

WPC French Qualifier 2008 – Instructions

Part IV – 60 minutes – 430 points + time bonus

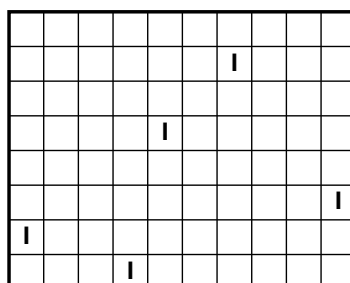
A puzzler who submits correct answers to all puzzles before the end of this round will receive a bonus of 5 points for each remaining full minute.

1. Off to Lithuania (60 points)

Enter the sixteen given Lithuania towns into the grid crisscross style. Words must be formed by consecutive letters, one per square. Words must appear either across, from left to right, or down, from top to bottom. All words must interconnect. All occurrences of the letter “I” have already been placed.

Example: (with the weekdays in French)

L U N D I
M A R D I
M E R C R E D I
J E U D I
V E N D R E D I
S A M E D I
D I M A N C H E



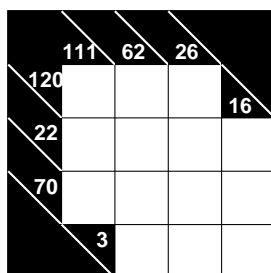
Solution:



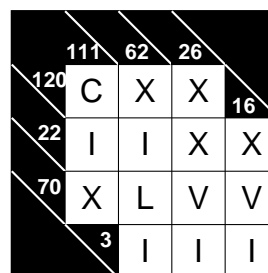
2. Kakuroman (75 points)

Enter a single Roman numeral (I=1, V=5, X=10, L=50, or C=100) into each empty square of the diagram, so that the sum of the values in each Across and Down answer equals the value given to the left or above, respectively. Digits may be repeated within the answers.

Example:



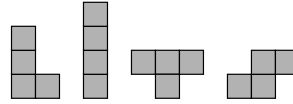
Solution:



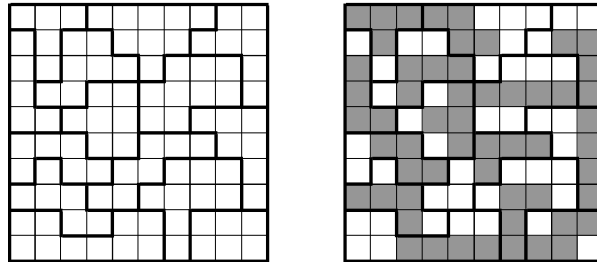
3. LITS (75 points)

Colour a tetramino (four squares connected by edge) inside each area surrounded by bold lines. Similar tetraminoes (differing by rotation or reflection) cannot touch, except by a corner. The coloured regions must be all connected to each other by edges. No 2x2 square can be entirely coloured.

LITS tetraminoes (can be rotated or reflected):



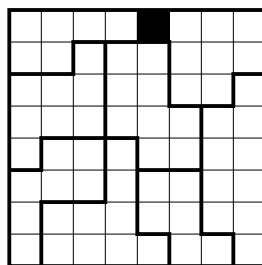
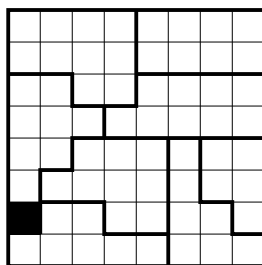
Example and solution:



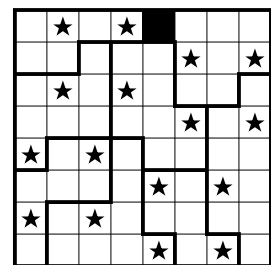
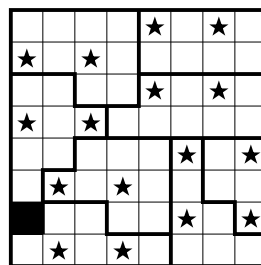
4. Twin Star Battle (95 points)

For each grid: place two stars in each column, each row, and each black-edged region of the grid. The stars do not touch each other, not even diagonally. Black squares cannot contain stars. If a cell contains a star, then the corresponding cell in the other grid must not contain a star.

Example:



Solution:



5. Polygon Kakuro (125 points)

Enter a single digit between 1 and 9 into each square (some digits are already given). Every two-digit number placed at the centre of a triangle, diamond or hexagon is equal to the sum of the digits in the adjacent squares. Moreover, for each shape (triangle, diamond or hexagon), including those left gray (without a number), the digits in the adjacent squares must be all distinct.

Example and solution:

