HALAS league online

18th to 21st May 2012

Booklet

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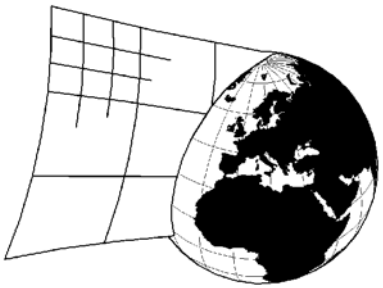

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18th to 21st May 2012

Sudoku Round 1

Puzzle list with point distribution Time limit: 60 minuts

A1.	Classic sudoku 6x6	3 points
A2.	Classic sudoku 6x6	2 points
A3.	Classic sudoku 9x9	7 points
B1.	Diagonal sudoku 6x6	2 points
B2.	Diagonal sudoku 6x6	5 points
B3.	Diagonal sudoku 9x9	7 points
C1.	Irregular sudoku 6x6	2 points
C2.	Irregular sudoku 6x6	3 points
C3.	Irregular sudoku 9x9	12 points
D1.	Windoku 6x6	2 points
D2.	Windoku 6x6	11 points
D3.	Windoku 9x9	15 points
E1.	Killer sudoku 6x6	3 points
E2.	Killer sudoku 6x6	6 points
E3.	Killer sudoku 9x9	11 points
F1.	Greater than 6x6	3 points
F2.	Greater than 6x6	3 points
F3.	Greater than 9x9	14 points
G1.	Consecutive sudoku 6x6	3 points
G2.	Consecutive sudoku 6x6	5 points
G3.	Consecutive sudoku 9x9	16 points

Total : 135 points

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Sudoku Round 2

Puzzle list with point distribution Time limit: 75 minuts

1.	Diagonal and Consecutive	17 points
2.	Diagonal and Greater than	16 points
3.	Diagonal and Killer	12 points
4.	Diagonal and Windoku	15 points
5.	Diagonal and Irregular	18 points
6.	Irregular and Consecutive	12 points
7.	Irregular and Greater than	14 points
8.	Irregular and Killer	15 points
9.	Irregular and windoku	13 points
10.	Windoku and Consecutive	10 points
11.	Windoku and Greater than	15 points
12.	Windoku and Killer	18 points
13.	Killer and Consecutive	11 points
14.	Killer and Greater than	15 points
15.	Greater than and Consecutive	14 points

Total: 215 points

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Puzzles Round 1

Puzzle list with point distribution Time limit: 60 minuts

1.	Classical Skyscrapers 5x5	2 points
2.	Classical Skyscrapers 5x5	2 points
3.	Classical Skyscrapers 7x7	14 points
4.	Classical Skyscrapers 6x6	4 points
5.	Classical Skyscrapers 6x6	4 points
6.	Odd and Even Skyscrapers	5 points
7.	Sum Skyscrapers 5x5	3 points
8.	Sum Skyscrapers 6x6	6 points
9.	Shaped buildings	5 points
10.	Skyscrapers with gaps 5x5	3 points
11.	Skyscrapers with gaps 6x6	9 points
12.	All threes	13 points
13.	Triangle skyscrapers	5 points
14.	Triangle skyscrapers	5 points
15.	Inside skyscrapers	19 points
16.	Diagonal view	18 points
17.	3D skyscrapers	17 points
18.	Skyscrapers in sudoku	16 points

Total : 150 points

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Puzzles Round 2

Puzzle list with point distribution Time limit: 60 minuts

1.	Loop around the squares	4 points
2.	Loop around the squares	11 points
3.	Labyrinth	11 points
4.	Labyrinth	8 points
5.	Four winds and tetrominos	7 points
6.	Four winds and tetrominos	7 points
7.	Nonconsecutive Japanese sums	7 points
8.	Nonconsecutive Japanese sums	19 points
9.	Multiplications	9 points
10.	Multiplications	13 points
11.	Coral	4 points
12.	Coral	5 points
13.	Easy as ABC	4 points
14.	Easy as ABC	5 points
15.	Snake	5 points
16.	Snake	7 points
17.	Tetrominos	4 points
18.	Pentominoes	6 points
19.	Pyramide	5 points
20.	Pyramide	9 points

Total : 150 points

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A. Classic sudoku

Write a single number from 1 to 6 (1-9 at the third puzzle) in each cell so that each number appears exactly once in every row, column, and smaller marked rectangle (bolded 3x3 box at the third puzzle).

			5		
3	1				
			6		4
4		1			
				2	5
		3			

1 2

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

1 2

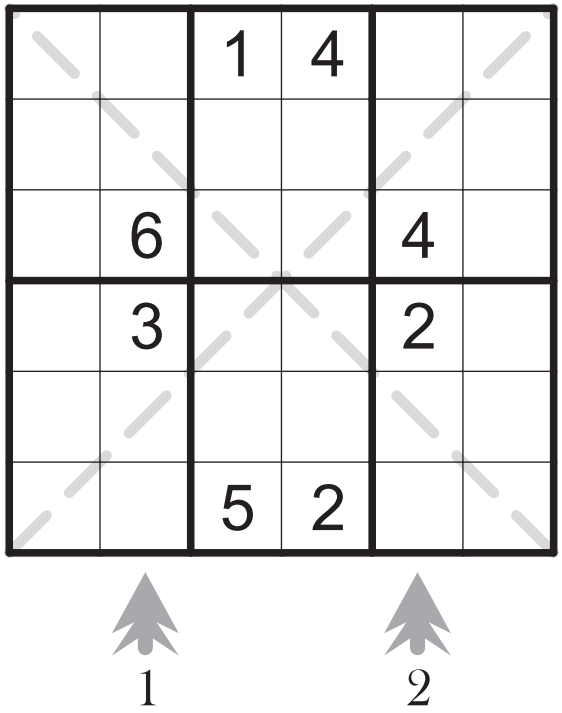
answer key

two marked rows / columns

O1: 214536
O2: 653421

B. Diagonal sudoku

Write a single number from 1 to 6 (1-9 at the third puzzle) in each cell so that each number appears exactly once in every row, column, marked diagonal, and smaller marked rectangle (bolded 3x3 box at the third puzzle).



