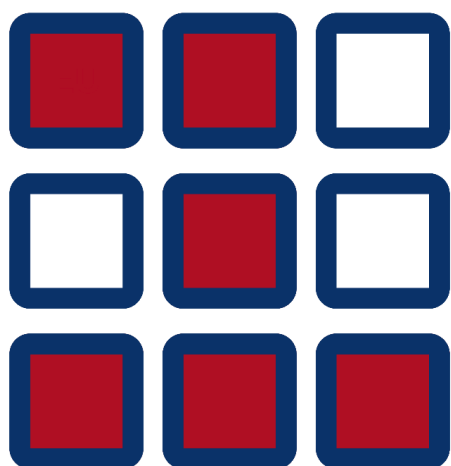




1st EUROPEAN SUDOKU CHAMPIONSHIP

BRATISLAVA – SLOVAKIA, 2026

INSTRUCTION BOOKLET

(version 1.1, May 1st)

Organizer:



General partners:



Media partners:



Main partners:



Partners:



COMPETITION SCHEDULE

Friday, 8th May

Individual Round 1 – WELCOME	45 min	450 points	09:30 – 10:15
Individual Round 2 – CLASSICS	30 min	350 points	10:30 – 11:00
Individual Round 3 – VARIANTS	70 min	800 points	11:15 – 12:25
Individual Round 4 – PARITY	60 min	600 points	14:00 – 15:00
Individual Round 5 – CAGES	60 min	600 points	15:15 – 16:15
Individual Round 6 – TRUTH OR LIE?	40 min	400 points	16:35 – 17:15
Individual Round 7 – FINAL SPRINT	30 min	300 points	17:30 – 18:00

Saturday, 9th May

Team Round 1 – CONNECTIONS	60 min	2000 points	09:00 – 10:00
Team Round 2 – DO IT YOURSELF	45 min	1500 points	10:10 – 10:55
Team Round 3 – INSIDE OUT	45 min	1200 points	11:15 – 12:00
Team Round 4 – CLONES	30 min	900 points	12:10 – 12:40

USEFUL LINKS AND CONTACTS

Championship website:	https://sudoku2026.eu/en/
WPF Discord invitation link:	https://discord.gg/NM9xn6Rm9k
EuroSudoku 2026 Instagram:	https://www.instagram.com/eurosudoku2026/
EuroSudoku 2026 Facebook:	https://www.facebook.com/eurosudoku2026/
Email contact:	eurosudoku26@gmail.com

All questions and remarks about the competition puzzles should be posted on the WPF Discord in EuroSudoku channels. If you still have questions about registration or accommodation, feel free to use the email. If you want to support the event, a donation page is here for you <https://sudoku2026.eu/en/podporte-nas/>. Thanks for your support!

Competition Rules

Scoring and Bonuses

Points will be awarded only for fully and correctly solved puzzles. In general, there is no partial credit unless it is stated otherwise in the round's description.

Official Participants and Teams

Six players and two teams from each country will be considered for the official ranking. The other competitors, including non-European guests, will be displayed in an unofficial ranking. The prizes for the Under-18, Over-50, and Newcomer categories may also be awarded to unofficial participants.

Individual Rounds

A bonus of 10 points for each full remaining minute will be awarded to any competitor who correctly solves each puzzle in a round. At the judge's discretion, $0.75 \times$ bonus (rounded to a whole number) will be awarded in the case of a single minor mistake in no more than 1 puzzle. For the avoidance of doubt, a minor mistake is considered at most two incorrectly filled cells in at most one of the puzzles.

Team Rounds

Individual scores will be divided by 6 before being counted toward the team standings. This means that the individual scores of a team will be roughly equivalent to the points from one to two team rounds. A bonus of 30 points for each full remaining minute will be awarded to any team that correctly solves all the puzzles in a round. If there are any mistakes, then no bonus will be awarded.

Play-Off

There will be no play-off. Individual competitors will be ranked based on their results across the 7 individual rounds.

Competition Hall Rules

1. Each competitor has to sit at their pre-allocated desk in individual rounds. Teams have to work at their pre-allocated desks for team rounds.
2. Before the start of each round, competitors must ensure they are at their desks ready for the start of the round. Late arrivals may not be permitted to enter the competition hall to take part in a round (at the discretion of the organizers).
3. Before the start of each round, competitors have to clearly write their name, team, and reference number on the front of their competition booklet into the allocated space. If this information is not complete, then the organizers reserve the right not to award any points to that competitor for that round. Competitors must not open their booklets before the official start of the round.
4. When the signal for the start of the round has been given, competitors may open their booklets and begin solving the puzzles.
5. During each individual round, competitors have to keep silent, unless declaring completion of a round. During team rounds, team members may talk to each other, but should do so with respect to other teams.
6. To declare a round complete, a competitor must close their booklet, clearly state "finished," and raise their arm with the booklet. The competitor's arm must be raised until the booklet is collected. The same rules apply to the team competition.

7. Competitors or teams who complete a round more than five minutes in advance are allowed to leave the competition hall quietly. Competitors or teams who complete a round with five minutes or less left are not allowed to leave their desks in order to not to cause unnecessary disruption to fellow competitors.
8. When a competitor leaves the competition hall for any reason, they will not be allowed to continue in that round.
9. When the signal to finish the round is given, competitors have to stop solving immediately, close their booklets, put their pens/pencils down, and raise their hands with their booklets for collecting. At the end of a round, competitors have to remain seated until all booklets have been collected. The signal to get up and leave will be given by the supervisor.
10. Mobile phones and electronic devices are not permitted to be used in the competition hall. The devices have to be turned off and must not be placed on the competitor's desk.
11. Only the official observers equipped with a name tag are allowed to enter the competition hall while either individual or team rounds are taking place. Other non-competing participants may enter the competition hall at the discretion of the organizers.
12. Competitors may not use cameras or other recording devices during rounds. Only official observers may do so, at the discretion of the organizers. They have to respect the competitors and not use flash photography or cameras with excessive sound.
13. When a competitor believes that there is a problem with a puzzle, they must clearly state that the puzzle is wrong by writing "Wrong puzzle" next to it. The competitor must not notify the organizers during the round. This will be investigated upon completion of the round.
14. Puzzles can be completed in any order within a round. The points' value of a puzzle is an indication of its expected difficulty, although individual solving experience may differ. The difficulty of an example puzzle does not necessarily reflect the difficulty of the corresponding competition puzzle.
15. The boxed areas above and/or next to each puzzle are reserved for markers' notes – competitors must not write in these areas.

Permitted Items

16. Permitted items which can be used in the competition hall (unless stated otherwise) are: pens, pencils (including red ones), pencil sharpeners, erasers, rulers, blank and squared papers, and instruction booklets annotated with notes regarding puzzle instructions and preparation notes. Please keep in mind that the organizers will not distribute the instruction booklets. Only the schedule and the list of puzzles for each round will be provided.
17. Drinks and snacks are permitted as long as they do not disturb other competitors with a strong smell or rustling packets.
18. It is strictly forbidden to use electronic devices such as music players and headphones or any type of calculator. Use of such equipment may lead to the disqualification of the competitor.
19. Any other items brought into the hall must be kept in a bag on the floor and placed under the competitor's desk, so as not to block the aisles.

Marking and Queries

20. When a round has been evaluated, fully marked booklets are returned to a team member equipped with a country tag at a given location within a given time. One country tag will be distributed to each team before the start of the championships.

21. In case of any query after a booklet has been evaluated and returned to a competitor, the query must be raised through a team member with a country tag to the organizers within the specified time. The booklet should be left with the organizers for investigation.

22. Puzzles may be photographed during the marking phase to prevent subsequent interventions.

23. All the necessary announcements will be made in the competition hall before or after the rounds and on the championship channel on Discord. Please follow the discussion there.

24. In case of a major mistake in one of the rounds, organisers reserve the right to cancel the round, either by removing it from the schedule, or by not rewarding any points for it to any of the competitors.

25. The official puzzle booklets will contain 1-2 puzzles per page in the individual rounds (except for 6 Mini Sudokus). The rules of the puzzle and the corresponding points are always written next to it. Round 1 is an exception, and you will get a separate paper with the instructions, while the puzzles will be on a separate sheet with their names only.

26. The official puzzle booklets will not always contain puzzle examples. Therefore, we recommend bringing the instruction booklet, which contains an example of every puzzle that will be part of the championship.

27. In the team rounds, the puzzle booklets will not contain the rules of puzzles, only the names. It is advised to bring at least one instruction booklet for the team for these rounds.

28. In any case of inconsistency between the instruction booklet and the official puzzle booklets, e.g., rules or points, the information in the instruction booklet and its errata page will be considered valid.

29. In the competition hall, a timer counting down to the end of the round will be visible for all the competitors.

Breach of Rules

30. Any breach of these rules may lead to a competitor or team being disqualified from the round or competition.

31. The decision of the tournament director is final.

Credits

32. Most of the sample puzzles were taken from the WPF Sudoku Grand Prix (gp) and the WSC 2016 instruction booklets. The remaining puzzles were created or modified by Matúš Demiger (md), Martina Prinerová (mp), and Bastien Vial-Jaime (bvj). They cannot be commercially used. All rights have been reserved.

33. We would like to thank the organizers of previous WSC events, who have improved the instruction booklets to this form over the years. A significant part of the instructions was already used during WSC 2016, and adjustments were made according to the WSC 2025 instruction booklet.

34. The competition puzzles were prepared by the following authors: Diana Škrhová, Bastien Vial-Jaime, Martina Prinerová, Marek Pápay, Ján Farkaš, Matej Uher, and Matúš Demiger. The authors of specific puzzles will be listed in the solution booklets on the website after each round.

35. The competition puzzles were tested by the authors and Veronika Kolívková, Štefan Gašpár (Slovakia), Kota Morinishi, Akio Tanabe, Kazuya Yamamoto, Yuki Kajihara, Soji Kubota, Kanae Aoki, Takemasa Aoki, Yuka Jo, Yuki Kawabe (Japan), Sinchai Jaturangkhajit, Sakulbuth Ekvittayaniphon, and Tana Wattanawaroon (Thailand).

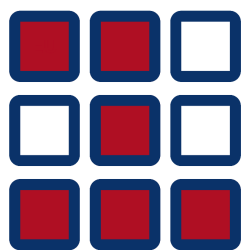
36. The competition puzzles were drawn by Matej Uher, Pavol Kollár, and Bastien Vial-Jaime. The final layout was created by Blanka Lehotská.

Universal Classic Sudoku rules

These universal rules will be replaced with the phrase “Classic Sudoku rules apply” in each case where they apply. Otherwise, the full rules will be displayed for such a Sudoku.

Fill in the whole grid with digits from 1 to 9 so that no digit is repeated within a row, a column, or an outlined 3×3 region.

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



1st EUROPEAN SUDOKU CHAMPIONSHIP

BRATISLAVA – SLOVAKIA, 2026

Round 1 – WELCOME Individual

Friday 8th May 2026, 09:30 – 10:15
45 minutes – 6 puzzles – 450 points

1. Combined Sudoku A	75 points
2. Combined Sudoku B	85 points
3. Combined Sudoku C	70 points
4. Combined Sudoku D	50 points
5. Combined Sudoku E	90 points
6. Combined Sudoku F	80 points

We would like this round to remain a surprise for you, so please excuse our brief style in the instructions. We believe that you will quickly understand everything when you look at the actual puzzles. We advise you to have the Instruction Booklet with you during this competition round. None of the puzzles in this round is easy, so please be prepared for that.

1. Combined Sudoku A

Classic Sudoku rules apply. Every group of digits that belongs to any given segment (line or other figure, regardless of its look and curvature) within one of the 3×3 regions must have the same sum. No two groups can consist of the same combination of digits. The full bank of these segments will be provided in the instruction sheet during the competition.

Different lines and shapes = within the whole grid, each separate “segment” in each 3×3 region has the same sum

Invisible uniqueness rule = each of the segments has a different combination of digits (despite having the same sum)

2. Combined Sudoku B

Classic Sudoku rules apply. Digits in circles must be odd. Digits in squares must be even. Starting at the bulb, digits placed along each marked thermometer must form a strictly increasing sequence. Digits placed along a marked purple line must form a consecutive, non-repeating set.

Circle = contains an odd digit

Square = contains an even digit

Thermo = digits increase from the bulb to the end, without repetition

Thin purple line = renban group, where the digits form a consecutive non-repeating set

3. Combined Sudoku C

Classic Sudoku rules apply. Digits placed along a marked purple line must form a consecutive, non-repeating set. On each golden line, digits must follow an arithmetic progression. Digits separated by a V must sum to 5. Digits separated by an X must sum to 10. Not all Vs and Xs are necessarily given.

Thin purple line = renban group, where the digits form a consecutive non-repeating set

Thick golden line = digits along the line follow an arithmetic progression

V symbol = sum of two digits separated by V symbol is 5

X symbol = sum of two digits separated by X symbol is 10

4. Combined Sudoku D

Classic Sudoku rules apply. A digit placed in a red cell must be strictly greater than the digits placed in adjacent white cells. Digits placed in cells connected by a chess knight's move must be different. Digits separated by a black dot have a 1:2 ratio. Not all dots are necessarily given.

Red square = fortress cell, the digit inside that cell is bigger than all its white neighbours

Black kropki circles = digits separated by black dots have a 1:2 ratio

Invisible antiknight rule = cells connected by a knight's move contain different digits

5. Combined Sudoku E

Classic Sudoku rules apply. Each given clue is equal to the sum of all digits within the outlined cage. On each golden line, digits must follow an arithmetic progression.

Killer cage = a small number equals the sum of the digits inside the cage

Thick golden line = digits along the line follow an arithmetic progression

6. Combined Sudoku F

Classic Sudoku rules apply. Adjacent digits along each thick curved or vertical line have a difference of at least 5. Every group of digits that belongs to the same doubled horizontal line and to the same 3×3 region must have the same sum. Every pair of adjacent digits on a dashed diagonal line must contain one even and one odd digit.

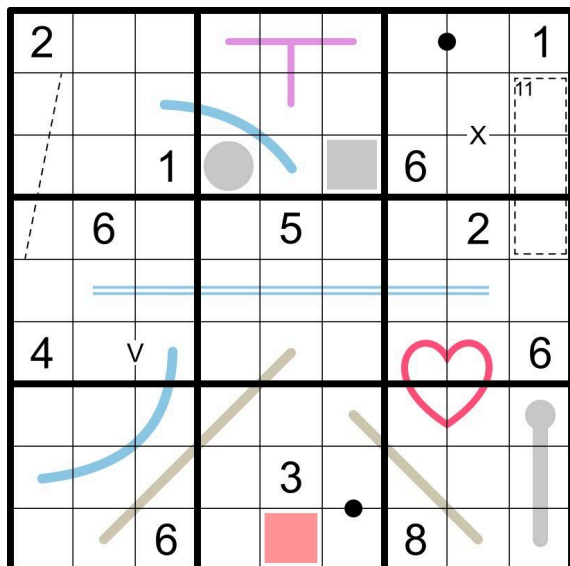
Thick curved or vertical line = German whisper rule; neighboring digits on line differ at least by 5

Dashed diagonal line = even and odd digits alternate along this line

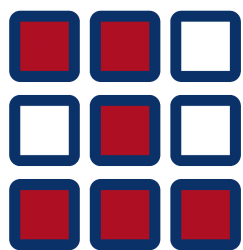
Doubled horizontal line = digits along this line in each 3×3 region have the same sum

Example grid with all constraints (except for the antiknight rule)

There are two thick golden lines with an arithmetic sequence and two blue bent lines for the German whisper rule. The rule where some shapes and lines are meant to have the same sum in each 3×3 region, but with different combinations, is represented by the red heart shape (2 cells in each region). In the competition puzzle, there will be several different shapes of different colours, whose “segments” all have the same sum.



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



**1st EUROPEAN
SUDOKU
CHAMPIONSHIP**

BRATISLAVA – SLOVAKIA, 2026

Round 2 – CLASSICS
Individual

Friday 8th May 2026, 10:30 – 11:00
30 minutes – 16 puzzles – 350 points

1. Mini Sudoku	5 points
2. Mini Sudoku	5 points
3. Mini Sudoku	5 points
4. Mini Sudoku	5 points
5. Mini Sudoku	5 points
6. Mini Sudoku	5 points
7. Medium Sudoku	15 points
8. Medium Sudoku	45 points
9. Classic Sudoku	15 points
10. Classic Sudoku	25 points
11. Classic Sudoku	25 points
12. Classic Sudoku	25 points
13. Classic Sudoku	35 points
14. Classic Sudoku	35 points
15. Classic Sudoku	40 points
16. Classic Sudoku	60 points

This round will consist of 16 Classic Sudoku puzzles of different sizes and difficulties. Points awarded for each puzzle should match its difficulty, although your individual experience may differ.

1. – 6. Mini Sudoku

Fill in the whole grid with digits from 1 to 6 so that no digit is repeated within a row, a column, or an outlined 2×3 region.

7. – 8. Medium Sudoku

Fill in the whole grid with digits from 1 to 8 so that no digit is repeated within a row, a column, or an outlined 2×4 region.

9. – 16. Classic Sudoku

Fill in the whole grid with digits from 1 to 9 so that no digit is repeated within a row, a column, or an outlined 3×3 region.

Round 3 – VARIANTS

Individual

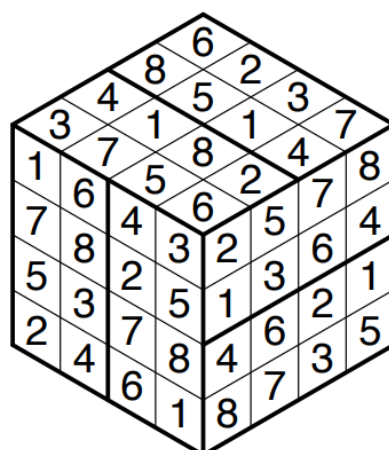
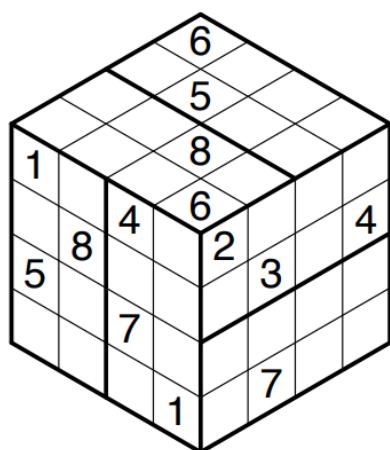
Friday 8th May 2026, 11:15 – 12:25
70 minutes – 18 puzzles – 800 points

1. 3D Sudoku	15 points
2. Capsules Sudoku	25 points
3. Untouch Sudoku	25 points
4. Identical Numbers Sudoku	25 points
5. Diagonal Sudoku	30 points
6. Digital Clock Sudoku	30 points
7. Pyramidal Sudoku	30 points
8. Antiknight Sudoku	35 points
9. Windoku	40 points
10. Disjoint Groups Sudoku	40 points
11. Clone Sudoku	40 points
12. Kropki Sudoku	40 points
13. Entropy Sudoku	50 points
14. Palindrome Sudoku	60 points
15. Star Product Sudoku	65 points
16. Nonconsecutive Sudoku	75 points
17. Irregular Sudoku	85 points
18. Outside Sums Sudoku	90 points

This round will consist of 18 Sudoku variants of increasing difficulty. To make it a bit more interesting, we added some newer or almost forgotten types amongst those most well-known ones.

