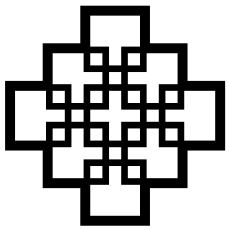


SUDOKU'07

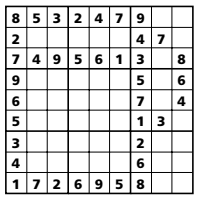
2ND WORLD SUDOKU CHAMPIONSHIP
PRAGUE – CZECH REPUBLIC
28. 3.–1. 4. 2007

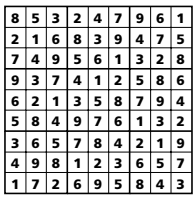
INSTRUCTION BOOK

PART 1

Picture — Points: 10

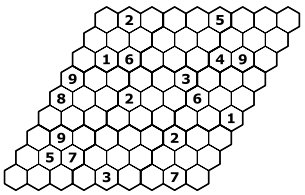
Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions.

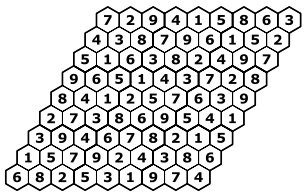




Isosudoku — Points: 20

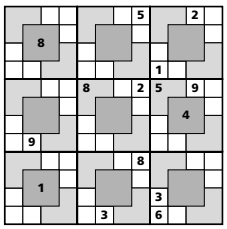
Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the outlined squares 4x4, all 12 columns, all 12 rows, 9 top left corner highlighted squares and 9 bottom right corner highlighted squares.

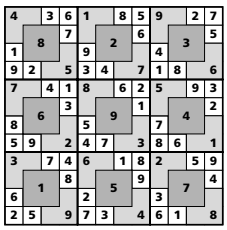




Parquet — Points: 10

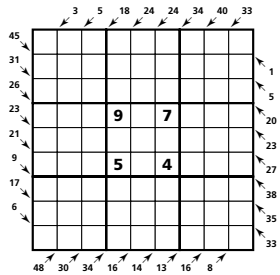
Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the outlined squares 4x4, all 12 columns, all 12 rows, 9 top left corner, 9 central and 9 bottom right corner highlighted squares.

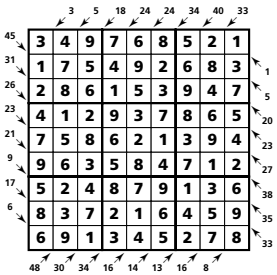




Little Killer — Points: 15

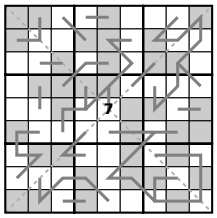
Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns, nine outlined 3x3 regions and each of the two main diagonals. Numbers with arrows indicate sum of the numbers in each direction.

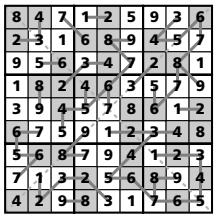




Lucky Seven — Points: 25

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. Additionally, each digit appears exactly once in each of the two main diagonals. All neighbouring cells linked with the line contain digits in arithmetical series (e. g. 234) or in a special one (e. g. 76567). Sudoku grid contains highlighted all the squares with even digits. Left 10, right 15 points.

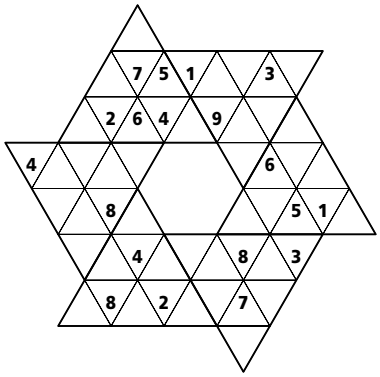


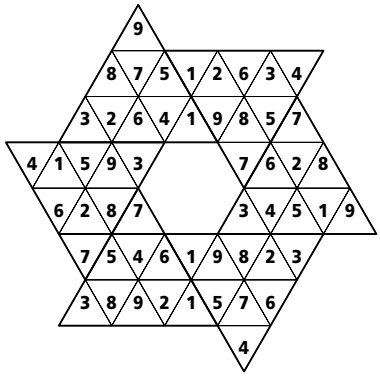


Star

Points: 15

Place a digit from 1 to 9 into each of the empty triangular cells so that each digit appears exactly once in each of the 6 large triangles and every line (of any length, even noncontinuous).





Twins

Points: 15

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.

This variant consists of a pair of standard sudoku puzzles with starting digits. Substitute the equivalent values of the digits from one corresponding sudoku into the other.

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

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

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

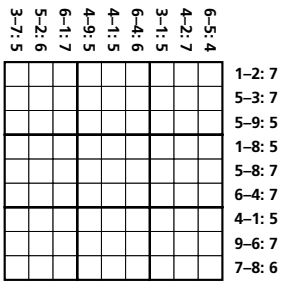
3	8	1	6	4	5	9	2	7
7	2	4	9	1	3	8	5	6
9	5	6	2	8	7	4	1	3
2	4	3	5	9	6	1	7	8
8	9	7	4	3	1	5	6	2
1	6	5	8	7	2	3	4	9
6	3	2	1	5	9	7	8	4
5	7	8	3	2	4	6	9	1
4	1	9	7	6	8	2	3	5

Distance

Points: 20

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.

The distance between two digits in each row and column is specified. The order of these digits is from left to right or from top to bottom.



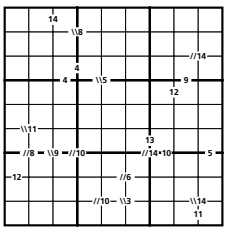
3	1	6	8	4	9	5	7	2
8	5	9	1	2	7	6	4	3
2	7	4	5	3	6	8	1	9
1	9	2	4	7	8	3	5	6
5	4	3	6	9	2	7	8	1
7	6	8	3	1	5	2	9	4
4	8	5	2	6	1	9	3	7
9	2	1	7	8	3	4	6	5
6	3	7	9	5	4	1	2	8

9 + 8 = 17

Points: 15

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.

Small clue-numbers are either placed on the border lines between selected pairs of neighbouring squares of the grid or placed after slash marks on the intersections of border lines between two diagonally adjacent squares. Each small clue-number is the sum of two digits in the two squares that are horizontally or vertically or diagonally adjacent to each other. The position of each pair of diagonally adjacent squares is indicated by either two forward slash marks // or two backward slash marks \\.

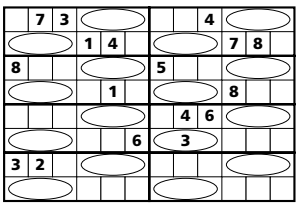


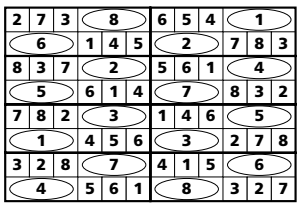
5	8	6	4	9	7	3	2	1
4	3	7	2	5	1	6	8	9
2	9	1	3	8	6	4	5	7
7	1	3	5	2	9	8	4	6
6	4	9	1	3	8	2	7	5
8	5	2	6	7	4	9	1	3
3	7	4	8	6	5	1	9	2
9	2	8	7	1	3	5	6	4
1	6	5	9	4	2	7	3	8

PART 2

Capsules — Points: 10

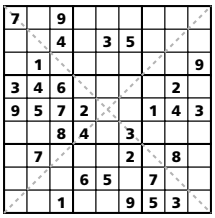
Place a digit from 1 to 8 so that each digit appears exactly once in each of the rows, columns and eight outlined rectangles. The digit in each capsule is used for the three columns.

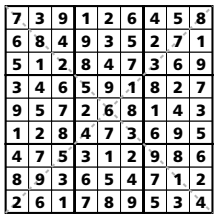




Diagonal — Points: 10

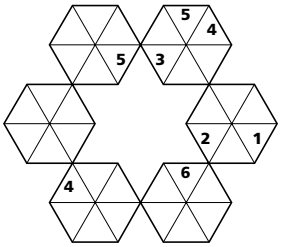
Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions. Additionally, each digit appears exactly once in each of the two main diagonals.

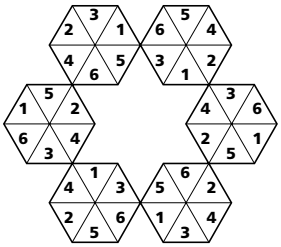




Snowflake — Points: 10

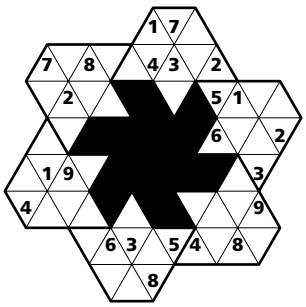
Place a digit from 1 to 6 into each of the hexagons so that each digit appears exactly once in each of the hexagons and in one horizontal and two diagonal directions.

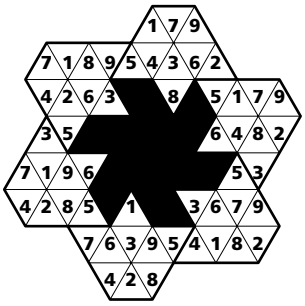




Triangles — Points: 10

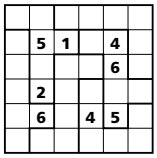
Place a digit from 1 to 9 into each of the empty triangles so that each digit appears exactly once in each of the outlined shapes and in one horizontal and two diagonal directions.

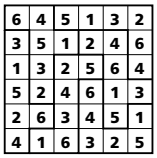




Irregular — Points: 10

Place a digit from 1 to 6 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the irregularly shaped regions.

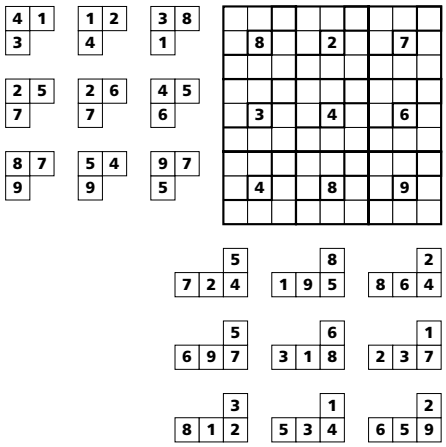




Small Pieces — Points: 10

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.

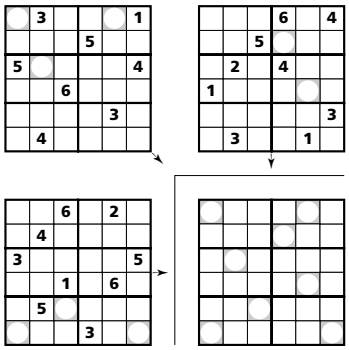
Put the small pieces with numbers into the grid. The pieces can not be rotated and mirrored.



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

Fourth from Three — Points: 10

Place a digit from 1 to 6 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the six outlined 3x2 regions. Solve three sudokus, transfer the digits from the circles into the corresponding cells of the fourth grid and solve the fourth sudoku.



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

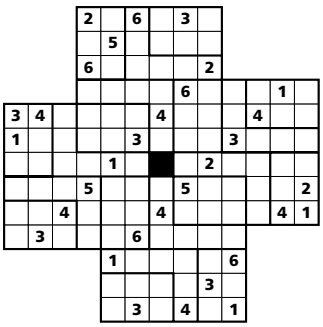
3	1	2	6	5	4
4	6	5	1	3	2
5	2	3	4	6	1
1	4	6	3	2	5
6	5	1	2	4	3
2	3	4	5	1	6

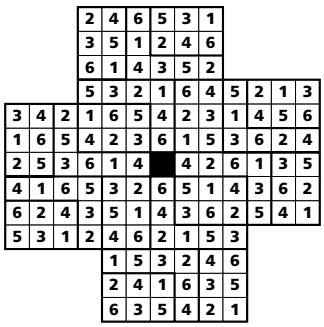
1	3	6	5	2	4
2	4	5	6	3	1
3	6	4	2	1	5
5	2	1	4	6	3
6	5	3	1	4	2
4	1	2	3	5	6

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

Chain — Points: 10

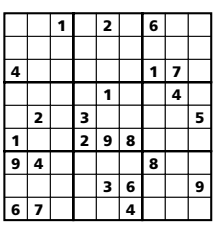
Place a digit from 1 to 6 into each of the empty squares so that each digit appears exactly once in each row and column of the four 6x6 grids and in each of the six-field outlined regions (irregular or rectangle).





Up — Points: 10

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.



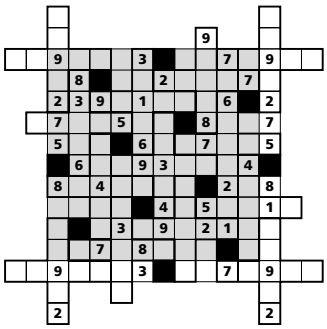
7	8	1	5	2	3	6	9	4
2	6	9	4	7	1	5	8	3
4	3	5	8	6	9	1	7	2
3	9	7	6	1	5	2	4	8
8	2	6	3	4	7	9	1	5
1	5	4	2	9	8	7	3	6
9	4	3	1	5	2	8	6	7
5	1	8	7	3	6	4	2	9
6	7	2	9	8	4	3	5	1

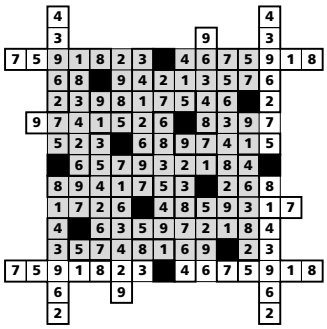
PART 3

Cross

Points: 20

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 and columns of the 10x10 gray square and in each of the crosses. Four corner crosses are identical. The puzzle is toroidal, the crosses wrap from top to bottom and left to right.

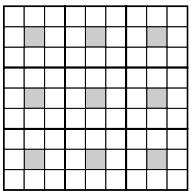




Magic Square

Points: 20

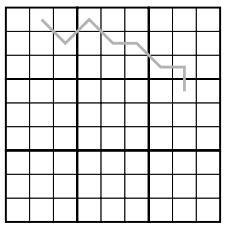
Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns, the nine outlined 3x3 regions and in each of the two main diagonals.
The sum of digits in the central highlighted squares of 3x3 square must be equal in each row, column and both diagonals.

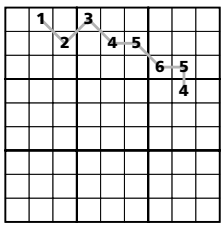


Zigzag

Points: 20

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. Additionally, each digit appears exactly once in each of the two main diagonals. The neighbouring cells linked with the line contain digits in arithmetical series (e. g. 2345) or in a special series (1234323). The same grid, two different solutions. Only if you solve both of them you get 20 points.



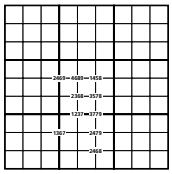


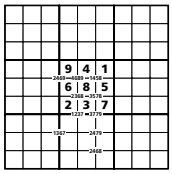
Quadruple

Points: 15

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 set of 4 small digits in the intersection of two grid lines stands for the numbers in the four cells of the grid adjacent to this set.

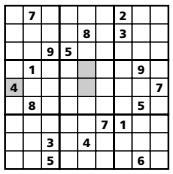


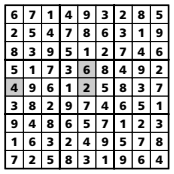


Even

Points: 10

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. The grey squares must contain even digits.

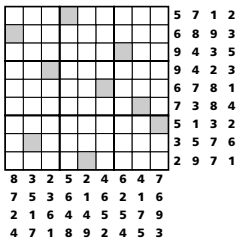


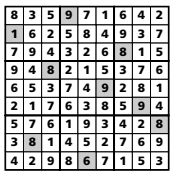


Transfer

Points: 20

We have erased in the filled sudoku grid the digits in grey cells. Then four digits in every row are transfered to the right one after another. Four digits in every column are transfered down one after another. Restore all digits in the grid.

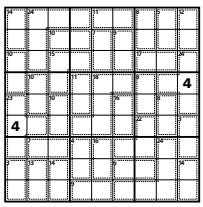


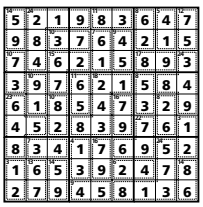


Killer

Points: 30

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. The sum of the numbers in each outlined region is equal to the corresponding number given in a corner of the outline. No digit is repeated within a given outlined region. Left 10, right 20 points.



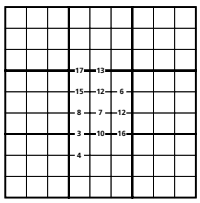


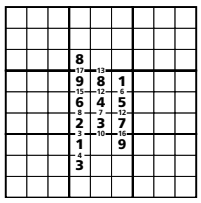
1 + 2 = 3

Points: 15

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.

Special clue-numbers are placed on the border lines between selected pairs of neighbouring cells of the grid. Each clue-number is the sum of two numbers that should be in the respective pair of the neighbouring cells just above and below it.



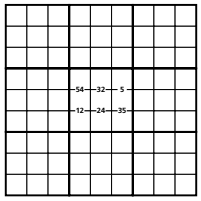


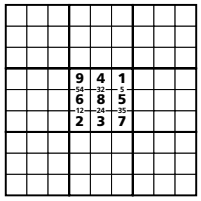
PART 4

7 x 5 = 35 — Points: 20

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.

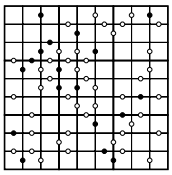
Small numbers always placed on the border lines between selected pairs of neighbouring cells of the grid are the products of two numbers that should be in the respective pair of the neighbouring cells just above and below the clue-number.

