World Class Puzzles
from The Netherlands

QUALIFICATION FOR THE

DUTCH PUZZLE AND SUDOKU CHAMPIONSHIPS 2022

FRIDAY 25TH UNTIL MONDAY 28TH OF MARCH 2022

INSTRUCTION BOOKLET

ORTEC
OPTIMIZE YOUR WORLD

LEIDEN 2022
European City of Science

Dear participants to the

Dutch Puzzle and Sudoku Championships 2022,

The Championships will be organised by the Dutch Puzzle Association **WCPN** (World Class Puzzles from the Netherlands) in association with **ORTEC**, one of the world leaders in optimization software and analytics solutions, and **Leiden, City of Science**.

This year, the championships will consist of two parts:

- Online qualifications for both championships, that will be held from Friday March 25th 12:00 CET (noon) until Monday March 28th 11:59 CEST (noon).
- A live final that will be held in the summer of 2022 in Leiden, as part of Leiden, European City of Science 2022.

This Instruction Booklet is only applicable for the qualification round. Two weeks prior to the finals a separate Instruction Booklet for the finals will be published.

In this Instruction Booklet you will find all necessary information about the online qualification for the championships; amongst which the programme, the rules and regulations and example puzzles and sudokus, including examples of solutions. You will also find the number of points that can be rewarded for each puzzle, such that you can decide in advance which puzzles you want to solve.

We wish you lots of fun preparing and good luck during the qualification.

On behalf of WCPN,

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P.S. We would like to thank all puzzle authors; Bram de Laat, Arvid Baars, Saskia Benedictus en Richard Stolk; thank you!

We also give thanks to Anke Eendebak, Karin Griffioen, Eline Werkman and Timon van Dijk for their technical support (IT) and for their help in organising the championships!

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	total points	***900***

Overview Sudoku Qualifications 2022

	Sudoku	Points
1.	Classic	32
2.	Classic	51
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13.	Point to next	80
14.	Pole position	92
	total points	***900***

*When you submit your solutions within the given time limit of 90 minutes, you will be rewarded **10 bonus points** for every full minute your solutions were received before the time limit exceeds. The time noted upon receival of your solution form is binding.*

Pay attention: the number of points are an indication of the difficulty of the puzzles during the actual qualification. The difficulty of the puzzles in this booklet can deviate from these values!

The qualification rounds

The qualification consists of two rounds of 90 minutes each; one round for the Puzzle championship and one round for the Sudoku championship. Although the qualifications consists of two separte championships, and you are not obliged to take part in both, it is highly recommended that you do participate in both qualifications. The selection for the live finals will be based on the ranking of both qualification rounds.

Who can participate

Everyone who likes logical puzzles and sudokus can participate in the qualifications. During the qualification four categories of participants will be distinguished:

- members of the Dutch Puzzle Association WCPN
- participants from our sponsor ORTEC
- students (at Dutch universities or colleges)
- other interested people

After the online qualifications, the best participants from each of these categories will be invited to participate in the live championships, except from the category of 'other interested people'.

How to participate in the qualification

To participate you first have to register online on the website of the championships (nk.wcpn.nl or press here). Use your own name (don't use an alias) to register and submit answers. When you are registered you can choose your own time interval to participate in a round, anywhere between Friday March 25th 12:00 CET (noon) and Monday March 28th 11:59 CEST (noon). Solutions submitted after Monday March 28th 11:59 (noon) won't be taken into account for the results. Be aware that a round runs for 90 minutes exactly, and can't be paused. Make sure that you choose a time interval in which you can solve the puzzles undisturbedly.

When you decide to start a qualification you go to the page "participate", in the menu on right side of the website of the championships. There you press the button "start puzzle qualification" or "start sudoku qualification". From that moment on the 90 minutes begin to count down, and you are directed automatically to the 'submit' page with the answering form. On this page, you can download and print the actual puzzle booklet. This puzzle booklet is a pdf file, so make sure you have installed a program in which you can open and print a pdf file (e.g. Acrobat Reader). **Be aware** that the puzzle booklet is written in Dutch, and the last pages contain the translated english texts!

Also keep your instruction booklet close at hand. This can be useful for examples of all puzzles and cluelines, and for the puzzle instructions.

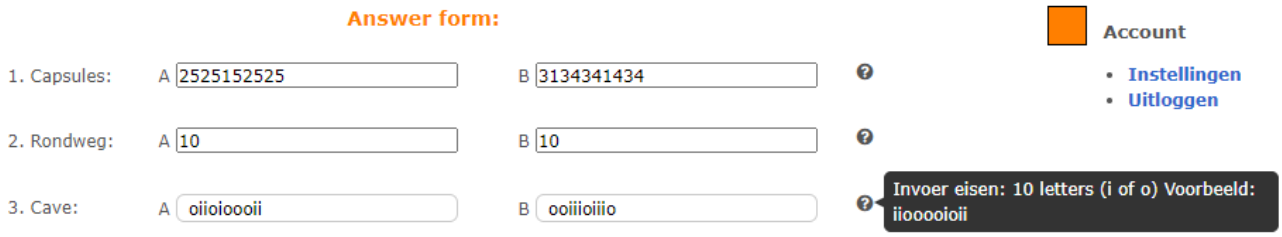
How to submit your solutions?

On the "submit" page you will find the timer that counts down the 90 minutes, and you can fill in the answer codes for each solved puzzle. You submit your answers by pressing "submit". You can submit your answers as often as you like and you can also correct your previous answers. The system keeps the last answer that you submit so you don't need to fill in

answers again. The last submitted answer form is the one that counts, even if you have corrected a right answer in a wrong one. The system doesn't accept anymore answers once the 90 minutes have passed. So keep an eye on the remaining time.

Clulines

For each puzzle and sudoku you will need to submit clulines, that are described further on in this booklet. For many puzzles this implies copying the cell values of two rows in the corresponding cells on the answer form.
Underneath a screenshot is given of a filled in answer form. When you hover your mouse over the question mark an example will pop up of the clueline you have to submit (of course these values are randomly chosen).



What's at stake

At stake is qualification for the live finals of the Dutch Puzzle and Sudoku Championships 2022.

During the live finals there will be prizes for the top three participants in each category, with the exception of the category 'other interested people'. To be crowned Dutch Puzzle Champion or Dutch Sudoku Champion, you have to be a member of the Dutch Puzzle Association WCPN. By way of exception, this year the membership can also be obtained after the qualifications, if necessary.

Apart from crowning the Dutch Champions, the championships also acts as part of the qualification for the World Puzzle and Sudoku Championships. Due to Covid it is at this time uncertain if these championships will be held in 2022.
We have to mention here that all participants in the World Puzzle and Sudoku Championships for the Dutch team, have to have the Dutch nationality and need to be a member of WCPN. Furthermore we need to mention that participation in the World Championships is at your own expence.

Etiquette

We expect everybody to solve the puzzles individually, without the help of aids like calculators, solvers, etc. and without having contact about the puzzles with other people. In an online tournament we obviously cannot check the participants' behaviour. Therefore, in the spirit of good sportsmanship, we expect everybody to participate in a fair, honest way. When we nevertheless detect that someone has cheated, the organization has the right to remove this person from the results.

Qualification

After the qualification there will be results for each championship. The best participants of the categories "WCPN", "ORTEC" and "Students" will be invited for the finals, which will be held in the summer of 2022 in Leiden. How many participants can qualify depends on the COVID regulations and on the capacity of the venue. The maximum number of participants in the final will be 60. The three best participants in the categories "WCPN" and "ORTEC" during the previous Dutch Championships in 2021 will be exempt from qualification.

Qualification result

The qualification result will be determined on the basis of the number of points that a participant has scored during the period of 90 minutes. In case a participant solves all puzzles correctly within the 90 minutes he/she will receive a bonus of 10 points for each full minute that he/she has submitted before the end of the 90 minutes. In case of a draw, the participant that has sent in his or her results quicker wins.

Printing of puzzles

The puzzles can be downloaded from the moment the participant pushes the "Start (puzzle or sudoku qualification)"-button. You need to print the puzzles yourself. Be sure your printer is on and ready to print. (Hint: start solving directly after printing the first page or solve the puzzles digitally if you have a suitable device!). **Be aware** that the puzzle booklet is written in Dutch, and the last pages contain the translated english texts!

Questions

If you have any questions or remarks about (the qualifiction for) The Dutch Puzzle and Sudoku Championship 2022, or about the content of this Instruction Booklet and/or the puzzles/sudokus it contains, you can sent an email to: wcpn.pzzl@gmail.com.

