

## Football (Football Sudoku)

Place a digit from 1-9 into each of the empty cells so that each digit appears exactly once in each row, column and 3x3 outlined box. In addition, there are 14 football players divided into two teams. Players of each team are marked with numbers from 1 to 7. One team plays with a ball number 8, the other with a ball number 9. Player number 1 has a ball number next to him in a direction of a horizontal, vertical or diagonal pass to the player number 2. And so on up to the pass between players 6 and 7 of each team. No other player stands in the way of every pass. The example shows these footballers in grey circles. The actual puzzle will not have grey circles, it will be part of the puzzle to figure out where the footballers are.

Answer key: Enter the content of the marked row or column.

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

Online Solving: https://git.io/JXH0L



# Baseball (Tapa Hybrid)

Normal Tapa rules apply: Shade some empty cells black to create a single connected wall. Numbers in a cell indicate the length of consecutive shaded blocks in the neighbouring cells. If there is more than one number in a cell, then there must be at least one white (unshaded) cell between the black cell groups. Cells with numbers cannot be shaded, and the shaded cells cannot form a 2×2 square anywhere in the grid.

There will be **Modern Tapa** and **Tapa Possible** clues throughout the grid. **Modern Tapa:** Clues represent the distinct group of shaded cells in exact circular order (without reflection). **Tapa Possible:** For each white diamond, use only one of the given clues. For each grey diamond; use at least two of the given clues.

**Answer Keys:** For each marked row or column, enter the lengths of shaded cell blocks, from left to right or top to bottom. The example's answer key would be: **21, 211** 



Online Solving: https://git.io/JXHRC



## Wrestling (Rock Paper Scissors)

Divide the grid into regions so that every cell is part of exactly one region. In every region, there must be only two different symbols. The winning symbol of the two appears once while the losing symbol must appear at least twice in every region. Rock (**R**) beats scissors (**S**), scissors beat paper (**P**) and paper beats rock.

**Answer Keys:** For each marked row or column, enter the length of consecutive cells that form each region, from left to right or top to bottom. The example's answer key would be: **3111, 13** 



Online Solving: <a href="https://git.io/JXHzx">https://git.io/JXHzx</a>



# Field Hockey (Borderless Sashigane)

Divide the grid into L-shaped regions that are one-cell wide. Each L-shaped region must consist of a knee (where the region bends) and two arms that are each at least one cell long. Circles must be at the knee; and the number, if given, represents the total area of that region. Arrows must be at the end of an arm and pointing to that region's knee. All cells must be used, and no invalid L-shaped blocks may be formed.

# \* <u>The actual puzzle will be 10x10.</u> However, you will be given a 15x15 grid. It is part of the solving to find where the 10x10 Sashigane grid is.

Answer Keys: For each marked row or column, enter the length of consecutive cells that form each region, from left to right or top to bottom. <u>If the grid does not reach that row or column,</u> <u>enter 0.</u>



Online Solving: https://git.io/JXHNM



# Archery (Equal Targets)

Use all the given darts below each target to shoot at different numbers. Achieve an identical target sum for all boards. All darts must be used only for their respective boards. You cannot hit the same number in the same board.

Answer Keys: For each board, enter the two lowest numbers that were hit in order, from left to right. <u>Enter the numbers back-to-back, starting with the lower number</u>. The example's answer key would be: 829, 1324







## Handball (Rebus Scrabble)

Place the listed words into the grid so they read from top-bottom or left-right. No unlisted words may be formed, and all the words must be interconnected. All instances of HAND and BALL will be squeezed into one rebus square. All rebus squares are given.

#### Some T's (not all) are placed in the grid.

Answer Keys: For each marked row or column, enter the letters from left to right or top to bottom. Ignore the rebus squares. The example's answer key would be: GIAND, ON





## Rugby Sevens (Masyu Scrummage)

Enter the given pieces into the grey area of the grid, so that no pieces overlap each other. Pieces may not be rotated or reflected. Then solve the resulting Masyu; draw a single closed loop passing through all circles in the grid. The loop must make a turn at all black circles and go straight for at least two cells in both directions before turning again. The loop must go straight through all white circles and turn immediately before and/or after in the next cell.





# Sport Climbing (Multi Skyscrapers)

Place a number from 1 to n (where n is the size of the grid) into each cell so that each row and column contain every number exactly once. Each number represents a building of that height so that when viewing a line of buildings from outside the grid, the taller building would obscure the shorter building. Clues outside the grid represents how many buildings are seen from that direction.

This puzzle contains <u>5 grids linked by</u> <u>adjacent grey cells</u>. Clues in these grey cells apply to the two grids it is adjacent to.

The 5 rule sets are:

- Classic Skyscrapers: rules as above

- **Haido:** clues indicate the size of the building that must be seen from that direction

- **Diagonal:** numbers appear on the main diagonals exactly once each

- Mixed Information: clues are either Classic
Skyscraper clues or the first building seen
- Regions: every region contains all digits

exactly once

Answer key: Enter the content of the marked row or column. <u>Enter numbers in the Skyscrapers</u> grid only, do not enter numbers in the clue cells.





## Shooting (Kin-Kon-Kan)

Fill some cells with diagonal lines (mirrors) so that every bolded region contains exactly one mirror. Letters outside shoots a laser beam into the grid. Beams will bounce off mirrors at right angles. The beams must enter/exit from and to the same letter. Numbers indicate how many mirrors the beam hits. Every mirror must reflect at least one laser beam.

#### In the actual puzzle, no letters will be given. Figuring out the number pairings is part of the puzzle.

Answer Keys: Enter the content of each marked row or column. Use N for backslash mirrors (  $\setminus$  ), Z for forward slash mirrors ( / ) and X for blank cells.





## **Badminton (Double Choco)**

Divide the grid along dotted lines into blocks. Each block must contain a single area of white cells and a single area of grey cells. White and grey areas of each block will have the same size and shape but may be a rotated or reflected form of each other. Numbered cells indicate the size of that colour's area in that block. A block may contain any number of numbered cells. All cells must be used by a block.

**Answer Keys:** For each marked row or column, enter the length of consecutive cells that form each region, from left to right or top to bottom.





# Karate (Corral Crates)

Normal Cave rules apply: Shade some cells to leave behind a single connected group (the cave) with no enclosed, shaded cells. In other words, all shaded cells must be connected by other shaded cells to an edge of the grid. All numbered cells must be a part of the cave, with each number indicating the total count of cells connected vertically and horizontally to the numbered cell including the cell itself.

In addition, inside the loop are some empty, single-square boxes that do not touch each other or the loop, not even diagonally.

**Answer key:** For each marked row or column, enter the length of consecutive cells that are inside the cave **(and are not boxes)** from left to right or top to bottom.





# Fencing (Little Killer Sudoku Relay)

Place a digit from 1-9 into each of the empty cells so that each digit appears exactly once in each row, column and 3x3 outlined box (use 1-6 for 6x6 grid). Additionally, the numbers with arrows outside the grid indicate the sum of the digits appearing in the cells in the corresponding direction. Digits can repeat in the direction of the arrow.

There will be 3 interconnected puzzles (two 6x6 and one 9x9). Some sums outside the grid will be replaced by a letter. Identical letters stand for the same number. <u>It is possible for different letters to stand for the same number</u>.

Answer key: Enter the content of the marked row or column.







## Athletics (Tile Wordsearch)

Find the listed words hidden in the grid. Words can be spelled out horizontally, vertically or diagonally and in both directions. Additionally, some blank tiles have been placed in the grid. You must use the given set of tiles in the tile bank to fill in these cells. All tiles must be used by at least one word. Each tile is used only once.

**Answer Keys:** For each marked row, enter the **unused letters** from left to right.



FORTIUS Alll S | T || U

# 

ALLMAN	DEADMON
ATHING-MU	DESALU
BAREGA	DUPLANTIS
BARSHIM	DUSZYNSKI
BAUMGART-WITAN	EL-BAKKALI
BENJAMIN	ELLIS
BURCHELL	FELIX
CAMACHO-QUINN	FRASER-PRYCE
CHEMUTAI	GARDINER
CHEPTEGEI	HASSAN
CHERRY	HOLUB-KOWALI
CHOPRA	INGEBRIGTSEN
CROUSER	IRBY
DE-GRASSE	JACKSON

JACOBS **JEPCHIRCHIR** JONATHAS KACZMAREK **KIPCHOGE KIPYEGON** KORIR KOWALUK LASITSKENE LIJIAO MCLAUGHLIN OLUB-KOWALIK MIHAMBO MILLER-UIBO MORRISON

MUHAMMAD NAGEOTTE NORMAN NORWOOD NOWICKI PALMISANO PARCHMENT PATTA PICHARDO ROJAS ROSS SHIYING STAHL STANO ZALEWSKI

STEWART SWIETY-ERSETIC TAMBERI TENTOGLOU THIAM THOMPSON-HERAH TOMALA TORTU WARHOLM WARNER WHITNEY WILLIAMS WLODARCZYK



# Surfing (Coral Reef)

Shade some cells to form a single coral, which is one orthogonally connected shaded region. All non-shaded cells must be orthogonally connected through other non-shaded cells to the edge of the grid. No 2x2 group of cells can be entirely shaded. Numbers outside the grid represent the lengths of contiguous shaded cells in the corresponding row or column, but not necessarily in that order. Not all rows or columns are clued.

In addition, there are some marked reefs in the grid. The patterns of all marked reefs are given, each pattern does not allow rotation or reflection. All reefs appear exactly once.

**Answer Keys:** For each marked row or column, enter the lengths of shaded cell blocks, from left to right or top to bottom.





## Golf (Herugolf)

Numbers represent golf balls which must be hit into holes (labelled "H"). Each golf ball lands in their own hole. The number shows the distance of the first stroke, where the ball will travel that distance vertically or horizontally. The subsequent strokes may switch directions and are always one less than the previous stroke. The paths of each golf ball may not touch or cross itself or each other. The ball must exactly on "H" at the end of a stroke. Balls cannot land on a water hazard (grey circles) or leave the grid.





## Gymnastics (Balance Loop)

Draw a single non-intersecting closed loop through horizontally or vertically adjacent cell passing through all the circles. The straight line segments coming out of a white circle must have equal length, while the straight line segments coming out of a black circle must have different lengths. A clue in a circle represents the sum of the lengths of these two line segments.





#### Aquatics (Aquarium)

Shade some empty cells as water so that each number outside the grid represents the number of water cells in that row or column. For each bolded region, water must be filled from the bottom going up. All cells must be filled in before water rises to the next level. Each body of water should have the same surface level. However, it is possible for a region to have multiple bodies of water (such as top left region of the example).

**Answer Keys:** For each marked row or column, enter the lengths of shaded cell blocks, from left to right or top to bottom.





## Equestrian (Anti Knight Sudoku + Anti Knight Kakuro)

**Anti-Knight Sudoku:** Fill in numbers 1-9 so that each number appears once in each row, column and bolded region. In addition, any two cells that are a chess knight's move away cannot contain the same digits.

**Anti-Knight Kakuro:** Fill in numbers 1-9 so that the sum of each horizontal group equals the digit on the left, and the sum of each vertical group equals the digit on the top. Numbers may not repeat in any same sum. In addition, any two cells that are a chess knight's move away cannot contain the same digits.

Both puzzles will have some marked cells. The numbers in these cells will be the same across both grids.

Answer key: Enter the content of the marked row or column.







#### Rowing (Battleships)

Locate a fleet of battleships in the grid. Each ship segment occupies a single cell. Ships can be placed horizontally or vertically but not diagonally. Different ships cannot touch each other, not even diagonally. Some ship segments may be given in the grid. Ships may not occupy sea cells (represented by waves). Numbers outside the grid represent the number of ship segments in that row or column.

Answer key: Enter the coordinates <u>of the marked segments</u> from top to bottom and left to right. <u>Use the digits unit for 10th row onwards.</u>







#### Sailing (Nagareru)

Draw a single closed loop, passing through orthogonally adjacent blank cells, that travels in a certain direction. The loop must go straight through every black arrow, and travels in the same direction as the arrows indicate. White arrows in black cells show the direction of the wind from that cell until it is blocked by another black cell or the edge of the grid. When the loop enters a cell that is being blown by the wind, it must change course and travel in the wind's direction for at least one cell. If the loop cannot travel in the wind's direction upon entering a cell in which the wind blows (such as it results in the loop hitting the edge of the grid, or a black cell), it may not enter that cell. The loop cannot travel against the wind (head towards the direction of the white arrow).





# Weightlifting (Scale Fillomino)

Divide the grid into regions of connected cells, where numbers represent the size of that region. Same-sized regions cannot be orthogonally adjacent to each other. It is possible for areas to contain no given clues.

In addition, there are weights in the grid. Each weigh the total sum of numbers in that box. Pairs of boxes with the same weight are given.

Answer Keys: Enter the content of the marked row or column. Use only the units digit for any two-digit numbers. Note that answer D consists of 20 digits.





## Tae Kwon Do (Pills)

Find the gipen set of pills in the grid. Tills are principle and can be placed horiportally or pertically without operapping each other. The palue of each pill is represented by the total number of dots inside the pill. Numbers outside the grid represent the number of dots that are inside pills in that row or column.

Answer Keys: Inter the III I alue in each row from left to right I gnoring any unused cells. Use only the units digit for capsules 10-15.







## Triathlon (Yajilin + Masyu + Tapa Like Loop)

Normal Yajilin, Masyu and Tapa-Like Loop rules apply for each grid. There will marked regions across all three puzzles. Identical regions will contain the same loop segments and shaded/blank cells across all 3 grids without rotation or reflection. Shaded cells in Yajilin will translate to Masyu/Tapa Like Loop as blank cells.









# Judo (Inverse LITSO)

Shade some cells so that either one of L, I, T, S or O tetromino piece is in each bolded region. Identical pieces may not be adjacent to each other, reflections and rotations are considered the same shape. There cannot be any 2x2 regions that are entirely **unshaded**. In the end, all **unshaded squares** must form one orthogonally connected region.

**Answer key:** Enter the tetrominoes that appear in the marked row or column, using **L**, **I**, **T**, **S**, **O**, from top to bottom and left to right. The example's answer keys would be: **OIIL**, **OL** 





# Cycling (Maxi Loop)

Draw a single closed loop passing through all white cells in the grid. If a bold region is clued, the number indicates the total count of cells passed through by the largest connected loop segment in that region.





## **Modern Pentathlon**

This round consists of 5 previous disciplines that form the Modern Pentathlon. All 5 grids are to be solved separately. The time will stop once all 5 correct submissions are made.

Fencing (Little Killer Sudoku): Answer key: Enter the content of the marked row or column.

**Swimming (Aquarium): Answer Keys:** For each marked row or column, enter the lengths of shaded cell blocks, from left to right or top to bottom.

Riding (Anti Knight Kakuro): Answer key: Enter the content of the marked row or column.

**Shooting (Kin-Kon-Kan): Answer Keys:** Enter the content of each marked row or column. Use **N** for backslash mirrors ( \ ), **Z** for forward slash mirrors ( / ) and **X** for blank cells.

**Running (Tile Wordsearch): Answer Keys:** For each marked row, enter the <u>unused letters</u> from left to right.









# Skateboarding (Maze)

Find a path from START to FINISH without retracing your steps. Passing through certain skateboard jumps means you are performing that jump. The order of jumps must be visited in the given order.

Answer key: Enter the letters that are visited by the path, in order.





# Boxing (Siamese Fences)

Draw a single, non-intersecting loop by connecting horizontally or vertically adjacent dots. Numbers indicate how many edges of that cell are part of the loop. The loop cannot touch itself at any point.

#### There are two puzzles and lines cannot appear in the same position in both grids.





# Tennis (Tetromino Slitherlink)

Draw a single, non-intersecting loop by connecting horizontally or vertically adjacent dots. Numbers indicate how many edges of that cell are part of the loop. The loop cannot touch itself at any point.

In addition, for each shaded group of 4 cells, all clue digits must be different (0,1,2,3).





# Volleyball (Trid on Umbrella)

Fill in digits 1-7 into the circles, so that no numbers repeat in any straight line. The clues inside some triangles represent the sum of the three vertices surrounding it.

The puzzle will consist of overlapping grids, sharing the same outer line. The no repeat rule will only apply to each individual grid.

Answer key: Enter the content of the marked lines.





# Canoeing (Twin Co-ordinates)

Find 2 pairs of cells that are identical to each other in the diagram below. Cells may be rotated, but not reflected. Ignore any minor pixelations.

Answer key: Enter the co-ordinates of <u>the 4 tiles</u> from top to bottom and left to right. <u>Use the units digit for 10th column onwards.</u>





# **Basketball (Aqre)**

Shade some cells so that all shaded cells form one orthogonally connected area. Regions with numbers must contain the indicate amount of shaded cells. There may not be more than three horizontally or vertically consecutive shaded cells anywhere in the grid.

Answer Keys: For each marked row or column, enter the lengths of shaded cell blocks, from left to right or top to bottom.

[	0			5			3		1		1	3		2			0		3		3	1	1		
	2													2									7		
A			5			2	1			2	2			3	0		5								
							2													1					
В		1							1		6			6			4								
	5							3				9		7					1		5				
	1		1		3		1						4	3						5	12			2	
		2				2																			
			0						6	5	5					7	4	19							
С	2			1																	1				
	16																								
								2			2	1		3			12								
D																									
				1	1		1		3		1			0	3						4				
	2										2												3		



## Table Tennis (Nosy Neighbours Yajilin)

Normal Yajilin rules apply: Blacken some white cells and then draw a single closed loop (without intersections or crossings) through all remaining white cells. Blackened cells cannot share an edge with each other. Numbered arrows in clued cells indicate the total number of blackened cells that exist in that direction in the grid.

In addition, each clue may refer to the individual grid alone, or the combined count of black cells in both grids in the direction of the arrow.

