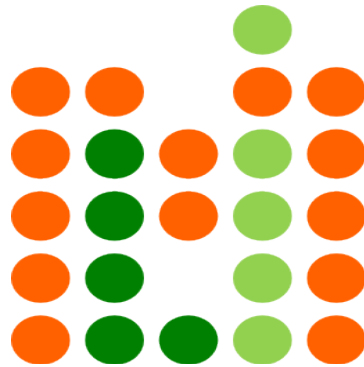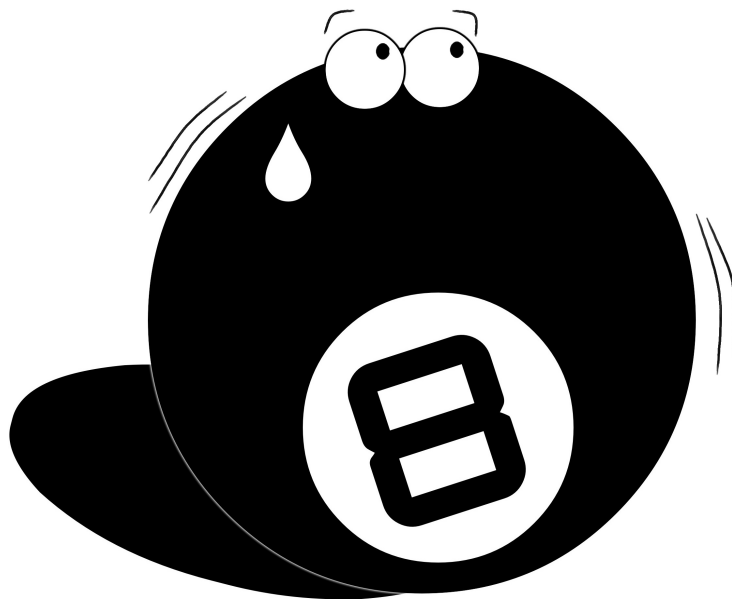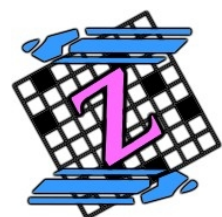# SPECIAL 8 SUDOKU CONTEST

Starting January, 25th
Duration – 88 minutes time

Puzzles by: Gabriele Simionato – Zuino Giochi
Playtesting: Nikola Zivanovic, Stefano Forcolin

INSTRUCTIONS
Welcome to SPECIAL 8 sudoku contest. The puzzle theme is NUMBER 8, so every puzzle will be crafted around it.
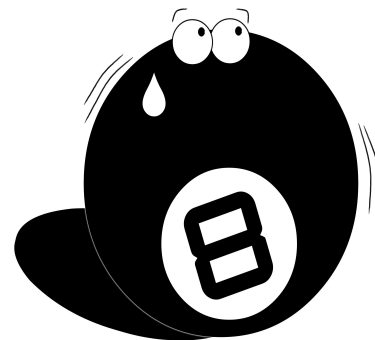
SUBMITTING SOLUTIONS
Every time you correctly solve a puzzle, enter in the SOLUTION PAGE the numbers in row and column marked A and B, from left to right and from top to bottom. Every correctly entered answer will award you the points described in the following table. If you submit all answers before the scheduled time (88 minutes) is over, you'll obtain 8 extra points per saved minute.

	SUDOKU	POINTS	My time
1, 2, 3	CLASSIC SUDOKU (3 puzzles)	29, 44, 27	
4	BRICKDOKU	16	
5	EIGHT FIT	27	
6	SKYSCRAPERS	37	
7	OPER8OR	37	
8	IRREGULAR	44	
9	REALLY LATIN SQUARE	59	
10	SUDOKU & DRAGONS	75	
11	TOROIDAL DRAGONS	88	
12	UNCONS8CUTIVE	67	
13	CONS8CUTIVE	67	
14	KILLER N. 8	61	
15	ARROWS +8	99	
16	SYMBOLS	111	
	T O T A L	**888**	

SPECIAL 8 SUDOKU CONTEST

1, 2, 3	CLASSIC SUDOKU

1 - SUDOKU 9x9	2 - SUDOKU 8x8	3 - SUDOKU 8x8
29 POINTS	44 POINTS	27 POINTS

RULES
Fill the grid with numbers 1 to 9, so that numbers do not repeat in every line, column, and highlighted 3x3 region. (Use numbers 1 to 8 in 2nd and 3rd grid, which have 2x4 regions)

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

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

SPECIAL 8 SUDOKU CONTEST

4	BRICKDOKU

4 - BRICKDOKU
16 POINTS

RULES

Fill the grid with numbers 1 to 8, so that numbers do not repeat in every line and column. Every 2x1 brick contains both an odd and an even number.

Puzzle grid (given clues):

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

Solution grid:

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

SPECIAL 8 SUDOKU CONTEST

5	Eight fit

5 – Eight Fit
27 POINTS

RULES

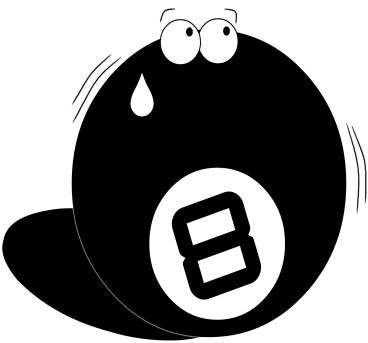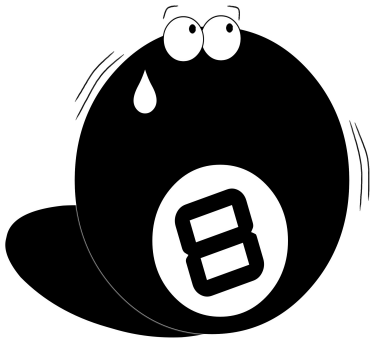Fill the grid with numbers 1 to 8, so that numbers do not repeat in every line and column, and in highlighted 3x2 areas. Some cells are divided in two spaces, and they will contain two numbers. The smaller number must be in the upper portion, the larger number in the bottom portion.

Puzzle grid:

4 / ·	5		/		8
/			4		5 / ·
	7 / ·	4	1	/	
		· / 3	8	· / 6	
3		· / 5			/
8	/		/	3	1

Solution grid:

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

SPECIAL 8 SUDOKU CONTEST

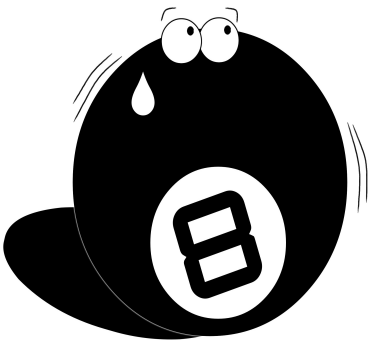| 6	SKYSCRAPERS

6 - SKYSCRAPERS
37 POINTS

RULES
Fill the grid with numbers 1 to 8, so that numbers do not repeat in every line, column and highlighed 4x2 area. Numbers represent highness of skyscrapers in that cell. Hints outside rows and columns tell you how many building you can see looking toward that direction.

SPECIAL 8 SUDOKU CONTEST

7	OPER8OR

7 - OPER8OR
37 POINTS

RULES

Fill the grid with numbers 1 to 9, so that numbers do not repeat in every line, column and highlighted area. If (and only if) two cells are separated by a star, the numbers in those cells can obtain "8" as a result of addition, subtraction, multiplication or division.

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

SPECIAL 8 SUDOKU CONTEST

8	IRREGULAR

8 - IRREGULAR
44 POINTS

RULES

Fill the grid with numbers 1 to 8, so that numbers do not repeat in every line, column, and highlighted irregular region.

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

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

SPECIAL 8 SUDOKU CONTEST

9	REALLY LATIN SQUARE

9 – REALLY LATIN SQUARE
59 POINTS

RULES
Fill the grid with numbers 1 to 8, so that numbers do not repeat in every line and column. Given hints represent numbers using roman notation. You can add strokes to the given numbers, in order to obtain the desidered number. NOTE: this example uses numbers 1 to 7 only.

I	I		II		IV	V
V	II		I		II	II
IV	I	III	V	I	V	V
II	I		IV		V	
I	VI	I	II	V		V
II	V	II	I		VI	II
II				II	I	VII

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

SPECIAL 8 SUDOKU CONTEST

10	SUDOKU & DRAGONS

10 – SUDOKU AND DRAGONS
75 POINTS

RULES
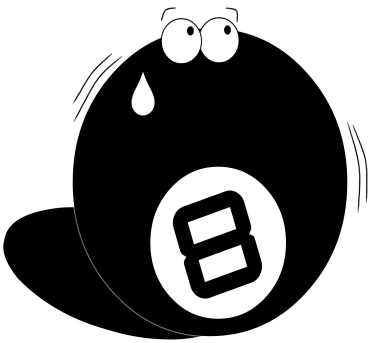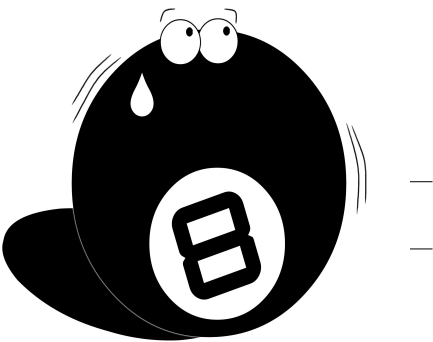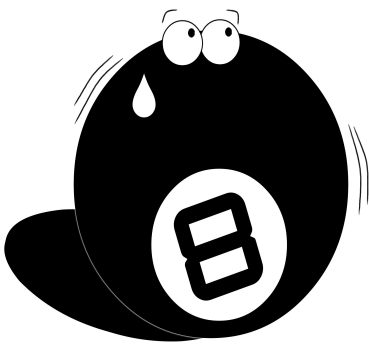
Fill the grid with numbers 1 to 8, so that numbers do not repeat in every line, column, and highlighted region. Additionally, each dragon looks toward 4 directions, and sees all numbers from 1 to 8. A dragon can't see behind walls.

NOTE FOR SOLUTION: enter numbers of row A and column B regardless of dragons

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

SPECIAL 8 SUDOKU CONTEST – PAGE 10 – puzzle by Gabriele Simionato

SPECIAL 8 SUDOKU CONTEST

11	TOROIDAL DRAGONS

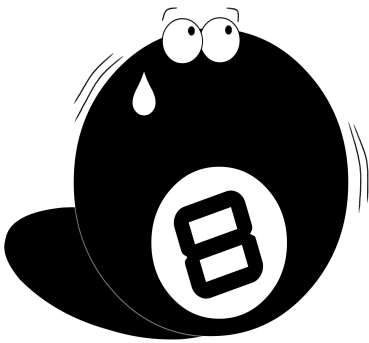| 11 – TOROIDAL DRAGONS |
|-----------------------|
| 88 POINTS |

RULES

Fill the grid with numbers 1 to 8, so that numbers do not repeat in every line, column, and highlighted region. Additionally, each dragon looks toward 4 directions, and sees all numbers from 1 to 8. A dragon can't see behind walls, but its sight can extend past grid borders and continue from opposite side.

NOTE FOR SOLUTION: enter numbers of row A and column B regardless of dragons

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

SPECIAL 8 SUDOKU CONTEST

12	UNCONS8CUTIVE

12 - UNCONSECUTIVE
67 POINTS

RULES

Fill the grid with numbers 1 to 8, so that numbers do not repeat in every line, column, and highlighted region. Consecutive numbers don't share cell's edges.
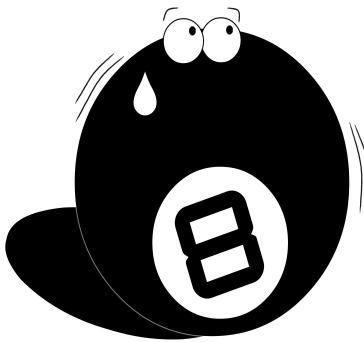
		6			1		
3	6					2	4
8	1					7	5
		4		5			

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

SPECIAL 8 SUDOKU CONTEST

13	CONS8CUTIVE

13 - CONS8CUTIVE
67 POINTS

RULES

Fill the grid with numbers 1 to 9, so that numbers do not repeat in every line, column, and highlighted region. Additionally, number cells with number 8 must share at least one edge with a number 7 and another edge with number 9
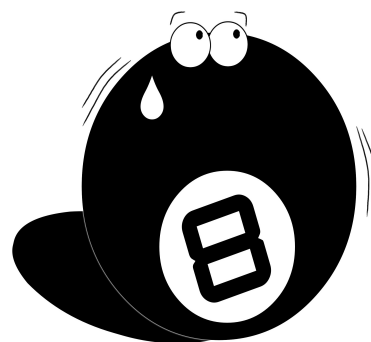
8			2				6	
5		6	3			9		4
	3			6			7	
			2					
		5		7		2		
		4			9	7		
			9					
	4				2		3	
	5	7		3		4	9	

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

SPECIAL 8 SUDOKU CONTEST

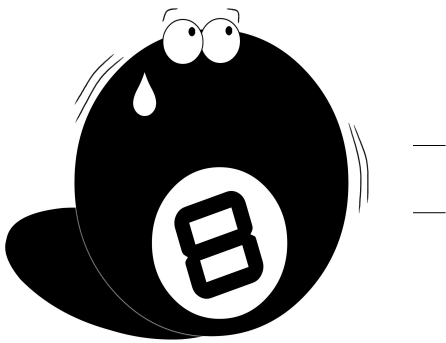| 14	KILLER N. 8

14 – KILLER N. 8
61 POINTS

RULES

Fill the grid with numbers 1 to 9, without number 8, so that numbers do not repeat in every line, column, and highlighted region. Number 8 is not used. Small hints on the top left of dotted areas show the sum of the numbers in that dotted area, and this numbers must be different.

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

SPECIAL 8 SUDOKU CONTEST

15	ARROWS +8

15 – ARROWS +8
99 POINTS

RULES
Fill the grid with numbers 1 to 9, so that numbers do not repeat in every line, column, and highlighted region. Numbers in gray circles are equal to the sum of the numbers in corresponding gray arm, plus 8. (I.E. if the number in the circle is 6, the sum of the numbers in the arm is 14)

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

SPECIAL 8 SUDOKU CONTEST

16	SYMBOLS

16 - SYMBOLS
111 POINTS

RULES

Fill the grid with numbers 1 to 8, so that numbers do not repeat in every line, column, and highlighted 4X2 region. Symbols outside the grid indicates the attributes of the first two numbers in that direction (odd/even, big/small or prime). If there's no symbol, the first two numbers don't share the corresponding attribute. Part of the puzzle is finding out which attribute a symbol represents. A help grid is provided.

ODD 1 3 5 7

EVEN 2 4 6 8

SMALL 1 2 3 4

BIG 5 6 7 8

PRIME 2 3 5 7

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