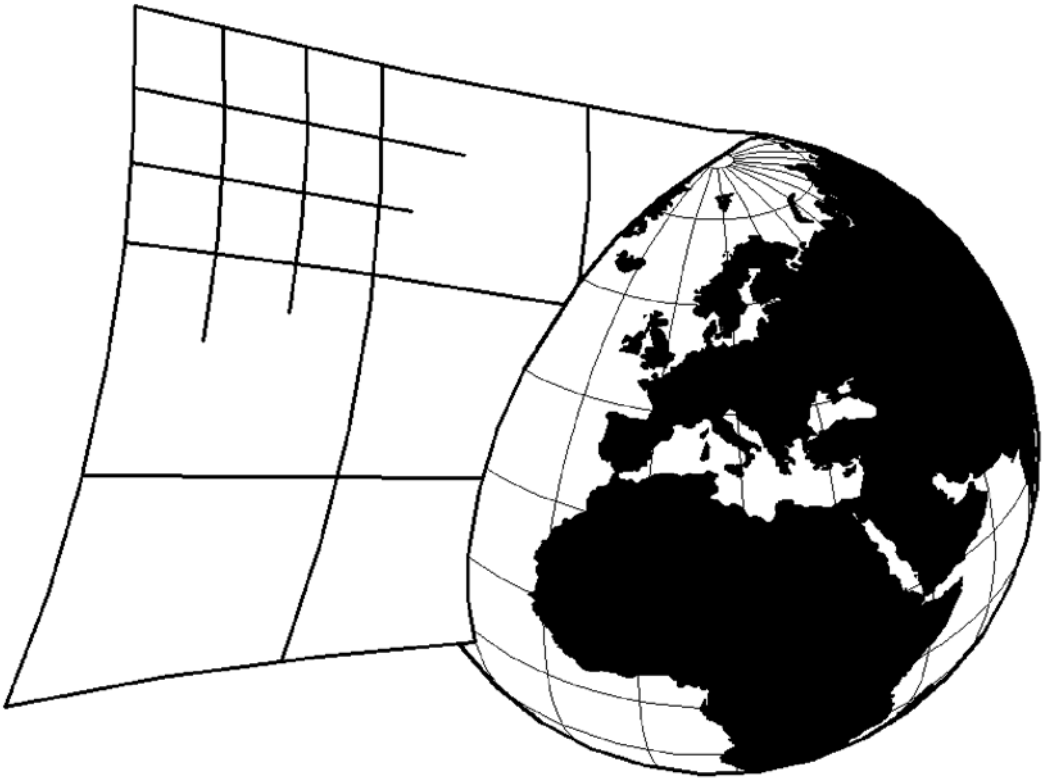
Booklet



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3.

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Kabrňáci

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Kabrňáci

Classic Sudoku

Write a single number from 1 to 9 in each cell such that each number appears exactly once in every row, column, and bolded 3x3 box.

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

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Classic Sudoku

Write a single number from 1 to 9 in each cell such that each number appears exactly once in every row, column, and bolded 3x3 box.

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

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SUDOKUCUP 3. Kabrňáci

Classic Sudoku

Write a single number from 1 to 9 in each cell such that each number appears exactly once in every row, column, and bolded 3x3 box.

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

Tight Fit Sudoku

Write a single number from 1 to 9 in each cell (two numbers in the cells with slashes) such that each number appears exactly once in every row, column, and bolded box. In the cells with slashes, the smaller number must sit on top of the larger number.

