

INSTRUCTION BOOK



UK Open Sudoku Tournament 2012

Rounds:

				Online start time
1	Classic Sudoku	30 minutes	380 points	2:30pm 28th April
2	Variant Sudoku	90 minutes	1340 points	11:00am 29th April
3	Sprint	45 minutes	470 points	12:30pm 29th April

2190 points

2 hours 45 minutes

Compilation and design ©Gareth Moore for UK Puzzle Association, a non-profit organisation.
Registered in England & Wales. No. 7281905

Instructions

You may start each round at any time of your choosing within 1 week of the start time shown above. Download the relevant round's contest PDF in advance of pressing 'START NOW' - this will then provide a password to let you view and print the round. You then have the length of time given above to complete the round.

Complete each puzzle and enter the two given keys, separated by a comma in the form "A,B", into the online form. For example, "123456789,432187659". You must submit all of your keys before the time is up in order to receive any credit for a puzzle. Keys must be 100% correct in order to gain credit for a puzzle.

10 bonus points per full minute remaining will be awarded if you complete a round early with all puzzles correct. If you complete early but with errors then a bonus of 5 points per full minute will be awarded if no more than 2, 3 or 2 puzzles are incorrect for rounds 1, 2 and 3 respectively.

The winner of the online tournament will be the player with the highest number of total points over all 3 rounds. An overall scoreboard will be published once all 3 rounds have closed.

Thank You

Enormous thanks to the many sudoku authors who have contributed puzzles. They are credited within. Thank you also to Thomas Snyder for test-solving the finished competition, plus Mike Colloby, Deb Mohanty and Liane Robinson for additional test solving and proofing.

INSTRUCTION BOOK



UK Open Sudoku Tournament 2012

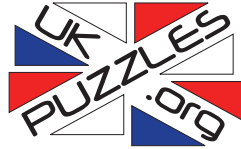
**Round 1:
Classic Sudoku**

380 points

30 minutes

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Classic Sudoku
Various points



©Gareth Moore

Sudoku 1:1-10

Place the digits 1 to 9 once each into every row, column, and bold-lined region.

There are 10 puzzles with points allocated as follows:

20	20	20	20
30	40	40	50
	60	80	

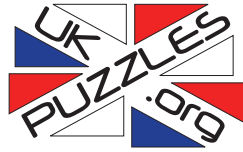
6	7	8	3	4	5	1	2	9
9	4	1	8	2	6	7	3	5
3	5	2	1	7	9	6	4	8
8	6	7	2	9	1	4	5	3
1	9	5	4	6	3	8	7	2
4	2	3	5	8	7	9	1	6
5	3	9	7	1	8	2	6	4
2	1	6	9	3	4	5	8	7
7	8	4	6	5	2	3	9	1

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

Key A: Enter marked row/column, e.g.
941826735

Key B: Enter marked row/column, e.g.
381245796

INSTRUCTION BOOK



UK Open Sudoku Tournament 2012

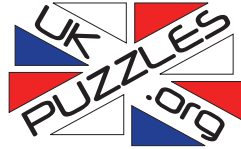
**Round 2:
Variant Sudoku**

1340 points

90 minutes

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Thermo Sudoku
50 points



©Thomas Snyder
Sudoku 2:1

Place the digits 1 to 9 once each into every row, column, and bold-lined region.

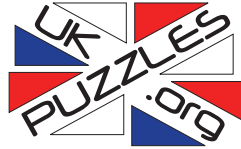
The digits in the thermometer shapes must be strictly increasing in each cell from the round bulb to the flat end (for example, 12568).

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

Key A: Enter marked row/column

Key B: Enter marked row/column

Arrow Sudoku
80 points



©Thomas Snyder
Sudoku 2:2

Place the digits 1 to 9 once each into every row, column, and bold-lined region.

In addition, the digits in each circled cell must equal the sum of all the digits along the arrow's path; digits can repeat within an arrow.

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

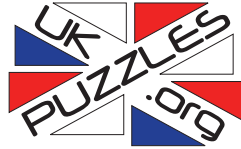
The grid is a 9x9 grid with bold-lined 3x3 regions. Arrows and circled cells are placed as follows:

- Row 1: 7, 4, 3. Arrows: (1,2) to (2,3), (1,7) to (2,8). Circled cells: (1,4), (1,8).
- Row 2: 9, 8. Arrows: (2,1) to (3,2), (2,6) to (3,7). Circled cells: (2,2), (2,8).
- Row 3: 6, 2. Arrows: (3,4) to (4,5), (3,8) to (4,9). Circled cells: (3,5), (3,9).
- Row 4: 7, 9. Arrows: (4,1) to (5,2), (4,6) to (5,7). Circled cells: (4,4), (4,8).
- Row 5: 5, 7. Arrows: (5,3) to (6,4), (5,8) to (6,9). Circled cells: (5,5), (5,9).
- Row 6: 1, 3, 2. Arrows: (6,1) to (7,2), (6,7) to (7,8). Circled cells: (6,2), (6,8).

Key A: Enter marked row/column

Key B: Enter marked row/column

Shape Sudoku
80 points



©Sinchai Rungsangrattanakul
Sudoku 2:3

Place the digits 1 to 9 once each into every row, column, and bold-lined region.

Fit each given shape piece into the grid by placing on a matching shaded region. Pieces can be rotated but not reflected.

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

Example by Tawan Sunathvanichkul

The diagram shows a 9x9 grid with various shaded regions. To the left of the grid are several shape pieces, each consisting of a set of numbers. An arrow labeled 'A' points to a shaded region in the grid, and an arrow labeled 'B' points to another shaded region.

