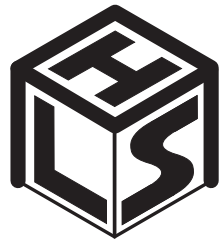


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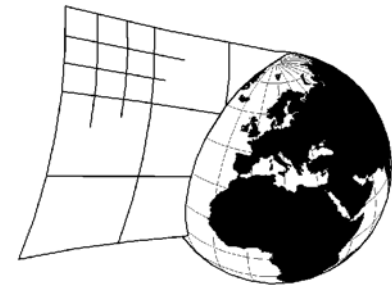
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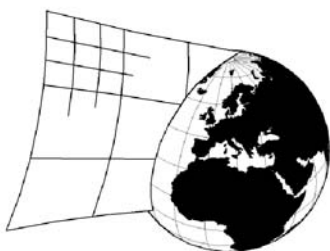
Sudoku Round 1

Puzzle list with point distribution

Time limit: 60 minuts

A1.	Classic sudoku 6x6.....	3 points
A2.	Classic sudoku 6x6.....	2 points
A3.	Classic sudoku 9x9.....	7 points
B1.	Diagonal sudoku 6x6.....	2 points
B2.	Diagonal sudoku 6x6.....	5 points
B3.	Diagonal sudoku 9x9.....	7 points
C1.	Irregular sudoku 6x6.....	2 points
C2.	Irregular sudoku 6x6.....	3 points
C3.	Irregular sudoku 9x9.....	12 points
D1.	Windoku 6x6.....	2 points
D2.	Windoku 6x6.....	11 points
D3.	Windoku 9x9.....	15 points
E1.	Killer sudoku 6x6.....	3 points
E2.	Killer sudoku 6x6.....	6 points
E3.	Killer sudoku 9x9.....	11 points
F1.	Greater than 6x6.....	3 points
F2.	Greater than 6x6.....	3 points
F3.	Greater than 9x9.....	14 points
G1.	Consecutive sudoku 6x6.....	3 points
G2.	Consecutive sudoku 6x6.....	5 points
G3.	Consecutive sudoku 9x9.....	16 points

Total : 135 points



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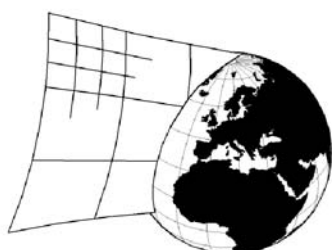
Sudoku Round 2

Puzzle list with point distribution

Time limit: 75 minutes

- | | | |
|-----|------------------------------------|-----------|
| 1. | Diagonal and Consecutive | 17 points |
| 2. | Diagonal and Greater than | 16 points |
| 3. | Diagonal and Killer | 12 points |
| 4. | Diagonal and Windoku | 15 points |
| 5. | Diagonal and Irregular | 18 points |
| 6. | Irregular and Consecutive | 12 points |
| 7. | Irregular and Greater than | 14 points |
| 8. | Irregular and Killer | 15 points |
| 9. | Irregular and windoku | 13 points |
| 10. | Windoku and Consecutive | 10 points |
| 11. | Windoku and Greater than | 15 points |
| 12. | Windoku and Killer | 18 points |
| 13. | Killer and Consecutive | 11 points |
| 14. | Killer and Greater than | 15 points |
| 15. | Greater than and Consecutive | 14 points |

Total: 215 points



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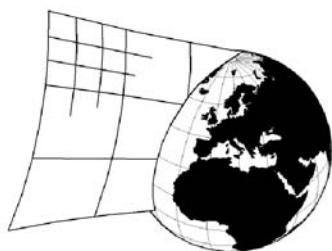
Puzzles Round 1

Puzzle list with point distribution

Time limit: 60 minuts

1.	Classical Skyscrapers 5x5	2 points
2.	Classical Skyscrapers 5x5	2 points
3.	Classical Skyscrapers 7x7	14 points
4.	Classical Skyscrapers 6x6	4 points
5.	Classical Skyscrapers 6x6	4 points
6.	Odd and Even Skyscrapers	5 points
7.	Sum Skyscrapers 5x5	3 points
8.	Sum Skyscrapers 6x6	6 points
9.	Shaped buildings	5 points
10.	Skyscrapers with gaps 5x5	3 points
11.	Skyscrapers with gaps 6x6	9 points
12.	All threes	13 points
13.	Triangle skyscrapers	5 points
14.	Triangle skyscrapers	5 points
15.	Inside skyscrapers	19 points
16.	Diagonal view	18 points
17.	3D skyscrapers	17 points
18.	Skyscrapers in sudoku	16 points

Total : 150 points



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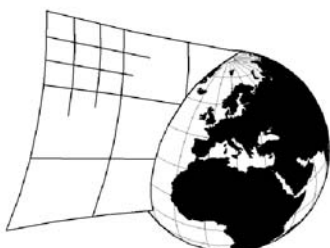
Puzzles Round 2

Puzzle list with point distribution

Time limit: 60 minuts

1.	Loop around the squares	4 points
2.	Loop around the squares	11 points
3.	Labyrinth	11 points
4.	Labyrinth	8 points
5.	Four winds and tetrominos	7 points
6.	Four winds and tetrominos	7 points
7.	Nonconsecutive Japanese sums	7 points
8.	Nonconsecutive Japanese sums	19 points
9.	Multiplications	9 points
10.	Multiplications	13 points
11.	Coral	4 points
12.	Coral	5 points
13.	Easy as ABC	4 points
14.	Easy as ABC	5 points
15.	Snake	5 points
16.	Snake	7 points
17.	Tetrominos	4 points
18.	Pentominoes	6 points
19.	Pyramide	5 points
20.	Pyramide	9 points

Total : 150 points



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A. Classic sudoku

Write a single number from 1 to 6 (1-9 at the third puzzle) in each cell so that each number appears exactly once in every row, column, and smaller marked rectangle (bolded 3x3 box at the third puzzle).

在空格内填上1-6 (1-9) , 使得每行、列、宫内均含1-9 , 不重复。

			5		
3	1				
			6		4
4		1			
				2	5
		3			

↑
1

↑
2

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

↑
1

↑
2

answer key

two marked rows / columns

O1: 214536

O2: 653421

B. Diagonal sudoku

Write a single number from 1 to 6 (1-9 at the third puzzle) in each cell so that each number appears exactly once in every row, column, marked diagonal, and smaller marked rectangle (bolded 3x3 box at the third puzzle).

在空格内填上1-6 (1-9) , 使得每行、列、宫以及两条大对角线均含1-9 , 不重复。

		1	4		
	6			4	
	3			2	
		5	2		

↑
1

↑
2

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

↑
1

↑
2

answer key

two marked rows / columns

O1: 123645

O2: 352416

C. Irregular sudoku

Write a single number from 1 to 6 (1-9 at the third puzzle) in each cell so that each number appears exactly once in every row, column, and irregular shaped box.

在空格内填上1-6 (1-9) , 使得每行、列、粗线划分的宫内均含1-9 , 不重复。

4					
		3		6	
	4		6		
		1		4	
	1		5		
					2

↑
1

↑
2

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

↑
1

↑
2

answer key

two marked rows / columns

O1: 526314

O2: 265143

D. Windoku

Write a single number from 1 to 6 (1-9 at the third puzzle) in each cell so that each number appears exactly once in every row, column, and smaller marked rectangle (square at the third puzzle). Moreover the numbers mustn't repeat in two shaped regions (four regions at the third puzzle).

在空格内填上1-6 (1-9) , 使得每行、列、宫以及虚线框内均含1-9 , 不重复。

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



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



answer key

two marked rows / columns

O1: 136542

O2: 263451

E. Killer sudoku

Write a single number from 1 to 6 (1-9 at the third puzzle) in each cell so that each number appears exactly once in every row, column, and smaller marked rectangle (square at the third puzzle). The sum of numbers in a particular cage must equal the total given for the cage in the upper left of the cage. Each digit in the cage must be unique.

在空格内填上1-6 (1-9), 使得每行、列、宫内均含1-9, 不重复。每个虚线框内数字之和等于左上角的数字, 每个虚线框内数字无重复。

¹³		⁶		¹¹	
	³		¹¹		
⁹		¹⁴			⁵
¹	⁶			¹¹	
¹³			⁶		¹⁰
³		⁴			

↑
1

↑
2

¹³	6	3	⁶	5	1	¹¹	4	2
	4	³	1	2	¹¹	6	3	5
⁹	5	4	¹⁴	6	3	2	⁵	1
¹	1	⁶	2	3	5	¹¹	6	4
¹³	2	6	1	⁶	4	5	¹⁰	3
³	3	5	⁴	4	2	1	6	

↑
1

↑
2

answer key

two marked rows / columns

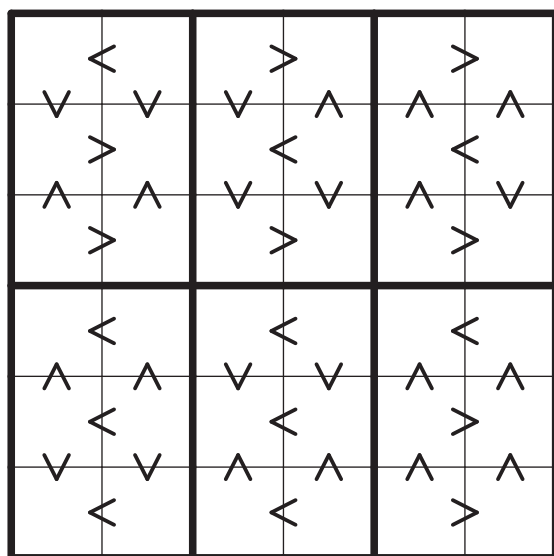
O1: 562413

O2: 156234

F. Greater than

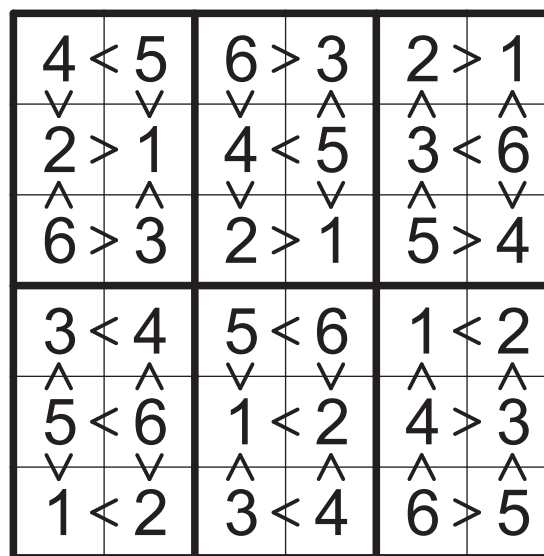
Write a single number from 1 to 6 (1-9 at the third puzzle) in each cell so that each number appears exactly once in every row, column, and smaller marked rectangle (square at the third puzzle). There are given symbols of 'greater than' (>) or 'less than' (<) on the common line of the two adjacent cells.