➔ For each Sudoku and each Puzzle a code needs to be submitted in an answer form for two solved rows. In the puzzle booklets, the corresponding rows are indicated by an orange arrow.

For **sudokus** you just have to copy all the digits in the indicated rows:

Soduku

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

Below it is explained how the cluelines of each **puzzle** needs to be composed.
It makes no difference whether letters are capitalised or not.

1. Capsules

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

- *give the digits of all the cells in the indicated rows.*

2. Simple loop

12
8

- *give the number of 90° angles that the loop makes in the indicated rows.*
  Be aware: this can be any number between 1 and 14!

3. Cave

I	I	O	O	O	O	I	O	I	I
O	I	I	I	O	O	I	O	I	O

- *indicate for each cell in the indicated row whether the cell falls inside (I for IN) or outside (O for OUT) the loop.*
- *Be aware: use the letter I for IN, not the digit 1; and use the letter O for OUT, not the digit 0.*

4. Fillomino

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

- *give the digits of all the cells in the indicated rows. Each cell contains the digit that belongs to the matching bold outlined region.*

5. Numberlink

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

- *give the digits of all the cells in the indicated rows. Each cell contains the digit that belongs to the matching line traveling through that cell.*

6. LITS

L	L	T	L
T	S	I	

- *For LITS, each letter represents one of the given shapes. Give the letters of the shapes appearing on the indicated rows from left to right. Empty cells can be ignored. The cluelines of both indicated rows may have a different numbers of letters!*

7. Hidato Holes

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

- *With Hidato there are multi-digit numbers. The digits representing the tens should be omitted, such that only the last digit of each number remains. These digits should be given for each indicated row.*
- *A black cell will give a hyphen (-).*

8. Crazy pavement

B	B	W	W	W	B	B	B	W	W
W	B	B	W	B	W	W	W	B	B

- *indicate for each cell in the indicated row whether the cell is black (B for BLACK) or white (W for WHITE).*

9. Boxes

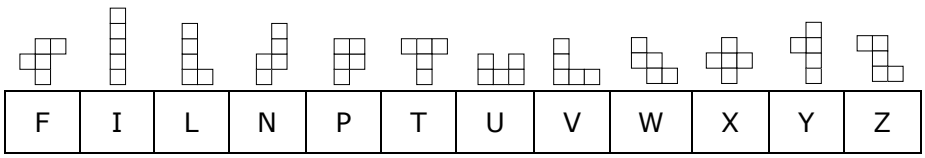
E	K	P	Z
C	F	L	R

- *Give all the letters that are within the same box as another certain letter (for example the A or the B). The solution therefore consists of 4 letters. Give these in alphabetical order!*

10. Touching pentominos

T	N	Z	I
F	W		

- *For Pentominos, each letter represents one of the given shapes (see below for which letters represent which shapes). Give the letters of the shapes appearing on the indicated row, from left to right. Empty cells can be ignored. The cluelines of both indicated rows may have a different numbers of letters!*



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

11. Nurikabe

W	W	B	W	B	B	W	B	W	B
B	W	B	B	W	W	B	W	W	B

- *indicate for each cell in the indicated row whether the cell is black (B for BLACK) or white (W for WHITE).*

12. Star battle

5	2	1
3	4	1

- *Indicate the number of cells before the first star, in between both stars, and behind the last star. Hence, for each indicated row three digits are to be submitted.*

13. Maxi Loop

8
2

- *give the number of 90° angles that the loop makes in the indicated rows.*

14. Easy as ABC

A	-	B	-	C	D	E
-	A	C	D	-	E	B

- *give the lettters of all the cells in the indicated rows.*
- *An empty cell will give a hyphen (-).*

15. Slitherlink

I	O	O	O	I	I	O	O	I	I
O	I	I	O	I	O	O	I	I	I

- *indicate for each cell in the indicated rows whether the cell falls inside (I for IN) or outside (O for OUT) the loop.*
- *Be aware: use the letter I for IN, not the digit 1; and use the letter O for OUT, not the digit 0.*

16. Magnets

-	P	M	P	M	-	-	P	M	P
P	M	-	-	P	M	P	-	M	P

- *indicate for each cell in the indicated rows whether the cell contains a positive magnetic pole (P for PLUS) or a negative magnetic pole (M for MINUS).*
- *An empty cell will give a hyphen (-).*

17. Shimaguni

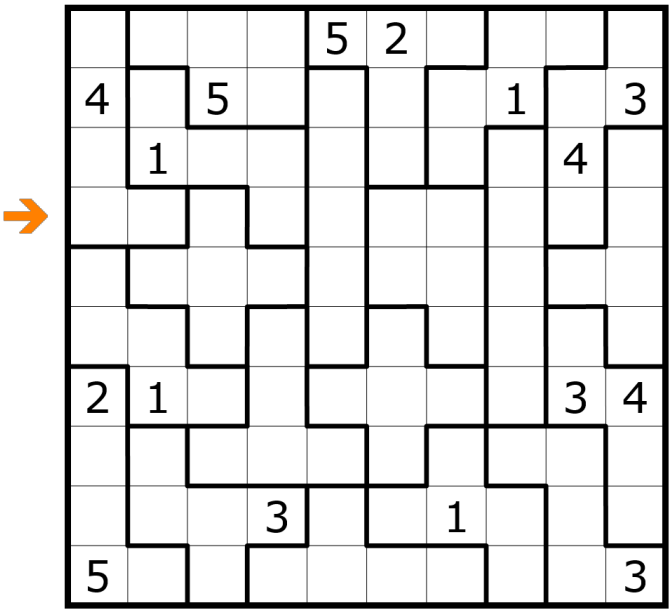
W	B	B	W	W	B	B	W	B	W
B	W	B	B	W	W	W	B	W	B

- *indicate for each cell in the indicated rows whether the cell is black (B for BLACK) or white (W for WHITE).*

CAPSULES

PUZZLE 1; 16 POINTS

Place the digits 1-5 exactly once in each bold outlined region. Cells with equal digits never touch each other, not even diagonally.



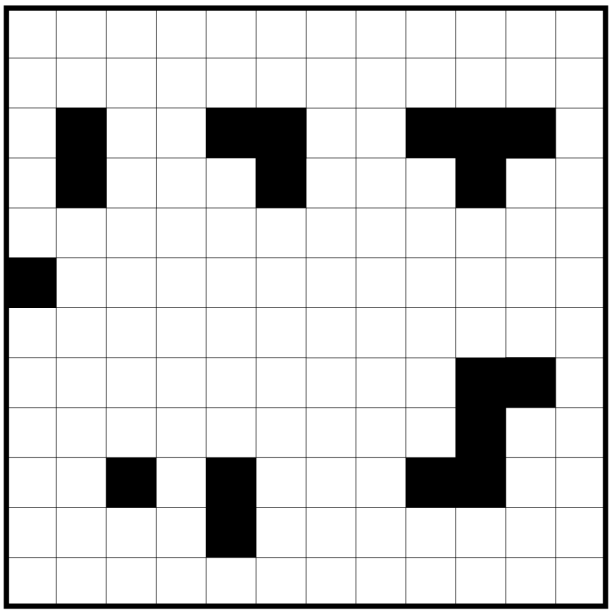
1	3	4	2	5	2	4	3	2	1
4	2	5	1	4	1	5	1	5	3
3	1	4	3	2	3	4	3	4	1
2	5	2	5	1	5	2	5	2	5
3	1	3	4	3	4	1	4	3	4
5	4	5	1	5	2	3	2	5	2
2	1	2	3	4	1	5	1	3	4
4	5	4	5	2	3	4	2	5	1
1	2	1	3	1	5	1	3	4	2
5	3	4	5	2	3	4	2	1	3

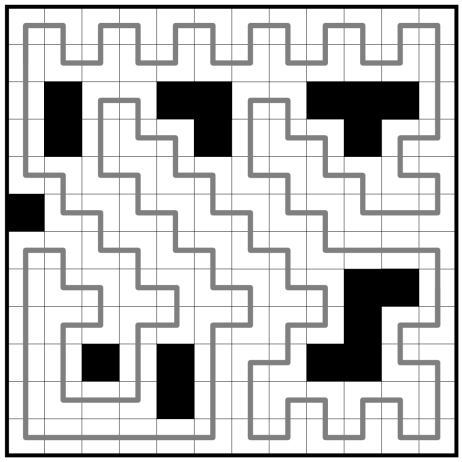
2	5	2	5	1	5	2	5	2	5

SIMPLE LOOP

PUZZLE 2; 24POINTS

Draw a single closed loop that travels once through all white cells of the grid, by connecting the centers of adjacent cells.