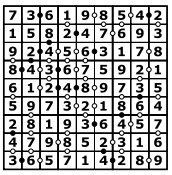




Dots — Points: 20

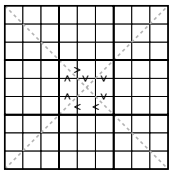
Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions.
If absolute difference between two digits in neighbouring cells equals 1, then they are separated by a white dot. If the digit is a half of digit in the neighbouring cell, then they are separated by black dot. The dot between 1 and 2 can be either white or black.

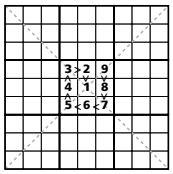




Greater and Less — Points: 15

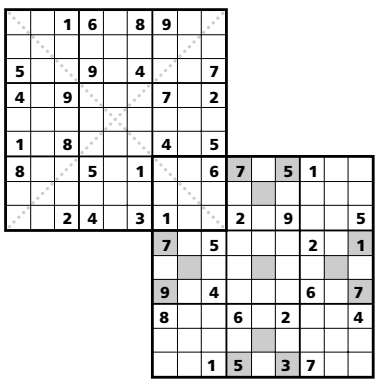
Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns, nine outlined 3x3 regions and each of the two main diagonals. The filled digits must obey relationships specified with „greater than“ (>) or „less than“ (<) symbols.

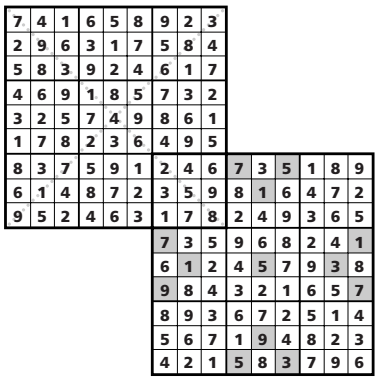




Multi — Points: 20

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 in each of the two big squares. Additionally, each digit appears exactly once in each of the two main diagonals in the upper grid, the grey squares in the lower grid must contain odd digits.



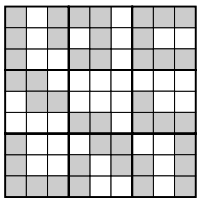


Big Bands

Points: 20

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.

There are six grey twisty bands 7 cells long in the sudoku grid and 7 digits long numbers. Put the numbers in the respective bands and all others digits in the grid.



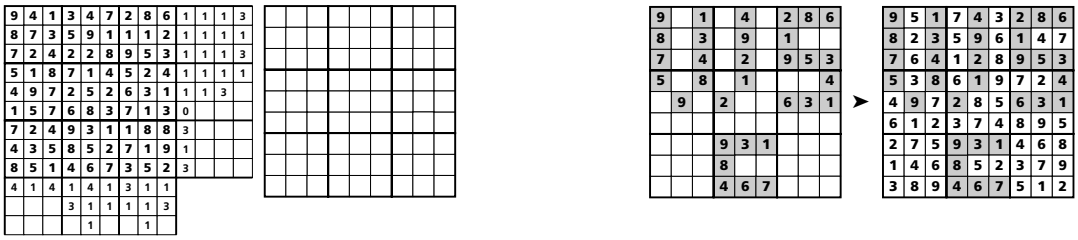
1973421
6539378
7159876
7234589
7846574
8418578

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

Paint It Black

Points: 20

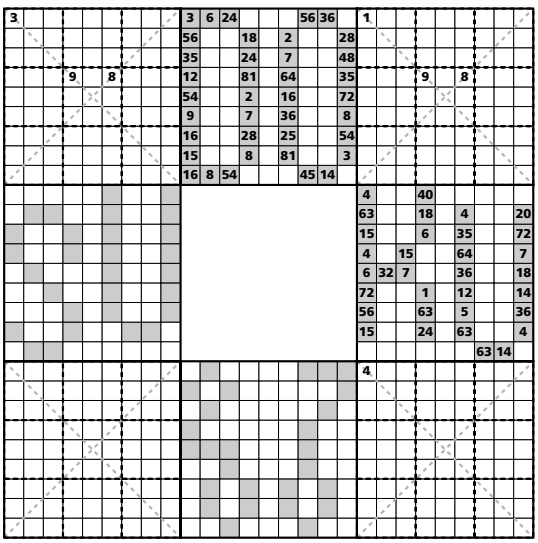
Blacken some of the cells to find out the hidden modern art figure. The numbers on the sides of the grid give the number of black cells in each black stretch in a certain row or column. The black regions are separated by one or more empty cells. Don't pay attention to digits in the grid. Then transfer the digits from black cells into the second grid and solve sudoku. 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.



Sudoku 2007

Points: 60

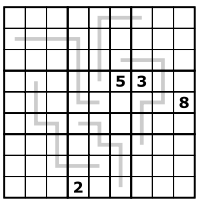
There are four empty sudoku grids in the corners of the picture to be filled in. Some squares in the grid among them contain numbers that correspond to a product of two digits that should be placed in the neighbouring grids on the same position. Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns, the nine outlined 3x3 regions and all main diagonals. 15 points each square, maximum 60 points.



PART 5

Creasing Sudoku — Points: 20

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. The digits in the squares with the grey line must be in the increasing or decreasing order but not necessarily in arithmetical series.

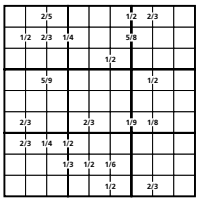


3	5	2	1	7	8	9	4	6
9	8	7	6	4	2	5	3	1
4	6	1	5	3	9	8	7	2
7	1	8	4	2	5	3	6	9
6	2	9	3	1	7	4	5	8
5	3	4	9	8	6	2	1	7
2	9	5	7	6	4	1	8	3
1	4	6	8	9	3	7	2	5
8	7	3	2	5	1	6	9	4

Ratio — Points: 10

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.

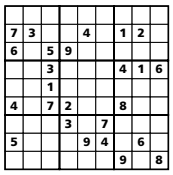
The special clue-numbers are fractions or ratios in the lowest terms. The clue-numbers are always placed on the border lines between selected pairs of neighbouring cells of the grid.