在空格内填上1-6 (1-9) , 使得每行、列、宫内均含1-9 , 不重复。两格直接的大小符号表示这两格的大小关系。



↑
1

↑
2



↑
1

↑
2

answer key

two marked rows / columns

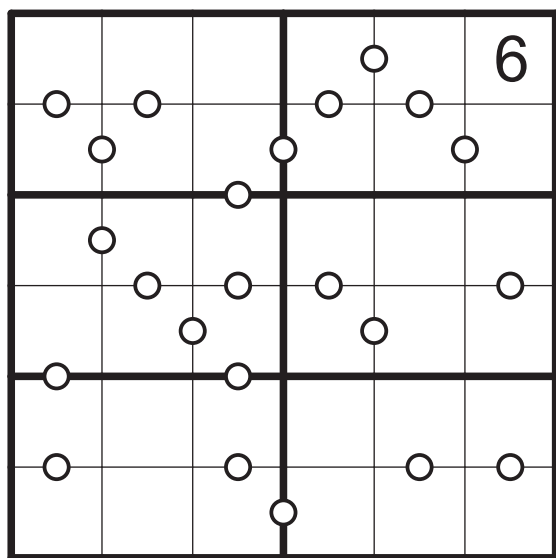
O1: 153624

O2: 532461

G. Consecutive sudoku

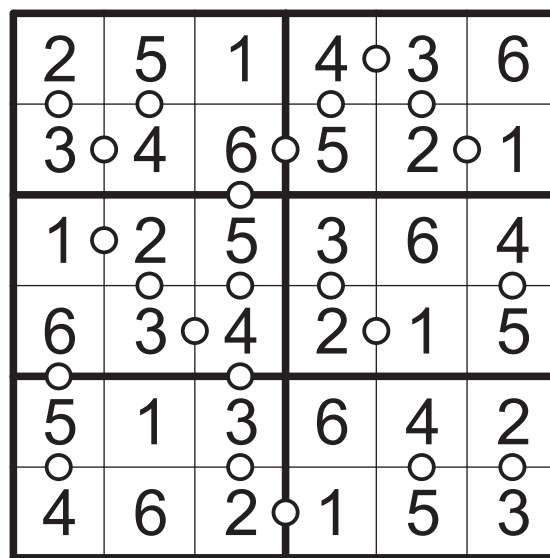
Write a single number from 1 to 6 (1-9 at the third puzzle) in each cell so that each number appears exactly once in every row, column, and smaller marked rectangle (square at the third puzzle). All two adjacent cells that have a small circle between them are consecutive in value. All possible circles are given.

在空格内填上1-6 (1-9) , 使得每行、列、宫内均含1-9 , 不重复。相邻两格之间差值为1的均用白点标出。



↑
1

↑
2



↑
1

↑
2

answer key

two marked rows / columns

O1: 456132

O2: 325416

4. a 5. Classical Skyscrapers 6x6

Write a single number from 1 to 6 in each cell so that each number appears exactly once in every row and column. The numbers represent the height of the skyscraper standing in particular cells. The numbers outside the grid means how many skyscrapers are seen from that direction of particular row or column. Higher skyscrapers cover lower ones behind them.

在空格内填上1-6 (1-9), 使得每行、列、宫内均含1-9, 不重复。周围的提示数表示这个方向可以看到的数字个数, 大的数字会挡住小的数字, 使之不被看到。

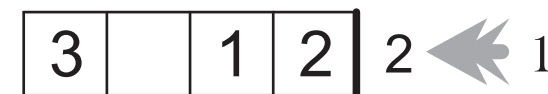
answer key

two marked rows / columns

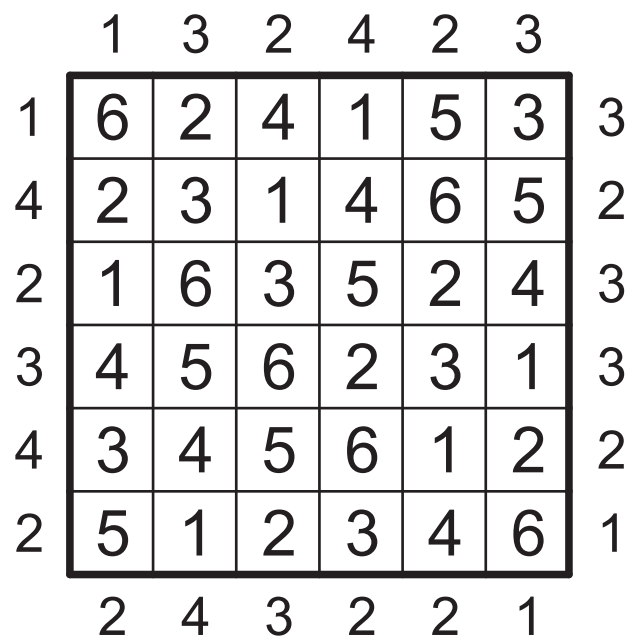
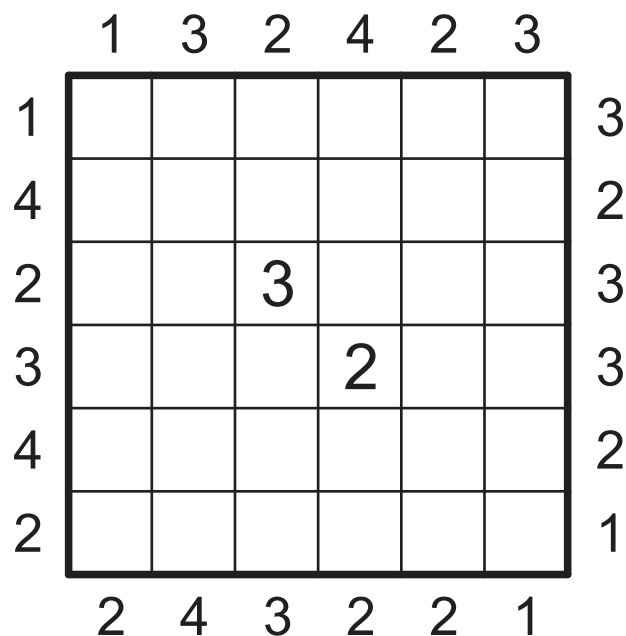
O1: 145632

O2: 413265

if there are empty cells in the puzzle, you should write digit 0 (zero) to the answer



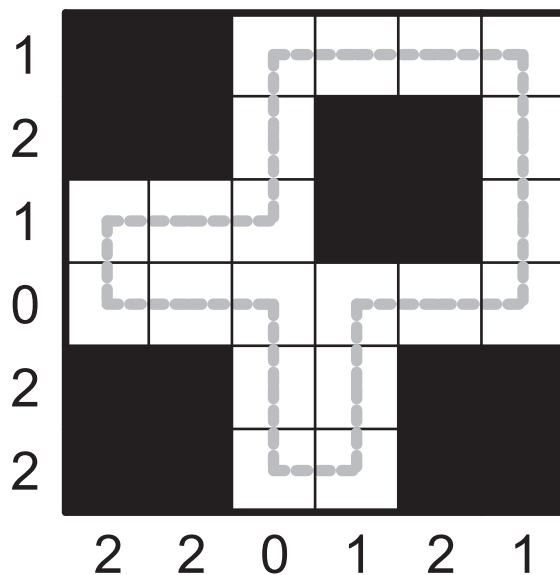
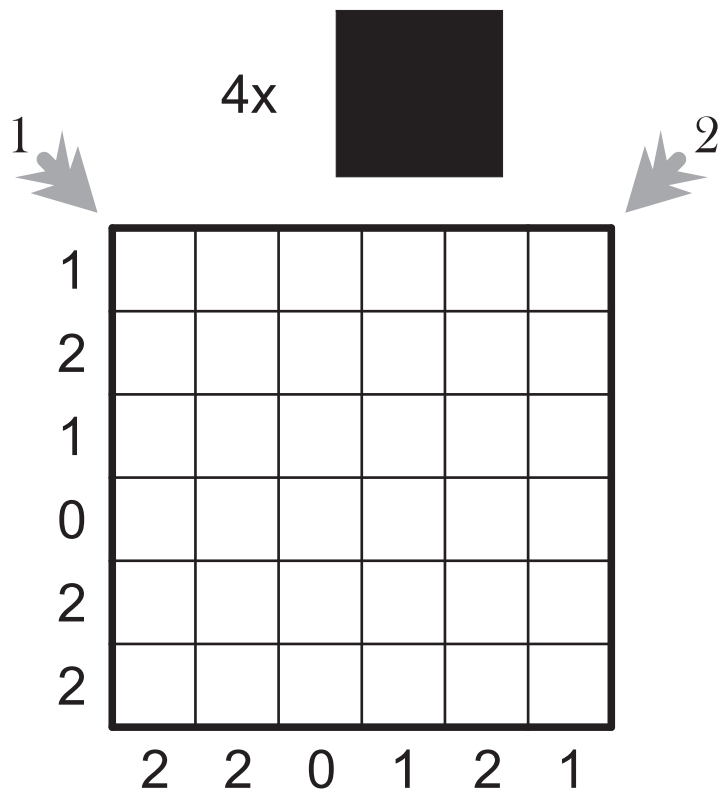
O1: 2103



1. a 2. Loop around the squares

Place all the given squares into the grid so that they do not touch each other not even diagonally. In the rest of the grid draw a closed loop that travels horizontally and vertically through all the cells not occupied by squares. The loop cannot touch or cross itself. The numbers around the grid indicate how many different squares are placed in each row and column.

将所给的方块放入盘面中，使得剩下的格子上下左右相连形成一条回路，线路不可交叉。周围的提示表示这个方向的方块数量。



answer key

marked diagonals

1 to 3 = cell occupied by a square, the number corresponds to the size of the square