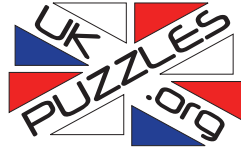
Shape pieces (from top to bottom):

- Vertical: 4, 9, 2, 1
- Vertical: 7, 8, 2, 3
- Vertical: 1, 7, 5, 8
- Vertical: 2, 1
- Vertical: 2, 3
- Vertical: 8
- Vertical: 2, 3, 4
- Vertical: 9, 4, 2, 5
- Vertical: 9, 5
- Vertical: 7, 1
- Vertical: 8
- Horizontal: 3, 6, 2, 8
- Horizontal: 1
- Horizontal: 6, 2, 3, 7
- Horizontal: 6, 5, 3
- Horizontal: 5, 6, 9

Key A: Enter marked row/column, e.g.
875142369

Key B: Enter marked row/column, e.g.
247196583

First Seen Even Odd Sudoku
120 points



©Vladimir Portugalov
Sudoku 2:4

Place the digits 1 to 9 once each into every row, column, and bold-lined region.

Numbers outside the grid show the sum of both the first seen even digit and the first seen odd digit in the corresponding row/column.

	9	15	7	9	5	11	15	5	11	
11	5	7	6	3	1	2	9	4	8	17
13	4	9	1	5	7	8	6	2	3	5
11	3	8	2	6	4	9	5	1	7	11
3	1	2	3	9	8	6	7	5	4	9
13	9	5	4	7	2	1	8	3	6	9
13	7	6	8	4	3	5	2	9	1	3
9	6	3	9	1	5	7	4	8	2	9
9	8	1	5	2	6	4	3	7	9	13
9	2	4	7	8	9	3	1	6	5	11
	9	5	15	9	15	7	5	13	7	



	9	15	7	9	5	11	15	5	11	
11										17
A 13				5	7	8				5
11			2				5			11
3		2						5		9
13		5						3		9
13		6						9		3
9			9				4			9
9				2	6	4				13
9										11
	9	5	15	9	15	7	5	13	7	

Key A: Enter marked row/column

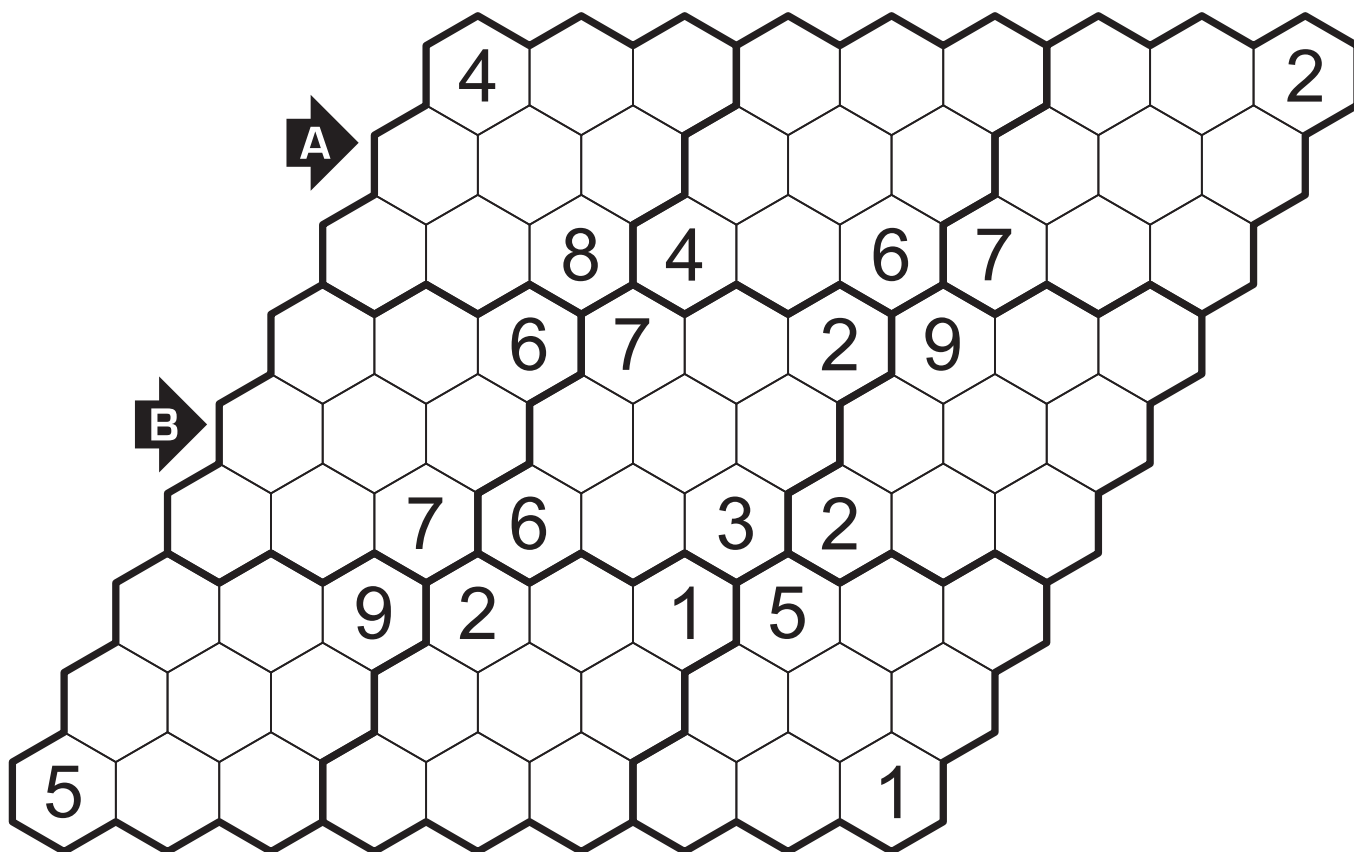
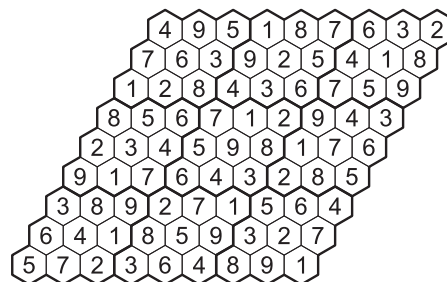
Key B: Enter marked row/column

