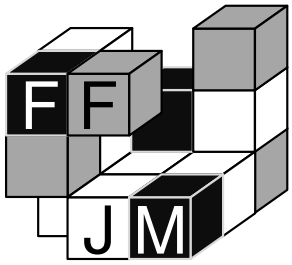
French Puzzle Championship

Finals – Round 2
29 June 2019



Fédération Française des Jeux Mathématiques

Name : _____ **First Name :** _____

Round 2 – Almost classics – 50 minutes

1.	**Tapa Paint**	25
2.	**Spiral End View**	25
3.	**Equal Cut**	40
4.	**Colorblind Masyu**	40
5.	**Nurikabe Count**	45
6.	**Striped Snake**	50
7.	**Pentopia**	50
8.	**Doppelblock**	60+65

Total: 400 points + bonus (10 pts/minute)

Author: Denis Auroux

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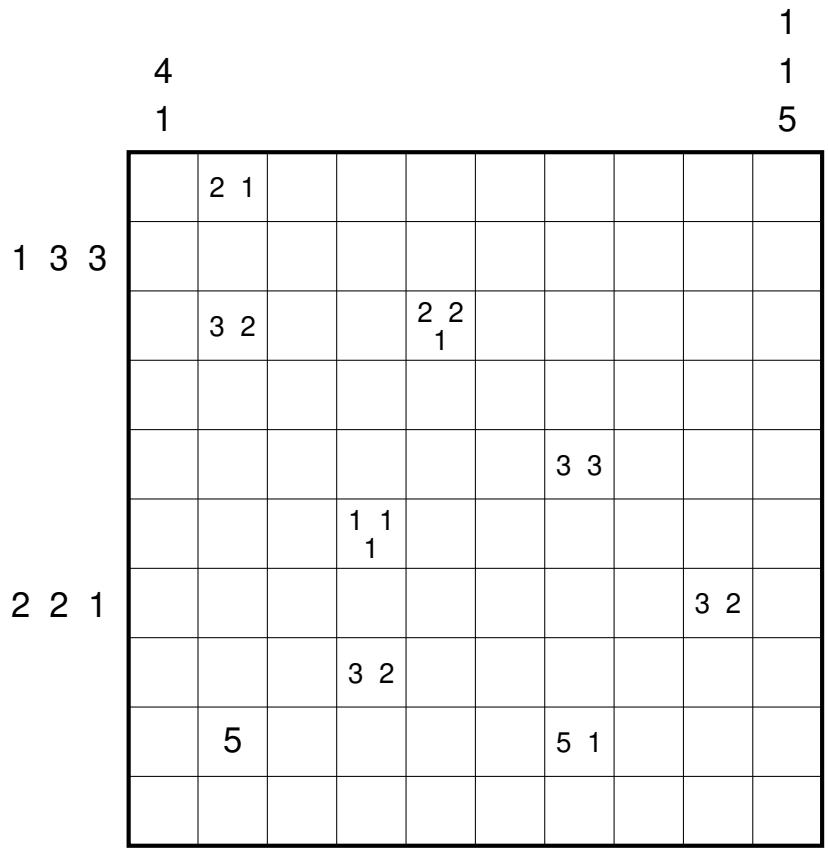
1. Tapa Paint (25 points)