answer key

two marked rows / columns

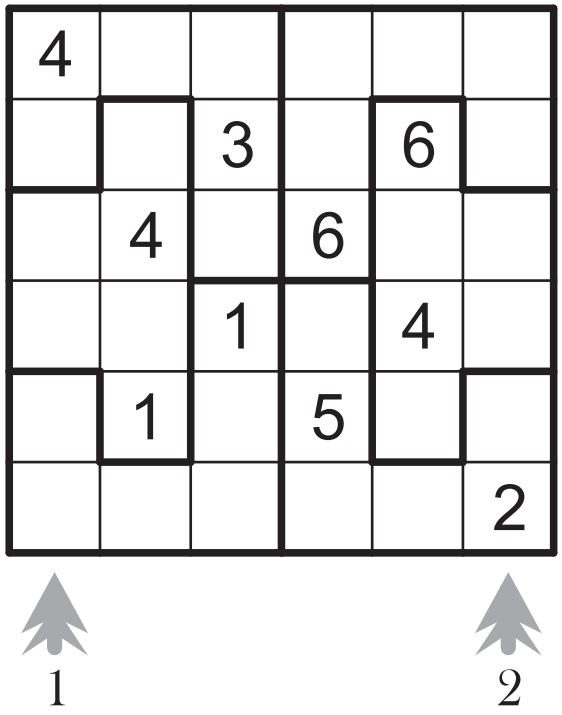
O1: 123645
O2: 352416

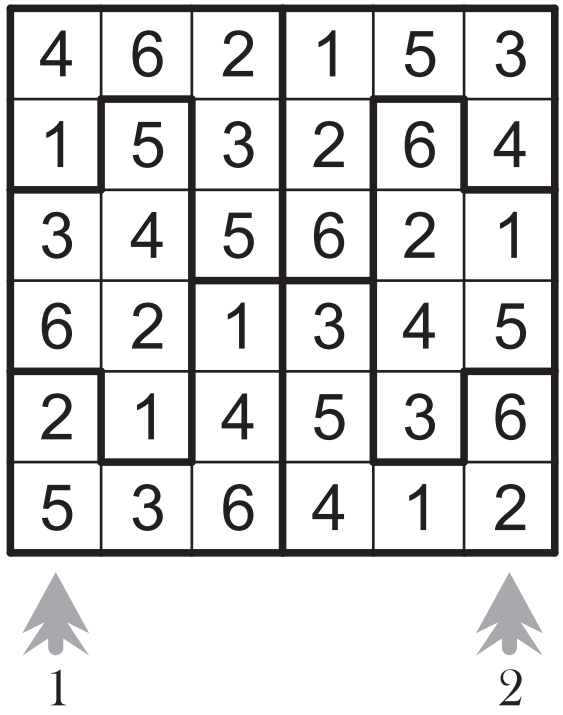
2	5	1	4	6	3
3	4	2	6	1	5
1	6	3	5	4	2
5	3	6	1	2	4
6	2	4	3	5	1
4	1	5	2	3	6

1 2

C. Irregular sudoku

Write a single number from 1 to 6 (1-9 at the third puzzle) in each cell so that each number appears exactly once in every row, column, and irregular shaped box.





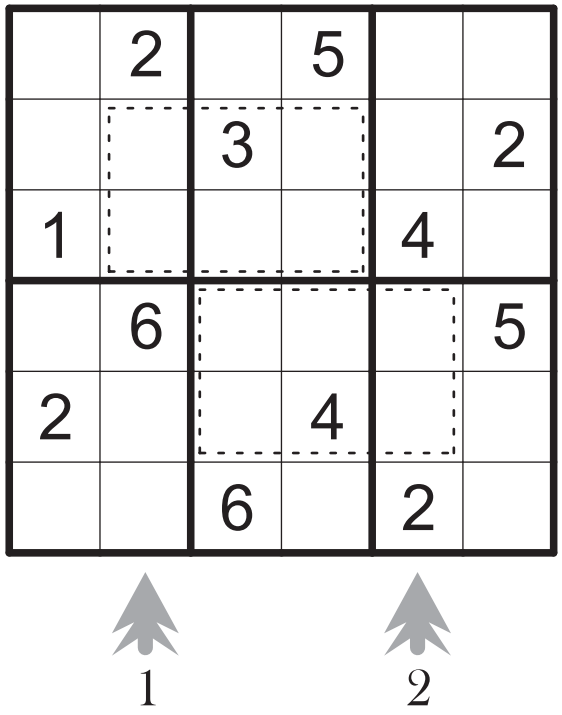
answer key

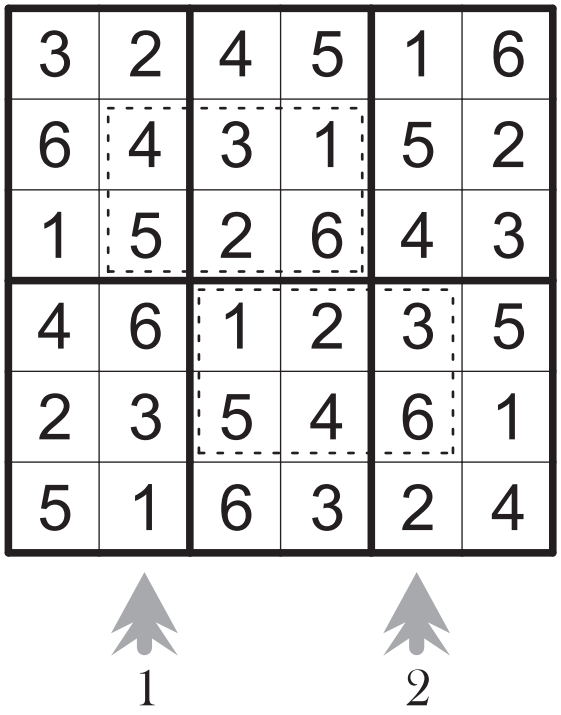
two marked rows / columns

O1: 526314
O2: 265143

D. Windoku

Write a single number from 1 to 6 (1-9 at the third puzzle) in each cell so that each number appears exactly once in every row, column, and smaller marked rectangle (square at the third puzzle). Moreover the numbers mustn't repeat in two shaped regions (four regions at the third puzzle).





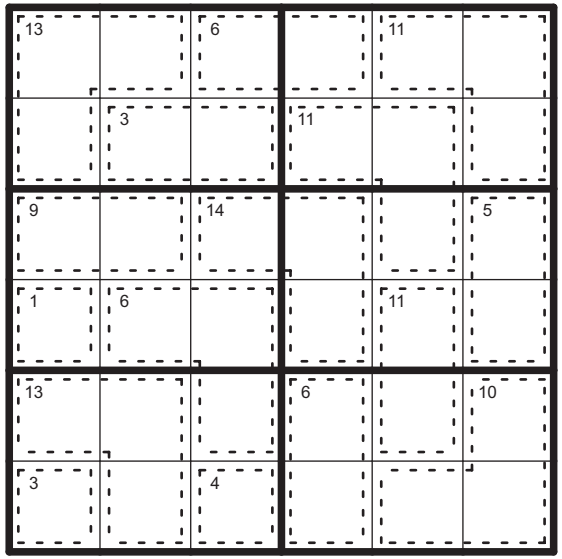
answer key

two marked rows / columns

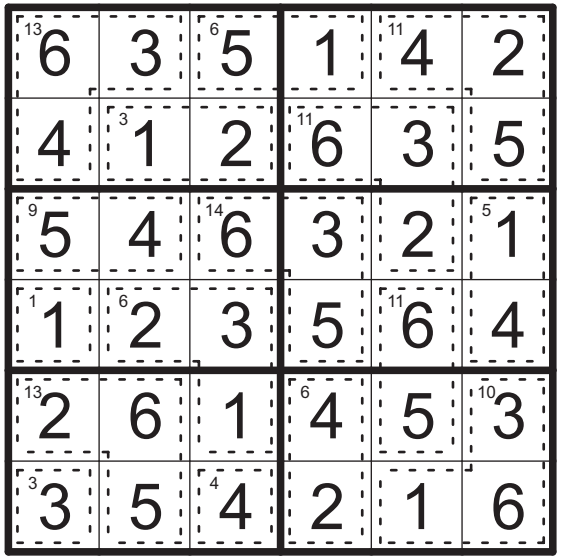
O1: 136542
O2: 263451

E. Killer sudoku

Write a single number from 1 to 6 (1-9 at the third puzzle) in each cell so that each number appears exactly once in every row, column, and smaller marked rectangle (square at the third puzzle). The sum of numbers in a particular cage must equal the total given for the cage in the upper left of the cage. Each digit in the cage must be unique.