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

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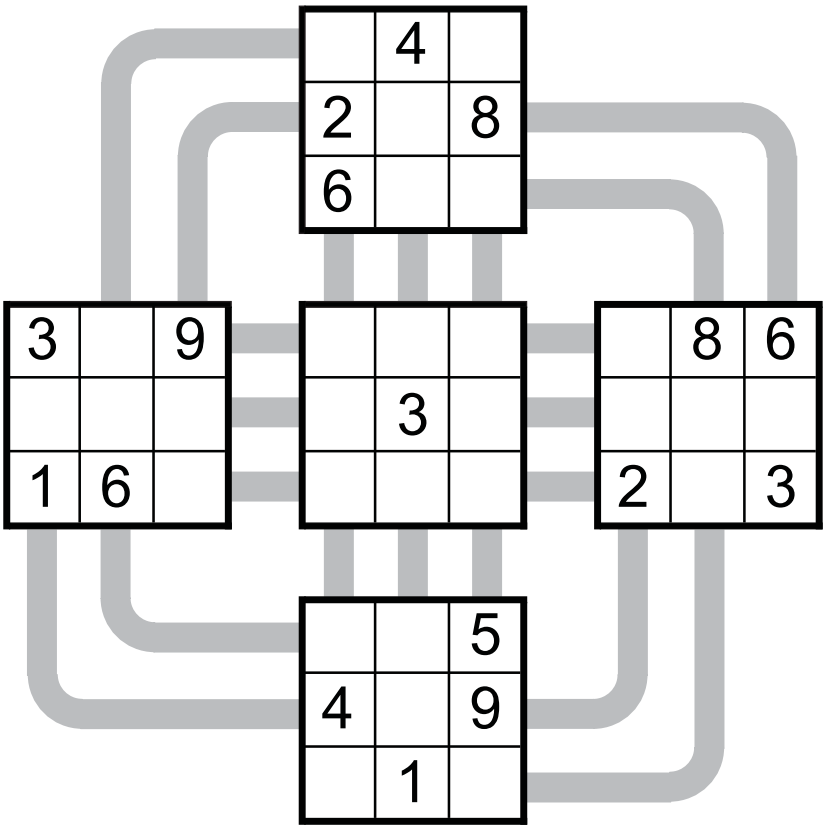
Extra Space Sudoku

Write a single number from 1 to 9 in each white cell such that each number appears exactly once in every row, column, and bolded box. The puzzle resembles a 16x16 sudoku, but 7 cells in each row, column, and bolded box are shaded in grey and will not contain any numbers.

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

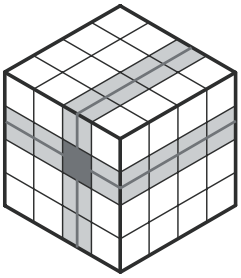
Sudo-Kurve

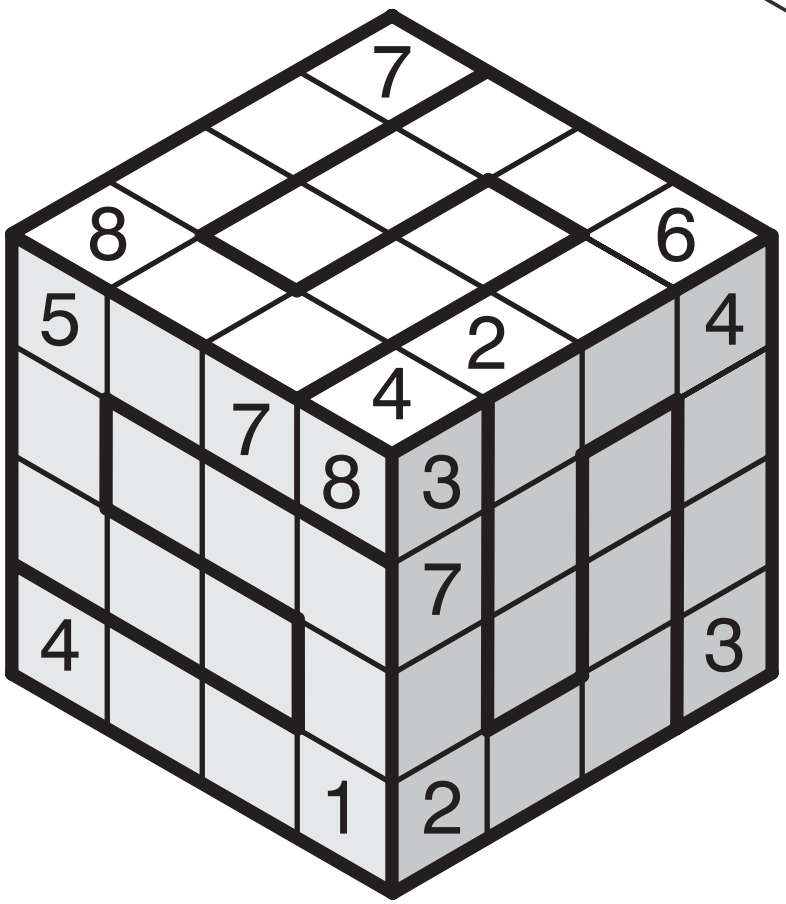
Write a single number from 1 to 9 in each cell such that each number appears exactly once in every row and bolded box. Unlike a standard sudoku, the rows here sometimes bend along the indicated curves. Each row contains exactly 9 cells. (Note: the actual puzzle will use a different geometry than the example, but the concept of "bending rows" will be the same.)