1. 3D Sudoku (15 points)

Place a digit from 1 to 8 into each empty cell so that each digit appears exactly once in every “row” and outlined irregular region. Rows pass through opposite parallel sides of each quadrilateral; in other words, the rows bend across the surface of the apparent cube. (gp)



2. Capsules Sudoku (25 points)

Place a digit from 1 to 8 so that each digit appears exactly once in each of the rows, columns, and eight outlined rectangles. The digit in each capsule is used for the three columns it overlaps. (gp)

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

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

3. Untouch Sudoku (25 points)

Classic Sudoku rules apply. Identical digits must not touch each other diagonally. (gp)

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

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

4. Identical Numbers Sudoku (25 points)

Classic Sudoku rules apply. Cells linked with a straight diagonal line contain identical digits. (md)

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

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

5. Diagonal Sudoku (30 points)

Classic Sudoku rules apply. Each marked diagonal must also contain each digit from 1 to 9. (gp)

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

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

6. Digital Clock Sudoku (30 points)

Classic Sudoku rules apply. Some digital clocks are shown. When the puzzle is completed, all clocks should display a valid time in 24-hour format (HH:MM). (gp)

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

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

7. Pyramidal Sudoku (30 points)

Classic Sudoku rules apply. Additionally, in the grid, there are some pyramids made out of grey cells. For each row above the base of the pyramid, each grey cell must equal either the sum or the difference of the two grey cells diagonally beneath it. (gp)

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

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

8. Antiknight Sudoku (35 points)

Classic Sudoku rules apply. Digits placed in cells connected by a chess knight's move must be different. (gp)

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

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

9. Windoku (40 points)

Classic Sudoku rules apply. Each of the shaded regions must also contain each digit from 1 to 9. (gp)

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

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

10. Disjoint Groups Sudoku (40 points)

Classic Sudoku rules apply. Each number appears exactly once in each of the nine positions in a 3x3 square. (gp)

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

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

11. Clone Sudoku (40 points)

Classic Sudoku rules apply. Digits in the same relative position in each region with a thin (dashed in the example) outline (also marked with the same letter) must be identical. (gp)

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

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

12. Kropki Sudoku (40 points)

Classic Sudoku rules apply. Digits separated by a white dot are consecutive. Digits separated by a black dot have a 1:2 ratio. Digits 1 and 2 can be separated by either a white or a black dot. All possible dots are given. (gp)

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

13. Entropy Sudoku (50 points)

Classic Sudoku rules apply. The low digits (1, 2, 3), middle digits (4, 5, 6), and high digits (7, 8, 9) are defined as three different groups. In the finished grid, each 2x2 square must contain at least one digit of each group. (md)

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

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

14. Palindrome Sudoku (60 points)

Classic Sudoku rules apply. Numbers formed by the digits on the grey lines are palindromes, i.e., they can be read equally in both directions. (gp)

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

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

15. Star Product Sudoku (65 points)

Classic Sudoku rules apply. Numbers outside the grid are the product of digits in all cells that contain a star – either partially or completely – in the corresponding row or column. (md)

	27	112	54	45	24	28	24	42	5
6	2	5							
70	8				★				★
36			★			★			
15				★			★		
6		★			★			★	
42			★			★			
72				★			★		
84					★				9
72	★							2	6

	27	112	54	45	24	28	24	42	5
6	2	5	3	7	9	8	4	6	1
70	8	4	1	6	2	3	9	7	5
36	7	6	9	1	5	4	2	3	8
15	4	9	7	5	6	1	3	8	2
6	5	2	8	4	3	9	6	1	7
42	1	3	6	2	8	7	5	9	4
72	6	1	5	9	7	2	8	4	3
84	3	7	2	8	4	6	1	5	9
72	9	8	4	3	1	5	7	2	6

16. Nonconsecutive Sudoku (75 points)

Classic Sudoku rules apply. Digits placed in adjacent cells must not be consecutive, i.e., their difference must be bigger than 1. (gp)

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

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

17. Irregular Sudoku (85 points)

Fill in the whole grid with digits from 1 to 9 so that no digit is repeated within a row, a column, or an outlined 9-cell region. (gp)

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

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

18. Outside Sums Sudoku (90 points)

Classic Sudoku rules apply. Numbers outside the grid are equal to the sum of the first 3 digits appearing in the corresponding row or column. (gp)

	11	22			21	12	14	19	
			3						23
11				3					14
22									8
									21
				2					
21									
16									22
15						3			11
14							3		
	21	9	15	14			22	11	

	11	22			21	12	14	19		
	2	7	3	4	1	5	6	8	9	23
11	1	6	4	3	8	9	2	5	7	14
22	8	9	5	2	6	7	4	1	3	8
	3	1	2	5	7	6	9	4	8	21
	4	5	9	8	2	1	7	3	6	
21	6	8	7	9	3	4	5	2	1	
16	7	3	6	1	4	2	8	9	5	22
15	5	2	8	7	9	3	1	6	4	11
14	9	4	1	6	5	8	3	7	2	
	21	9	15	14			22	11		

Round 4 – PARITY Individual

Friday 8th May 2026, 14:00 – 15:00
60 minutes – 24 puzzles – 600 points

1. – 2. Odd Sudoku	5 + 15 points
3. Even Snowflake Sudoku	5 points
4. Even Hexagon Sudoku	40 points
5. – 6. Outside Even Sudoku	10 + 30 points
7. – 8. No 3 in Line Sudoku	5 + 35 points
9. – 10. Same Parity Sudoku	5 + 35 points
11. – 12. All Odd or Even Sudoku	5 + 35 points
13. – 14. Battenburg Sudoku	10 + 35 points
15. – 16. Odd Sum Pair Sudoku	10 + 40 points
17. – 18. Japanese Sums Sudoku	15 + 45 points
19. – 20. Even Sandwich Sudoku	10 + 50 points
21. – 22. Pointing Evens Sudoku	10 + 50 points
23. Odd Triominoes in Sudoku	10 points
24. Odd Pentominoes in Sudoku	90 points

Twelve small and twelve bigger Sudokus where parity plays the key role. Unless otherwise stated, each variant has one 6×6 and one 9×9 puzzle. We have also mentioned all the different rule behaviors in the instructions.

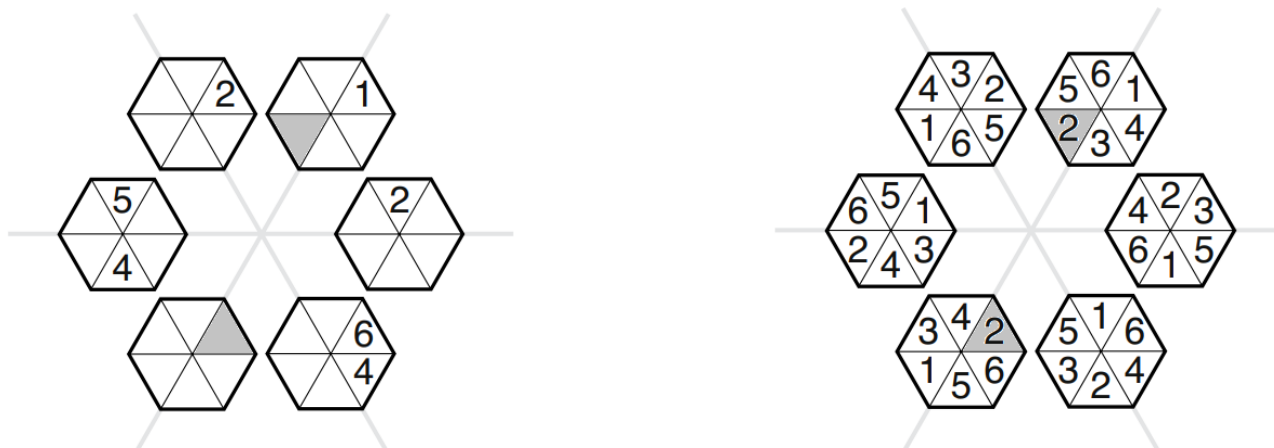
1. – 2. Odd Sudoku (5 + 15 points)

Classic Sudoku rules apply. Grey circles must contain odd digits. (gp)

