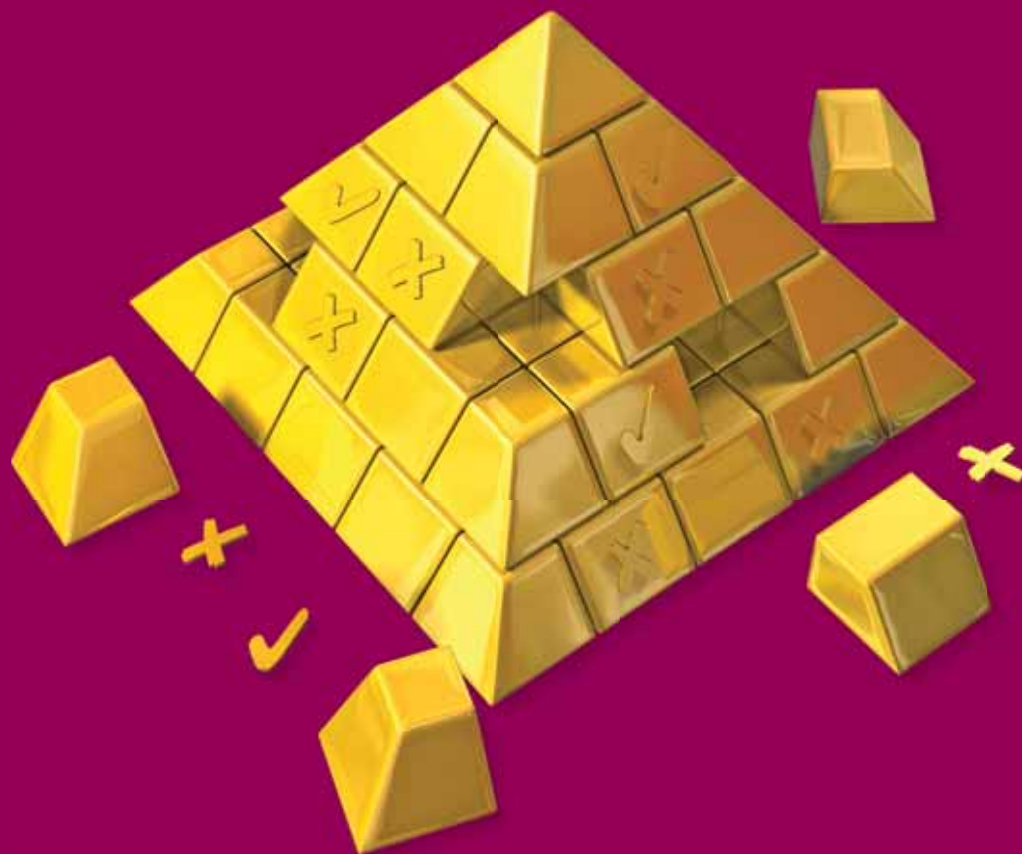


THE WORLD PUZZLE



NEWSLETTER 12

Official publication of the World Puzzle Federation



**New members • The 15th WPC in Bulgaria 2006
Puzzles from the 15th WPC • The second WSC in the Czech Republic
Puzzles from the second WSC • The 16th WPC in Brazil • Sudoku'ed
Sudoku in China • Report on the 8th General Assembly of the WPF
Results of the 15th WPC and the second WSC • WPF members**



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The WORLD PUZZLE NEWSLETTER

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WORLD PUZZLE FEDERATION

World Puzzle Federation

The World Puzzle Federation is an association of legal bodies with an interest in puzzles. Only one member per country can belong to the WPF. The WPF follows the Olympic standard in what constitutes a country. Information on present members and criteria for membership can be found in the members section on pages 27-29 of this issue.

Goals of the World Puzzle Federation are:

- to provide the means for an international exchange of puzzle ideas
- to stimulate innovations in the field of puzzles
- to supervise the annual World Puzzle Championship (WPC) and other puzzle activities
- to foster friendship among puzzle enthusiasts world-wide

Chairman: Vítězslav Koudelka (Czech Republic)

General Secretary: Peter Ritmeester (The Netherlands)

The WORLD PUZZLE NEWSLETTER 12

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Editorial

It has been another good year for the World Puzzle Federation. The World Puzzle Championship in Borovets and the World Sudoku Championship in the Czech Republic were both well-planned and well-executed events. When a country's president chooses to attend a championship, it is possible to say with some confidence that the status of puzzles has reached new heights.

This is confirmed by the global interest in the WPF. At the present moment, more than forty countries are represented.

Details of both championships and information about all members can be found here, along with the report of the eighth General Assembly of the WPF.

Tim Preston

New Members

In the past year, the WPF received applications from several countries not yet represented. All were approved by the board. We extend a warm welcome to new members!

AUSTRALIA

*Cooch Creative Pty Ltd
Mick Colliss is the Director*

Cooch is a regional marketing consultancy based in Perth, with an affiliate in Sydney. It is looking at the possibility of running organised puzzle events.

CHINA

*Beijing (News Group) Puzzler Club
Zhang Weixiong is the President*

See article on pages 18-19

COLOMBIA

*Grupo Editorial Adria Ltda (GEA)
Domingo Jaramillo is the Manager*

Grupo Editorial Adria started out some 20 years ago with a monthly magazine called "Rojo y Negro" (Red and Black) consisting of crosswords, puzzles, games and humour.

GEA is currently working on a number of puzzle magazines and is actively promoting puzzles throughout the country and South America. It hopes to have a team at next year's championships in Lithuania.

LEBANON

*Implicit Consultants
Sari Elsa Hajjar is the Project Manager*

Implicit Consultants is a Media Consulting house established in 2006. The objective is to publish magazines, books, guides, and to help other publishers come up with new ideas to enhance their own publications. The war in July 2006 impacted on its strategy.

Puzzles in Lebanon were – and still are – mainly concentrated on crosswords. But Sudoku and similar puzzles are gaining popularity. Implicit embarked on a Sudoku project, but the political

crisis forced a postponement of a national championship. There are high hopes that it might be possible in 2008.

LITHUANIA

*Lithuania Puzzle Club
Vaidas Rimkus is the President*

PORTUGAL

*Fun – Comunicaçao E Eventos, LDA
Georgina Lima is the Events Assistant*

SPAIN

*Ediciones Primera plana SA
Oscar Voltas is the Editorial Manager*

THAILAND

*Thailand Crossword Game, A-Math and Kumkom Association
Amnuay Ploysangnam is the President*

The 15th WPC in **Bulgaria 2006**

It was the middle of the second competition day at the 13th WPC in Opatia. I was doing well. Then I heard the news: Bulgaria would host the 15th WPC! I was so delighted that, by the end of the day, my best-ever performance had become my worst, and I had fallen twenty places down the rankings.

PREPARATION

At our first organisational meeting, we outlined the main tasks and divided responsibilities. I would take responsibility for the puzzles and the overall direction of the event. Rossy Alexieva would be responsible for communications and public relations. Boyan Alexandrov would look after the hotel, transportation and excursions.

As usually happens when faced with a long deadline, we slipped behind schedule. Events took a tragic twist when Rossy died, just after the WPC in Eger. Desislava Razsadova joined the team to handle communications but, for a long time, we couldn't find a PR replacement.

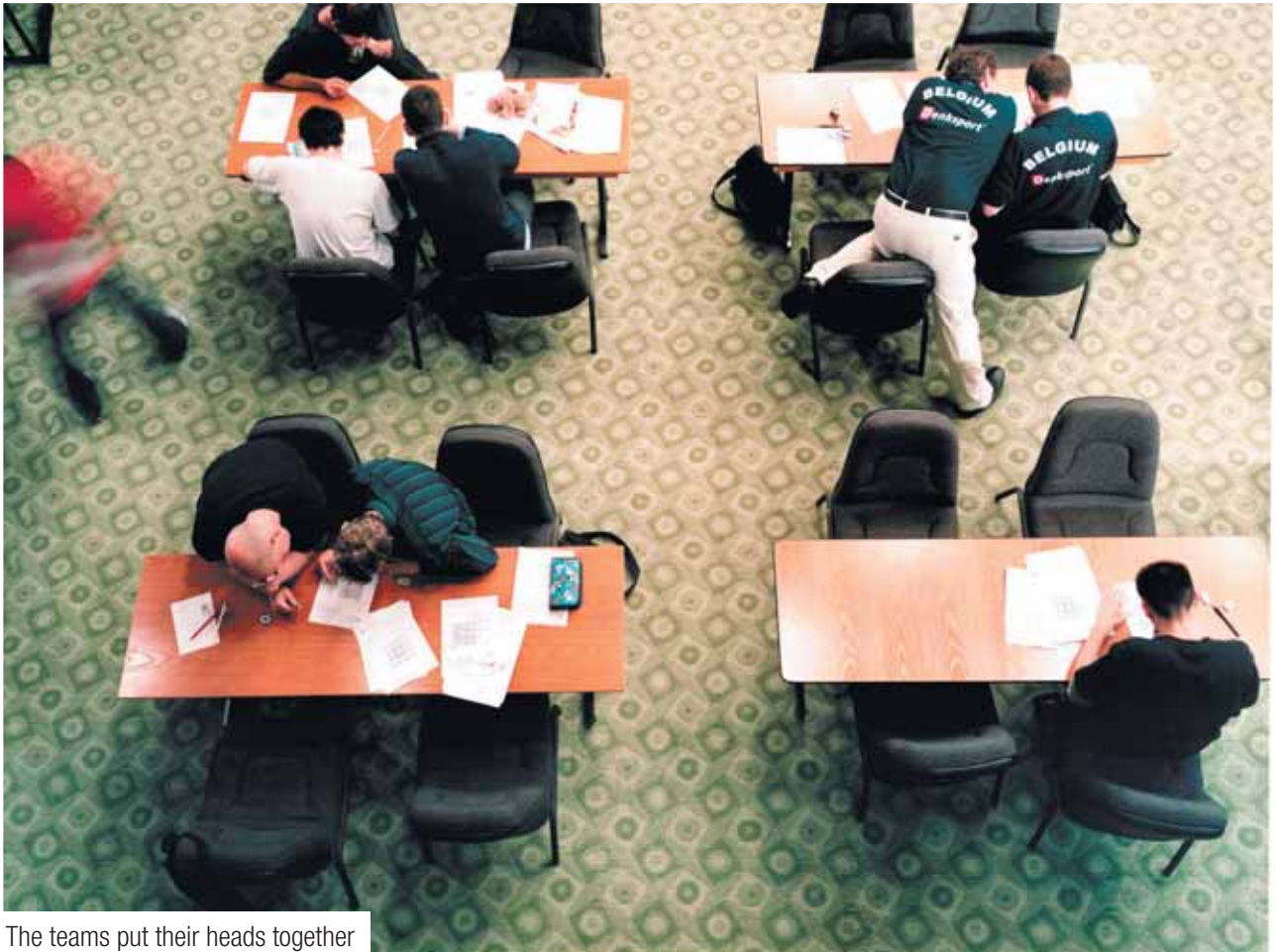
When choosing a hotel, the main criterion was a hall big enough to accommodate all the expected competitors. The hotel 'Samokov' in Borovets was an easy choice. We established very good relations with the hotel personnel both before and during the championship. They were helpful, responded to all requests quickly, and provided very good support.

The budget was the biggest challenge. As a non-commercial organisation, we had to work with very limited means. Sponsorship was hard to come by and we were unable to reduce the participation fee.

PUZZLES

In the beginning, I was afraid we might not be able to prepare enough innovative puzzles. By the end, we had so many original puzzles, there was no room for the usual ones.

In addition to me, three Bulgarian constructors worked on puzzles: Bistra Maseva, Ivan Iliev, and Violeta Vitlianova. I contacted Adrian Fisher from the UK and he prepared some great maze puzzles. Vladimir Portugalov from Belarus had impressed me with many original puzzle types, so I asked him to create some for the WPC. 'Some' soon became 'many', but this would ultimately be to the benefit of the championship. Our Turkish friends offered to create a complete part with new puzzles, and so Cihan Altay, Hüsni Sincar, and Serkan Yurekli completed the list of puzzlemakers.



