

Booklet

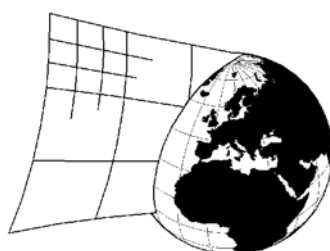
Puzzles

SUDOKUCUP 12



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Puzzle Booklet

Number	Puzzle	Points
1	Skyscrapers	15
2	Skyscrapers with voids	10
3	Snake	10
4	Snake	150
5	Japanese sums	180
6	Rotating mirrors	30
7	Every second turn	10
8	Every second turn	60
9	Every second straight	15
10	Every second straight	25
11	Pentominoes	25
12	Tetrominoes	30
13	Kakuro special	120
14	Kakuro	75
15	Pyramid	55
16	Pyramid	60
17	Coded Easy As ABCD	30
18	Coded Easy As ABCD	40
19	Magic path	60

Total 1000

Answer keys:

If not specified otherwise the answer key is the content of the rows/columns/diagonals marked by grey arrows. Codes of the individual cells should be written in the direction of the arrow, first for the arrow 1, then for the arrow 2. Cell coding is defined for each puzzle.

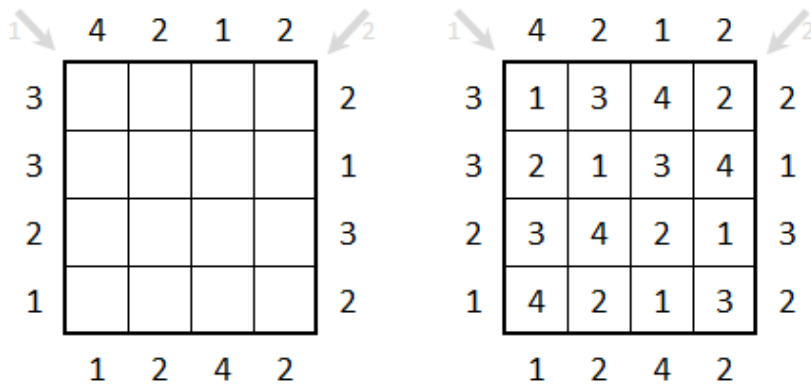
Timing: 90 minut

Author of puzzles: Jiří Hrdina

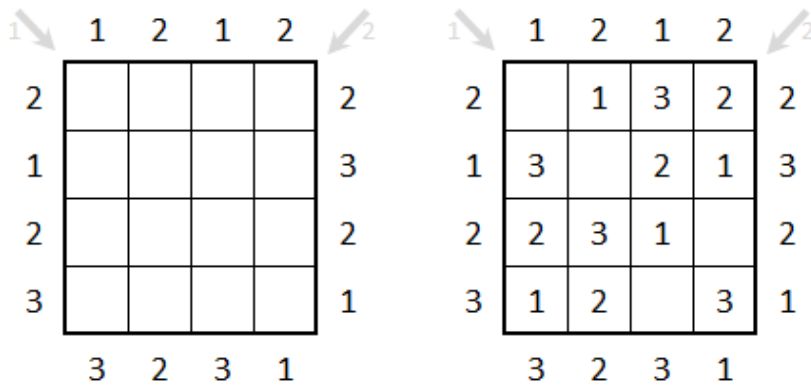
Skyscrapers

Fill in each cell of the grid with digits 1-5 (resp. 1-4 and one empty cell) so that each digit appears exactly ones in each row and column. Each digit inside the grid represents a building with the height of the digit itself. Numbers outside the grid indicate the number of visible buildings in the given row or column.