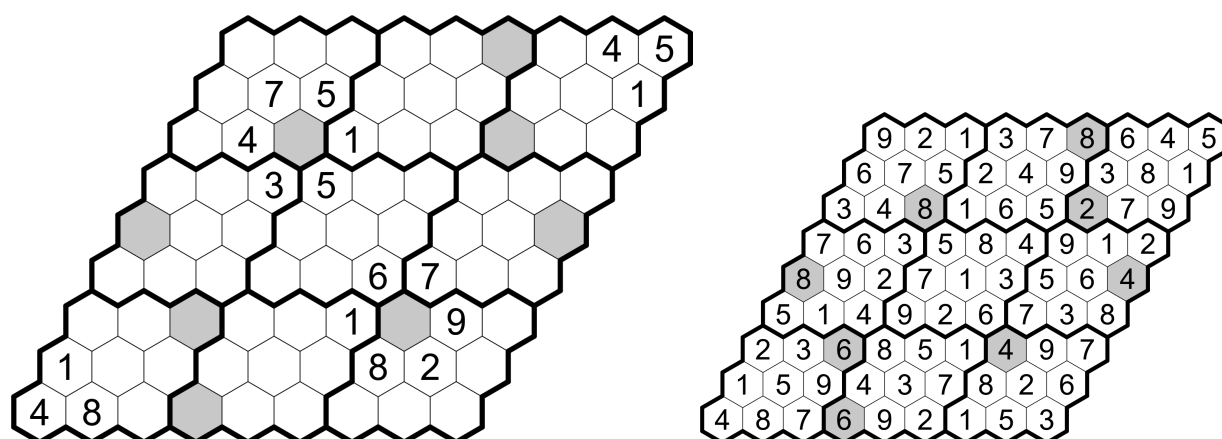
	6		9	7			1	
4					5			8
		2						
1			6			5		
6			2		9			7
	4			8				2
						4		
9			8					1
	3			9	2		8	

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

Place a digit from 1 to 6 into each triangular cell so that each digit appears exactly once in each of the hexagons and in one horizontal and two diagonal directions. Grey cells must contain even digits. (gp, md)



Place a digit from 1 to 9 into each hexagonal cell so that each digit appears exactly once in each of the rows, 9-cell diagonals, and the nine outlined 3×3 regions. In the shorter diagonals, all digits must be different. Grey cells must contain even digits. (bvj)



Classic Sudoku rules apply. The clues outside the grid indicate the number of even digits in the first two cells in the 6×6 puzzle and the first three cells in the 9×9 puzzle in the corresponding direction.
(mp)

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

		2	2		2	1			
	3	5	2	6	1	4	7	9	8
	1	7	9	3	5	8	4	2	6
3	8	4	6	2	7	9	5	3	1
2	6	1	4	9	2	3	8	5	7
	9	2	5	8	6	7	3	1	4
1	7	3	8	1	4	5	9	6	2
2	4	6	7	5	3	1	2	8	9
	5	9	1	4	8	2	6	7	3
	2	8	3	7	9	6	1	4	5
			0	1		2	2		

7. – 8. No 3 in Line Sudoku (5 + 35 points)

Classic Sudoku rules apply. The maximum number of neighbouring odd digits as well as the maximum number of neighbouring even digits in any row or column is two. (bvj)

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

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

9. – 10. Same Parity Sudoku (5 + 35 points)

Classic Sudoku rules apply. Digits along each line must have the same parity. (gp)

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

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

11. – 12. All Odd or Even Sudoku (5 + 35 points)

Classic Sudoku rules apply. Within each 3×3 region (2×3 in a smaller sudoku), grey cells contain either only odd digits or only even digits. (gp)

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

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

13. – 14. Battenburg Sudoku (10 + 35 points)

Classic Sudoku rules apply. Wherever 2 odd and 2 even digits form a 2×2 checkerboard pattern, a Battenburg marking is given. If there is no marking, that pattern is not allowed. (gp)

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

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

15. – 16. Odd Sum Pair Sudoku (10 + 40 points)

Classic Sudoku rules apply. Two adjacent cells separated by a white circle must contain one even digit and one odd digit. (gp, md)

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

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

17. – 18. Japanese Sums Sudoku (15 + 45 points)

Classic Sudoku rules apply. The clues outside the grid indicate the sums of digit groups in that row or column in the given order. Clues on top refer to groups of even digits that are separated by at least one odd digit. Clues on the left refer to groups of odd digits that are separated by at least one even digit. (sudokucup 8)

even odd									
		8	6	8	10	8	2	6	6
		8	4	6	8	6	10	8	2
		4	10	6	2	6	8	6	4
16	1 8	9							3
9	7 9								
	25				9				
3	22								
7	5 13		5				3		
13	5 7								
14	8 3				7				
3	7 14 1								
13	12	4							5

		8	6	8	10	8	2	6	6
		8	4	6	8	6	10	8	2
		4	10	6	2	6	8	6	4
16	1 8	9	7	8	6	1	2	4	5
9	7 9	1	5	3	4	8	7	2	6
	25	2	6	4	5	9	3	7	1
3	22	6	3	2	7	5	9	1	8
7	5 13	7	4	5	8	2	1	3	9
13	5 7	8	1	9	3	4	6	5	2
14	8 3	5	9	6	1	7	4	8	3
3	7 14 1	3	8	7	2	6	5	9	4
13	12	4	2	1	9	3	8	6	7

19. – 20. Even Sandwich Sudoku (10 + 50 points)

Classic Sudoku rules apply. Clues outside the grid show all the digits that have even digits as neighbours on both sides in the corresponding row or column. (gp)

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

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

21. – 22. Pointing Evens Sudoku (10 + 50 points)

Classic Sudoku rules apply. Digits outside the grid indicate the number of even digits in the direction of the corresponding diagonal arrow. (mp)

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

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

23. Odd Triominoes in Sudoku (10 points)

Mini Sudoku rules apply. In each 2×3 outlined region, odd digits must be connected by an edge, forming a triomino. Marking the triominoes is not mandatory. (mp)

1			6		
	2				
		3			
			4		
				5	
		4			6

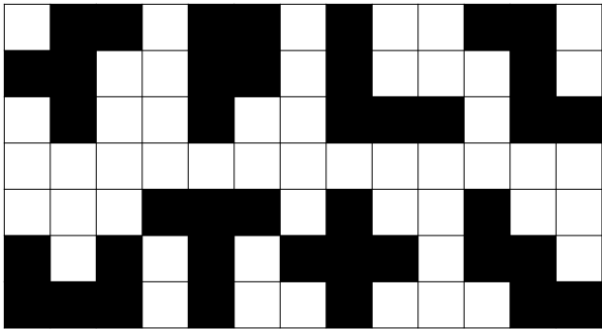
1	3	5	6	4	2
4	2	6	5	3	1
6	4	3	2	1	5
2	5	1	4	6	3
3	6	2	1	5	4
5	1	4	3	2	6

24. Odd Pentominoes in Sudoku (90 points)

Classic Sudoku rules apply. In seven of the 3×3 outlined regions, a different pentomino from the given set must be placed to cover all odd digits in that region. One pentomino remains unused. Pentominoes may be rotated and/or reflected. Marking the pentominoes is not mandatory. (mp)

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

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





Round 5 – CAGES

Individual

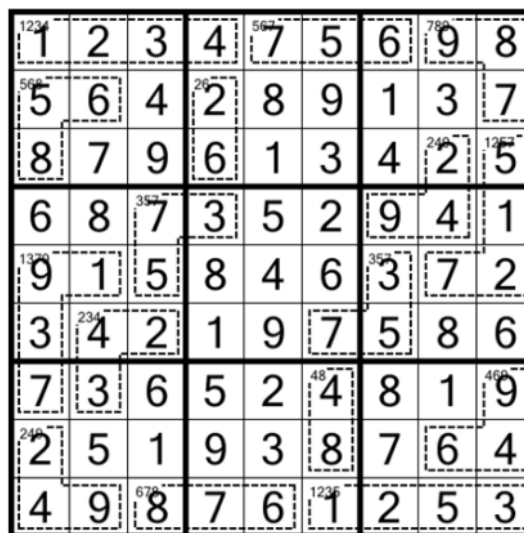
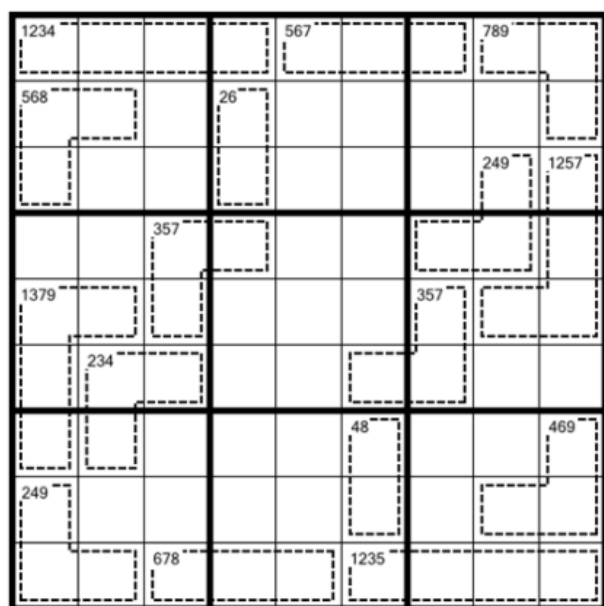
Friday 8th May 2026, 15:15 – 16:15
60 minutes – 12 puzzles – 600 points

1. – 2. Zones Sudoku	30 + 45 points
3. – 4. Killer Sudoku	25 + 75 points
5. – 6. Round-Off Sudoku	25 + 50 points
7. – 8. Coded Pairs Sudoku	25 + 80 points
9. – 10. Threevision Sudoku	30 + 75 points
11. – 12. Ordering Sudoku	65 + 75 points

We created some beautiful and difficult puzzles, and we felt sorry to make them easier, so we added their easier siblings. It's up to you whether you choose the easier or harder path.

