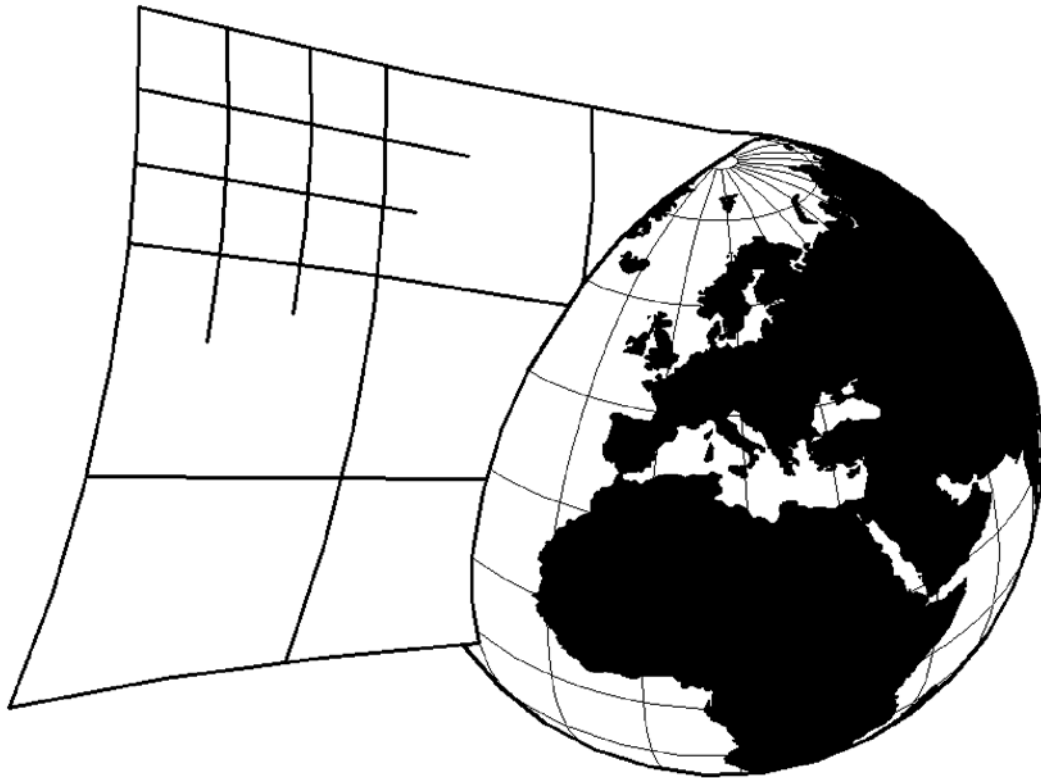


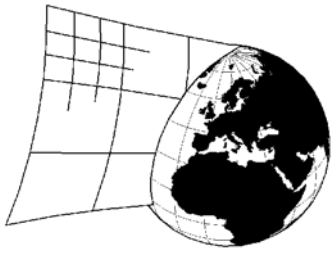
# Booklet



## SUDOKUCUP 2.

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***Kabrňáci***



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# SUDOKUCUP 2.

*Kabrňáci*

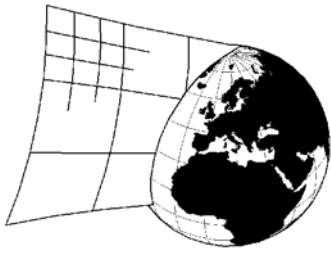
## Classical Sudoku

Fill in the grid so that every row, column, and 3x3 box contains the digits 1 through 9.

**2**  
▽

	1	4						
8						6		
5			1			9		4
		7	6		5			
<b>1</b> ▷						5		3
			3		4		1	
	7	5		2				
					3		2	5
		6		9			3	

△



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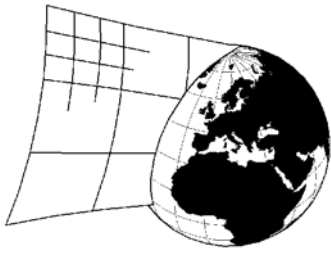
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## Kabrňáci

### Diagonal

Fill in the grid so that every row, column, 3x3 box, and two main diagonals contains the digits 1 through 9.