Isosudoku
80 points



©Vladimir Portugalov
Sudoku 2:5

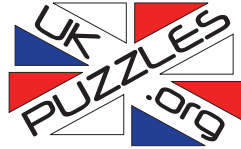
Place the digits 1 to 9 into each empty cell so that no digit repeats in any straight line of cells, or bold-lined region.



Key A: Enter marked row

Key B: Enter marked row

Twin Detector Sudoku
100 points



©Vladimir Portugalov
Sudoku 2:6

Place the digits 1 to 9 once each into every row, column, and bold-lined region.

In all cases where the digit in a cell is equal to the total of the first digit or digits seen in any direction, an arrow points in that direction. For example, in the sample solution the 9 in the first row points right to 5+4, down-and-right to 2+5+2, and down to 3+6.

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

B

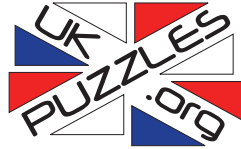
		2			5			
	6		5		2		9	
		4			8			
		3				1		
	5		2		9		8	
		9				6		

A

Key A: Enter marked row/column

Key B: Enter marked row/column

Killer Sudoku 80 points



©Puzzler Media Ltd
Sudoku 2:7

Place the digits 1 to 9 once each into every row, column, and bold-lined region.

The contents of each dashed line cage must sum to the total given at the top-left. You **cannot** repeat a number within a dashed line cage.

¹⁵ 1	9	¹² 8	²⁶ 7	5	¹⁶ 6	⁹ 2	4	3
⁵ 3	5	4	2	8	1	¹¹ 6	¹⁶ 9	7
2	¹³ 7	6	¹⁶ 3	4	9	5	1	8
¹² 8	4	7	6	¹⁹ 3	⁷ 2	²⁰ 1	5	¹³ 9
¹⁵ 9	2	3	¹⁹ 1	7	5	8	6	4
6	1	5	8	9	¹⁵ 4	⁹ 3	7	2
¹³ 7	6	³ 1	¹⁸ 9	¹⁹ 2	8	⁷ 4	3	¹⁶ 5
⁷ 4	3	2	5	6	7	¹⁶ 9	¹⁶ 8	1
²² 5	8	9	4	1	3	7	2	6

Example by Gareth Moore

B

¹⁵		¹²	²⁶		¹⁶	⁹			
⁵						¹¹	¹⁶		
	¹³		¹⁶				⁹		
¹²				¹⁹	⁷	²⁰		¹³	
¹⁵	¹¹		⁹						
					¹⁵		⁹		
¹³		³	¹⁸	¹⁹		⁷		⁶	
⁷						¹⁶	¹⁶		
²²									

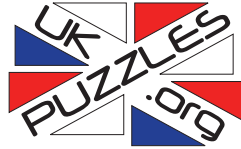
A

B

Key A: Enter marked row/column

Key B: Enter marked row/column

Uncaged Killer Sudoku
100 points



©Puzzler Media Ltd
Sudoku 2:8

Place the digits 1 to 9 once each into every row, column, and bold-lined region.

In addition, this is a Killer Sudoku puzzle with hidden cages. All cells must be assigned to a cage, and each cage must have precisely one clue number in it which must be in the top-most, left-most cell of the cage. This clue number must equal the total of the digits in the cage, and no digit can be repeated in any cage.

There are no single-cell cages.

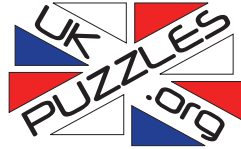
¹³ 5	8	¹⁹ 4	6	9	¹¹ 3	¹² 7	³ 2	1
⁷ 1	¹⁶ 7	9	⁶ 4	2	8	5	¹⁷ 6	¹² 3
2	¹¹ 6	⁴ 3	⁶ 5	1	¹⁶ 7	²³ 8	4	9
4	5	1	²¹ 8	⁸ 3	9	6	⁷ 7	2
¹⁷ 8	⁵ 3	6	7	5	⁶ 2	9	1	4
9	2	¹⁵ 7	⁴ 1	¹⁰ 6	4	⁶ 3	¹³ 8	5
¹⁶ 7	9	8	3	4	1	¹⁵ 2	⁸ 5	6
¹³ 6	³ 1	2	¹⁷ 9	8	¹³ 5	4	3	7
3	4	⁷ 5	2	¹³ 7	6	1	¹⁷ 9	8

	13		19			11	12	3	
	7	16		6				17	12
		11	4	6		16	23		
				21	8				7
	17	5				6			
			15	4	10		6	13	
	16							18	
	13	3		17		13			
			7		13			17	

Key A: Enter marked row/column

Key B: Enter marked row/column

Frameless Sudoku
120 points



©Deb Mohanty
Sudoku 2:9

Place the digits 1 to 6 once each into every row, column, and bold-lined region.