Answer key: Digits along the indicated arrows, '0' for empty cell
 Example: (digits 1-4 resp. 1-3 and empty cell)



Answer 1: 1123 Answer 2: 2344

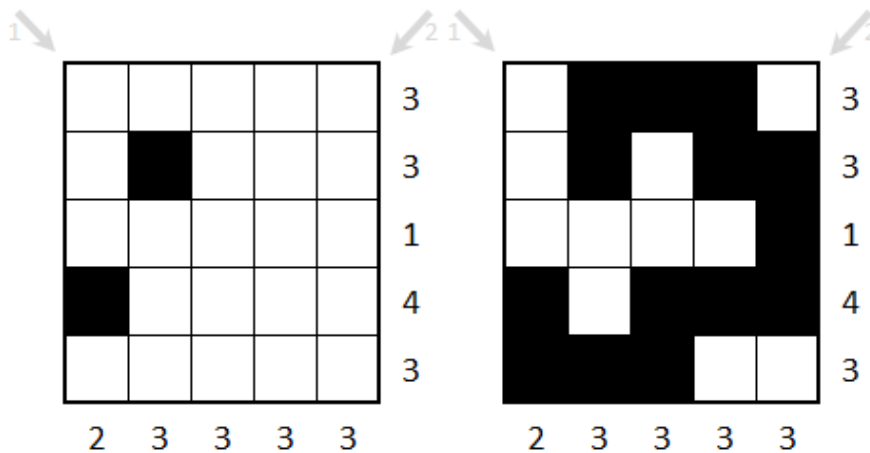


Answer 1: 0013 Answer 2: 2231

Snake

Draw a snake in the grid. Snake consists of a series of orthogonally adjacent cells that does not touch itself not even diagonally. Head and tail are already given. Numbers outside the grid indicate the number of cells in the given row or column occupied by the snake.

Answer key: Content of the cells along the indicated arrows, X for snake, '0' for empty cell
Example:

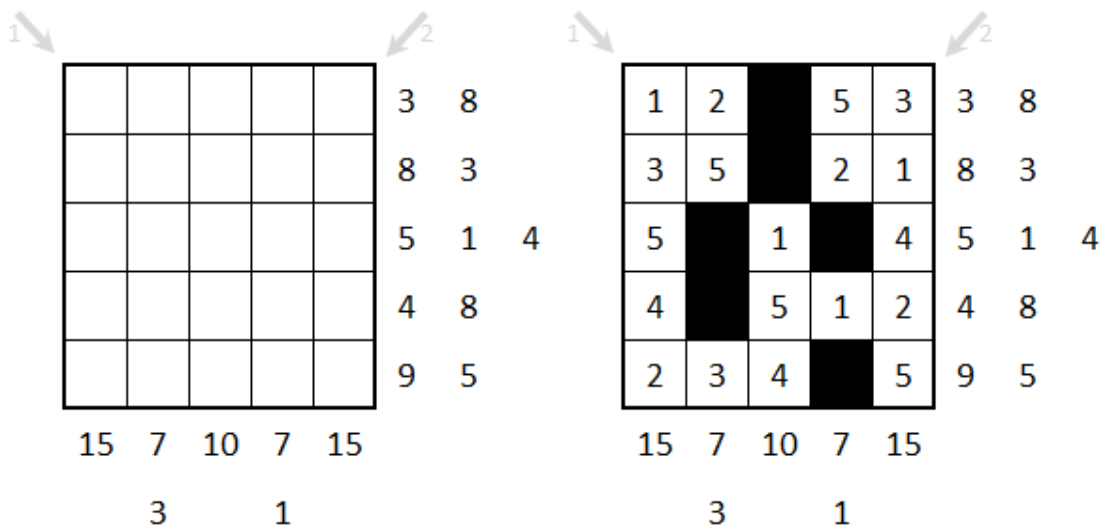


Answer 1: 0X0X0 Answer 2: 0X00X

Japanese sums

Fill in the grid with numbers from 1-9 so that no digit is repeated within a row or column. Numbers outside the grid indicate the sums of the digits in the corresponding direction, in order. There must be at least one blackened cell between the sums.

Answer key: Content of the cells along the indicated arrows, '0' for black cell
Example:

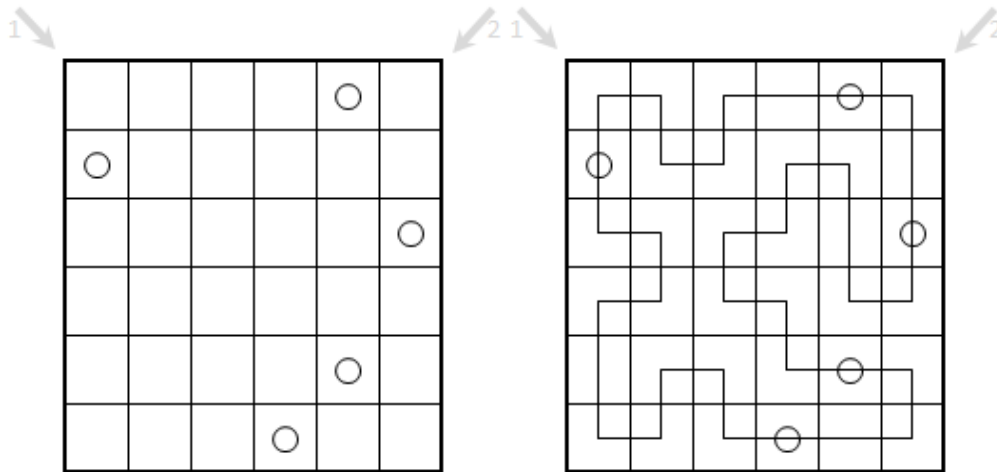


Answer 1: 15115 Answer 2: 32102

Every second straight

Draw a single closed path in the grid that travels horizontally or vertically between centers of adjacent cells and visits every cell exactly ones. Every second straight is marked by a circle. It means that in the cell with circle the path goes straight through and between two circles there is exactly one other straight.

Answer key: Content of the cells along the indicated arrows, L for turn, I for straight
 Example:

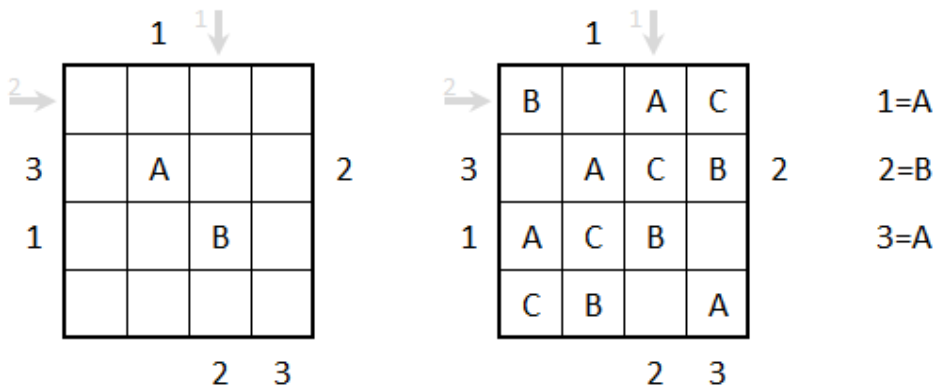


Answer 1: LLLLIL Answer 2: LLLLLL

Coded Easy As ABCD

Fill the grid with letters A-D so that each letter appears exactly ones in each row and column. Numbers outside the grid represent the letters which are seen first from the given direction. Replace the numbers with the correct letters and solve the Easy As ABC puzzle. The same numbers represent the same letters. But different numbers need not represent different letters.

Answer key: Letters in the cells along the indicated arrows, '0' for empty cell
 Example: (letters A-C)



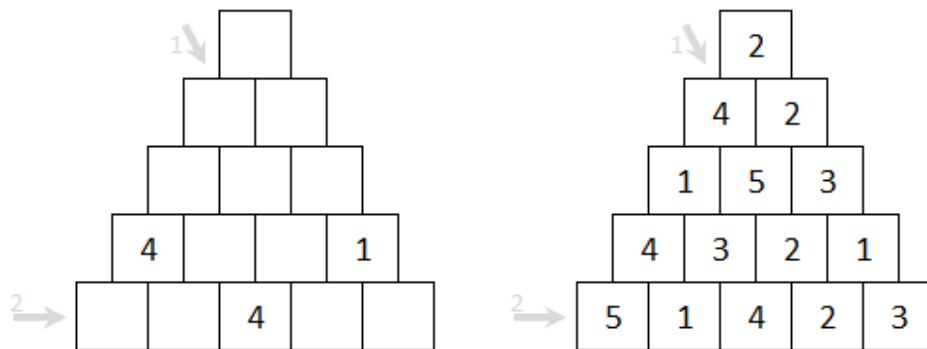
Answer 1: ACB0 Answer 2: B0AC

Pyramid

Enter numbers from 1 to 9 into all the empty fields of the pyramid, so that each number is either the sum or the difference of the two numbers in the fields below. No number may occur more than once in a row.

Answer key: Numbers in the cells along the indicated arrows

Example: (numbers 1-5)



Answer 1: 4522 Answer 2: 51423

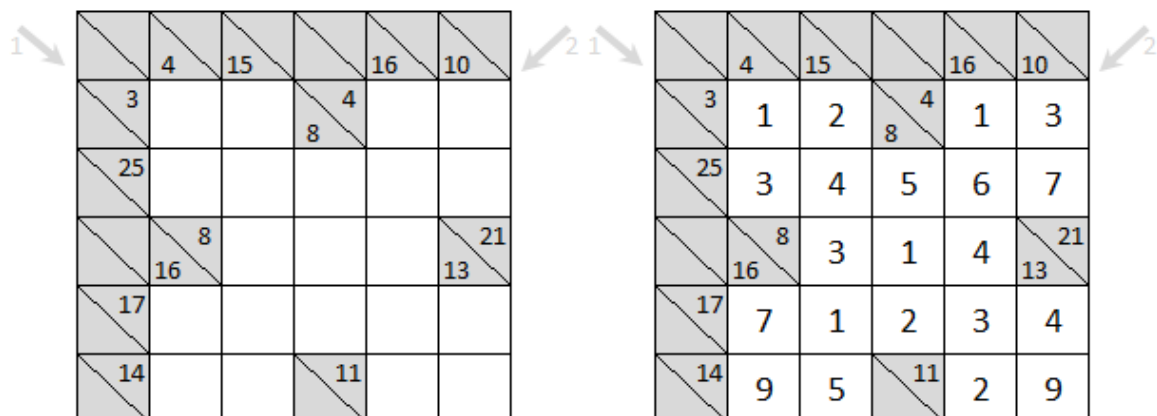
Kakuro

Fill in the cell with numbers from 1 to 9 so that the numbers do not repeat in the horizontal and vertical groups of cells divided by gray blocks. The numbers in the gray cells indicate the sums of numbers in the horizontal and vertical groups of cells (to the right and down from the given cell).

Kakuro special: *All* the numbers 1 and 2 are already given.

Answer key: Numbers in the cells along the indicated arrows, ignore the grey cells

Example:



Answer 1: 3322 Answer 2: 36119

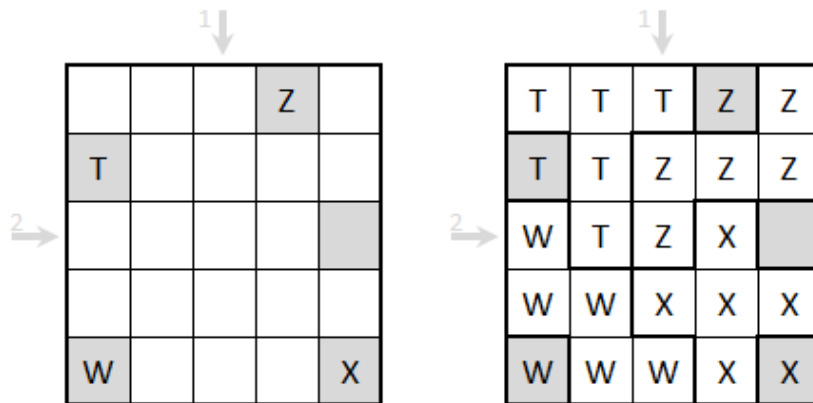
Pentominoes

Place the twelve different pentominoes in the grid so that they fill all the empty cells. Pentominoes may be rotated and/or reflected.

The pentominoes may not cover any of the grey cells. Letter on the grey cell mean that the corresponding pentomino is touching that cell by side.