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



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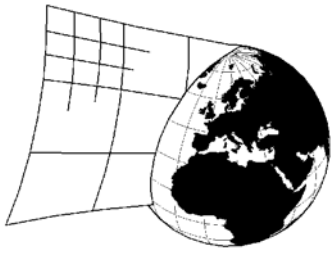
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*Kabrňáci*

## Consecutive

Fill in the grid so that every row, column, and 3x3 box contains the digits 1 through 9. All the places where orthogonally adjacent cells are consecutive numbers are marked with black dots.

			8		4			
	○	○	○	4		○	3	
1 ▷		○						○
			○			○		
	8							1
			○		○			
	7	○		○			○	5
2 ▷			○					
	○		○	2		○	7	○
			2		1		○	○



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## Kabrňáci

### Sequences

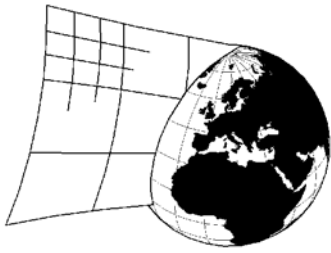
Fill in the grid so that every row, column, and 3x3 box contains the digits 1 through 9. The digits along the grey lines are arithmetic sequences. It means that the difference between two following digits along the line is the same and the digits are not repeated there.

Example: 1-3-5 or 9-8-7-6

**2**  
▽

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

△



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# SUDOKUCUP 2.

*Kabrňáci*

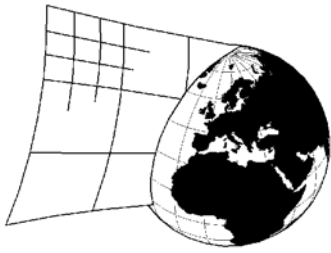
## Biathlon

Fill in the grid so that every row, column, and 3x3 box contains the digits 1 through 9. In the first, third, fifth, seventh, and ninth square all the pairs of consecutive digits are marked with white dots and all the pairs in which one digit is the double of the other one are marked with black dots. (The dot between digits 1 and 2 has any of these two dots).

In the second, fourth, sixth, and eighth square there are greater/less signs.

Take care of the cells on the edge of squares where there are no signs.

		○	<	>							
	9	○	∨	∨	∨	●	○	○	8		
	●	8	^	^	^	1					
1	<	>					>	<			
2	^	^	^	●	3	●	∨	^	∨		
	<	>					<	<			
	∨	∨	∨	○			^	^	∨		
	<	>					>	>			
	○	○	6	>	<	5					
	5	○		^	^	∨	5	●	7		
	○	○		>	>						
	○			∨	∨	^	●				
				>	<			●			




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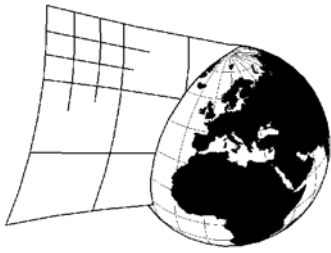
## Kabrňáci

### Antiknight

Fill in the grid so that every row, column, 3x3 box contains the digits 1 through 9. For more the same numbers are not chess-knight move connected.

	x		x	
x				x
				
x				x
	x		x	

	3		6	4		7	
<b>1</b> ▷		6			3		▷
	8		7	3		1	
	6	7			8	1	
<b>2</b> ▷				6			▷
	8	5			4	9	
	5		9	2		8	
		8			2		
	2		8	6			3



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## Kabrňáci

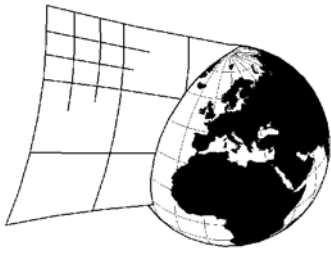
### Quadruple

Fill in the grid so that every row, column, and 3x3 box contains the digits 1 through 9. Each set of four small digits in the intersection of two lines indicate the digits that are in the four adjacent cells.