Each number outside the grid represents the sum of the first 'X' digits closest to the edge. X may be any amount of digits and may be different for each sum.

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

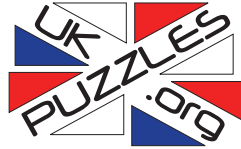
↓ **B**

	5	6	7				
							8
A →				4			9
4							10
5							12
6			3				
7							
				8	9	10	

Key A: Enter marked row/column

Key B: Enter marked row/column

Wrong Clue Sudoku
80 points



©Deb Mohanty
Sudoku 2:10

Place the digits 1 to 6 (1 to 4 in the example) once each into every row, column, and bold-lined region.

All given digits in a cell are wrong (i.e. not the solution digit).

3	1 ³	4 ¹	2 ⁴
4	3	2 ¹	1
1 ³	2 ³	3	4 ¹
2 ³	4 ³	1 ³	3

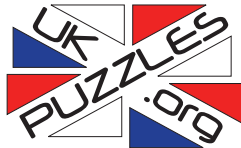
↓ **B**

← A		3	1	4
			1	
	3	3		1
	3	3	3	

Key A: Enter marked row/column

Key B: Enter marked row/column

Consecutive Series Sudoku
100 points

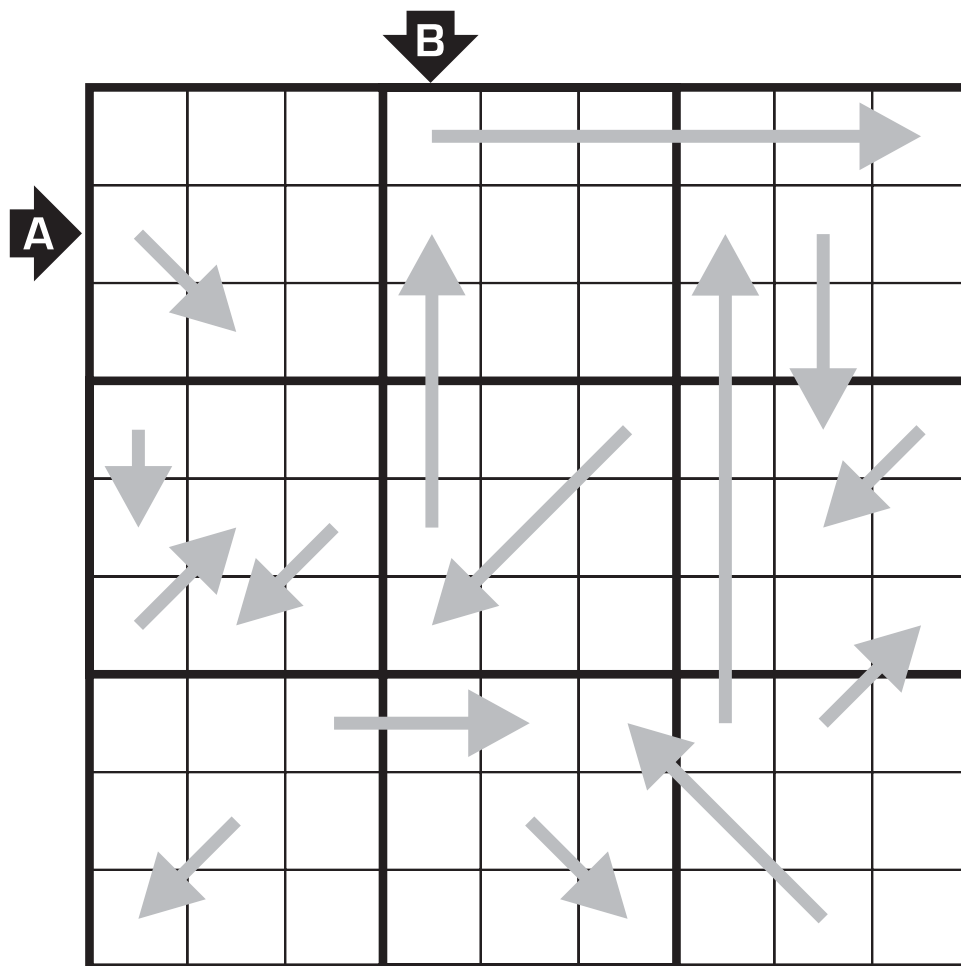


©Andrey Bogdanov
Sudoku 2:11

Place the digits 1 to 9 once each into every row, column, and bold-lined region.

Digits along a grey arrow should form an increasing and consecutive series in the direction of the arrow, such as 234 or 6789.

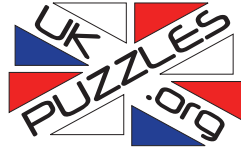
3	2	1	4	5	6	7	8	9
5	4	7	8	9	2	6	3	1
8	6	9	7	1	3	5	4	2
1	9	3	6	2	7	4	5	8
2	7	4	5	8	1	3	9	6
6	5	8	9	3	4	2	1	7
7	8	2	3	4	9	1	6	5
9	3	6	1	7	5	8	2	4
4	1	5	2	6	8	9	7	3



Key A: Enter marked row/column

Key B: Enter marked row/column

No Donkey Step Sudoku
100 points



©Rishi Puri

Sudoku 2:12

Place the digits 1 to 9 once each into every row, column, and bold-lined region.

A digit cannot repeat within 2 cells of itself in any diagonal line of cells.