The teams put their heads together

The main difficulty we faced was in finding the time to evaluate the puzzles. Special thanks are due to Cihan and Hüsni for their help.

CHAMPIONSHIP

From the outset, most things ran smoothly, except for the weather. A milk-white fog brought the trip to Rila monastery into serious question, but we decided to press ahead and I'm pleased that we did.

On the first day of competition, we had minor problems with the screen test. Three of the puzzles couldn't be seen by some competitors who were placed too far away. After discussion, we decided to discount these three puzzles.

The second competition day saw the introduction of a new bonus system. Things didn't go entirely to plan, because we underestimated the level of difficulty of the puzzles and were not able to award all of the bonuses, but I believe the idea was a good one.

The finals day started with one individual and one team part. During the semi-final, I found myself living my worst nightmare: one of the puzzles had been misprinted and was impossible to solve. We had to cancel the round and prepare a new semi-final. I would like to thank Vladimir Portugalov, György István and Hendrik Hardeman, who provided puzzles for the new semi-final, and also the French team, for testing it. The new semi-final went well, with Wei-Hwa Huang, Ulrich Voigt, and Maho Yokota qualifying for the final.

After a final that took longer than expected, Ulrich Voigt reconfirmed his status of best puzzler. Everybody was tired, so we moved directly to the good-bye party and awards ceremony. All I wanted to do was go home and rest for as long as possible. At the same time, I felt very pleased that we had managed to stage the event and I believe that it was a success.

WPC PUZZLES • BOROVETS 2006

Here are some puzzles that were solved by the competitors at the 15th WPC 2006 in Borovets. The introductions that accompany the puzzles are the original, unedited ones.

Part 1: Welcome

A set of 10 puzzles, all alluding in some way to Bulgaria, 2006 or 15 (for the 15th Championship) which really forced competitors to hit the ground running. Solving time: 40 minutes

Part 2: Assorted

A 90 minute miscellany of old and new types opening with a tricky Spot The Difference - this set courtesy of the Bulgarian organisers and the ever-fiendish Vladimir Portugalov.

Part 3: Screen Test

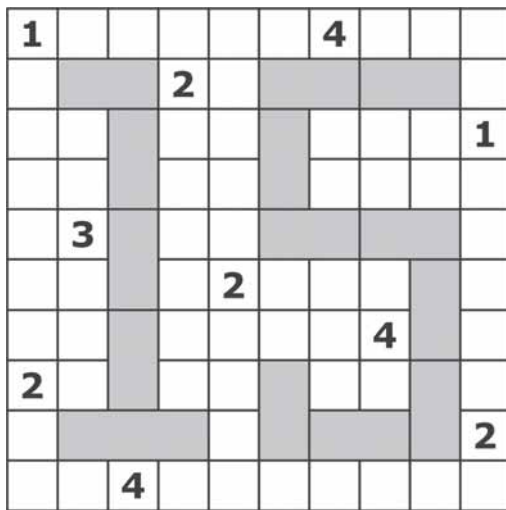
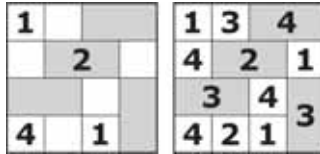
A real test of arithmetic and spatial awareness at speed. 17 puzzles flashed up on screen for between 20 and 45 seconds each. Several held nasty stings in the tail!

Part 4: Paint-By-Numbers

A total contrast, emphasising the methodical and patient. No hiding place for those who have problems with puzzles of this type - three Pic-a-Pix, two Link-a-Pix, two Fill-a-Pix and a Maze-a-Pix. Solving time: 90 minutes

DIFFERENT NEIGHBOURS (PART 1, 25 POINTS)

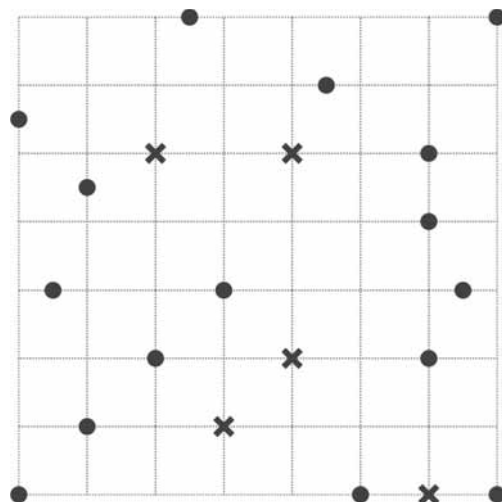
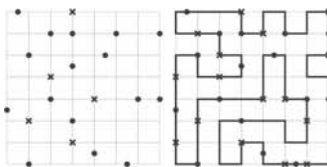
Fill the grid with numbers from 1 to 4, so that cells with the same numbers do not touch each other, not even diagonally.



Vladimir Portugalov

BREAKING THE LOOP (PART 2, 40 POINTS)

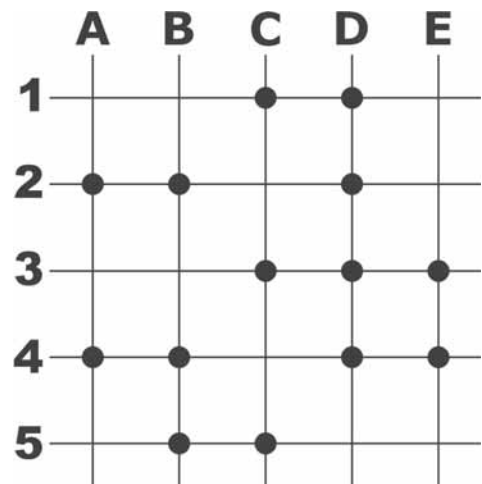
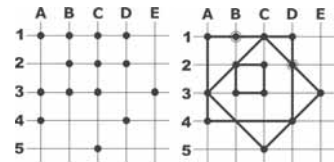
Draw a single closed loop going through all the grid nodes. Then break this loop into 16 pieces. In each row and column of the nodes must be exactly two breaking points (some are shown in table as "X"s). Middle points of all 16 pieces are shown as dots.



Vladimir Portugalov

SQUARES VERTICES (PART 3, 25 POINTS)

Twelve of the fourteen dots provided are the vertices of three squares. Find the other two.



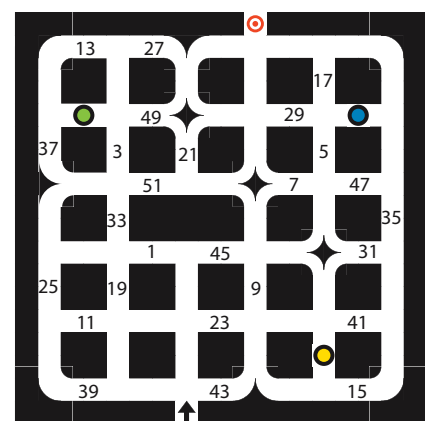
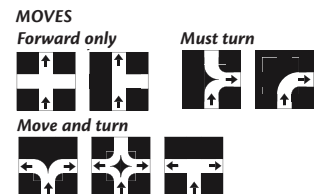
Vladimir Portugalov

CITIBLOX (PART 5, 15 POINTS)

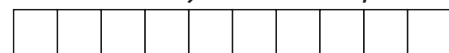
Once started, keep going forwards.

Always go straight ahead unless your way forward is blocked - then choose left or right.

Pass through each Checkpoint Circle once in any order. Reach the Finish passing the fewest Street Numbers (not the minimum total).



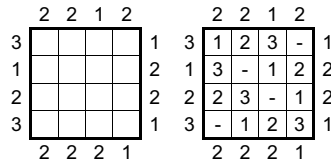
Solution. You may not need all the squares.



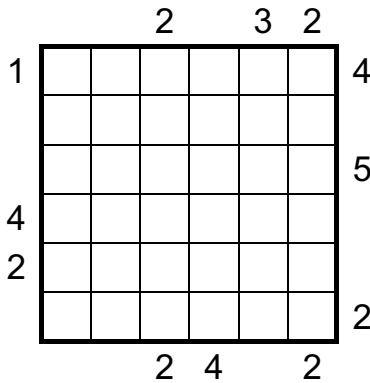
Adrian Fisher

MISSING SKYSCRAPERS (PART 6, 25 POINTS)

The grid symbolises a neighbourhood. Each row and column contains one empty plot



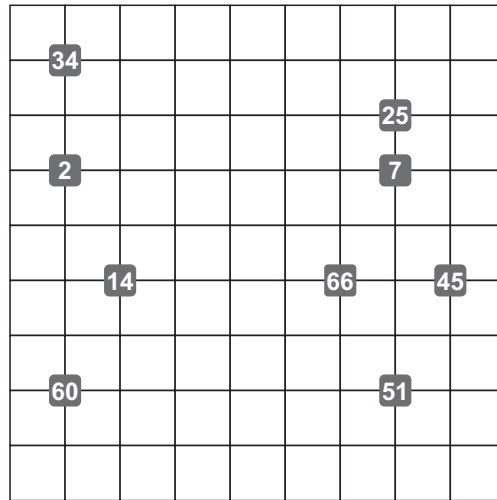
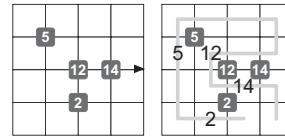
and other plots are built up with buildings of different heights. The numbers outside the grid indicate how many buildings are visible from that direction (the higher buildings hide the lower ones behind them).



Deyan Razsadov

NO INSTRUCTIONS (PART 8, 25 POINTS)

There are no instructions for this puzzle, except this. Analyse the given example and its solution, understand the rules and solve the puzzle.



Cihan Altay

Part 5: Assorted

As part 2, this time with an emphasis on the innovative maze designs of Adrian Fisher. Solving time: 90 minutes

Part 6: Skyscrapers

The first team round this year was entirely Deyan's work, with each country's four representatives joining forces to tackle a set of 24 puzzles - six each of standard, Sum, Product and Missing (including zero) Skyscrapers. Solving time: 40 minutes

Part 7: Sprint

Onwards with day 2, and a set of 14 mini-puzzles. No specific points per puzzle, but 5 points each for the first two solved, 10 each for the next eight, and those who still had time to solve more found the last four yielded 15 points apiece. The only snag was that you had to be careful as well as quick! Solving time: 25 minutes

Part 8: Assorted

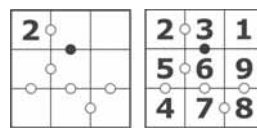
This set of 15 was produced by the Turkish trio of Cihan Altay, Serkan Yurekli and Hüsnu Sincar, and as we'd expect, displayed a great degree of imagination and innovation. Solving time: 90 minutes

Part 9: Twins

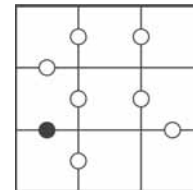
An extremely neat round, consisting of four pairs of puzzles, the grids for each pair linked by a specific constraint forcing both grids to be solved in tandem. Solving time: 40 minutes + bonuses

MINI KROPKI (PART 7, 40 POINTS)

Fill the table with digits from 1 to 9 using each digit exactly once. White dots separate cells containing consecutive digits. Black dots separate cells where one digit is half of the other. The dot staying between "1" and "2" can have any of these colours.