1 2



1 2

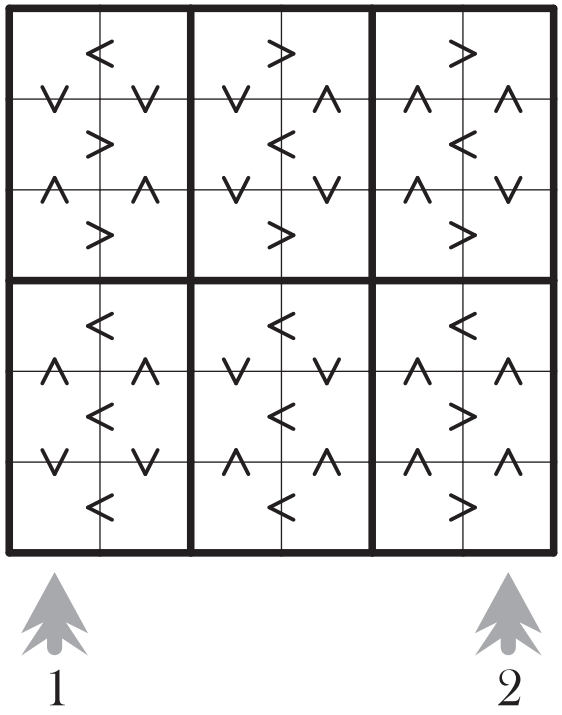
answer key

two marked rows / columns

O1: 562413
O2: 156234

F. Greater than

Write a single number from 1 to 6 (1-9 at the third puzzle) in each cell so that each number appears exactly once in every row, column, and smaller marked rectangle (square at the third puzzle). There are given symbols of 'greater than' (>) or 'less than' (<) on the common line of the two adjacent cells.

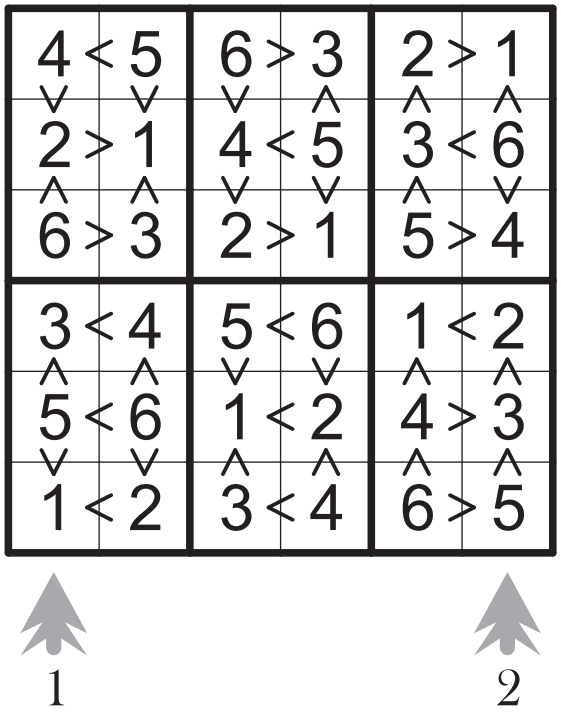


1 2

answer key

two marked rows / columns

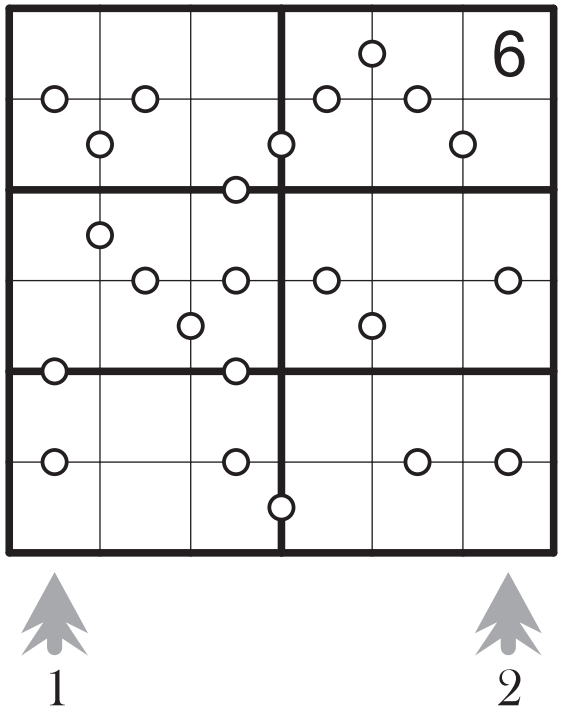
O1: 153624
O2: 532461

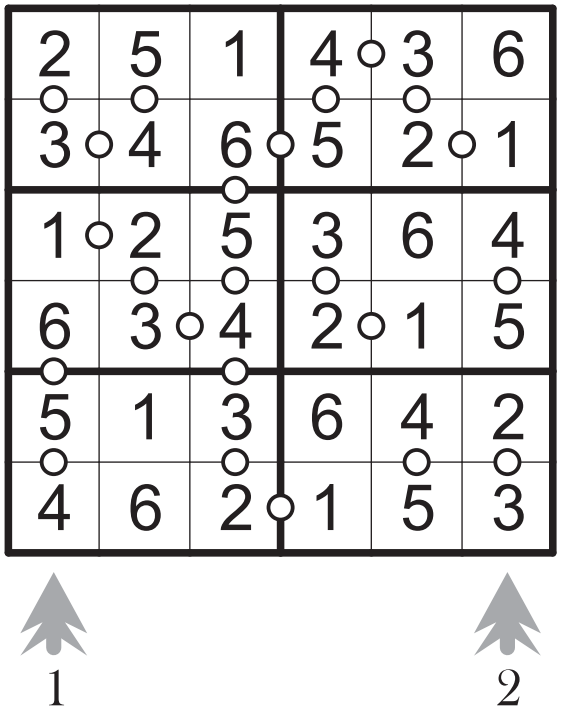


1 2

G. Consecutive sudoku

Write a single number from 1 to 6 (1-9 at the third puzzle) in each cell so that each number appears exactly once in every row, column, and smaller marked rectangle (square at the third puzzle). All two adjacent cells that have a small circle between them are consecutive in value. All possible circles are given.





