

Killer Special

booklet

Special double 17th round of Krtek's Cup.

Going on from April 13 to May 11, 2010.

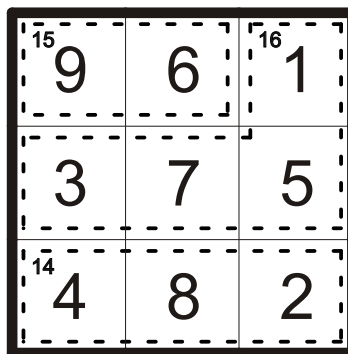
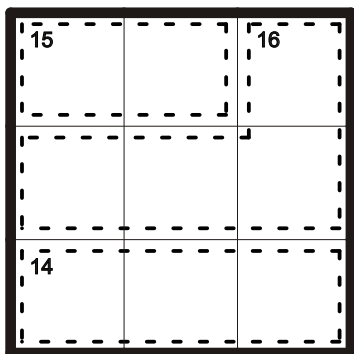
Be careful, these puzzles are Killers! ;-)

Special thanks to Ales for his patience with preparation of puzzles for web and to Betty who inspired me for several types.

Krtek

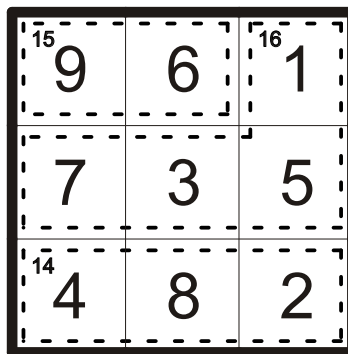
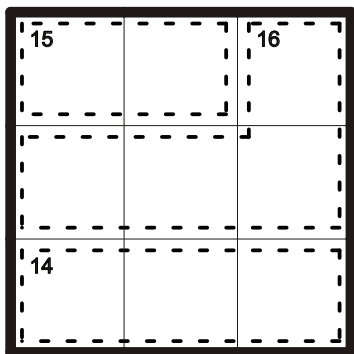
1. Killer sudoku

Fill in the grid with numbers from 1 to 9 following classic sudoku rules. Value in corner of each cage gives the sum of numbers in the cage. Numbers in one cage should be different.



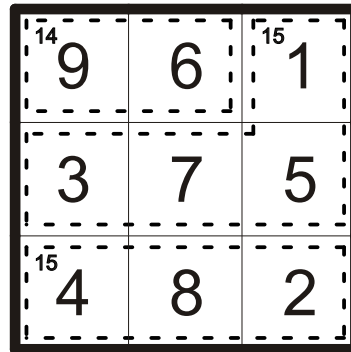
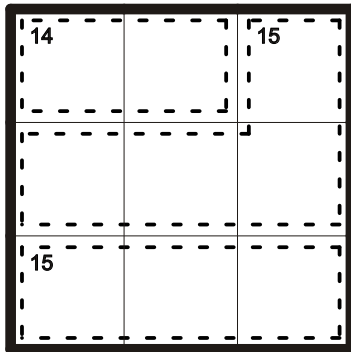
2. Nonconsecutive killer

Fill in the grid with numbers from 1 to 9 following classic sudoku rules. Moreover consecutive numbers should not be in cells sharing an edge. Value in corner of each cage gives the sum of numbers in the cage. Numbers in one cage should be different.



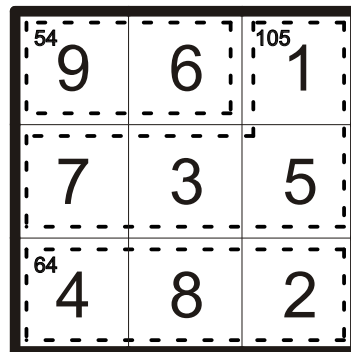
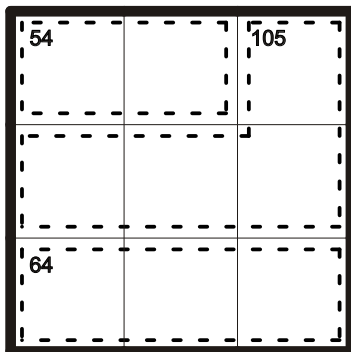
3. Wrong killer

Fill in the grid with numbers from 1 to 9 following classic sudoku rules.
 Given value in corner of the cage differs by one from the sum of numbers in the cage.
 Numbers in one cage should be different.



