

Instructions Booklet

19th World Sudoku Championship

Version : Final
Published on : 30 Sep 2026



MONDAY, 12th OCTOBER

Session 1

01 Kuru Clan	09:00 - 09:55	55m	600 points	Individual
02 Pandu Putra	10:05 - 10:40	35m	350 points	Individual
03 Kauravas	10:55 - 11:45	50m	650 points	Individual
04 Acharya Drona	11:55 - 12:30	35m	350 points	Individual

Session 2

05 Escape from Lakshagriha	14:30 - 15:10	40m	450 points	Individual
06 Quest for Celestial Weapons	15:20 - 16:05	45m	500 points	Individual
07 Pandavas in Disguise	16:15 - 17:05	50m	700 points	Individual
08 Gandhari's Solidarity	17:30 - 18:10	40m	1200 points	Team
09 Draupadi's Swayamvara	18:20 - 18:45	25m	800 points	Team

TUESDAY, 13th OCTOBER

Session 3

10 Dharma Yuddha	09:00 - 10:15	75m	800 points	Individual
11 Arjuna's Revenge	10:30 - 11:05	35m	350 points	Individual
12 Ashwatthama is Dead?	11:20 - 12:00	40m	400 points	Individual

Session 4

13 Daanveer Karna	14:00 - 14:40	40m	1600 points	Team
14 The Game of Dice	14:55 - 15:40	45m	1800 points	Team
15 Chakravyuha	15:55 - 16:30	35m	1200 points	Team
16 The Final Duel	17:00 - 18:00	60m	450 points	Playoffs

Change Log (changes in Final Version)

Round 3 (Kauravas)

- Rule and example updated for Sequence Hundred Sudoku

Round 5 (Escape from Lakshagriha)

- Solution path highlighted in Flame Path Sudoku and Escape Sudoku

Round 8 (Gandhari's Solidarity)

- Details about bonus points added

Round 14 (The Game Of Dice)

- Example corrected

General

- Minor typos corrected
- List of authors and test solvers added
- Summary page added before every round
- Orientation information added about individual rounds' booklets
- Detail about team ranking added

Change Log (changes in v2)

Round 2 (Pandu Putra)

- Rules updated for Creasing Sudoku

Round 10 (Dharma Yuddha)

- Rules updated for Creasing Sudoku
- Inclusion Sudoku and Exclusion Sudoku removed
- Points updated for other sudokus in this round
- Total points updated for this round

Round 12 (Ashwatthama is Dead?)

- Rules updated for Star Sudoku

Round 16 (The Final Duel)

- For each Sudoku, participants will get 15 minutes to submit

Rounds 8, 9, 13, 14 and 15

- Rules and examples added for the team rounds

Competition Hall Rules

1. Each competitor has to sit at any of the pre-allocated desks of their respective teams in individual rounds. Teams have to work at their pre-allocated desks for team rounds.
2. Prior to the start of each round, competitors must ensure they are at their desks ready for the start of the round. Late arrivals may not be permitted to enter the competition hall to take part in a round at the discretion of the organizers.
3. Prior to the start of each round, competitors must clearly write their name, team and registration number on the front page of their competition booklet into the allocated space. If this information is not complete, then the organizers reserve the right not to award any points to that competitor for that round.
4. Competitors must not open their booklets before the official start of the round. When the signal for the start of the round has been given, competitors may open their booklets and begin solving the puzzles.
5. During each individual round, competitors have to remain silent, unless declaring completion of a round.
6. During team rounds, team members may talk to each other, unless it is stated otherwise in the round's note, but should do this with respect to other teams.
7. To declare a round complete, a competitor must close the competition booklet, clearly state 'finished' and raise an arm with the booklet. The competitor's arm must be raised until the booklet is collected. The same rules apply for the team rounds.
8. Competitors or teams who complete a round more than five minutes in advance, are allowed to leave the competition hall quietly. Competitors or teams who complete a round with five minutes or less left are not allowed to leave their desks to not cause unnecessary disruption to fellow competitors.
9. Competitors who leave the competition hall for any reason will not be allowed to continue in that round.
10. When the signal to finish a round is given, competitors have to stop solving immediately, close their booklets, put their pens/pencils down and their hands up with their booklets for collecting.
11. At the end of a round, competitors have to remain seated until all booklets have been collected.
12. Mobile phones and electronic devices are not permitted to be used in the competition hall during the rounds. The devices have to be turned off and must not be placed on the competitor's desk.
13. Only team captains and official observers equipped with a name tag are allowed to enter the competition hall while either individual or team rounds are taking place. Other non-competing participants may enter the competition hall at the discretion of the organizers.
14. Competitors may not use cameras or other recording devices during rounds. Only observers may do so, at the discretion of the organizers. They have to respect the competitors and not use flash photography or cameras with excessive sounds.
15. When a competitor believes that there is a problem with a puzzle, they must clearly state that puzzle is wrong by writing 'Wrong puzzle' next to it. The competitor must not notify the organizers during the round. This will be investigated upon completion of the round.
16. Puzzles can be completed in any order within a round, unless it is stated otherwise in the round's note. The points' value of a puzzle is an indication of its expected difficulty, although individual solving experience may differ. The difficulty of an example puzzle does not necessarily reflect the difficulty of the corresponding competition puzzle.
17. The boxes above each puzzle are reserved for markers' notes. Competitors must not write in the boxes.
18. Permitted items which can be used in the competition hall, unless stated otherwise, are: pens, pencils, pencil sharpeners, erasers, rulers, scales, blank papers and instruction booklets annotated with notes regarding puzzle instructions and preparation notes.
19. Drinks and snacks are permitted as long as they do not disturb other competitors with a strong smell or rustling packet.
20. It is strictly forbidden to use electronic devices such as music players or headphones or any type of calculator. Use of such equipment may lead to the disqualification of the competitor.
21. Any other items brought into the hall must be kept in a bag on the floor and placed under the competitor's desk, so as not to block the aisles.

22. When a round has been evaluated, fully marked booklets are returned to a team member of the respective country.
23. In case of any query after a booklet has been returned to a competitor, the query must be raised within the specified time. The booklet should be left with the organizers for investigation.
24. Puzzles may be photographed during the marking phase in order to prevent subsequent interventions.
25. Team captains are responsible for ensuring that any information given to them related to the competition is effectively relayed to their team.
26. In case of a major mistake in one of the rounds, organisers reserve the right to cancel the round, either by removing it from the schedule, or by not rewarding any points for it to any of the competitors.
27. The official competition booklets will not contain examples given in the instruction booklet. Therefore, we recommend to bring the Instruction Booklet, which contains an example of every Sudoku that will be part of the championship.
28. In the team rounds, the official competition booklets may not contain the instructions of Sudokus, only the names. It is advised to bring at least one Instruction Booklet for a team for these rounds.
29. In any case of inconsistency between the instruction booklet and the official competition booklets, e.g. instructions or points, the information in the final version of the instruction booklet will be considered valid.

In the competition hall, a timer counting down to the end of the round will be visible for all the competitors.

Scoring and Bonuses

1. Points will be awarded only for fully and correctly solved puzzles. In general, there is no partial points unless it is stated otherwise in the round's note.
2. In individual rounds, the bonus points for a round for each full remaining minute will be awarded to any competitor who correctly solves all the Sudokus in the round.
3. In team rounds, the bonus points for a round for each full remaining minute will be awarded to any team who correctly solves all the Sudokus in the round.
4. At the judge's discretion, 0.8x bonus, rounded to the closest integer, will be awarded in the case of a single minor mistake in no more than one Sudoku. A minor mistake is considered as at most two incorrectly filled cells in at most one of the Sudokus.

Any breach of these rules may lead to a competitor or team being disqualified from the round or competition.

The decision of the tournament director is final.

For Sudokus with partial points, the points will be awarded only if it is part of the overall solution.

Team Ranking

Individual scores (excluding Round 16: The Final Duel) will be divided by 4 before being counted toward the team standings. This means that the individual scores of a team will be roughly equivalent to the points from one team round.

Total team score = Sum of Individual round scores (excluding Round 16: The Final Duel) / 4 + Sum of Team round scores

Acknowledgements

All the examples in the instructions booklet were made by the organizing team with certain examples sourced from:

1. Past WSPC Instruction booklets
2. Past LMI Contests
3. Puzzle Innovation contest
4. Puzzle blogs of organizing team

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Most images in the championship are drawn using Penpa+. We would like to thank:

1. The original creator opt-pan for penpa edit - <https://opt-pan.github.io/penpa-edit/>
2. Swaroop Guggilam for his recent efforts in adding features to Penpa-edit - <https://swaroopg92.github.io/penpa-edit/>

Most of the rules mentioned in the instructions booklet have been taken from Sudokuib - <https://github.com/vopani/sudokuib>. We would like to thank Rohan Rao for compiling the same.

Parts of the Competition Rules above are reused from Instructions Booklets of previous WSCs.

We would also like to thank Gunasundhari D. for her extensive efforts in writing the theme text as well as thorough review of the booklet.

Authors & Test Solvers

We would like to thank the sudoku authors and testers for their contribution to the championship.

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- Madhav Sankaranarayanan
- Prasanna Seshadri
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- Anuradha Ganesh
- Anubhav Balodhi
- Branko Ceranic
- Chandrasekhar Todur
- Gaurav Korde
- Gunasundhari D.
- Mark Sweep
- Ramesh Swarnakar
- Thidhiksha SS
- Tushar Maheshwari
- Tyler Chenn

Glossary

Odd and Even

Odd digits are 1, 3, 5, 7, 9.

Even digits are 2, 4, 6, 8.

Parity

Even and odd are different parities. Two digits have the same parity if they are both even or both odd.

Prime

Prime digits are 2, 3, 5, 7

Adjacent and Neighbouring

Cells sharing an edge are adjacent. A cell can have a maximum of four adjacent cells.

Cells sharing an edge or a corner are neighbouring. A cell can have a maximum of eight neighbouring cells.

mxn box

A mxn box is a box with 'm' rows and 'n' columns.

Touching

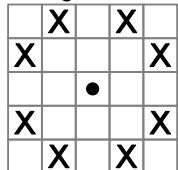
Cells sharing an edge or a corner touch each other.

Orthogonal

Cells sharing an edge.

Knight

A knight, as in chess, moves two steps in one direction and one step in a perpendicular direction.



Identical digits

Identical digits are digits that are exactly the same.

Cage

Cages are areas marked with a dashed line within a grid.

Consecutive

Two digits are consecutive if their difference is 1.

Arithmetic progression

A sequence of digits are in arithmetic progression if every consecutive pair of digits in the sequence have the same difference. The difference cannot be 0.

Checkerboard

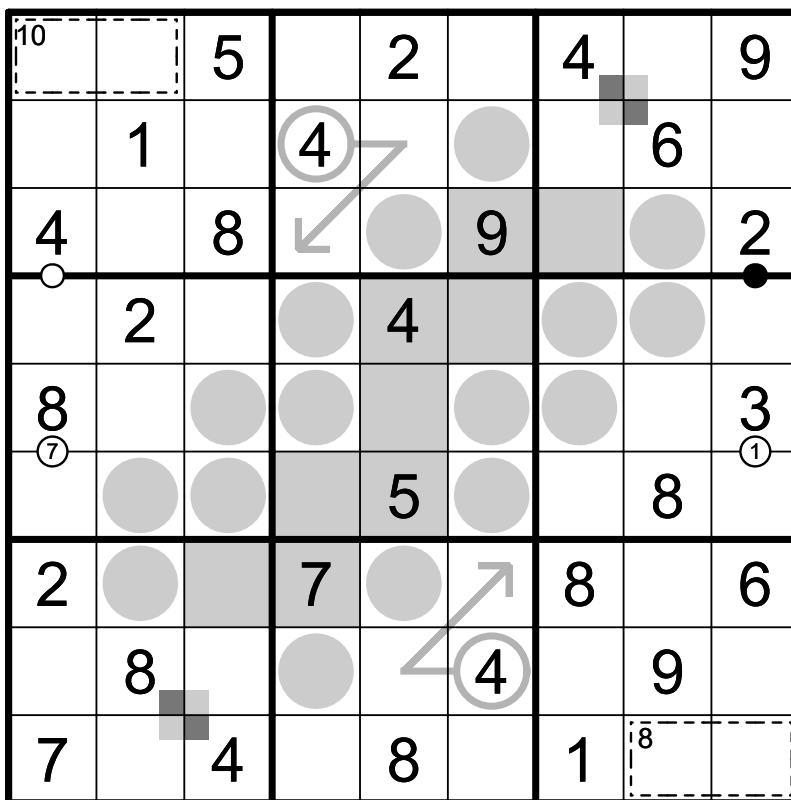
A checkerboard pattern is a 2x2 area of cells where the top-left and bottom-right cells are of one type and the top-right and bottom-left cells are of another type.

Competition Booklet

Most of the competition booklets will be printed on 100 GSM papers. Some rounds will be printed on higher GSM papers.

All individual rounds will be printed in portrait orientation, except for Round 10 (Dharma Yuddha) which will be printed in landscape orientation.

The grid size, the shading and other decorations of majority of the puzzles in the competition booklets will be as displayed in the image on the right.





01

Kuru Clan

600 Points

55 Minutes

10x Bonus

Individual

1. Classic Sudoku	25
2. Killer Sudoku	90
3. Irregular Sudoku	30
4. Toroidal Sudoku	120
5. Diagonal Sudoku	75
6. Non Consecutive Sudoku	45
7. Extra Region Sudoku	70
8. Odd Even Sudoku	80
9. Outside Sudoku	65

Kuru clan traces the origins and ancestry of the princely cousins, the Kauravas and the Pandavas, the protagonists of the Mahabharata. Similarly, this round traces the origins of sudoku and the World Sudoku Championships, featuring classic sudoku and the initial few variants that were invented.