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

No Touch — Points: 15

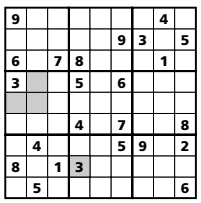
Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions. The same digits can not touch each other, not even diagonally.



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

Odd — Points: 15

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. The grey squares must contain odd digits.

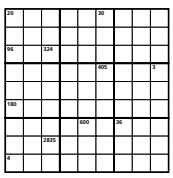


9	1	5	2	6	3	8	4	7
4	8	2	1	7	9	3	6	5
6	3	7	8	5	4	2	1	9
3	9	8	5	2	6	4	7	1
5	7	4	9	8	1	6	2	3
1	2	6	4	3	7	5	9	8
7	4	3	6	1	5	9	8	2
8	6	1	3	9	2	7	5	4
2	5	9	7	4	8	1	3	6

Many Times Times — Points: 20

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.

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.



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

12 x 12 — Points: 30

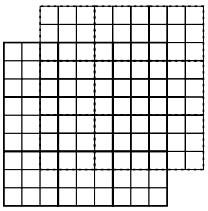
Place a digit from 1 to 12 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the twelve outlined 4x3 regions.

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

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

Dual Doku — Points: 20

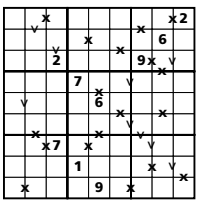
The big grid consists of two partially overalapped 9x9 sub-grids. Fill in the whole grid with numbers 1 through 9 (one number per cell) so that in both 9x9 sub-grids each horizontal line, each vertical line and each of their respective nine 3x3 squares must contain all the nine different numbers 1 through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



XV — Points: 15

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.

All horizontally and vertically neighbouring digits with the sum 10 are marked **X**,
all horizontally and vertically neighbouring digits with the sum 5 are marked **V**.

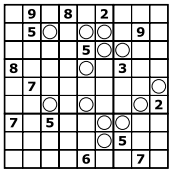


6	1	9	4	7	5	3	8	2
8	4	3	9	1	2	7	6	5
7	5	2	6	3	8	9	1	4
1	6	5	7	4	3	2	9	8
3	2	4	8	6	9	5	7	1
9	7	8	5	2	1	4	3	6
5	3	7	2	8	6	1	4	9
4	9	6	1	5	7	8	2	3
2	8	1	3	9	4	6	5	7

PART 6

Neighbouring Sudoku — Points: 20

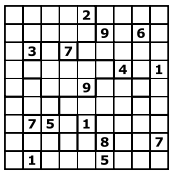
Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions. For each circled cell sum of its vertical neighbours must be equal to the sum of its horizontal neighbours.



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

Untouchable Sudoku — Points: 20

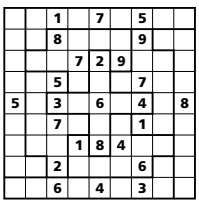
Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined regions. Cells with the same digits cannot touch each other even diagonally.



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

Irregular — Points: 20

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 irregularly shaped regions.

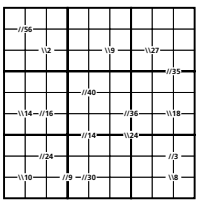


2	9	1	4	7	3	5	8	6
4	2	8	5	3	1	9	6	7
1	6	4	7	2	9	8	5	3
3	8	5	2	1	6	7	4	9
5	1	3	9	6	7	4	2	8
9	4	7	6	5	8	1	3	2
6	3	9	1	8	4	2	7	5
8	7	2	3	9	5	6	1	4
7	5	6	8	4	2	3	9	1

Product — Points: 20

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.

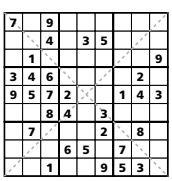
Small clue-numbers are either placed on the border lines between selected pairs of neighbouring squares of the grid or placed after slash marks on the intersections of border lines between two diagonally adjacent squares. Each small clue-number is the product of two digits in the two squares that are horizontally or vertically or diagonally adjacent to each other. The position of each pair of diagonally adjacent squares is indicated by either two forward slash marks // or two backward slash marks \\. (Slash marks only in this example.)



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

Diagonal — Points: 15

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. Additionally, each digit appears exactly once in each of the two main diagonals.

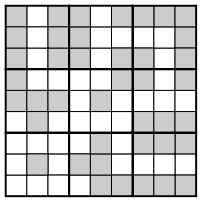


7	3	9	1	2	6	4	5	8
6	8	4	9	3	5	2	7	1
5	1	2	8	4	7	3	6	9
3	4	6	5	9	1	8	2	7
9	5	7	2	6	8	1	4	3
1	2	8	4	7	3	6	9	5
4	7	5	3	1	2	9	8	6
8	9	3	6	5	4	7	1	2
2	6	1	7	8	9	5	3	4

Crossnumber

Points: 20

Fill in the white cells with given number words. Then using written digits solve sudoku. 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.



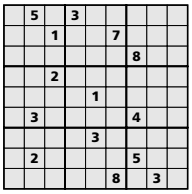
2431 7168
2637 8491
4316 8495
4931 8627
5876 8629
6517 8651
6798 9518

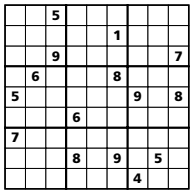
3	7	8	9	2	4	1	6	5
4	1	2	5	6	7	9	8	3
9	6	5	8	3	1	2	4	7
1	8	6	2	7	5	3	9	4
2	3	7	4	9	8	6	5	1
5	9	4	3	1	6	8	7	2
8	4	9	1	5	2	7	3	6
7	2	3	6	4	9	5	1	8
6	5	1	7	8	3	4	2	9

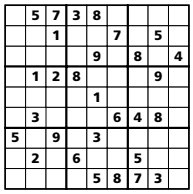
Transparent Sudoku

Points: 20

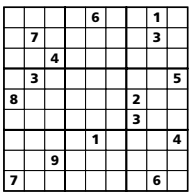
The highlighted sudoku doesn't have the unique solution. Choose one of the remaining sudoku grids, move it to a proper position and transfer it over the highlighted one in order to create a solvable sudoku. The transferred sudoku may be rotated but not mirrored. Finally, solve the created sudoku – place 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.