3D sudoku

Write a single number from 1 to 8 in each cell such that each number appears exactly once in each row that wraps around the surface of the "cube" (such as in the picture) and in each outlined region.





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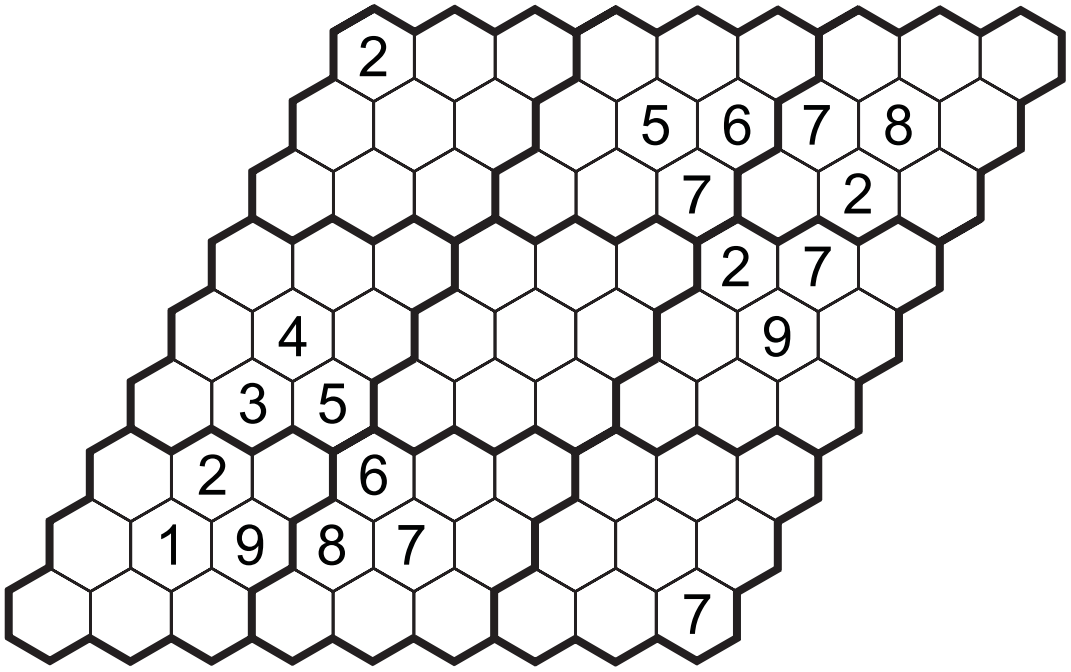
Isosudoku

Write a single number from 1 to 9 in each cell such that each number appears exactly once in each row in any of the three possible directions for rows and in each bolded box. While some of the rows (specifically those going from the upper-left to the lower-right) will not contain all 9 digits, no digit repeats within these rows.