1. Classic Sudoku

25 points

Place a digit from 1 to 9 into each empty cell in the grid so that each digit appears exactly once in each row, column and 3x3 outlined box.

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

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

2. Killer Sudoku

90 points

Standard Classic Sudoku rules apply. The number at the top-left corner of each cage is the sum of digits inside the cage. Digits do not repeat within a cage.

12	3	11	14	15		12	5	17
					17			
11						11		
13			5	24		10		15
	9				11	16		
	11		12			8		
14				32			13	
11	15	5			5	11	14	3

12	3	11	14	15		12	5	17
9	2	5	6	3	4	7	1	8
3	1	6	8	2	7	5	4	9
11						11		
7	4	8	5	1	9	6	2	3
13			5	24		10		15
4	5	7	3	9	1	2	8	6
1	6	3	2	8	5	9	7	4
8	9	2	4	7	6	1	3	5
14				32			13	
11	15	5			5	11	14	3
9	2	5	6	3	4	7	1	8
6	7	1	9	4	3	8	5	2

3. Irregular Sudoku

30 points

Place a digit from 1 to 9 into each empty cell in the grid so that each digit appears exactly once in each row, column and outlined region.

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

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

4. Toroidal Sudoku

120 points

Place a digit from 1 to 9 into each empty cell in the grid so that each digit appears exactly once in each row, column and outlined region. Some outlined regions wrap around the grid.

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

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

5. Diagonal Sudoku

75 points

Standard Classic Sudoku rules apply. Each main diagonal contains each digit from 1 to 9.

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

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

6. Non Consecutive Sudoku

45 points

Standard Classic Sudoku rules apply. Digits in adjacent cells must not be consecutive.

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

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

7. Extra Region Sudoku

70 points

Standard Classic Sudoku rules apply. Each marked region contains each digit from 1 to 9.

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

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

8. Odd Even Sudoku

80 points

Standard Classic Sudoku rules apply. Cells with shaded squares contain even digits. Cells with shaded circles contain odd digits.

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

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

9. Outside Sudoku

65 points

Standard Classic Sudoku rules apply. Each digit outside the grid appears within the first box in the corresponding row/column.

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

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



02

Pandu Putra

350 Points

35 Minutes

7x Bonus

Individual

1. First 9X9 Grid	90
2. Second 9X9 Grid	80
3. Third 9X9 Grid	70
4. Fourth 9X9 Grid	60
5. Fifth 9X9 Grid	50

The five sons of king Pandu, the Pandavas, were born to queens Kunti and Madri by the grace of different deities. They went on to be renowned for following the path of righteousness. This round features a Samurai sudoku representing the unity and loyalty between the brothers, with the variants celebrating their celestial origins.

Samurai Sudoku

90 + 80 + 70 + 60 + 50 points

There are 5 overlapping 9x9 sudoku grids. In each grid, standard Classic Sudoku rules apply. Additionally, the following rules apply for the individual sudokus:

No Three in a Line Sudoku (Top Left): There must not exist a run of three or more cells along a marked line that all contain numbers of the same parity (i.e., even or odd).

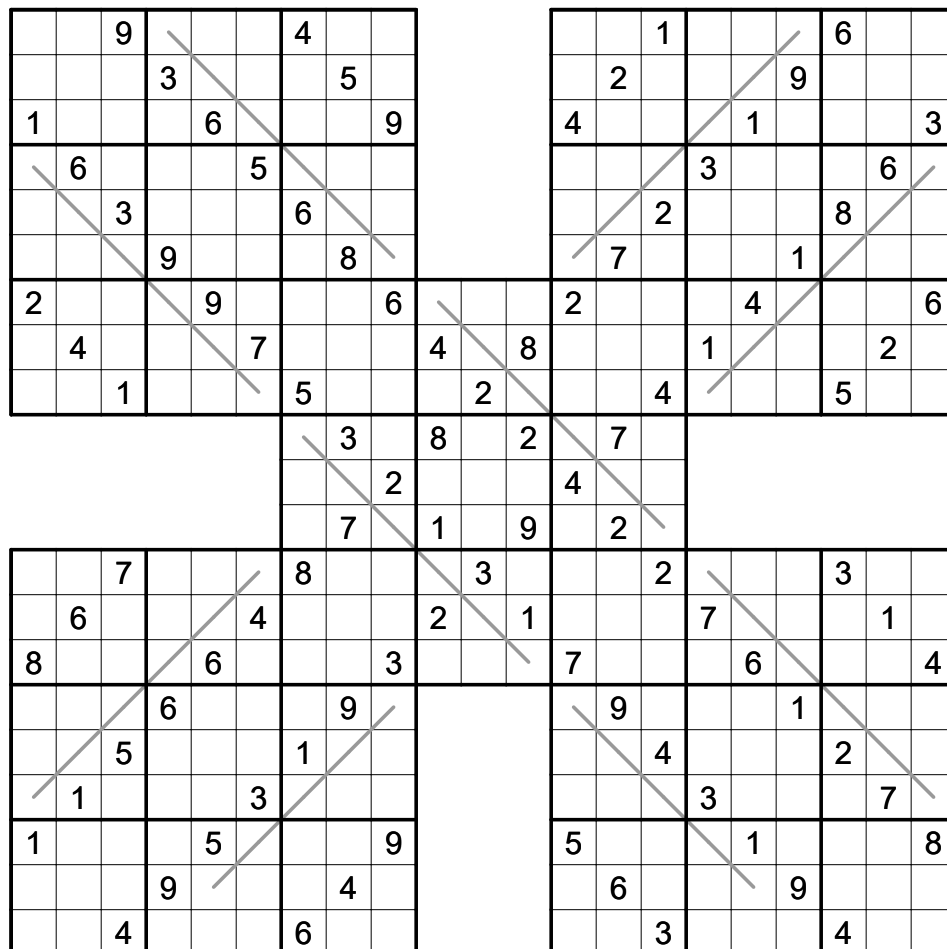
Creasing Sudoku (Top Right): Digits along each line are strictly increasing or decreasing.

Palindrome Sudoku (Centre): Digits along each line are a palindrome, they read the same from both directions.

Clone Along Line Sudoku (Bottom Left & Right): These two sudokus are Clone Along Line Sudoku. In these sudokus, digits along the marked lines should be exactly same and in the same order but in any direction.

Scoring

Points will be awarded per fully solved 9x9 grid, provided each grid's solution is consistent with the overall solution. The five grids are worth 90, 80, 70, 60, and 50 points in the order solved: 90 for the first grid completed, 80 for the second, 70 for the third, 60 for the fourth, and 50 for the fifth.



Solution on next page

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



03

Kauravas

650 Points

50 Minutes

10x Bonus

Individual

1. Hundred Sudoku	55
2. Disjoint Hundred Sudoku	80
3. Edge Difference Hundred Sudoku	105
4. Anti Diagonal Hundred Sudoku	55
5. Outside 234 Hundred Sudoku	100
6. Inequality Hundred Sudoku	110
7. Sequence Hundred Sudoku	60
8. Skyscraper Hundred Sudoku	85

Kauravas were the hundred sons of Dhritarashtra, born to Gandhari in 100 pots by the grace of sage Vyasa. They were infamous for following greed and jealousy, led by their eldest brother, Duryodhana to undermine the Pandavas through trickery. This round features variants of Hundred Sudoku representing the Kaurava brothers.

1. Hundred Sudoku

55 points

Standard Classic Sudoku rules apply. In rows with shaded cells, the sum of number combinations in the shaded cells is exactly 100.

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

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

2. Disjoint Hundred Sudoku

80 points

Standard Hundred Sudoku rules apply. No digit can appear in the same cell position in different 3x3 outlined boxes.

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

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

3. Edge Difference Hundred Sudoku

105 points

Standard Hundred Sudoku rules apply. Each number outside the grid is the absolute difference of digits in the first and the last cell in the corresponding row/column.

	8	3	3	8	1	6	4	1	6
7									
7									
2									
7									
3				1					
4									
1									
2									
7									

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

4. Anti Diagonal Hundred Sudoku

55 points

Standard Hundred Sudoku rules apply. Each main diagonal contains exactly three different digits.

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

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

5. Outside 234 Hundred Sudoku

100 points

Standard Hundred Sudoku rules apply. Each digit outside the grid appears in one of 2nd, 3rd or 4th cells in the corresponding row/column.

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

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

6. Inequality Hundred Sudoku

110 points

Standard Hundred Sudoku rules apply. Each inequality sign ('<' or '>') between cells indicates the larger of the two digits is on the open side of the sign.

	>	>	>		<	>	>	
	>			^	v	^		<
				^	^	^		
v				^		^		
v				^	v	^		
				^	v	v		^
				^		v		^
	<			^	^	v		>
	>	>	<		v	v	<	<

7	>	6	>	5	>	1	9	4	<	8	>	3	>	2
3	>	1	8		^	2	7	5	4	6	<	9		
9	2	4	3	8	6	5	1	7						
8	<	9	1	4	3	7	2	5	6					
6	4	7	5	2	9	3	8	1						
2	5	3	6	1	8	7	9	>	4					
1	8	6	7	4	3	9	2	5						
5	<	7	9	8	6	2	1	4	>	3				
4	>	3	>	2	<	9	5	1	<	6	<	7	<	8

7. Sequence Hundred Sudoku

60 points

Standard Hundred Sudoku rules apply. Digits along each line are in arithmetic progression. If there is a closed loop, it is a part of solving to identify the start and end of the sequence.

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

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

8. Skyscraper Hundred Sudoku

85 points

Standard Hundred Sudoku rules apply. Each digit inside the grid represents the height of a skyscraper in that cell. Each number outside the grid indicates the number of skyscrapers that can be seen in the corresponding row or column. Taller skyscrapers hide shorter ones.

	3		9		5		2	
5								1
1								4
2								3
5								2
5								2
2								3
	3		1		5		4	

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



04

Acharya Drona

350 Points

35 Minutes

7x Bonus

Individual

1. Classic Sudoku	15
2. Classic Sudoku	25
3. Classic Sudoku	25
4. Classic Sudoku	30
5. Classic Sudoku	40
6. Classic Sudoku	65
7. Classic Sudoku	50
8. Classic Sudoku	30
9. Classic Sudoku	70

Dronacharya, or grand preceptor Drona, was the teacher of the Pandavas as well as the Kauravas. He taught them the basics of warfare like archery, weaponry and martial arts as well as advanced concepts like war formations. This round consists of 9 sudokus which test the participants classic sudoku solving techniques.

1, 2, 3, 4, 5, 6, 7, 8, 9. Classic Sudoku
15 + 25 + 25 + 30 + 40 + 65 + 50 + 30 + 70 points

Standard Classic Sudoku rules apply.

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

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



05

Escape from Lakshagriha

450 Points

40 Minutes

10x Bonus

Individual

1. Flame Path Sudoku	30
2. Sudoku with Names	75
3. Coded Sudoku	60
4. Tunnel Sudoku	75
5. S for Sudoku	75
6. Number 5 Still Alive Sudoku	65
7. Escape Sudoku	70

05 Escape from Lakshagriha

450 points

40 Minutes

10x Bonus

Individual

Warned by uncle Vidura's coded message, the Pandavas used a secret tunnel dug by an ally to escape the raging fire from the fire trap created by the Kauravas. The charred bodies of a hunter woman and her five sons served as a decoy allowing the Pandavas to remain in hiding. This round features sudoku variants which depict various scenes from this grand escape from Lakshagriha (House of Wax), which was the first major flashpoint between the cousins.

1. Flame Path Sudoku

30 points

Standard Classic Sudoku rules apply. There must be at least one path from the top left cell to the bottom right cell with cells connected orthogonally, called the flame path. The digits 1, 5 and 9 cannot be placed on the flame path.

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

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

2. Sudoku with Names

75 points

Standard Classic Sudoku rules apply. Digits/Alphabet given outside will appear in the same order in that row/column.

A D E I M O R T Y

									AITOR
									RADE
									RIAD
									DMITRY
									EMIR
									MARIE
		Y							
ARTYOM	TIM		ROY	DMYTRO	ARTIE	TARO	AMIT		

A D E I M O R T Y

A	Y	D	I	T	E	O	M	R	AITOR
R	T	M	O	A	D	Y	I	E	RADE
E	I	O	Y	R	M	D	T	A	
T	R	I	E	O	Y	A	D	M	RIAD
D	M	E	A	I	T	R	Y	O	DMITRY
Y	O	A	D	M	R	T	E	I	
I	D	R	T	E	O	M	A	Y	
O	E	T	M	Y	A	I	R	D	EMIR
M	A	Y	R	D	I	E	O	T	MARIE
ARTYOM	TIM		ROY	DMYTRO	ARTIE	TARO	AMIT		

3. Coded Sudoku

60 points

Standard Classic Sudoku rules apply. Some digits have been substituted by letters. All instances of the same letter must be substituted by the same digit and different letters must be substituted by different digits.

		C		8	4			
	S			5	2		C	
W		2	6			S		
		4	3		W		6	1
1	7						9	3
6	9		C		1	8		
		S			9	6		C
	W		4	6			S	
			2	1		W		

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

4. Tunnel Sudoku

75 points

Standard Classic Sudoku rules apply. The numbers along the tunnel (line) are all less than the numbers in the endpoints of the tunnel (circles). Additionally, adjacent numbers along the tunnel (including endpoints) cannot have a difference greater than 3.

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

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

5. S for Sudoku

75 points

Standard Classic Sudoku rules apply. A cell with an alphabet contains a digit whose mapped word contains the corresponding alphabet.

N		C	I	A				
R	I	T	U	V			R	
						N		I
T			U					
N		H		R	R	C	O	
	O	O			C		S	
T				C				
	C	N	E	S	H		S	
		S	I	T				N

- 1 UNO
- 2 DOS
- 3 TRES
- 4 CUATRO
- 5 CINCO
- 6 SEIS
- 7 SIETE
- 8 OCHO
- 9 NUEVE

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

6. Number 5 Still Alive Sudoku

65 points

Standard Classic Sudoku rules apply. Within each cage the sum of the digits is either 5, 15, 25, 35 or 45. Digits do not repeat within a cage.

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

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

7. Escape Sudoku

70 points

Standard Classic Sudoku rules apply. There must be at least one path of adjacent cells from the centre cell to each of the four edges consisting of odd digits. A path ending at a corner can be considered as a valid path for both the edges.

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

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



06

Quest for Celestial Weapons

500 Points

45 Minutes

10x Bonus

Individual

1. Attack the Leader Sudoku	50
2. Fractal Sudoku	40
3. Trishula Sudoku	40
4. Divisor Sum Pairs Sudoku	60
5. Magic Sword Sudoku	75
6. Neighbouring Disparity Sudoku	95
7. Index to One Sudoku	80
8. Prime Run Sum Sudoku	60

06 Quest for Celestial Weapons

500 points

45 Minutes

10x Bonus

Individual

The Pandavas and Draupadi endured a grueling exile following their defeat in the rigged game of dice. During this exile, Arjuna traveled to the Himalayas to perform severe penance, ultimately securing divine powers and mastering cosmic weapons from the celestial deities. This round features innovative sudokus representing the celestial weapons obtained by Arjuna. Most sudokus from this round are inspired by the Puzzle Innovation Contest, 2026 held on Logic Masters India website.

1. Attack the Leader Sudoku

50 points

Standard Classic Sudoku rules apply. The arrow clues indicate all the directions (up, down, left, and right) where the nearest cell with digit higher than the digit in the cell with the arrow are located when looking from that cell.

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

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

2. Fractal Sudoku

40 points

Standard Classic Sudoku rules apply. Each 3x3 outlined box also represents a sudoku. Every row & column within each box should contain exactly one digit from the three sets: (1,2,3), (4,5,6) and (7,8,9).

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

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

3. Trishula Sudoku

40 points

Standard Classic Sudoku rules apply. For each Trishula, the three cells at the tips of the prongs contain the minimum, average, and maximum digits appearing in the shaded handle region. The correspondence between the digits in the tip cells and the three properties is not given.

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

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

4. Divisor Sum Pairs Sudoku

60 points

Standard Classic Sudoku rules apply. Clues marked at the intersection of two cells implies that the sum of the two cells is divisible by the clue.

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

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

5. Magic Sword Sudoku

75 points

Standard Classic Sudoku rules apply. Each arrow given outside the grid has the same unknown strength (Y) and attacks in the indicated direction. The number X above it means the first X cells in that direction contain numbers weaker (i.e. lower in value) than the strength of the arrow, while the (X+1)-th cell (if any) contains a number stronger (i.e. equal or higher in value) than it. Determining the arrow's strength is a part of solving.

95 points

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

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

80 points

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

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

60 points

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

	9		9						
3	1	3	4	2	8	6	5	9	7
	2	5	6	7	1	9	8	3	4
	7	8	9	4	3	5	2	1	6
	8	6	1	5	7	4	3	2	9
	4	7	5	3	9	2	1	6	8
	3	9	2	1	6	8	4	7	5
	5	2	3	6	4	7	9	8	1
	6	1	8	9	5	3	7	4	2
	9	4	7	8	2	1	6	5	3
					10			5	8



07

Pandavas in Disguise

700 Points

50 Minutes

10x Bonus

Individual

1. Arrow Sudoku	45	7. Distances Sudoku	80
2. Missing Arrow Sudoku	95	8. Unordered Distances Sudoku	75
3. Thermo Sudoku	60	9. Next to 9 Sudoku	70
4. Missing Thermo Sudoku	50	10. Next to x Sudoku	70
5. Kropki Pairs Sudoku	25	11. Queen Sudoku	45
6. Transparent Kropki Pairs Sudoku	40	12. Disguised Queen Sudoku	45

07 Pandavas in Disguise

700 points

50 Minutes

10x Bonus

Individual

Pandavas spent their 13th year of exile in disguise in the Matsya Kingdom, ruled by King Virata. If discovered by Duryodhana's spies, they faced another 12 years of banishment. To remain hidden each adopted a secret identity and a specific role. This round features 6 variants, paired with their disguised variant forms. Each pair represents one of the Pandavas and their wife Draupadi.

1. Arrow Sudoku

45 points

Standard Classic Sudoku rules apply. The digit in each circled cell is the sum of digits along the path of its arrow. Digits can repeat within an arrow shape.

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

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

2. Missing Arrow Sudoku

95 points

Standard Classic Sudoku rules apply. The digit in each circled cell is the sum of digits along the path of its arrow. Digits can repeat within an arrow shape. The circles are missing from the arrows and are positioned at one of the ends of the arrows.

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

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

3. Thermo Sudoku

60 points

Standard Classic Sudoku rules apply. Digits along each thermometer are strictly increasing from its bulb to each of its ends.

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

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

4. Missing Thermo Sudoku

50 points

Standard Classic Sudoku rules apply. Digits along each thermometer are strictly increasing from its bulb to each of its ends. The bulbs are missing from the thermometer shapes and are positioned at one of the open ends of the thermometers.

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

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

5. Kropki Pairs Sudoku

25 points

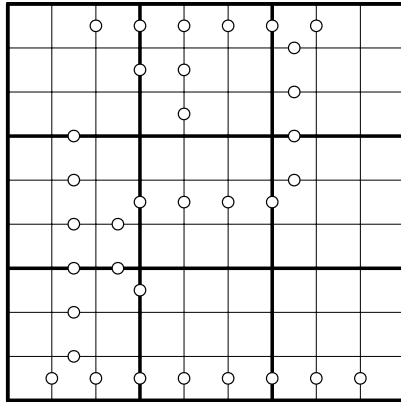
Standard Classic Sudoku rules apply. Adjacent cells marked with a white circle contain consecutive digits. Adjacent cells marked with a black circle contains digits where one digit is double of the other digit. The circle between 1 and 2 can be of either colour. All possible circles are not marked.

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

6. Transparent Kropki Pairs Sudoku

40 points

Standard Classic Sudoku rules apply. Adjacent cells marked with a white circle either contain consecutive digits or one digit is double of the other digit. All possible circles are not marked.



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

7. Distances Sudoku

80 points

Standard Classic Sudoku rules apply. The clues outside the grid give the distance between two digits in that row or column. The digits are given in order from the clue's direction.

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

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

8. Unordered Distances Sudoku

75 points

Standard Classic Sudoku rules apply. The clues outside the grid give the distance between two digits in that row or column. The digits are not necessarily given in order from the clue's direction.

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

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

9. Next to 9 Sudoku

70 points

Standard Classic Sudoku rules apply. The clues outside the grid indicate the digits to be placed in the cells before and after the cell containing 9 (in any order) in the corresponding row/column.

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

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

10. Next to x Sudoku

70 points

Standard Classic Sudoku rules apply. The clues outside the grid indicate the digits to be placed in the cells before and after the cell containing the digit 'x' (in any order) in the corresponding row/column. Determining the "x" is a part of solving.

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

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

11. Queen Sudoku

45 points

Standard Classic Sudoku rules apply. The digit 9 in the grid is a chess Queen. Two Queens cannot be placed along the same row, column or diagonal of any length.

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

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

12. Disguised Queen Sudoku

45 points

Standard Classic Sudoku rules apply. The digit 'x' in the grid is a chess Queen. Two Queens cannot be placed along the same row, column or diagonal of any length. Determining the 'x' is a part of solving.

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

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



08

Gandhari's Solidarity

1200 Points

40 Minutes

Position Bonus

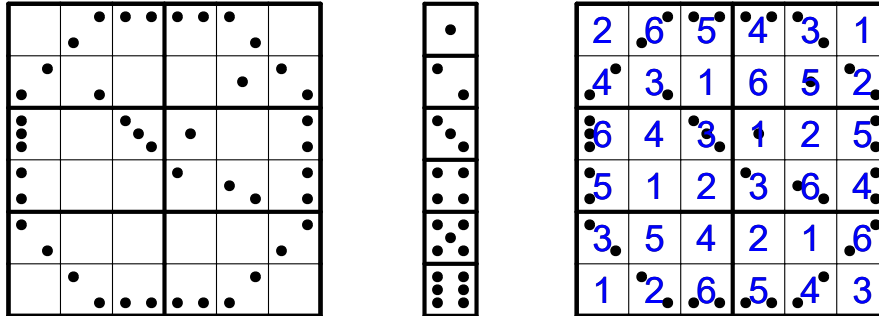
Team

1st to 10th cell	15
11th to 20th cell	30
21st to 35th cell	45
36th cell	75

Gandhari is the mother of the Kauravas and wife of the blind king Dhritarashtra. As a sign of love and respect, she blindfolded herself for the rest of her life so that she may feel the pain that her husband felt. To empathize with the gravity of the devout queen's sacrifice, in this team round participants will be blindfolded to solve a 6x6 sudoku.

Pips Sudoku

Draw pips in the grid such that each row, column and 2x3 box contain numbers 1 to 6 as shown on the dice below the grid. The orientation of the pips has to follow the given orientation. Some pips are already given and cannot be removed.



Round Rules

In this round all team members will be blindfolded using sleep eye masks and are not allowed to remove the blindfold till the completed puzzle is submitted or the round time is over.

Raised adhesive tape will be used to demarcate the 2X3 boxes and the cells boundaries for the blindfolded participants. The given pips will be marked with hard rhinestone stickers and are not to be removed during the solving process.

Participants have to indicate their solutions by using the *bindis* (soft stickers) to signify the pips in the solution. The number of *bindis* in each cell will be counted as the final digit for that cell (the positioning of the *bindis* within the cell is not relevant). After the round is over, the organisers will take pictures of the solving table.

In the next page, we have provided a full scale example. In the puzzle booklet (printed on A3), the adhesive tape will be stuck over the gray shaded area, the rhinestone stickers will be stuck on the small white circles. The orientation of the dice faces from 1 to 6 will be marked on the bottom. The same orientation will be used in the competition puzzle as well.

Points Structure

Points will be awarded for the number of cells with correct digits based on the table below.

Number of Correctly Filled Cell	Points per Cell
1 st to 10 th cell	15 points
11 th to 20 th cell	30 points
21 st to 35 th cell	45 points
36 th cell	75 points
Total	1200 points

Additionally, for the teams which submit correct solution before time, there will be bonus points based on the position in which they submit the solution. The first team to submit correct solution will get 300 points and the bonus points for the other teams who submit correct solution before time will be normalized based on the number of teams submitting.

For example, if three teams submit correct solution before time, they will get 300 bonus points, 200 bonus points and 100 bonus points respectively. There will not be any partial bonus points in this round.

The bonus points will be normalised based on Team A's submission. If B/C team(s) submits before time, they will get

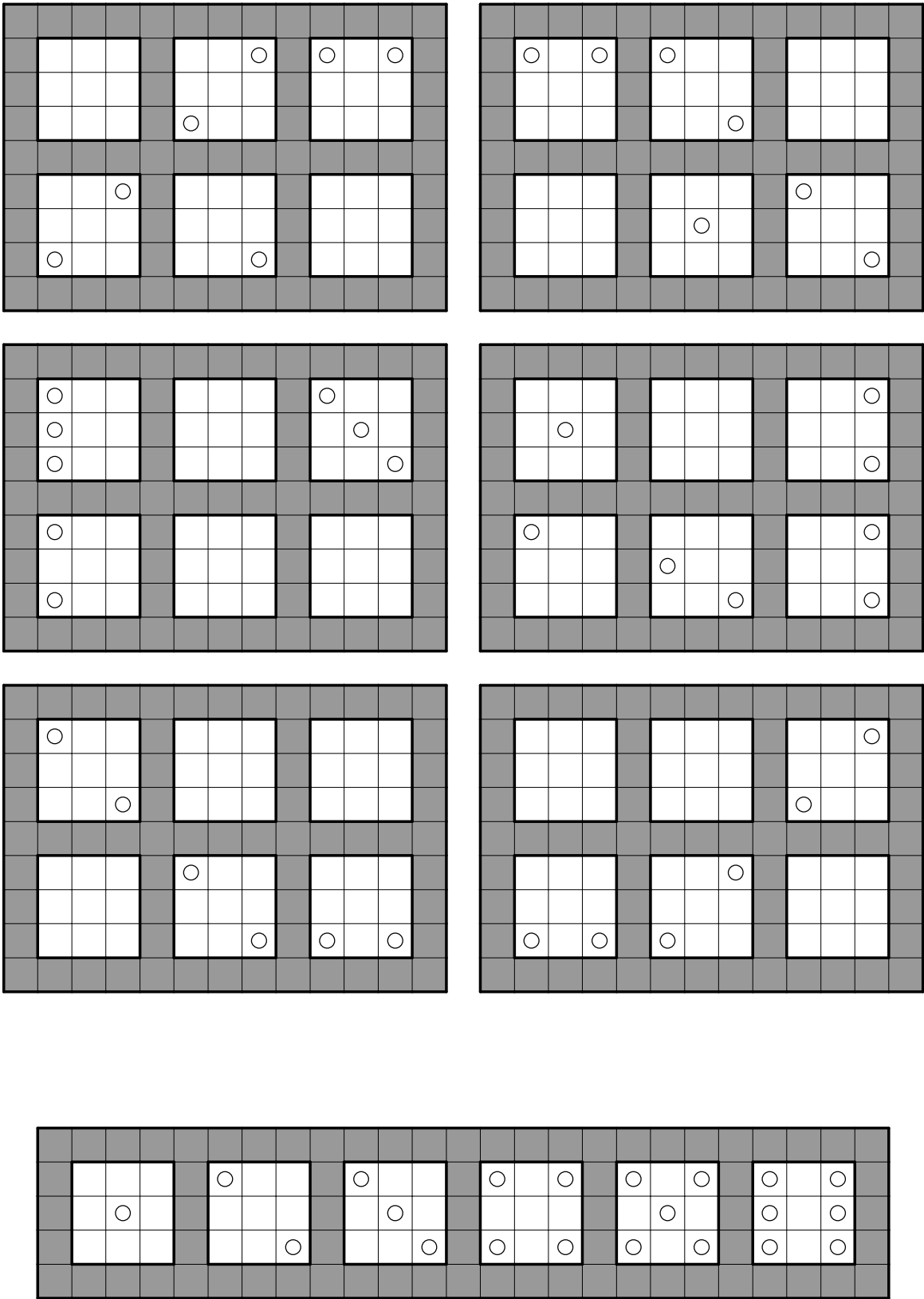
the average bonus of the two A teams who submitted before and after them.

If more than one B/C teams submits between two A teams, all of them will get the same bonus points.

If B/C team(s) submit before the first A team to submit, each of them will get 300 bonus points. The first A team to submit will also get 300 bonus points.

If the last team (s) to submit before time are B/C team(s), their bonus points will be the average of the bonus points of last A team finishing and zero.

Round 8: Grid Layout





09

Draupadi's Swayamvara

800 Points

25 Minutes

30x Bonus

Team

. Flower Sudoku	175
1. Perfect Squares Sudoku	125
2. Arithmetic Pairs Sudoku	125
3. Division Sudoku	125
4. Product Killer Sudoku	125
5. Killer Sudoku	125

Draupadi, daughter of king Drupada, born from a sacred fire, was destined to become the wife of five powerful husbands. Arjuna won her hand by fulfilling the difficult task set by the king in her Swayamvara (ceremony where the bride selects husband from a group of suitors). To respect their mothers' words, all five Pandavas marry Draupadi in a grand ceremony. This round features six linked sudokus with non-standard geometries. The five pentagram sudokus represent the five valiant Pandava heroes of the epic and the flower sudoku in the middle represents the graceful Draupadi who bound them together through good and bad times.

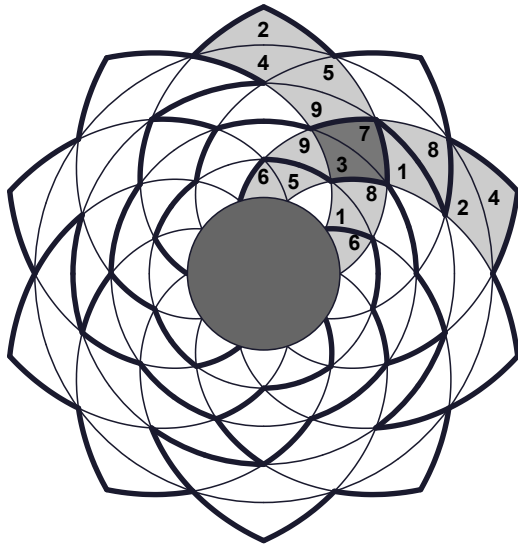
Round Rules

This round will consist of a Flower Sudoku at the centre with 5 Pentagram Sudokus connected to the Flower Sudoku. The Flower Sudoku will contain digits from 1 to 9 whereas each Pentagram Sudoku will consist of exactly eight digits out of the digits from 1 to 9. The eight digits in different Pentagram Sudokus may be different.

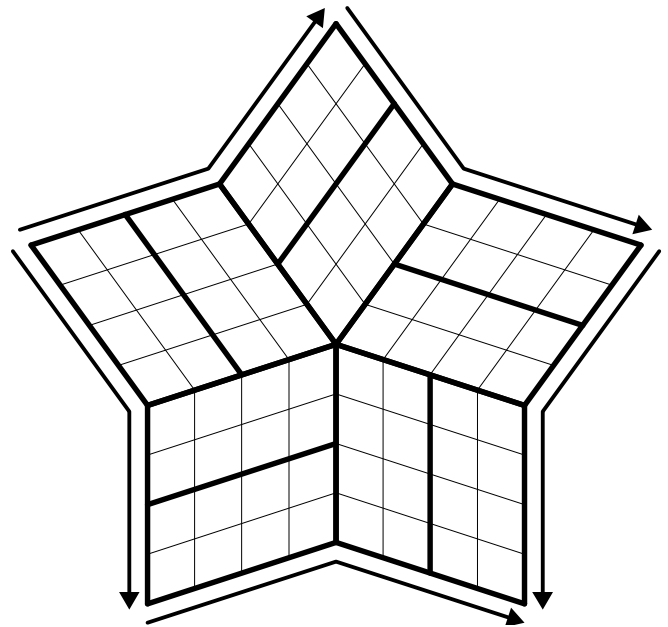
The Flower Sudoku will be connected to exactly two cells of each of the Pentagram Sudokus. Out of these two cells, one cell will transfer identical digit to the Pentagram Sudoku and digit in the second connected cell will get eliminated from the Pentagram Sudoku. Determining which digit gets transferred and which gets eliminated is a part of solving.

The round will be printed on A2 sheet. All given clues will be pointing in a single direction.

Geometries of Flower Sudoku and Pentagram Sudokus



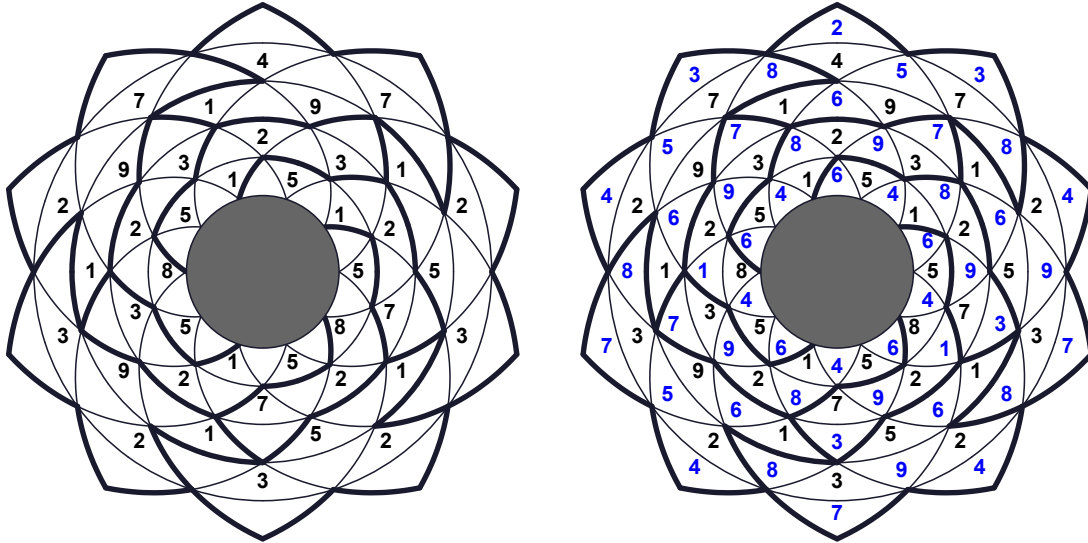
The grid above is a Flower Sudoku. It has 10 rows, 10 columns and 10 outlined regions, each with 9 cells. A row is indicated by moving from the centre of the flower to the tip in a clockwise direction. A column is indicated by moving from the centre of the flower to the tip in an anti-clockwise direction. One row and one column are highlighted as examples.



The grid above is a Pentagram Sudoku. It has 20 rows/columns and 10 outlined regions, each with 8 cells. Every row and column spread on two points of the star. A row is indicated by moving along the outer grid lines in a clockwise direction. A column is indicated by moving along the outer grid lines in an anti-clockwise direction.

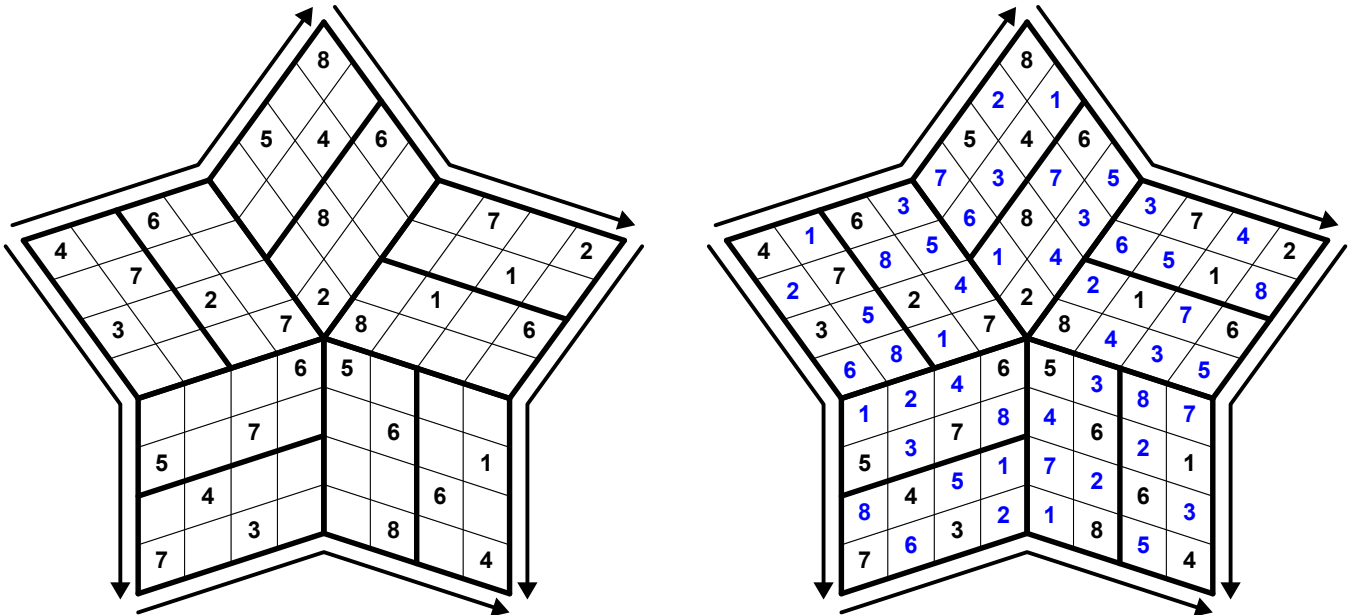
The arrows outside the grid will be marked only in the Perfect Squares Sudoku.

Place a digit from 1 to 9 into each empty cell in the grid so that each digit appears exactly once in each row, column and outlined region.



Pentagram Sudoku

Place exactly 8 digits out of 1 to 9 into each empty cell in the grid such that each row, column and outlined 4x2 regions have exactly one of each digit.



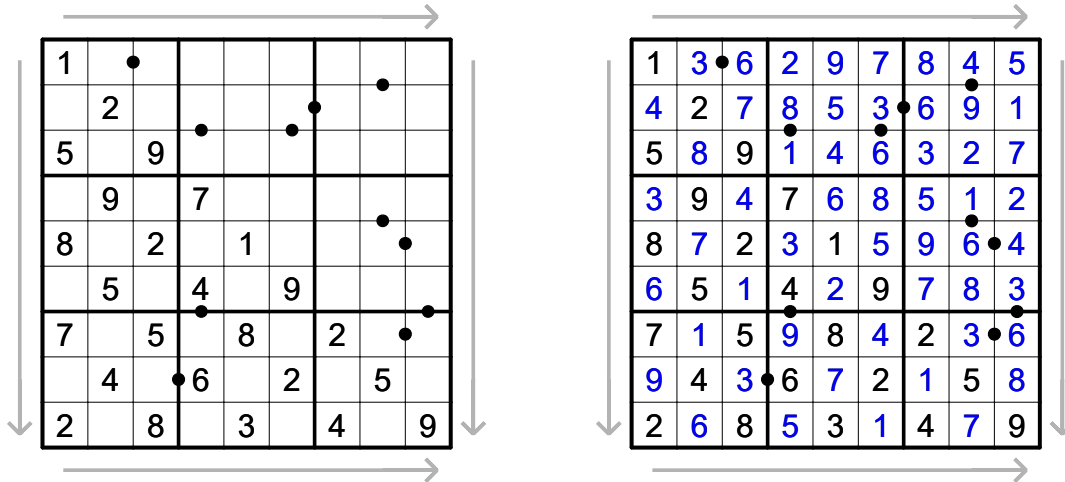
Individual Sudoku Rules

In the individual examples below for Pentagram Sudoku variants, standard 9X9 grids are provided. While the examples use 9 digits, Pentagram Sudoku variants use 8 of the 9 digits.

1. Perfect Squares Sudoku (Pentagram)

125 points

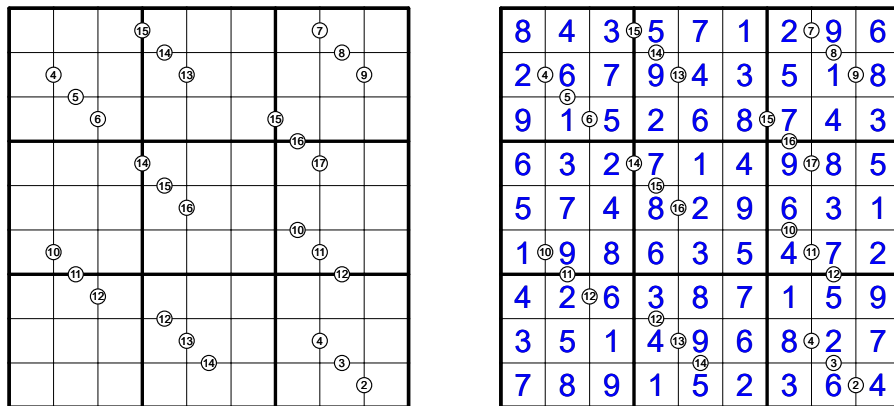
Pentagram Sudoku rules apply. Adjacent cells (reading in the direction of the outside arrows) that represent a two-digit perfect square are marked with a black circle in the grid. All such perfect squares are marked.



2. Arithmetic Pairs Sudoku (Pentagram)

125 points

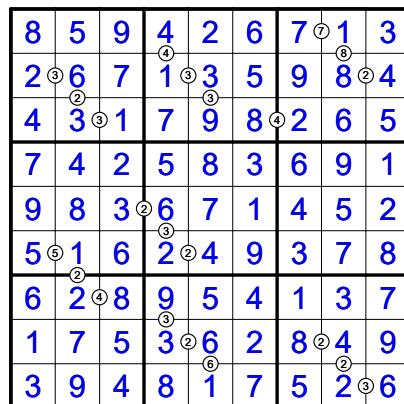
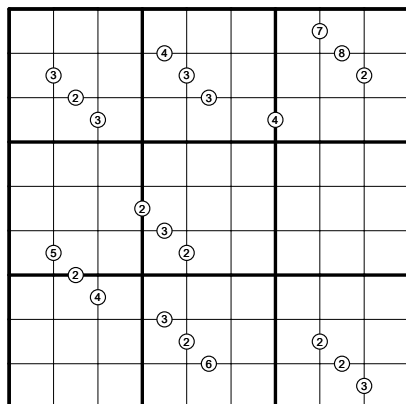
Pentagram Sudoku rules apply. Circled numbers are a result of applying one of the basic mathematical operations (+, -, x, /) between the digits on each side of the circle. It may be possible to achieve the result using more than one of them, but at least one should be applicable.



3. Division Sudoku (Pentagram)

125 points

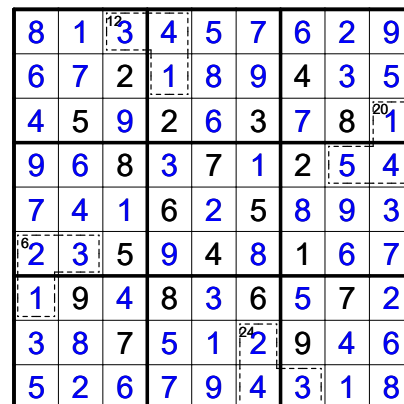
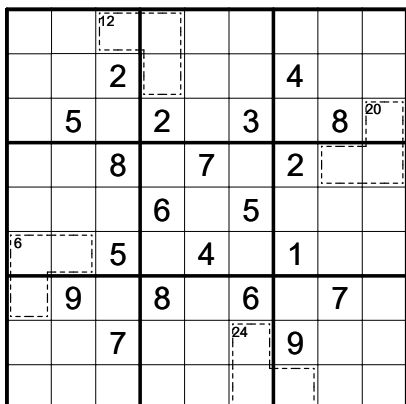
Pentagram Sudoku rules apply. Circled number between two cells indicates the quotient when the larger digit is divided by the smaller digit. The remainder must be zero.



4. Product Killer Sudoku (Pentagram)

125 points

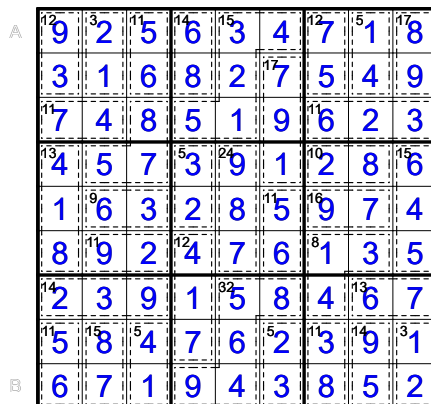
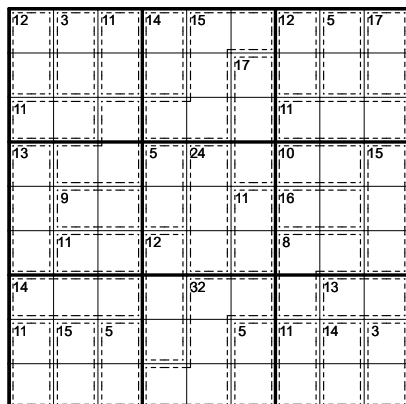
Pentagram Sudoku rules apply. The number at the top-left corner of each cage is the product of digits inside the cage. Digits do not repeat within a cage.



5. Killer Sudoku (Pentagram)

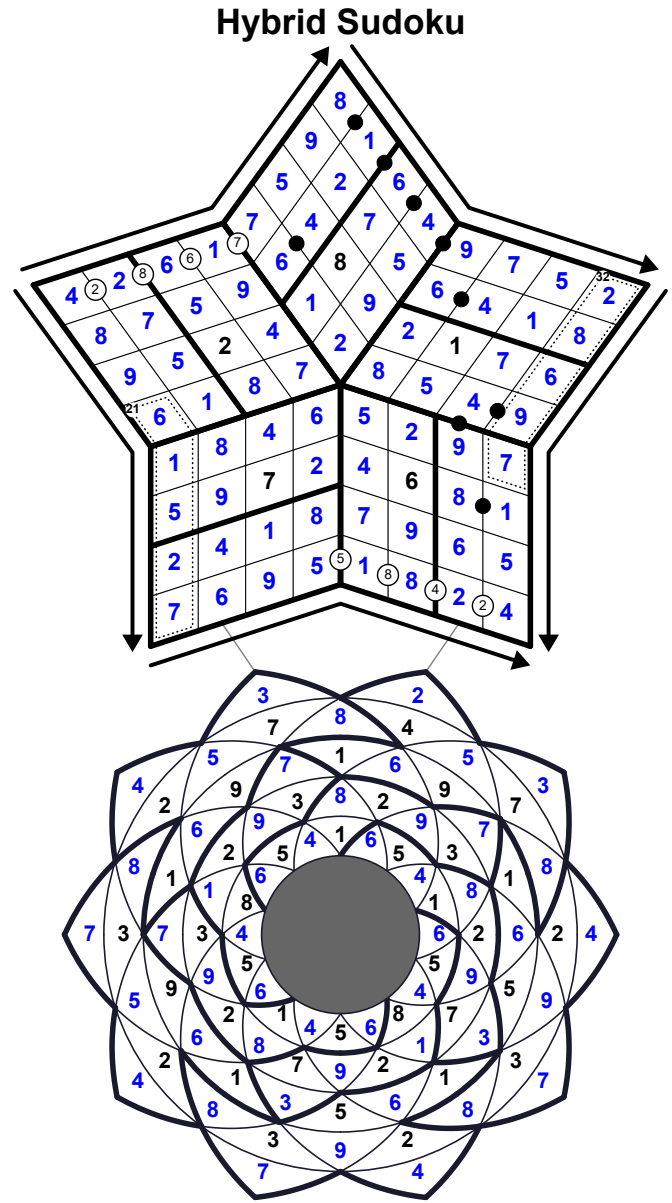
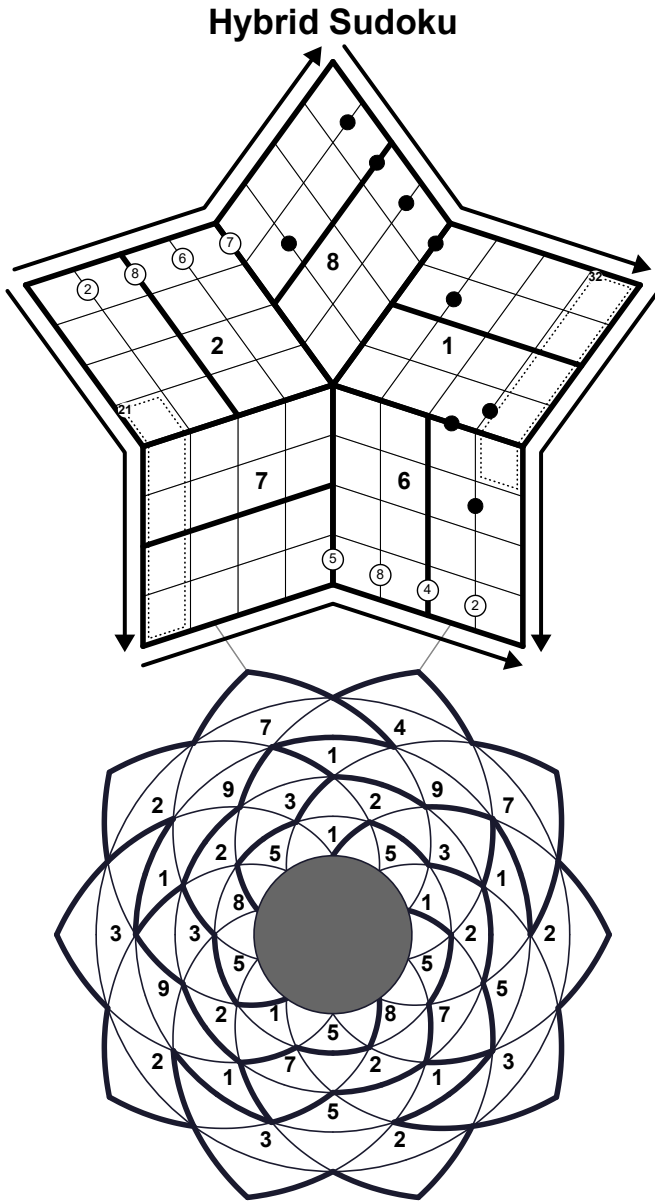
125 points

Pentagram Sudoku rules apply. The number at the top-left corner of each cage is the sum of digits inside the cage. Digits do not repeat within a cage.



Linking Example

The example below consists of one Flower Sudoku and one Pentagram Sudoku. The Pentagram Sudoku is a hybrid of Perfect Squares Sudoku, Arithmetic Pairs Sudoku and Killer Sudoku. The Hybrid Sudoku represents all the possible decorations that can appear in the five Pentagram Sudokus.





10

Dharma Yuddha

800 Points

75 Minutes

10x Bonus

Individual

1. Diagonal Sudoku	40	9. Maximin Sudoku	75
2. Anti-Diagonal Sudoku	35	10. Minimax Sudoku	75
3. Windoku	30	11. Touchy Sudoku	70
4. Anti-Windoku	35	12. Non Consecutive Sudoku	30
5. Creasing Sudoku	35	13. Friends Sudoku	60
6. Alternating Stripes Sudoku	70	14. Enemies Sudoku	55
7. Clone Sudoku	70	15. Outside Sudoku	25
8. Anti Clone Sudoku	40	16. Anti Outside Sudoku	55

Dharma Yuddha (or righteous warfare) which lasted for 18 days refers to the just war that was fought strictly according to an ethical code of conduct. The Pandavas and Kauravas agreed on a code of conduct that the war would begin at sunrise and end at sunset. A horseman would fight a horseman, likewise charioteers, elephant troops and infantry would attack only their equals. This round features 9 pairs of frenemy variants, which have contrasting rulesets.

1. Diagonal Sudoku

40 points

Standard Classic Sudoku rules apply. Each main diagonal contains each digit from 1 to 9.

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

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

2. Anti Diagonal Sudoku

35 points

Standard Classic Sudoku rules apply. Each main diagonal contains exactly three different digits.

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

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

3. Windoku

30 points

Standard Classic Sudoku rules apply. Each marked 3x3 region contains each digit from 1 to 9.

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

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

4. Anti Windoku

35 points

Standard Classic Sudoku rules apply. Each marked 3x3 region contains exactly four different digits.

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

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

5. Creasing Sudoku

35 points

Standard Classic Sudoku rules apply. Digits along each line are strictly increasing or decreasing.

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

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

6. Alternating Stripes Sudoku

70 points

Standard Classic Sudoku rules apply. Digits along each line must be alternately larger and smaller than their immediate neighbours. Digits may not repeat anywhere on a line.

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

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

7. Clone Sudoku

70 points

Standard Classic Sudoku rules apply. Digits in the same corresponding cell in each shaded figure must be identical.

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

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

8. Anti Clone Sudoku

40 points

Standard Classic Sudoku rules apply. The digits at the same locations on each shaded area must sum to 10. Shaded areas cannot be rotated or reflected.

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

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

9. Maximin Sudoku

75 points

Standard Classic Sudoku rules apply. Each number outside the grid is the difference between the highest and the lowest digit in the first three cells in the corresponding direction.

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

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

75 points

t and the lowest digit in

	7	11	10	14	8	9	13	10	9	
12	4	8	7	9	1	6	5	2	3	7
7	5	6	1	8	2	3	7	9	4	13
11	2	3	9	5	7	4	8	1	6	9
11	3	9	2	6	8	7	1	4	5	6
12	7	5	6	4	9	1	3	8	2	10
9	8	1	4	3	5	2	6	7	9	15
5	1	4	3	2	6	8	9	5	7	14
12	6	7	5	1	4	9	2	3	8	10
11	9	2	8	7	3	5	4	6	1	7
	10	9	11	8	9	14	11	9	9	

70 points

ent cells.

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

30 points

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

13. Friends Sudoku

60 points

Standard Classic Sudoku rules apply. Cells with shaded circles across the grid contain identical digits.

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

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

14. Enemies Sudoku

55 points

Standard Classic Sudoku rules apply. Cells with shaded circles across the grid contain different digits.

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

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

15. Outside Sudoku

25 points

Standard Classic Sudoku rules apply. Each digit outside the grid appears within the first box in the corresponding row/column.

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

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

16. Anti Outside Sudoku

55 points

Standard Classic Sudoku rules apply. Each digit outside the grid must not appear within the first box in the corresponding row/column.

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

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



11

Arjuna's Revenge

350 Points

35 Minutes

7x Bonus

Individual

1. Classic Sudoku	25
2. Classic Sudoku	40
3. Classic Sudoku	30
4. Classic Sudoku	70
5. Classic Sudoku	40
6. Classic Sudoku	50
7. Classic Sudoku	30
8. Classic Sudoku	40
9. Classic Sudoku	25

Arjuna took a fierce vow to decapitate Jayadratha before sunset to avenge his son Abhimanyu or immolate himself. To keep Jayadratha safe, Dronacharya arranged complex battle formations, surrounding him with massive Kaurava forces so he could survive the day. As the sun began to set, Lord Krishna used his Sudarshana Chakra to eclipse the sun, creating a temporary illusion of sunset. Krishna lifted the illusion, revealing the sun was still shining and directed Arjuna to shoot an arrow instantly beheading Jayadratha. This is a relay round of classic sudokus which depict scenes from the various hurdles Arjuna overcame to fulfill his vow.

1, 2, 3, 4, 5, 6, 7, 8, 9. Classic Sudoku

25 + 40 + 30 + 70 + 40 + 50 + 30 + 40 + 25 points

In each grid, standard Classic Sudoku rules apply.

Some cells from the first sudoku transfer to the second some cells from the second to the third and so on. Arrows will be given between sudokus indicating the order of the 9 sudokus.

Cells in which digits need to be transferred are marked in circles.

The cell in the same position in the previous sudoku needs to be identified, and the digit from that cell needs to be transferred into the circled cell.

The example uses 3 Classic Sudokus.

The layout of the 9 sudokus in the puzzle booklet is shown below.

1	2	3
6	5	4
7	8	9

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



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



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

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



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



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



12

Ashwatthama is Dead?

400 Points

40 Minutes

10x Bonus

Individual

1. Pinocchio Sudoku	25
2. Expanded Sudoku	65
3. Inequality Sudoku	75
4. Multi Diagonal Sudoku	40
5. Anti Knight Sudoku	45
6. Extra Region Sudoku	45
7. Star Sudoku	105

12 Ashwatthama is Dead?

400 points

40 Minutes

10x Bonus

Individual

Krishna devised a plan to break Dronacharya's resolve as he was virtually invincible while armed. Bhima killed an elephant named Ashwatthama and announced to Drona that his son was dead. To confirm the news, Drona asked Yudhishtira, who said "Ashwatthama is dead, whether man or beast", deliberately muttering the latter half of the sentence quietly. This was the only lie that Yudhishtira had ever uttered in his life. Overwhelmed by grief, Drona laid down his arms on the battlefield and Dhrishtadyumna took advantage to use his sword to kill Drona. This round features sudoku variants which depict various scenes from the fall of Drona.

1. Pinocchio Sudoku

25 points

Standard Classic Sudoku rules apply. Some digits are written in a different layout. Exactly one of these digits is incorrect.

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

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

2. Expanded Sudoku

65 points

Place a digit from 1 to 9 into each empty cell in the grid so that no digit repeats in each row, column and outlined region. Some rows and columns continue over empty spaces and black cells.

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

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

3. Inequality Sudoku

75 points

Standard Classic Sudoku rules apply. Each inequality sign ('<' or '>') between cells indicates the larger of the two digits is on the open side of the sign.

	>	>	>	>	>	>	>	>
	>	>	>	>	>	>	>	>
	<	<	<	<	<	<	<	<
	<	<	<	<	<	<	<	<
	<	<	<	<	<	<	<	<
	<	<	<	<	<	<	<	<
	<	<	<	<	<	<	<	<
	<	<	<	<	<	<	<	<
	<	<	<	<	<	<	<	<

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

4. Multi Diagonal Sudoku

40 points

Standard Classic Sudoku rules apply. No digit can repeat in any of the marked diagonals.

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

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

5. Anti Knight Sudoku

45 points

Standard Classic Sudoku rules apply. No two identical digits can be a chess knight's move away from each other.

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

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

45 points

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

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

105 points

A 4x4 magic square arranged in a star shape (hexagram) with numbers 1-9 and a central shaded square. The numbers are distributed as follows:

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

The central square is shaded gray.

A complex geometric figure made of triangles, each containing a number from 1 to 9. The figure is a large hexagon with a central hexagonal void. The numbers are arranged in a way that suggests a magic square or a specific mathematical pattern.



13

Daanveer Karna

1600 Points

40 Minutes

40x Bonus

Team

1 variant matched	90
2 variants matched	170
3 variants matched	240
4 variants matched	300
5 variants matched	350
7 variants matched	400
Any 1 variant	100
Any 2 variants	225
Any 3 variants	375
Any 4 variants	525
Any 5 variants	700
Any 6 variants	900
All 7 variants	1100
Classic Sudoku	100

Karna was the eldest son of an unwed Kunti and the Sun God, Surya. Abandoned at birth and fighting discrimination throughout, he found a friend in Duryodhana, ultimately fighting against his own Pandava brothers. Karna came to be known as Daanveer (great donor) for his eager generosity to help anyone in need, even donating the divine earrings and breastplate that he was born with, thereby becoming mortal. In this team round, participants need to solve a classic sudoku (representing Karna) which donates all its decorations to seven other variants featuring converse rulesets.

Round Rules

The round consists of 8 sudokus, each printed on a A5 sheet. The Classic Sudoku will be labeled as Classic Sudoku. The other 7 sudokus are variant sudokus which will be labeled from A to G.

The classic sudoku “donates” decorations to each of the variant sudokus. Which means the decorations of each variant is exactly shared between the variant grid and the Classic grid at the same positions. For example:

- Every 2x2 checkerboard pattern in battenburg variant must also satisfy battenburg rule in the Classic grid at the same positions and vice-versa.
- If two adjacent digits sum to 10 (or 5) in the Classic grid, the digits in the same two cells in the XV grid must also sum to 10 (or 5).

It is part of solving to determine which grid represents which variants. However, it is not mandatory for the teams to mark the decorations in the variant sudokus. The teams will be provided with the below table printed on a A4 sheet where they need to identify which letter maps to which sudoku variant.

	Battenburg Sudoku	Diagonally Consecutive Sudoku	Equal Sums Sudoku	Perfect Squares Sudoku	Rossini Sudoku	Repeated Neighbours Sudoku	XV Sudoku
A							
B							
C							
D							
E							
F							
G							

Points Structure

Points in this round will be based on number of variants matched + number of Sudokus solved, as shown below. Points will be awarded only if the solution is part of the overall solution.

Variants matched	Points
1	90 points
2	170 points
3	240 points
4	300 points
5	350 points
7	400 points

Sudokus solved	Points
Any 1 variant	100 points
Any 2 variants	225 points
Any 3 variants	375 points
Any 4 variants	525 points
Any 5 variants	700 points
Any 6 variants	900 points
All 7 variants	1100 points
Classic Sudoku	100 points
Total	1200 points

Linking Example

The example below uses 3 sudokus (Classic Sudoku, Perfect Squares Sudoku, Rossini Sudoku). Classic Sudoku is marked. It is part of solving to determine the grid corresponding to the two variants.

A

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

Classic Sudoku

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

B

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

	Perfect Squares Sudoku	Rossini Sudoku
A		
B		

Perfect Squares Sudoku

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

Classic Sudoku

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

Rossini Sudoku

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

	Perfect Squares Sudoku	Rossini Sudoku
A	✓	
B		✓

Individual Sudoku Rules

Classic Sudoku

Standard Classic Sudoku rules apply.

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

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

Battensburg Sudoku

Standard Classic Sudoku rules apply. Each 2x2 area with two odd digits and two even digits forming a checkerboard pattern is marked with a battensburg symbol. All such 2x2 areas are marked.

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

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

Diagonally Consecutive Sudoku

Standard Classic Sudoku rules apply. Diagonally adjacent cells marked by a bar contain consecutive digits. All possible bars are marked.

			2			1		
							9	
4				3				7
	4						5	
			7					

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

Equal Sums Sudoku

Standard Classic Sudoku rules apply. Each cross at the intersection of four cells indicates that the two pairs of diagonally opposite digits add to the same sum. All possible crosses are marked.

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

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

Perfect Squares Sudoku

Standard Classic Sudoku rules apply. Adjacent cells (reading left-to-right or top-to-bottom) that represent a two-digit perfect square are marked with a black circle in the grid. All such perfect squares are marked.

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

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

Rossini Sudoku

Standard Classic Sudoku rules apply. Each arrow outside the grid indicates that the digits in the first three cells in the corresponding direction are in ascending order in the direction of the arrow. All such arrows are marked.

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

Repeated Neighbours Sudoku

Standard Classic Sudoku rules apply. All cells having the same digit(s) more than once as orthogonal neighbours are shaded.

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

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

XV Sudoku

Standard Classic Sudoku rules apply. Adjacent cells with digits summing to 5 are marked by V. Adjacent cells with digits summing to 10 are marked by X. All possible V and X are marked.

			(X)	(V)			
	9		8		5		2
		8			2		4
	1		6			2	
		2			3		5
	8		5			3	
	4		1		6		8
			(V)	(X)			

5	2	7	9(X)	1(V)	4	8	6	3
6	9	4	8	3	5	7	2	1
1	3	8	7	6	2	9	4	5
3	1	5	6	8	7	2	9	4
4	7	9	2	5	1	6	3	8
8	6	2	4	9	3	1	5	7
7	8	6	5	4	9	3	1	2
2	4	3	1	7	6	5	8	9
9	5	1	3(V)	2(X)	8	4	7	6



14

The Game of Dice

1800 Points

45 Minutes

40x Bonus

Team

Matching all 4 arms	100
Classic Sudoku	100
Any 1 variant	125
Any 2 variants	250
Any 3 variants	375
Any 4 variants	500
Any 5 variants	625
Any 6 variants	750
Any 7 variants	875
Any 8 variants	1000
Any 9 variants	1150
Any 10 variants	1300
Any 11 variants	1450
All 12 variants	1600

14 The Game Of Dice

1800 points**45 Minutes****40x Bonus****Team**

Chaupar is an ancient Indian board game played with dice and pawns. The catastrophic game between the Pandavas and the Kauravas was rigged by Duryodhana's maternal uncle Shakuni. Yudhishtira, the eldest Pandava gambled his kingdom, his brothers, himself and their wife, Draupadi into slavery. Duryodhana ordered his brother, Dushasana, to drag Draupadi into the royal assembly and strip her of her dignity. This public humiliation, ultimately served as the catalyst for the Kurukshetra War. This team round features a mechanical puzzle with 5 sections, which when put together represent the Chaupar board.

Round Rules

In this round, the teams will be provided with 5 sections of sudokus. One section will consist of a Classic Sudoku and the other 4 sections (called "arms") will contain 3 variant sudokus each. Each arm will get connected to the Classic Sudoku in one of the 4 directions (i.e. Top, Left, Right & Bottom) such that exactly one arm gets connected in each direction. The top of the arm (indicated by arrows on the arms) gets connected to the Classic Sudoku.

At any point where two sudokus lie next to each other (i.e. where Classic lies next to the top most sudoku on the arm and where two sudokus lie next to each other on a single arm), the first three digits in the two sudokus (for all corresponding rows or columns) will be same but in any order.

The arms are marked as A/B/C/D. The center Classic Sudoku will have four squares named A/B/C/D for ease of matching.

All given clues will be pointed radially outward.

Points Structure

For matching all 4 arms with the Classic Sudoku, the teams will get 100 points. There will not be any partial points for matching. Classic Sudoku is worth 100 points.

Sudokus solved	Points
Any 1 variant	125 points
Any 2 variants	250 points
Any 3 variants	375 points
Any 4 variants	500 points
Any 5 variants	625 points
Any 6 variants	750 points
Any 7 variants	875 points
Any 8 variants	1000 points
Any 9 variants	1150 points
Any 10 variants	1300 points
Any 11 variants	1450 points
All 12 variants	1600 points

Variants (Top to Bottom)

Arm - A	Arm - B	Arm - C	Arm - D
2. Exclusion Sudoku	5. Consecutive Pairs Sudoku	8. Odd Sum Pairs Sudoku	11. Differences Sudoku
3. Non Consecutive On Line Sudoku	6. Renban Sudoku	9. Multi Diagonal Sudoku	12. Entropic Lines Sudoku
4. Weighted Killer Sudoku	7. Slot Machine Sudoku	10. 258 Sudoku	13. Missing Thermo Sudoku

Linking Example

The example in this instructions booklet uses Classic Sudokus. Apart from the Classic Sudoku at the center, each of the four arms uses two Classic Sudokus. The example has dotted lines around the Sudokus. Teams are encouraged to cut along the dotted lines to get 5 pages similar to the competition booklet.

D

C

B

A

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

A

B

C

D

A

B

C

D

Four arms each with two Classic Sudokus

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

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

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Solutions to Game Of Dice Example

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

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

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

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

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

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

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

A

B

C

D

A

B

C

D

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

A

B

C

D

19th World Sudoku Championship

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Instructions Booklet

Individual Sudoku Rules

1. Classic Sudoku

Standard Classic Sudoku rules apply.

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

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

2. Exclusion Sudoku

Standard Classic Sudoku rules apply. Each digit at the intersection of cells must not be present in any of those cells.

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

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

3. Non Consecutive On Line Sudoku

Standard Classic Sudoku rules apply. Digits along each line must not be consecutive to its immediate neighbours on the line.

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

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

4. Weighted Killer Sudoku

Standard Classic Sudoku rules apply. The number at the top-left corner of each cage is the sum of digits in white cells and double of the digits in shaded cells inside the cage. Digits do not repeat within a cage.

19		26		23		22	
		2			8		
31	8		2	3		1	22
		8		7	2		
			9	5			
17		5		4		1	30
	9		7		6		8
24		7	17		33	9	16

19	1	4	9	8	6	7	5	3	2
	5	3	2	1	9	4	8	6	7
31	7	8	6	2	5	3	4	1	29
	9	6	8	3	7	1	2	5	4
	2	1	4	9	8	5	6	7	3
17	3	7	5	6	4	2	1	9	8
	4	9	1	7	2	6	3	8	5
24	6	5	7	4	3	8	9	2	1
	8	2	3	5	1	9	7	4	6

5. Consecutive Pairs Sudoku

Standard Classic Sudoku rules apply. Adjacent cells marked by a circle contain consecutive digits. All possible circles are not marked.

	8							
3		1						
	6							
			1					
						8		
					2		9	
						7		

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

6. Renban Sudoku

Standard Classic Sudoku rules apply. Each marked line contains a set of consecutive digits. Digits do not repeat within a line.

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

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

7. Slot Machine Sudoku

Standard Classic Sudoku rules apply. The digits in each marked row or column are in exactly the same cyclic sequence wrapped around the grid.

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

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

8. Odd Sum Pairs Sudoku

Standard Classic Sudoku rules apply. Adjacent cells marked by a circle contain digits whose sum is odd. All possible circles are not marked.

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

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

9. Multi Diagonal Sudoku

Standard Classic Sudoku rules apply. No digit can repeat in any of the marked diagonals.

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

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

10. 258 Sudoku

Standard Classic Sudoku rules apply. Digits in the second column indicate in which column digit 2 is placed in the respective row; digits in the fifth column indicate in which column digit 5 is placed in the respective row; digits in the eighth column indicate in which column digit 8 is placed in the respective row.

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

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

11. Differences Sudoku

Standard Classic Sudoku rules apply. Each digit between adjacent cells is the difference of digits in those two cells.

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

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

12. Entropic Lines Sudoku

Standard Classic Sudoku rules apply. Any set of three sequential cells along an entropic line must contain a low digit (1-3), middle digit (4-6) and high digit (7-9). Digits may repeat on a line.

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

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

13. Missing Thermo Sudoku

Standard Classic Sudoku rules apply. Digits along each thermometer are strictly increasing from its bulb to each of its ends. The bulbs are missing from the thermometer shapes and are positioned at one of the open ends of the thermometers.

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

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



15

Chakravyuha

1200 Points

35 Minutes

40x Bonus

Team

1 variant matched	60
2 variants matched	120
3 variants matched	180
4 variants matched	240
6 variants matched	300
Any 1 variant	125
Any 2 variants	250
Any 3 variants	375
Any 4 variants	500
Any 5 variants	625
All 6 variants	750
Shifted Sudoku	150

Chakravyuha was a war formation comprising defensive layers of soldiers arranged in a spiraling wheel. It is notoriously difficult to penetrate and was designed to isolate and destroy specific targets. Arjuna's son, Abhimanyu, breached the formation but did not know how to escape. He fought his way to the center but was trapped and killed when he was simultaneously attacked by multiple Kaurava warriors. This team round features 7 linked sudokus which are placed on 4 rotating discs.

Round Rules

The round has a four-layered circular layout. The round consists of four circular sheets of paper ("rings") that will be assembled together. The four layers are placed on top of each other (size increasing top-down) so that their centre points are aligned, and they are attached to each other using their centre points. However, it is possible to rotate the rings relative to each other. It is strictly forbidden to disassemble the sudokus.

For this round, the following definitions apply:

"Row" – All cells in the sudoku that are at the same distance from the centre point

"Column" – All cells in the sudoku that are in the same direction from the centre point

There are many ways that the radial grid lines align, but it is a part of solving to determine the correct rotation of the rings relative to each other. There is exactly one configuration of the rings that yields a solution for all 7 sudokus. The innermost three layers consist of one Shifted Sudoku. The fourth layer consists of six variant sudokus. The variant sudokus are connected with the Shifted Sudoku by spokes. The cells connected with a spoke should have an identical digit.

The variants will not be labeled. It is a part of solving to determine which sudoku represents which variant.

Out of the given variants, only Pointing Digits Sudoku and Sum Detector Sudoku can have diagonal arrows.

All given clues will be pointed radially outward.

The teams will be provided with the below table printed on a A4 sheet where they need to identify which letter maps to which sudoku variant.

	Inside Skyscraper Sudoku	Pointing Digits Sudoku	Sum Detector Sudoku	Point to Next Sudoku	Search 9 Sudoku	3 Up Sudoku
A						
B						
C						
D						
E						
F						

Points Structure

Points in this round will be based on number of variants matched + number of Sudokus solved, as shown below. Points will be awarded only if the solution is part of the overall solution.

Variants matched	Points
1	60 points
2	120 points
3	180 points
4	240 points
6	300 points

Sudokus solved	Points
Any 1 variant	125 points
Any 2 variants	250 points
Any 3 variants	375 points
Any 4 variants	500 points
Any 5 variants	625 points
All 6 variants	750 points
Shifted Sudoku	150 points
Total	900 points

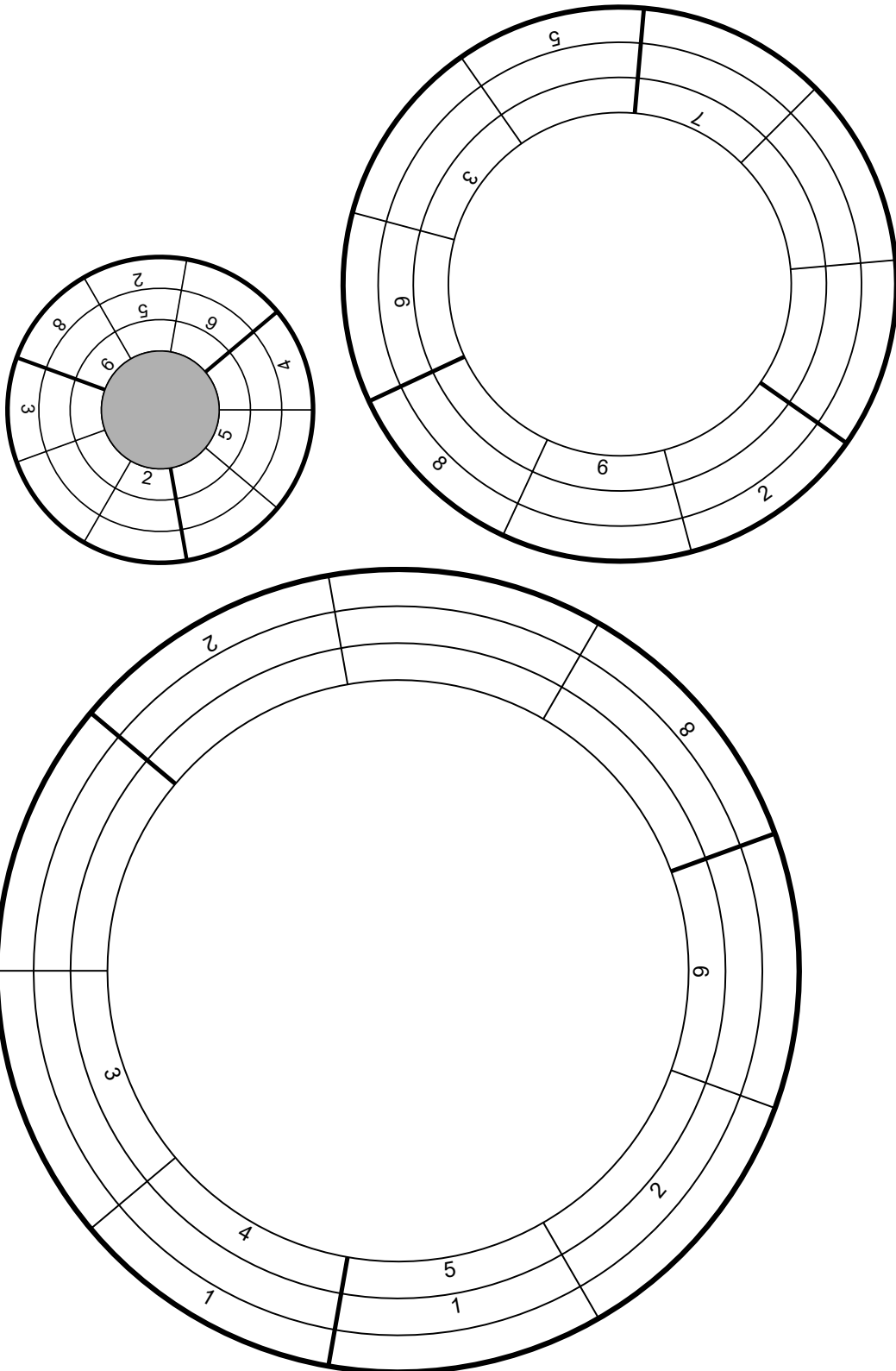
Individual Sudoku Rules

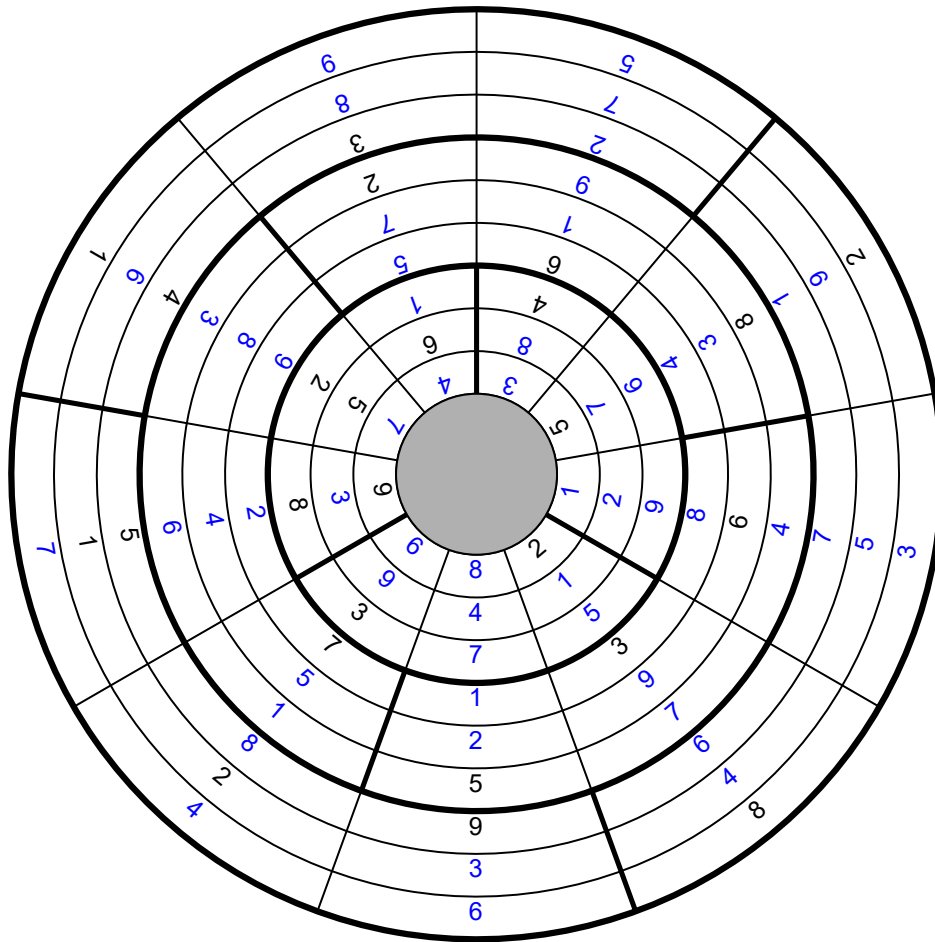
In the examples, apart from Shifted Sudoku, all other examples use regular 9X9 grids.

Shifted Sudoku

150 points

Standard Classic Sudoku rules apply. Some of the 3x3 boxes wrap around the grid.





Inside Skyscraper Sudoku

125 points

Standard Classic Sudoku rules apply. Each digit inside the grid represents the height of a skyscraper in that cell. The digits in the cells with arrows indicate the number of skyscrapers that can be seen in the direction pointed by its arrow. Skyscrapers hide shorter ones. Not all arrows are marked.

		↓	→		8			
		9	←	↓		5	↑	↓
	5						8	
					3	↑	↓	
→	←	→						
		5	↑	→			8	
					5			

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

Pointing Digits Sudoku

125 points

Standard Classic Sudoku rules apply. If the digit X appears in an arrow cell, then X must also appear exactly X steps away from that cell, in the direction that the arrow points. Not all arrows are marked.

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

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

Sum Detector Sudoku

125 points

Standard Classic Sudoku rules apply. An arrow in a cell indicates that the sum of 'n' consecutive digits along the direction pointed by the arrow equals the digit in the cell for some value of 'n'. Not all arrows are marked.

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

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

Point to Next Sudoku

125 points

Standard Classic Sudoku rules apply. If digit 'X' is placed in a cell with an arrow, digit 'X+1' must be placed in one of the cells pointed by the arrow. Not all arrows are marked.

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

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

Search 9 Sudoku

125 points

Standard Classic Sudoku rules apply. Each arrow points to exactly one 9 in the corresponding direction. Each digit in a cell with an arrow is the distance from that cell to the cell containing the 9. Not all arrows are marked.

					←			
→		↓ 4	2					
		3			4 8			←
→					6			←
					↓	←		
			3				↑	
↑		6	8		←	5		
					← 7	2		
		↑	↑		←			↑

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

3 Up Sudoku

125 points

Standard Classic Sudoku rules apply. Each arrow inside the grid indicates that the digits in the first three cells (including the cell with the arrow) in the corresponding direction are in ascending order in the direction of the arrow. Not all arrows are marked.

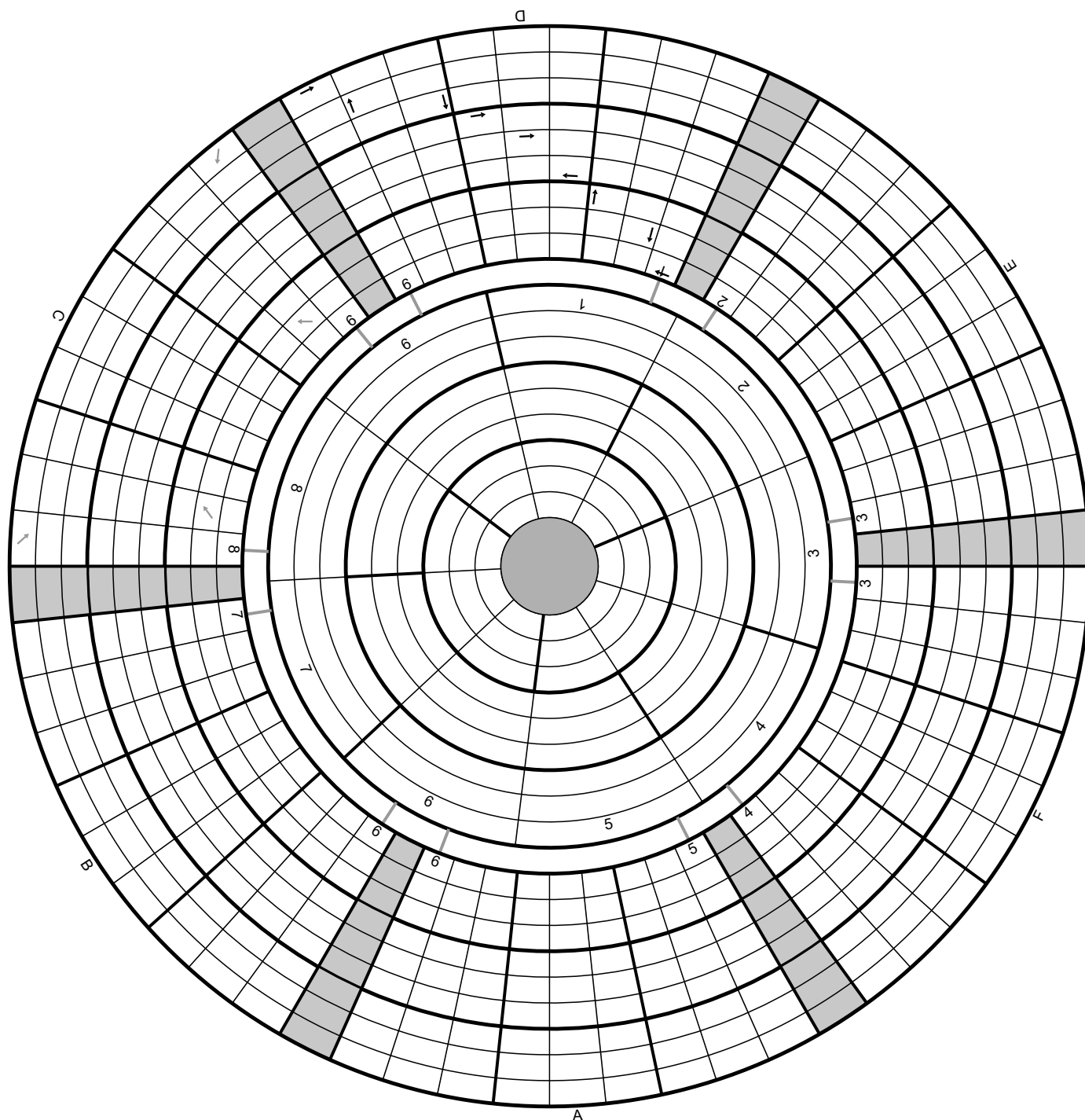
		↓	←		6	↖		
		↓			5		←	
↑			4	↖	↗			
		9	↑		↑			↑ 4
↓	↗			3		↑	↑ 5	
7	↑					6	↑	←
		←	↑	↓	7	↗		
→					8			←
			9		↖			

8	9	3	↓	1	7	6	↖	4
2	6	4	↓	8	5	9	3	1
↑	7	5	4	↑	2	3	8	9
5	3	9	↑	2	6	↑	7	8
4	↓	↗	6	7	3	8	↑	↑ 5
7	↑	1	8	5	9	4	6	↑ 3
9	5	2	↑	3	↓	1	7	4
3	4	7	6	8	5	9	2	1
6	8	1	9	4	↑	2	5	7

Competition Sudoku Layout

The image below shows the competition Sudoku layout. Note that

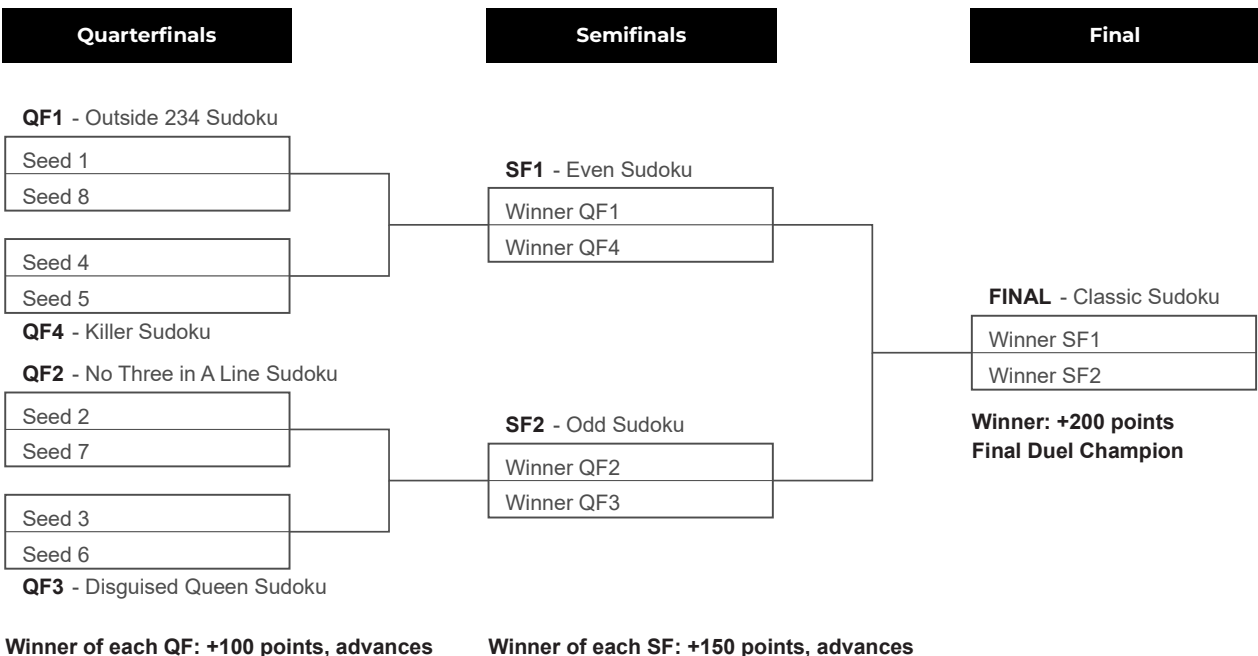
1. All given clues will be pointed radially outward.
2. Diagonal arrows will be marked in grey in the middle of the cell.
3. Straight arrows will be marked in black next to the edge
4. Spokes connecting the 3rd and 4th layer will be marked by grey lines. They will be marked on the 4th layer only.
5. Each grid in the outer later will be labeled with a letter A - F



After 15 days of war, both armies were severely depleted, and most significant battles were duels between the remaining warriors from both sides. Prominent among these were the night duel between Karna and Ghatotkacha, Bhima and Dushasana, Arjuna and Karna, Yudhishtira and Shalya, Sahadeva and Shakuni and finally between Bhima and Duryodhana.

This final round is the individual playoffs which will be in a knock out duel format between the top 8 participants from the individual rounds. The top 8 seeds will be determined based on the total points in the individual rounds. In case of a tie, the sum of ranks in individual rounds will be used to determine the seeds. In case there is still a tie, a randomizer will be used to determine the seeds.

The round will be held in below format:



The points earned by the participants across the playoff rounds will be added to their base points from the individual rounds to crown the World Sudoku Champion.

In the Final Duel, the participant will get 15 minutes and a single chance to submit the solution. The participant who submits the correct solution first, wins the round. If both the participants submit incorrect solution, the participant with more correct cells wins. If the number of correct cells is equal, the participant who submitted earlier wins. If there is still a tie, the participant with higher seed wins.

The Semifinals and Finals will be solved on a 2x2 ft flex sheet (placed on an Easel Stand) in front of the audience.

100 points

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

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

100 points

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

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

QF 3. Disguised Queen Sudoku

100 points

Standard Classic Sudoku rules apply. The digit 'x' in the grid is a chess Queen. Two Queens cannot be placed along the same row, column or diagonal of any length. Determining the 'x' is a part of solving.

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

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

QF 4. Killer Sudoku

100 points

Standard Classic Sudoku rules apply. The number at the top-left corner of each cage is the sum of digits inside the cage. Digits do not repeat within a cage.

12	3	11	14	15		12	5	17
					17			
11						11		
13			5	24		10		15
	9				11	16		
	11		12			8		
14				32			13	
11	15	5			5	11	14	3

12	3	11	14	15		12	5	17
9	2	5	6	3	4	7	1	8
3	1	6	8	2	7	5	4	9
11					17			
7	4	8	5	1	9	6	2	3
13			5	24		10		15
4	5	7	3	9	1	2	8	6
1	6	3	2	8	5	9	7	4
8	9	2	4	7	6	1	3	5
14				32			13	
11	15	5			5	11	14	3
9	2	5	6	3	4	7	1	8
3	1	6	8	2	7	5	4	9
7	4	8	5	1	9	6	2	3
4	5	7	3	9	1	2	8	6
1	6	3	2	8	5	9	7	4
8	9	2	4	7	6	1	3	5
9	2	5	6	3	4	7	1	8
3	1	6	8	2	7	5	4	9
7	4	8	5	1	9	6	2	3
4	5	7	3	9	1	2	8	6
1	6	3	2	8	5	9	7	4
8	9	2	4	7	6	1	3	5
9	2	5	6	3	4	7	1	8
3	1	6	8	2	7	5	4	9
7	4	8	5	1	9	6	2	3
4	5	7	3	9	1	2	8	6
1	6	3	2	8	5	9	7	4
8	9	2	4	7	6	1	3	5
9	2	5	6	3	4	7	1	8
3	1	6	8	2	7	5	4	9
7	4	8	5	1	9	6	2	3
4	5	7	3	9	1	2	8	6
1	6	3	2	8	5	9	7	4
8	9	2	4	7	6	1	3	5
9	2	5	6	3	4	7	1	8
3	1	6	8	2	7	5	4	9
7	4	8	5	1	9	6	2	3
4	5	7	3	9	1	2	8	6
1	6	3	2	8	5	9	7	4
8	9	2	4	7	6	1	3	5
9	2	5	6	3	4	7	1	8
3	1	6	8	2	7	5	4	9
7	4	8	5	1	9	6	2	3
4	5	7	3	9	1	2	8	6
1	6	3	2	8	5	9	7	4
8	9	2	4	7	6	1	3	5
9	2	5	6	3	4	7	1	8
3	1	6	8	2	7	5	4	9
7	4	8	5	1	9	6	2	3
4	5	7	3	9	1	2	8	6
1	6	3	2	8	5	9	7	4
8	9	2	4	7	6	1	3	5
9	2	5	6	3	4	7	1	8
3	1	6	8	2	7	5	4	9
7	4	8	5	1	9	6	2	3
4	5	7	3	9	1	2	8	6
1	6	3	2	8	5	9	7	4
8	9	2	4	7	6	1	3	5
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4	5	7	3	9	1	2	8	6
1	6	3	2	8	5	9	7	4
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9	2	5	6	3	4	7	1	8
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1	6	3	2	8	5	9	7	4
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9	2	5	6	3	4	7	1	8
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8	9	2	4	7	6	1	3	5
9	2	5	6	3	4	7	1	8
3	1	6	8	2	7	5	4	9
7	4	8	5	1	9	6	2	3
4	5	7	3	9	1	2	8	6
1	6	3	2	8	5	9	7	4
8	9	2	4	7	6	1	3	5
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4	5	7	3	9	1	2	8	6
1	6	3	2	8	5	9	7	4
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3	1	6	8	2	7	5	4	9
7	4	8	5	1	9	6	2	3
4	5	7	3	9	1	2	8	6
1	6	3	2	8	5	9	7	4
8	9	2	4	7	6	1	3	5
9	2	5	6	3	4	7	1	8
3	1	6	8	2	7	5	4	9
7	4	8	5	1	9	6	2	3
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1	6	3	2	8	5	9	7	4
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4	5	7	3	9	1	2	8	6
1	6	3	2	8	5	9	7	4
8	9	2	4	7	6	1	3	5
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7	4	8	5	1	9	6	2	3
4	5	7	3	9	1	2	8	6
1	6	3	2	8	5	9	7	4
8	9	2	4	7	6	1	3	5
9	2	5	6	3	4	7	1	8
3	1	6	8	2	7	5	4	9
7	4	8	5	1	9	6	2	3
4	5	7	3	9	1	2	8	6
1	6	3	2	8	5	9	7	4
8	9	2	4	7	6	1	3	5
9	2	5	6	3	4	7	1	8
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4	5	7	3	9	1	2	8	6
1	6	3	2	8	5	9	7	4
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1	6	3	2	8	5	9	7	4
8	9	2	4	7	6	1	3	5
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3	1	6	8	2	7	5	4	9
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4	5	7	3	9	1	2	8	6
1	6	3	2	8	5	9	7	4
8	9	2	4	7	6	1	3	5
9	2	5	6	3	4	7	1	8
3	1	6	8	2	7	5	4	9
7	4	8	5	1	9	6	2	3
4	5	7	3	9	1	2	8	6
1	6	3	2	8	5	9	7	4
8	9	2	4	7	6	1	3	5
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3	1	6	8	2	7	5	4	9
7	4	8	5	1	9	6	2	3
4	5	7	3	9	1	2	8	6
1	6	3	2	8	5	9	7	

SF 2. Odd Sudoku

150 points

Standard Classic Sudoku rules apply. Cells with shaded circles contain odd digits.

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

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

F. Classic Sudoku

200 points

Standard Classic Sudoku rules apply.

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

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