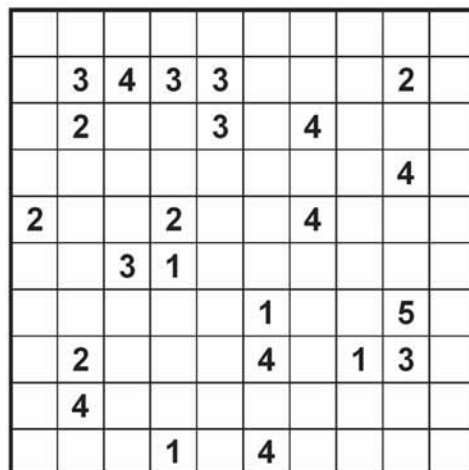
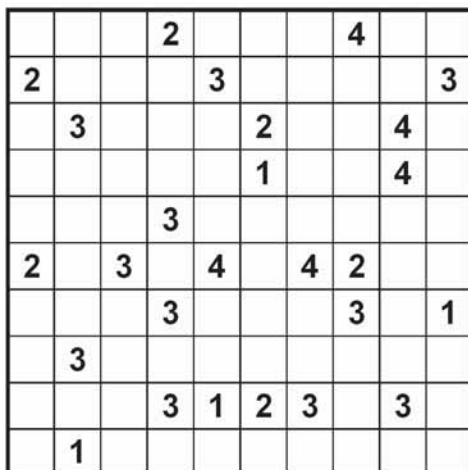
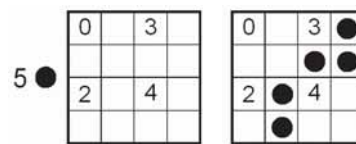


Vladimir Portugalov



MINES (PART 9, 15 POINTS)

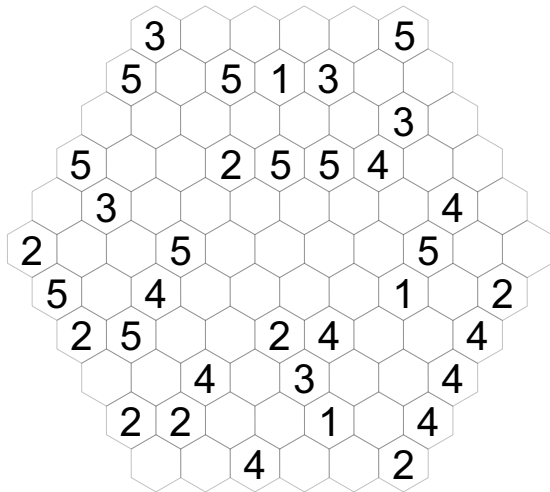
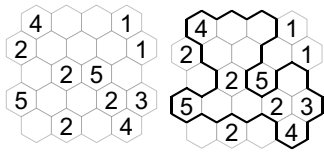
The empty cells of the grid are hiding the specified number of mines, at most one mine per cell. Each number within the grid indicates the number of mines in neighbouring cells. There are 30 mines in each of the puzzles. These two puzzles are linked: they may not contain any mines in the same positions.



Deyan Razsadov

HEXAGONAL FENCES (PART 10, 25 POINTS)

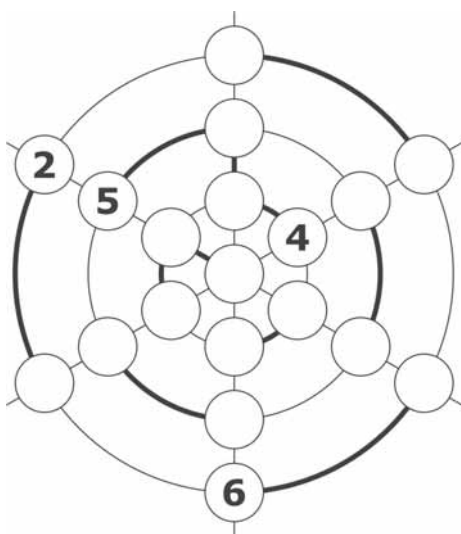
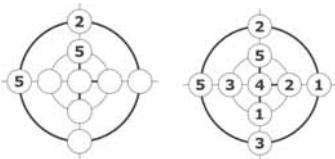
Draw a single continuous loop along the lines of the grid. The loop may not touch or cross itself. Each number shows the number of sides of the cell used by the loop.



Deyan Razsdov

WEB OF DIFFERENCE (PART 11, 55 POINTS)

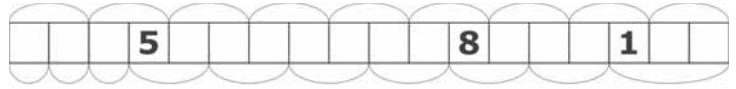
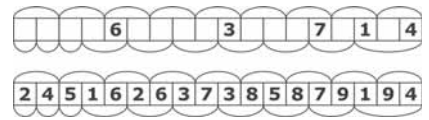
Fill the empty circles with numbers from 1 to 7. Along the straight and radial lines numbers cannot appear more than once. All sums of numbers connected by thick lines must be different.



Vladimir Portugalov

TOTAL RISING (PART 12, 20 POINTS)

Using each of the digits from 1 to 9 exactly twice to create a sequence which, when divided to numbers in any of the two given ways, gives a continuously increasing sequence. Same digits cannot be placed in neighbouring cells.



Vladimir Portugalov

Part 10: Hexagonal

For this set, Deyan and Vladimir decided to explore the potential of the honeycomb grid to give a new twist to five familiar formats. Solving time: 40 minutes + bonuses

Part 11: Assorted

One more miscellany, returning to the organisers to set the challenges. Solving time: 90 minutes

Part 12: The Weakest Link

The four members of each team were required to solve a set of individual puzzles first, before heading for the central table to work on a collaborative one. This year the formats were Total Rising and Multi-Sudoku respectively, and as has become almost traditional now the initial puzzles stopped a surprising number of people in their tracks! Solving time: 60 minutes - or as long as it took!

Part 13: Mitre Square

Two deceptively simple manipulative puzzles from Adrian Fisher - fit the twelve pieces together to make a square, such that no two areas of the same colour could have a common boundary. Some solvers had no problem at all with this - others, including the writer of these notes, got utterly stuck! Solving time: 30 minutes (with bonuses)

Part 14: Metatour

A final team round, and the end of the competition for all but the elite solvers who would compete for the title later in the day. And what a round Vladimir had constructed! A Sudoku, a Four Winds, a novel Chess Battleships, and a Cave - all cut into nine pieces and shuffled together, with the task being to reconstruct and then solve the four puzzles. A thing of beauty. Solving time: 40 minutes

PLAY-OFFS Semi-final: Take one

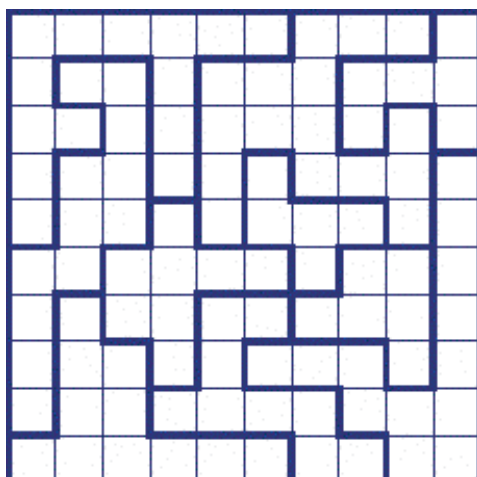
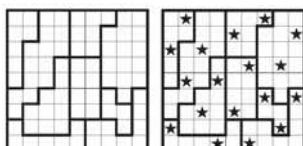
The organisers found their mettle stretched to the limit when the first attempt to reduce the competitors from 10 to 3 had to be abandoned - a printing problem had rendered a Star Battle puzzle unsolvable, and there was no way of removing it from the competition without unfairly penalising those who had spent time on it. A secondary plan to move all 10 solvers straight to the final also proved not to be viable. Fortunately, an emergency meeting led to a few puzzle-makers locking themselves in a room for a few hours and coming out with...

Semi-final: Take two

Success! A new Star Battle, Snake, Honey Islands, Honey 7 and Indian Word Search proved to be exactly what was required. Solving time: up to 30 minutes (handicap system)

STAR BATTLE (SEMI-FINAL)

Place two stars in each row, each column, and each black-edged part of the grid. The stars do not touch each other even diagonally.



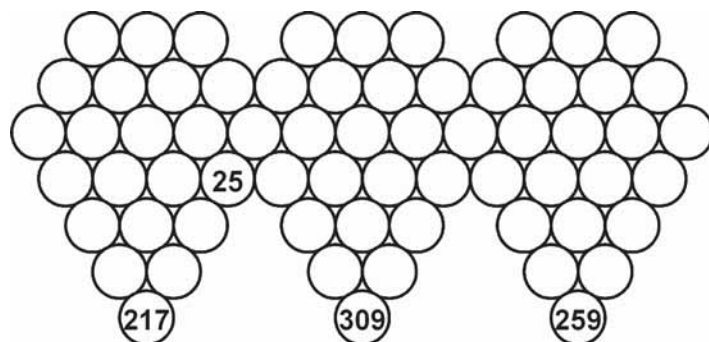
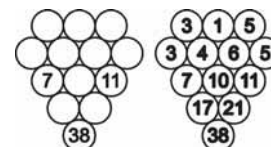
Vladimir Portugalov

The Final:

A simple equation - five puzzles plus three solvers makes exactly one World Puzzle Champion. The first to solve all five correctly would take the trophy, but who would it be...?

CLUSTER (FINAL)

Number in each circle of lower rows is equal to the sum of the neighbouring numbers from the row above it. Fill in all numbers so that you have different numbers from 1 to 9 in the top row



Deyan Razsadov



Any questions?

The 2nd World Sudoku Prague 2007



The second World Sudoku Championship in the Czech Republic was organised under the auspices of the President (of the Czech Republic), Vaclav Klaus.

Prague had the honour of hosting this supreme puzzle event for the first time. After the success of the first Sudoku Championship, held in Lucca (in Italy), Czech organisers tried their best to ensure the second Championship was equally interesting, not only for the competitors, but also for the spectators.

Despite the fact that the WSC has been called 'the child of the World Puzzle Championship' sudoku has proved to be an equally significant attraction for puzzlers worldwide.

Two days of solving were divided into six sections in the individual competition. The team competition was in two parts. The top eight puzzlers after the preliminary rounds advanced to the final play-off. There were two quarter-final groups, each consisting of four puzzlers. The time limit for each puzzle in the play-off was ten minutes.

The organisers tried to bring new variations, combining classic sudokus with classic logical puzzles, eg battleships, snake, skyscrapers etc. The puzzles were made by constructors from seven countries. The speed and accuracy of the markers was a real bonus. All the results during the competition were presented on a big screen, so scores could be checked at any time.



Deep in thought at Sudoku '07

Sudoku Championship

In March, Prague's Top Hotel hosted the 2nd World Sudoku Championship. The best 140 puzzle-solvers from 32 countries competed for the title of World Sudoku Champion.



The highlight of the event was, as it should be, the final play-off tournament for the best eight players. The President of the Czech Republic, Vaclav Klaus, who is a big sudoku fan, came personally to support all finalists. The visit of the President, and the massed ranks of journalists, photographers and TV cameras, ensured the championship was big news in the Czech Republic for the duration.

Finalists were positioned on a stage. Each had a spot camera above their working area. These cameras were linked to big screens, so everyone could see what was going on. One of the competitors described the play-off as 'the best live sport he had ever seen'.

Every sudoku solver and casual spectator (the play-off was open to the public) could see the action on the big screen. It became very tense in the room when it became obvious that someone had slipped up. Often, it was possible to see a mistake before the competitors. Watching those poor souls struggling to find their errors made for the most incredible drama. Sudoku fans worldwide were invited to follow the tournament's progress online on the website www.sudoku07.com.

The Championship was won by an American, Thomas Snyder. The first competition Snyder participated in was



the 2005 World Puzzle Championship. Last year, Snyder participated in the first World Sudoku Championship and walked away with the runner-up prize. 'The experience in Lucca helped me avoid getting nervous this time around and ultimately I found this championship, against a much more competitive field, to be more satisfying. I cruised through the play-offs, finishing all six of the puzzles cleanly, and won the championship,' said Snyder. Snyder had a total of 162 points with a solve time of 13 minutes and 52 seconds in the finals, knocking Japanese competitor Yuhei Kusui to second place. The bronze medal went to Slovak solver Peter Hudák.

The Czech competitors did not proceed to the final, but they won the third position in the team competition. The first world champion, 33-year-old Czech, Jana Tylova, said ahead of the competition that she expected a much tougher contest than in Italy last year, when she took the title ahead of 87 opponents from 22 countries. The winner of the team competition was Japan, ahead of the USA and the Czech Republic.

Sudoku is alive, vivat WSC 3, in India!