	2589			3468		1456		
		3478			1267			1259
<b>1</b> ▷			1359			2268		
<b>2</b> ▷								
						4589		
	1379	1249		1567			2356	
			4466		2359			

▷ ▷





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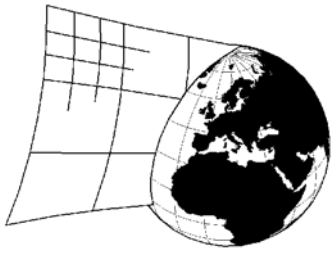
## Clock-Faces

Fill in the grid so that every row, column, and 3x3 box contains the digits 1 through 9. Digits around the white clock-faces are ordered by the size in the clockwise direction. Digits around the black clock-faces are ordered by the size in the anticlockwise direction. All the clock-faces are indicated.

9	5
1	3
5	4

The grid contains the following clues:

- Row 1: 4 (top-left), 3 (top-right)
- Row 2: 2 (middle-left), 9 (middle-right), 4 (right)
- Row 3: 7 (middle), 8 (right)
- Row 4: 8 (left), 7 (middle), 4 (right)
- Row 5: 3 (left), 7 (middle), 4 (middle-right), 1 (right)
- Row 6: 1 (middle)



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# SUDOKUCUP 2.

## Kabrňáci

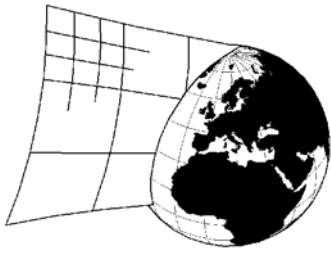
### Figure Sudoku

Fill in the grid so that every row, column, and 3x3 box contains the digits 1 through 9. All cages of each shape (rotated and/or mirrored) contain the same set of digits, possibly in different orders.

**2**  
▽

	9			2			6		
6			7			4			
								9	
	3			1					
9			6			7			
					7			1	
	6			5			4		
<b>1</b> ▷	3					1			▷
		5			9				

△



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# SUDOKUCUP 2.

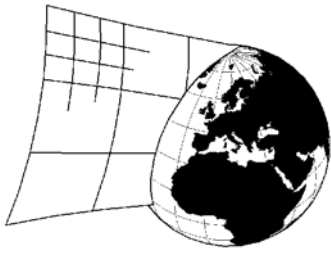
*Kabrňáci*

## Multiplication Table

Fill in the grid so that every row, column, and 3x3 box contains the digits 1 through 9. In the cage there is calculation of the multiplication table. The two-digit number in the second line of the cage is always product of the one-digit and one-digit numbers in the first line of the cage.

4	⊗	3
1		2

	5	⊗	7		3		1		4
						⊗			
			8				3		⊗
<b>1</b> ▷		⊗			6				
			3		⊗		9		
	7								8
				2		7		⊗	
<b>2</b> ▷									
		7			1			4	



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# SUDOKUCUP 2.

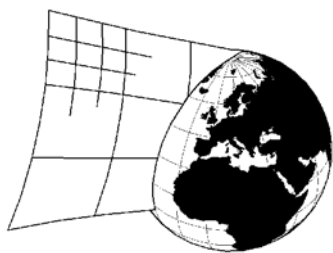
*Kabrňáci*

## Neighbors

Fill in the grid so that every row, column, and 3x3 box contains the digits 1 through 9. There is a cross in the cell if the value of the digit (in this cell) is the number of different digits among its diagonal neighbors. If the value of the digit is the number of different digits among all the neighbors (up to 8 in any direction), there is a circle in the cell. All the cells with given characteristics are indicated.

4	9	1
8	<del>8</del>	6
1	⑧	2
5	4	7

	8		<del>×</del>	1	○		9		○
<b>1</b> ▷		9			2	<del>×</del>	○	5	
	○		⑥		<del>×</del>	8			4
	6			<del>4</del>			7		
	<del>×</del>	⑧			7		○	<del>4</del>	
	○		⑦	○		2	○		8
<b>2</b> ▷	9			3			<del>4</del>		
		6	○		<del>4</del>			9	<del>×</del>
			4	<del>×</del>		9			5



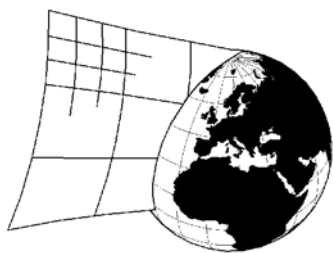
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***Kabrňáci***

**Surprise**

**12 - 15**



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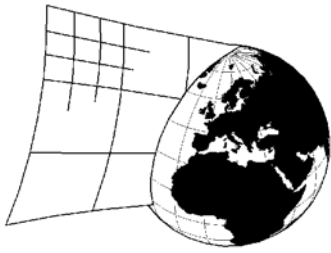
# SUDOKUCUP 2.

