Round 1

30 minutes

Best results:

Jakub Ondroušek	410 points
Jan Zvěřina	390 points
Matúš Demiger	350 points

Round 1 – Translation Sheet

1-3) Classic sudoku 6×6

Fill in the grid with digits 1 to 6 so that every row, column and outlined region contains six different digits.

4-6) Irregular sudoku 6×6

Fill in the grid with digits 1 to 6 so that every row, column and outlined region contains six different digits.

7-14) Classic sudoku 9×9

Fill in the grid with digits 1 to 9 so that every row, column and outlined box contains nine different digits.

Round 2

60 minutes

Best results:

Jan Zvěřina	790 points
Jakub Ondroušek	695 points
Jakub Hrazdira	640 points

Round 2 – Translation Sheet

1-2) Diagonal

Rules: Follow classic sudoku rules. Moreover digits do not repeat on the two main diagonals.

3-4) Windoku

Rules: Follow classic sudoku rules. Moreover digits do not repeat in four grey windows.

5-6) Consecutive

Rules: Follow classic sudoku rules. All pairs of adjacent consecutive digits are marked with a circle.

7-8) Greater than

Rules: Follow classic sudoku rules. All digits should follow the given inequality signs.

9-10) Disjoint groups

Rules: Follow classic sudoku rules. There are nine more extraregions formed by cells in the corresponding positions inside all 3×3 boxes.

11-12) Quadro

Rules: Follow classic sudoku rules. There must be at least one even and at least one odd digit in every 2×2 adjacent cells.

13-14) Killer

Rules: Follow classic sudoku rules. There are several cages in the grid with a dashed-line outline. (Several of them are formed by two or three diagonally connected cells.) Sum of all digits in every cage is given. Same digit cannot be repeated in one cage.

15-16) Irregular

Fill in the grid with digits 1 to 9 so that every row, column and outlined region contains nine different digits.

Round 2 – Translation Sheet

17) Consecutive 6×6

Rules: Fill in the grid with digits 1 to 6 so that every row, column and outlined region contains six different digits. See puzzle 5.

18) Greater than 6×6

Rules: Fill in the grid with digits 1 to 6 so that every row, column and outlined region contains six different digits. See puzzle 7.

19) Killer 6×6

Rules: Fill in the grid with digits 1 to 6 so that every row, column and outlined region contains six different digits. See puzzle 13.

Round 3

20 minutes

Best results:

Jan Zvěřina	243 points
Jakub Ondroušek	243 points
Bastien Vial-Jaime	233 points

Round 3 – Translation Sheet

1) Math samurai

Rules: Follow classic sudoku rules. Result of a mathematical operation is given for some pairs of adjacent cells. It is a sum in the top left grid, a difference in the top right grid, a product in the bottom left grid and a ratio in the bottmo right grid.

Round 4

55 minutes

Best results:

Jan Zvěřina	660 points
Jakub Ondroušek	535 points
Matúš Demiger	505 points

Round 4 – Translation Sheet

1) Coded pairs

Rules: Follow classic sudoku rules. Two cages with a dashed border are marked by the same letter if they contain the same pair of digits (in arbitrary order).

2) Sequences

Rules: Follow classic sudoku rules. Digit along grey lines follow arithmetic sequences. It means that the go in increasing order from one end to the other and the difference between all pairs of consecutive cells along the line is a constant.

3) XV sudoku

Rules: Follow classic sudoku rules. If the sum of two neighbouring numbers is equal to 5, the pair of such cells is marked with a letter „V". If the sum of two neighbouring numbers is equal to 10, the pair of such cells is marked with a letter „X". All possible letters are given.

4) Scattered irregular

Rules: Fill in the grid with digits 1 to 9 so that every row, column and boldly outlined region contains nine different digits. Nine grey cells also contain nine different digits.

5) Renban

Rules: Follow classic sudoku rules. Every marked cage contains a set of consecutive digits in arbitrary order. (E.g. 6-2-5-3-4)

6) Fortress

Rules: Follow classic sudoku rules. If a grey cell and a white cell share an edge the number in the grey one is higher.

7) Odd sum

Rules: Follow classic sudoku rules. Moreover, the sum of two digits in every cage marked with „L" is odd.

Round 4 – Translation Sheet

10) Arrows

Rules: Follow classic sudoku rules. Number in a circle is equal to the sum of all digits along the corresponding arrow.

9) Next to nine

Rules: Follow classic sudoku rules. All digits that are directly next to the digit nine are given for every row and column.

8) Thermometers

Rules: Follow classic sudoku rules. The digits along every thermomether go in increasing order, starting in the cell with a bulb.

11) Diagonal pairs

Rules: Follow classic sudoku rules. There are exactly 10 pairs of cells in the grid satisfying the following conditions: one cell is grey, one cell is white, both contain the same digit, which is equal to the diagonal distance between the cells. There is no such pair with both cells white or both cells grey. Each digit from 1 to 8 appears at least once in a grey cell.

12) Ordered sums

Rules: Follow classic sudoku rules. Let's denote S_1, S_2, ..., S_12 the sums of pairs of digits in cages marked with 1, 2, ..., 12. The sums are ordered, i.e. S_n < S_n+1 for every n from 1 to 11.

Round 5

70 minutes

Best results:

Jakub Ondroušek	733 points
Bastien Vial-Jaime	682 points
Matúš Demiger	663 points

Round 5 – Translation Sheet

1) Antidiagonal

Rules: Follow classic sudoku rules. Each marked main diagonal contains exactly three different digits.

2) More than consecutive

Rules: Follow classic sudoku rules. All adjacent consecutive pairs are marked with inequality signs. The digits must follow the given inequality signs. If there is no sign given, the difference between neighbouring digits is more than 1.

3) Fives

Rules: Follow classic sudoku rules. All pairs of adjacent digits with a sum or difference equal to five are marked with a small circle.

4) Irregular dots

Rules: Follow classic sudoku rules. Rows and columns are marked with numbers 1 to 9. There is a white dot between two cells if the difference of the digits they contain is equal to the number of a row they are part of. There is a black dot between two cells if the sum of the digits they contain is equal to the number of a row they are part of. The same applies to the columns. All possible dots are drawn.

5) WR classics

Rules: Follow classic sudoku rules. (Grid holds the conditions for world record in sudoku.)

6) One bug per line

Rules: Follow classic sudoku rules. Exactly one given digit in every row, every column and every box is wrong and should be replaced by other digit in the correct solution.

9) Product last digit

Rules: Follow classic sudoku rules. Number in a circle is equal to the last digit of a product of all digits along the corresponding arrow.

15) Sudokuro

Rules: Place digits from 1 to 8, they don't repeat in rows, columns and marked regions. Sum of all digits between two grey cells is given.

Round 5 – Translation Sheet

8) Diagonally consecutive

Rules: Follow classic sudoku rules. All pairs of consecutive digits that are in the cells sharing just a corner are marked with a grey line.

7) Elimination

Rules: Follow classic sudoku rules. If there is a digit N in a cell with an arrow, the digit N cannot apear in a direction the arrow points at.

10) Ordering

Rules: Follow classic sudoku rules. There is a set of 40 different two-digit numbers in the marked cages. Their order from the lowest to the highest is given by small numbers from 1 to 40.

13) Full rank

Rules: Follow classic sudoku rules. Numbers in rows and columns form 36 distinct 9-digit numbers. Their rank from the lowest is given.

12) Little killer

Rules: Follow classic sudoku rules. Both main diagonals contain 9 different digits. Sum of all digits on several marked diagonals is given. (Digits can repeat in sums.)

11) Clockfaces

Rules: Follow classic sudoku rules. Four digits around a white circle are placed in an increasing order starting from one of the four cells and going clockwise. Four digits around a black circle are placed in an increasing order starting from one of the four cells and going anticlockwise. All possible circles are marked.

14) Counting neighbours

Rules: Follow classic sudoku rules. Number in a cell with a circle tells you how many distinct digits you can find in up to 8 neighbouring cells (sharing edge or corner). Number in a cell with a cross tells you how many distinct digits you can find in up to 4 diagonally neighbouring cells (sharing a corner). All possible circles and crosses are drawn.

Round 6

30 minutes

Best results:

Jakub Ondroušek	350 points
Bastien Vial-Jaime	290 points
Jakub Hrazdira	290 points

Round 6 – Translation Sheet

1) Square madness

Rules: Digits do not repeat in rows, columns and six outlined boxes.

2) Duodoku

Rules: Follow classic sudoku rules. The puzzle is formed by two overlapping grids.

3-4) Deficit

Rules: Digits do not repeat in row, columns and outlined regions.

5-6) Surpulus

Rules: Digits do not repeat in rows and columns. Each outlined region (bigger than 1 cell) contain each digit at least once.

7) Sudoku with holes

Rules: Digits do not repeat in rows, columns and outlined boxes.

8) Parquete

Rules: Digits do not repeat in rows, columns and outlined boxes. Bigger cells may belong to more than one row / column.