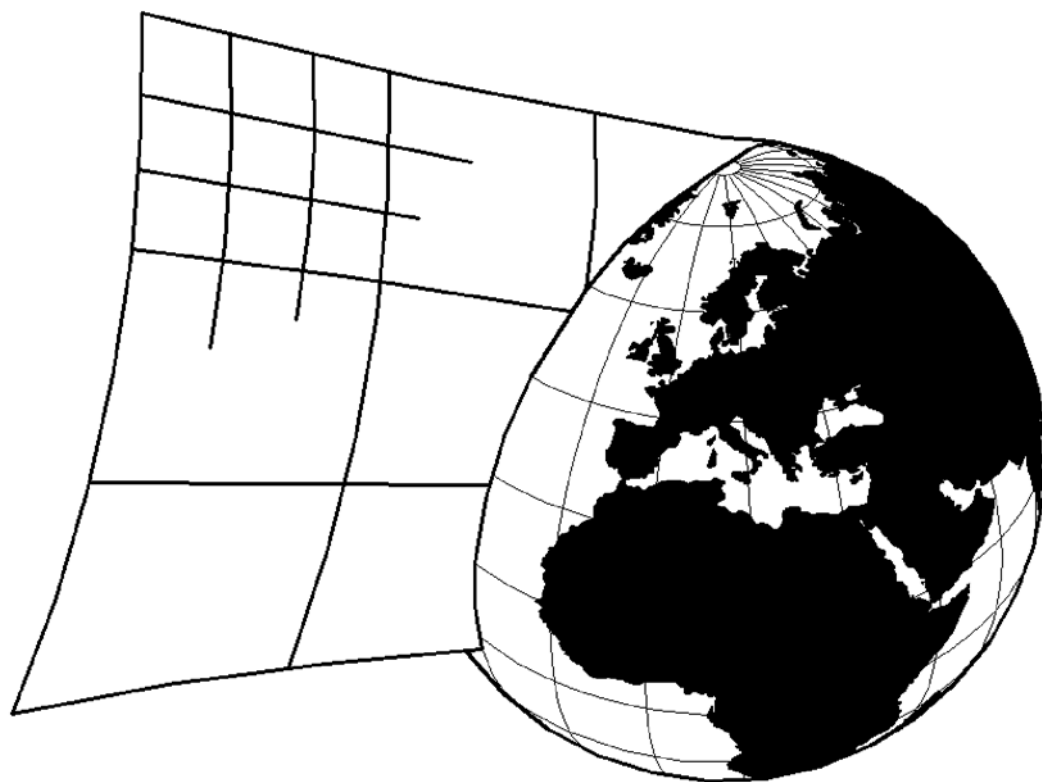


Booklet

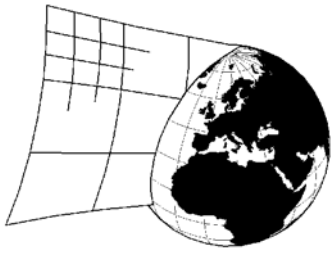
赛事说明



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Kabrňáci



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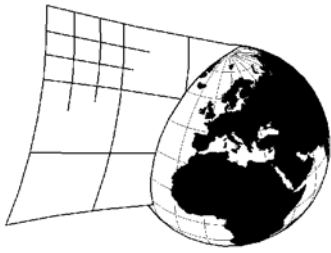
Kabrňáci

Classic Sudoku 标准数独

Write a single number from 1 to 9 in each cell such that each number appears exactly once in every row, column, and bolded 3x3 box.

将1-9填入空格，使得每行、列及粗线框九宫格内之数字均不重复。

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



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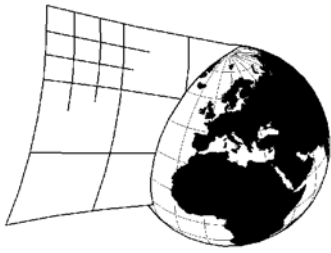
Kabrňáci

Classic Sudoku 标准数独

Write a single number from 1 to 9 in each cell such that each number appears exactly once in every row, column, and bolded 3x3 box.