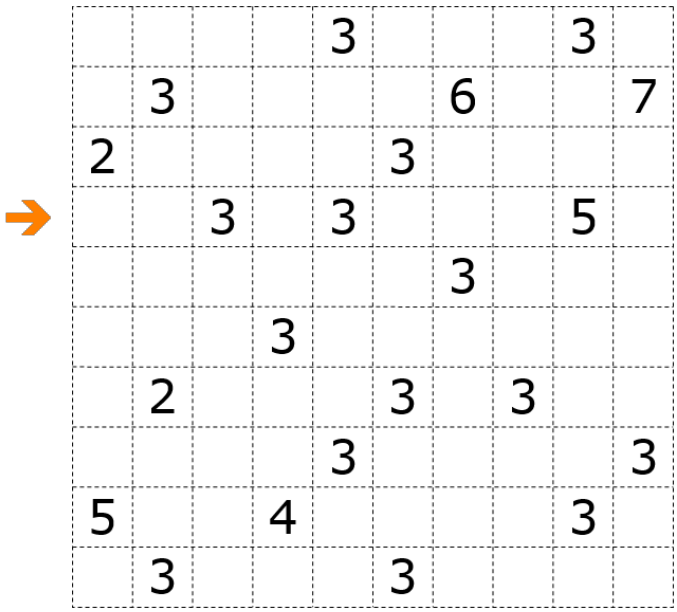


10

CAVE

PUZZLE 3; 26 POINTS

Draw a single closed loop over the grid lines, enclosing all numbers (in the cave). The clues indicate how many cells inside the loop can be seen -horizontally and vertically- from that cell, **including** the cell itself.

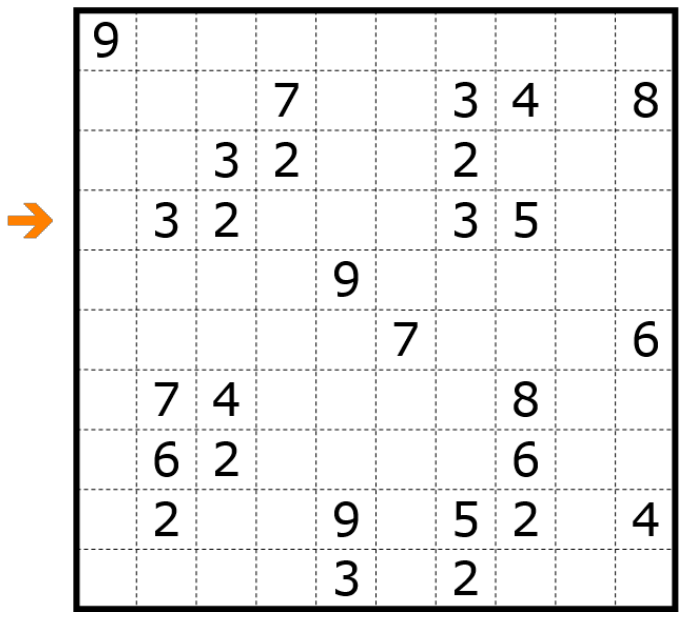


→ O I I O I O O O I I

FILLOMINO

PUZZLE 4; 27 POINTS

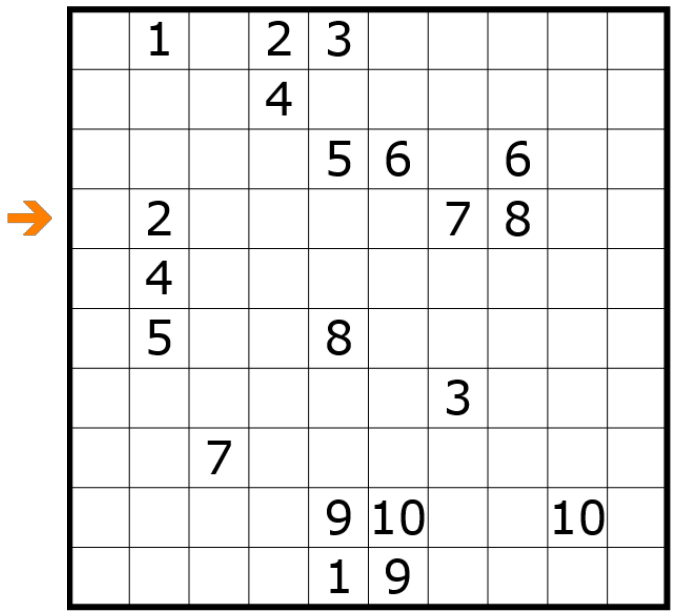
Divide the grid into regions of horizontally and/or vertically connected cells. Regions containing the same number of cells can touch each other only at the corners. A digit indicates the number of cells within that region. A region may contain none, one, or more than one given digit.



→ 7 3 2 9 9 7 3 5 5 8

NUMBERLINK **PUZZLE 5; 28 POINTS**

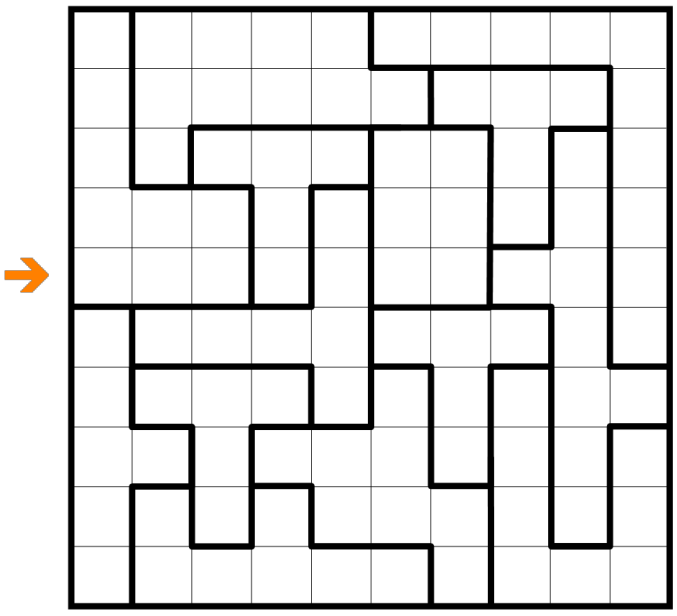
Connect each pair of equal numbers with each other by a single line. Lines travel horizontally or vertically and don't cross or overlap each other.



1	2	4	7	7	7	7	8	5	3

LITS **PUZZLE 6; 34 POINTS**

Place one of the given tetrominos in every bold outlined region, such that all tetrominos are connected horizontally or vertically, but **no 2x2** area is fully covered. Tetrominos may be rotated and/or mirrored, but tetrominos with the **same shape** can touch each other **only diagonally**.



T	T	S	I	

HIDATO - HOLES

PUZZLE 7; 38 POINTS

Place all numbers **1-80** exactly once in the grid. Starting at 1 you can reach each consecutive number by travelling one cell in a **horizontal, vertical or diagonal** direction. Numbers can't be placed in black cells.

1			35		31			
	9		37			30	27	25
	4	■		■		■		24
		6				21		
12		■		■		■		
13						19		64
		■	16	■	60	■		
	50		55				68	
52					58	69		**72**

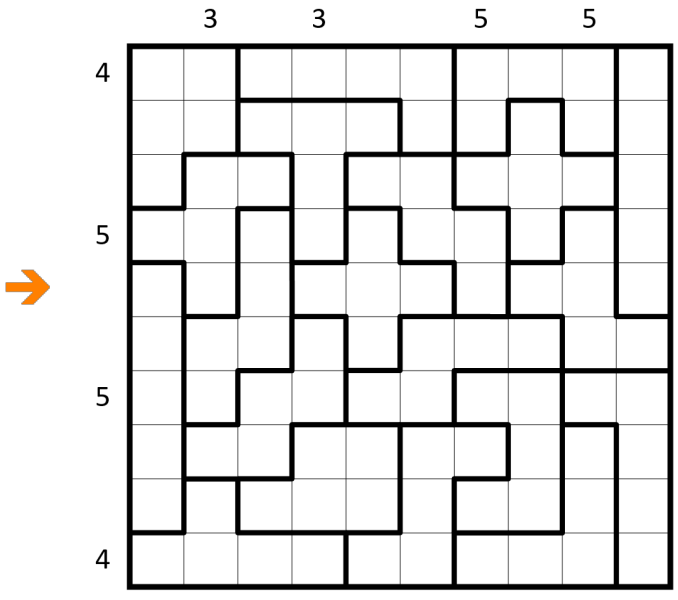
1	2	36	35	34	31	32	29	28
3	9	8	37	38	33	30	27	25
10	4	■	7	■	39	■	26	24
11	5	6	43	42	40	21	22	23
12	47	■	44	■	41	■	20	65
13	48	46	45	17	18	19	66	64
49	14	■	16	■	60	■	63	67
51	50	15	55	59	61	62	68	71
52	53	54	56	57	58	69	70	**72**

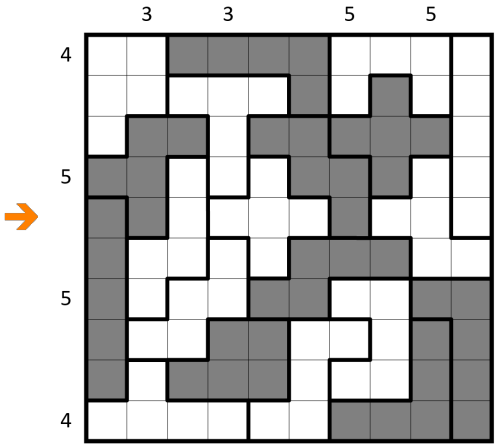
2	7	-	4	-	1	-	0	5

CRAZY PAVEMENT

PUZZLE 8; 39 POINTS

Shade some cells such that each bold outlined region is either entirely shaded or entirely white. Clues outside the grid indicate the number of shaded cells in the corresponding row or column.





