Japan NumberPlace Championship 2014

Instruction (Tentative)

2014 May 24th 10:00 – 11:30 (JST = UTC+9)

Organized by Japan Puzzle Federation

About Competition

- Japan NumberPlace Championship will be held on May 24th, 10:00 – 11:30 (JST; UTC+9:00)
- Prior to the competition starts, you should download the puzzle file (encrypted) from download page and save locally. And we strongly recommend you to try submission test beforehand.
- When the competition starts, at 10:00 (UTC +9:00), the password for the puzzle file will be shown in password page. Open the puzzle file with the password and solve competition puzzles.
- Input your information and your answers in answer form, and submit them before the competition ends, at 11:30 (UTC +9:00).
- You can submit your answers more than once, but only the last submission within the time limit will be accepted.
- The puzzle file does not contain examples. Please refer to this file as necessary.
- For further details and updated information, see rules and championship page.

Points table will be released later.

About Rule
In each rule, "Apply Classic NumberPlace rules" means "Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in each row, column and outlined 3x3 region".

01 Classic NumberPlace   ? + ? pts

<Rule> Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in each row, column and outlined 3x3 region.

<Answer Key> Input the digits in lettered cells from A to D. For the example: 3578

02 Just One Cell NumberPlace   ? + ? + ? + ? pts

<Rule> Follow Classic NumberPlace Rule; Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in each row, column and outlined 3x3 region.
This puzzle has multiple solutions for the entire grid, but there is at least one empty cell that will contain the same digit for all solutions.
The letters outside the grid are only used for Answer Key.

<Answer Key> Input the position (A-I followed by J-R) and the digit that can be placed into the grid with absolute certainty. For the example: CJ8

03 Irregular Overlapping NumberPlace   ? pts

<Rule> Four (Two in Example) Irregular NumberPlaces are overlapping. In each Irregular NumberPlace, place a digit from 1 to 6 in each empty cell so that each digit appears exactly once in each row, column and outlined region.

<Answer Key> Input the digits in lettered cells from A to D. For the example: 1463

04 Dress Up NumberPlace   ? pts

<Rule> Place a digit from 1 to 6 in each empty cell so that each digit appears exactly once in each row and column. In addition, by all of the given way of dividing the grid, each digit must appear exactly once in each outlined region.

<Answer Key> Input the digits in lettered cells from A to D. For the example: 3664

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05 Consecutive NumberPlace   ? pts

<Rule> Apply Classic NumberPlace rules. Two adjacent cells that have a double line between them must be consecutive. All possible double lines are given.

<Answer Key> Input the digits in lettered cells from A to D. For the example: 5385

06 Diagonal NumberPlace   ? pts

<Rule> Apply Classic NumberPlace rules. Each digit must also appear exactly once in each of the two main diagonals.

<Answer Key> Input the digits in lettered cells from A to D. For the example: 6362

07 Greater Than NumberPlace   ? pts

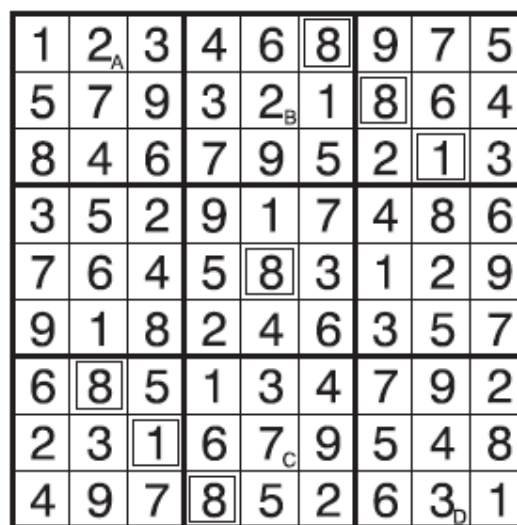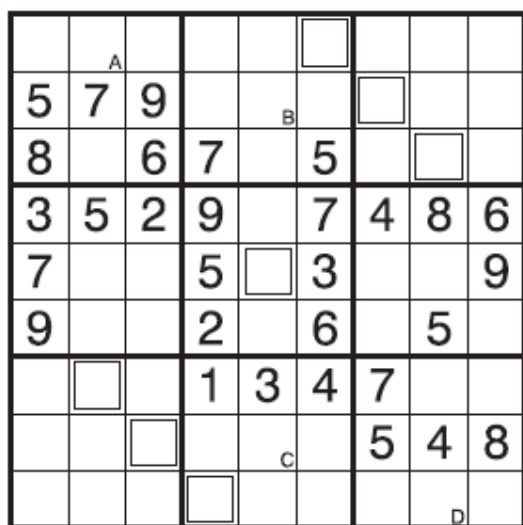<Rule> Apply Classic NumberPlace rules. All inequality signs must be correct.

<Answer Key> Input the digits in lettered cells from A to D. For the example: 7846

08 1 or 8 NumberPlace   ? pts

<Rule> Apply Classic NumberPlace rules. The double-lined cells must contain either 1 or 8.

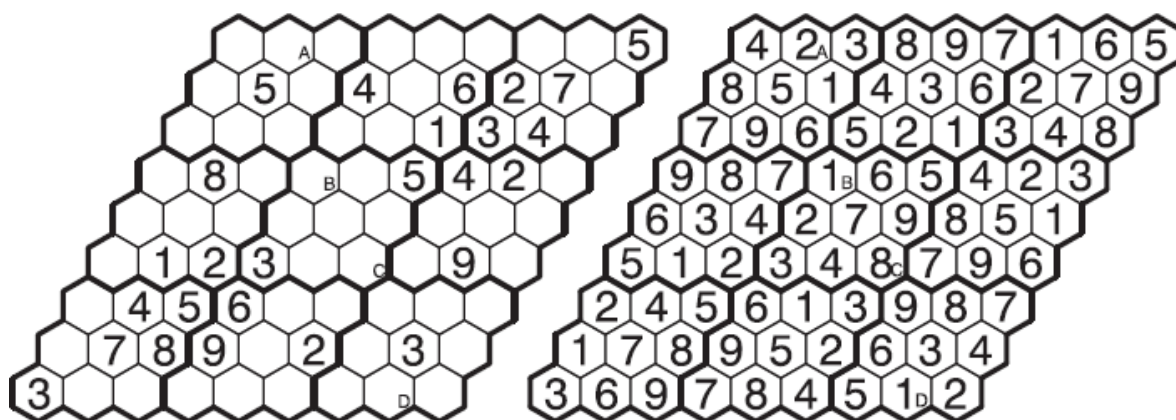<Answer Key> Input the digits in lettered cells from A to D. For the example: 2273

09 Hexagon NumberPlace   ? pts

<Rule> Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in outlined region. No digits may repeat along any of the three directions in which the hexagonal cells share edges.
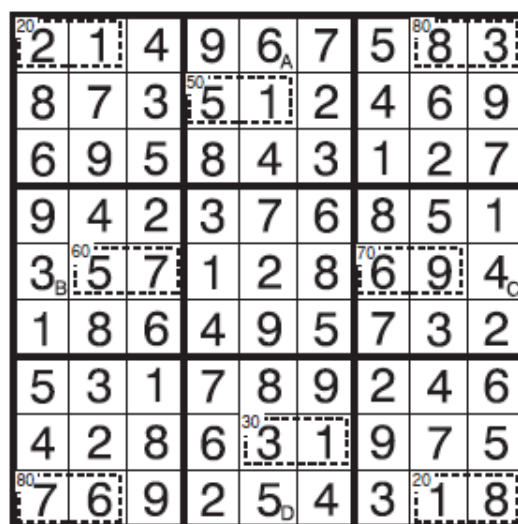

<Answer Key> Input the digits in lettered cells from A to D. For the example: 2181

10 Round off NumberPlace   ? pts

<Rule> Apply Classic NumberPlace rules. When considering two digits in each cage as a two-figure number, the number on the top left of each cage must be a result of rounding off the two-figure number in the cage.
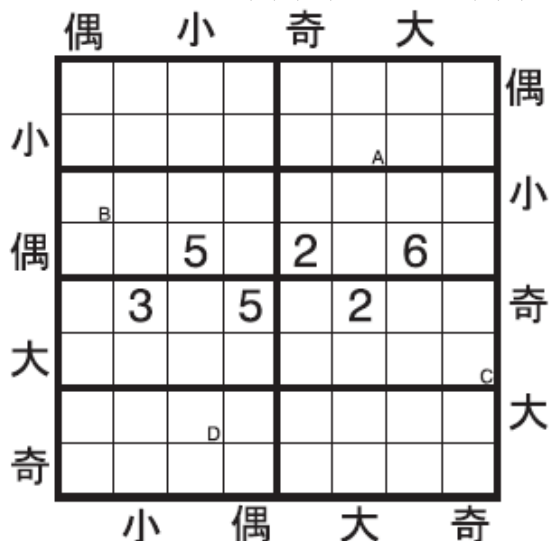
<Answer Key> Input the digits in lettered cells from A to D. For the example: 6345

11 Odd-Even-Big-Small NumberPlace   ? pts

<Rule> Place a digit from 1 to 8 in each empty cell so that each digit appears exactly once in each row, column and outlined region. The clues outside the grid indicate that the first two digits along that row or column are either odd/奇 (1,3,5,7), even/偶 (2,4,6,8), big/大 (5,6,7,8), or small/小 (1,2,3,4).

<Answer Key> Input the digits in lettered cells from A to D. For the example: 1188

12 Missing NumberPlace   ? pts

<Rule> Place a digit from 0 to 9 in each empty cell so that no digits may repeat within each row, column and outlined 3x3 region. 0 must appear exactly once in each row, column and outlined 3x3 region. The missing digit in each row/column/region is all different.

<Answer Key> Input the digits in lettered cells from A to D. For the example: 5034

13 Poker NumberPlace   ? pts

<Rule> Apply Classic NumberPlace rules. The digits in a line must form a specific porker hand, stated below the grid.

(Straight / consecutive 5 digits, in any order)

<Answer Key> Input the digits in lettered cells from A to D. For the example: 4359

14 Even Block NumberPlace   ? pts

<Rule> Apply Classic NumberPlace rules. Each cell with an even digit must be part of an orthogonally connected group of four cells. Digits can repeat within a single 4-cell group.

<Answer Key> Input the digits in lettered cells from A to D. For the example: 6946

15 Arrow NumberPlace   ? pts

<Rule> Apply Classic NumberPlace rules. The digit in a circle is the sum of all digits along its arrow. Digits can repeat within a single arrow.

<Answer Key> Input the digits in lettered cells from A to D. For the example: 5969

16 Mount NumberPlace   ? pts

<Rule> Apply Classic NumberPlace rules. The cell with a symbol for a mount indicate that the digit in this cell is the biggest among all the neighbors (up to 8 in any direction).

<Answer Key> Input the digits in lettered cells from A to D. For the example: 9173

17 Even Sandwich NumberPlace   ? pts

<Rule> Apply Classic NumberPlace rules. The numbers outside the grid are the digits sandwiched by even digits in the corresponding row or column. All possible numbers are given.
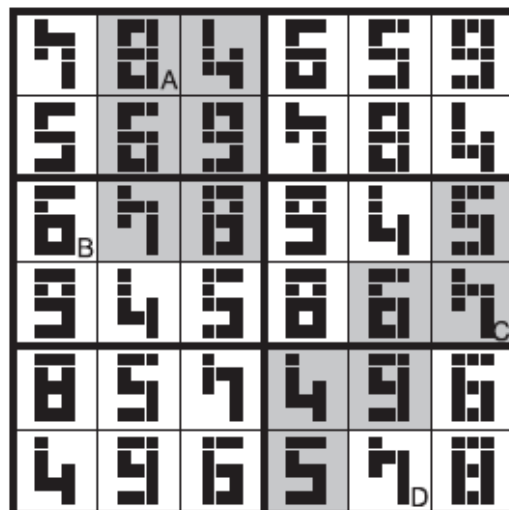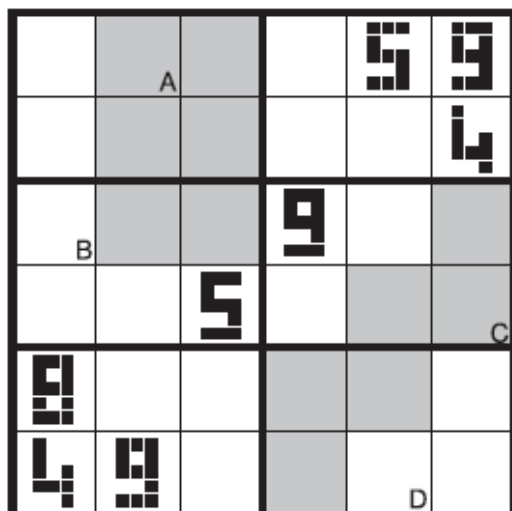

<Answer Key> Input the digits in lettered cells from A to D. For the example: 8372

18 Symmetry NumberPlace   ? pts

<Rule> Apply Classic NumberPlace rules (in Example, the grid size is 6x6 and digits from 4 to 9 are used). The digits used in this puzzle are shown below; 1, 2, 5, 8 are point symmetry itself, and 4&7 , 6&9 are point symmetry each other. Each colored area must be point symmetry as a whole area.

<Answer Key> Input the digits in lettered cells from A to D. For the example: 8677

19 Hit NumberPlace   ? pts

<Rule> Apply Classic NumberPlace rules (the grid size is 6x6 in Example). The clues outside the original grid indicate how many digits are identical with the solution grid in the corresponding row or column.

<Answer Key> Input the digits in lettered cells from A to D. For the example: 1246