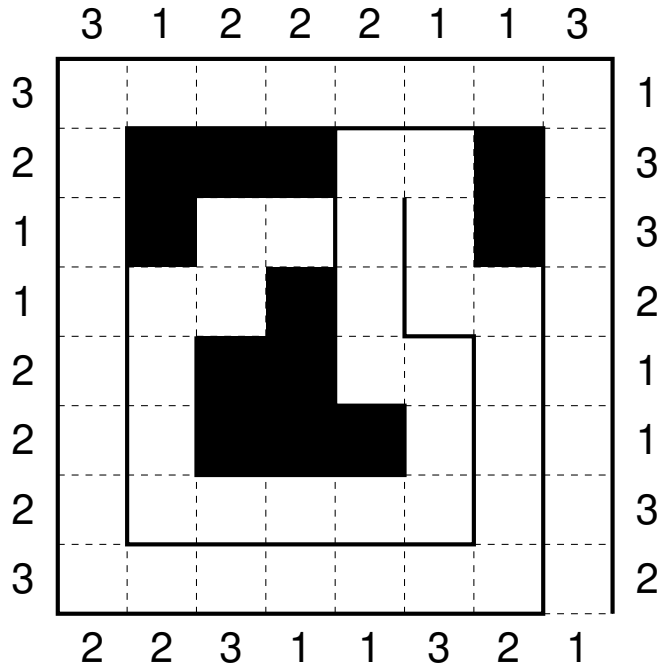
Paint some empty cells black to form a continuous wall of black cells (connected to each other horizontally or vertically). No 2x2 square can be completely black. The number(s) in a square indicate the lengths of the consecutive blocks of black cells among the adjacent squares (horizontally, vertically or diagonally): each number represents one block of black cells, and when there is more than one number in a square, the black cell blocks must be separated by at least one white cell. The order in which the numbers are given is irrelevant.

The numbers outside the grid indicate the lengths of the consecutive blocks of black cells in the corresponding row or column, in the order in which they appear in the grid. When there is more than one number, the black cell blocks must be separated by at least one white cell.



2. Spiral End View (25 points)

Place digits 1, 2 and 3 into the grid in such a way that each digit appears exactly once in each row and column. Going along the highlighted path from the edge of the grid to its center, one should read in order: 1, 2, 3, 1, 2, 3, etc.
The clues outside the grid indicate the first digit seen from that direction in the corresponding row or column.



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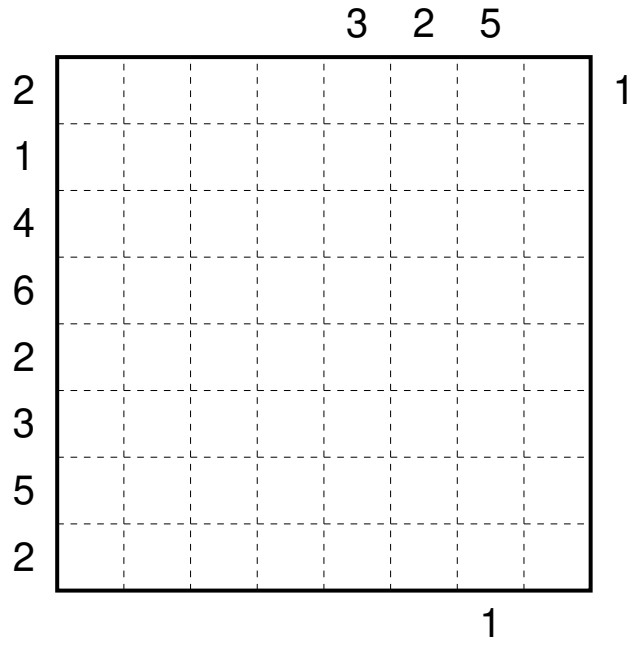
3. Equal Cut (40 points)

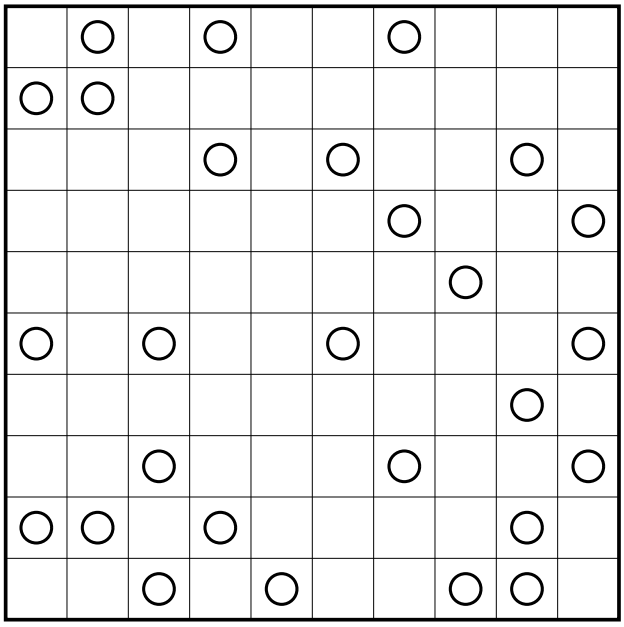
Split the grid into regions of equal areas. The numbers outside the grid indicate the distance from the edge of the grid to the first boundary encountered from that direction.