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

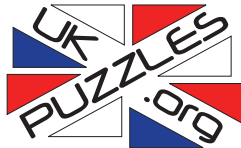
		1				3		
	3						5	
	6			5				9
			2				1	
		3				7		
	9				3			
	8			6				5
	1						9	
		5				4		

Key A: Enter marked row/column

Key B: Enter marked row/column

Irregular Two-doku

90 points



©Rishi Puri

Sudoku 2:13

Place the digits 1 and 3-8 once each into every row, column, and bold-lined region. Place the digit 2 twice into each row, column and bold-lined region.

The digit 2 cannot touch itself, not even diagonally.

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

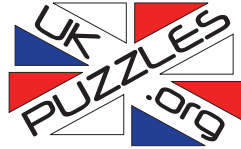
B ↓

				6	3		7	
A →	3	7	8			4		
	4			3				
		1				3		5
			3	4	8			
	8		4			6		
				7				6
		6			4	1	5	
	5		6	1				

Key A: Enter marked row/column

Key B: Enter marked row/column

Anti-knight Non-consecutive
80 points



©Rishi Puri

Sudoku 2:14

Place the digits 1 to 9 once each into every row, column, and bold-lined region.

A digit cannot repeat in a cell which is a chess knight's step from itself (i.e. one cell horizontally/vertically and two cells in a perpendicular direction).

Consecutive digits, such as 3&4 or 6&7, cannot occupy adjacent cells (but may touch diagonally).

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

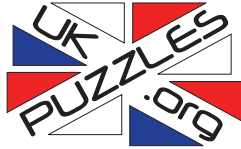
B ↓

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

Key A: Enter marked row/column

Key B: Enter marked row/column

Sudoku XV
80 points



©Gareth Moore

Sudoku 2:15

Place the digits 1 to 9 once each into every row, column, and bold-lined region.

All pairs of adjacent cells which add up to a total of 5 are marked with a 'v'.

All pairs of adjacent cells which add up to a total of 10 are marked with an 'x'.

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

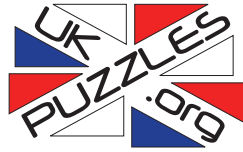
B ↓

	x			x		x	v	
A		x	4	v	x		x	
	x	v						
		v	x	x	v			
	v							
					x			
		x			x			
		v				3	v	x
	x		x					

Key A: Enter marked row/column

Key B: Enter marked row/column

INSTRUCTION BOOK



UK Open Sudoku Tournament 2012

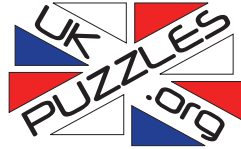
**Round 3:
Sprint**

470 points

45 minutes

Compilation and design ©Gareth Moore for UK Puzzle Association, a non-profit organisation.
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Product Sudoku
40 points



©Tawan Sunathvanichkul
Sudoku 3:1

Place the digits 1 to 9 once each into every row, column, and bold-lined region.

The small number between two cells indicates the product of the two cells.

2	8	1	7	9	27	3	4	6	5			
4	6	18	3	14	2	1	5	32	8	56	7	9
7	5	30	9	8	48	6	4	20	2	21	3	1
5	3	8	6	4	36	9	1	2	7			
9	7	6	3	2	18	1	5	4	56	8		
1	2	4	5	35	7	8	6	9	24	3		
3	4	7	1	5	10	2	9	8	6			
8	9	36	5	4	4	3	6	7	8	1	2	
6	1	2	9	72	8	7	3	5	4			

B ↓

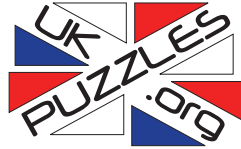
					27				
			14		1		32		
		18					56		
	30					20			21
			48						
					36				
45			18						56
					2				
9						8			24
			35						
					10				
	36		4					8	
		45			3			7	
		10				42			
			72						

A →

Key A: Enter marked row/column

Key B: Enter marked row/column

Five Pair Sudoku
40 points



©Tawan Sunathvanichkul
Sudoku 3:2

Place the digits 1 to 9 once each into every row, column, and bold-lined region.

Each shaded 10-cell region must contain two each of five different numbers. Different regions do not need to have the same set of five numbers.

There is only one shaded region in the example.

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

B ↓

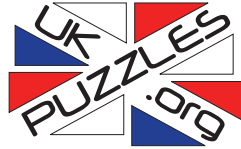
		8	7	3	2			
A →					9	5		
1						7		
						3	4	
2	9						7	5
	7	5						
		6					8	9
		3	4	8				
				9	5	6		

Key A: Enter marked row/column

Key B: Enter marked row/column

Integer Multiple Sudoku

50 points



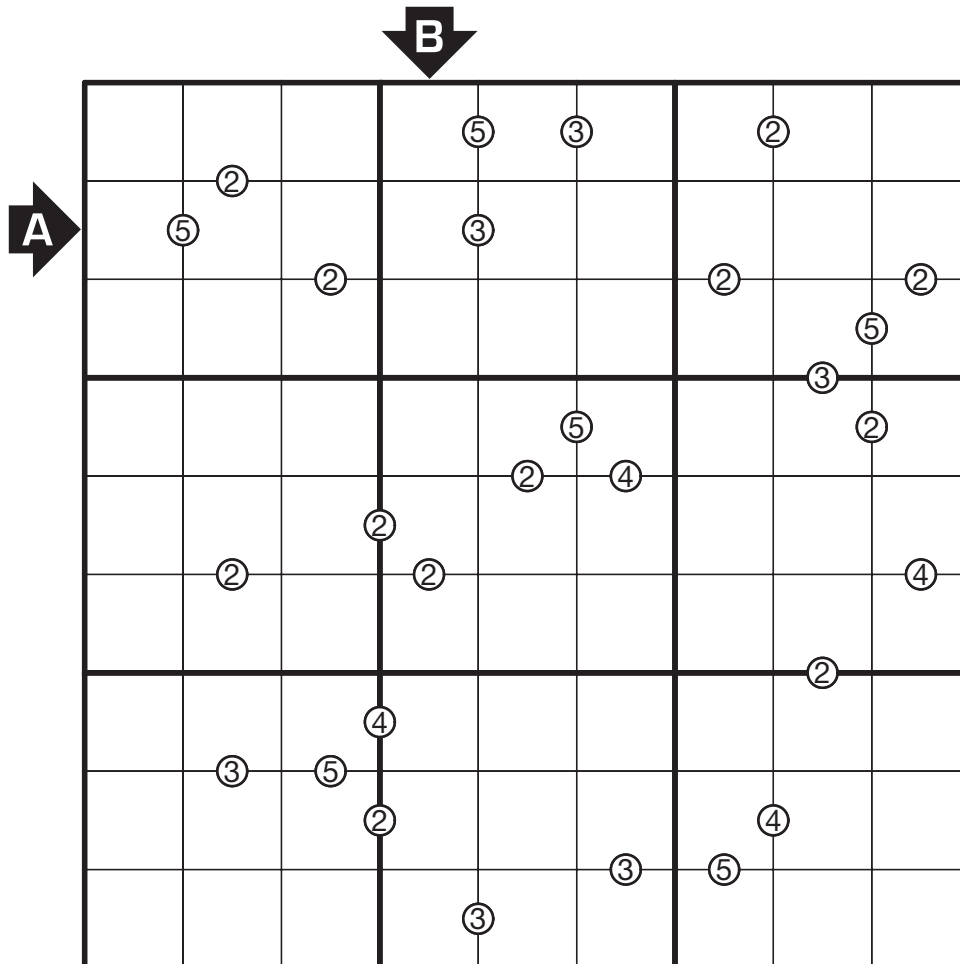
©Gareth Moore

Sudoku 3:3

Place the numbers 2 to 10 once each into every row, column, and bold-lined region.

In **every** case where a cell is an integer multiple of its neighbour, a number indicating that multiple is given.

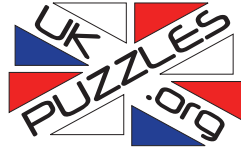
7	5	3	10	2	6	8	4	9
2	10	8	9	3	4	6	7	5
9	6	4	7	8	5	3	2	10
8	7	9	4	10	2	5	6	3
10	4	6	3	5	8	7	9	2
3	2	5	6	9	7	4	10	8
4	3	2	8	7	10	9	5	6
6	9	10	5	4	3	2	8	7
5	8	7	2	6	9	10	3	4



Key A: Enter marked row/column

Key B: Enter marked row/column

Kropki Sudoku
50 points



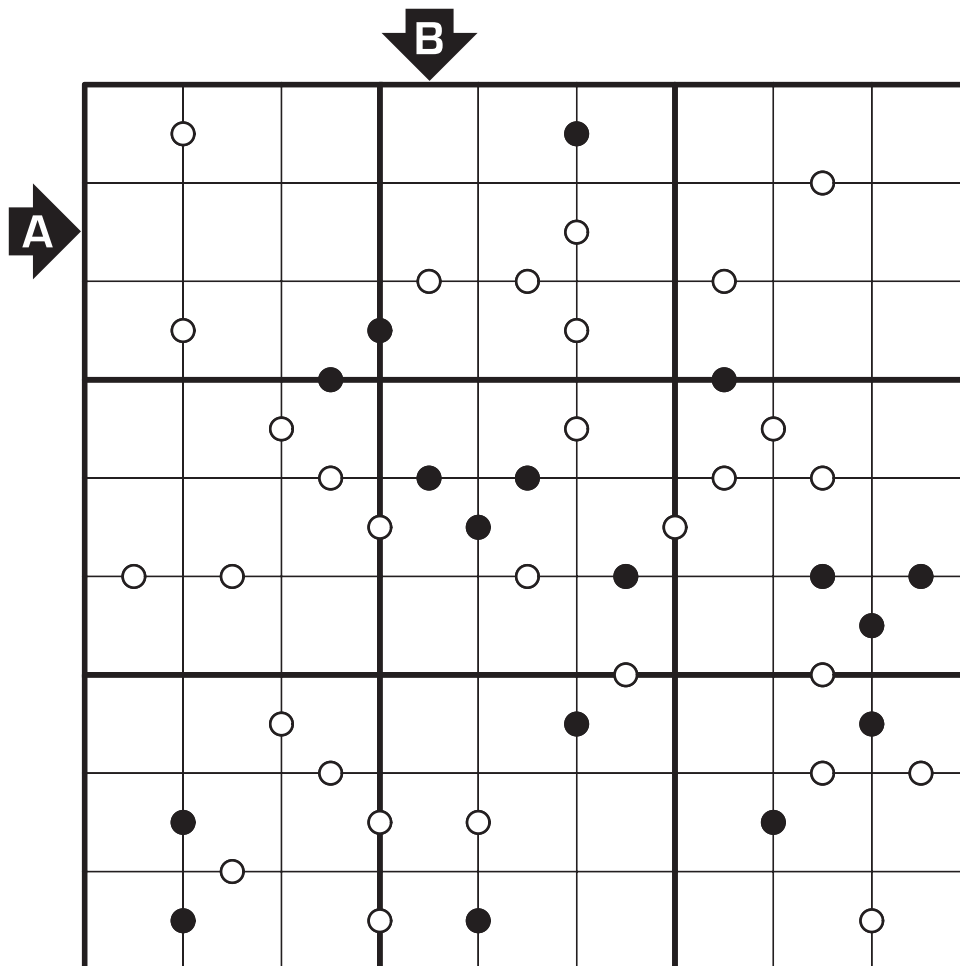
©Gareth Moore
Sudoku 3:4

Place the digits 1 to 9 once each into every row, column, and bold-lined region.

