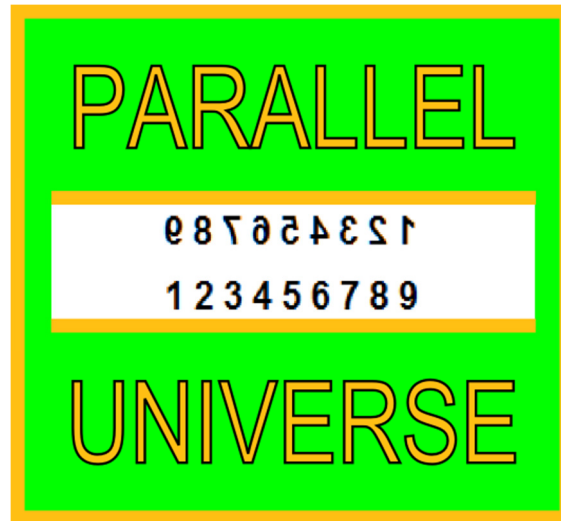


Author's Note (regardless of the universe the author is from) :

This Instruction booklet contains the exact same types but just presented in a different (maybe interesting) way. Consider this as a "Translation" for another Universe. It is the same contest explained and presented in a different way, just for fun. The gimmick of the contest is that the uncommon variants for us might be the common variants in some other timeline with a different presentation, as you will see if you read on. The Puzzle Booklet will contain 15 Sudokus across the 14 types given (Classic/Static will be the repeated one). The contest is a normal 111 minute contest.



Hello, dear solvers!

Greetings from the other Universe! I received a message from the Inter-Dimension Puzzle Wizard (he's not yet revealed himself in your universe) saying this universe' Prasanna was preparing a Sudoku test with some variants from our universe! I thought I'd give it a look, and indeed, he's represented us well! But, I've prepared my own version of the document just so that my people understand some of the weird variants you folks think of. I didn't change the ordering, since your universe' Prasanna had the idea first and so his ordering stays. So I've had to keep your weird variants first and our normal stuff below it on each page.

Note to our Universe' participants: Our variant Static Sudoku is the base for all their variants. I know, weird, since all our variations are based on our Standard Sudoku. But their universe' Prasanna had this idea first, so it's all based on their Classic, which is our Static Sudoku. Anyway, here are the base rules for all variants –

Place 1-9 into each row, column and boldly marked area so they all contain each digit once. In examples, 1-6 is the range used. Except Standard Sudoku, in all other Sudokus, NO GIVENS SHOULD BE MOVED. All of them are in their correct places already.

- The duration of the test is 111 minutes.
- The distribution of points is based on the times needed by test solvers. Therefore, you might experience differences due to your own personal skills and preferences.
- Each Sudoku has two marked rows as solution code. **For Linked Consecutive, There are 4 marked rows, the right grids will have arrows to their right. It is only necessary to enter 6 digits as they are for the grid the arrow is pointing at directly.**
- The Puzzle Booklet will contain 9 pages (The **two** Statics, the Standard, Inner Consecutive, and Consecutive Sudoku will take a page each, two per page after them).

Thanks to Bram De Laat and Salih Alan for testing and valuable feedback (help to any Prasanna is appreciated!).

Good Luck and Enjoy the contest!

Points Table	
Static Sudoku 1	40
Static Sudoku 2	35
Standard Sudoku	155
Inner Consecutive Sudoku	50
Consecutive Sudokus	100
Max within a Quad Sudoku	155
Quad Max Sudoku	70
Straight 2 Even 2 Odd Sudoku	70
2 Even 2 Odd Sudoku	55
Arrow Sums Sudoku	75
Arrow Sudoku	75
Trio Groups Sudoku	50
Trio Sudoku	30
Hidden Palindrome Sudoku	70
Palindrome Sudoku	80
Total	1110

Notes:

- This test uses **Instant Grading** where a solver can submit any individual puzzle once finished and receive confirmation on whether it's correct or not. **For the Consecutive Sudokus, the solution will only be accepted with confirmation if all 4 rows, one for each grid, are submitted.**
- The first, second, third and fourth incorrect submission reduces the potential score to 90%, 70%, 40% and 0% respectively (and remains at 0% after this).
- If all solutions are submitted correctly, then the final score is calculated by the formula:
Final Score = Total Points / Used Time * 111 minutes.

Static Sudoku

This is a variant of Standard Sudoku without any additional rules. The only variation here is that the numbers need not be moved. All Sudoku variants follow this rule, unlike Standard Sudoku.

			5	4	3
				2	
5					
					2
	2	1			
4	3				

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

Standard Sudoku

Each number in the top grid must be moved either up, down, left, or right the same number of cells as that number's value without crossing the border of the grid. Numbers must all land on unique spots. Solve the resulting Sudoku by placing a digit from 1-9 in each row, column and region. A separate blank grid will be provided. (Note: It is possible for a number to have two valid movement options in the solution; it is only required that at least one direction of movement exists for each number.)

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

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

Inner Consecutive Sudoku

Since we don't have edges here to separate consecutive digits like in normal Consecutive Sudokus, a white dot is used. If two adjacent digits within the grid are consecutive, they must have a white dot between them. If they are not consecutive, there is no dot.

	○			4
○		○		
○			○	
○	○			
○		○		
○			○	
○		○		
○			○	
1			○	

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

Consecutive Sudokus

4 6x6 (4x4 In the example) grids are placed as given below. The edges that are adjacent across two different grids must contain consecutive digits.

1			
	4	2	
	1	3	

			1
	1	3	
	2	4	

1	2	4	3
3	4	2	1
4	1	3	2
2	3	1	4

4	3	2	1
2	1	3	4
1	2	4	3
3	4	1	2

	1	3	
	2	4	
4			

	1	4	
	4	1	
			4

1	4	2	3
2	1	3	4
3	2	4	1
4	3	1	2

4	3	2	1
3	1	4	2
2	4	1	3
1	2	3	4

Max within a Quad Sudoku

Arrows are present at some corners. Instead of dealing with entire quads like in a normal Quad Sudoku, this variation deals only with individual cells within a quad. The digit in the cell pointed at by an arrow is larger than the other 3 Digits in cells touching that corner.

6					1

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

Quad Max Sudoku

Arrows are present between two diagonally adjacent 2x2 areas (quads). In the quad pointed at by the arrow, all digits are greater than the digits in their corresponding positions in the other quad. Numbers can repeat in quads.

2					4
	1				

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

Straight 2 Even 2 Odd Sudoku

Unlike usual 2 Even 2 Odd Sudokus, this variant deals with straight series of digits instead of 2x2 areas. There can never be more than 2 consecutive digits of the same parity in a row or column.

5					1
		2			
			4		
		6			
			1		
1					3

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

2 Even 2 Odd Sudoku

Wherever 2 odd and 2 even digits form a 2x2 checkerboard pattern, a checkerboard-type marking is given. If there is no marking, the above pattern is not allowed.

				1	6
		3	4		

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

Arrow Sums Sudoku

Usually, Arrow Sudoku deals with Sequences. Here, it deals with sums. The digit in the circle is the sum of the digits along the arrow extending from it. Numbers can repeat along arrows.

		1	4		
1		○	○		4
5		○	○		2
		5	2		

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

Arrow Sudoku

For a digit N in a circle, the digit N+1 is at the end of the arrow. The digits along the arrow (including the tip, but not including the circle) must form a sequence of consecutive digits. The digit in the circle can repeat along the arrow as a part of this sequence.

			1		
	○				○
	○				
		4			

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

Trio Groups Sudoku

There are 3 different kinds of markings in the grid, as shown below. One of the markings will contain only the digits 1-2-3 throughout the grid. Another will contain only 4-5-6. The third will contain only 7-8-9. It is part of the solve to match the marking to its group. There is no restriction for digits in blank cells. The example is based on the groups 1-2, 3-4, 5-6.

1	○		○		□
□	2	○		□	
		3			
◇		◇	4	□	
	◇		□	5	□
					6

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

Trio Sudoku

This is the usual Trio Sudoku. In the grid there are some gray lines which contain 3 circles. These circles contain the same digit.

	1		●	●	2
	4	●	●	●	1
	●	●	●		
		●		●	
●	6		●		3
	3	●			4

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

Hidden Palindrome Sudoku

Usually there is a list of Palindromes (a group of digits that reads the same from both ends) you need to find in the grid given outside. Here though, the palindromes are hidden, and only their location is given.

3					6
	5				3
1				4	
2					1

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

Palindrome Sudoku

Place the Palindromes given in the list on the right into the gray lines in the grid. Every Palindrome must be used.

6			5		
					3
5					

1111
2442

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