*Kabrňáci*

## Triathlon

Fill in the grid so that every row, column, and 3x3 box contains the digits 1 through 9. Three digits marked with the plus-symbol indicate the sum of three closest digits in given row or column. Three digits marked with the cross-symbol (multiplication symbol) indicate the product of three closest digits in given row or column. Three digits marked with the square-symbol indicate the number of visible skyscrapers through the whole row or column in given direction.

		+		×	▽	2		□	
	6	22	17	112	72	45	3	2	3
2				4					10
4	7						9		21
4									14
280				2					24
72		3				5			90
18				5					168
11									3
22	8						4		4
12				8					2
	4	3	2	60	72	84	22	13	10
		□		×	△		+		



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## Kabrňáci

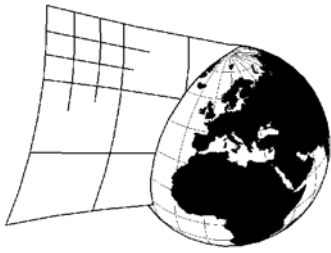
### Wrong killer

Fill in the grid so that every row, column, and 3x3 box contains the digits 1 through 9. The difference between the digit given for the cage in the upper right of the cage and the sum of the cells in the cage is one.

			1		2			
6								7
		7		3		4		
8								9
			8		6			

1 ▷

2 ▷



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*Kabrňáci*

## Irregular Dots

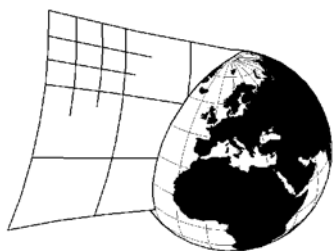
Fill in the grid so that every row, column, and 3x3 box contains the digits 1 through 9. If the difference of two adjacent digits in the N-line is N, there is a white dot between them. If the sum of two adjacent digits in the N-line is N, there is a black dot. The same rule holds for columns.

1	○	2	○	3	○	4
3		4	○	2		1
○						●
2	●	1	○	4		3
		○		○		
4		3	●	1		2

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

1 2





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***Kabrňáci***

## **Other Sources**

If you search for other training sources, there are some tips for you:

### **1. Classical Sudoku**

[www.fed-sudoku.eu](http://www.fed-sudoku.eu)

daily puzzles

### **2. Diagonal**

[www.fed-sudoku.eu](http://www.fed-sudoku.eu)

alternatives

### **3. Consecutive**

[www.fed-sudoku.eu](http://www.fed-sudoku.eu)

alternatives

### **4. Sequences**

[www.fed-sudoku.eu](http://www.fed-sudoku.eu)

variant 152

### **5. Biathlon**

a new puzzle :-)

### **6. Anti-knight**

[www.fed-sudoku.eu](http://www.fed-sudoku.eu)

variants 136 and 137

### **7. Quadruples**

[cs.sudokucup.com/node/33](http://cs.sudokucup.com/node/33)

Sudokucup 1 puzzles

### **8. Clock-Faces**

[www.fed-sudoku.eu](http://www.fed-sudoku.eu)

variant 158

### **9. Figure Sudoku**

a new puzzle :-)

[www.sudoku07.com](http://www.sudoku07.com)

figure sudoku

similar one

### **10. Multiplication Table**

[www.fed-sudoku.eu](http://www.fed-sudoku.eu)

variant 167

similar one

### **11. Neighbors**

[cs.sudokucup.com/node/311](http://cs.sudokucup.com/node/311)

GP Prostějov puzzles

### **12. Surprise**

### **13. Triathlon**

a new puzzle :-)

### **14. Wrong killer**

[www.fed-sudoku.eu](http://www.fed-sudoku.eu)

variant 151

[cs.sudokucup.com/node/311](http://cs.sudokucup.com/node/311)

GP Prostějov puzzles

### **15. Irregular Dots**

[cs.sudokucup.com/node/311](http://cs.sudokucup.com/node/311)

GP Prostějov puzzles