4. Colorblind Masyu (40 points)

Draw a single closed loop passing through the centres of adjacent squares. The path must go through every circle.

When passing through a circle, if the path goes straight then it must make a 90^{o} turn in at least one of the adjacent squares, whereas if the path makes a turn on the circle then it must go straight in the two immediately adjacent squares.



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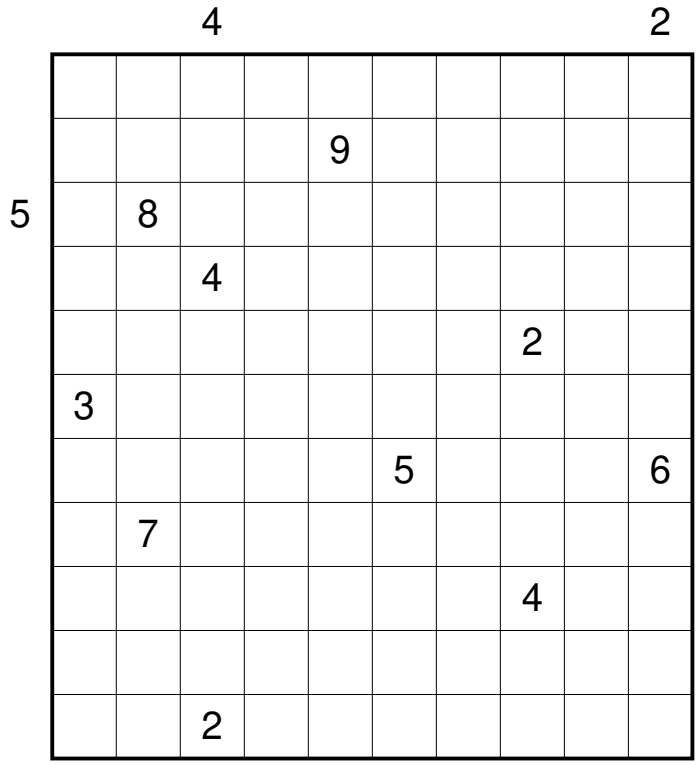
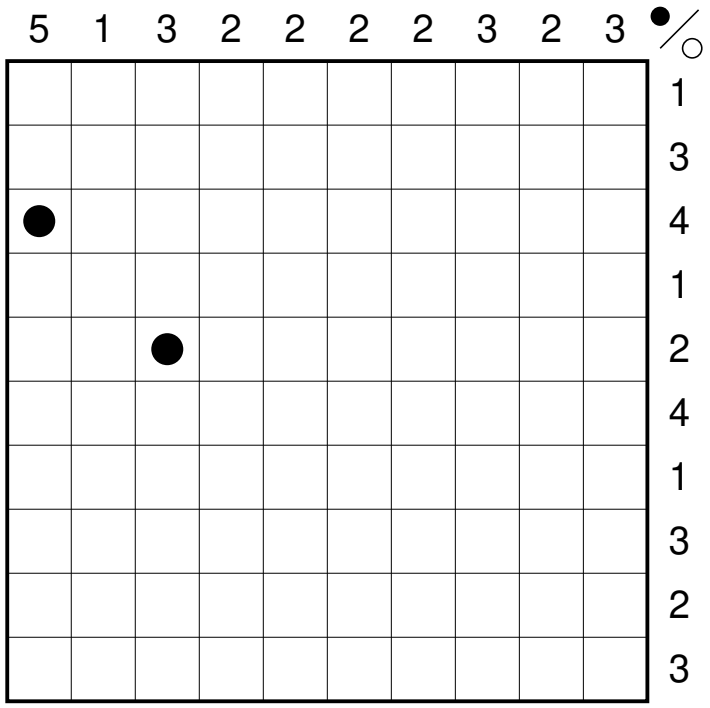
5. Nurikabe Count (45 points)