1. – 2. Zones Sudoku (30 + 45 points)

Classic Sudoku rules apply. Digits in the top-left corner of an outlined cage must all appear in the corresponding cage. Not all such digits are given. (gp, bvj)



3. – 4. Killer Sudoku (25 + 75 points)

Classic Sudoku rules apply. A small number in the top-left corner of an outlined cage must be equal to the sum of the digits in the corresponding cage. Within each cage, all digits must be different. (gp)

16				12				17
		29						
23						27		
								2
			4	2				10
2	12							
					10			
9								
		7					14	

16	7	9	4	3	5	6	1	2	18
	1	3	5	7	2	8	6	4	9
29	6	2	8	9	1	4	5	7	3
	8	4	7	1	3	5	9	6	2
	9	5	6	4	8	2	7	3	10
	2	1	3	6	9	7	8	5	4
	3	6	2	8	7	1	4	9	5
9	4	8	9	5	6	3	2	1	7
	5	7	1	2	4	9	3	8	6

5. – 6. Round-Off Sudoku (25 + 50 points)

Classic Sudoku rules apply. When considering the two digits in an outlined cage as a two-figure number, the number in the top-left corner of each cage must be the result of rounding off the two-figure number in the cage to the closest multiple of 10. (As usual, numbers ending in 1-4 are rounded down, while numbers ending in 5-9 are rounded up.) (gp)

	50		3			6	40	
6		20		4	5	80		
	7		70		30			
		8		60				
50			2		4		80	
			50			3		
		60		30			2	
	70		4	5	80			1
20			3		6	50		

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

7. – 8. Coded Pairs Sudoku (25 + 80 points)

Classic Sudoku rules apply. Outlined cages are drawn in the grid, each containing a letter. The same letter represents the same pair of digits across the grid. Different letters must represent different pairs. The order of digits within cages does not matter. (wsc2018)

4				1		C		
A		9		B			D	2
		1				5		E
			8		F		4	
	7		3		5		8	
B	4	D			7			
	C	2		A		7		
5		E				1	F	
				5				9

4	5	8	2	1	3	C	9	7	6		
A	7	3	9	5	B	6	4	8	D	1	2
2	6	1	7	8	9	5	3	E	4		
1	2	5	8	9	F	6	3	4	7		
9	7	6	3	4	5	2	8	1			
B	8	4	D	3	1	2	7	6	9	5	
6	C	9	2	4	A	3	1	7	5	8	
5	8	E	4	9	7	2	1	F	6	3	
3	1	7	6	5	8	4	2	9			

9. – 10. Threevision Sudoku (30 + 75 points)

Classic Sudoku rules apply. The sum of all digits in each outlined cage must be divisible by 3. Within each cage, all digits must be different. (mp)

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

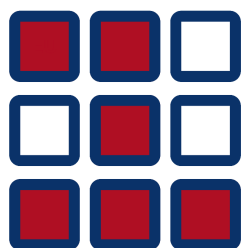
8	4	6	9	7	3	2	1	5
7	5	2	8	4	1	9	6	3
3	1	9	6	2	5	4	8	7
4	6	3	2	5	7	1	9	8
2	8	1	3	9	6	5	7	4
9	7	5	1	8	4	6	3	2
5	9	7	4	6	8	3	2	1
6	3	8	5	1	2	7	4	9
1	2	4	7	3	9	8	5	6

11. – 12. Ordering Sudoku (65 + 75 points)

Classic Sudoku rules apply. Place different two-digit numbers in the outlined cages in ascending order such that the smallest number is placed in cage 1 and the highest number is placed in cage 18 (14 in the example). (mp)

1		2				5	14	
	6		2				3	
5	4			8		3		6
	9		1	5				
7		8				3	6	
			8		8		1	
3	10			9		9		5
	4			11			2	
13		5				7	12	

1	8	2	3	6	7	5	14	9	4
7	6	9	2	5	4	8	3	1	
5	3	4	9	8	1	3	2	7	6
2	9	7	1	3	5	4	6	8	
6	1	8	7	4	9	3	5	2	
4	5	3	6	2	8	9	1	7	
3	7	1	8	9	2	6	4	5	
8	4	6	5	7	3	1	2	9	
9	2	5	4	1	6	7	8	3	



1st EUROPEAN SUDOKU CHAMPIONSHIP

BRATISLAVA – SLOVAKIA, 2026

Round 6 – TRUTH OR LIE? Individual

Friday 8th May 2026, 16:35 – 17:15
40 minutes – 8 puzzles – 400 points

- | | |
|---|----------------|
| 1. – 2. Classic & Liar Sudoku | 25 + 50 points |
| 3. – 4. Parquet & Parquet Pinocchio Sudoku | 40 + 70 points |
| 5. – 6. Quadruple & Quadruple Intruder Sudoku | 55 + 40 points |
| 7. – 8. Arrow & Broken Arrow Sudoku | 45 + 75 points |

You probably know that feeling when you can't solve a puzzle, and it seems like you're doing everything right. That's exactly what this round is about – we've put those mistakes in half of the puzzles just to make you happy.

1. Classic Sudoku (25 points)

Fill in the whole grid with digits from 1 to 9 so that no digit is repeated within a row, a column, or an outlined 3×3 region.

2. Liar Sudoku (50 points)

Classic Sudoku rules apply. All the given digits are either smaller or bigger by 1 than the actual digit that belongs in that cell. Solve the puzzle by filling each cell correctly. (md)

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

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

3. Parquet Sudoku (40 points)

Classic Sudoku rules apply, except some cells are larger and/or irregular and belong in multiple rows and/or columns. Each digit appears exactly once in each of the 12 rows, the 12 columns, and nine outlined 4×4 regions. The cells might look different in the competition puzzle. (gp)

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

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

4. Parquet Pinocchio Sudoku (70 points)

Parquet Sudoku rules apply. Three digits are written in a different layout. Two of these digits are correct, while the third one is incorrect. Identify the incorrect digit, replace it, and solve the rest of the puzzle. (gp, md)

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

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

5. **Quadruple Sudoku** (55 points)

Classic Sudoku rules apply. At some intersections of two crossing grid lines, a set of four digits is given. These digits must be placed in the four adjacent cells. (gp)

		2379						
				1367			2568	
		2456 - 3467						
		2789			3457 - 1479 - 1289			
							2467	
				2378		1569 - 4568		

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

6. **Quadruple Intruder Sudoku** (40 points)

Classic Sudoku rules apply. At some intersections of two crossing grid lines, a set of four digits is given. These digits must be placed in the four adjacent cells. One of the given quadruplets is an intruder, and at least one of its digits is incorrect. (bvj)

2								6
	5		34 89			12 34		1
		8					5	
			5		6			12 35
			8		2			
		2				6		
	1						3	
8			36 79			45 78		5

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

7. Arrow Sudoku (45 points)

Classic Sudoku rules apply. Each digit placed in a cell with a circle must be the sum of the digits that the adjoining arrow passes through. Digits may repeat on arrows. (gp)

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

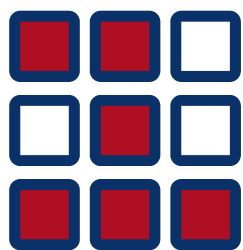
	1	6	4	8	5	9	3	2
4	9	2		3	1	5	7	
3	5	8	7	2	9	6	4	1
8	6	7	5	9	2	4	1	3
5	4		3	6	8	2	9	7
9	2	3	1	7	4	8	5	6
2	3	4	9	1	6	7	8	5
	7	9	8	5		1	2	4
1	8	5	2	4	7	3	6	

8. Broken Arrow Sudoku (75 points)

Classic Sudoku rules apply. Each digit placed in a cell with a circle must be the sum of the digits that the adjoining arrow passes through. Digits may repeat on arrows. Exactly one of the arrows is broken, and the digit in the circle is not equal to the sum of the digits on the arrow. (md)

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

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



**1st EUROPEAN
SUDOKU
CHAMPIONSHIP**

BRATISLAVA – SLOVAKIA, 2026

Round 7 – FINAL SPRINT
Individual

Friday 8th May 2026, 17:30 – 18:00
30 minutes – 4 puzzles – 300 points

- | | |
|------------------------------------|-----------|
| 1. Classic Sudoku (Top Left) | 75 points |
| 2. Untouch Sudoku (Top Right) | 75 points |
| 3. Diagonal Sudoku (Bottom Left) | 75 points |
| 4. Irregular Sudoku (Bottom Right) | 75 points |

There are four empty Sudoku grids in the corners to be filled in. Some squares in the grids between them contain numbers that correspond to the product of the two digits that should be placed in the neighbouring grids in the same relative position.

1. Classic Sudoku (Top Left)

Fill in the whole grid with digits from 1 to 9 so that no digit is repeated within a row, a column, or an outlined 3×3 region.

2. Untouch Sudoku (Top Right)

Classic Sudoku rules apply. Identical digits must not touch each other diagonally.

3. Diagonal Sudoku (Bottom Left)

Classic Sudoku rules apply. Each marked diagonal must also contain each digit from 1 to 9.

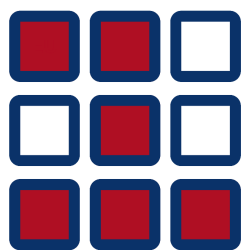
4. Irregular Sudoku (Bottom Right)

Fill in the whole grid with digits from 1 to 9 so that no digit is repeated within a row, a column, or an outlined 9-cell region.