B	B	W	W	W	W	B	W	W	W

Boxes

Puzzle 9; 40 points

Five boxes contain five different letters each. By drawing exactly one letter from each box, all of the given five letter words can be formed. Determine which letters belong to each box.

A C T I E
B A K E R
B O G E Y
C R O H N
F L I P S
O N S J E
P I X A R
P S A L M
R U B E N
S A L D O
V L I E S
W A Z I G
Z E N I T

1	2	3	4	5

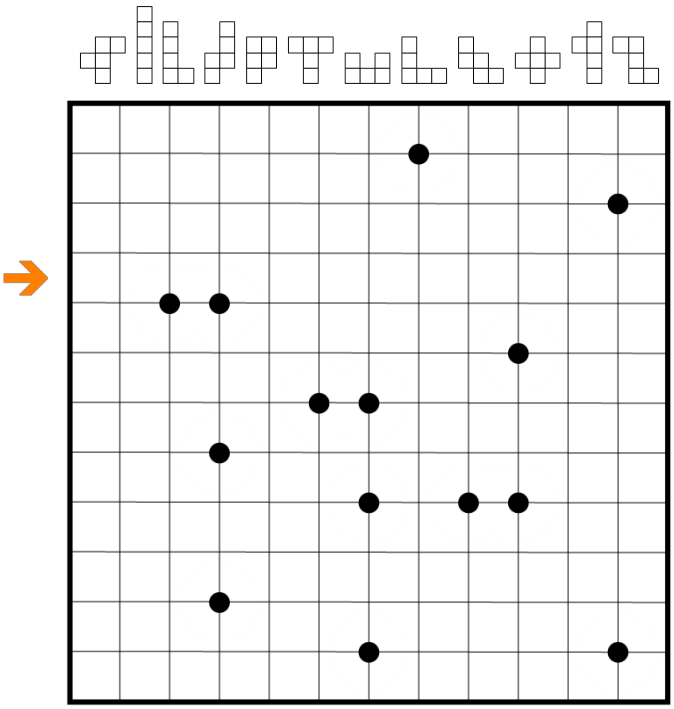
1	2	3	4	5
A	B	D	G	I
F	C	E	J	K
N	S	H	L	M
V	X	P	R	O
Y	Z	W	T	U

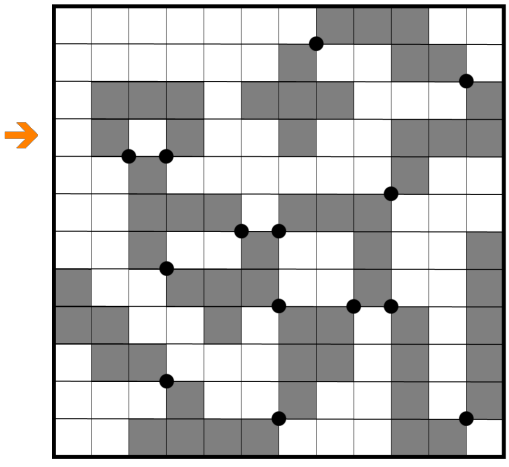
→ F N V Y

Touching pentominos

Puzzle 10; 42 points

Place **all** given pentominos in the grid, where they may be rotated and/or mirrored. Pentominos can touch each other only diagonally, and **all** points where two pentominos touch are indicated by a black dot.



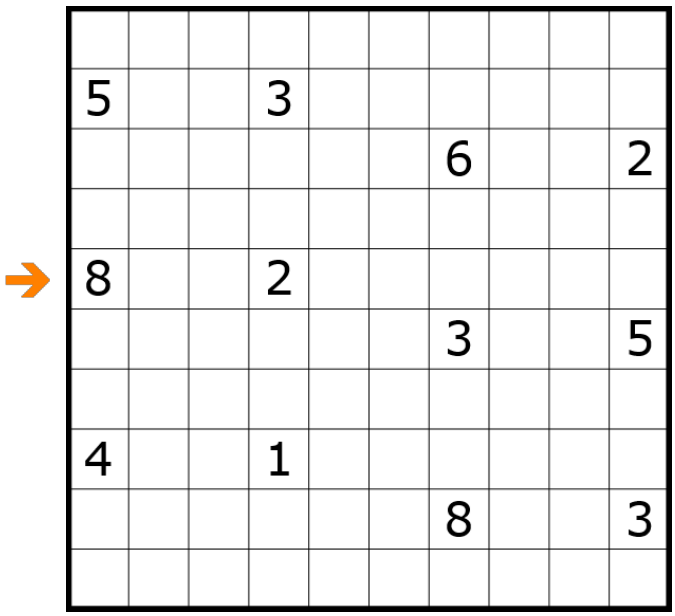


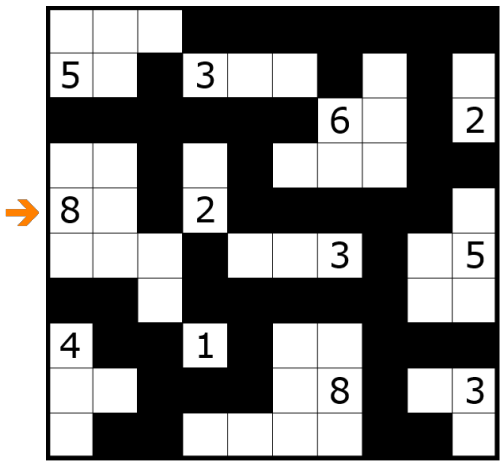
→ U X Z

NURIKABE

PUZZLE 11; 48 POINTS

Shade some cells such that all shaded cells are horizontally or vertically connected, but **no 2x2** area is fully shaded. The remaining white cells form regions, that may touch each other **only diagonally**. Each region contains exactly one clue, that indicates the size of that region.



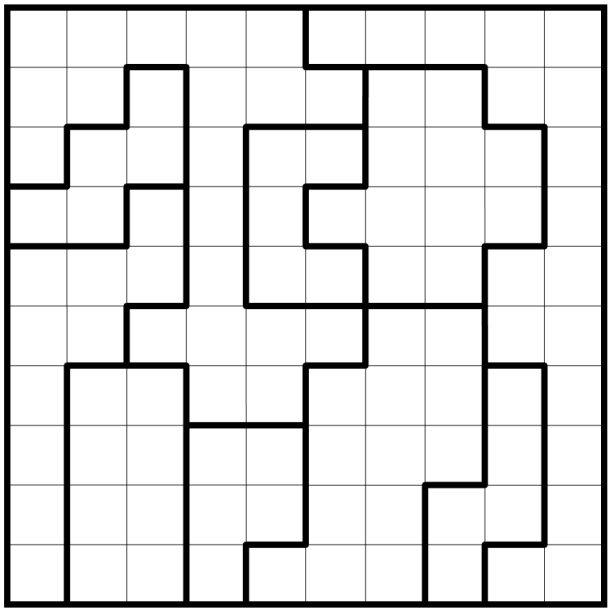


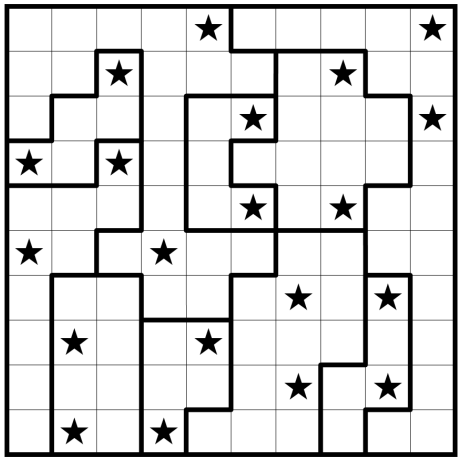
W	W	B	W	B	B	B	B	B	W

STAR BATTLE

PUZZLE 12; 69 POINTS

Place **two** stars with the size of one cell in each row, column and bold outlined region. Stars may not touch each other, not even diagonally.



