

French WPC Test  
2012

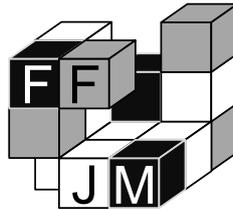
**Part 2**

Name

**Part 2 – Mix-up – 30 minutes**

1. Minesweeper, 1234 Connect, Islands, Cave . . . . 4\*10
2. Meanders, End view, Skyscrapers, Battleships . . 4\*25

**Total: 140 points + time bonus (5 pts/minute)**



All the puzzles in this part are WPC classics... Each page contains several puzzles; unfortunately, the author has forgotten which grid corresponds to which puzzle!

Please note: some individual grids can correspond to several puzzle types, but there is only one way to solve all the grids in such a way that each puzzle type occurs exactly once. Points will be given for solving individual grids only when the given solution is part of a consistent solution to the complete set of grids.

1. Minesweeper, 1234 Connect, Islands, Cave

(4\*10 points)

**Minesweeper:** There are 26 mines hidden in the diagram, at most one in a given square. The numbers inside the diagram indicate the number of mines that can be found in the squares immediately adjacent to that square (horizontally, vertically, or diagonally). Squares with a number do not contain mines. Find the mines.

**1234 Connect:** Connect each pair of identical numbers with an unbroken line. The lines do not intersect or overlap, and pass through the centers of (horizontally or vertically) consecutive squares. Every square of the grid must be used.

**Islands:** Shade some empty cells black so that the grid is divided into white areas (islands), separated by blackened cells which are linked together to form a continuous sea. Each island should contain exactly one of the given numbers, which is equal to its area. The islands may touch each other only diagonally. The sea cannot form any 2x2 square.

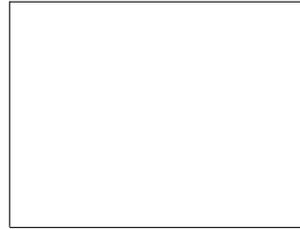
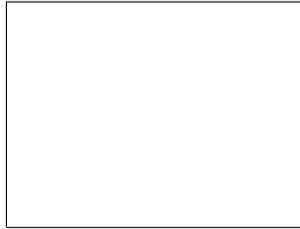
**Cave:** Draw a closed loop around a connected set of cells without any holes in it (the cave). The loop cannot overlap or intersect itself. All the cells containing a clue are part of the cave. Each clue indicates the number of cells in the cave that can be seen in a straight line (horizontally or vertically) from the given cell, which is not included in the count.

3							
						5	
					1		
			4				
			2	3			
	5					4	
1	2						

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

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

		3					
	2					1	
			5				
1				4		5	
	2						
					3		



2. Meanders, End view, Skyscrapers, Battleships

(4\*25 points)

**Meanders:** Find a route starting in the top left square and ending in the bottom right square. The route meanders horizontally or vertically, and the numbers outside the grid indicate the number of occupied squares in that row or column.

**End view:** Place the numbers 1, 2, 3, 4 into the diagram, so that each digit occurs once in each row and column. The clues outside the diagram indicate the first digit seen from that direction.

**Skyscrapers:** The grid represents a group of skyscrapers. Each row and column contains 6 skyscrapers of different heights from 1 to 6 (the other cells remain empty). 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).

**Battleships:** Locate the position of the given fleet (shown in the margin) in the grid. 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 outside the grid reveal the total number of ship segments that appear in each respective row or column.

*In each grid, the cells marked with an X remain empty.*