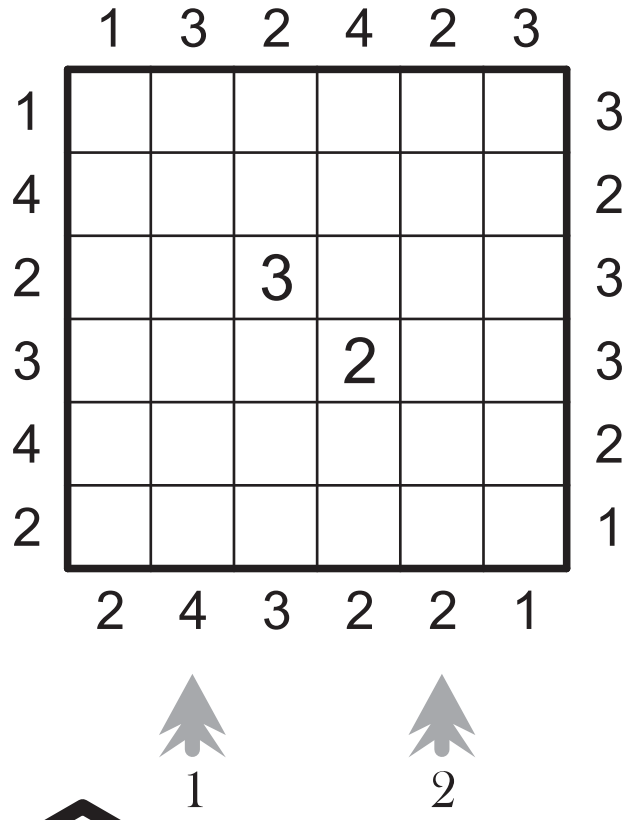
answer key

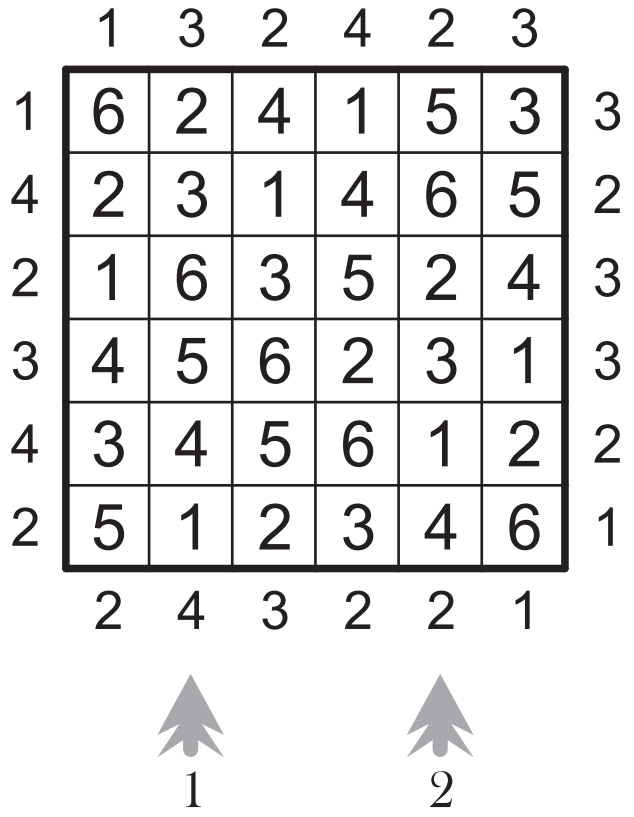
two marked rows / columns

O1: 456132
O2: 325416

4. a 5. Classical Skyscrapers 6x6

Write a single number from 1 to 6 in each cell so that each number appears exactly once in every row and column. The numbers represent the height of the skyscraper standing in particular cells. The numbers outside the grid means how many skyscrapers are seen from that direction of particular row or column. Higher skyscrapers cover lower ones behind them.





answer key

two marked rows / columns

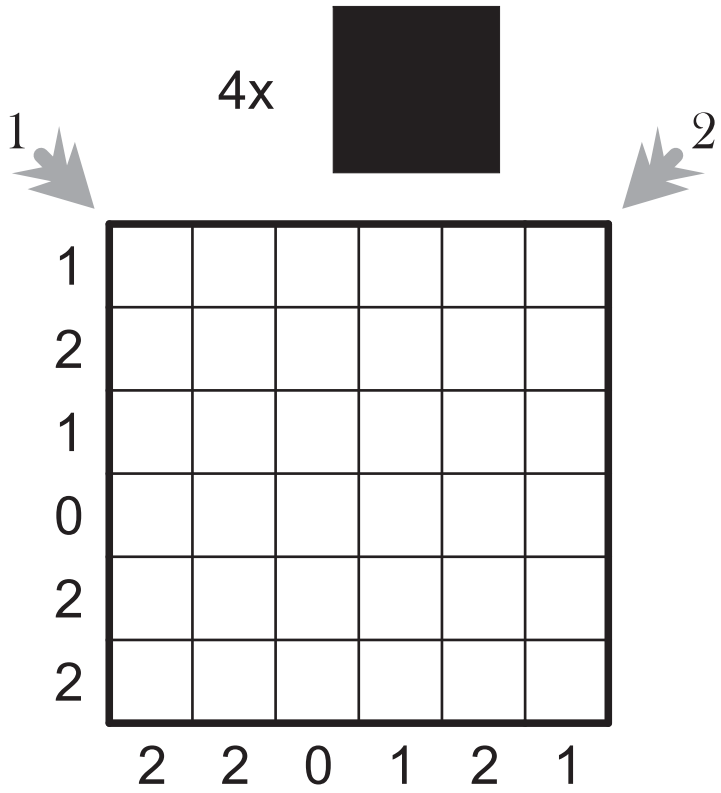
O1: 145632
O2: 413265

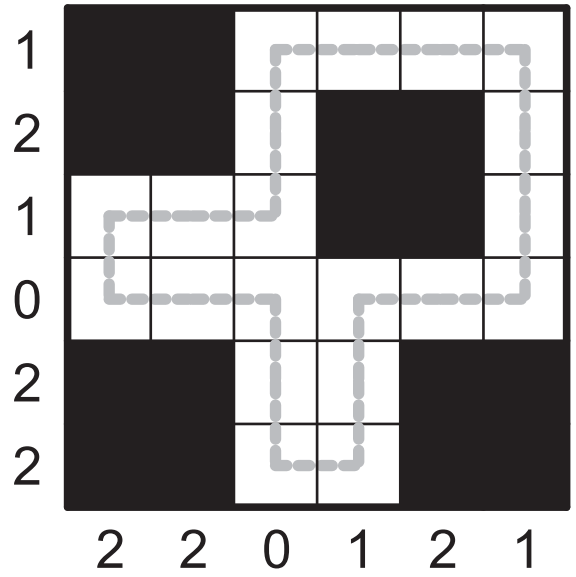
if there are empty cells in the puzzle, you should write digit 0 (zero) to the answer

O1: 2103

1. a 2. Loop around the squares

Place all the given squares into the grid so that they do not touch each other not even diagonally. In the rest of the grid draw a closed loop that travels horizontally and vertically through all the cells not occupied by squares. The loop cannot touch or cross itself. The numbers around the grid indicate how many different squares are placed in each row and column.





answer key

marked diagonals

1 to 3 = cell occupied by a square, the number corresponds to the size of the square