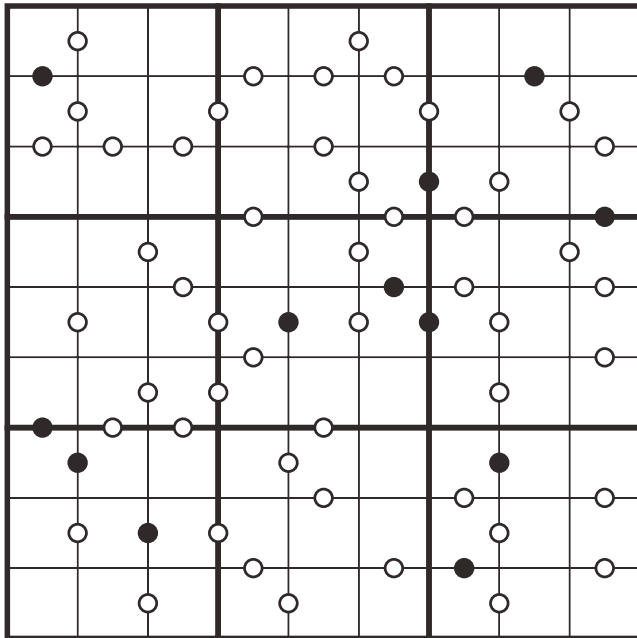
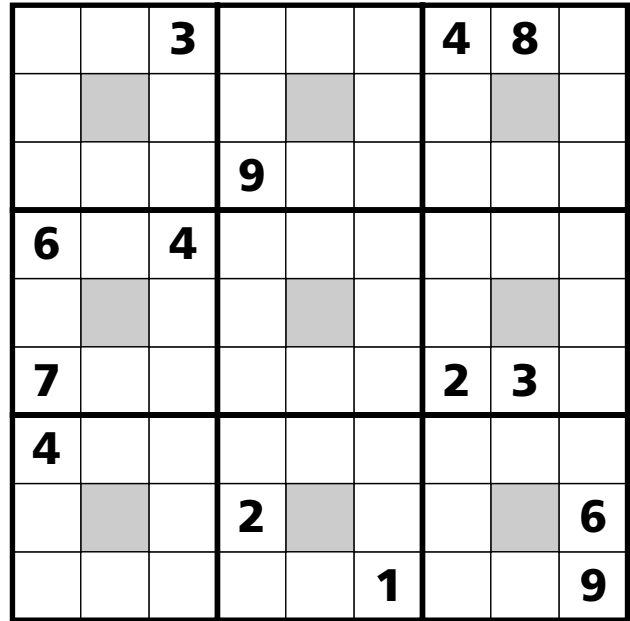
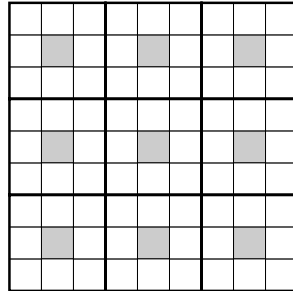
WSC PUZZLES • PRAGUE 2007

MAGIC SQUARE (PART THREE, 20 POINTS)

Place a digit from 1-9 in each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions and in each of the two main diagonals.

The sum of digits in the central highlighted squares of the 3x3 squares must be equal in each row, column and both diagonals.

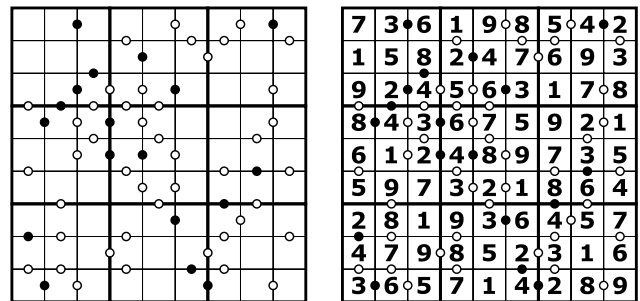
'It seems uncrackable at first, but if you draw up the standard magic square at the side of the page, you'll find that the ways of fitting it in the grid without breaking the rules of Sudoku are neatly limited.'



DOTS (PART FOUR, 20 POINTS)

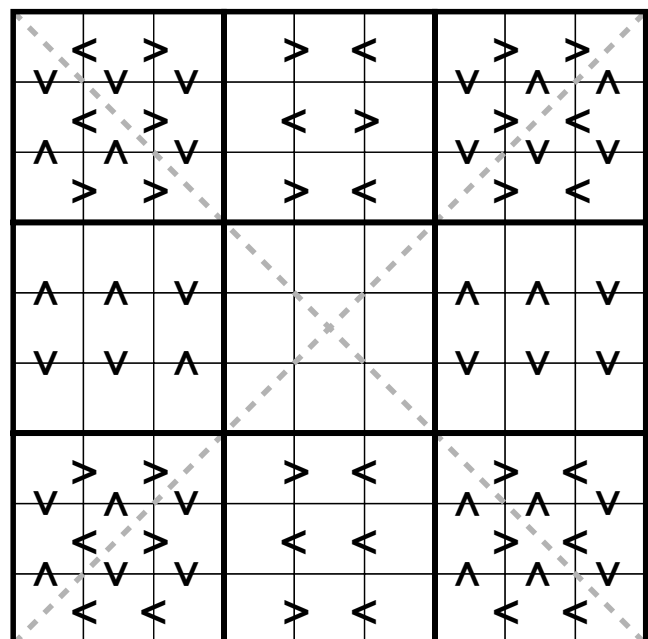
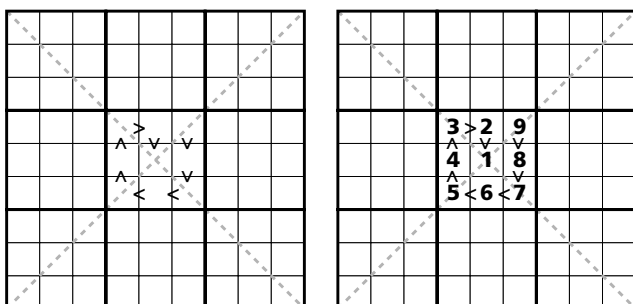
Place a digit from 1-9 in each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions.

If the absolute difference between two digits in neighbouring cells equals 1, then they are separated by a white dot. If the digit is half of a digit in the neighbouring cell, then they are separated by a black dot. The dot between 1 and 2 can be either white or black.



GREATER AND LESS (PART FOUR, 15 POINTS)

Place a digit from 1-9 in each of the empty squares so that each digit appears exactly once in each of the rows, columns, the nine outlined 3x3 regions and in each of the two main diagonals. The filled digits must obey relationships specified with 'greater than' (>) or 'less than' (<) symbols.



MANY TIMES MANY (PART FIVE, 20 POINTS)

Place a digit from 1-9 in each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions.

Numbers in the top parts of certain squares are the products of the digits in all the squares horizontally and vertically adjacent to the square.

20				30				
96		324						
				405			3	
180								
				600		36		
		2835						
4								

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

56	12			30				16
	126							
							36	
								1440
96								
	72			560			504	
18		42						
	21	96			486		126	

DUAL DOKU (PART FIVE, 20 POINTS)

The big grid consists of two partially overlapped 9x9 sub-grids. Fill in the whole grid with numbers 1 through 9 (one number per cell) so that in both 9x9 sub-grids each horizontal line, each vertical line and each of their respective 3x3 regions must contain the digits 1-9.

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

NEIGHBOURING SUDOKU (PART SIX, 20 POINTS)

Place a digit from 1-9 in each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions. For each circled cell the sum of its vertical neighbours must be equal to the sum of its horizontal neighbours.

	9		8		2			
	5	○		○	○			9
				5	○	○		
8					○		3	
	7							○
		○		○			○	2
7	5				○	○		
					○	5		
				6			7	

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

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



Reflecting on Sudoku. Competitors solving at the SWC 2007

WSC PUZZLES • PRAGUE 2007

NUMBER 5 STILL ALIVE (PART SEVEN, 70 POINTS)

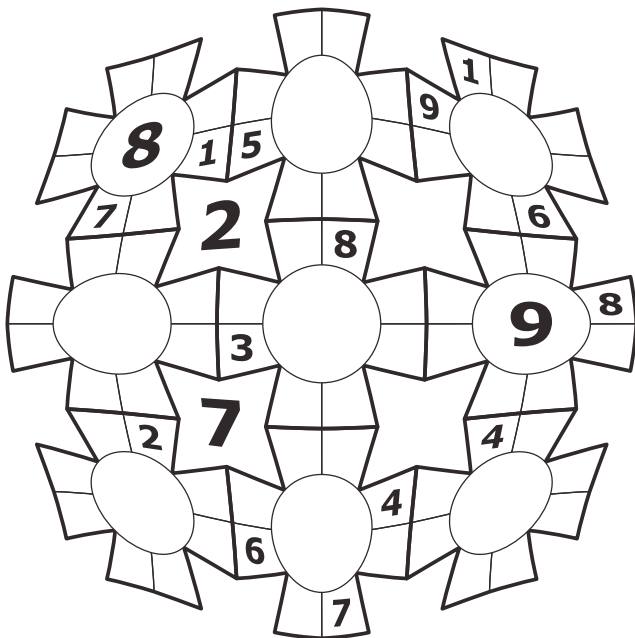
Place a digit from 1-9 in each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions. The sum of the digits in all dotted areas must end with 5. The digits in these areas can be the same.

'A lovely combination of restricted killer-type logic and normal sudoku.'

								1
				6				
	3							
				9				
3			4				9	
				2				
			8					
								2

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

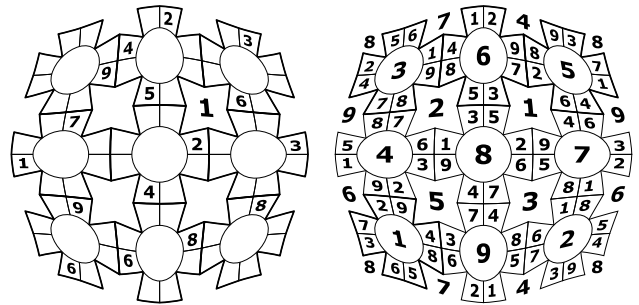
								6
		1		9				
		3						
				2			3	
			8		9			
	1		4			2		6
								7
			5					4



BALL (PART EIGHT, 90 POINTS)

Fill in the grid so that every row, column (six smaller cells and three bigger circles or stars), outlined figures (eight smaller cells and a bigger circle), nine bigger circles and nine bigger stars contain the digits 1 through 9. The grid is toroidal.

'Lovely geometrical constraints, but it isn't a ball - this puzzle can only live on the surface of a toroid!'



KILLER (PART EIGHT, 70 POINTS)

Place a digit from 1-9 in each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions. The sum of the numbers in each dotted region is equal to the corresponding number given in a corner of the outline. No digit is repeated within a given outlined region.

'This work of logical art could only have been set by a human and is more of a thing of beauty than a puzzle!'

								4
4								

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

4	8	13	13			12	10	10
			35					
30		18			12		25	
			10		8			
	5			30		10		
15						12		
9		7			21		11	
22		13				15	12	
			15					

MULTIPLICATION TABLE (SEMI FINAL)

Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions. Each highlighted 2x2 region contains examples of multiplication. Every lower highlighted row must contain the product of two numbers in the upper highlighted row.

7	2
1	4

$$7 \times 2 = 14$$

DIAGONAL (GRAND FINAL)

Place a digit from 1-9 in each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions. Additionally, each digit appears exactly once in each of the two main diagonals.

'Thomas Snyder had this puzzle wrapped up in less than nine minutes.'

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

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

JIGSAW ROUNDOKU (GRAND FINAL)

Fill in the whole 9x9 grid with numbers 1 through 9 (one number per cell) so that each horizontal line, each vertical line and each of the nine jigsaw shapes (outlined with the bold lines) must contain the digits 1-9. The round parts of the jigsaw shapes must contain only "round" numbers - 3, 6, 8 and 9.

'Yuhei Kusui solved this puzzle in just over four minutes.'

