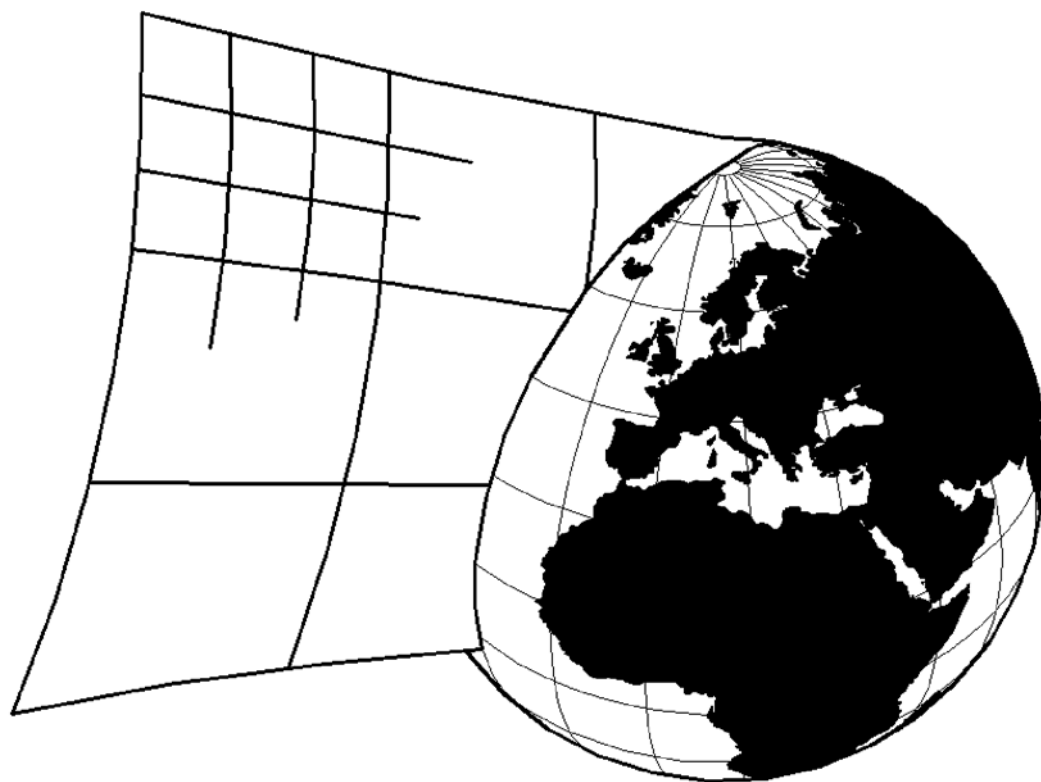


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Competition puzzles

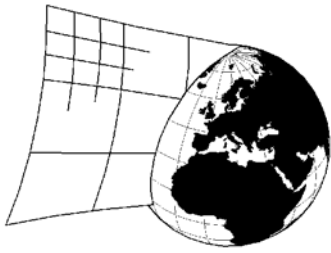


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Kabrňáci



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Kabrňáci

Classical Sudoku (10 points)

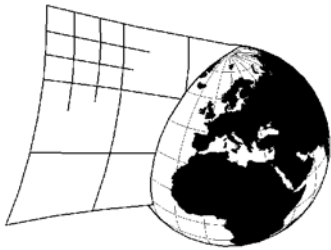
Fill in the grid so that every row, column, and 3x3 box contains the digits 1 through 9.

1 ▷

2
▽

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

△



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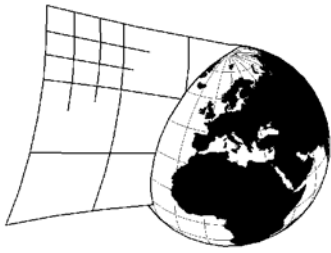
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Kabrňáci

Diagonal (18 points)

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

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



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Kabrňáci

Consecutive (12 points)

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 white dots.

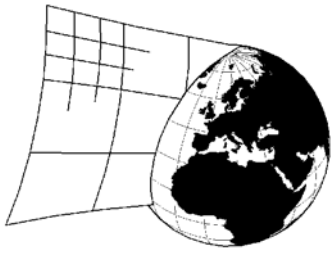
2
▽

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

△

1 ▷

◁



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Kabrňáci

Sequences (19 points)

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

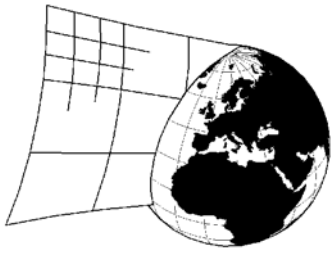
2
▽

1 ▷

		3				2		
		8				5		

△

4 - 15



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Kabrňáci

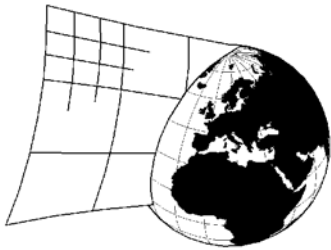
Biathlon (20 points)

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	○	○	>	>	6
				v	v	^
	○	○		<	<	
1 ▷		○	○	^	^	v
	<	>		>	>	○
	^	v	^	7	●	5
	v	v	v	●	○	v
	>	<			○	v
2 ▷		○		<	>	○
	●	●	9	^	v	v
	○			>	<	1
	●	○		v	^	○
	●	○		<	>	○




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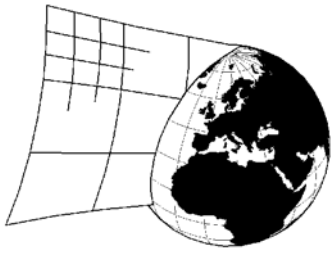
Kabrňáci

Antiknight (24 points)

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	

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



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Kabrňáci

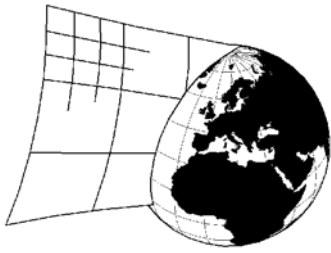
Quadruple (15 points)

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.

			1467			3579	
	1457				2245		
	4599			2288			
						1568	
			3459				
			5569				
						3567	4579
	1349						

1

2



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Kabrňáci

Clock-Faces (26 points)

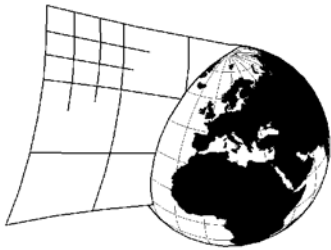
Fill in the grid so that every row, column, and 3x3 box contains the digits 1 through 9. Digits around the white clock-faces are ordered by the size in the clockwise direction. Digits around the black clock-faces are ordered by the size in the anticlockwise direction. All the clock-faces are indicated.

9	5
1	3
5	4

2
▽

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

△



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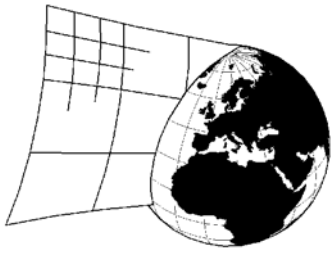
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Kabrňáci

Figure Sudoku (14 points)

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.

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



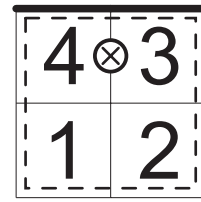
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Kabrňáci

Multiplication Table (18 points)

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.

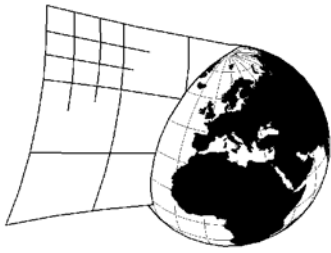


2

▽

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

△



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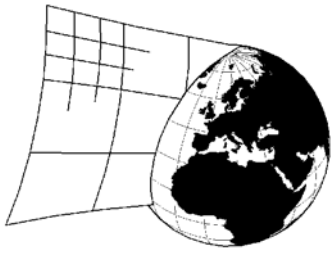
Kabrňáci

Neighbors (17 points)

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	8	6
1	⊗	2
5	4	7

	×	○		×		6			9
	×		○	×		×	○	○	○
	○	○	×	9				2	
		×	5	○	2		3		8
				3	○				
1 ▷	8		○						4
				8	○		4		
2 ▷		○	4				1		×
	5		×	1		9			○



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Kabrňáci

Soccer sudoku (26 points)

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

In the grid two seven-member teams play football as follows: the Player No1 has a ball next to him and passes it to the Player No2 in the given direction. This continues in the same way up to the Player No7. One of the teams plays with the ball No8, the other one plays with the ball No9. All 14 players are marked with the circle; you have to figure out the division into teams, the players' order and the position of 12 balls. In the direction of the pass between two following players no other player stands.

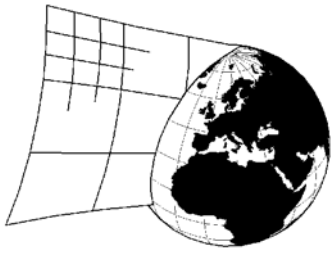
	①			
		8		③
			8	
				8
		④		②

See example with one four-member team.

2
▽

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

△



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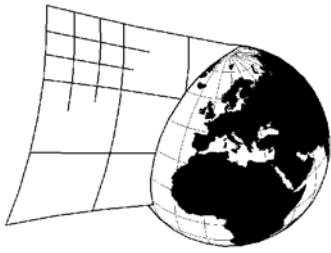
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Kabrňáci

Triathlon (27 points)

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.

		\oplus		\otimes		\square			
	6	22	17	30	32	378	3	3	4
2							3		
\square 3									9
4	3			1					13 \oplus
144									23
\otimes 20			5				8		84
126									96 \otimes
1 \triangleright 14					5			3	45
\oplus 17									2 \triangleleft
2 \triangleright 14			2						3 \square
	2	5	2	216	105	16	12	24	3 \triangleleft
		\square		\otimes		\oplus			



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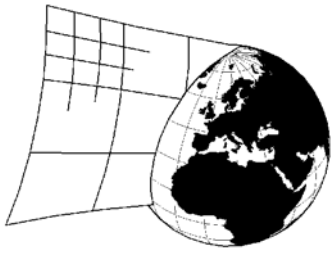
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Kabrňáci

Wrong killer (24 points)

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	▷	14	3		13	9	7	8		15	▷
			12			11	3		5		
2	▷	2	16	11			21		13	11	▷
				8		7		4			
		13	6		9	4	18		7	1	
		10	8					14		14	
			7	16	13			14	10		
		7			7	14	4	2		4	
			3	15			8		8		



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Kabrňáci

Irregular Dots (30 points)

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