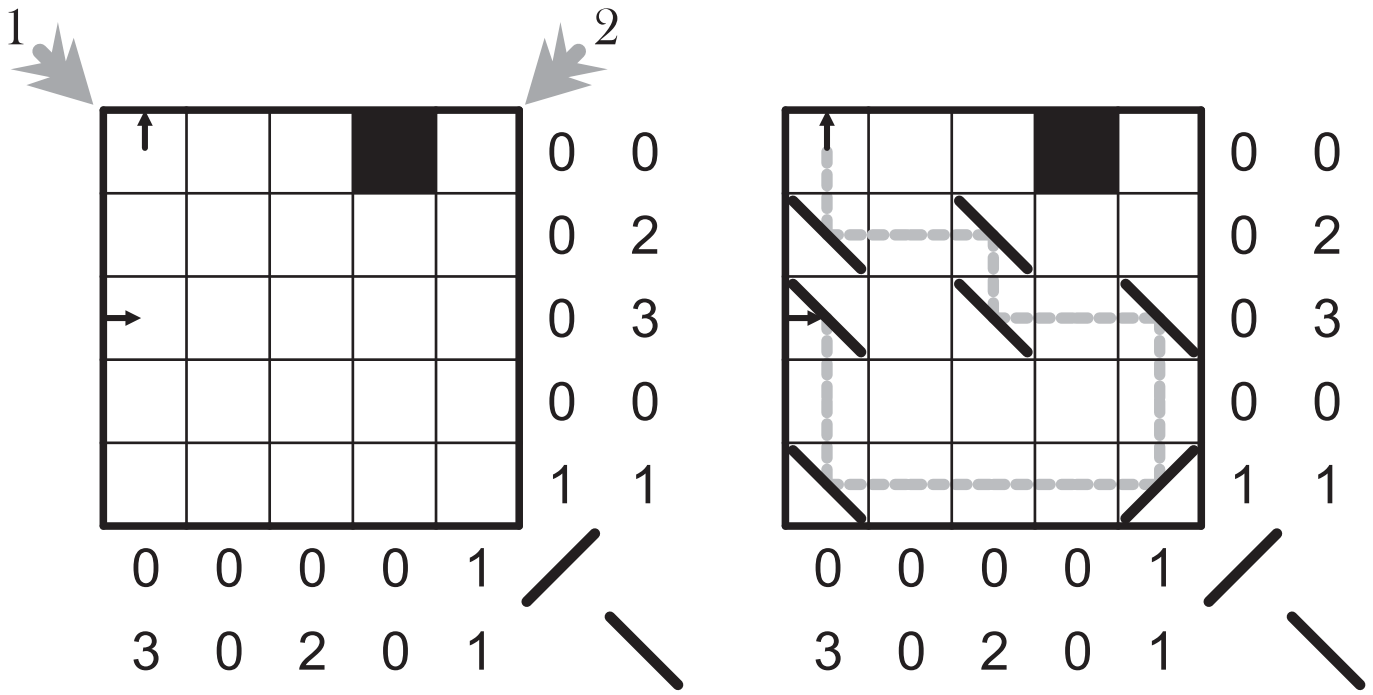
L = cell where the loop turns

I = cell where the loop goes straight

O1: 22LL22
O2: L22L22

3. a 4. Labyrinth

Place some diagonal mirrors into the grid. One arrow indicates where the light beam enters the grid, the other indicates the place where the beem leaves the grid. The beam hits each mirror exactly once and cannot pass through the black cells. The mirrors cannot touch each other. The numbers of the mirrors in each row and column are shown around the grid.



answer key

marked diagonals

X = empty or black cell

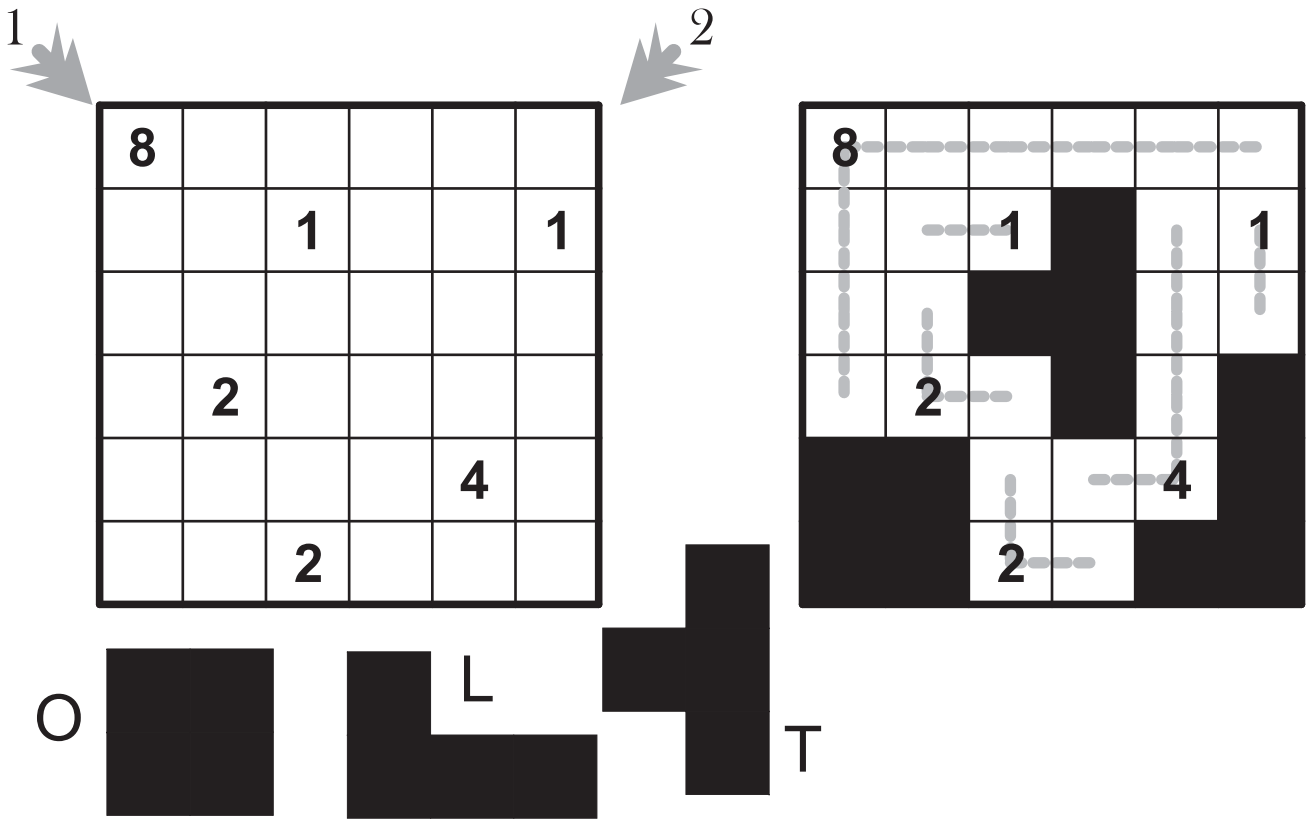
J = cell with mirror /

L = cell with mirror \

O1: XXLXJ
O2: XXLXL

5. a 6. Four winds and tetrominos

Place the given tetrominos into the grid so that they do not touch each other not even diagonally. They can be rotated and/or reflected.
Then solve the Four Winds puzzle. You have to draw some lines from each of the numbers in the grid in any of the four orthogonal directions. The sum of the lengths of the lines (not including the cell with the number) is equal to the number. Tetrominos cannot cover the cells with numbers.
Every cell that does not contain tetromino must contain exactly one line.



answer key

marked diagonals

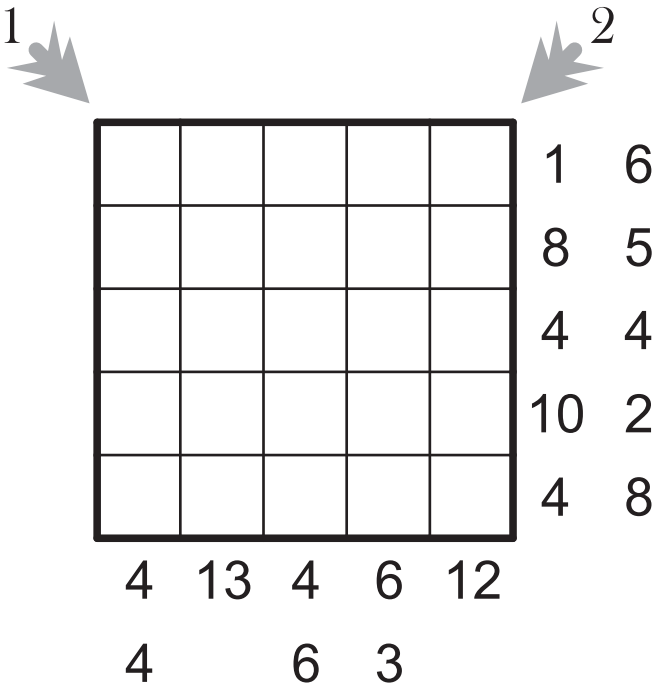
number = cell occupied by this number or by a line connected to this number

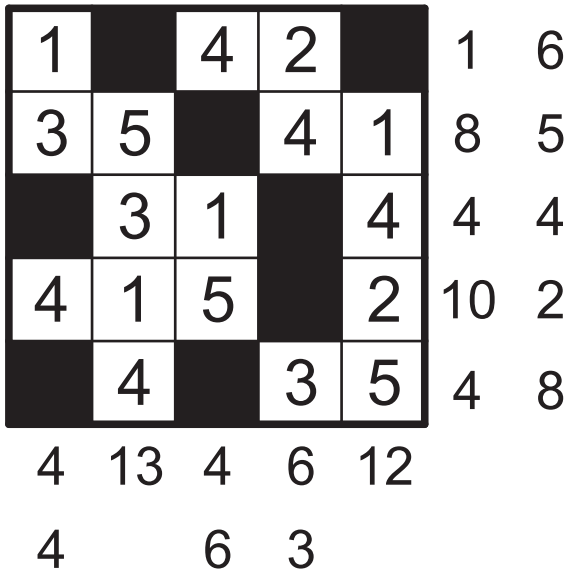
O, L, T, N, I = cell occupied by a tetromino, the letter denotes the tetromino type

O1: 81TT4L
O2: 84T2OO

7. a 8. Nonconsecutive Japanese sums

Fill in the grid with numbers 1 to N where N is the size of the grid. The numbers may not repeat in the rows and columns. Some of the cells can be empty.
The numbers around the grid represent the sums of groups of the adjacent digits in the given row or column. The groups must have at least one empty cell between each other. The sums are listed in the order in which they appear.
Additionally digits adjacent by side may not differ by 1.





answer key

marked diagonals

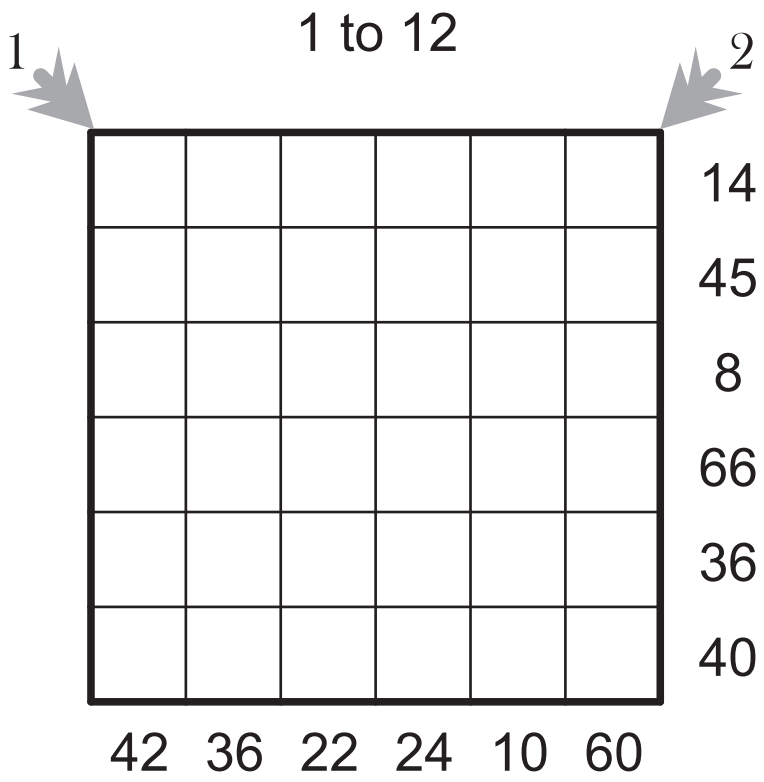
1 to 9 = cells with numbers

X = empty cell

O1: 151X5
O2: X411X

9. a 10. Multiplications

Fill in the grid with the numbers from the given list, each is used exactly once.
The amount of numbers in each row and column is the same.
The numbers around the grid are equal to the multiplication of all the numbers in the given row or column.
Black cell cannot contain any number.



7		2				14
	9				5	45
			8	1		8
6		11				66
			3		12	36
	4			10		40
42	36	22	24	10	60	

answer key

marked diagonals

number = cells with numbers

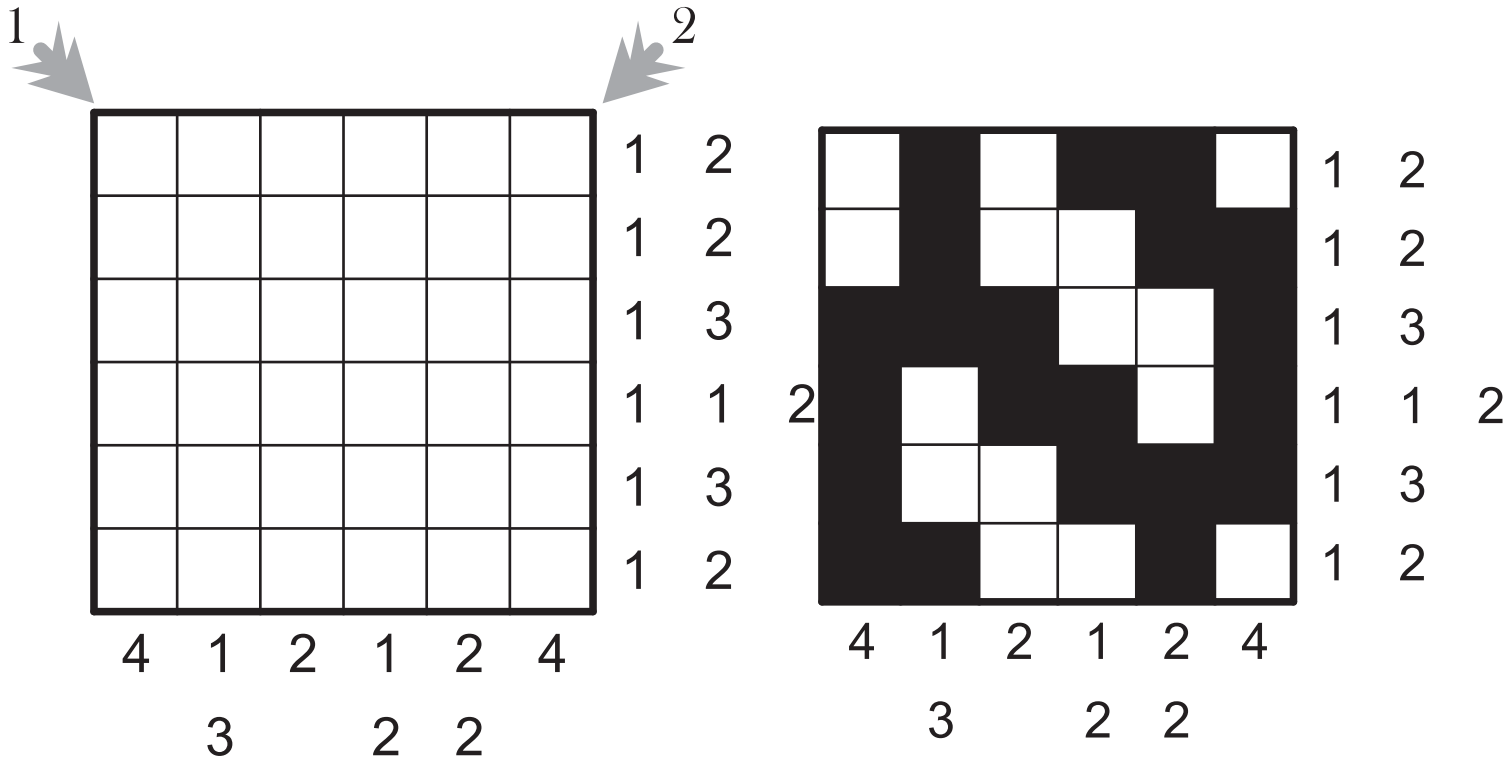
X = empty cell

no white space!

O1: 79XXXX
O2: XX811XX

11. a 12. Coral

Paint some of the cells in black so that they form a coral. Coral is an edge connected shape that does not touch itself, not even diagonally and no 2x2 area is fully covered by the coral.
The numbers around the grid indicate the sizes of the parts of the coral in the given row or column which are separated from each other by at least one empty cell.
The sizes may not be listed in the same order in which they appear.



answer key

marked diagonals

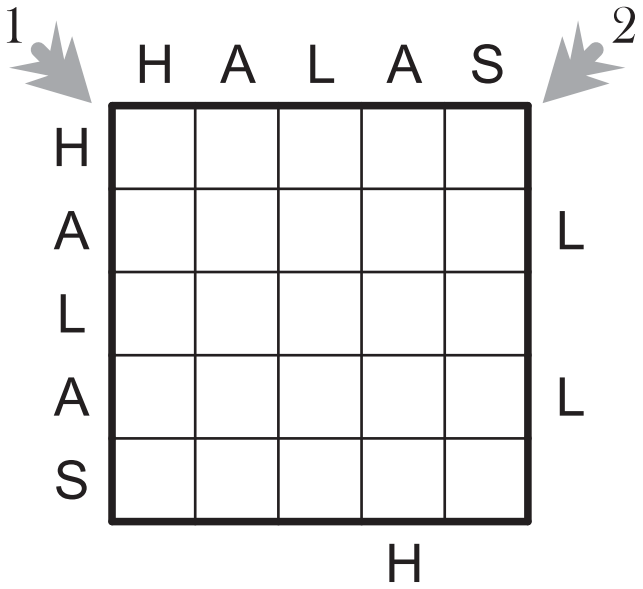
C = cell occupied by a coral

X = empty cell

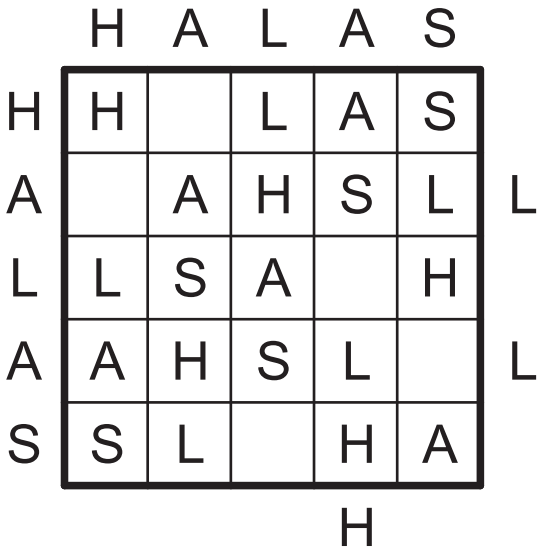
O1: XCCCCX
O2: XCXCXC

13. a 14. Easy as ABC

Fill in the grid with letters from the given list so that each letter is exactly once in each row and column. Some of the cells will remain empty.
The letters around the grid indicate first letter visible from that direction.



Letters AHLS



answer key

marked diagonals

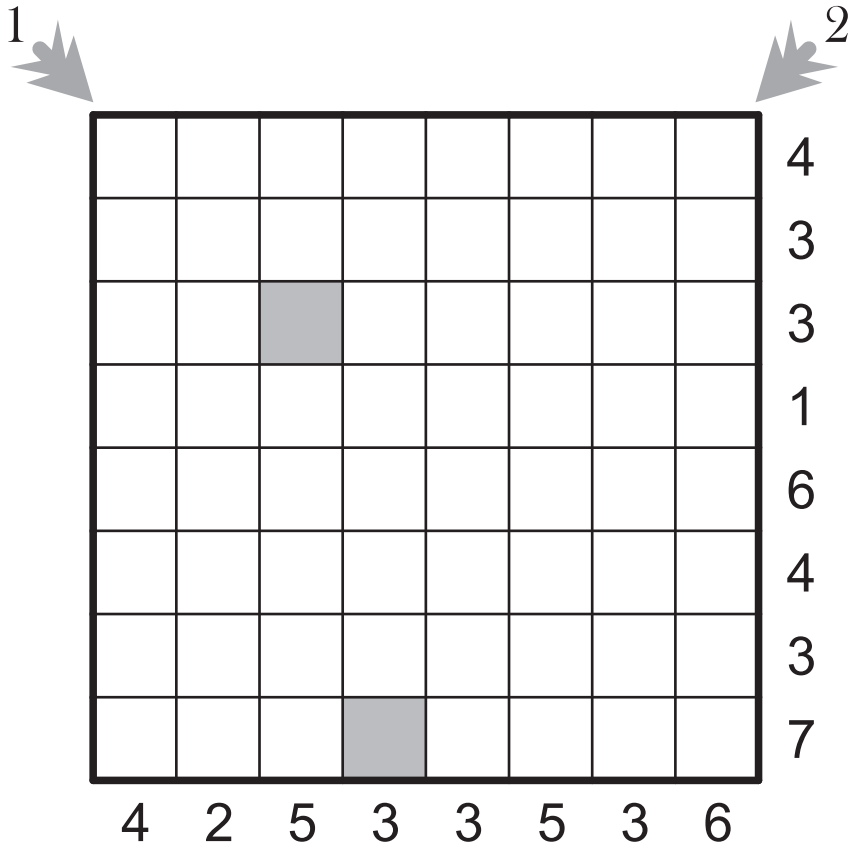
letter = cell occupied by the letter

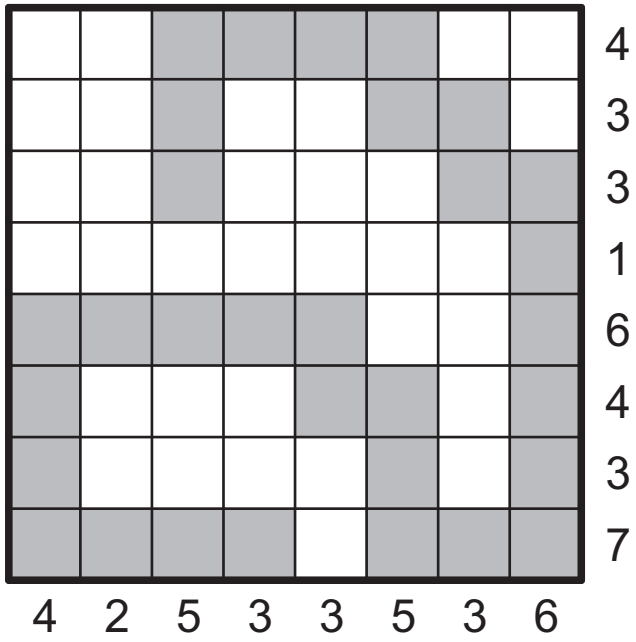
X = empty cell

O1: HAALA
O2: SSAHS

15. a 16. Snake

Draw a snake in the grid. The head and tail of the snake are given. The snake is created by a row of cells connected to each other by sides.
The snake cannot touch itself not even diagonally.
The numbers around the grid indicate how many cells in the row or column are occupied by a snake.





answer key

marked diagonals

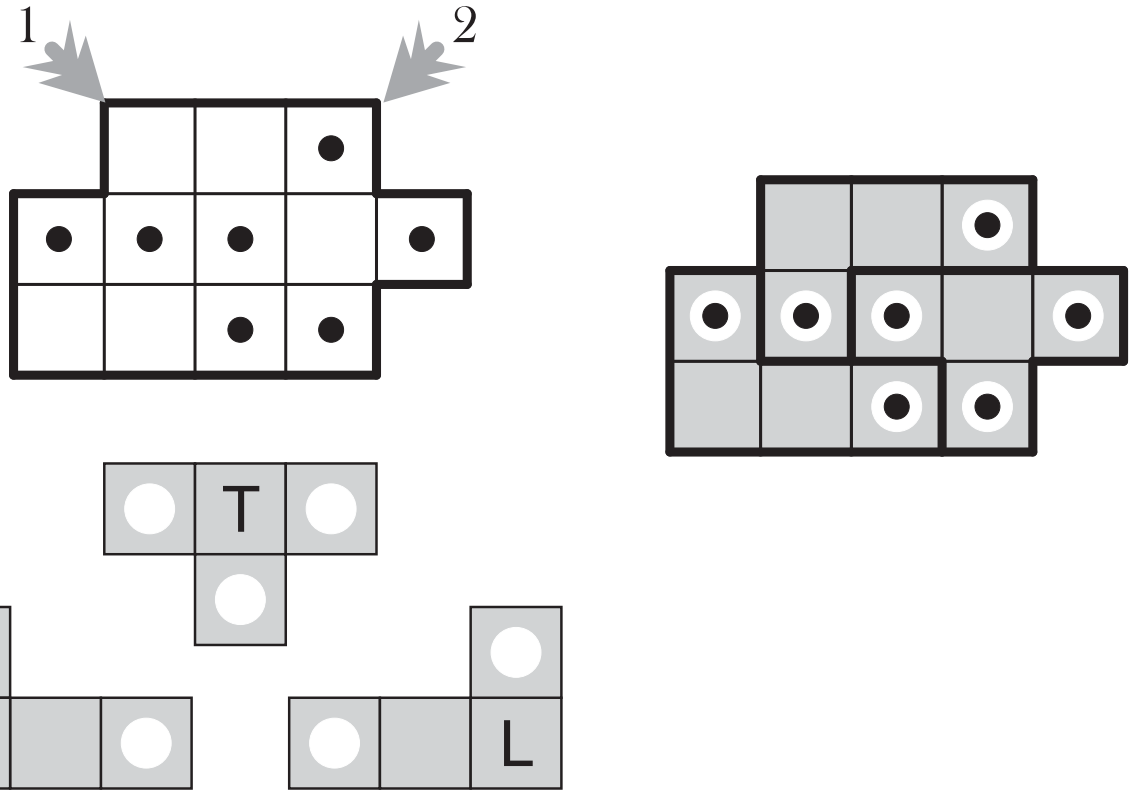
S = cell occupied by a snake

X = empty cell

O1: XXSXSSXS
O2: XSXXSXXS

17. a 18. Tetrominos and pentominos

Place the given tetrominos/pentominos into the grid so that they cover all the cells.
In addition the holes in tetrominos/pentominos must match with the dots placed in the grid.
Tetrominos may be only rotated. Pentominos can be rotated and/or reflected.



answer key

marked diagonals

O, I, T, L, J, S, Z = tetrominos

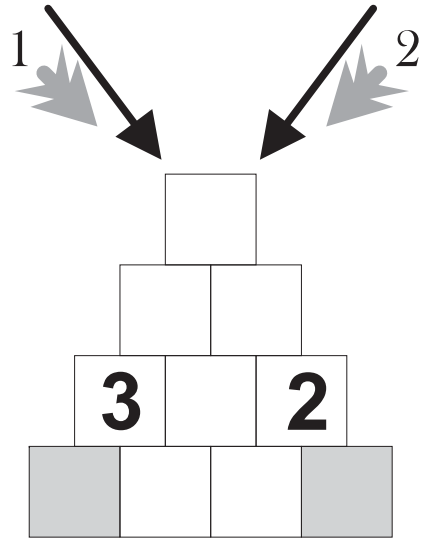
X, P, F, Z, T, V, U, I, W, Y, N, L = pentominoes

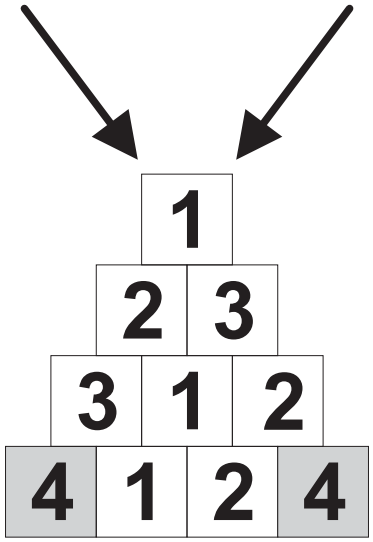
0 (zeros) = empty (black) cell

O1: LTT
O2: LTJ

19. a 20. Pyramide

Place numbers from 1 to 9 into the pyramide one number per cell. The following rules must hold:
Each number from the second row up must be equal to either sum or difference of the two numbers below (adjacent by side).
All the numbers that are repeated in the row are indicated by grey background.
The numbers may not repeat in the two directions indicated by arrows. No other rules apply to other nonhorizontal directions.





Digits 1 to 4 only

answer key

marked diagonals

O1: 1324
O2: 1234