Answer key: Content of the cells along the indicated arrows, codes of pentominoes, '0' for grey cell

Example: (pentominoes T,Z,W,X)



Answer 1: TZZXW Answer 2: WTZX0

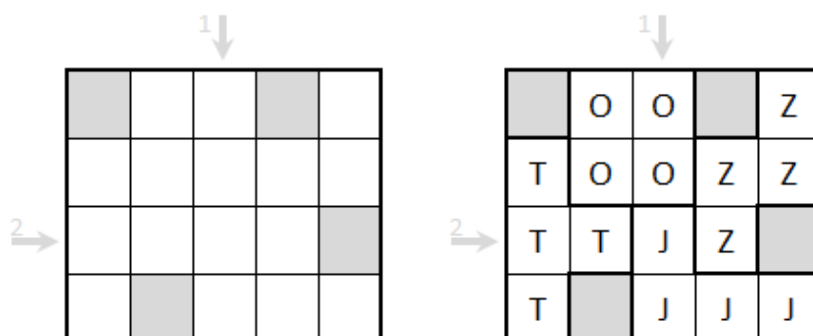
Tetrominoes

Place the seven different tetrominoes in the grid so that they fill all the empty cells. Tetrominoes may be rotated but not reflected.

The tetrominoes may not cover any of the grey cells.

Answer key: Content of the cells along the indicated arrows, codes of tetrominoes, '0' for grey cell

Example: (tetrominoes O,T,Z,J)



Answer 1: OOOJ Answer 2: TTJZ0

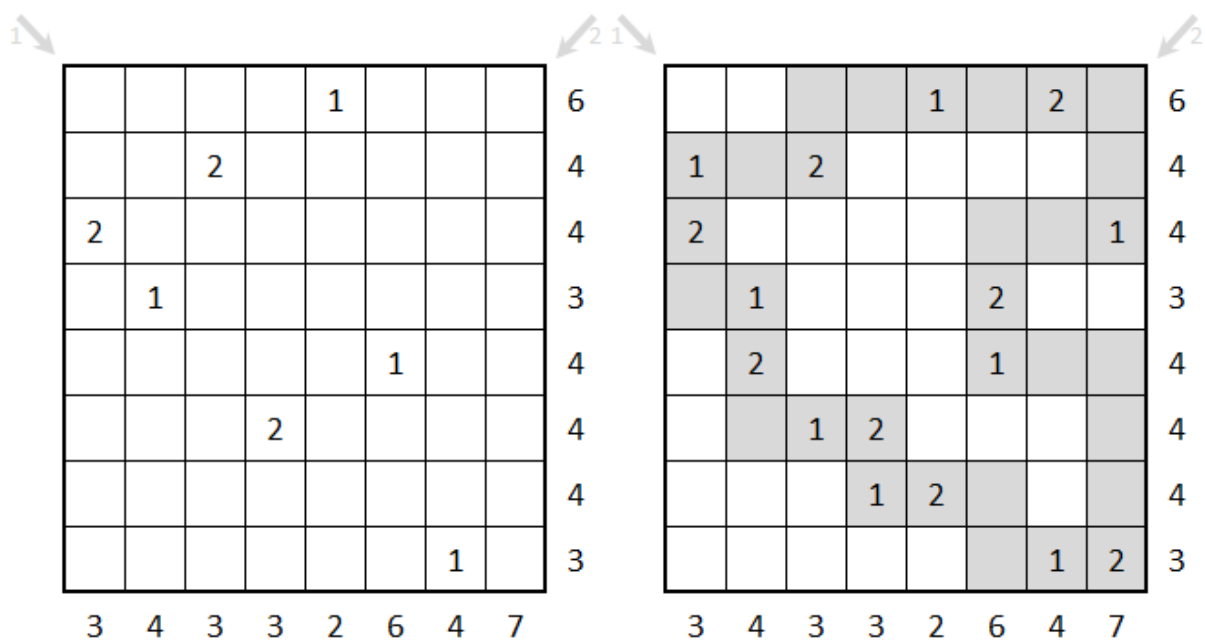
Magic path

Draw a single closed path in the grid. The path is one cell wide and does not touch itself not even diagonally. Numbers outside the grid indicate the number of cells in the given row or column occupied by the path.

On the path you can find the numbers 1,2,3 regularly repeating in the given order 1,2,3,1,2,3,1... in one of the directions along the path. Additionally the numbers must be exactly once in every row and column. Some numbers are already given. No numbers may be placed outside the path.

Answer key: Content of the cells along the indicated arrows, 1-3 for numbers, X for path without number, '0' for empty cell

Example: (numbers 1,2)



Answer 1: 0X000002 Answer 2: X0X00100