L = cell where the loop turns

I = cell where the loop goes straight

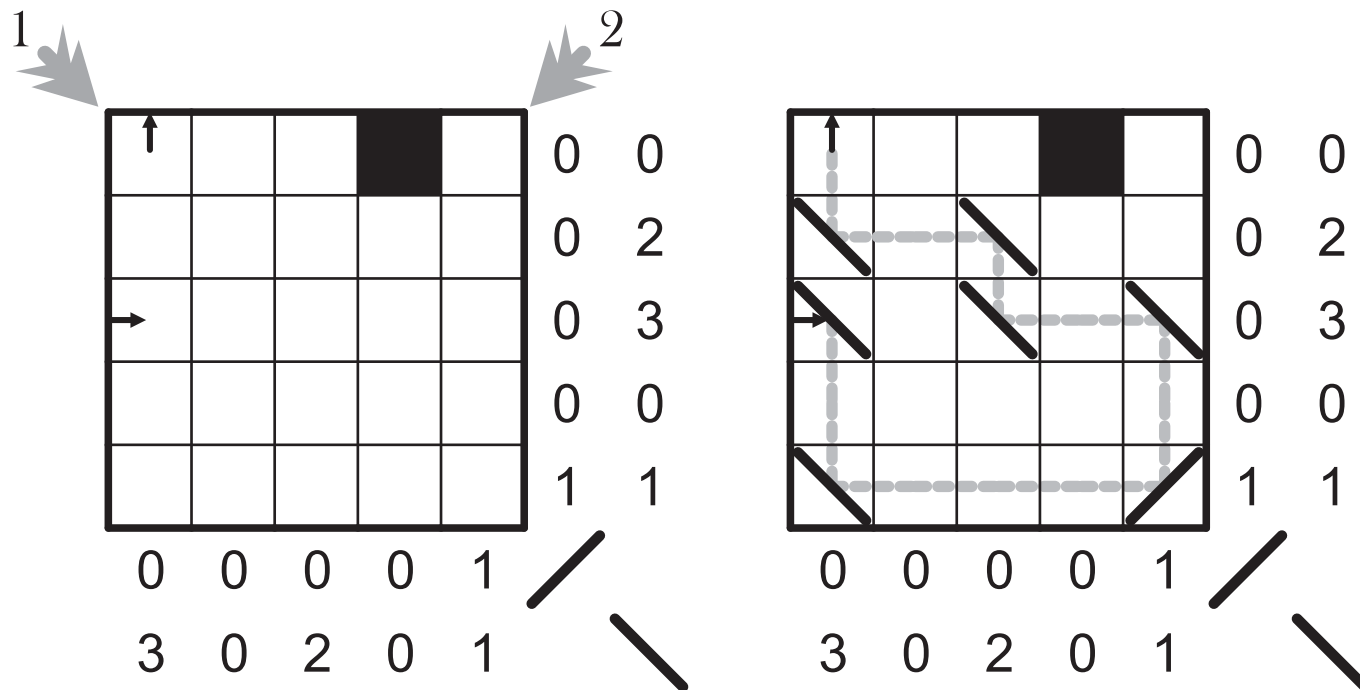
O1: 22LL22

O2: L22L22

3. a 4. Labyrinth

Place some diagonal mirrors into the grid. One arrow indicates where the light beam enters the grid, the other indicates the place where the beam leaves the grid. The beam hits each mirror exactly once and cannot pass through the black cells. The mirrors cannot touch each other. The numbers of the mirrors in each row and column are shown around the grid.

在盘面中画上一些对角线方向放置的镜子，光线的入口和出口已经标示出。光线经过每一面镜子并发生反射，光线不能穿越黑格。周围的提示表示该行/列中每种镜子的数量。



answer key

marked diagonals

X = empty or black cell

J = cell with mirror /

L = cell with mirror \

O1: XXLXJ

O2: XXLXL

5. a 6. Four winds and tetrominos

Place the given tetrominos into the grid so that they do not touch each other not even diagonally. They can be rotated and/or reflected. Then solve the Four Winds puzzle. You have to draw some lines from each of the numbers in the grid in any of the four orthogonal directions. The sum of the lengths of the lines (not including the cell with the number) is equal to the number. Tetrominos cannot cover the cells with numbers.

Every cell that does not contain tetromino must contain exactly one line.

answer key

marked diagonals

number = cell occupied by this number or by a line connected to this number

O, L, T, N, I = cell occupied by a tetromino, the letter denotes the tetromino type

O1: 81TT4L

O2: 84T2OO

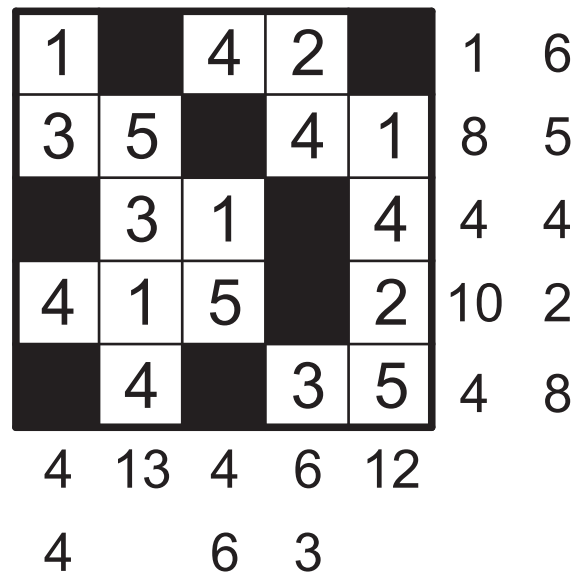
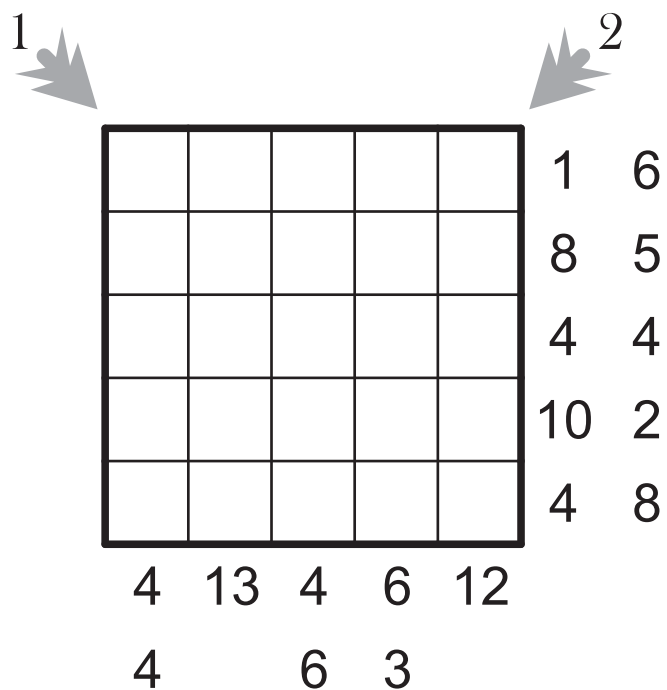
在盘面中放入拼板，拼板两两之间不可相邻（包括对角方向），拼板可旋转或翻转。余下的格子完成Four winds的解题，由每个提示数N发出纵向或横向的线条，总共经过N个格子。

7. a 8. Nonconsecutive Japanese sums

Fill in the grid with numbers 1 to N where N is the size of the grid. The numbers may not repeat in the rows and columns. Some of the cells can be empty.

The numbers around the grid represent the sums of groups of the adjacent digits in the given row or column. The groups must have at least one empty cell between each other. The sums are listed in the order in which they appear.

Additionally digits adjacent by side may not differ by 1.



answer key

marked diagonals

1 to 9 = cells with numbers

X = empty cell

O1: 151X5

O2: X411X

将1-N填入空格（N即盘面的规格，如例题中N就是5），使得每行、列中数字不重复，余下的格子涂黑，周围的提示数表示该行/列中每一组被黑格隔开的连续非涂黑格的数字之和。
附加的条件：相邻两个数字的差值不能是1。

9. a 10. Multiplications

Fill in the grid with the numbers from the given list, each is used exactly once.