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



On the winners podium: from left Peter Hudák (third place), Thomas Snyder (first place), Yuhei Kusui (second place)



The **16th** WPC **Brazil** 2007

A short message from Ediouro Publicações/Revistas Coquetel, the official sponsor of the event and also, of the Brazilian team.

THE COMPETITION

We hope you are having a great time at the 16th World Puzzle Championship in the wonderful city of Rio de Janeiro. When this Championship comes to an end, we hope you will remember beautiful Brazil. It has been our pleasure to welcome you to our country.

'I sincerely believe that the 16th WPC 2007 will be a turning point in the history of Coquetel Magazines, in Brazil,' said Henrique Ramos, the director of the company. 'It has promoted a fascinating cultural exchange between many different nations.'

Taking advantage of the competition atmosphere, Coquetel Magazines organised a Students' Championship, a puzzle competition for high-level students of Rio de Janeiro schools. This event, which launched the WPC, was for students selected through school tests.

In common with most other countries, Brazil promoted a national competition to select a new Brazilian team to compete at the WPC. Coquetel Magazines organised a championship with three eliminatory online stages and three competitors were finally chosen to represent Brazil.

THE ORGANISER

Coquetel Magazines is the largest puzzle publisher in Latin America. The original brand, a pioneer in Brazil, was created in 1948 by Ediouro. Nowadays, there are more

than 90 different titles with a combined monthly circulation in excess of three million copies.

Over this time, Coquetel has been involved in many partnerships, participating in fashion shows, school projects, even TV quiz shows. Ediouro and Coquetel are also responsible for the country's most important literary event, which occurs annually in Rio de Janeiro and Sao Paulo, the Bienal Internacional do Livro.

Coquetel Magazines has entered the Guinness Book of World Records with the biggest crossword puzzle in the world, containing more than 3200 clues; it has also designed the world's biggest wordsearch.

HAVING SOME FUN

When this event is over, we hope you will take time to enjoy the attractions that Rio has to offer.

Competitors who intend to stay a little longer will meet some of the friendliest and most hospitable people in the world. There are lots of interesting and beautiful places to visit, including the Corcovado, the famous statue of Christ, the Redeemer, recently named as one of the seven wonders of the world.

For further information about Rio attractions, look for Opco Tours' official travel agency's guide. A hospitality desk can be found in the Intercontinental hotel for the duration of the event.

Pack
your
knowledge...
and off
you
go!

Welcome
to Brazil!



OCTOBER 6th to 11th - RIO DE JANEIRO

Presented by



Supported by



Sudoku'ed

A contrary view

The WSCs were both great successes, in their own terms, but did they miss a trick?

The global audience for puzzles – taking into account the sales of dedicated magazines and the puzzles in newspapers – runs to tens of millions. In contrast, interest in WPC puzzles amounts to a few thousand. The winners swap positions on the podium, as do the winning teams, but there are few surprises. We see the same faces every year.

The main obstacle to a larger audience is the fact that WPC puzzles have to be language- and culture-neutral. This means making use of mathematical and logical puzzles that most people either don't want to do, or aren't able to do. The result is predictable: a marginal event that's right up there with the World Sauna Championship and retro-running marathons.

The worldwide success of a language-independent puzzle called Sudoku was a gift for the WPF. It couldn't be accommodated within the WPC, so a separate championship was established, under the auspices of the WPF. So far, so good.

The WSCs were both brilliantly organised and perfectly executed events. Congratulations are due to all the people who were involved. At both WSCs, the organisers called on puzzle experts who excelled themselves in designing innovative, challenging puzzles, many with a slight resemblance to Sudoku. These were perfect for the brilliant few who attend the WPC.

But...hold on...was it reasonable to make the WSC a minority sport for the same minority? It's no coincidence that both winners – Thomas Snyder and Jana Tylova – are regulars at the WPC.

The popularity of Sudoku can be traced back to a London newspaper, *The Times*. Every year, *The Times* runs a national Sudoku championship, attracting many thousands of entrants. The winner is given the chance to participate in

the WSC. Last year's winner of *The Times* championship came 66th in the WSC, but the runner-up in *The Times* competition, a veteran of many WPCs, came 4th in the WSC. Doesn't this seem odd?

The point here is that *The Times* competition is about Sudoku. The winner of *The Times* competition had never seen puzzles like the ones at the WSC. Unsurprisingly, *The Times* has decided not to bother with the WSC in future. In the same way, surely the millions of ordinary Sudoku solvers will not be interested in the WSC.

The WPF, which convenes once a year, always debates ways to promote the WPF. The WSC was a golden chance for the WPF to become more mainstream. All that was needed was a competition based squarely on Sudoku. By turning the WSC into a mini WPC, the WPF may have lost that opportunity.



The Long March for **Sudoku** in **China**

In March, we made history by bringing the first Chinese team to the World Sudoku Championship, in Prague. At the time, we expected Sudoku to become popular throughout China in no time. It hasn't. But why?

WORLD SUDOKU CHAMPIONSHIP

Before the New Year, I met Mr Ren Huangying, editor of the Beijing Evening News. I told him that Sudoku had become very popular in the UK and had boosted newspaper circulations. In January, China's first Sudoku Club – Beijing Puzzler Club – was founded, sponsored by the Beijing News Group. In February, the club applied for membership of the World Puzzle Federation, guided helpfully by Tim Preston, Publishing Director of Puzzler Media in the UK. On February 28, Mr Peter Ritmeester, the WPF General Secretary, delivered a certificate to Beijing and a local ceremony marked the occasion of China's acceptance as the 39th member of the organisation.

At the last minute, the club decided to take part in the second World Sudoku Championship. Within a week, a team of six players was selected from Beijing. All members of the team needed visas and these would have been impossible to obtain without the intervention of Vítězslav Koudelka, the WPF Chairman.

When we gathered in Prague, everyone

was very excited. So much had been achieved in such a short space of time. I was pleased to announce that China would make a bid to host the Sudoku Championship in 2009, the year after the Beijing Olympic Games.

INSTANT NOODLES

Two months after our return from Prague, we have realised that the lack of awareness of Sudoku in China is a huge obstacle to progress.

In early May, I met the deputy mayor of Beijing, who is responsible for Beijing's cultural industry to discuss the possibility of the city's government supporting our bid for the World Sudoku Championship. He pointed out that the majority of people in Beijing had no knowledge of the puzzle.

After the meeting, I contacted forty-two senior journalists, all of whom had studied in the UK during the past four years. Only six had heard of Sudoku. I contacted nineteen chairmen of big companies. Only one knew of Sudoku. Certain others asked if Sudoku was a new brand of instant noodle.





The membership ceremony in Beijing

The lack of awareness of sudoku makes it difficult to get support from government and other organisations. For example, Bridge, Chinese Chess and International Chess can obtain funding from the National Sports Administration. This body refuses to recognise Sudoku as a proper game.

OFFICIAL SUPPORT

The puzzles industry can not survive without books or magazines. Chinese authorities have refused to issue new licences to any organisations or companies for sudoku publications. There would appear to be a lack of public enthusiasm for cracking sudoku puzzles, although there was a brief window of opportunity between December 2006 and February 2007, during which time about 200 sudoku titles were published. Up to that point, only six titles had been published. Since April, no publishers have been willing to publish sudoku.

Sudoku may have been greeted with about as much enthusiasm as a cup of cold tea, but newspapers and websites in the major cities continue to publish sudoku puzzles. The basic problem remains: few people in China know how sudoku works.

Having diagnosed the problem, the club has changed its strategy and is offering free teaching programmes to schools. Several contests have been organised, attracting more than a thousand participants, with ages ranging from nine to eighty-one. China's evening newspaper associations have set up a Beijing Federation of Sudoku Clubs, in an effort to teach more people how to solve sudoku.

The inhabitants of China's major cities are most familiar with sudoku. For example, Tianjin's evening newspaper, Tonight, established a club recently and, within a month, had recruited 1200 members.

A multi-phased league contest in Beijing, with 700 participants, is scheduled for June and July. Mr Weixiong Zhang, the President of the Beijing club, says that he is determined to bring sudoku to China, but his club and other clubs in China realise that this is a march, a long march, and there is still a long way to go.

Report

on the 8th General Assembly of the World Puzzle Federation

Borovets, Bulgaria, October 9-10, 2006

The meeting was called to order by chairman Vítězslav Koudelka (Czech Republic), on October 9 at 14:15. Other board members present were Peter Ritmeester, general secretary (Netherlands), Will Shortz, treasurer (USA), Valter Kvalic (Croatia), and Hüsnü Sincar (Turkey).

The WPF member countries present were Brazil, Bulgaria, Croatia, Czech Republic, Estonia, Finland, France, Germany, Hungary, India, Italy, Japan, Lithuania, Netherlands, Poland, Romania, Serbia, Slovakia, Turkey, United Kingdom, and USA. Also attending was a representative from non-member country, Belarus. The meeting was held in two sessions over two days.

Vítězslav (Víta) opened the meeting by welcoming the participants. The delegates introduced themselves and identified the organisations they represent.

The minutes of the 7th General Assembly of the WPF (Eger, Hungary), as printed in the World Puzzle Newsletter 11, were approved.

REPORTS

a) Peter reported that six new members have joined the WPF during the previous year, representing five new countries to the WPF – Denmark, Latvia,

Lithuania, Romania, and Singapore – and a new member from a sixth country, Germany. These are all listed in Newsletter 11. In addition, a puzzlers' organisation from Australia has been approved for membership, pending payment of their dues.

b) Víta reported that only a few nominations and offers had been received to host the 2008 World Puzzle Championship, host the 2008 World Sudoku Championship, and fill the open position on the board of directors, with the deadline for nominations/offers having passed. He proposed extending the deadline to the end of the afternoon. The motion passed unanimously.

c) Will handed out a report on the WPF finances. The WPF has a balance of 22,869.17 euros, with an additional 3,984.23 in its office account.

d) Will announced the board's plan to use part of the WPF surplus to help underwrite the expenses of teams from less wealthy countries to attend the 2007 WPC in Rio de Janeiro, which will be unusually expensive for many teams to travel to. Teams that need financial assistance should make a written request to the general secretary by February 28, 2007. The board will allot money, tentatively up to 1,000 euros per country. The criteria for the allotments include the team's financial need and,

secondarily, the number of years the country has participated in the WPC. In addition, Hegel Braga, the organiser of the 2007 WPC, said his company will try to arrange reduced airfares to Brazil from Europe and possibly other locations.

e) Will announced that a proposed set of rules and regulations for future WPCs is being prepared and will be posted on the WPF website by the end of October. Peter will notify members when this has been done. Suggested additions, changes, and other comments will be invited, for posting on the WPF online forum. The board's final proposal for WPC rules and regulations will be presented at the 2007 general assembly for discussion and vote.

f) Peter announced a proposed Asia/Pacific Sudoku Championship, to be held in Singapore in summer 2007, under the aegis of the WPF. It would be sponsored by Cerebos, a Singapore company that does business in many countries in the Asia/Pacific region, and would be open to sudoku enthusiasts throughout the region. Víta reported the board is in favour of the proposed event, but that if it was to be held under the WPF name, all countries must be treated equally, not just teams from countries in which Cerebos conducts business. Peter will continue

to communicate with Cerebos and will report to the board and Asia/Pacific members when there is further news.

VOTING BY EMAIL

Peter reported that the email vote last spring for the 2007 WSC site was not done strictly according to WPF rules, as there was no previously established procedure for voting outside of general assemblies.

For the future the board proposed the following: WPF votes may be done by email for important business the board decides cannot wait until the next WPF. The vote will be conducted by the general secretary, who will email all members at their official email addresses. A forum will be provided on the WPF website for discussion of the matter being voted on, and members will be given reasonable time to respond and vote. The general secretary will make reasonable effort to follow up with every member who does not vote, such as by a call to their official telephone number, to make sure they are aware of the ballot. Members are responsible for providing to the office correct email addresses and telephone numbers.

After discussion, the proposal was approved unanimously.

ELECTION OF BOARD MEMBER

Four people were nominated to fill the open position on the WPF board. These were: Hendrik Hardeman (India), György István (Hungary), Tim Preston (UK), and Hüsnü Sincar (Turkey). Each spoke for a few minutes about his wishes for the WPC/WPF and why he wanted to serve on the board. Successive ballots were then held until one candidate received a majority of votes, with the candidate receiving the lowest number of votes in each round being eliminated. Hendrik Hardeman was duly elected to the board.

SITE SELECTION FOR THE 2008 WPC

Two sites were offered for the 17th WPC in 2008. Vaidas Rimkus proposed

Vilnius, Lithuania, and Ferhat Calapkulu proposed Antalya, Turkey. Each made a presentation and was questioned by the members of the assembly. Afterward Lithuania was selected 11-9.

SITE SELECTION FOR THE 2008 WSC

Two sites were offered for the 3rd WSC in 2008. Hendrik proposed Goa, India, and Ferhat proposed Antalya, Turkey. Following presentations and questions, India was selected by a vote of 10-9 (with 1 abstention).

MISCELLANEOUS

Zabudko Timur (Slovakia) discussed a new international competition of logic puzzles, Genius Logicus, for students in Slovakia, Czech Republic, Poland and Hungary. He asked for the WPF's support, both moral and practical. Víta commented favourably.

Vladimir Portugalov (Belarus) proposed a World Youth Puzzle Championship, like the WPC but for younger solvers. He would also like to see an international puzzle magazine. After discussion, Will suggested Vladimir make a written proposal on his ideas to the board and talk about them with WPC participants individually.

Tim Preston (UK) said he was willing to edit the next WPF Newsletter, if no one else volunteers. His offer was enthusiastically accepted.

Víta proposed that the WPF website have a calendar of major puzzle events around the world. Peter said he would establish a page on the site for this and encouraged members to contribute information.

Riccardo Albini (Italy) suggested that the WPF should incorporate its style of logic puzzles in video and computer games in order to attract more young people to puzzling. He said this potentially was a way to earn money for the WPF and spread the WPF's name. A committee of Riccardo, Hüsnü, and Vaidas was formed to investigate and report back to the WPF.

Zoran Radisavljevic (Serbia) proposed that the WPC should have two solving divisions for teams of different abilities. The matter was left open for further discussion.

STATEMENT FROM THE 2006 WPC ORGANISERS

Víta announced plans for the 2nd WSC, tentatively to be held March 28 – April 1, 2007, at the Top Hotel in Prague, Czech Republic. Official invitations will be sent by the end of November.

Yoshihide Kuwada (Japan) said his company, Sekaibunka, could not participate in an event called the World Sudoku Championship, because the word "sudoku" is trademarked in Japan by another company. In Japan sudoku is known generically by the name Number Place. Víta said he would discuss this problem in private with Yoshihide. (Víta announced later the event would continue to be called the World Sudoku Championship in English, but signs/logos would also carry the name World Number Place Championship underneath in Japanese characters.)

Hegel Braga made a slide/video presentation on the 16th WPC in Rio de Janeiro, Brazil. Tentatively it will be held October 7-12 at the Intercontinental Hotel. It will be organised/hosted by Coquetel, Brazil's largest puzzle publisher, which produces more than 85 monthly puzzle magazines.

CLOSING

Víta thanked Tim Preston for his work on the WPF Newsletter 11. (Tim, in turn, thanked Peter for editing the previous five newsletters.)

Will thanked Hüsnü for his service on the WPF board during the previous three years.

Will and Víta thanked Deyan and Desislava Razsdov for their extraordinary work in organising and hosting the 2006 WPC.

There being no further business, the meeting was adjourned on October 10 at 12:40.

WPC2006 • TEAM RESULTS

The teams who took part in WPC2006. Names are given, in order from left to right, where they have been supplied.



GERMANY

Michael Ley, Hartmut Seeber, Johannes Susen (captain), Renate Susen (guest), Ulrich Voigt, Bernhard Seckinger



POLAND

Jakub Caban, Łukasz Bozykowski, Tomasz Krajewski, Adam Sumera (captain), Michał Borny



CANADA

Team only. Not in order: Byron Calver, Derek Kisman, John Wetmiller, Martin Pei



CROATIA

Valter Kvalic, Pero Galogaza, Goran Vodopija, Dalibor Grdjan, Sanda Reic-Tomas, Zrinka Kokot



UNITED STATES

Thomas Snyder, Zack Butler, Nick Baxter, Roger Barkan, and Wei-Hwa Huang



BELGIUM

Guy Van Hooveld, Philippe Niederkorn, Sébastien Leroy, Bart Leemans, Wouter Simons



TURKEY

Not in order: Mehmet Murat Sevim, Murat Koz, Umit Abacioglu, Deren Caglayan



UNITED KINGDOM

David McNeill, Nick Deller, Steve Barge, Nick Gardner, Ronald Stewart



JAPAN

Yoshihide Kuwada (captian), Yuhei Kusui, Hideaki Jo, Maho Yokota, Tatsuya Yamamoto



CZECH REPUBLIC

Vita Koudelka, Petr Nepovim, Robert Babilon, Pavel Kalhous, Jana Tylova, Zdenek Vodicka (captain)



SLOVAKIA

Peter Hudák, Timur Zabud'ko (guest), Blanka Lehotská, Štefan Gašpár, Ján Farkaš (captain) and Michal Hudák



BULGARIA

Team only. Not in order: Artur Kirkoryan, Georgi Benev, Yavor Stoev, Teodosi Geninski



THE NETHERLANDS

Standing: Bram de Laat, Hans Eendebak, Maarten Löffler, Jaco Breukels
Sitting: Jan Lam (captain), Niels Roest



FRANCE

Denis Auroux, Michel Criton (captain), Aline Koch, Xavier de Bure (guest), Marie Platel, Eric Serval (guest), Jean-Christophe Novelli



ROMANIA

Team only. Not in order: Alexandru Szoke, Barna-Laszlo Bernat, Andreas Bolota, Hunor Daday



FINLAND

Jouni Särkijärvi, Liisa Sarakontu, Juha Hyvänen (captain), Saku Huttunen, Markku Lahti



HUNGARY

Zoltán Gyimesi, Pál Madarassy, Zoltán Erős (guest), György István (captain), Zoltán Horváth, Tamás Csizmazia



RUSSIA

Team only. Not in order: Andrey Bogdanov, Riad Khanmagomedov, Alexey Oleshov, Ivan Grishchenko



ESTONIA

Eve Jaanson, Urmas Raude, captain Jaanus Laidna, Aivar Pardla, Gerli Mikk.



LITHUANIA

Vaidas Rimkus



SERBIA

Dragan Tolomanoski, Jelena Djuric, Zoran Radisavljevic (captain), Nikola Zivanovic, Dragan Stojanovic.



BRAZIL

Moacir (staff), Daniel Martin, Hegel Braga (captain), Carlos Eduardo Alves, Ricardo Kossatz and Guilherme Silva



INDIA

Team only. Not in order: Amit Sowani, Rajesh Kumar, Amit Agarwal, Raghavendra Ganesh



ITALY

First row: Riccardo Albini (captain), Daniele Filippone, Silvano Monastero
Second row: Marco Gaion, Simone Soltoggio

Well done to all the teams that took part in WPC2006!



Ulrich Voigt, the world's best puzzler.

WPC2006 • TEAM RESULTS

Rank	Team	Total	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	Part 9	Part 10	Part 11	Part 12	Part 13	Part 14
1	USA	8728	375	1420	245	580	735	495	455	725	791	320	765	907	265	650
2	GER	8081	190	1315	245	410	940	565	365	705	756	355	1100	610	75	450
3	JPN	7262	290	1215	210	450	725	460	455	675	580	350	940	540	247	125
4	HUN	7155	300	1125	190	310	755	600	390	600	365	435	925	610	100	450
5	NED	6775	325	1065	180	450	800	460	390	620	420	360	755	450	125	375
6	BEL	6465	195	1140	150	480	500	495	395	565	405	345	890	430	150	325
7	FRA	6365	215	1080	190	290	735	565	335	615	480	260	735	540	75	250
8	CZE	5680	215	980	185	420	510	425	385	495	545	265	645	360	125	125
9	TUR	5410	125	870	185	570	610	355	270	250	570	265	560	430	100	250
10	RUS	5295	190	915	165	390	530	295	380	470	275	240	530	540	200	175
11	POL	5240	175	990	190	310	580	390	340	425	250	295	635	410	125	125
12	CRO	5215	120	770	185	160	605	425	295	385	265	240	770	300	75	620
13	CAN	5080	170	935	235	310	670	320	340	430	430	125	485	330	50	250
14	SLO	4950	160	835	155	250	315	530	340	355	520	125	635	380	100	250
15	GBR	4873	190	700	185	360	645	295	340	415	405	305	470	240	198	125
16	SER	4475	175	735	175	150	505	460	270	470	265	130	495	320	75	250
17	ROM	3960	145	610	165	270	545	295	280	340	190	175	505	340	100	0
18	IND	3385	55	690	165	230	260	295	230	255	145	180	340	240	100	200
19	BUL	3110	75	620	175	150	380	145	230	305	210	140	310	320	50	0
20	FIN	3095	90	450	170	190	230	145	295	370	255	95	480	200	125	0
21	EST	2945	85	355	150	180	315	170	220	255	305	215	385	60	125	125
22	BRA	2735	95	525	125	210	245	105	190	255	105	145	310	200	100	125
23	ITA	2610	35	525	140	120	290	120	270	190	185	85	365	160	125	0

WPC2006 • INDIVIDUAL RESULTS



The organisers. The people who made it all possible.

Rank	Name	Country	TOTAL	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	Part 9	Part 10	Part 11	S-final
1	Ulrich Voigt	GER	2271	45	410	65	190	410	120	215	266	140	360	50	2
2	Wei-Hwa Huang	USA	1926	170	295	70	210	280	120	190	241	80	245	25	1
3	Maho Yokota	JPN	1730	20	345	55	150	310	150	165	200	35	250	50	3
4	Thomas Snyder	USA	1815	105	450	80	130	230	120	250	205	50	170	25	4
5	Roger Barkan	USA	1775	50	350	45	210	190	135	155	200	60	215	165	5
6	Niels Roest	NED	1955	135	315	40	150	355	105	310	95	105	320	25	6
7	Pál Madarassy	HUN	1830	80	255	55	140	370	120	240	200	75	270	25	7
8	Mehmet Murat Sevim	TUR	1585	50	275	65	210	150	90	75	255	145	220	50	8
9	Bram de Laat	NED	1580	70	295	45	140	345	105	90	140	95	230	25	9
10	Michael Ley	GER	1575	50	330	65	80	115	50	230	235	130	290	0	10
11	Tatsuya Yamamoto	JPN	1567	100	245	55	120	125	80	255	95	105	215	172	
12	Peter Hudák	SLO	1560	70	325	35	100	175	80	175	225	60	290	25	
13	Denis Auroux	FRA	1550	70	280	50	80	255	105	170	215	85	215	25	
14	Jana Tylava	CZE	1540	50	255	60	160	230	80	155	230	95	175	50	
15	Hartmut Seeber	GER	1520	60	370	60	70	235	90	140	145	85	265	0	
16	Byron Calver	CAN	1505	80	335	60	120	245	120	85	145	50	215	50	
17	Hideaki Jo	JPN	1500	95	340	55	90	130	105	95	145	140	280	25	
18	Goran Vodopija	CRO	1485	50	220	60	60	255	105	95	85	120	410	25	
19	Sébastien Leroy	BEL	1475	85	330	50	130	90	120	135	85	95	305	50	
20	Robert Babilon	CZE	1460	80	300	50	100	180	120	190	145	75	170	50	
21	Derek Kisman	CAN	1405	35	300	65	90	315	80	180	150	55	135	0	
22	Bart Leemans	BEL	1375	25	270	35	130	175	80	205	90	105	210	50	
23	Zoltán Gyimesi	HUN	1375	135	370	35	110	110	90	95	35	115	255	25	
24	Nikola Živanovic	SER	1350	95	300	50	90	265	80	100	145	50	175	0	
25	Yuhei Kusui	JPN	1340	75	285	45	90	160	120	160	140	70	195	0	
26	David McNeill	GBR	1338	25	225	40	150	160	80	85	140	115	170	148	
27	Andrey Bogdanov	RUS	1320	50	255	35	90	175	120	200	95	105	145	50	
28	Zoltán Horváth	HUN	1305	45	265	45	60	170	90	155	95	155	225	0	
29	Jean-Christophe Novelli	FRA	1300	45	325	35	160	145	80	110	95	115	165	25	
30	Tomasz Krajewski	POL	1300	50	280	55	70	140	105	115	85	110	240	50	
31	Philippe Niederkorn	BEL	1275	50	295	20	90	150	90	145	85	70	255	25	
32	Alexandru Szoke	ROM	1205	45	280	60	120	235	90	85	35	35	195	25	
33	Murat Koz	TUR	1190	30	160	45	210	205	80	25	220	60	130	25	
34	Zack Butler	USA	1160	50	325	50	30	35	80	130	145	130	135	50	
35	Aline Koch	FRA	1145	80	315	65	0	130	80	200	85	25	140	25	
36	Riad Khanmagomedov	RUS	1135	35	325	30	100	85	80	70	110	20	230	50	
37	Maarten Löffler	NED	1135	40	295	60	70	25	90	165	90	140	110	50	
38	Lukasz Bozykowski	POL	1115	50	300	45	130	145	105	100	95	45	75	25	
39	Wouter Simons	BEL	1090	35	245	45	130	85	105	80	145	75	120	25	
40	Berhard Seckinger	GER	1090	35	205	55	70	180	105	120	110	0	185	25	
41	Štefan Gašpár	SLO	1090	45	185	45	90	80	120	95	210	55	140	25	
42	Ronald Stewart	GBR	1090	70	205	55	30	195	90	155	85	85	120	0	
43	Aivar Pardla	EST	1050	35	130	40	80	195	120	115	85	90	110	50	
44	Marie Platel	FRA	1015	20	160	40	50	205	70	135	85	35	215	0	
45	Alexey Oleshov	RUS	1005	50	205	50	130	130	90	145	35	35	85	50	
46	Tamás Cszmazia	HUN	985	40	235	55	0	105	90	110	35	90	175	50	

Ulrich Voigt lifts the trophy.
Wei-Hwa Huang (second
place) and Maho Yokota
(third) share the moment.



Rank	Name	Country	TOTAL	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	Part 9	Part 10	Part 11
47	Michal Borny	POL	975	50	210	50	30	115	70	105	35	60	225	25
48	Petr Nepovim	CZE	945	70	240	35	90	35	80	100	85	50	160	0
49	Jakub Caban	POL	925	25	200	40	80	180	60	105	35	80	95	25
50	Zrinka Kokot	CRO	915	25	185	40	0	80	60	140	110	75	200	0
51	Steven Barge	GBR	905	70	160	40	120	135	90	60	35	80	65	50
52	Jouni Särkijärvi	FIN	895	25	180	35	70	50	105	130	85	0	165	50
53	Nick Deller	GBR	880	25	110	50	60	155	80	115	145	25	115	0
54	Umit Abacioglu	TUR	860	30	245	30	60	150	40	70	60	60	90	25
55	Barna-Laszlo Bernat	ROM	855	70	205	30	30	55	80	100	35	60	165	25
56	Amit Sowani	IND	845	40	245	50	60	70	70	110	60	45	70	25
57	Pavel Kalhous	CZE	825	15	185	40	70	65	105	50	85	45	140	25
58	Ivan Grishchenko	RUS	825	55	130	50	70	140	90	55	35	80	70	50
59	Jaco Breukels	NED	820	80	160	35	90	75	90	55	95	20	95	25
60	Liisa Sarakontu	FIN	795	25	80	45	60	95	80	90	35	75	160	50
61	Jelena Đuric	SER	790	40	155	40	0	80	70	130	85	60	80	50
62	Carlos Alves	BRA	785	40	150	35	70	165	70	85	35	35	75	25
63	Artur Kirkoryan	BUL	785	45	215	55	60	30	40	105	50	60	100	25
64	Sanda Reic-Tomas	CRO	775	25	210	30	70	175	60	40	35	35	95	0
65	Georgi Benev	BUL	770	15	175	35	30	175	70	35	90	35	110	0
66	Andreas Bolota	ROM	760	5	60	35	60	215	70	90	35	70	70	50
67	Dragan Tolomanoski	SER	740	25	190	45	30	90	70	100	35	10	120	25
68	Deren Caglayan	TUR	740	15	190	45	90	105	60	80	35	0	120	0
69	Rajesh Kumar	IND	730	0	165	40	70	80	50	15	50	75	185	0
70	Silvano Monastero	ITA	705	5	230	30	30	85	70	45	50	50	110	0
71	Daniele Filippone	ITA	700	15	150	35	30	100	80	45	85	35	75	50
72	Dalibor Grdjan	CRO	695	20	155	55	30	95	70	110	35	10	65	50
73	Urmaz Raude	EST	675	40	100	45	0	70	40	75	85	25	145	50
74	Yavor Stoev	BUL	655	5	130	40	30	120	70	75	35	35	90	25
75	Simone Soltoggio	ITA	650	10	105	50	30	85	80	45	50	0	145	50
76	John Wetmiller	CAN	635	50	175	45	30	50	60	85	85	10	45	0
77	Martin Pei	CAN	635	5	125	65	70	60	80	80	50	10	90	0
78	Amit Agarwal	IND	630	5	160	35	70	85	80	90	0	60	20	25
79	Blanka Lehotská	SLO	610	45	150	35	30	10	60	60	85	10	75	50
80	Saku Huttunen	FIN	570	35	80	50	30	85	80	50	50	10	100	0
81	Dragan Stojanovic	SER	565	15	90	40	30	70	50	140	0	10	120	0
82	Daniel Martin	BRA	540	25	130	30	40	50	30	95	35	35	45	25
83	Michal Hudák	SLO	530	0	175	40	30	50	80	25	0	0	130	0
84	Hunor Daday	ROM	505	25	65	40	60	40	40	65	85	10	75	0
85	Guilherme Silva	BRA	495	20	135	30	70	0	40	25	35	40	100	0
86	Markku Lahti	FIN	490	5	110	40	30	0	30	100	85	10	55	25
87	Ricardo Kossatz	BRA	485	10	110	30	30	30	50	50	0	35	90	50
88	Eve Jaanson	EST	475	5	95	30	70	25	30	20	85	50	65	0
89	Raghavendra Ganesh	IND	445	10	120	40	30	25	30	40	35	0	65	50
90	Teodosi Geninski	BUL	435	10	100	45	30	55	50	90	35	10	10	0
91	Gerli Mikk	EST	390	5	30	35	30	25	30	45	50	50	65	25
92	Marco Gaion	ITA	275	5	40	25	30	20	40	55	0	0	35	25

WSC2007 • RESULTS

Solvers from 24 countries participated in the second World Sudoku Championship in Prague. Full results are provided below. Numbers in brackets (1-8) indicate final positions

POS.	NAME	NAT.	PTS.	POS.	NAME	NAT.	PTS.	POS.	NAME	NAT.	PTS.
1 (1)	Thomas Snyder	USA	869	49	Pavel Pellar	CZE	460	97	Tamás Csizmazia	HUN	290
2 (7)	Hideaki Jo	JPN	856	50	Amit Sowani	IND	460	98	Ezra Joy Templonuev	PHI	285
3 (6)	Michael Ley	GER	825	51	Dragan Stojanovic	SRB	460	99	Blanka Lehotská	SVK	285
4	Ko Okamoto	JPN	809	52	Kerstin Wöge	GER	455	100	Tetsuya Nishio	JPN	280
5 (5)	Nikola Zivanovic	SRB	737	53	Elena Mazzini	ITA	455	101	Park Ye Song	KOR	280
6 (4)	David McNeill	GBR	727	54	Ritesh Gupta	IND	450	102	Jacek Kozicki	POL	280
7 (3)	Peter Hudák	SVK	720	55	Zrinka Kokot	CRO	445	103	Warren Harvey	GBR	280
8 (8)	Senem Gülçe Özkütük	TUR	701	56	Riad Khanmagomedov	RUS	445	104	Maurice Scheers	BEL	275
9 (2)	Yuhei Kusui	JPN	680	57	Dragan Tolomanoski	SRB	435	105	Alfredo Ivankov	CRO	270
10	Jason Zuffranieri	USA	670	58	Timur Erhan	AUT	425	106	Panupol Sujjayakorn	THA	270
11	Goran Vodopija	CRO	660	59	Gabriele Simionato	ITA	425	107	Bob Laird	IRE	265
12	Zoltán Gyimesi	HUN	657	60	Simon Anthony	GBR	425	108	Sinisa Hrga	CRO	245
13	Sebastien Leroy	BEL	645	61	Nick Deller	GBR	425	109	Beat Amstutz	CHE	235
14	Michael Smit	GER	642	62	Philippe Niederkorn	BEL	415	110	Hans Eendebak	NED	225
15	Łukasz Bozykowski	POL	641	63	Deren Çağlayan	TUR	410	111	Mark Benedict Tan	PHI	220
16	Zoltán Horváth	HUN	635	64	Rick Uppelschoten	NED	395	112	Galina Cherneva	BUL	215
17	Jan Mrozowski	POL	603	65	Ismail Eraslan	TUR	395	113	Bojana Vojnovic	SRB	215
18	Jana Tylová	CZE	595	66	Rachel Roth-Huber	GBR	390	114	Jouni Särkijärvi	FIN	210
19	Frédérique Rogeaux	FRA	595	67	Kwak Seung Jae	KOR	385	115	Svetlozar Stefanov	BUL	185
20	Mehmet Murat Sevim	TUR	590	68	Salih Alan	TUR	385	116	Jacqueline Joyce Oh	PHI	180
21	Jakub Ondroušek	CZE	587	69	Matthias Reichmayr	AUT	380	117	Christof Bruetsch	CHE	180
22	Delia Keetman	NED	585	70	Roland Jago	GER	380	118	Roeland Adriaensen	BEL	170
23	Pál Madarassy	HUN	575	71	Anna Medvezová	SVK	380	119	Jaanus Laidna	EST	170
24	Robert Babilon	CZE	570	72	Rauno Pärnits	EST	370	120	Mauro Carvalho	POR	170
25	Michał Karwowski	POL	565	73	Martial Hue	FRA	370	121	Petar Dimitrov	BUL	165
26	Daisuke Takei	JPN	560	74	Georgios Papoutsis	GER	370	122	Ciprian Roman	ROM	165
27	Štefan Gašpár	SVK	560	75	Arko Olesk	EST	365	123	Lee Kyu Chan	CHN	160
28	Petr Nepovím	CZE	558	76	Vibe MuseausMadsen	DNK	360	124	Juha Hyonen	FIN	155
29	Jim Schneider	USA	551	77	Vesna Jovanovic	SRB	360	125	Ravee Joradol	THA	155
30	Sumit Bothra	IND	550	78	Olga Diaz	ESP	355	126	Ran Liao	CHN	150
31	Grayson Holmes	USA	543	79	Kamil Krasuski	POL	350	127	Edvard Sadovskij	LIT	140
32	Jonathan Rivet	USA	535	80	Giulia Franceschini	ITA	340	128	Mo Li	CHN	130
33	Olivier Rubio	FRA	530	81	Ivanka Štiptová	SVK	340	129	Anton Titov	BUL	125
34	Wei-Hwa Huang	USA	530	82	Vendula Šichová	CZE	335	130	Yan Xu	CHN	120
35	Jean-Christophe Novelli	FRA	525	83	Lee Se Sang	KOR	335	131	Rob Laird	IRE	120
36	Aline Koch	FRA	525	84	Deyan Razsadov	BUL	330	132	Borislav Ilevski	BUL	115
37	László Osvalt	HUN	515	85	Rajesh Kumar	IND	330	133	Jhang Keun	KOR	115
38	Shinichi Aoki	JPN	515	86	Pierdante Lanzavecc	ITA	325	134	Peng Xiao	CHN	110
39	Murat Koz	TUR	505	87	Himani Shah	IND	320	135	Cheng Chang	CHN	100
40	Manuela Hawel	AUT	500	88	Sanda Reic-Tomas	CRO	315	136	Helle Storm Audfledt	DNK	75
41	Eva Maria Schuckert	AUT	495	89	Bernard Sellars	IRE	315	137	Mingyao Cheng	CHN	70
42	Vincent Lalanne	FRA	490	90	Janus Kayser Gjoie	DNK	310	138	Aidan Ryan	IRE	35
43	Niels Roest	NED	480	91	Henning Kalsgaard P	DNK	310	139	Barbara Pavlovska	LIT	35
44	Aivar Pardla	EST	470	92	Rishi Puri	IND	310	140	Alan Leahy	IRE	0
45	Hubert Wagner	GER	465	93	Robert Beärda	NED	310	141	Myriam Alpiger	CHE	0
46	Tomasz Krajewski	POL	465	94	Pavel Jaselský	SVK	310				
47	Tom Collyer	GBR	465	95	Gerda Nádor	HUN	305				
48	Andrej Ivankov	CRO	460	96	Mariel AlexisDee	PHI	295				

