3
5		2						7			
				12							

Part I



# **10. Arrows** (15 + 60 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 facing them.

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

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

Part I



### **11. Kropki** (20 + 55 points)

Fill the table with digits from 1 to 7 (in the second puzzle from 1 to 8), so that each digit appears in every row and column exactly once. If the absolute difference between the digits in two adjacent cells equals 1 then they are separated by a white dot. If the digits in two adjacent cells are exactly half of each other then they are separated by a black dot. The dot between adjacent cells containing "1" and "2" can be either white or black.



Part I



#### **12. Japanese sums** (80 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.