The amount of numbers in each row and column is the same.

The numbers around the grid are equal to the multiplication of all the numbers in the given row or column.

Black cell cannot contain any number.

1 1 to 12 2

						14
						45
						8
						66
						36
						40
42	36	22	24	10	60	

7		2				14
	9				5	45
			8	1		8
6		11				66
			3		12	36
	4			10		40
42	36	22	24	10	60	

answer key

marked diagonals

number = cells with numbers

X = empty cell

no white space!

O1: 79XXXX

O2: XX811XX

将所给的数字填入空格中，每个数字用且仅用一次，每一行、每一列数字的个数是相同的。周围的提示数表示该行/列中所填数字之积，黑格不能为数字。

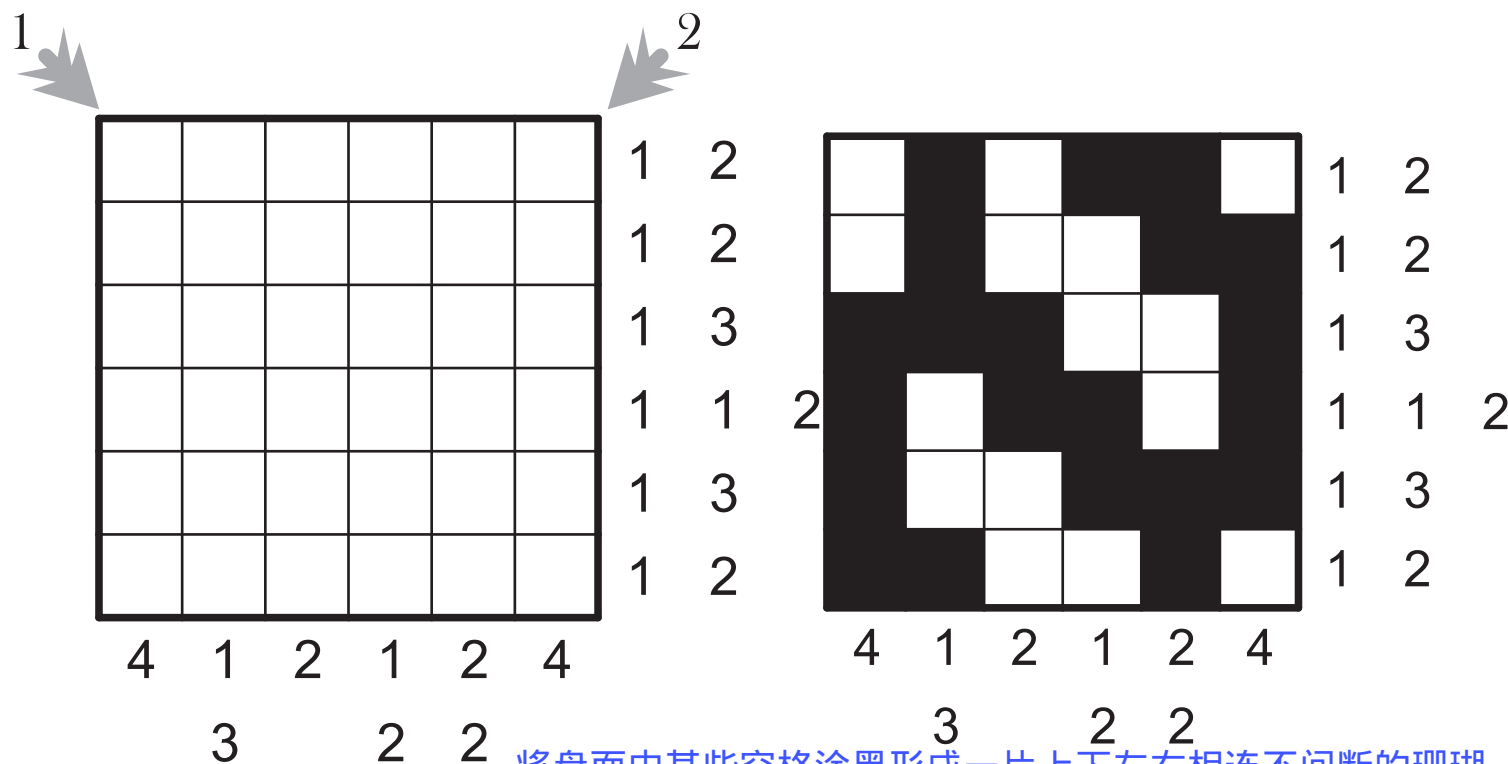


11. a 12. Coral

Paint some of the cells in black so that they form a coral. Coral is an edge connected shape that does not touch itself, not even diagonally and no 2x2 area is fully covered by the coral.

The numbers around the grid indicate the sizes of the parts of the coral in the given row or column which are separated from each other by at least one empty cell.

The sizes may not be listed in the same order in which they appear.



answer key

marked diagonals

C = cell occupied by a coral

X = empty cell

O1: XCCCCX

O2: XCXCXC

将盘面中某些空格涂黑形成一片上下左右相连不间断的珊瑚，周围的提示数表示几组连续涂黑的占格数，例如提示134表示该行/列为一组占1格，一组连续3格，一组连续4格，每组之间至少有一个空格隔开，提示数无顺序，即134的实际排列顺序可能是134也可能是143等。