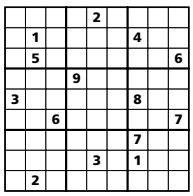






4	5	7	3	8	2	9	1	6
8	9	1	4	6	7	2	5	3
2	6	3	1	9	5	8	7	4
7	1	2	8	4	3	6	9	5
6	8	4	5	1	9	3	2	7
9	3	5	7	2	6	4	8	1
5	7	9	2	3	4	1	6	8
3	2	8	6	7	1	5	4	9
1	4	6	9	5	8	7	3	2

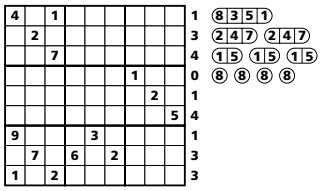


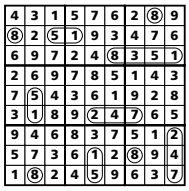


TEAM PART 1

Battleship — Points: 50

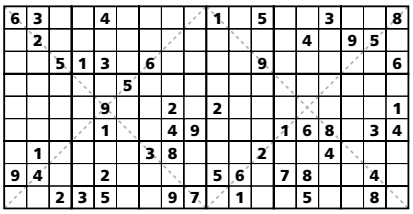
Locate the position of the 10-ship fleet in the grid by standard rules. The ships do not touch each other, not even diagonally. The numbers outside the grid indicate how many cells in that row or column contain parts of ships. The ship can not occupy the cell with given digits. Then write the numbers into the ships. These numbers can go from left to right and from right to left, from top to bottom and from bottom to top. The given digits and digits in ships will help you to solve sudoku. 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.

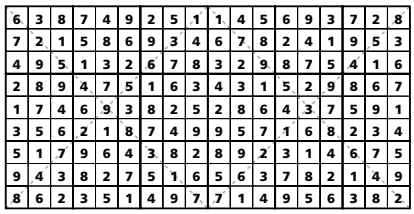




Double — Points: 60

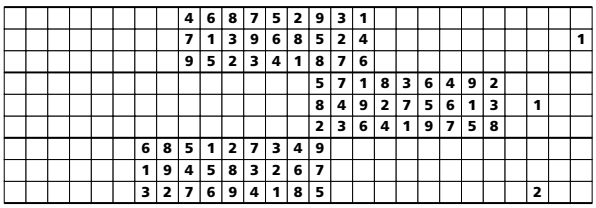
Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns, nine outlined 3x3 regions and each of the two main diagonals.

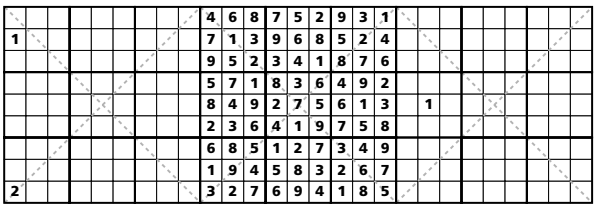




Roll Sudoku — Points: 80

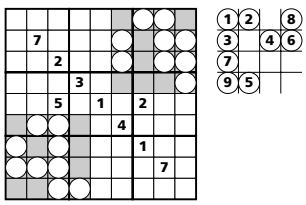
Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns, the nine outlined 3x3 regions and in each of the two main diagonals. Move the zones consisting of 3 rows to the left or right so that 3 sudoku grids could be solved. Each zone consists of 3 rows so if moving one zone you have to move all three rows. If you for example move the zone to the left the moved columns from the left side will appear on the right side. One solved sudoku 40, two 60, complete solution 80 points.





Increase Distance — Points: 50

Solve both grey squares in the „increase distance“ puzzle. Put the digits 1– 9 into the circles so that the distance between circles increases one after another: |1, 2| < |2, 3| < … < |8, 9|. Then using written and given digits solve sudoku. 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.



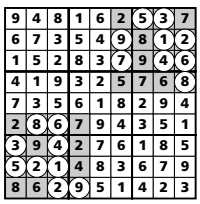
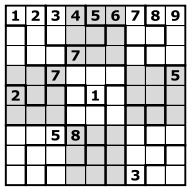


Figure — Points: 80

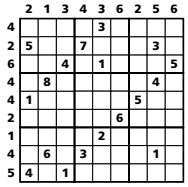
Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine 3x3 regions. All occurances of each outlined shape (rotated and/or mirrored) must contain the same set of digits but each digit needn't be used exactly once The sets can be the same for different shapes.

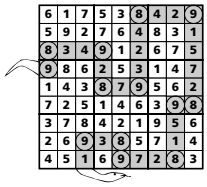


1	2	3	4	5	6	7	8	9
7	8	6	1	9	2	5	4	3
5	9	4	7	8	3	6	2	1
4	6	7	3	2	8	9	1	5
2	5	9	6	1	7	4	3	8
8	3	1	5	4	9	2	6	7
3	7	5	8	6	4	1	9	2
6	1	2	9	3	5	8	7	4
9	4	8	2	7	1	3	5	6

Sssssssudoku Sssssssnake — Points: 40

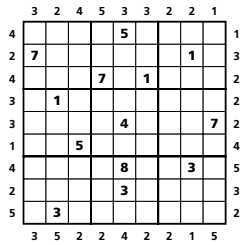
First solve the puzzle Snake. Draw the snake 32 long, the parts of the body do not touch, not even diagonally. The numbers outside the grid show number of squares occupied by a snake in a certain row or column. You can place only digits 8 or 9 in the cells with snake turning (including head and tail). Then solve sudoku. 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.





Buildings — Points: 80

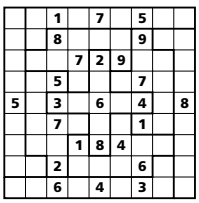
Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions.
Each row and column contain buildings of different heights. The numbers outside the grid indicate how many buildings are visible from that direction (the higher buildings hide the lower ones behind them).