将1-9填入空格，使得每行、列及粗线框九宫格内之数字均不重复。

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



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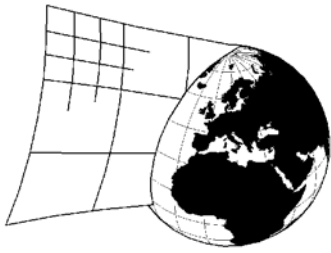
Kabrňáci

Classic Sudoku 标准数独

Write a single number from 1 to 9 in each cell such that each number appears exactly once in every row, column, and bolded 3x3 box.

将1-9填入空格，使得每行、列及粗线框九宫格内之数字均不重复。

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



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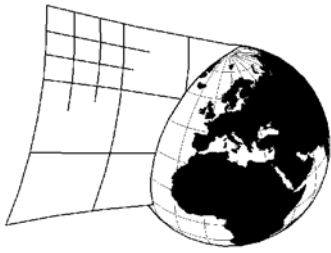
Kabrňáci

Tight Fit Sudoku 密合数独

Write a single number from 1 to 9 in each cell (two numbers in the cells with slashes) such that each number appears exactly once in every row, column, and bolded box. In the cells with slashes, the smaller number must sit on top of the larger number.

将1-9填入空格，使得每行、列及粗线框内之数字均不重复。斜线格需填写两个数字，且位于斜线左上角的数字比右下角的小。

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



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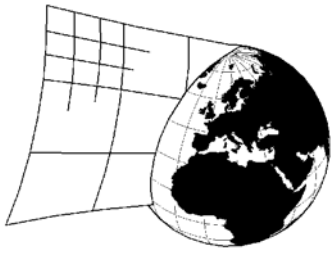
Kabrňáci

Extra Space Sudoku 扩界数独

Write a single number from 1 to 9 in each white cell such that each number appears exactly once in every row, column, and bolded box. The puzzle resembles a 16x16 sudoku, but 7 cells in each row, column, and bolded box are shaded in grey and will not contain any numbers.

将1-9填入白色空格（灰格不填数），使得每行、列及粗线框内之数字不重复。

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



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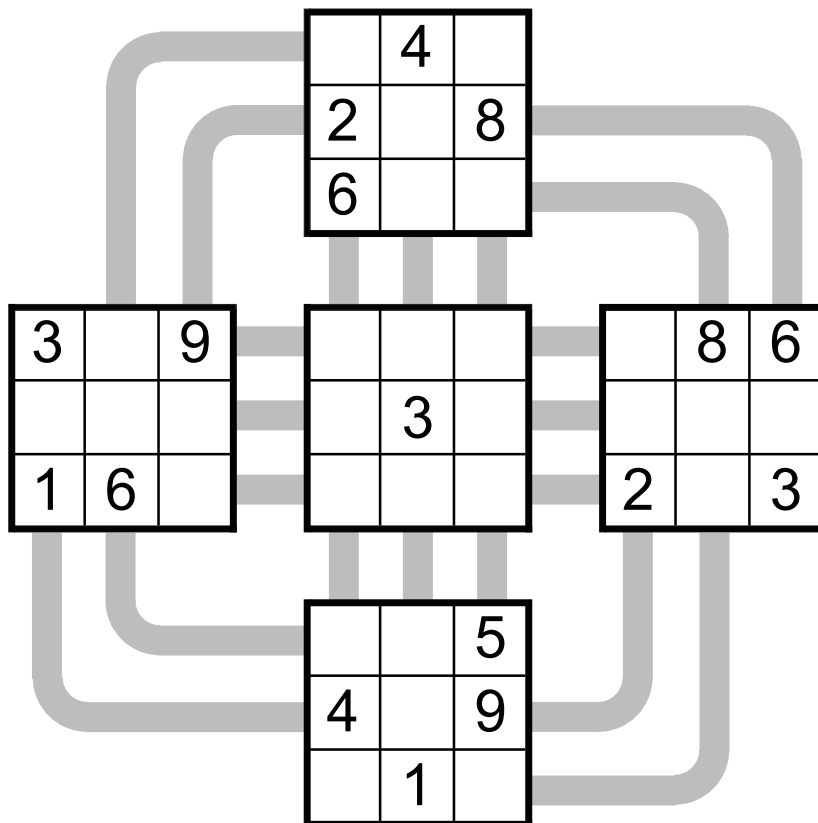
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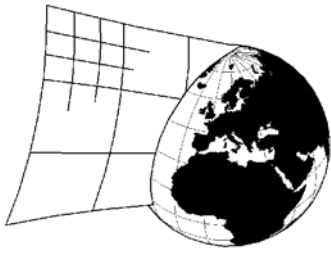
Kabrňáci

Sudo-Kurve 曲线数独

Write a single number from 1 to 9 in each cell such that each number appears exactly once in every row and bolded box. Unlike a standard sudoku, the rows here sometimes bend along the indicated curves. Each row contains exactly 9 cells. (Note: the actual puzzle will use a different geometry than the example, but the concept of "bending rows" will be the same.)

将1-9填入空格，使得灰线连接单元及粗线九宫格内之数字不重复。
(说明：比赛题目会用与例题不同形状的曲线，但是连接方法与例题相同)





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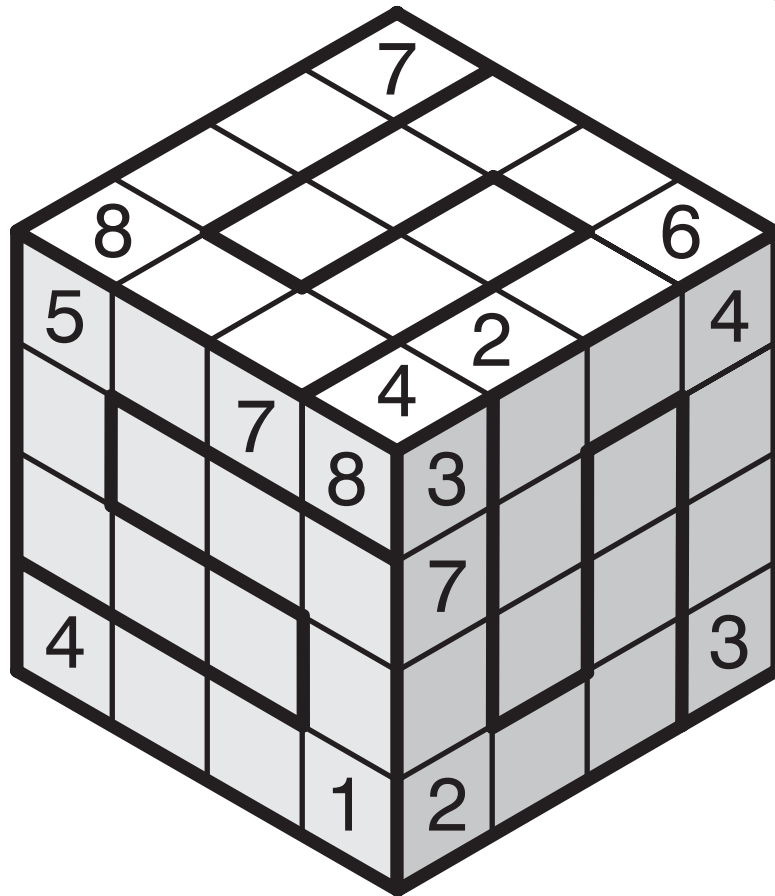
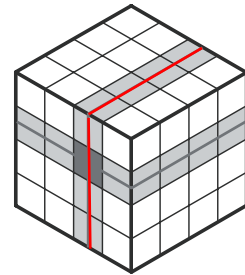
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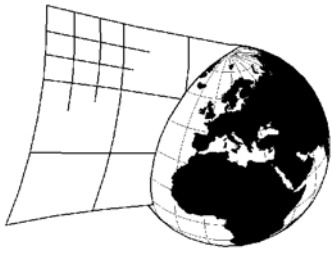
Kabrňáci

3D sudoku 立体数独

Write a single number from 1 to 8 in each cell such that each number appears exactly once in each row that wraps around the surface of the "cube" (such as in the picture) and in each outlined region.

将1-8填入空格，使得每行（如右图所示沿着立方体的两个面经过的八格）及每个粗线框内（如下图所示）之数字不重复。





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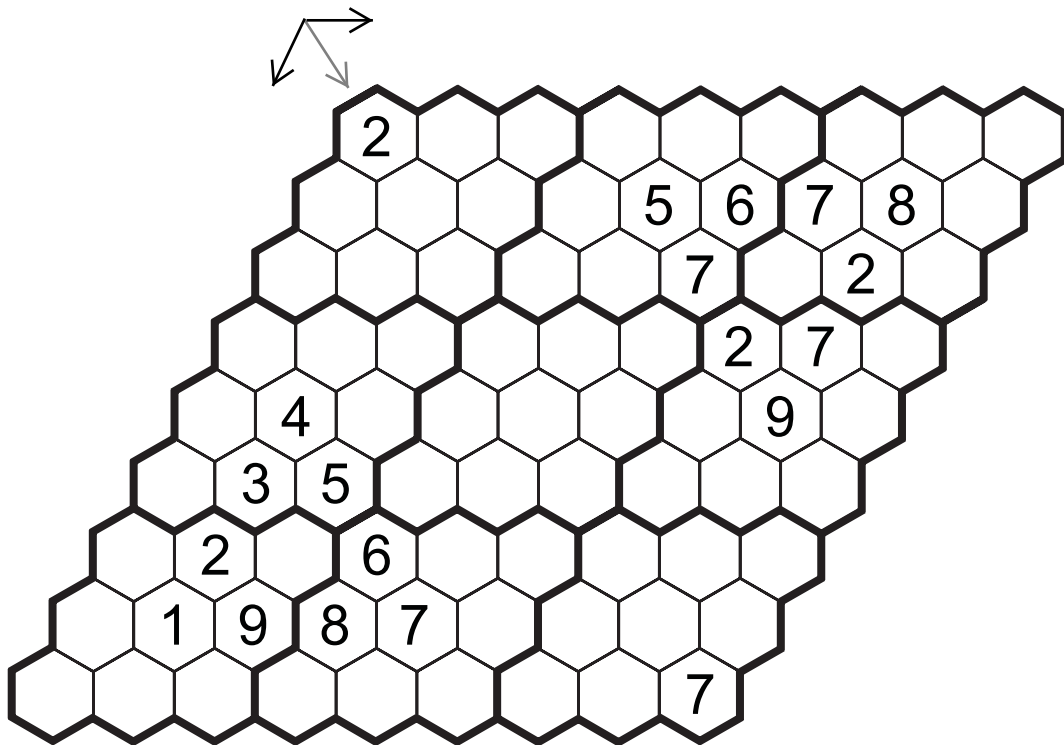
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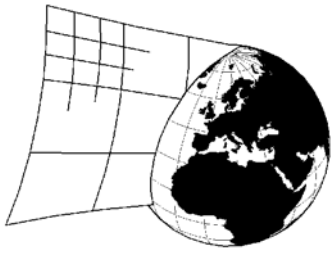
Kabrňáci

Isosudoku 蜂窝数独

Write a single number from 1 to 9 in each cell such that each number appears exactly once in each row in any of the three possible directions for rows and in each bolded box. While some of the rows (specifically those going from the upper-left to the lower-right) will not contain all 9 digits, no digit repeats within these rows.

将1-9填入空格，使得每行、列（黑色箭头所示方向）及粗线框九宫格内之数字不重复。灰色箭头所示方向（左上至右下）数字不重复，但不一定包含九个数字。





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Kabrňáci

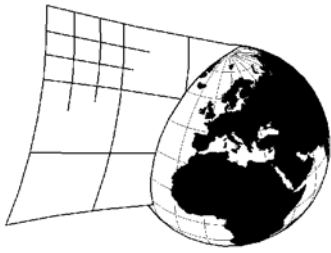
Outside sudoku 外缘数独

Write a single number from 1 to 9 in each cell such that each number appears exactly once in every row, column, and bolded 3x3 box. No clues appear in the grid; instead, numbers appear around the edges of the puzzle. Any number given outside the grid indicates that that number must appear somewhere in the three closest cells in the row/column that the clue appears in.

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

将1-9填入空格，使得每行、列及粗线框九宫格内之数字不重复。周围的三个数字表示该方向的最近三格有的数字（无顺序）。

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



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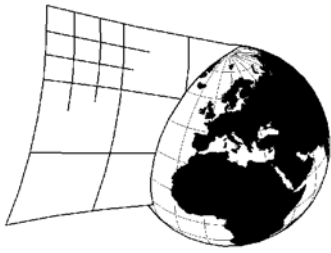
Kabrňáci

Consecutive 连续数独

Write a single number from 1 to 9 in each cell such that each number appears exactly once in every row, column, and bolded 3x3 box. In each and every case where vertically or horizontally adjacent cells contain digits that differ by 1 (such as 4 and 5), a gray box is drawn on the edge between those cells.

将1-9填入空格，使得每行、列及粗线框九宫格内之数字均不重复。凡是数值差1（例如4和5）的相邻两格间均用灰色小框标示。

			1			2
				1		
6						8
		1				
4			3			



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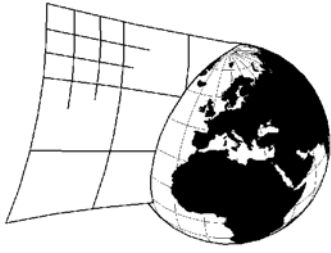
Kabrňáci

Non-consecutive 不连续数独

Write a single number from 1 to 9 in each cell such that each number appears exactly once in every row, column, and bolded 3x3 box. No numbers in vertically or horizontally adjacent cells will be consecutive numbers.

将1-9填入空格，使得每行、列及粗线框九宫格内之数字均不重复。相邻两格间的数字差值不能为1。

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



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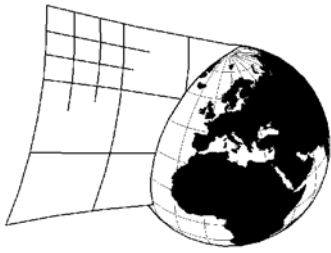
3.

Kabrňáci

No instructions will be given for this puzzle; instead, on the test itself an example puzzle and solution will be provided from which the rules can be determined.

本题规则在正式比赛时公布。

Surprise



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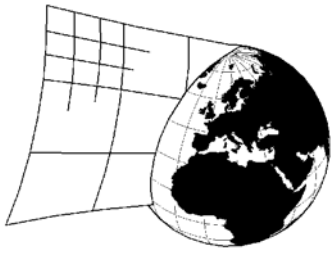
Kabrňáci

Thermo-sudoku 温度计数独

Write a single number from 1 to 9 in each cell such that each number appears exactly once in every row, column, and bolded 3x3 box. Bent thermometers appear in the grid. In all cases, the numbers appearing in the thermometer must be strictly increasing from the "bulb" of the thermometer to its end.

将1-9填入空格，使得每行、列及粗线框九宫格内之数字不重复。每个灰色的温度计中的数值从圆形处开始逐渐变大至另一端点。

	3				7		
	1				2		



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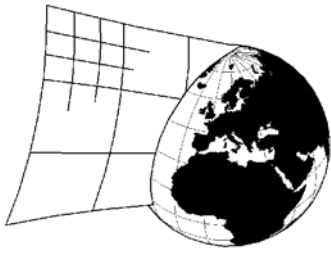
Kabrňáci

Arrow Sudoku 箭头数独

Write a single number from 1 to 9 in each cell such that each number appears exactly once in every row, column, and bolded 3x3 box. Some arrows appear in the grid; the digits in the circled cells must equal the sum of all digits along the path that the arrow travels. Digits can repeat within a sum, but cannot otherwise repeat in a row/column/box as usual.

将1-9填入空格，使得每行、列及粗线框九宫格内之数字均不重复。圆圈中的数字等于线条经过之宫格的数字（这些格的数字可能重复）之和。

	○	→	○				5
3							
		↗	○	→			
				9		○	
				↗			
	○			2		↓	○
	○			←	○		
	↖						8
5				○	←		



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Kabrňáci

S, as in Sudoku 拼写数独 (正如字母“S”在“Sudoku”的拼写中)

Write a single number from 1 to 9 (1 to 6 in the example) in each cell such that each number appears exactly once in every row, column, and bolded 3x3 box. In many of the cells, a letter is given as a clue; a number can only be placed in this cell if its English name contains that letter in its spelling. For example, an S cell could indicate a 6 or a 7 as SIX and SEVEN have an S in their spelling but no other numbers do. The English numbers ONE, TWO, THREE, FOUR, FIVE, SIX, SEVEN, EIGHT, and NINE will appear in this puzzle.

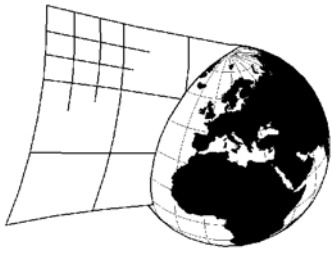
将1-9 (例题中为1-6) 填入空格, 使得每行、列及粗线框九宫格内之数字不重复。格子中的字母表示该格所填数字的英文拼写中所有的字母, 例如某格中有“S”, 表示它可能是6 (SIX) 或7 (SEVEN)。

题目中将会出现的数字有

1 - ONE 2 - TWO 3 - THREE 4 - FOUR 5 - FIVE 6 - SIX
7 - SEVEN 8 - EIGHT 9 - NINE

- | |
|-----------|
| 1 - ONE |
| 2 - TWO |
| 3 - THREE |
| 4 - FOUR |
| 5 - FIVE |
| 6 - SIX |

1					
E	X.				
	F	O	R		
	T	H	I	S	
			O	N	E
					4



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Kabrňáci

Notes/Acknowledgements

Many of these puzzles feature types that have appeared in my books *Mutant Sudoku* and *Sudoku Masterpieces* (coming this Spring). While I wrote all the puzzles featured here myself, I was certainly inspired by the work of others before me (such as Howard Garns, who we all owe a debt of gratitude to for creating the first Number Place puzzles some 30 years ago). I'm particularly thankful for Wei-Hwa Huang, my US teammate and co-author, who helped guide my development of some of these concepts and provided tools to assist in their construction. I would like to acknowledge the great inspiration I received from the World Sudoku Championship hosts and designers throughout the years. I'd like to acknowledge the following designers for styles I've used in this competition: Vladimir Portugalov, Tetsuya Nishio, Steve Schaefer, and any others I may have missed. I'd like to thank Karel Tesar for creating the SudokuCup and for his assistance in organizing the competition.

Thomas Snyder
motris.livejournal.com

说明/感谢

这次比赛采用的一些题型出自我的书 *Mutant Sudoku* 和 *Sudoku Masterpieces* (将在春季发行)。当我自己设计这些题目的时候,也是受到前人的启发(像Howard Garns,感谢他在30年前创造了第一个数独游戏)。我要特别感谢黄炜华,他是我的队友和写作伙伴,他协助我开发一些新的领域,并提供让这些理念得以实现的建构方法。我要感谢多年来世界数独锦标赛的设计者们给我的启发。另外,我还要感谢我在这次比赛中用到的一些题型的设计者,他们是:Vladimir Portugalov、Tetsuya Nishio、Steve Schaefer和其他一些我未提及的朋友们。我要感谢Karel Tesar创办了Sudokucup比赛,以及他对这次比赛的协助。

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中文翻译:叶卡林娜 校对:TTHsieh
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