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. *The numbers outside the grid indicate the number of blocks of consecutive black cells present in the corresponding row or column.*



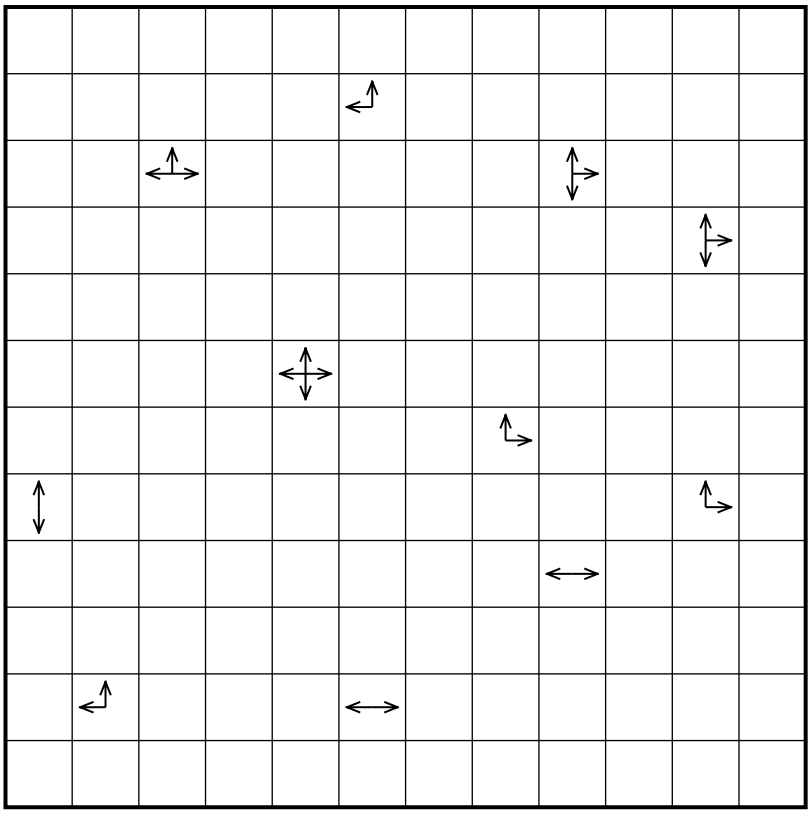
6. Striped Snake (50 points)

Draw a snake consisting of an alternating sequence of black and white circles, each occupying one square of the grid. The two extremities of the snake are given. The path of the snake cannot touch itself, not even diagonally. The clues above the grid indicate the number of black circles in each column, while the clues at the right of the grid indicate the number of white circles in each row.



7. Pentopia (50 points)

Place the given set of pentominoes into the grid so that they don't touch each other, not even diagonally. Pentominoes can be rotated and reflected. Clues in the grid indicate the direction(s) in which the closest cells occupied by pentominoes can be found when looking horizontally or vertically from that cell. Pentominoes cannot cover clue cells.



8. Doppelblock (60+65 points)

Color two squares black in each row and column of the grid, and place digits from 1 to N-2 (where N is the size of the grid) into the remaining cells, so that each digit appears exactly once in each row and column. The numbers outside the grid indicate the sum of the digits in between the two black squares in that row or column.

(1-5) 4 5 6 7 8

13
15
10
5

(1-6) 2 11 19 17 12 7 11

7
20
14
2
13
3