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

Irregular — Points: 30

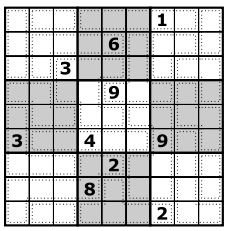
Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the irregularly shaped regions.



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

Number 5 Still Alive — Points: 70

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. Sum of digits in all dotted areas must end with 5. The digits in these areas can be the same.

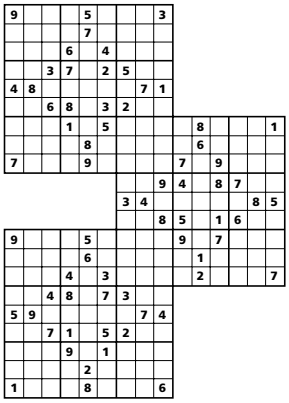


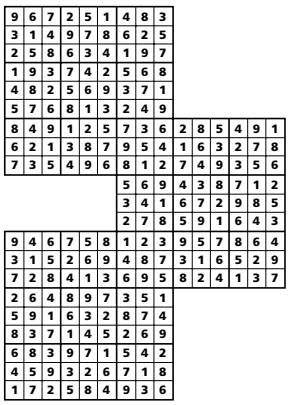
9	8	7	5	4	3	1	2	6
1	2	4	7	6	8	5	3	9
5	6	3	2	1	9	7	4	8
4	7	2	6	9	1	8	5	3
6	5	9	3	8	2	4	1	7
3	1	8	4	7	5	9	6	2
8	3	5	1	2	7	6	9	4
2	9	6	8	5	4	3	7	1
7	4	1	9	3	6	2	8	5

Multi

Points: 60

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 and in each of the three big squares.

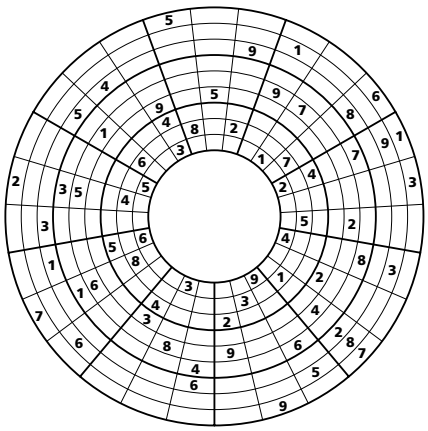


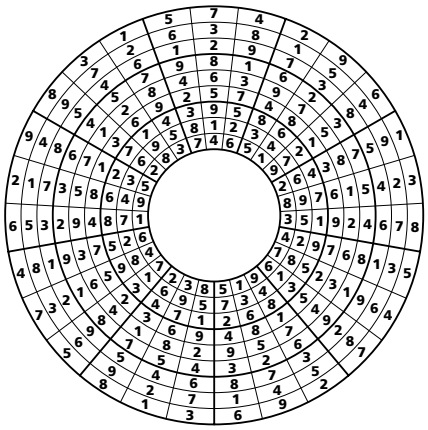


Ring

Points: 60

Place a digit from 1 to 9 into each of the empty cells so that each digit appears exactly once in each of the columns and rows of three consecutive sectors 3x9. Each three consecutive sectors 3x9 form the standard sudoku 9x9.



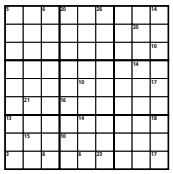


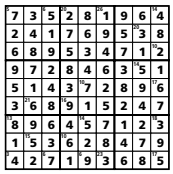
Neighbours

Points: 60

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.

Small clue-numbers in the top parts of certain squares are the sums of the digits in all the squares horizontally and vertically adjacent to the square.

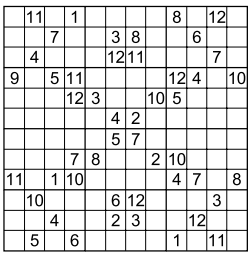


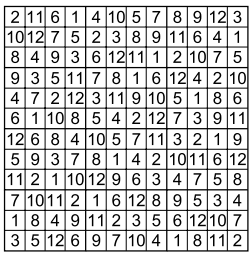


12 x 12

Points: 70

Place a digit from 1 to 12 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the twelve outlined 4x3 regions.

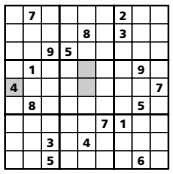


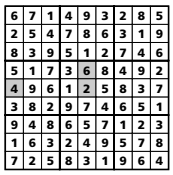


TEAM PART 2

Even — Points: 40

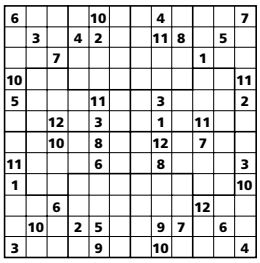
Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions. The grey squares must contain even digits.

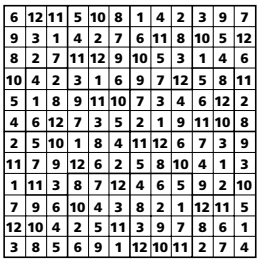




Irregular 12 x 12 — Points: 70

Place a digit from 1 to 12 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the irregularly shaped regions.

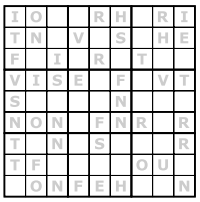


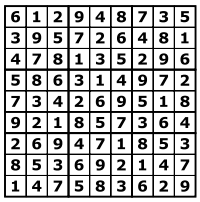


One to Nine — Points: 70

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. Letters in cells stand for the digits which contain them in spelling.

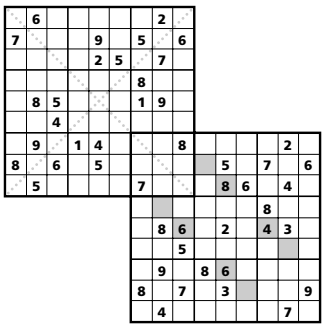
1 – ONE
2 – TWO
3 – THREE
4 – FOUR
5 – FIVE
6 – SIX
7 – SEVEN
8 – EIGHT
9 – NINE

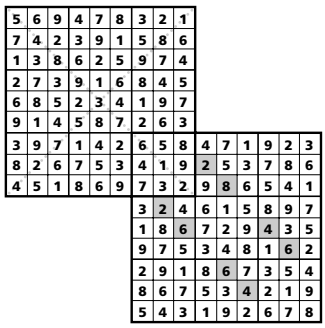




Diaeven — Points: 60

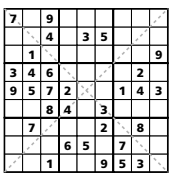
Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions in each of the two big squares. Additionally, each digit appears exactly once in each of the two main diagonals in the upper grid, the grey squares in the lower grid must contain even digits.

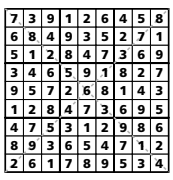




Diagonal — Points: 50

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. Additionally, each digit appears exactly once in each of the two main diagonals.

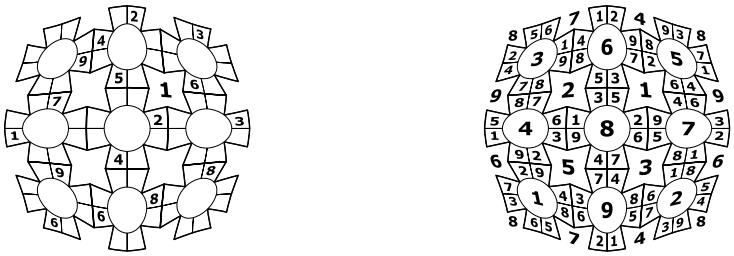




Ball

Points: 90

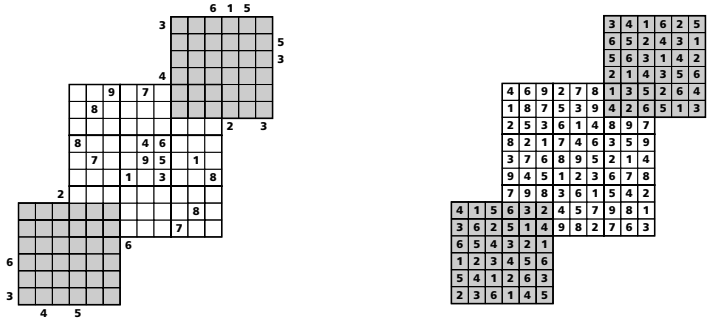
Fill in the grid so that every row, column (six smaller cells and three bigger circles or stars), outlined figures (eight smaller cells and a bigger circle), nine bigger circles and nine bigger stars contain the digits 1 through 9. The grid is toroidal.



Skyscrapers

Points: 70

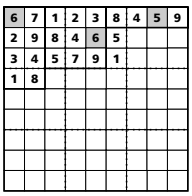
First solve two puzzles Skyscrapers in grey squares. Each row and column contain buildings of different heights (1–6). The numbers outside the grid indicate how many buildings are visible from that direction (the higher buildings hide the lower ones behind them). Use the obtained digits and solve sudoku. 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.



Parallelograms

Points: 70

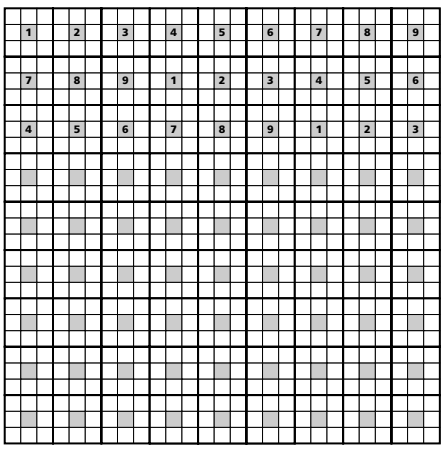
Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns, nine outlined 3x3 regions and each of the two main diagonals. After solving the sudoku divide the grid into rectangular parallelograms (square, rectangle). Each shape must contain one highlighted square. The digit in the highlighted square indicates the sum of the sides of the parallelogram (length and height).



Big Big

Points: 150

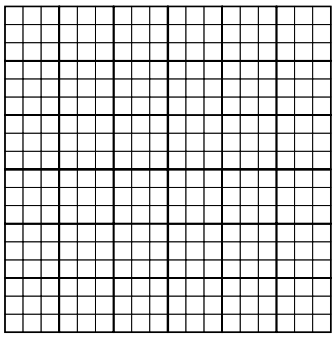
Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and nine outlined 3x3 regions in each of the nine standard sudoku grids. Additionally each digit appears exactly once in the nine highlighted squares in each sudoku grid and all the highlighted squares create the tenth sudoku grid 9x9. Each sudoku 15 points, complete solution 150 points.



Mirror

Points: 60

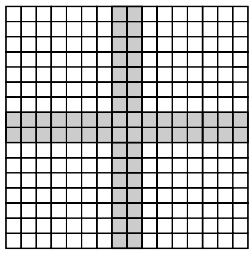
Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and nine outlined 3x3 regions in each of the four squares. The mirrors have been placed among the four squares and all the digits are reflected according to certain rule. The rule is recognizable from the grid.



Overlap

Points: 70

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 in each of the four squares. The grids are overlapped by two highlighted rows or columns.

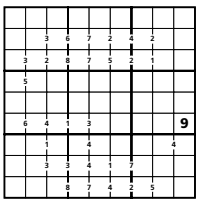


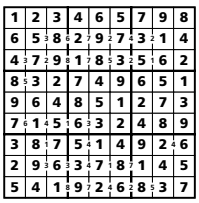
3 – 2 = 1

Points: 50

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.

Small clue-numbers are placed on the border lines between selected pairs of neighbouring cells of the grid. Each clue-number is the difference between the two numbers that should be in the neighbouring cells just to the right and to the left of that clue-number.





Killer

Points: 70

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. The sum of the numbers in each outlined region is equal to the corresponding number given in a corner of the outline. No digit is repeated within a given outlined region.