All pairs of adjacent cells which contain consecutive values (such as 2&3 or 6&7) are marked with a white circle. Also, all pairs of adjacent cells which contain values where one digit is exactly twice the value of the other (such as 2&4, or 3&6) are marked with a black circle.

If both a white and black circle could be used then **either** a white **or** a black circle will be given (i.e. between 1&2).

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



Key A: Enter marked row/column

Key B: Enter marked row/column

Sudoku 2-away
50 points



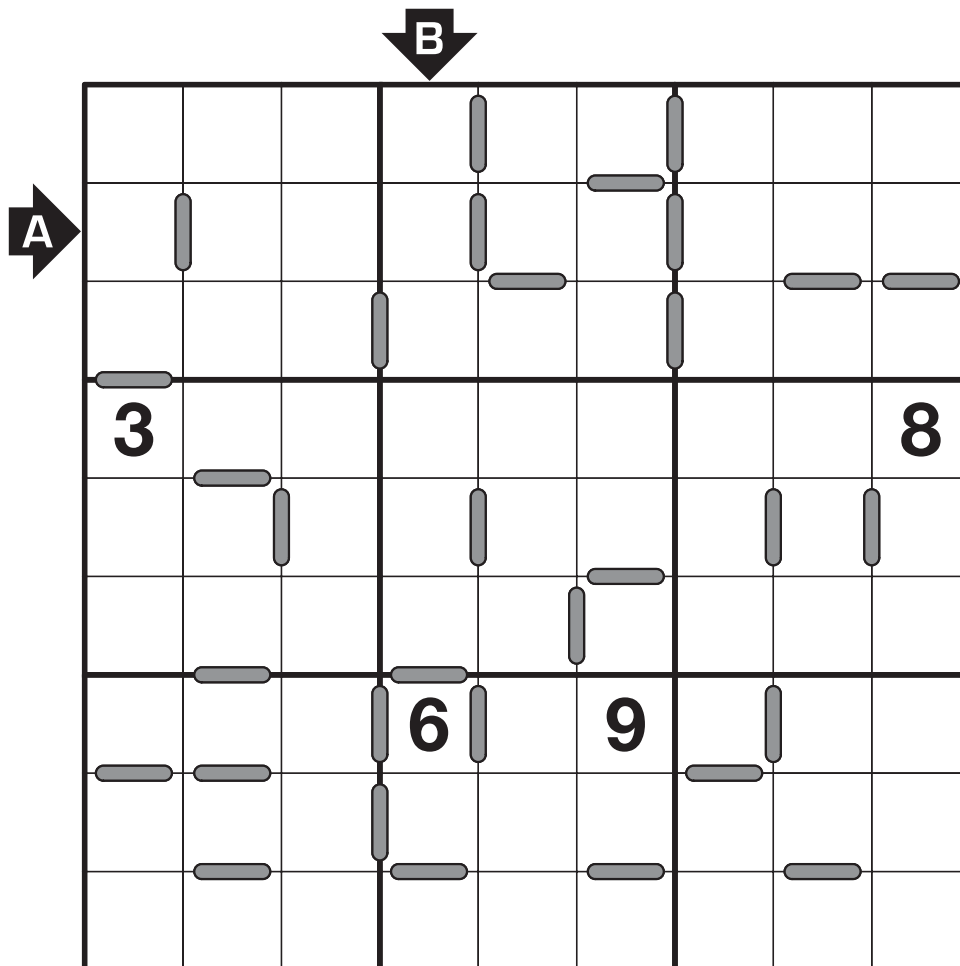
©Gareth Moore

Sudoku 3:5

Place the digits 1 to 9 once each into every row, column, and bold-lined region.

Bars between adjacent cells indicate that the digits in the two cells have a numerical difference of 2, such as 3&5 or 7&9. All possible bars are marked.

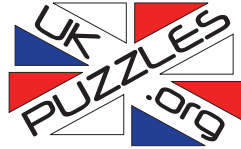
5	2	7	3	1	6	8	9	4
6	8	3	9	7	4	2	5	1
1	9	4	2	5	8	6	7	3
3	6	5	1	9	2	7	4	8
9	4	2	8	6	7	1	3	5
8	7	1	4	3	5	9	2	6
2	5	8	6	4	9	3	1	7
4	3	9	7	8	1	5	6	2
7	1	6	5	2	3	4	8	9