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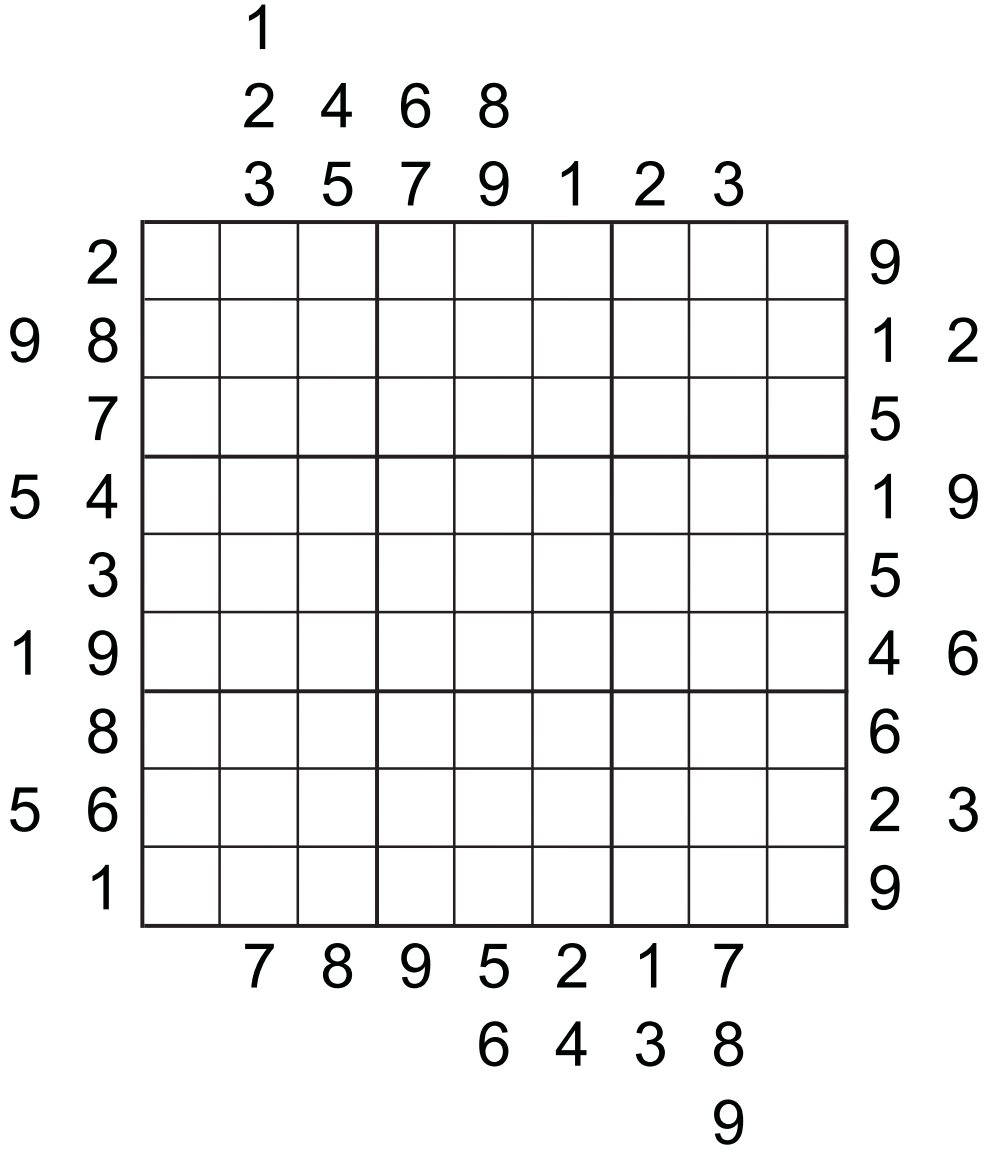
Outside sudoku

Write a single number from 1 to 9 in each cell such that each number appears exactly once in every row, column, and bolded 3x3 box. No clues appear in the grid; instead, numbers appear around the edges of the puzzle. Any number given outside the grid indicates that that number must appear somewhere in the three closest cells in the row/column that the clue appears in.



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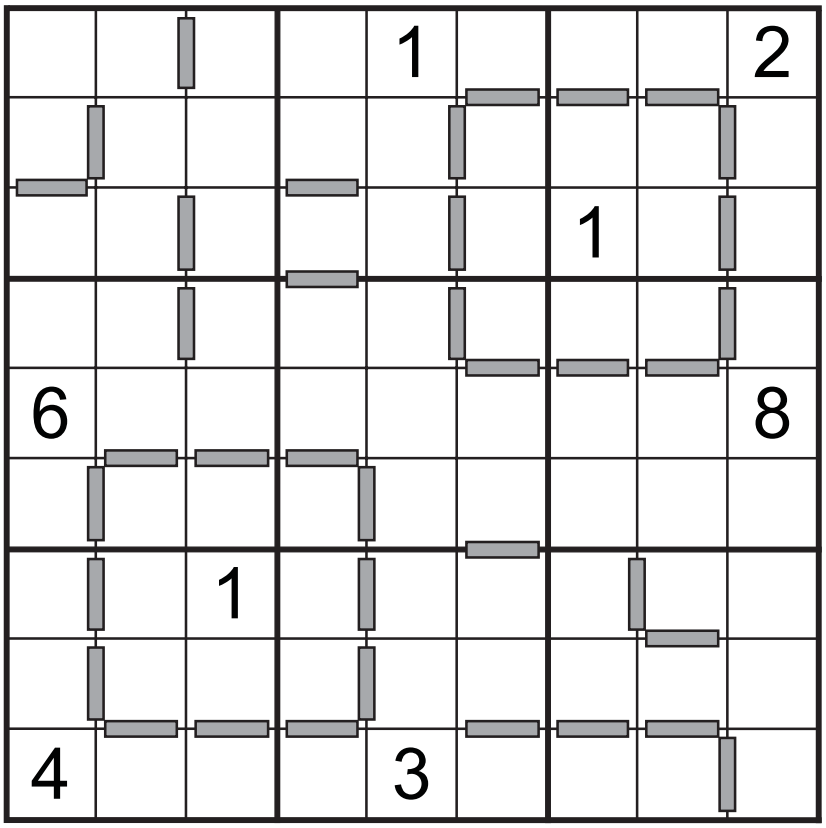
Consecutive

Write a single number from 1 to 9 in each cell such that each number appears exactly once in every row, column, and bolded 3x3 box. In each and every case where vertically or horizontally adjacent cells contain digits that differ by 1 (such as 4 and 5), a gray box is drawn on the edge between those cells.



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Kabrňáci

Non-consecutive

Write a single number from 1 to 9 in each cell such that each number appears exactly once in every row, column, and bolded 3x3 box. No numbers in vertically or horizontally adjacent cells will be consecutive numbers.

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

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Kabrňáci

No instructions will be given for this puzzle; instead, on the test itself an example puzzle and solution will be provided from which the rules can be determined.

Surprise

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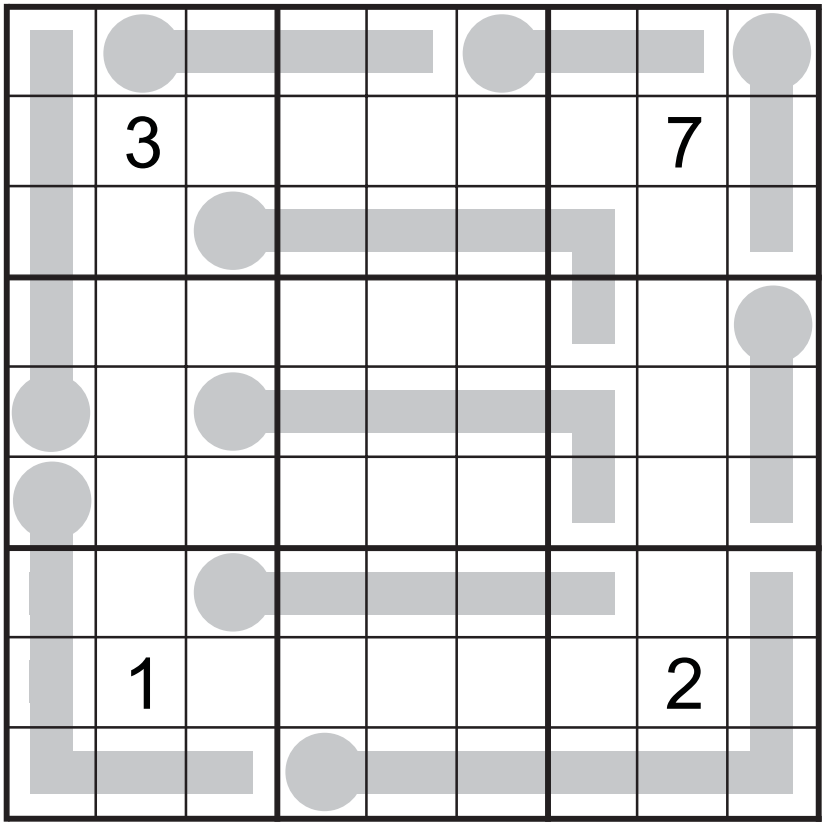
Thermo-sudoku

Write a single number from 1 to 9 in each cell such that each number appears exactly once in every row, column, and bolded 3x3 box. Bent thermometers appear in the grid. In all cases, the numbers appearing in the thermometer must be strictly increasing from the "bulb" of the thermometer to its end.



