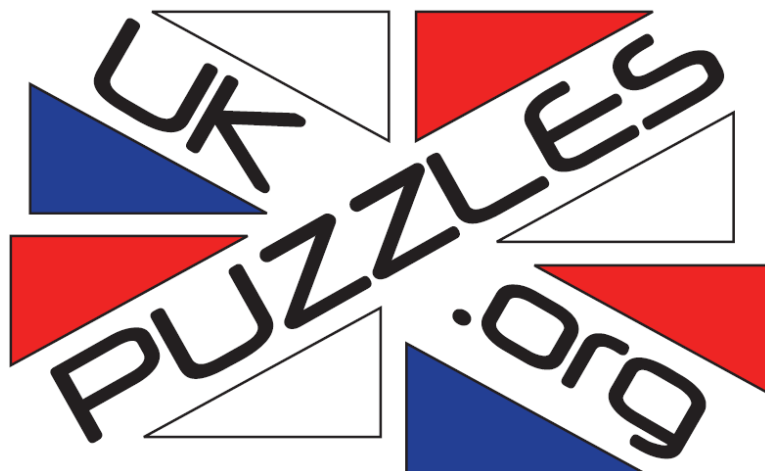




UKPA Open Tournament

24th February, 2024

Round 2

Puzzles by Malcolm Coleman

	Puzzle	Points
1	Classic Sudoku	22
2	Entropic Lines Sudoku	51
3	Kropki Pairs Sudoku	53
4	Numbered Rooms Sudoku	56
5	Pointing Digits Sudoku	84
6	Killer Sudoku	84
	Total	350

Time 60 minutes.

1 – Classic Sudoku (22)

Place 1-9 once each into every row, column and bold-lined 3x3 box.

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

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

2 – Entropic Lines Sudoku (51)

Place 1-9 once each into every row, column and bold-lined 3x3 box.

Additionally, any set of three sequential cells along a line must contain a low digit (1, 2, 3) a middle digit (4, 5, 6) and a high digit (7, 8, 9).

2				8				5
		4				7		
				1				
		3				6		

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

3 – Kropki Pairs Sudoku (53)

Place 1-9 once each into every row, column and bold-lined 3x3 box.
Additionally, adjacent cells containing consecutive numbers are marked with a white dot. Adjacent cells containing numbers whose ratio is 2 are marked with a black dot. **NOT** all instances are marked. Adjacent cells containing 1 and 2 can be marked by a dot of either colour.

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

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

4 - Numbered Rooms Sudoku (56)

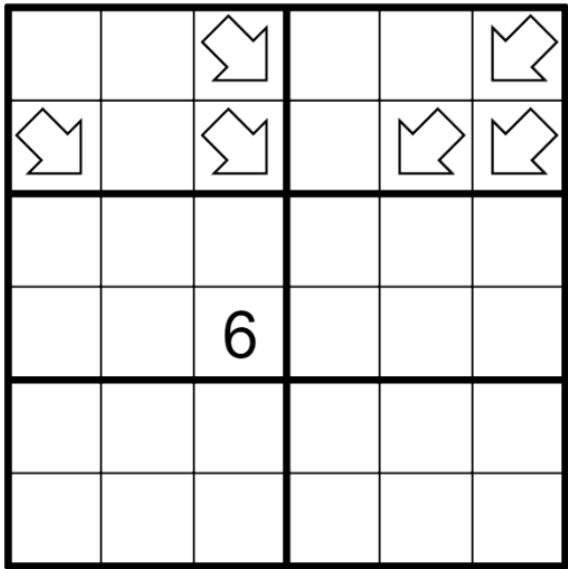
Place 1-9 once each into every row, column and bold-lined 3x3 box.
Additionally, clues outside the grid indicate the digit which has to be placed in the Nth cell in the corresponding direction, where N is the digit placed in the first cell in that direction (for example, if R7C9 is 2, then R7C8 must be a 5).

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

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

5 – Pointing Digits Sudoku (84)

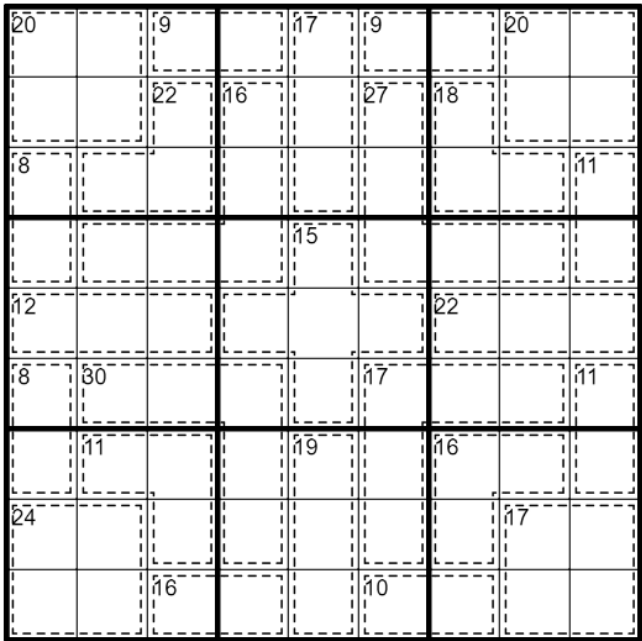
Place 1-9 once each into every row, column and bold-lined 3x3 box.
Additionally, a digit placed on an arrow gives the distance in cells to the **next** instance of that digit in the corresponding direction.



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

6 – Killer Sudoku (84)

Place 1-9 once each into every row, column and bold-lined 3x3 box.
Additionally, the numbers placed in each marked cage must sum to the total given in its top-left. Numbers must not repeat in cages.



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