每个2x2的四小方格不能同时涂黑，珊瑚本身也不可对角方向相接。



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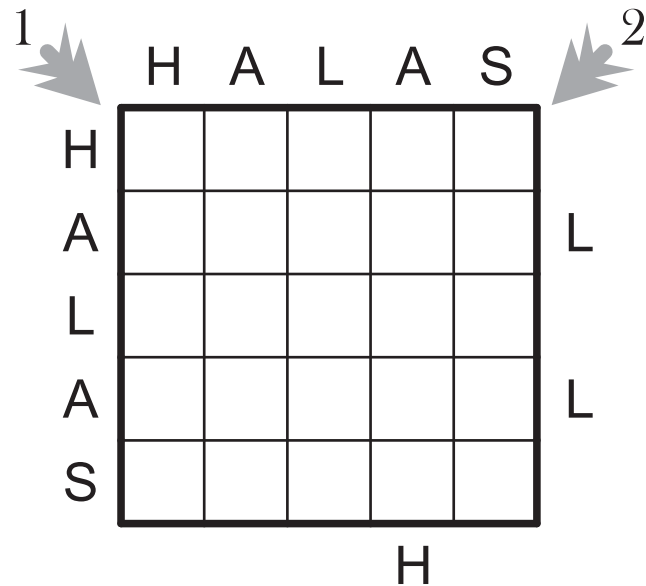
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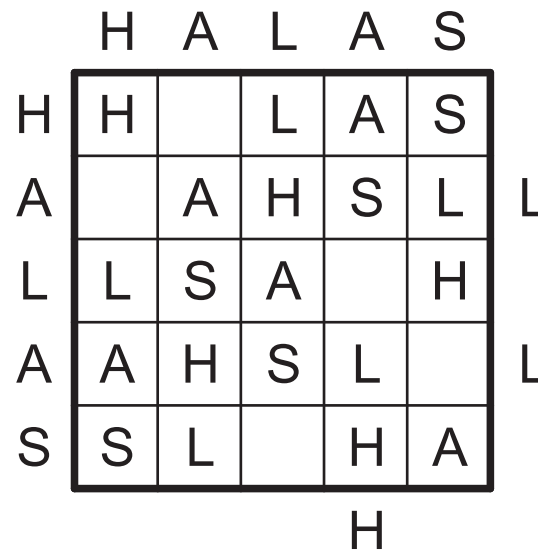


13. a 14. Easy as ABC

Fill in the grid with letters from the given list so that each letter is exactly once in each row and column. Some of the cells will remain empty. The letters around the grid indicate first letter visible from that direction.



Letters AHLS



answer key

marked diagonals

letter = cell occupied by the letter

X = empty cell

O1: HAALA

O2: SSAHS

将所给字母填入空格中，使得每行、列每个字母出现且仅出现一次，周围的提示表示这个方向可以看到的第一个字母。



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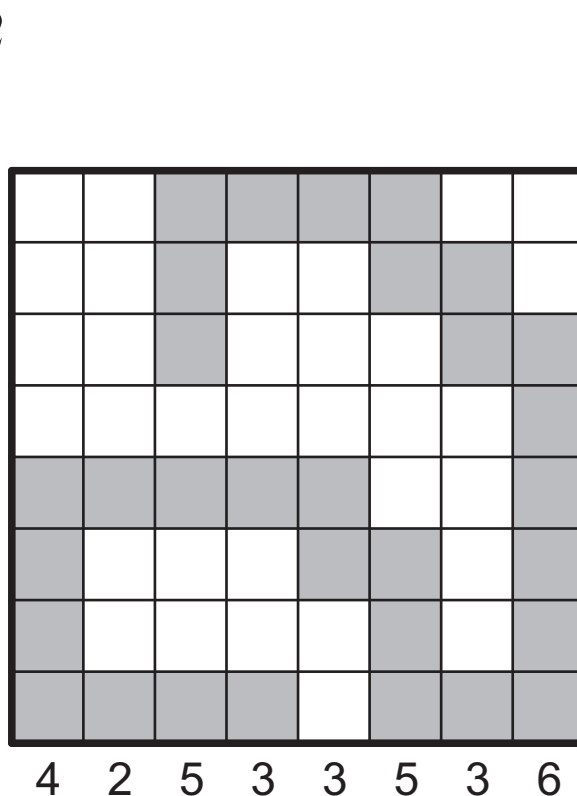
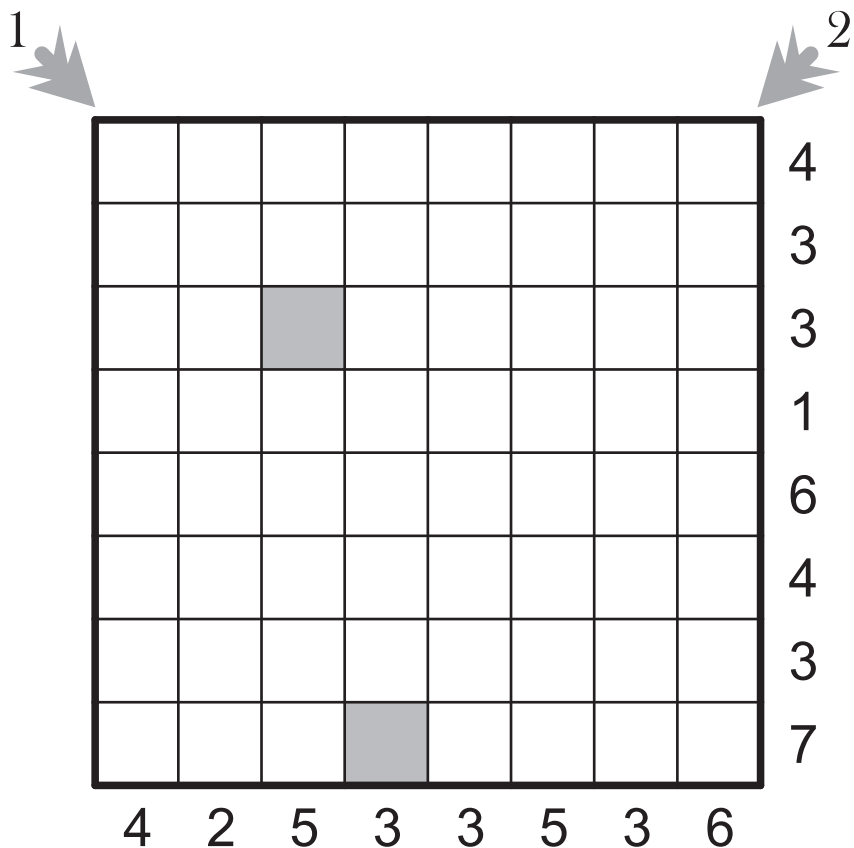
online



15. a 16. Snake

Draw a snake in the grid. The head and tail of the snake are given. The snake is created by a row of cells connected to each other by sides. The snake cannot touch itself not even diagonally.

