

# **SUDOKUCUP 12**

## **Competition puzzles**

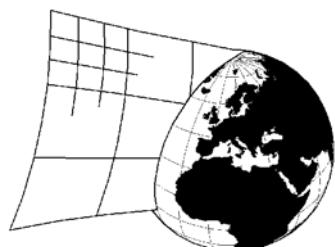
# **Sudoku**

## **Round 1: Ordinary**



**HALAS**  
sudokualogika.cz

**Tournament  
of HALAS  
league**



### **Partners:**

**TESAR<sup>consult</sup>**  
<http://tesar.cz>

**Spedrapid** The logo features the word "Spedrapid" in a blue serif font next to a blue circular arrow icon.

# SUDOKUCUP 12

## Round 1: Ordinary

### 1) Classics (10 points)

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

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

1►      2►

### 2) Classics (17 points)

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

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

1►      2►

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## Round 1: Ordinary

### 3) Classics (23 points)

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

**1** ▶

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

**2** ▶

### 4) Diagonal (19 points)

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

Moreover both main diagonals contain all digits 1 through 9.

**1** ▶

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

**2** ▶

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## Round 1: Ordinary

### 5) Consecutive (12 points)

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

All pair of adjacent cells containing consecutive digits are marked with a circle.

**1** ▶

		9						
			6					
				3				
					4			
		5						
					2			
						9		
		8						
						2		
<b>2</b> ▶			1		7		5	

**2** ▶

### 6) Windoku (20 points)

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

Moreover the four marked extraregions contain all digits 1 through 9.

**1** ▶

				6		2		
2		9			1		3	
	4		1					
					5			
1								
					7			
						8	4	2
					9		6	1
					5			
<b>2</b> ▶			2		9			

**2** ▶

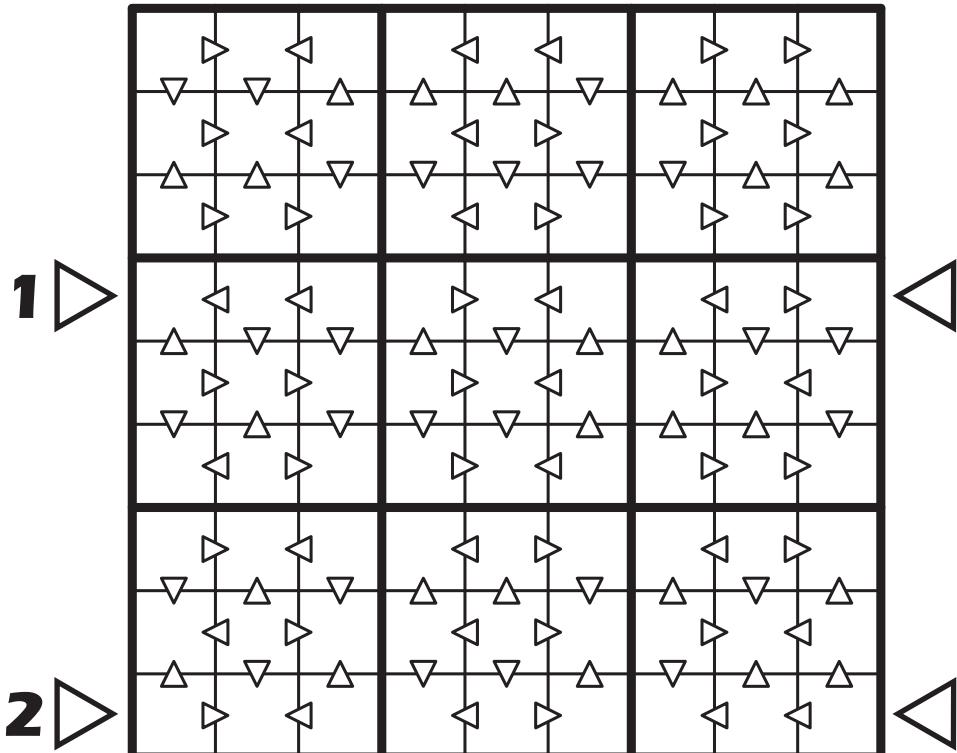
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## Round 1: Ordinary

### 7) Greater Than (26 points)

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

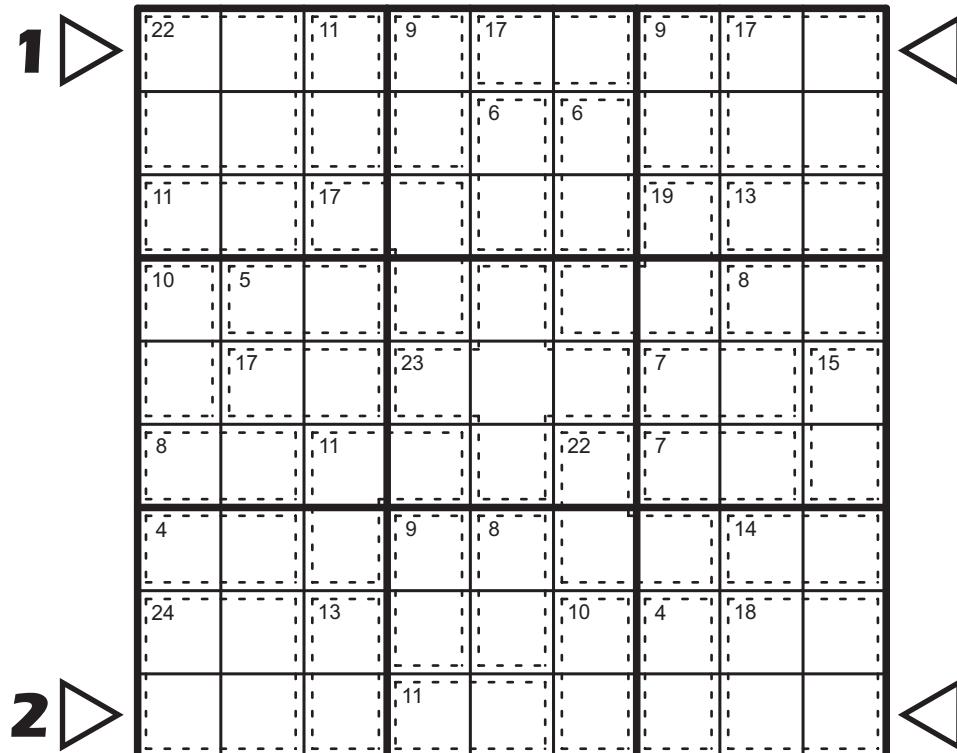
The digit must follow given inequality signs.



### 8) Killer (16 points)

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

The grid is divided into cages. The sum of digits inside every cage is given. Moreover all digits in one cage must be distinct.



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## Round 1: Ordinary

### 9) Quadro (27 points)

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

No square of 2×2 cells anywhere in the grid can contain either 4 even or 4 odd digits.

1►

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

2►

### 10) Irregular (30 points)

Fill in the grid so that every row, column, and boldly outlined region contains the digits 1 through 9.

1►

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

2►