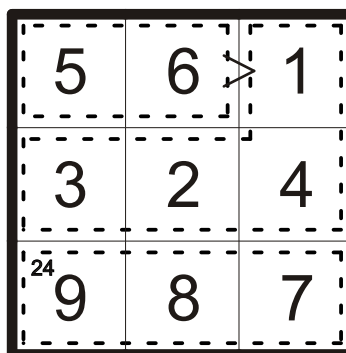
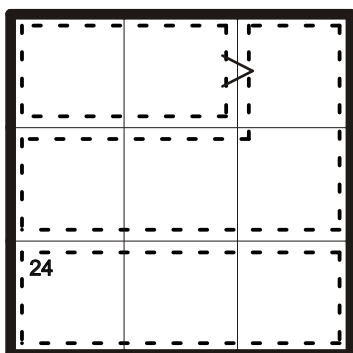
4. Product killer

Fill in the grid with numbers from 1 to 9 following classic sudoku rules.
 Given value in corner of the cage is the product of numbers in the cage.
 Numbers in one cage should be different.



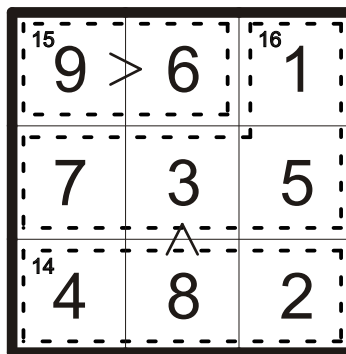
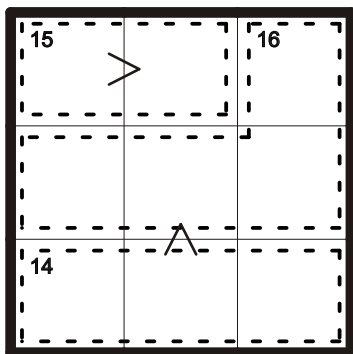
5. Greater than Killer

Fill in the grid with numbers from 1 to 9 following classic sudoku rules. Given value in corner of the cage is the sum of numbers in the cage. Numbers in one cage should be different. Inequality (and equality) signs show comparison between cages with sums not given.



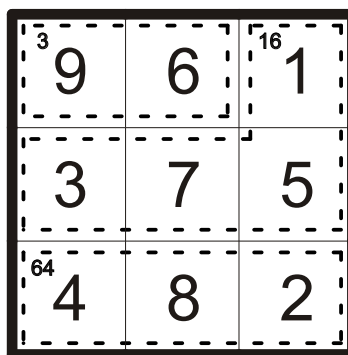
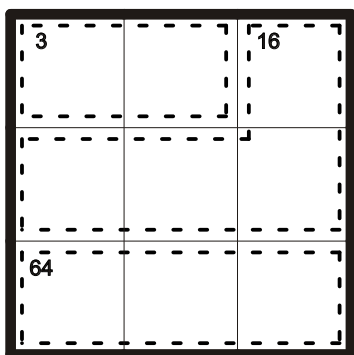
6. Greater Than and Killer

Fill in the grid with numbers from 1 to 9 following classic sudoku rules. Given value in corner of the cage is the sum of numbers in the cage. Numbers in one cage should be different. Number should follow given inequality signs too.



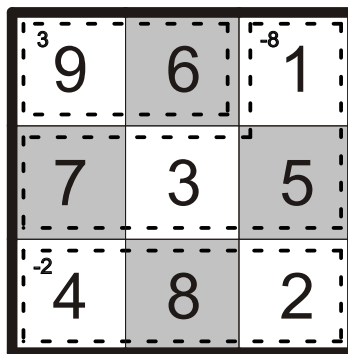
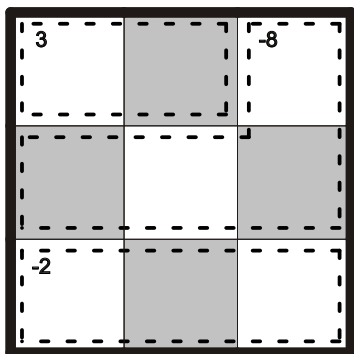
7. Math killer

Fill in the grid with numbers from 1 to 9 following classic sudoku rules. Value in corner of each cage gives result of addition, multiplication, subtraction or division applied on numbers in the cage. (Subtraction and division are possible only for two-cell-cages.) Numbers in one cage should be different.



8. Plus-minus killer

Fill in the grid with numbers from 1 to 9 following classic sudoku rules. Numbers in coloured cells are counted as negative. Value in corner of each cage gives the sum of numbers in the cage. Numbers in one cage should be different.



9. Windoku killer

Fill in the grid with numbers from 1 to 9 following classic sudoku rules. Moreover numbers 1 to 9 appear exactly once in four marked extraregions.

Value in corner of each cage gives the sum of numbers in the cage. Numbers in one cage should be different.

15		13	13
17			
12		11	

15	9	6	13	5	13	2
	4	1		3		6
17	2	8		7		5
12	8	4		11	2	9

10. Antiknight killer

Fill in the grid with numbers from 1 to 9 following classic sudoku rules. Moreover pairs of cells connected by one chess knight jump should contain different digits.

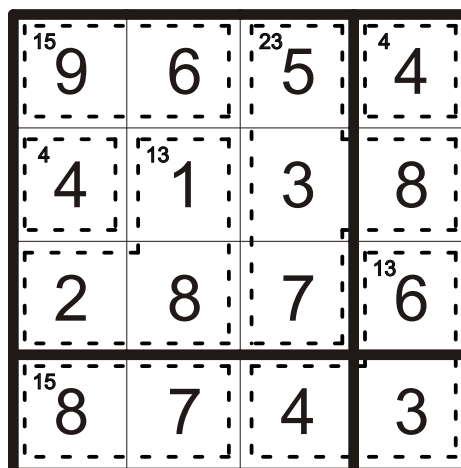
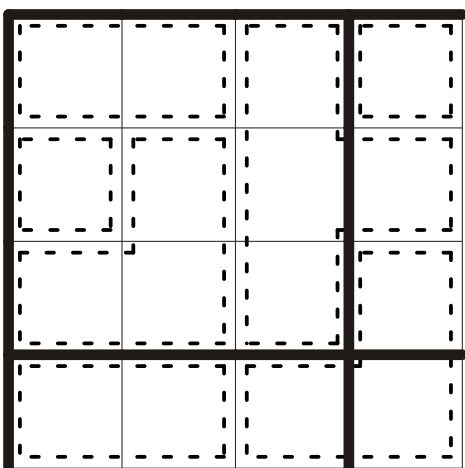
Value in corner of each cage gives the sum of numbers in the cage. Numbers in one cage should be different.

15		13	13
17			
15		10	

15	9	6	13	5	13	2
	4	1		3		5
17	2	8		7		6
15	8	7		10	9	1

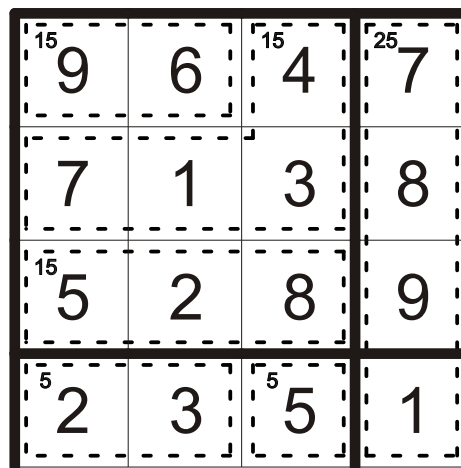
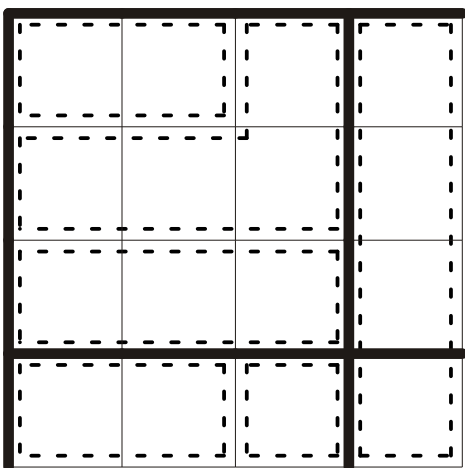
11. Shape killer

Fill in the grid with numbers from 1 to 9 following classic sudoku rules. Numbers in cages of same shape give same sum, numbers in cages of different shape give different sum. Rotated or mirrored shapes are considered as different. Numbers in one cage should be different.



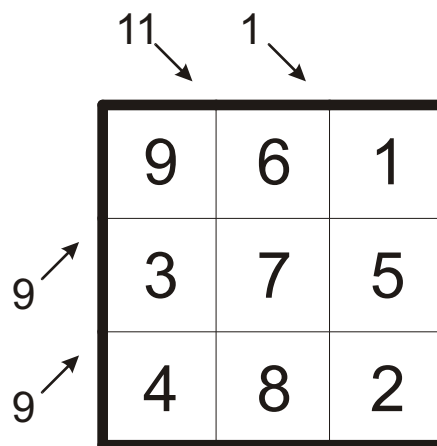
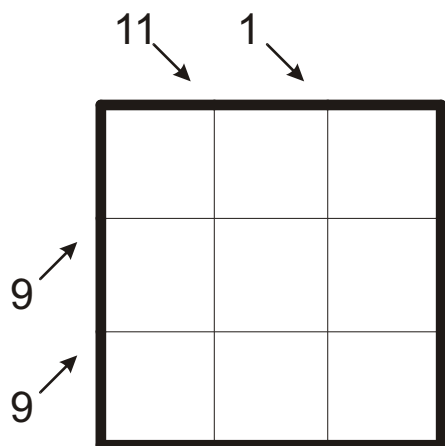
12. Number 5 still alive!

Fill in the grid with numbers from 1 to 9 following classic sudoku rules. Sums in all cages always end with digit five. Numbers in one cage should be different.



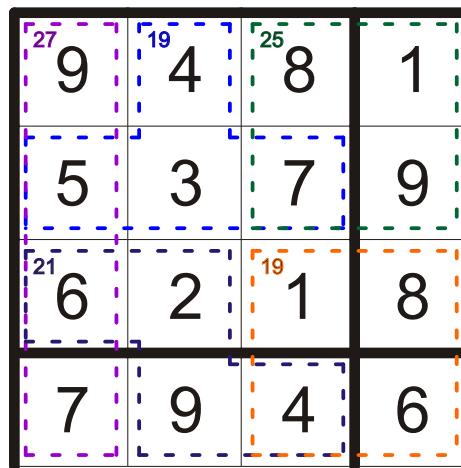
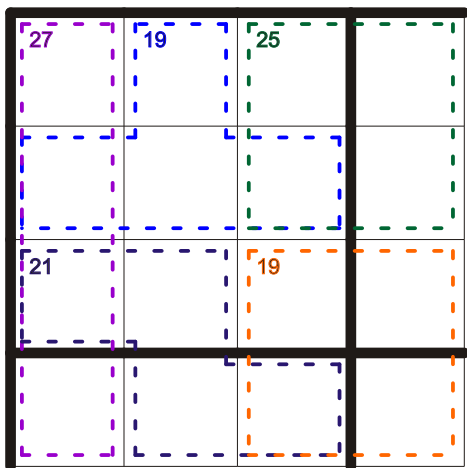
13. Little killer

Fill in the grid with numbers from 1 to 9 following classic sudoku rules. Moreover numbers cannot repeat on both main diagonals. Values around the grid give the sums in corresponding directions. (Numbers can repeat in these sums.)



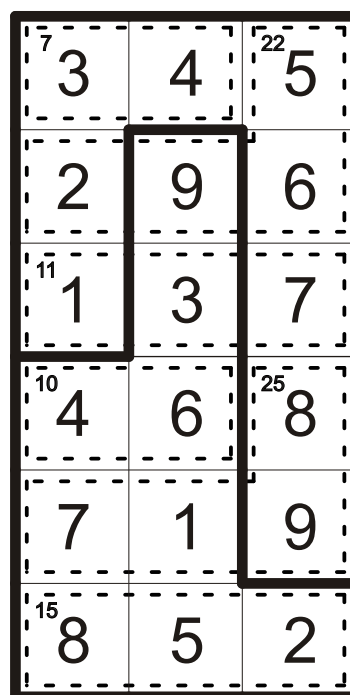
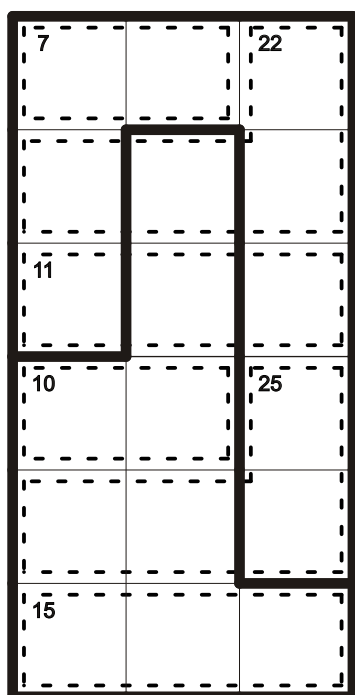
14. Overlap killer

Fill in the grid with numbers from 1 to 9 following classic sudoku rules. Value in corner of each cage gives the sum of numbers in the cage. Numbers in one cage should be different. The cages are overlapping, number in common cells are counted in both sums.



15. Jigsaw killer

Fill in the grid with numbers from 1 to 9 so that they do not repeat in rows, columns and boldlined areas.
 Given value in corner of the cage is the sum of numbers in the cage.
 Numbers in one cage should be different.



Puzzle order

- | | |
|--------------------------|----------------------------|
| 1. Killer sudoku | 9. Greater Than and Killer |
| 2. Greater than Killer | 10. Antiknight killer |
| 3. Product killer | 11. Shape killer |
| 4. Wrong killer | 12. Math killer |
| 5. Windoku killer | 13. Little killer |
| 6. Plus-minus killer | 14. Overlap killer |
| 7. Number 5 still alive! | 15. Jigsaw killer |
| 8. Nonconsecutive killer | |