The example for this round contains two Classic Sudokus only. (md)

	5						9	
		6				4		
		1				5		
	9						1	
18				20				40
		28		12		2		
	56		14		45		15	
		72		7		12		
24	42		45	3	24		32	2
		12		24		54		
	6		16		63		16	
		6		72		56		
49				10				81
			3					
	8						9	
		6				1		
								1
1								
		9				5		
	3						4	
					6			

9	3	2	1	4	6	8	7	5
4	5	7	8	2	3	1	9	6
1	8	6	7	9	5	4	3	2
8	2	9	5	1	4	3	6	7
6	7	5	9	3	8	2	4	1
3	1	4	2	6	7	9	5	8
2	6	1	4	7	9	5	8	3
5	9	3	6	8	2	7	1	4
7	4	8	3	5	1	6	2	9
18				20				40
		28		12		2		
	56		14		45		15	
		72		7		12		
24	42		45	3	24		32	2
		12		24		54		
	6		16		63		16	
		6		72		56		
49				10				81
2	9	1	3	5	4	7	6	8
5	8	4	7	6	1	2	9	3
3	7	6	2	8	9	1	5	4
9	5	8	6	7	2	4	3	1
4	6	7	5	1	3	9	8	2
1	2	3	9	4	8	6	7	5
8	1	9	4	3	7	5	2	6
6	3	2	1	9	5	8	4	7
7	4	5	8	2	6	3	1	9



**1st EUROPEAN
SUDOKU
CHAMPIONSHIP**

BRATISLAVA – SLOVAKIA, 2026

**Round 1 – CONNECTIONS
TEAM**

Saturday 9th May 2026, 09:00 – 10:00
60 minutes – 11 puzzles – 2000 points

1. – 2. Combined Sudoku A	125 + 125 points
3. – 4. Combined Sudoku B	175 + 175 points
5. – 6. Combined Sudoku C	175 + 175 points
7. – 8. Combined Sudoku D	225 + 225 points
9. – 10. Combined Sudoku E	250 + 250 points
11. Classic Sudoku	100 points

You will be given five pairs of sudokus, all connected through letters to an eleventh grid – Classic Sudoku. Similarly to round 1 of the individual competition, we would like this round to have a touch of mystery. The rules and example puzzle provided below should tell you everything you need to know. Be aware that the puzzles are quite difficult, so it's up to you how you distribute your forces and whether you cooperate from the beginning or split up and spread around.

1. – 2. Combined Sudoku A

Classic Sudoku rules apply. Sun cells are drawn in the grid; any cell that is at least partly colored is considered a Sun cell. Any digit that belongs to a Sun cell must be orthogonally adjacent to at least one consecutive digit, which can also be located outside a Sun cell. Column 9 of the first puzzle (row 6 in the example) and column 1 of the second puzzle (resp. row 1) are adjacent; for digits in these two columns (resp. two rows), their consecutive neighbour may be located in the other puzzle.

Sun cell = touchy sudoku, the consecutive neighbour is allowed to be outside a Sun cell

One Sun for all = both puzzles are considered adjacent for touchy purposes

3. – 4. Combined Sudoku B

Classic Sudoku rules apply. A digit placed in a red cell must be greater than the digits placed in orthogonally adjacent white cells. A digit placed in a queen cell (♛) cannot repeat in the two diagonals that cross in this cell. A digit placed in a king cell (♔) cannot repeat in the eight surrounding cells. A digit placed in a knight cell (♞) cannot repeat in cells that are a chess knight's step away, including the other grid. The black queen and white king must contain the same digit, as do the black king and white queen.

Red square = fortress cell, the digit inside that cell is bigger than all its white neighbours

Queen = digit cannot repeat in the two diagonals that cross in this cell

King = digit cannot repeat in the eight surrounding cells

Knight = digit cannot repeat in cells that are a chess knight's step away

Royal alliances = same digit in the black queen and white king cells, as well as in the black king and white queen cells

Healthy distance = there is a distance of ONE row separating the two grids. Black knights reach the top row of the second grid, and white knights reach the bottom row of the first grid

5. – 6. Combined Sudoku C

Classic Sudoku rules apply. Lines and cages are drawn in the grid. On each line, one digit must be equal to the sum of the other two. Cages containing the same letter must contain the same pair of digits, in any order, whether they are in the same grid or not. Cages containing different letters must contain a different pair of digits (they are allowed to share one digit), whether they are in the same grid or not.

Line = sum line, one digit is the sum of the other two

Cage = coded pair, each letter corresponds to a distinct pair of digits

7. – 8. Combined Sudoku D

Classic Sudoku rules apply. There is an 18-digit path (12-digit path in the example) starting in the top row of the first puzzle and ending in the bottom row of the second puzzle. This path is made of consecutive digits that are orthogonally or diagonally adjacent (the bottom row of the first puzzle and the top row of the second puzzle are considered to be adjacent). Each digit on the path belongs to one of the four cells (resp. three cells) located between the two flags in its row. There is exactly one four-digit number (resp. three-digit number) between two flags that is the same in both puzzles. The two identical numbers do not necessarily occupy the same row in their respective puzzle.

Top to bottom = an 18-digit path of consecutive digits is located between the flags

Down in one go = both puzzles are considered adjacent

Winning time = one four-digit number between two flags is identical in both puzzles

9. – 10. Combined Sudoku E

Classic Sudoku rules apply. Each connected pair of circles contains one even digit and one odd digit. The even digit denotes the number of even digits along the bridge, and the odd digit denotes the number of odd digits along the bridge, not counting the digits on the circles. Digits can repeat on the bridges. The sequence of digits along each blue line forms a palindrome: it reads the same in both directions.

Bridge = odd/even bridge, where one circle gives the number of odd digits and the other one the number of even digits on the rest of the bridge

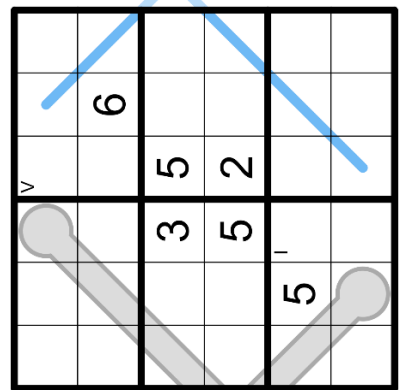
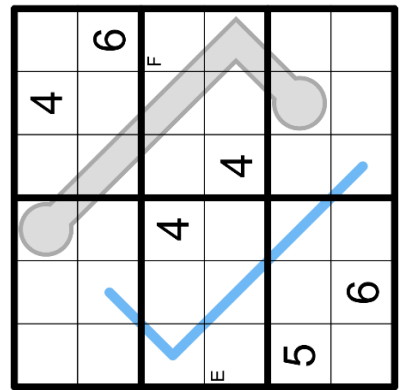
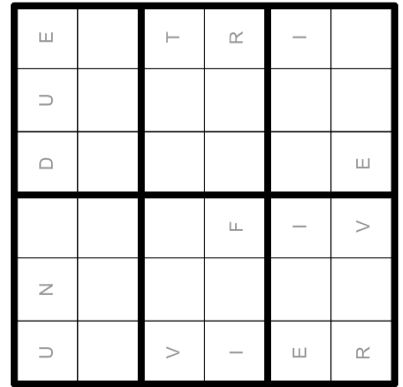
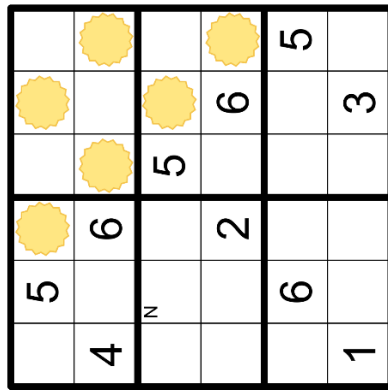
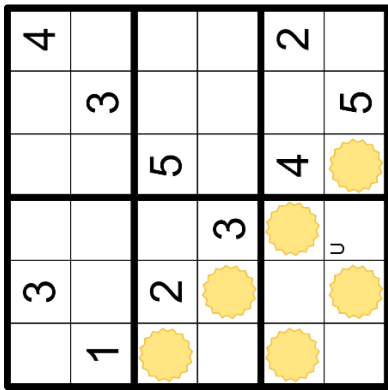
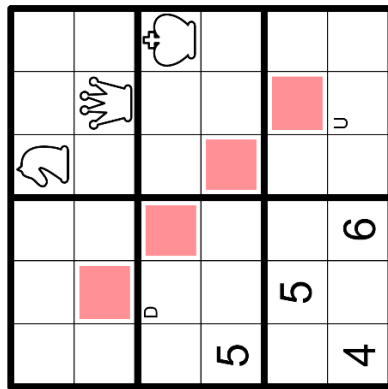
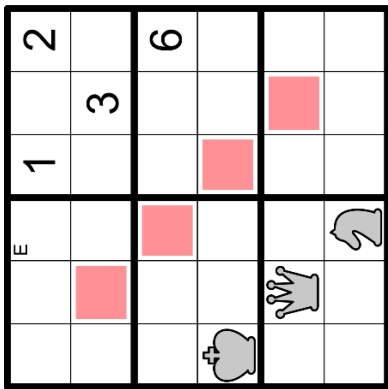
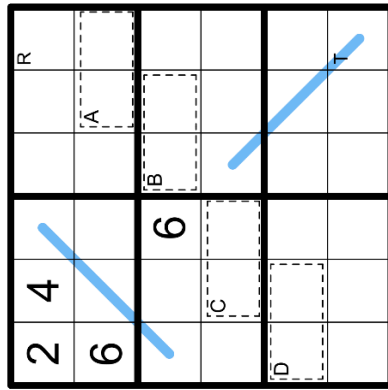
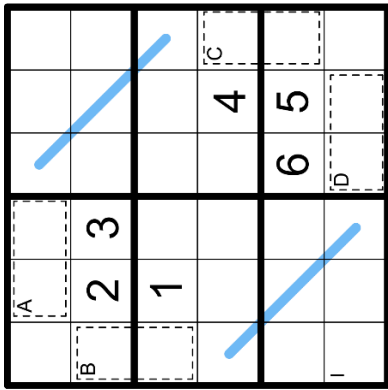
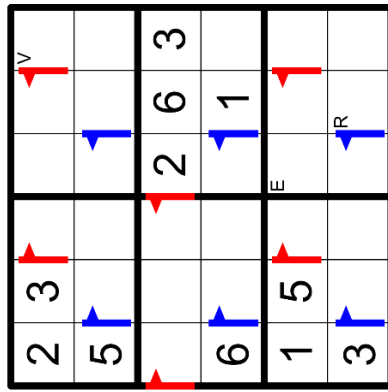
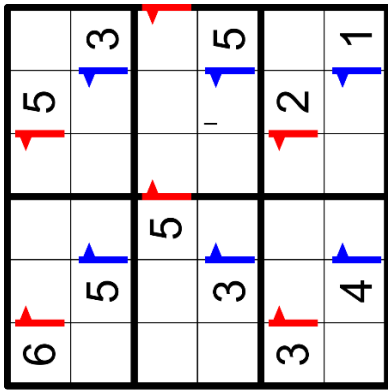
Blue line = palindrome, the sequence of digits reads the same in both directions

Important note: For solving purposes, only consider what is drawn INSIDE the puzzles; segments that stick out and are colored in a lighter shade are purely decorative (except for linking bridge/palindrome parts and figuring out the direction of palindromes). There is nothing to write on them.