WSC2007 TEAM RESULTS

1	JPN	4490	9	FRA	3150	17	BEL	1980
2	USA	4328	10	SRB	3117	18	EST	1875
3	CZE	3690	11	GBR	2972	19	KOR	1710
4	HUN	3617	12	NED	2895	20	PHI	1515
5	GER	3592	13	CRO	2760	21	DNK	1335
6	POL	3544	14	IND	2760	22	BUL	1315
7	TUR	3351	15	AUT	2620	23	IRE	1240
8	SVK	3350	16	ITA	2120	24	CHN	600

Full membership

The World Puzzle Federation is an association of legal bodies with an interest in puzzles. Only one member per country can belong to the WPF. The WPF follows the Olympic standard in what constitutes a country.

Below are the countries represented in the WPF and information on the legal bodies representing those countries. Most countries are represented by national puzzle federations, puzzle clubs or leading publishers of puzzle magazines.

Individual membership

Individuals can become individual members which entitles them to a subscription to this Newsletter and to participating in the World Puzzle Championship (WPC) if:

- their country is not yet represented there, and if
- there are not more than four individual members from that country. In case there are more than four individual members from a country that is not yet a WPF member, the board of the WPF will decide who will participate.

1. Criteria for membership and the membership fee

Following is the relevant section from the WPF's *Rules and Regulations*. See also www.worldpuzzle.org/wpf/regulations.htm

2. Membership

2-1 The minimum annual membership fee will be 250 euros.

Exceptions can be made by the board.

2-2 The benefits of membership include:

- Right to use the WPF logo;
- Right to publish WPF puzzles (beginning in 2000) in the member's home country, including those from WPCs and qualifying tournaments of other WPF members;
- Right to send a team to the World Puzzle Championship;
- Right to vote on WPF matters during a general assembly.

2-3 The criteria for WPF membership are:

- Conducting open, national qualifying tournaments to select members of a WPC team;
- Promoting and publicising these tournaments;
- Encouraging quality and innovation in puzzling;
- Representing the interests of the WPF in the member's country. Membership can be possible without meeting these criteria, but only as long as there are no applicants from the same country meeting all these criteria.

2-4 If a country is already represented in the WPF and a second group would also like to represent that country, the board will first encourage the two groups to work together. If that is not possible, then the second group should apply for membership in writing, explaining why it would be a better representative for the country than the existing member. The board should study the proposal and make a decision, carefully considering the criteria outlined above.

2-5 The WPF will follow International Olympic Committee criteria in deciding which countries are eligible to be admitted to membership and to compete in the WPC.

2-6 Personal memberships will also be available to individuals. The fee will be 50 euros/year. The benefits of personal membership include:

- Subscription to the WPF newsletter;
- Right to visit all parts of the WPF website and to participate in online activities;
- Right to participate in the WPC if the person's country is not already represented by a national team.

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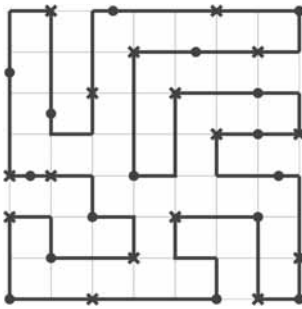
SOLUTIONS

WPC PUZZLES PAGES 6-9

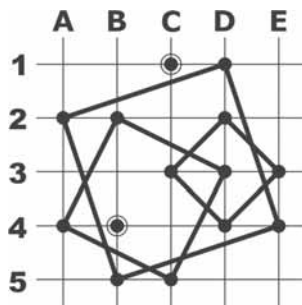
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1	3	1	3	1	3	4	1	4	1
2	4	1	4	2	3	2	3	2	3
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BREAKING THE LOOP

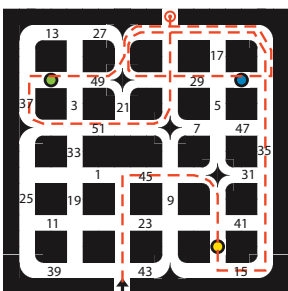


SQUARES VERTICES



C1, B4

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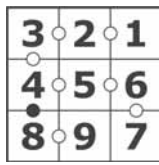


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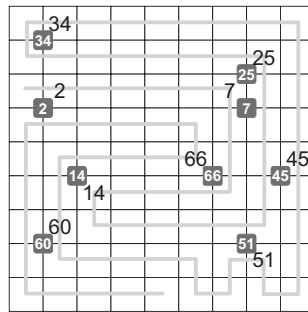
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		2	4			2	

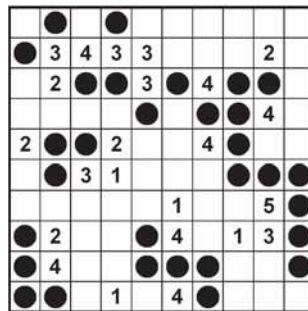
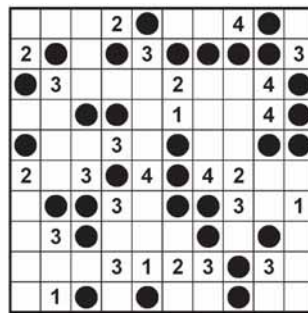
MINI KROPKI



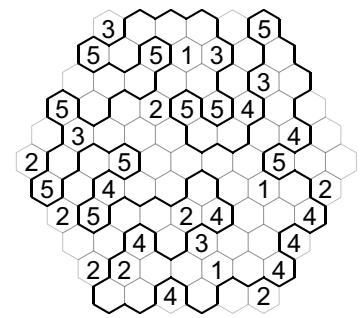
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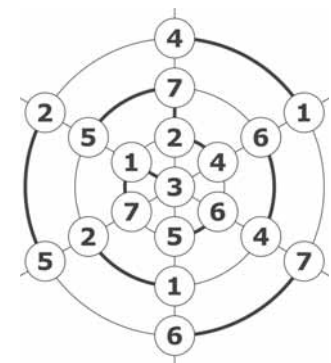
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HEXAGONAL FENCES



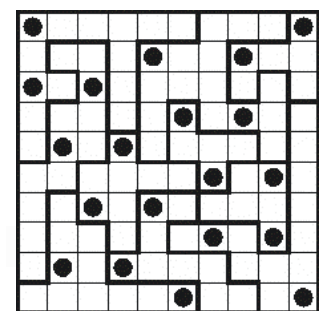
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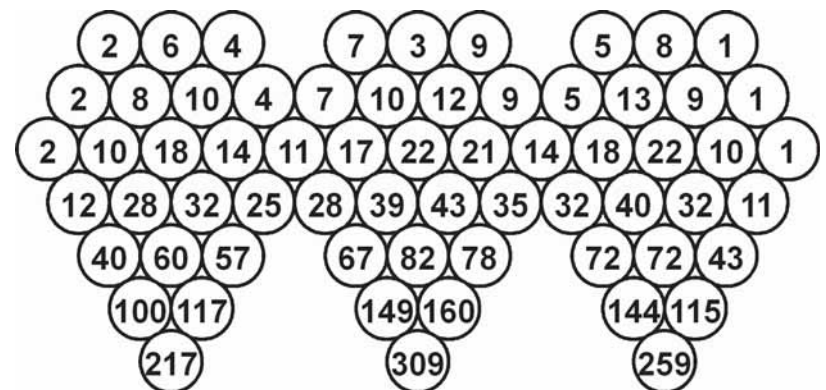
TOTAL RISING

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---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

STAR BATTLE



THE FINAL: CLUSTER



SOLUTIONS

WSC PUZZLES PAGES 12-15

MAGIC SQUARE

2	9	3	5	1	6	4	8	7
1	6	8	3	7	4	9	2	5
5	4	7	9	8	2	1	6	3
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NEIGHBOURING SUDOKU

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KILLER

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DOTS

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NUMBER FIVE STILL ALIVE

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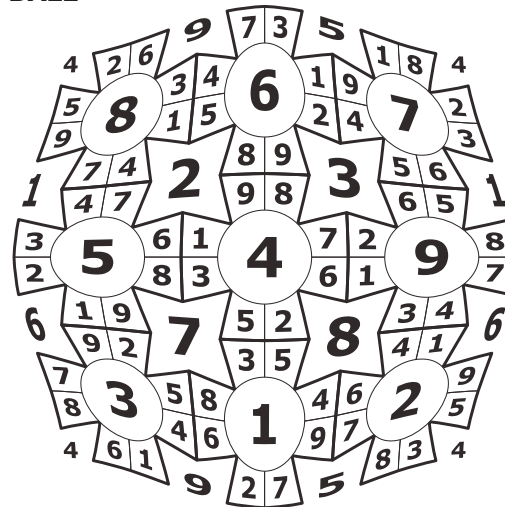
MULTIPLICATION TABLE

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1	6	5	7	9	2	3	8	4

GREATER AND LESS

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9	>	6	>	1	8	>	4	<	5	7	>	2	<	3
4	2	9	6	7	3	1	8	5						
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8	>	7	>	6	5	>	3	<	4	2	>	1	<	9
1	<	9	>	5	2	<	6	<	7	4	>	3	<	8
2	<	3	<	4	9	>	1	<	8	5	<	6	<	7

BALL



MANY TIMES MANY

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

DUAL DOKU

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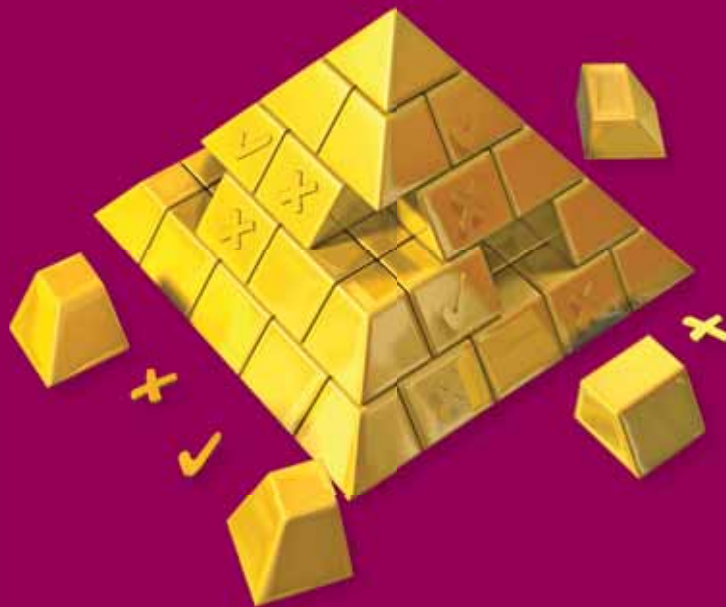
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8	4	2	5	1	9	7	3	6
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4	1	8	6	9	7	5	2	3
5	6	7	8	2	3	9	1	4

JIGSAW ROUNDOKU

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



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