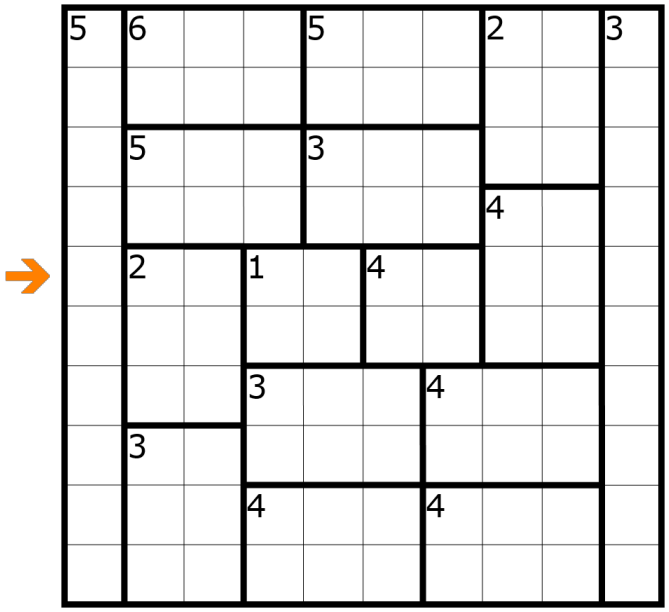


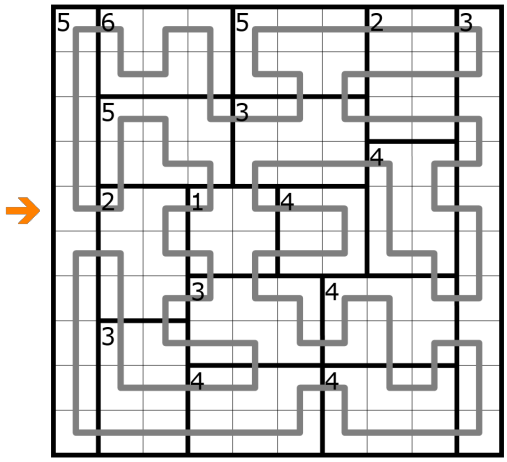
5	1	2

MAXI LOOP

PUZZLE 13; 76 POINTS NTEN

Draw a single closed loop through all white cells of the grid by connecting the centers of adjacent cells. The loop doesn't cross or overlap itself. Clues indicate the largest length of a continuous part of the loop that is present in the corresponding bold outlined region.



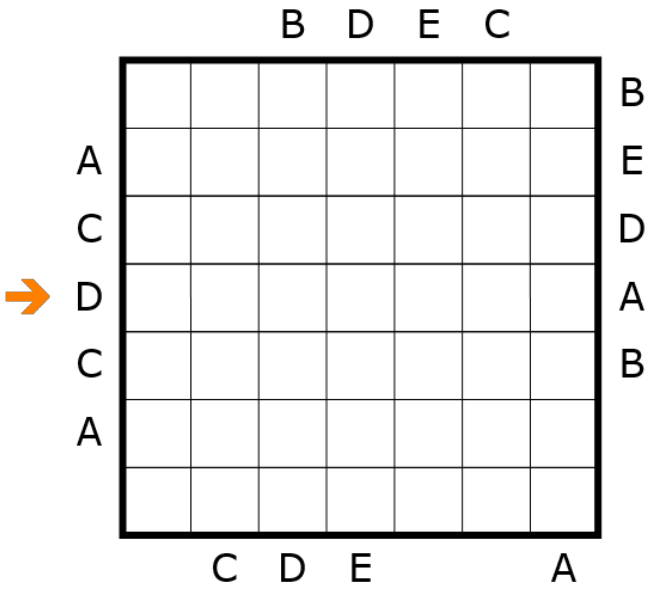


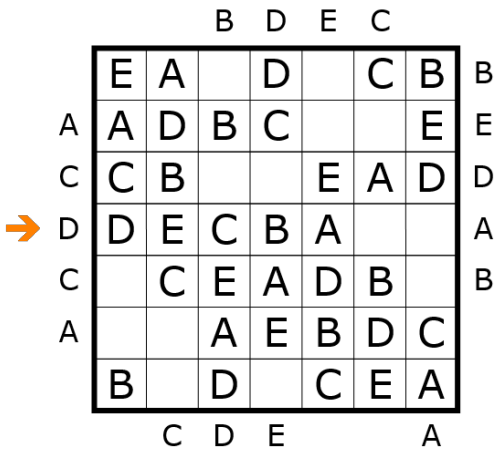
→ 8

EASY AS ABC

PUZZLE 14; 82 POINTS

Place the letters **A-E** exactly once in each row and column. Some cells remain empty. Clues outside the grid indicate the first letter in that row or column that you come across from that direction.



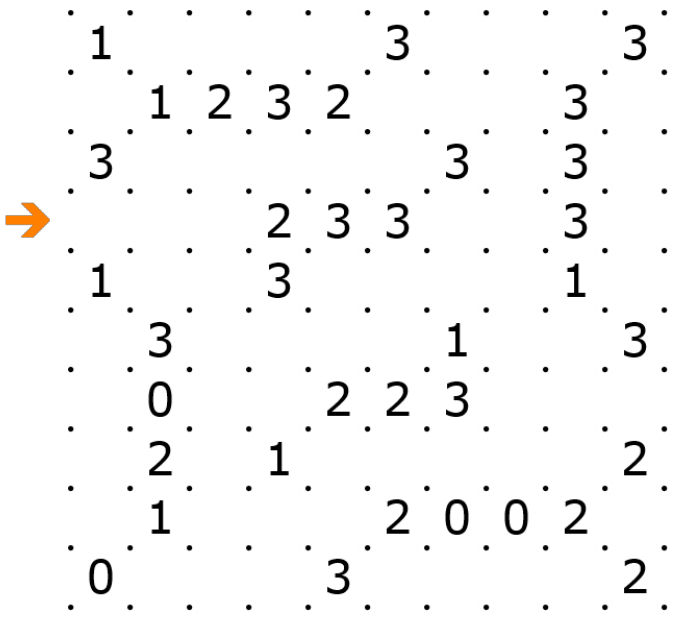


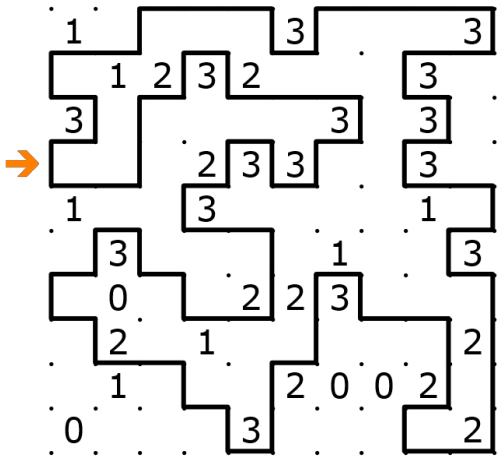
→ D E C B A - -

SLITHERLINK

PUZZLE 15; 90 POINTS

Draw a single closed loop into the grid by connecting the dots horizontally or vertically. The loop cannot touch itself, not even diagonally. The clues indicate how many parts of the loop are directly beside, under or above the clue.