Key A: Enter marked row/column

Key B: Enter marked row/column

Sudoku 3-away
60 points

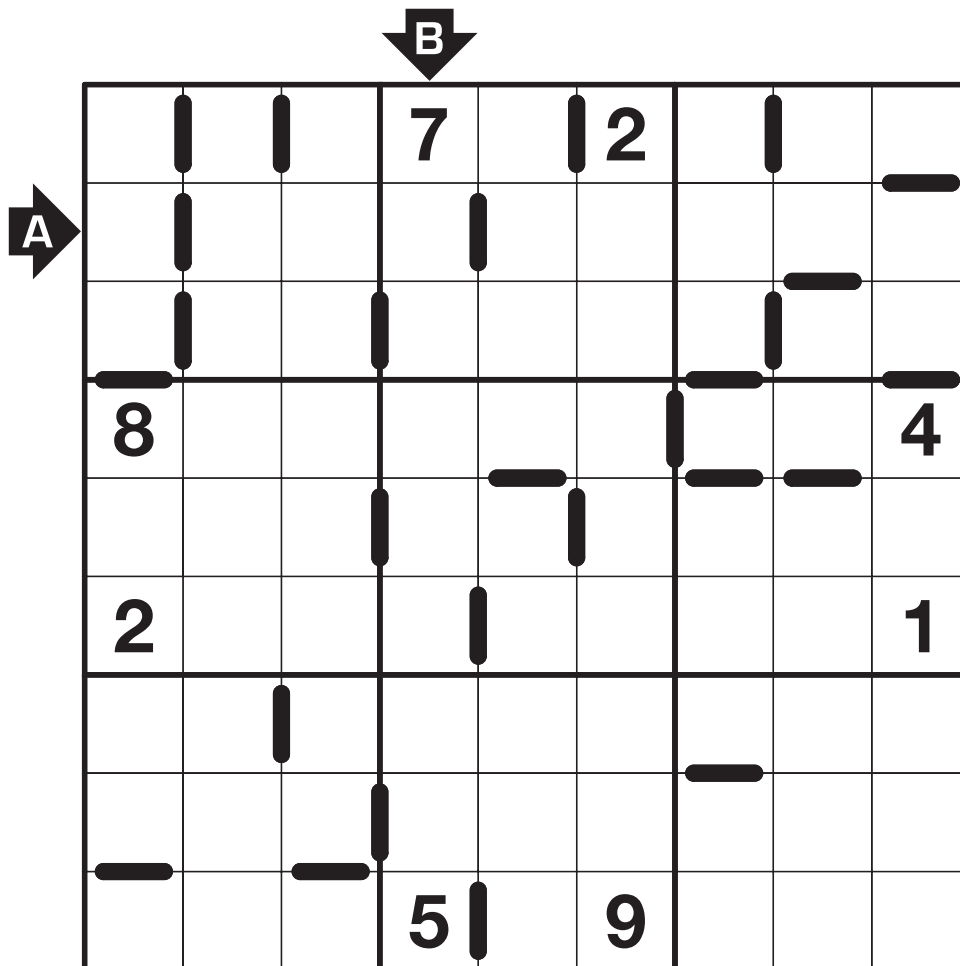


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Sudoku 3:6

Place the digits 1 to 9 once each into every row, column, and bold-lined region.

Bars between adjacent cells indicate that the digits in the two cells have a numerical difference of 3, such as 3&6 or 5&8. All possible bars are marked.

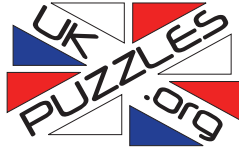
3	6	9	7	5	2	4	1	8
7	4	8	6	9	1	2	3	5
5	2	1	4	3	8	9	6	7
8	9	7	2	1	3	6	5	4
6	1	5	8	4	7	3	2	9
2	3	4	9	6	5	7	8	1
9	5	2	1	7	6	8	4	3
1	7	6	3	8	4	5	9	2
4	8	3	5	2	9	1	7	6



Key A: Enter marked row/column

Key B: Enter marked row/column

Sudoku 5-away
40 points



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Sudoku 3:7

Place the digits 1 to 9 once each into every row, column, and bold-lined region.

Bars between adjacent cells indicate that the digits in the two cells have a numerical difference of 5, such as 1&6 or 4&9. All possible bars are marked.

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

Key A: Enter marked row/column

Key B: Enter marked row/column

Wraparound Sudoku
30 points



©Gareth Moore
Sudoku 3:8

Place the digits 1 to 7 once each into every row, column, and bold-lined jigsaw region. Some regions wrap around the outside of the puzzle and continue on the directly opposite side.

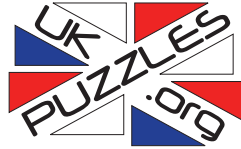
7	3	5	4	1	6	2
6	4	1	2	3	7	5
2	5	4	3	6	1	7
5	1	3	6	7	2	4
3	2	6	7	5	4	1
4	6	7	1	2	5	3
1	7	2	5	4	3	6

↓ **B**

				1		
A →	6					
						7
	5					4
	3					
						3
		2				

Key A: Enter marked row/column

Key B: Enter marked row/column



Place the digits 1 to 6 once each into every row, column, and bold-lined region.

Each number in the completed grid represents a building of that many storeys. Place the buildings in such a way that each given number outside the grid represents the number of buildings that can be seen from that point, looking only at that number's row or column. A building with a higher value always obscures a building with a lower value, while a building with a lower value never obscures a building with a higher value.

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

B ↓

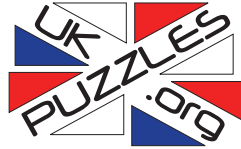
1 4 2 2 4 3

A →	1						4
	3						2
	3						1
	2						3
	5						2
	2						2
		2	1	3	3	2	2

Key A: Enter marked row/column

Key B: Enter marked row/column

Classic Sudoku
40 & 40 points



©Gareth Moore

Sudoku 3:10-11

Place the digits 1 to 9 once each into every row, column, and bold-lined region.

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

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

Key A: Enter marked row/column

Key B: Enter marked row/column