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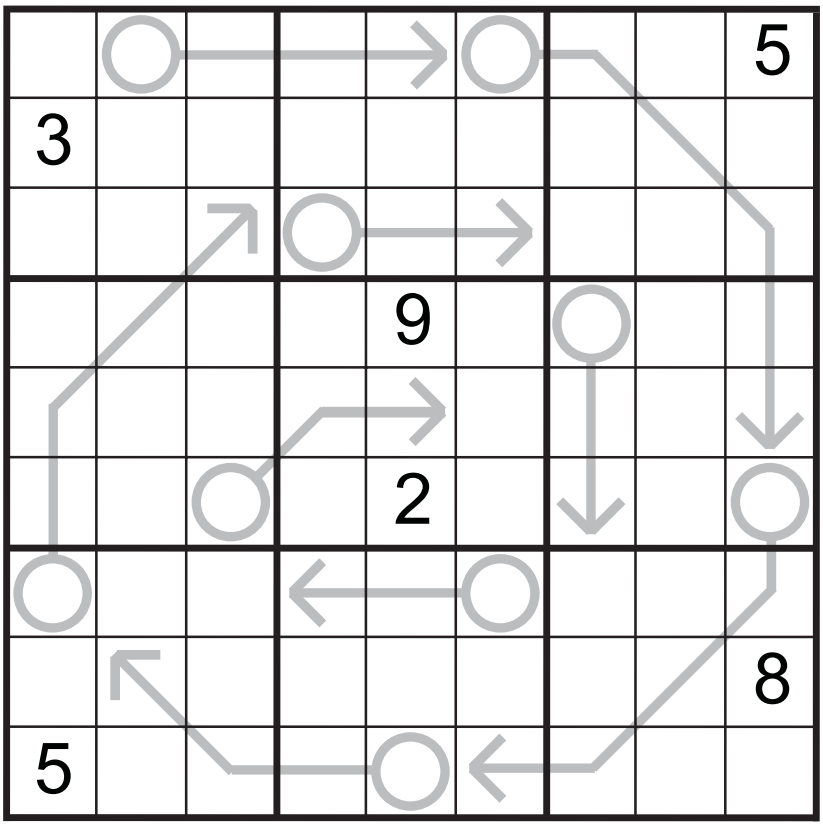
Kabrňáci

Arrow Sudoku

Write a single number from 1 to 9 in each cell such that each number appears exactly once in every row, column, and bolded 3x3 box. Some arrows appear in the grid; the digits in the circled cells must equal the sum of all digits along the path that the arrow travels. Digits can repeat within a sum, but cannot otherwise repeat in a row/column/box as usual.



S, as in Sudoku

Write a single number from 1 to 9 (1 to 6 in the example) in each cell such that each number appears exactly once in every row, column, and bolded 3x3 box. In many of the cells, a letter is given as a clue; a number can only be placed in this cell if its English name contains that letter in its spelling. For example, an S cell could indicate a 6 or a 7 as SIX and SEVEN have an S in their spelling but no other numbers do. The English numbers ONE, TWO, THREE, FOUR, FIVE, SIX, SEVEN, EIGHT, and NINE will appear in this puzzle.

1 - ONE
2 - TWO
3 - THREE
4 - FOUR
5 - FIVE
6 - SIX

1					
E	X.				
	F	O	R		
	T	H	I	S	
			O	N	E
					4

Notes/Acknowledgements

Many of these puzzles feature types that have appeared in my books Mutant Sudoku and Sudoku Masterpieces (coming this Spring). While I wrote all the puzzles featured here myself, I was certainly inspired by the work of others before me (such as Howard Garns, who we all owe a debt of gratitude to for creating the first Number Place puzzles some 30 years ago). I'm particularly thankful for Wei-Hwa Huang, my US teammate and co-author, who helped guide my development of some of these concepts and provided tools to assist in their construction. I would like to acknowledge the great inspiration I received from the World Sudoku Championship hosts and designers throughout the years. I'd like to acknowledge the following designers for styles I've used in this competition: Vladimir Portugalov, Tetsuya Nishio, Steve Schaefer, and any others I may have missed. I'd like to thank Karel Tesař for creating the SudokuCup and for his assistance in organizing the competition.

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