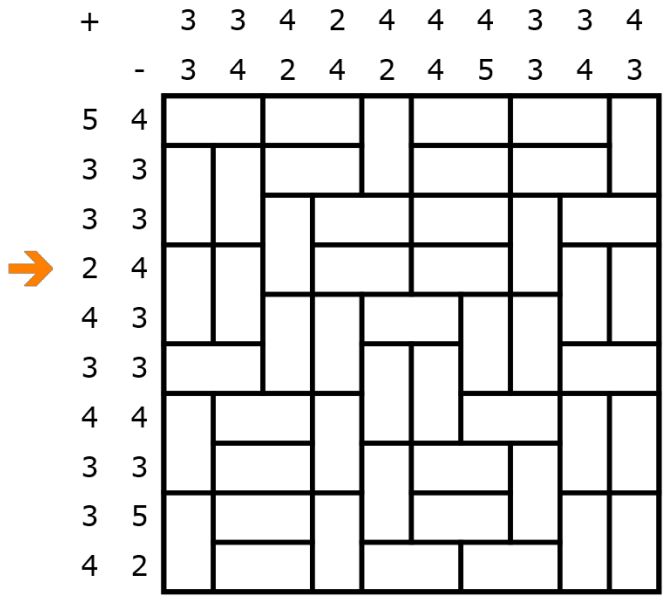


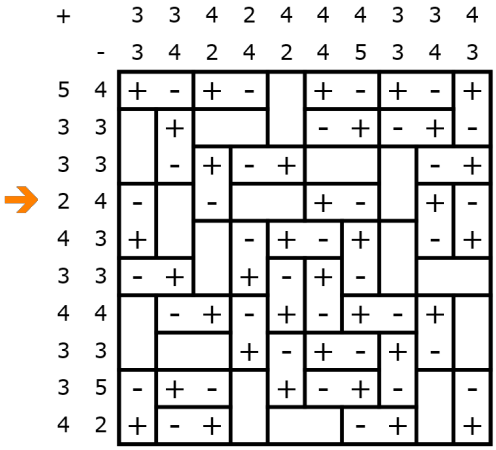
→	I	I	O	O	I	O	I	I	O	O

MAGNETS

PUZZLE 16; 107 POINTS

Place a magnet (with one positive and one negative pole) into some of the 1x2 blocks. Identical polarities (plus or minus) can not be adjacent. Clues outside the grid indicate the number of positive and negative poles in the corresponding row or column.

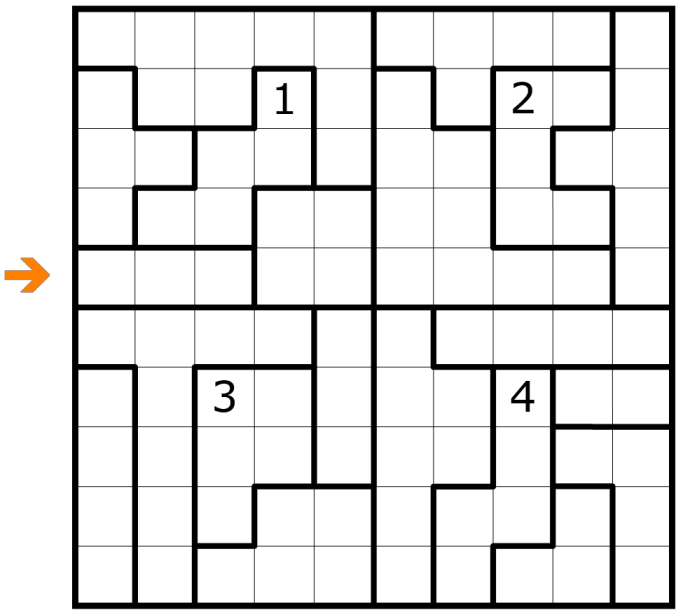


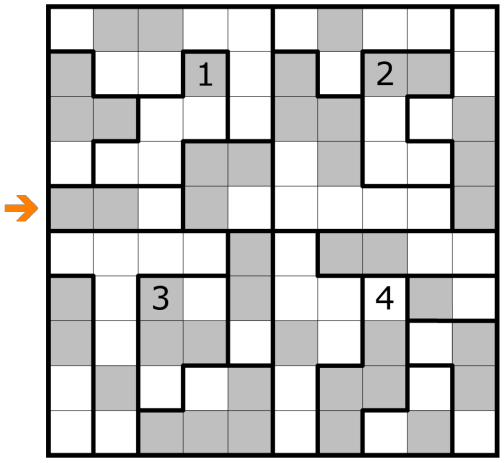


→	M	-	M	-	-	P	M	-	P	M

SHIMAGUNI **PUZZLE 17; 114 POINTS**

Shade a single shape of connected cells in each bold outlined region, where these shapes can touch each other only diagonally. Horizontally or vertically adjacent regions cannot contain shapes of equal size.



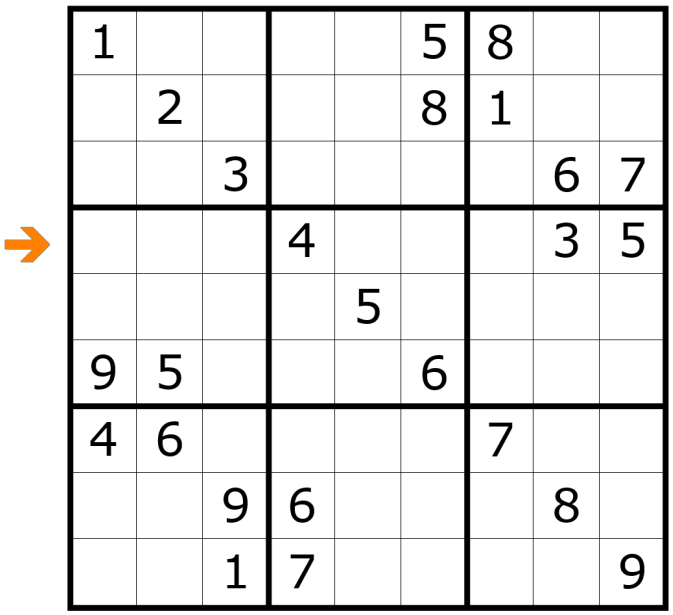


B	B	W	B	W	W	W	W	W	B

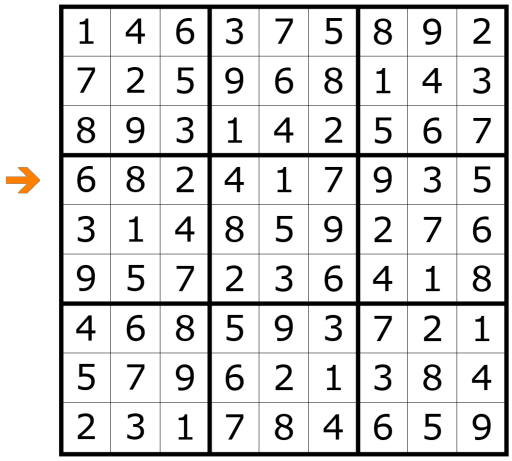
SUDOKU - CLASSIC

PUZZLE 1 - 4; 32, 51, 66, 95 POINTS

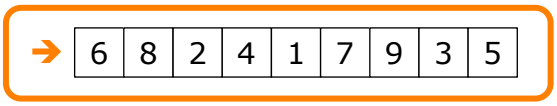
Place the digits 1-9 exactly once in each row, column and 3x3 block.



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



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

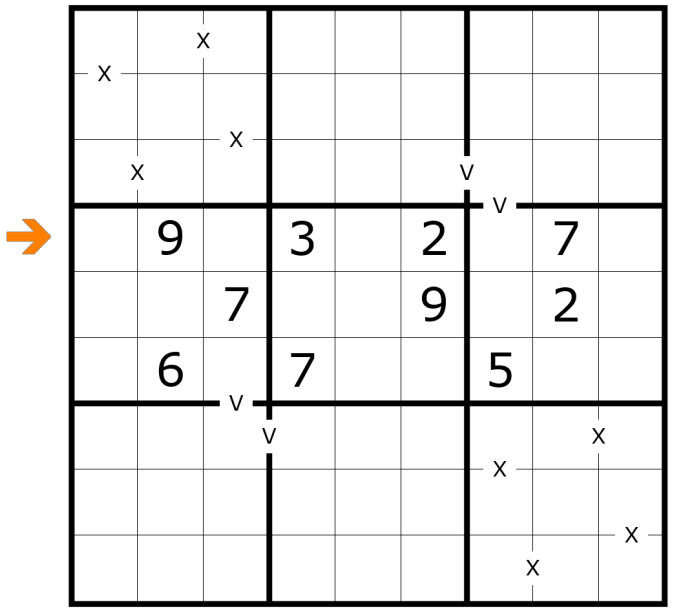


6	8	2	4	1	7	9	3	5

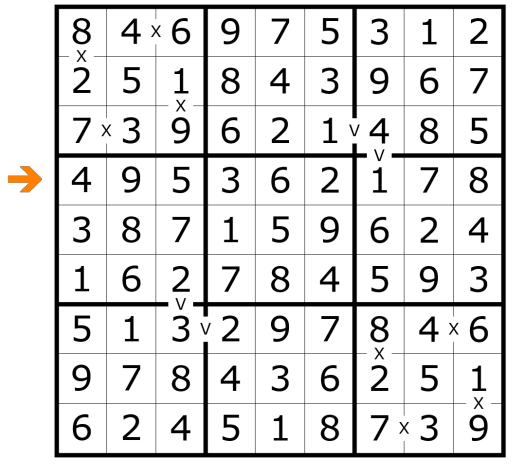
SUDOKU - XV

PUZZLE 5; 41 POINTS

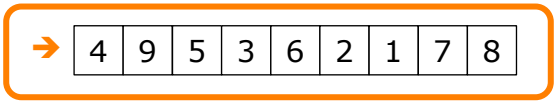
Place the digits 1-9 exactly once in each row, column and 3x3 block. **All** two adjacent cells with digits that sum to 10 are marked with **X**. **All** two adjacent cells with digits that sum to 5 are marked with **V**.



	9		3		2		7	
		7			9		2	
	6		7			5		



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



4	9	5	3	6	2	1	7	8

SUDOKU - DIAGONAL **PUZZLE 6; 55 POINTS**

Place the digits 1-9 exactly once in each row, column, 3x3 block and the marked diagonals.

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

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

3	7	5	2	9	1	8	6	4

SUDOKU - PALINDROME **PUZZLE 7; 57 POINTS**

Place the digits 1-9 exactly once in each row, column and 3x3 block. The digits on the grey lines form palindromic sequences.

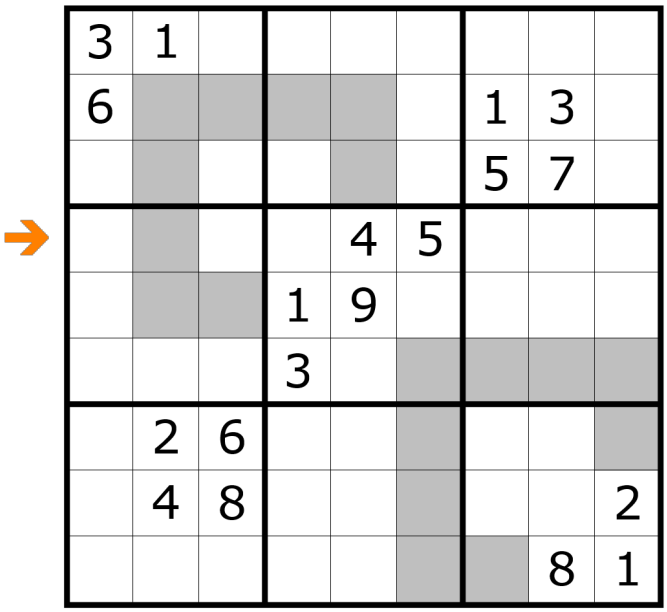
	5							
4		6						
	3		7					
		2		8				
			1				8	
								5
						9	3	
				7		4		
					4			

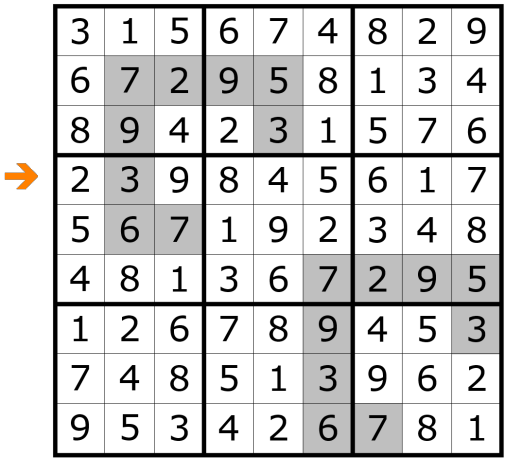
8	5	7	2	6	9	3	1	4
4	2	6	5	1	3	8	9	7
1	3	9	7	4	8	2	5	6
5	1	2	9	8	7	6	4	3
6	4	3	1	2	5	7	8	9
9	7	8	4	3	6	1	2	5
7	8	4	6	5	1	9	3	2
3	9	5	8	7	2	4	6	1
2	6	1	3	9	4	5	7	8

5	1	2	9	8	7	6	4	3

SUDOKU - CLONE **PUZZLE 8; 58 POINTS**

Place the digits 1-9 exactly once in each row, column and 3x3 block. Digits in the same position (without rotating or mirroring) in identical shaded shapes are the same.

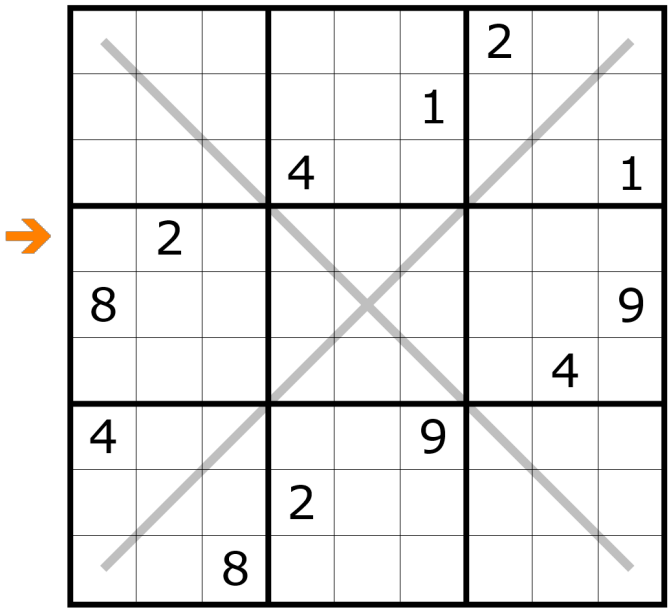


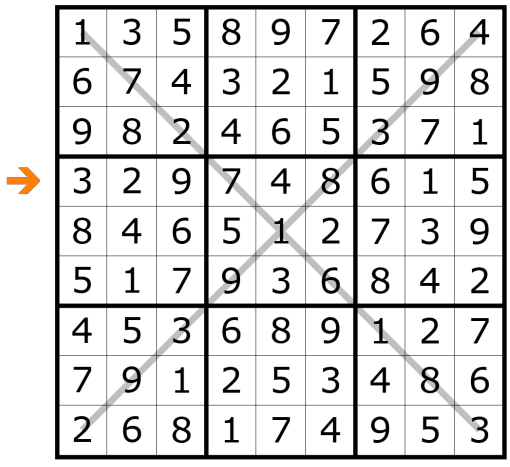


2	3	9	8	4	5	6	1	7

SUDOKU - GERMAN WHISPERS **PUZZLE 9; 61 POINTS**

Place the digits 1-9 exactly once in each row, column and 3x3 block. Adjacent digits along the marked grey lines have a difference of at least five.



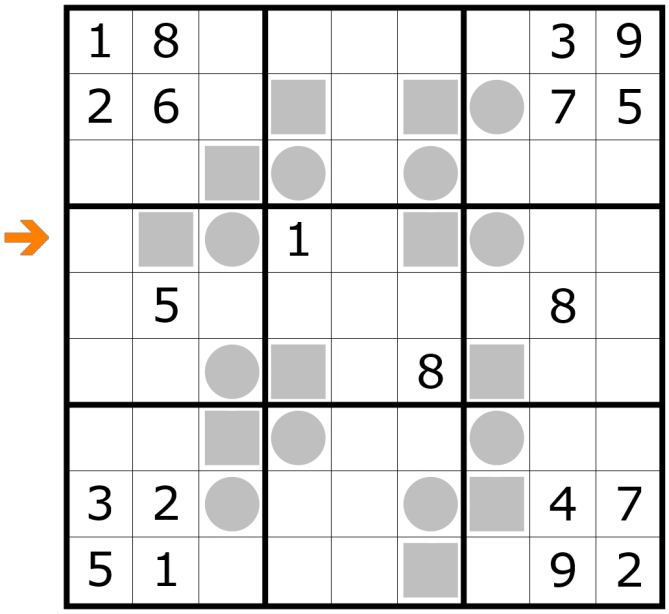


3	2	9	7	4	8	6	1	5

SUDOKU - ODD-EVEN

PUZZLE 10; 68 POINTS

Place the digits 1-9 exactly once in each row, column and 3x3 block. Cells with a circle contain an odd digit, cells with a square contain an even digit.

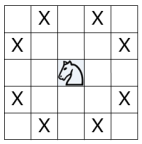


1	8	5	2	6	7	4	3	9
2	6	3	8	9	4	1	7	5
7	9	4	3	1	5	8	2	6
8	4	7	1	5	2	9	6	3
6	5	2	4	3	9	7	8	1
9	3	1	6	7	8	2	5	4
4	7	6	9	2	3	5	1	8
3	2	9	5	8	1	6	4	7
5	1	8	7	4	6	3	9	2

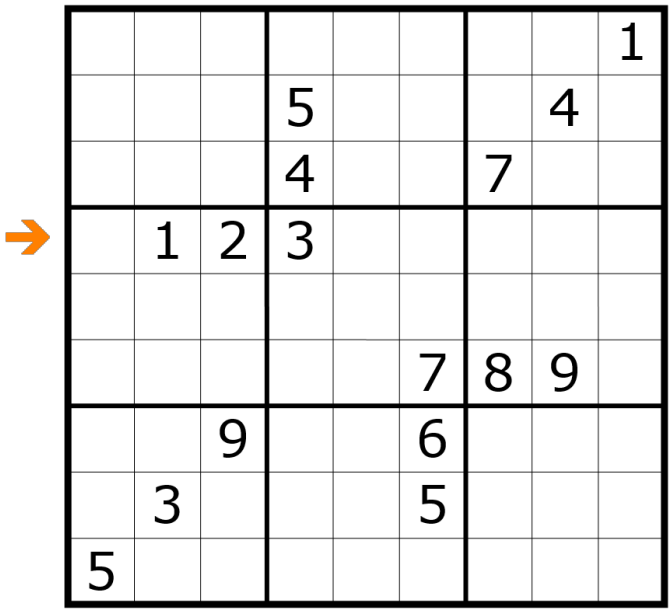
8	4	7	1	5	2	9	6	3

SUDOKU - ANTI KNIGHT

PUZZLE 11; 71 POINTS



Place the digits 1-9 exactly once in each row, column and 3x3 block. Two cells that can be reached by a (chess) knight step can **not contain the same digit**.

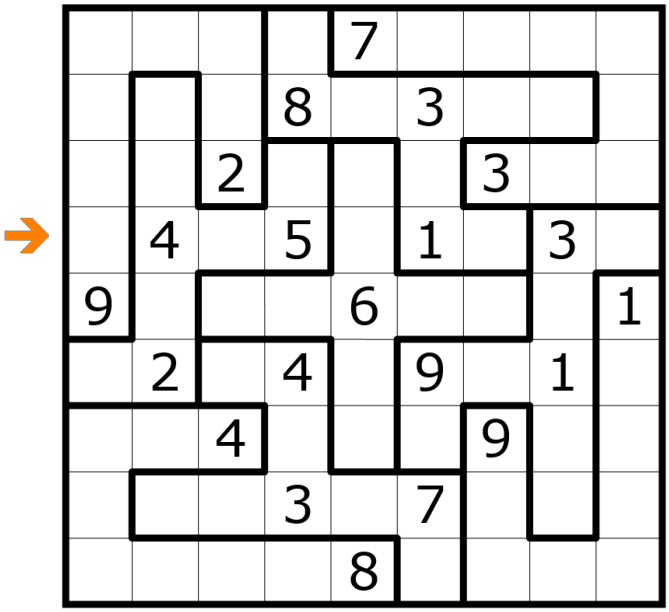


4	2	5	8	7	3	9	6	1
7	9	8	5	6	1	3	4	2
3	6	1	4	9	2	7	5	8
8	1	2	3	4	9	6	7	5
9	7	3	6	5	8	1	2	4
6	5	4	1	2	7	8	9	3
1	4	9	2	3	6	5	8	7
2	3	7	9	8	5	4	1	6
5	8	6	7	1	4	2	3	9

8	1	2	3	4	9	6	7	5

SUDOKU - IRREGULAR **PUZZLE 12; 73 POINTS**

Place the digits 1-9 exactly once in each row, column and bold outlined region.

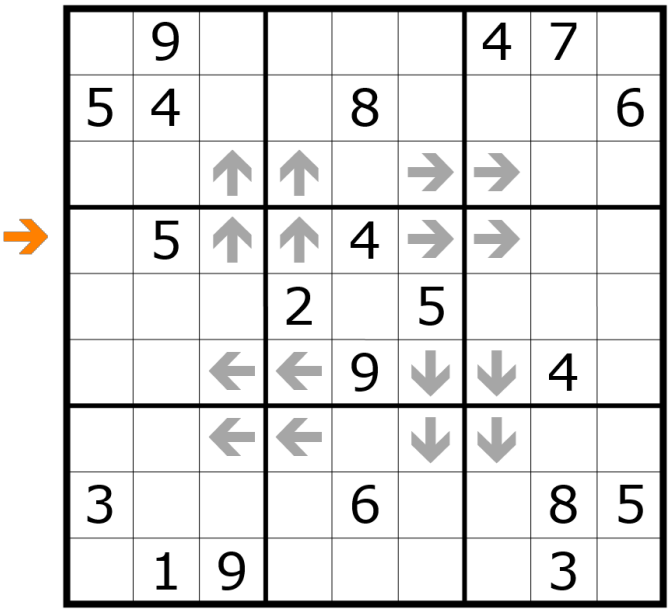


4	5	3	6	7	2	1	8	9
1	7	6	8	4	3	2	9	5
7	8	2	1	9	5	3	6	4
8	4	9	5	2	1	7	3	6
9	3	5	7	6	4	8	2	1
6	2	8	4	3	9	5	1	7
5	6	4	2	1	8	9	7	3
2	9	1	3	5	7	6	4	8
3	1	7	9	8	6	4	5	2

8	4	9	5	2	1	7	3	6

SUDOKU - POINT TO NEXT **PUZZLE 13; 80 POINTS**

Place the digits 1-9 in each row, column and 3x3 block. An arrow points in the direction of a cell that contains a digit that is exactly 1 higher than that of the cell in which the arrow is drawn.

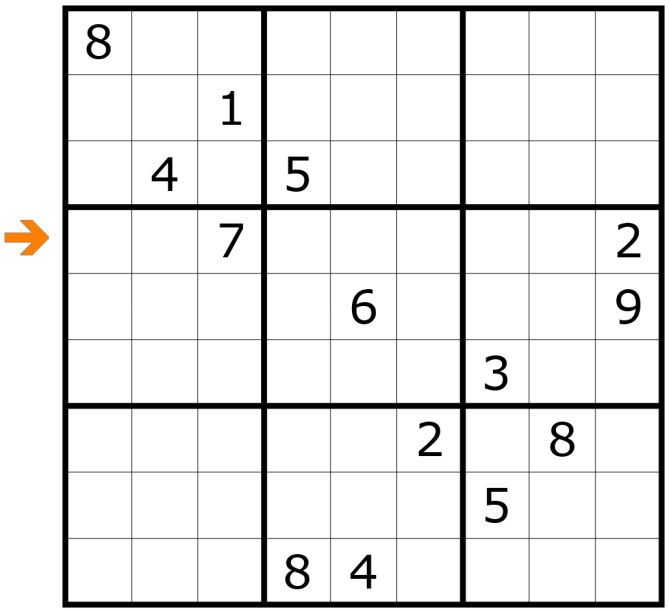


8	9	3	5	1	6	4	7	2
5	4	7	9	8	2	3	1	6
1	6	2	4	3	7	8	5	9
9	5	6	3	4	1	7	2	8
4	3	8	2	7	5	9	6	1
7	2	1	6	9	8	5	4	3
6	8	5	7	2	3	1	9	4
3	7	4	1	6	9	2	8	5
2	1	9	8	5	4	6	3	7

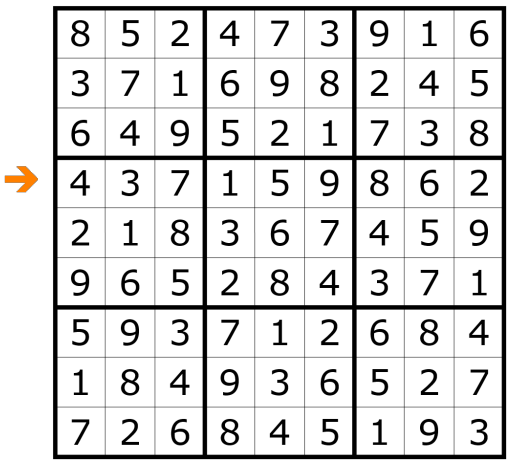
9	5	6	3	4	1	7	2	8

SUDOKU - POLE POSITION **PUZZLE 14; 92 POINTS**

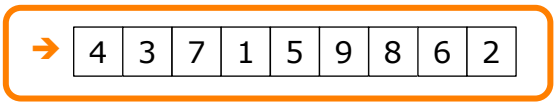
Place the digits 1-9 exactly once in each row, column and 3x3 block. The digit in the first cell of each row or column indicates the position of the digit 1 in the corresponding row or column.



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



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



4	3	7	1	5	9	8	6	2