11. Classic Sudoku

Classic Sudoku rules apply. Each of the given digits has been replaced with a letter. These letters form five "words" which can be found in the five pairs of sudokus, one "word" per pair. Some letters appear multiple times, but each pair of sudokus matches one of the "words" in the classic sudoku (to illustrate, in the example puzzle, the second pair contains the letters DUE; the corresponding digits must be reported only in the top-right area of the classic sudoku, even if the same letters appear elsewhere in the grid). There is no other constraint regarding the letters: different occurrences of the same letter may correspond to different digits, and different letters may correspond to the same digit.

Note: Just like in the example, it will be obvious how to associate each pair of Sudokus with each "word" in the Classic Sudoku.



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

4	3	^E 6	1	5	2
2	5	1	6	3	4
1	4	5	3	2	6
3	6	2	4	1	5
5	4	2	6	3	1
6	2	3	5	4	1

6	^A 4	1	2	3	5
^B 5	2	3	4	1	6
2	1	4	5	6	3
3	6	5	1	4	^C 2
4	3	2	6	5	1
1	5	6	^D 3	2	4

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

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

3	4	5	2	6	
2	6	1	5	4	
6	^D 3	4	2	5	1
5	1	2	6	4	3
1	5	3	4	6	2
4	2	6	3	1	5

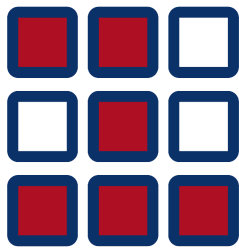
2	4	1	6	5	^R 3
6	5	3	2	1	^A 4
4	3	6	5	2	1
5	^C 1	2	4	3	6
^D 3	2	4	1	6	5
1	6	5	3	4	2

2	3	6	5	4	^V 1
5	4	1	6	3	2
4	1	5	2	6	3
6	2	3	4	1	5
1	5	4	^E 3	2	6
3	6	2	1	^R 5	4

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

6	2	1	5	4	3
4	3	5	2	1	6
3	5	4	1	6	2
^E 2	1	6	4	3	5
5	4	3	6	2	1
1	6	2	3	5	4

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



1st EUROPEAN SUDOKU CHAMPIONSHIP

BRATISLAVA – SLOVAKIA, 2026

Round 2 – DO IT YOURSELF TEAM

Saturday 9th May 2026, 10:10 – 10:55
45 minutes – 6 puzzles – 1500 points

- | | |
|-----------|------------|
| 1. Grid 1 | 250 points |
| 2. Grid 2 | 250 points |
| 3. Grid 3 | 250 points |
| 4. Grid 4 | 250 points |
| 5. Grid 5 | 250 points |
| 6. Grid 6 | 250 points |

Your task will be to create 6 combined puzzles from 18 Sudoku grids of different variations, where each such puzzle will be composed of three grids. Some grids can work for multiple puzzles, but as a whole, these six puzzles have only one possible constellation. The rules are divided into triplets of similar types, but that does not mean they have to be or cannot be part of the same grid. We will provide you with a table to mark the connected puzzles (you can still bring your own, for sure).

Outside clues

A) Numbered Rooms

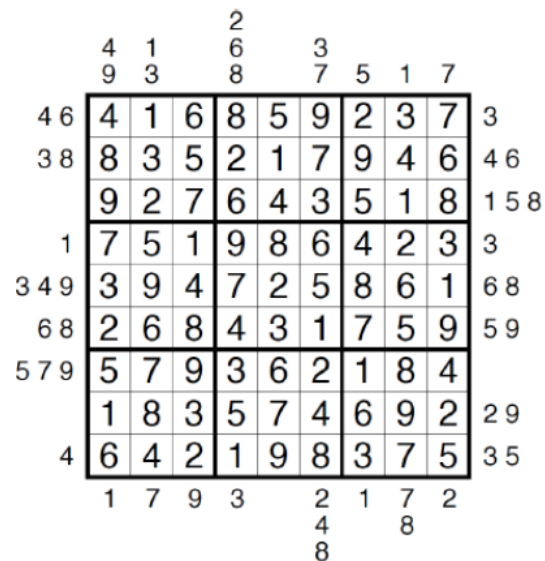
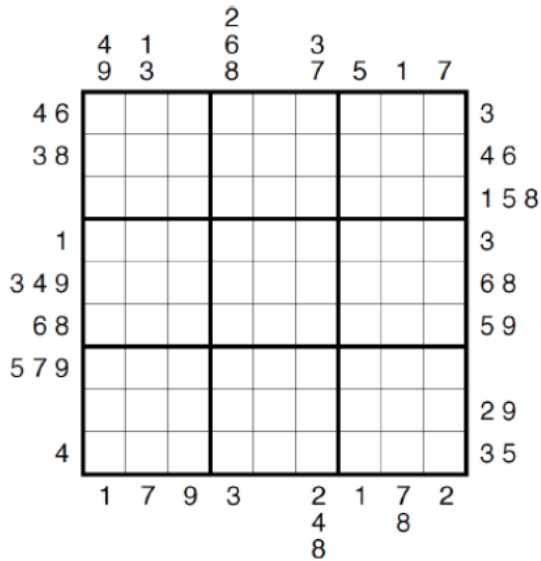
Clues outside the grid indicate the digit that has to be placed in the Nth cell in the corresponding direction, where N is the digit placed in the first cell in that direction. (gp)

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

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

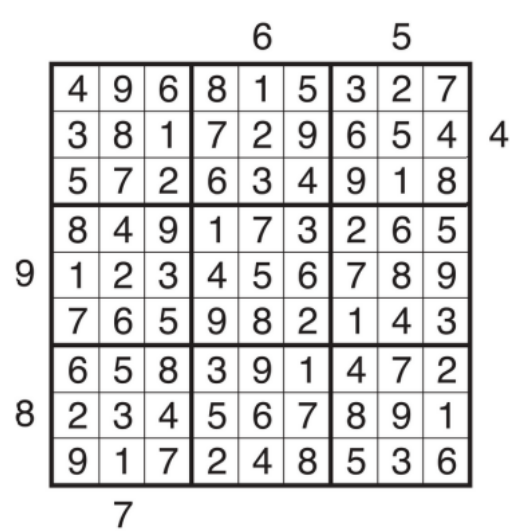
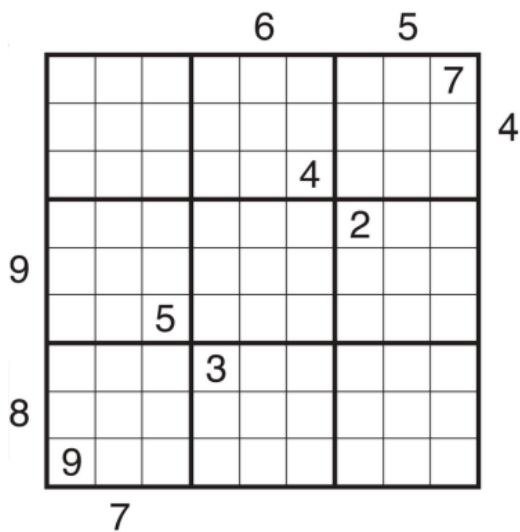
B) Outside

The digits outside the grid must appear within the first three cells in the corresponding direction. (gp)



C) Skyscrapers

Each digit represents the height of a building. The clues outside the grid indicate the number of buildings visible from the corresponding direction. A taller building will hide any shorter buildings behind it. (gp)



Negative condition

D) Antiknight (see R3)

Digits placed in cells connected by a chess knight's move must be different.

E) Disjoint Groups (see R3)

Each number appears exactly once in each of the nine positions in a 3x3 square.

F) Untouch (see R3)

Identical digits must not touch each other diagonally.

Extra regions

G) Diagonal (see R3)

Each marked diagonal must also contain each digit from 1 to 9.

H) Extra Region

Each of the shaded regions must also contain each digit from 1 to 9. (gp)

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

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

I) Windoku (see R3)

Each of the shaded regions must also contain each digit from 1 to 9.

Smaller regions

J) Clone (see R3)

Classic Sudoku rules apply. Digits in the same relative position in each region with a thin outline (also marked with the same letter) must be identical.

K) Killer (see R5)

A small number in the top-left corner of an outlined cage must be equal to the sum of the digits in the corresponding cage. Within each cage, all digits must be different.

L) Renban

Each shaded region must contain a set of distinct, consecutive digits in any order. (gp)

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

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

Line elements

M) Arrow (see R6)

Each digit placed in a cell with a circle must be the sum of the digits placed in the cells that the adjoining arrow passes through. Digits may repeat on arrows.

N) Palindrome (see R3)

Numbers formed by the digits on the grey lines are palindromes, i.e., they can be read equally in both directions.

O) Thermo

Starting at the "bulb", digits placed along each marked thermometer must form a strictly increasing sequence. (gp)

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

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

Pairs

P) Kropki Pairs

Digits separated by a white dot are consecutive. Digits separated by a black dot have a 1:2 ratio. Digits 1 and 2 can be separated by either a white or a black dot. Not all possible dots are given. (gp)

			9		6			
				5				
6								7
	9						2	
		5				9		
			4		9			
				2				
7								4
5	8						9	2

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

Q) Odd-Even Pills

Exactly one odd and one even digit must be placed in each marked pair of adjacent cells. (gp)

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

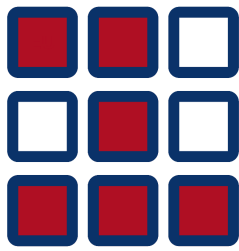
5	8	3	4	9	6	7	1	2
6	2	9	1	5	7	3	8	4
1	7	4	8	2	3	6	5	9
4	9	1	3	6	8	2	7	5
8	3	5	2	7	1	9	4	6
7	6	2	5	4	9	8	3	1
2	4	7	6	8	5	1	9	3
3	5	8	9	1	2	4	6	7
9	1	6	7	3	4	5	2	8

R) XV Pairs

Adjacent cells marked with a “V” contain digits summing to 5; adjacent cells marked with an “X” contain digits summing to 10. Not all possible marks are given. (md)

2					v			6
	9						7	
x				4				v
		x		6		8	x	
			5				3	
	v			3		7		x
	x						v	
		x		8			v	
	2		x			x		4
5					v			9

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



**1st EUROPEAN
SUDOKU
CHAMPIONSHIP**

BRATISLAVA – SLOVAKIA, 2026

**Round 3 – INSIDE OUT
TEAM**

Saturday 9th May 2026, 11:15 – 12:00
45 minutes – 9 puzzles – 1200 points

A. Median Sudoku	110 points
B. Min Max Sums Sudoku	110 points
C. Outside Sudoku	110 points
D. Star Product Sudoku	110 points
E. Sums Next to 9 Sudoku	110 points
F. Even Sandwich Sudoku	140 points
G. First Seen Even/Odd Sudoku	140 points
H. Min Max Difference Sudoku	140 points
I. Transfer Sudoku	140 points
Correct grid placement	90 points

You will solve nine Sudoku types with outside clues in this round. We have connected them into a single puzzle so that adjacent grids share the same clues (Two-digit numbers outside a grid may be used as one 2-digit number or two 1-digit numbers). Then, we cut the grids out. Your task is to find the correct placement for each of these nine cut-out grids and solve them. We will provide you with a table to mark the grid placement and reward you with 10 points for each correctly placed grid.

A. Median Sudoku

Classic Sudoku rules apply. The given digits outside the grid have to be placed in one of the first three cells in the corresponding direction. Of the other two digits in the first three cells, one digit is smaller, and one digit is greater than the given digit. (gp)

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

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

B. Min Max Sum

Classic Sudoku rules apply. Numbers outside the grid indicate the sum of the largest and the smallest digit in the first three cells in the corresponding row or column. (gp)

	6	11	15	10	8	13	6	9	13	
8										14
10				7						11
13										5
11										12
7				8						10
11										10
7										13
12				9						8
11										9
	15	8	8	8	11	11	15	6	9	

	6	11	15	10	8	13	6	9	13	
8	2	3	6	8	1	4	5	7	9	14
10	1	4	9	2	7	5	3	6	8	11
13	5	8	7	6	3	9	1	2	4	5
11	7	9	2	3	5	1	4	8	6	12
7	4	6	1	9	8	2	7	3	5	10
11	3	5	8	4	6	7	2	9	1	10
7	6	1	3	5	2	8	9	4	7	13
12	8	7	4	1	9	3	6	5	2	8
11	9	2	5	7	4	6	8	1	3	9
	15	8	8	8	11	11	15	6	9	

C. Outside Sudoku

Classic Sudoku rules apply. Digits outside the grid must appear within the first three cells in the corresponding direction in any order. (gp)

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

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

D. Star Product Sudoku (see R3)

Classic Sudoku rules apply. Numbers outside the grid are the product of digits in all cells that contain a star – either partially or completely – in the corresponding row or column.

E. Sum Next to Nine Sudoku

Classic Sudoku rules apply. Clues outside the grid indicate the sum of the immediate neighbours of the digit 9 in the corresponding row or column. (gp)

	6	7	12	8	15	12	9	10	8
3	1								
4		2							
10			3						
5				4					
3					5				
10						6			
14							7		
15								8	
3									

	6	7	12	8	15	12	9	10	8
3	1	8	6	2	7	5	4	3	9
4	4	2	5	1	9	3	6	7	8
10	7	9	3	6	8	4	5	2	1
5	8	5	1	4	2	9	3	6	7
3	3	6	4	7	5	8	1	9	2
10	2	7	9	3	1	6	8	4	5
14	5	4	8	9	6	2	7	1	3
15	6	1	2	5	3	7	9	8	4
3	9	3	7	8	4	1	2	5	6

F. Even Sandwich Sudoku (see R4)

Classic Sudoku rules apply. Clues outside the grid show all the digits that have even digits as neighbours on both sides in the corresponding row or column. (gp)

G. First Seen Odd-Even Sudoku

Classic Sudoku rules apply. Odd clues outside the grid indicate the first odd digit in the corresponding direction. Even clues outside the grid indicate the first even digit in the corresponding direction. Not all external clues are necessarily provided. (gp)

	29	85	63	21	69	87	43	69	47
25									67
41									65
69									21
65									49
61									45
89									61
65									43
47									25
23									87
	63	41	85	69	87	25	61	45	83

	29	85	63	21	69	87	43	69	47	
25	2	5	3	1	9	8	4	6	7	67
41	4	8	1	2	6	7	3	9	5	65
69	9	7	6	4	5	3	8	2	1	21
65	5	6	2	8	4	1	7	3	9	49
61	1	3	7	6	2	9	5	8	4	45
89	8	9	4	7	3	5	2	1	6	61
65	6	2	8	5	1	4	9	7	3	43
47	7	4	9	3	8	6	1	5	2	25
23	3	1	5	9	7	2	6	4	8	87
	63	41	85	69	87	25	61	45	83	

H. Min Max Difference

Classic Sudoku rules apply. Numbers outside the grid indicate the difference between the largest and the smallest digit in the first three cells in the corresponding direction. (gp)

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

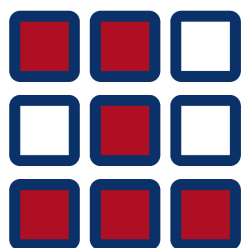
	7	5	4	2	8	2	6	4	6	
3	9	6	8	7	1	4	2	5	3	3
4	2	1	5	8	9	3	7	4	6	3
4	7	3	4	6	5	2	1	8	9	8
4	6	4	2	3	8	7	5	9	1	8
4	5	7	9	2	4	1	3	6	8	5
7	1	8	3	9	6	5	4	7	2	5
4	4	2	6	5	3	9	8	1	7	7
8	3	9	1	4	7	8	6	2	5	4
3	8	5	7	1	2	6	9	3	4	6
	5	7	6	4	5	3	3	2	3	

I. Transfer Sudoku

Classic Sudoku rules apply. Outside clues indicate that the corresponding digits must be placed in some of the grey stars in the corresponding direction, in any order. Two different outside clues with the same digit may end up in the same star. It doesn't matter on which side of the puzzle the clues are located. (bvj)

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

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



1st EUROPEAN SUDOKU CHAMPIONSHIP

BRATISLAVA – SLOVAKIA, 2026

Team Round 4 – CLONES TEAM

Saturday 9th May 2026, 12:10 – 12:40
30 minutes – 4 puzzles – 900 points

- | | |
|--|------------|
| 1. Extra Regions Sudoku (Top Left) | 225 points |
| 2. Consecutive Clones Sudoku (Top Right) | 225 points |
| 3. All Odd or Even Sudoku (Bottom Left) | 225 points |
| 4. Fortress Sudoku (Bottom Right) | 225 points |

You will receive four Sudokus that contain two identical shaded regions each. These eight shaded regions are interconnected, and any two digits that occupy the same relative position must be different. We will provide you with a table to mark the digits you used for your convenience. Sorry, no partial points for that, we will need to check this round pretty quickly. 😞

1. Extra Regions Sudoku – Top Left (See Team R2)

Each shaded region must contain the digits from 1 to 9.

2. Consecutive Clones Sudoku – Top Right

Within the shaded regions, two digits that occupy the same relative position must be consecutive.

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

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

3. All Odd or Even Sudoku – Bottom Left (See Individual R4)

Shaded cells within the same 3x3 region must contain digits of the same parity.

4. Fortress Sudoku – Bottom Right

A digit in a shaded cell must be larger than any digit in an orthogonally adjacent white cell.

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

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

The example for this round contains four smaller grids with the same types that will be used at the competition. However, there are only five regions instead of eight. (bvj)

1					4
	2				
				1	
6					2

	1				
3	2				
				3	6
				5	

	3			6	
6				2	4
					5
				3	

4					3
	1				
				3	
2					6

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

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

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

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

Organizer:



General partners:



Media partners:



Main partners:



Partners:

