

**Relay Number Place** 12pt 1 2 **Classic Number Place** 18pt 3 ± 1 Number Place 10pt 4 **End View Number Place** 12pt 5 **Pips Number Place** 14pt 6 Untouchable Number Place 13pt 7 **Top-heavy Number place** 15pt 8 **Digital Numbers place** 16pt 9 **Skyscrapers Number place** 17pt 10 **Happy Family Number Place** 17pt Large/Small/Odd/Even Number Place 18 pt 11 "Meta" Irregular Number Place 19pt 12 13 **Greater/Less Than Number Place** 19pt 14 Multiplication Arrow Number Place 20pt 15 +1/x2 Number Place 21pt 16 **Between Number Place** 22pt 17 **Ring Irregular Number Place** 23pt Odd Even View Number Place 24pt 18 **Nearest Number Place** 24pt 19

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24	Quads Number Place	29pt
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#### 25 puzzles total 500 pt

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### 1 Relay Number Place

- (1) The basic rules of 6  $\times$  6 Number Place.
- ② You have to propagate the digits of the gray cells to seed the next puzzle.





#### Rule

The basic rules of 9X9 Number Place.

					A	2	3	
1	2	S	4	5				
		6						8
		7			З	6		В
		8	с					
		9		7	6			1
4				8		5		2
8				9			4	3
	7	D						



### $3 \pm 1$ Number Place

#### Rule

- 1 The basic rules of 6X6 Number Place.
- ② The digits already put in cells are bigger or smaller than the right digits by "1".

-	5				A
		В		2	
			5	6	
	3	0			
	3		с		
D				1	6





### 4 End View Number Place

- ① The basic rules are the same as 6X6 Number Place, but you must place a blank cell instead of the number "6".
- ② The digits outside the grid represent the first digit that can be seen from the corresponding direction. If the first cell is blank, you can see the second digit.





## **5** Pips Number Place

- ① The basic rules are the same as 6X6 Number Place, but you must use the pips on the dice instead of digits.
- ② Each black spot must be used as a part of the pips on the dice. The pips on the dice are as follows.



	_				
		000 000	000 0 <b>A</b> 000		000
000		●00 000	000	000	
	000 ● 00	0 000			000 000
			●0000 0000	000 0 <b>°</b> 000	
		000 0 <b>0</b> 000			000 000
	000	000 000		•00 000	000 000



# 6 Untouchable Number Place

#### Rule

- Each row, column, and block bounded by a bold line contains all numbers from 1 to 7.
- O Diagonally neighbouring cells cannot contain the same digit.

	4				A	7
2						
В			2			
		6	5	7		
			3			С
						4
7	D				3	



# 7 Top-heavy Number place

#### Rule

- ① Fill in the grid so that in each row and column the designated digits appear exactly once.
- In case that digits adjoin vertically, the digit above must be bigger.The digits in the rows have nothing to do with it.

$\langle 1 \sim 5 \rangle$									
1		2					A		
			5		3				
		3	В						
	3						2		
2						1			
					4				
	с	4		5					
				D	1		3		



空白マスの場合は「0(ゼロ)」と記してください。

## 8 Digital Numbers place

#### Rule

- ① The basic rules are the same as 6X6 Number Place, but you must use the digital numbers instead of ordinary digits.
- ② Each black segment must be used as a part of the digital numbers.
  The digital numbers from 1 to 6 are as follows.







# **9** Skyscrapers Number place

#### Rule

- 1 The basic rules of 6X6 Number Place.
- ② The grid symbolises a group of skyscrapers. The digits outside the grid show how many skyscrapers are visible from that direction.

The way to see skyscrapers. ightarrow







17 pt

# 10 Happy Family Number Place

#### Rule

- ① Each row, column and block bounded by a bold line contains all numbers from 1 to 9.
- ② Some cells with a circle contain two digits and a number in a square is bigger than a number in a circle.





### Large/Small/Odd/Even Number Place

- 1 The basic rules of 8X8 Number Place.
- ② The digits outside the grid tell as follows.
  - 大: Digits in the range from 5 to 8 must be inserted in the two closest cells from the corresponding column or row.
  - 小: Digits in the range from 1 to 4 must be inserted in the two closest cells from the corresponding column or row.
  - 奇: The odd digits must be inserted in the two closest cells from the corresponding column or row.
  - 偶: The even digits must be inserted in the two closest cells from the corresponding row or column.