The numbers around the grid indicate how many cells in the row or column are occupied by a snake.



answer key

marked diagonals

S = cell occupied by a snake

X = empty cell

O1: XXSXSSXS

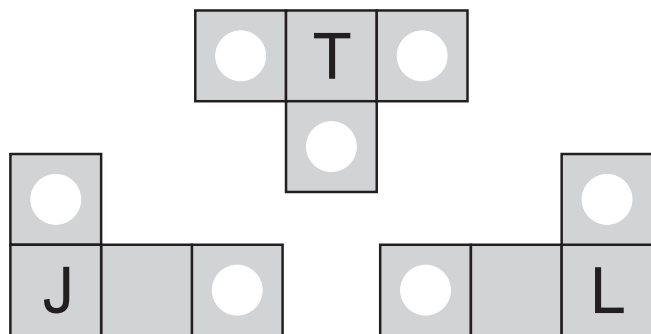
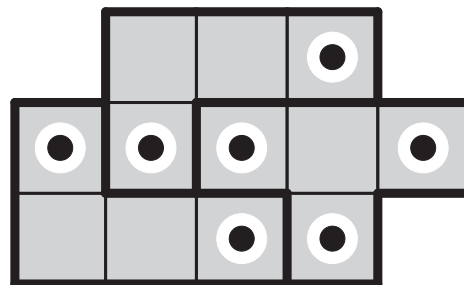
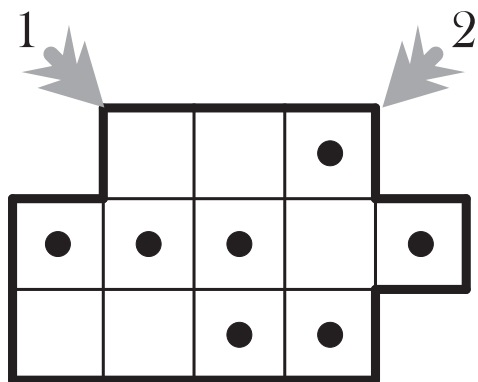
O2: XSXXSXXS

确定一个N格长度的蛇，蛇的头尾位置已给，蛇身横向或纵向行走，不能撞上自己，也不可斜向碰到。周围的数字表示该行/列蛇占格数量。



17. a 18. Tetrominos and pentominos

Place the given tetrominos/pentominos into the grid so that they cover all the cells.
 In addition the holes in tetrominos/pentominos must match with the dots placed in the grid.
 Tetrominos may be only rotated. Pentominos can be rotated and/or reflected.



answer key

marked diagonals

O, I, T, L, J, S, Z = tetrominos

X, P, F, Z, T, V, U, I, W, Y, N, L = pentominoes

0 (zeros) = empty (black) cell

O1: LTT

O2: LTJ

将所给的拼板放入盘面中，使得盘面被拼板覆盖满。附加的规则：拼板上的洞位置刚好与盘面中黑点位置对应，拼板可以旋转或翻转。

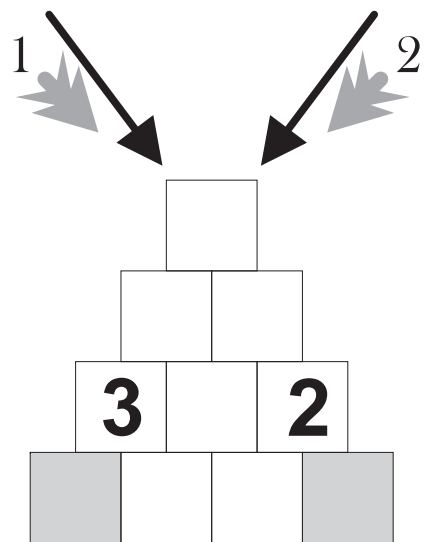
19. a 20. Pyramide

Place numbers from 1 to 9 into the pyramid one number per cell. The following rules must hold:

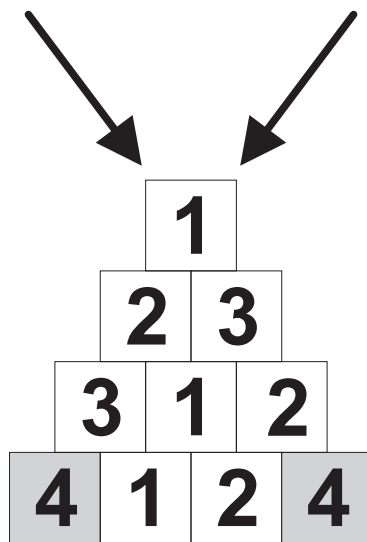
Each number from the second row up must be equal to either sum or difference of the two numbers below (adjacent by side).

All the numbers that are repeated in the row are indicated by grey background.

The numbers may not repeat in the two directions indicated by arrows. No other rules apply to other nonhorizontal directions.



Digits 1 to 4 only



answer key

marked diagonals

O1: 1324

O2: 1234

在空格内填上1-9中的数字，使得处于金字塔下方一层的两个数的和或差等于上方格的数字，每条灰线行的数字不可重复，每条白色行的数字则必有重复。