

Those who enter will be assigned a rank. White Feathers – highest – are gifted a feather of Ylenrith Bright Gems – middle – are gifted a white pearl (Grey Depths – lowest – marked with ash Those who are Bright Gems or above will be able to bring petitions to Ylenrith. They will sive beams to those who procent ideas that are placeing. Ulenrith Sugars the purity of

give boons to those who present ideas that are pleasing. Ylenrith favours the purity of numbers, the clarity of music and the clean soul. Presentations must be engaging and short. Ylenrith can demand a change in rank.

Music

The herald will judge your solo performance for clarity and purity. Team work is not encouraged. Twelve people will be accepted.

Mathematics

The herald will your correct answer to the problems presented. Team work is not encouraged. Twelve people will be accepted.

Creased Number Grid

Fill in the grid so that every row, column and 3x3 box contains the digits 1 through 9. Numbers going along green lines must be in increasing/decreasing order.

Answer format, write down the content of the main diagonal, going from bottom left to top right corner.

Wheels of Fortune

Fill the empty small circles with numbers 1 to 8. Each wheel must contain digits from 1 to 8 exactly twice. The distance, in small circles, between two of the same number must be equal to that number of circles (e.g. between two "1"s there is one small circle, between two "5"s ther are five small circles, etc.).

Answer format: write down three three-digit sequences appearing inside of the central wheel, first upper and then left and right, both from top to bottom.

Pentameta

Pentaminos are shapes made of five squares, in all possible combinations.

First solve 8 puzzles in smaller grids: There are 4 Corridors puzzles and 4 Fences puzzles.

- Each puzzle uses 3 Pentamino figures and all 4 puzzles of each kind use the complete Pentamino set.
- First solve all eight smaller puzzles. These can either be Corridors or Fences.

Each set of four must use all the different Pentaminos. Each puzzle in the set of four must use exactly three Penatminos. Pentamino figures can appear in any orientation.

Fences

Place in the grid 3 pentamino figures, not touching each other, so that the numbers in cells show the quantity of cell's sides used for figures' outlines. This does not include the outline of empty cells or the edge of the box. Numbers can be inside Pentamino figures, this counts the outer line, not internal lines.

Corridors

Place in the grid 3 pentamino figures, not touching each other. Numbers in cells show how many other empty cells can be seen from this cell, not counting the cell itself in the horizontal or vertical planes. Do not count diagonals. All numbered cells are empty.

Then move data from these information to the central grid along the lines and solve the final puzzle. If the starting cell was empty then the destination cell should be empty too. If this cell was occupied with the figure then the destination cell should be occupied with the same figure. The pieces in the final puzzle do not have to be in the same orientation as in the smaller ones.

Answer format: describe both main diagonals of the central grid, first rising, thenlowering, using corresponding letter for each figure and "-" for empty cells.