### **12** "Meta" Irregular Number Place

- 1 Each row and column contains all numbers from 1 to 7.
- ② Divide the grid into seven blocks so that each block contains the digits from 1 to 7.
- ③ The given bold lines must be used as a part of the bold lines bounding the blocks.





### **13** Greater/Less Than Number Place

- $\textcircled{\sc 1}$  The basic rules of 9X9 Number Place.
- ② Greater/Less-than signs on the common line of the two adjacent numbers tell that the number on the open side of the bracket is always larger, like Big > Small.





- $\textcircled{\sc 1}$  The basic rules of 9X9 Number Place.
- ② In a oval or circle you must put the product of the digits on the path of the arrow starting from it.





## **15** +1/x2 Number Place

- 1 The basic rules of 9X9 Number Place.
- ② All neighbouring cells with consecutive digits have a border with a white dot in between.
- ③ All neighbouring cells where one digit is the double of the other have a border with a black dot.
- (4) The dot between "1" and "2" can have any of these colours.





### **16** Between Number Place

#### Rule

- 1 The basic rules of 9X9 Number Place.
- ② The cells the arrow points contain numbers between the numbers the arrow points.





22 pt

# 17 Ring Irregular Number Place

#### Rule

- 1 Each block bounded by a bold line contains all numbers from 1 to 9.
- ② Each row and column contains different numbers. So does each column and row containing a gray part.





23 pt

#### Rule

- 1 The basic rules of 9X9 Number Place.
- ② The digits outside the grid represent the first odd and even digits that can be seen from the corresponding direction.



## **19** Nearest Number Place

#### Rule

- 1 The basic rules of 9X9 Number Place.
- ② The arrows from a circle point the cells which at the most in four cells adjoining the circle vertically or horizontally, contain the nearest numbers to the number in the circle.





# **20** Odd-Labyrinth Number Place

#### Rule

- $\textcircled{\sc 1}$  The basic rules of 9X9 Number Place.
- ② Fill the grid so that starting from the gray cell at the upper left, you can reach the gray cell at the lower right, going down and across just through odd digits.





# 21 Sums Number Place

- $\textcircled{\sc 1}$  The basic rules of 9X9 Number Place.
- ② The digits outside the grid represent the sum of the digits in the circles in the corresponding row or column.
- ③ The digits at the right side of the problem represent the sum of the digits in the circles in the corresponding 3X3 block.



15	15	24
12	27	18
11	12	14



# 22 Split Number place

#### Rule

- ① The basic rules are the same as 9X9 Number Place, but you must place a black cell instead of the number "9".
- ② The digits outside the grid represent the sum of the digits from the end to the black cell in the corresponding row or column.





27 pt

# 23 Odd or Even Number Place

#### Rule

- 1 The basic rules of 9X9 Number Place.
- ② In case that you place an odd digit in a circle, the odd digit shows the number of odd digits in the cells adjoining vertically, horizontally, and diagonally. In case that you place an even digit in a circle, the even digit shows the number of even digits in the cells adjoining vertically, horizontally, and diagonally.

	$\bigcirc$	8		$\bigcirc$			7	$\bigcirc$
		$\bigcirc$		1		2		
		1	$\bigcirc$		5			6
$\bigcirc$		А	$\bigcirc$				1	
8		$\bigcirc$			$\bigcirc$	В		9
	5				с	$\bigcirc$		$\bigcirc$
9			6	$\bigcirc$	$\bigcirc$			
$\bigcirc$		4		5	$\bigcirc$	D		
	2					9		



# 24 Quads Number Place

#### Rule

- $\textcircled{\sc 1}$  The basic rules of 9X9 Number Place.
- ② The four circles lined up in a straight line vertically, horizontally, and diagonally contain the same digits in the same order. Directions don't have to be the same.





29 pt

### **25** Arithmetic Progression Number Place

#### Rule

- $\textcircled{\sc 1}$  The basic rules of 9X9 Number Place.
- (2) The arrows show <u>all parts</u> of making an arithmetic progression of three digits or more, for example, " $2 \cdot 4 \cdot 6 \cdot 8$ " " $1 \cdot 4 \cdot 7$ ".
- ③In the arithmetic progressions, the more progress to an arrowhead, the bigger digits become.



