



可佳·鹏程杯
KeJia·PengCheng Cup

2011北京国际数独大奖赛
Beijing International Sudoku Tournament

NAME:

SEAT:

Round 6
60 minutes

160
POINTS

- | | | |
|----------------------------------|----|----------------------|
| 1. Classic+Irregular Sudoku | 20 | <input type="text"/> |
| 2. Skyscrapers+Blackout Sudoku | 29 | <input type="text"/> |
| 3. Killer+Inequality Sudoku | 30 | <input type="text"/> |
| 4. Extraregion+Antichess Sudoku | 32 | <input type="text"/> |
| 5. 0-9+Nonconsecutive Sudoku | 25 | <input type="text"/> |
| 6. Little killer+Diagonal Sudoku | 24 | <input type="text"/> |

minutes x 3 = Bonus

Total

北京广播电视台
Beijing Media Network



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Round 6 Puzzle 1

20
POINTS

Classic + Irregular Sudoku (Beijing Sudoku)

Fill in the grid so that every row, column, and region contains the digits 1 through 9.

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

Score:



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Round 6 Puzzle 2

29
POINTS

Skyscrapers + Blackout Sudoku

Fill in digits 1–9 to empty cells so that the digits in each row, each column and each 3x3 box are not repeated. The black cells should be left blank, with only 8 digits in each row, each column and each 3x3 box. Consider each number to be the height of a building. The numbers outside the grid indicate how many buildings can be seen when looking in that direction (taller buildings conceal smaller buildings behind them.)

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

Score:



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Round 6 Puzzle 3

30
POINTS

Killer+Inequality Sudoku

Fill in the grid so that every row, column and 3x3 box contains the digits 1 through 9. The sum of the cells must equal the total given in the upper left of the cage. Each digit in the cage must be unique. The grids should satisfy ' $>$ ' (greater than) and ' $<$ ' (less than) signs.

24		15		26	18	12	18	
					$>$		$<$	
14	$<$	$>$		$>$	$>$	$>$	22	
16			22		10			$>$
	20				23		8	
17					$>$	10	11	16
		10		26				$>$
11	25			$>$		6	15	$>$
			10		$<$			$>$

Score:



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Round 6 Puzzle 4

32
POINTS

Extraregion + Antichess Sudoku

Fill in the grid so that every row, column, 3x3 box, and marked extra region contains the digits 1 through 9. The same digits are not chess-knight-move connected.

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

Score:



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Round 6 Puzzle 5

25
POINTS

0-9 + Nonconsecutive Sudoku

Fill in the grid so that every row, column, and 3x3 box contains the digits 0 through 9. Two numbers will go into each of the cells containing slashes. Adjacent cells (sharing a border) cannot be consecutive. The red slashes should be considered borders.

5			9	2			7
		8			2		
	7	3	1			9	
4							9
1							3
	5			1	3	0	
		1			9		
6			7	0			8

Score:



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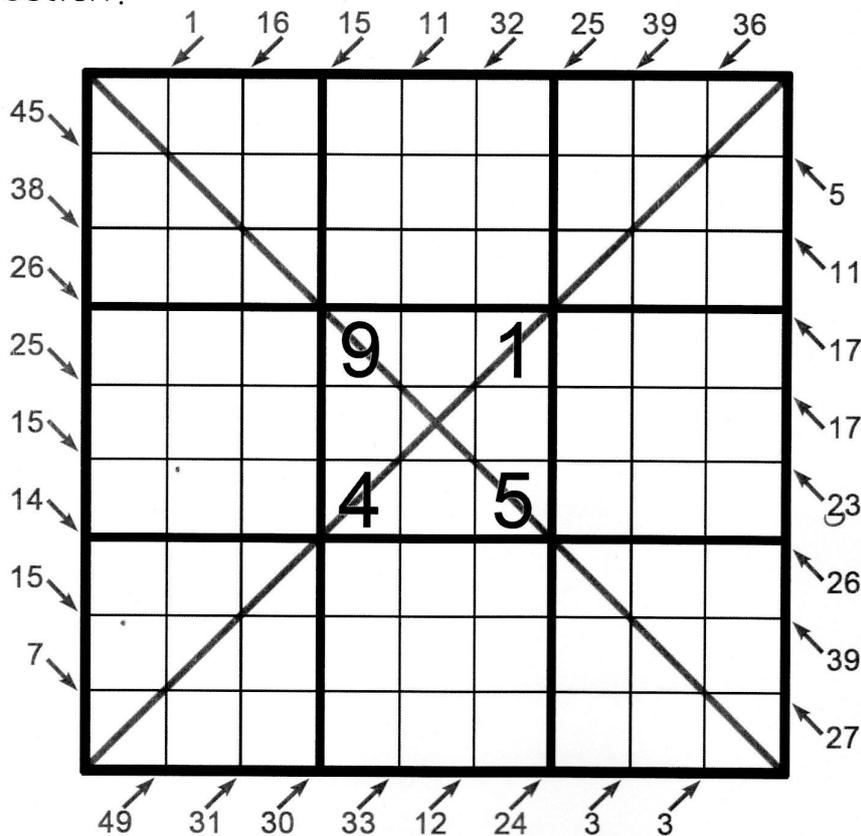
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Round 6 Puzzle 6

24
POINTS

Little killer + Diagonal Sudoku

Fill in the grid so that every row, column, 3x3 box, and each of the two main diagonals contain the digits 1 through 9. Numbers with arrows indicate the sum of the numbers along the diagonal in that direction.



Score:

