

1. Football sudoku

Apply standard sudoku rules.

In the grid two seven-member teams play football as follows: the Player No1 has a ball next to him and passes it to the Player No2 in the given direction. This continues in the same way up to the player No7. One of the teams plays with the ball No8, the other one plays with the ball No9. All 14 players are marked with the circle; you have to figure out the division into teams, the players' order and the position of 12 balls. In the direction of the pass between two following players no other player stands.

	①				
		8			③
				8	
					8
		④			②

2. Ordering

¹ 2	³ 1	7
⁵ 8	4	9
⁴ 5	3	² 6

Apply standard sudoku rules.

The numbers in particular cages create one-figure, two-figure and three-figure numbers, read from the left to the right or from the top to the bottom.

If you order all the numbers according to their size, the small number in the corner of each cage will show the number's order in this list.

3. Distances

Apply standard sudoku rules.

In the grid there are special signs which determine the distance of two digits.

Two digits adjacent to the cell with the sign in the row (or the column) marked by arrows have in the column (or the row) marked by the line the distance equal to the digit inside the cell with the sign.

If there are two signs one on the other it means that the condition is valid in both directions. All possible signs are marked.

5	②	4
2	④	5
	5	

4. Average sudoku

Follow the classic sudoku rules.

Each row (and each column) presents three triplets.

For each triplet the greater/less/equal signs show, whether the middle digit is greater/less/equal compared with the average of remaining two digits.

7	=	6	=	5
∨		∧		∨
4	<	8	>	3
∧		∨		∧
2	>	1	<	9

5. Drunken sudoku



Apply standard sudoku rules.

Four drunken puzzlers (marked with circles) seek their way home after the party (homes marked with symbols). They went here and there, always to the neighbouring cell, sharing edge or point. They went over nine cells (first with circle, last with house). There were all numbers 1 to 9 in order along the way.

6. Diagonal counting

Apply standard sudoku rules.

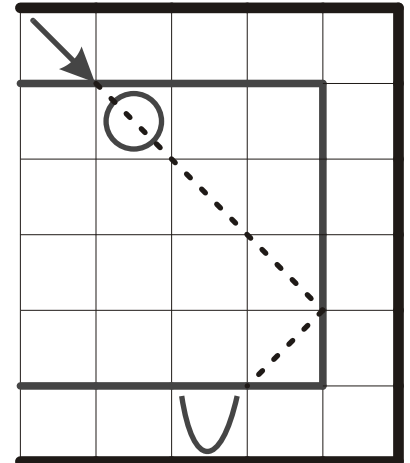
Numbers around the grid shows the number of different digits in given diagonals.

7. Snooker

Fill the grid with digits 1 to 9 to be able to play snooker with following rules:

- The first one is a ball with the lowest number played by the cue with the same number to the pocket of the same number. There mustn't stand any other ball in the way. On its way there is not the given follow shot number.
- There can be a rebound to the barrier. The shot direction is 45 or 26 degrees (1:1 or 1:2) according to the given cue position.
- The ball we played disappears from the table and we can continue playing with the ball of higher number. The last ball we play is the ball with the highest number. The numbers in one shot (a cue, ball, and pocket) are the same. The shot numbers on the turn of playing gradually rise, not necessarily by one.
- The example shows a shot. The ball way is shown by the crossed lines.

Příklad:



8. Morse sudoku

Apply standard sudoku rules.

The numbers along the arrow encode (by Morse Code) digits in the same coloured cell so that an odd number is a dot (dit) and an even number is a dash (dah).

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

2	6	4	5	9	8
---	---	---	---	---	---